SOUND PACK · a collection of retro, 8-bit & arcade **sound effects**

A collection of retro, 8-bit. chiptune and arcade-inspired sound effects. Produced and designed by **Andrea Baroni**.

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CONTENT OF THE PACKAGE

44 Game Events sfxs, 16 Generic UI sfxs, 53 Weapons & Fight sfxs and 30 Various sfxs.
A total of **143 sounds** - 44kHZ 16bit wav files

SFX TYPE	FOLDER/CATEGORY	TOTAL
Alert	Game Events	4
Collect and Bonus	Game Events	17
Increase and Decrease	Game Events	3
Power Up	Game Events	12
Respawn and Appear	Game Events	2
Wrong and Malus	Game Events	6
UI Generic	UI	16
Explosion	Weapons & Fight	5
Explosion Long	Weapons & Fight	2
Explosion Short	Weapons & Fight	2
Flame	Weapons & Fight	2
Flame Shot	Weapons & Fight	4
Hit and Damage	Weapons & Fight	16
Laser (loop)	Weapons & Fight	1
Shot	Weapons & Fight	15

SFX TYPE	FOLDER/CATEGORY	TOTAL
Spinning Saw (loop)	Weapons & Fight	1
Sword Swing	Weapons & Fight	1
Creature Die	Weapons & Fight	4
Beam	Various	3
Copter (loop)	Various	1
Door Opens	Various	1
Fall	Various	3
Footstep	Various	1
Gate Opens	Various	1
Jump	Various	10
Pop	Various	2
Push Short and Long	Various	2
Swing	Various	2
Tank Track (loop)	Various	1
Thunder	Various	1
Water Splash	Various	2

Crediting the author of the sounds is optional, but greatly appreciated!

If you need **customised versions of these sounds** or a **tailored soundtrack** for your project don't hesitate to contact me. We'll be glad to find the perfect solution whatever your budget is.

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