Cartoon funny warp 01 (peur)

Comedy bite chew 03 ( player repéré )

Whistle slide wobble notes long 02 ( après action fantôme )

Clock chime ticking loop (pendule)

Cooking sizzle burn fry 02 (allumage ou éteignage bougies)

* Peur chasseur
  + Voice\_male\_b\_battle\_shout\_long\_01
  + Voice\_male\_b\_breath\_shock\_alert\_01
  + Voice\_male\_b\_breath\_shock\_alert\_02
* Hit sur ghost
  + Goblin\_fairy\_attack\_low\_14
  + Goblin\_fairy\_growl\_frustrated\_01
  + Goblin\_fairy\_growl\_frustrated\_03
  + Goblin\_fairy\_hurt\_pain\_01
  + Goblin\_fairy\_hurt\_pain\_12
  + Goblin\_fairy\_hurt\_pain\_19
  + Goblin\_fairy\_hurt\_pain\_21
  + Goblin\_fairy\_hurt\_pain\_choke\_03
  + goblin\_fairy\_hurt\_pain\_choke\_04

* Last hit sur ghost
  + Goblin\_fairy\_death\_07
  + goblin\_fairy\_death\_pain\_03
* Interaction ghost
  + Goblin\_fairy\_attack\_low\_14
* Réaction ghost après peur
  + Goblin\_fairy\_expression\_emote\_02
  + Goblin\_fairy\_expression\_emote\_04
  + Goblin\_fairy\_expression\_emote\_07
  + Goblin\_fairy\_laugh\_low\_02
* Autres (whoosh)
  + Whoosh\_slow\_deep\_11
  + Whoosh\_slow\_deep\_05
  + Whoosh\_slow\_deep\_06
  + Whoosh\_slow\_deep\_07
  + whoosh\_slow\_deep\_08
* Musiques
  + Music\_fun\_crazy\_circus
  + Music\_fun\_funky\_gnome (menu?)
  + Music\_fun\_funky\_mushroom (menu?)
  + Music\_misty\_woods\_calling (in game pour entendre le reste des effets sonores?)
  + Music\_mountainous\_journey (défaite ?)
  + Strange\_ghostly\_ambience\_loop (?)
* Effet sonore victoire et défaite
  + announcer\_voice\_classic\_FPS\_style\_gameover
  + announcer\_voice\_classic\_FPS\_style\_victory
* Souffle
  + Wind\_blizzard\_storm\_spell\_light\_02
  + wind\_blizzard\_storm\_spell\_power\_01