

#1 SND		#2 [SOUN]		#4		#6		#8		7	
#0	FTSTEP	#20	HITGND	#40	(undef.)	#60	DOOR	#80	ORB2		
1	FALL	21	CEIL	41	(undef.)	61	SNAX	81	GUARD1		
2	DIZZY1	22	PARRY	42	PULLSW	62	VULTX	82	ORBA		
3	DIZZY2	23	HURT	43	HITEYE	63	VULT2	83	SCREAM		
4	LAND	24	ABSOLV	44	SPARK	64	VULT1	84	MACE2		
5	WHOA	25	KEYSA	45	(undef.)	65	CAT92	85	BATX		
6	PLUMMT	26	LANDA	46	(undef.)	66	GUARD2	86	SWAMP		
7	ROCK	27	TURNA	47	CAT91	67	MUTANX	87	RATX		
8	ONEUP	28	STAPA	48	BARRL2	68	MUTANT	88	(undef.)		
#9	FIREBL	#29	SWITCH	#49	SPELL1	#69	BAT	#89	(undef.)		
#10	DEAD	#30	FLAMES	#50	SETYNR	#70	RAT	#90	HISCA		
11	YEAH	31	(undef.)	51	GARGOY	71	CANOPY	91	WINCH		
12	ELIXIR	32	W10TON	52	SPELL2	72	MOSQUI	92	THUNDA		
13	NOROOM	33	(undef.)	53	MUG2	73	KEYS	93	WINDA		
14	CLIMB	34	BLITZ	54	BDCA	74	BDC1	#94	MUSICA		
15	BIRD	35	BARRL1	55	BARRL3	75	CHECKP	95	(undef.)		
16	SOANTE	36	(undef.)	56	MACE1	76	BDC2	96	B212LP		
17	BOMB	37	MUG1	57	KO	77	PANTA	97	X212LP		
18	POISON	38	VAXIO	58	ARROW	78	TRIP	98	(undef.)		
#19	SNAKE	#39	(undef.)	#59	ORB1	#79	SFHS	99	YNRLP		

[BDC Data [A][B]]::[SOUN]::#000#99:(struct sndhdr)

\*packed sound