[**Field-Recording.AO**](http://www.freesound.org/people/rfhache/packs/3199/)**»**[**field-recording.ao.bird.4.wav**](http://www.freesound.org/people/rfhache/sounds/50495/)

<http://www.freesound.org/people/rfhache/sounds/50495/>

[**Sounds recorded in Decatur Georgia**](http://www.freesound.org/people/microdac/sounds/273673/)

<http://www.freesound.org/people/microdac/sounds/273673/>

[**Sound Design and implementation SFX**](http://www.freesound.org/people/rdaly95/packs/21770/)**»**[**machine\_gun.wav**](http://www.freesound.org/people/rdaly95/sounds/387166/)

<http://www.freesound.org/people/rdaly95/sounds/387166/>

[**Nice Game Find**](http://www.freesound.org/people/qubodup/sounds/195486/)

<http://www.freesound.org/people/qubodup/sounds/195486/>

[**Bomb.aif**](http://www.freesound.org/people/wordswar/sounds/190888/)

<http://www.freesound.org/people/wordswar/sounds/190888/>