Music Background & Sound FX Instructions

1. **1st Temp BG Song (New Area).mp3** – start of the first level bg song.
2. **2nd Temp BG Song (Starting & Slow Pace) .mp3** – bg can be used in any level.
3. **3rd Temp BG Song.mp3** - bg can be used in any level.
4. **Bawang Throwing.mp3 –** when the player throws a bawang.
5. **Boss Fight Groovy Version (Final Boss or Mini Boss).mp3 – DELETE (UPDATED VERSION UPLOADED)**
6. **Dying.mp3 –** when the player dies.
7. **Eating.mp3 –** when the player feeds his pet/companion.
8. **Encounter W Intro.mp3 –** intro of BG song for mini boss fight.
9. **Encounter no intro.mp3 –** no intro bg song meaning it will be used as a loop bg song while the mc is fighting a mini boss.
10. **Enraged Boss BG song (INTRO) .mp3 –** intro of bg song when the final boss is enraged or last 50% health
11. **Final Boss Enraged BG song (LOOP) .mp3 –** loop bg song when the boss is enraged, it will be used as a loop bg song while the mc is fighting the final boss.
12. **Final Boss Normal Status Boss BG Song (INTRO).mp3 –** intro of final boss bg song, when the boss is still not enraged.
13. **Final Boss Normal Status Boss BG Song (LOOP).mp3** - loop bg song when the boss is still not yet enraged, it will be used as a loop bg song while the mc is fighting the final boss.
14. **Final Peaceful Environment.mp3 –** when not fighting with monsters this bg song is being played
15. **GAme Over.mp3 –** when all of the player lives are spent this sound effect is played
16. **Picked Up Something Good.mp3 –** sfx when the player picks up an item, food, or essence and it can also be used when the player hires a companion like the dog, cat, priest, etc.
17. **When monsters are hit.mp3 –** when the monsters are hit by the player.
18. **when monsters are hit 2.mp3 –** 2nd sfx when the monsters are hit by the player.
19. **arrow hit.mp3 –** when the player is hit by the arrows.
20. **arrow shoot.mp3 –** when the arrows are being shot.
21. **asin throw (temporary) .mp3 –** still temporary but it's the sfx for throwing the asin.
22. **sword attack 1.mp3 –** 1st sfx when the player uses the sword.
23. **sword attack 2.mp3 –** 2nd sfx when the player uses the sword.