

Background for main menu:

drums/drum_march_1.wav

Loading transitions:

drums/drum_march_2.wav

drums/drum_march_3.wav

drums/drum_march_4.aif

swords/sword_draw.mp3

horses/horses_1.aif

Marches winning/losing:

marches/killed_player.wav

marches/winning_player.wav

Attack phase clicking (not quite sure):

swords/swords_*

rifle/rifle_*

canon/canon_01.aiff

Movement (not quite sure):

horses/horse_galloping.wav

horses/horse_snort.wav