**Omar:**

“Audio\Hercules – sounds\Punch.wav”

On hitting the normal punch

“Audio\Hercules - Voices\Hercules\Whwoo.wav”

On hercules jumping

“Audio\Hercules - Voices\Hercules\Before Feather Sack.wav”

On getting close to the static feather sack

“Audio\Hercules – sounds\Moving Feather Sack.wav”

On seeing the moving feather sack

“Audio\Hercules – sounds\Destroying Feather Sack.wav”

On destroying feather sack

“Audio\Hercules – sounds\Statue Removed.wav”

On removing the statue block

**Osama:**

“Audio\Hercules - Voices\Hercules\Herculad.wav”

When seeing herculad

“Audio\Hercules - Voices\Hercules\HerculadToken.wav”

When taking herculad

“Audio\Hercules – sounds\Tall pillar Cracked.wav”

On destroying tall pillar

“Audio\Hercules - Voices\Phil\Excellenty.wav”

On destroying tall pillar

“Audio\Hercules – sounds\Game Over.mp3”

When Hercules spends all his 3 trials of life

**Youssef:**

“Audio\Hercules - Voices\Hercules\FireballSword.wav”

On seeing the fireball sword icon

“Audio\Hercules – sounds\Fireball Sword.wav”

On hitting with fireball sword

“Audio\Hercules - Voices\Hercules\Lightening Sword.wav”

On seeing the lightening sword icon

“Audio\Hercules – sounds\Lightening Sword”

On firing with lightening sword

“Audio\Hercules - Voices\Hercules\Sandal.wav”

On taking sandal

“Audio\Hercules – sounds\Hercules\_Attacked”

On decreasing Hercules health

“Audio\Hercules - Voices\Hercules\Oh boy.wav”

On Hercules dying

**Saeed:**

“Audio\Hercules - Voices\Hercules\A Gift from the gods”

On getting close to helmet (Shield)

“Audio\Hercules - Voices\Hercules\Helmet.wav”

On taking helmet(Shield)

“Audio\Hercules – sounds\Water Sound.wav”

On getting close to the lake (Pool)

<Search on Coin Taken Sound of 0 duration seconds and apply it on Hercules getting a coin>

**Sherif:**

“Audio\Hercules – sounds\Nature Sound.wav”

The permanent game looped sound

“Audio\Hercules - Voices\Phil\Concentrate.wav”

On messing up feather sacks hits

“Audio\Hercules - Voices\Phil\Get your sword.wav”

On seeing baby dragons

“Audio\Hercules - Voices\Hercules\BabyDragon.wav”

On killing baby dragons

“Audio\Hercules - Voices\Phil\Rule number 95.wav”

On staring in the game

“Audio\Hercules - Voices\Phil\Rule number 96.wav”

After rule 95