

Sound Effects

Overview

⚠ All sound effects (mp3) have been uploaded in ff3:ff3us:doc:asm:list:sfx. For implementation, see my example below or refer to the [plugin page](#).

Sound effects are played with event command: F4 XX

List of Sound Effects

Index	Sound Effect	Listen	
\$00	Lore casting sound	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:00bluemagic.mp3</spoiler>
\$01	Casting black magic spell	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:01blackmagic.mp3</spoiler>
\$02	Casting white magic spell	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:02whitemagic.mp3</spoiler>
\$03	Esper summoning	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:03blackmagic2.mp3</spoiler>
\$04	Running Footsteps / Escaping	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:04runaway.mp3</spoiler>
\$05	Ultima	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:05ultima.mp3</spoiler>
\$06	Earth Breaking	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:06inferno.mp3</spoiler>
\$07	Haste	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:07haste.mp3</spoiler>
\$08	Phoenix scream	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:08dragonesper.mp3</spoiler>
\$09	Scan's "target" sound	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:09scan.mp3</spoiler>
\$0A	Rasp's first sound effect	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:0arasp.mp3</spoiler>
\$0B	Rasp's second sound effect	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:0brasp2.mp3</spoiler>
\$0C		<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:0Claseratk.mp3</spoiler>
\$0D	Miss	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:0Dmiss.mp3</spoiler>
\$0E		<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:0Edragonattack.mp3</spoiler>
\$0F		<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:0Fidk.mp3</spoiler>
\$10	Bum Rush	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:10canonexplosion.mp3</spoiler>
\$11	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:11idk.mp3</spoiler>
\$12	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:12infernoshort.mp3</spoiler>
\$13	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:13explosion.mp3</spoiler>
\$14	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:14esperattack.mp3</spoiler>

Index	Sound Effect	Listen	
\$15	Thundaga	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:15bolt3.mp3</spoiler>
\$16	Fire 1	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:16fire1.mp3</spoiler>
\$17	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:17ting.mp3</spoiler>
\$1B	Ice 1	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:18ice1.mp3</spoiler>
\$19	Fire 3	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:19fire3.mp3</spoiler>
\$20	Poison	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:20poison.mp3</spoiler>
\$21	Constant punching	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:21constantpunching.mp3</spoiler>
\$22	Bio	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:22bio.mp3</spoiler>
\$25	Meteor	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:25meteorshort.mp3</spoiler>
\$28	Meteor	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:28thief.mp3</spoiler>
\$29	Save Point echo?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:29savetingecho.mp3</spoiler>
\$2E	Sword Stab	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:2Estab.mp3</spoiler>
\$30	Dispel	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:30tempestlike.mp3</spoiler>
\$31	Flare (part 1)	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:31flarepart1.mp3</spoiler>
\$32	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:32mecha.mp3</spoiler>
\$33	Punch	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:33hitfist.mp3</spoiler>
\$34	Curative item	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:34curativeitem.mp3</spoiler>
\$35	Dispel (Break spell)	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:35breakspell.mp3</spoiler>
\$36	Ice 2 (part 1)	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:36ice2part1.mp3</spoiler>
\$37	Ice 2 crystalization (part 2)	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:37ice2part2.mp3</spoiler>
\$38	Ice 2 crystalization (part 2)	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:38impspellpart1.mp3</spoiler>
\$39	Muddle / Confuse	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:39muddle.mp3</spoiler>
\$40	SwdTech Activation	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:40cyanswdtechactivation.mp3</spoiler>
\$41	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:41multipleting.mp3</spoiler>
\$42	Fire 2	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:42fire2.mp3</spoiler>
\$43	Bolt 1	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:43bolt1.mp3</spoiler>
\$44	Runic	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:44ting.mp3</spoiler>
\$45	Shell	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:45shell.mp3</spoiler>
\$46	Esper disappears	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:46esperpartydisappear.mp3</spoiler>
\$47	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:47runic.mp3</spoiler>
\$48	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:48runic.mp3</spoiler>
\$49	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:49runic.mp3</spoiler>
\$50	Shock	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:50idk.mp3</spoiler>
\$51	Machine	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:51machine.mp3</spoiler>
\$52	SwdTech Stunner	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:52swdtechstunner.mp3</spoiler>

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\$53	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:53idk.mp3</spoiler>
\$54	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:54idk.mp3</spoiler>
\$55	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:55idk.mp3</spoiler>
\$56	Boomerang	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:56boomerang.mp3</spoiler>
\$57	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:57idk.mp3</spoiler>
\$58	Vanish	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:58vanish.mp3</spoiler>
\$59	Green Cherry	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:59greencherry.mp3</spoiler>
\$60	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:60idk.mp3</spoiler>
\$61	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:61idk.mp3</spoiler>
\$62	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:62idk.mp3</spoiler>
\$63	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:63idk.mp3</spoiler>
\$64	SwdTech High?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:64highswdtech.mp3</spoiler>
\$65	Sword Slash	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:65swordslash.mp3</spoiler>
\$66	Bio Blaster	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:66bioblastr.mp3</spoiler>
\$67	Esper Shining	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:67espershining.mp3</spoiler>
\$68	Snare	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:68snare.mp3</spoiler>
\$69	Osmose /Plasma (Water Rondo Dance)	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:69osmose.mp3</spoiler>
\$6A	Jump sound		
\$6D	Espers turned into magicite)		
\$70	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:70weird.mp3</spoiler>
\$71	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:71eeriewave.mp3</spoiler>
\$72	Wind	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:72bigwind.mp3</spoiler>
\$73	Narshe Wind	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:73narshewind.mp3</spoiler>
\$74	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:74kefkaattack.mp3</spoiler>
\$75	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:75mechanicwalk.mp3</spoiler>
\$76	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:76harvester.mp3</spoiler>
\$77	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:77beat.mp3</spoiler>
\$78	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:78closing.mp3</spoiler>
\$79	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:79equarake.mp3</spoiler>
\$7A	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:7Aidk.mp3</spoiler>
\$7B	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:7Bidk.mp3</spoiler>
\$80	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:80longfireball.mp3</spoiler>
\$81	Bismarck	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:81zapaqua.mp3</spoiler>
\$82	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:82drill.mp3</spoiler>
\$83	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:83wallchange.mp3</spoiler>
\$84	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:84.mp3</spoiler>
\$85	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:85idk.mp3</spoiler>
\$86	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:86idk.mp3</spoiler>
\$87	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:87wallchange.mp3</spoiler>

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\$88	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:88.mp3</spoiler>
\$89	Burning House falling apart	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:89exploder.mp3</spoiler>
\$90	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:90alranchor.mp3</spoiler>
\$91	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:91ldk.mp3</spoiler>
\$92	Train Horn	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:92trainhorn.mp3</spoiler>
\$93	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:93ldk.mp3</spoiler>
\$94	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:94ldk.mp3</spoiler>
\$95	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:95ldk.mp3</spoiler>
\$96	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:96ldk.mp3</spoiler>
\$97	Dog Bark	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:97bark.mp3</spoiler>
\$98	Door	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:98doorecho.mp3</spoiler>
\$99	Door (distant)	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:99doordistant.mp3</spoiler>
\$A0	Block Shield	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:A0blockshield.mp3</spoiler>
\$A1	Curative Item	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:A1curativeitem.mp3</spoiler>
\$A2	Flare	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:A2flare.mp3</spoiler>
\$A3	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:A3zap.mp3</spoiler>
\$A4	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:A4swordslash.mp3</spoiler>
\$A5	Earthquake	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:A5earthquake.mp3</spoiler>
\$A6	Open chest / Switch	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:A6switch.mp3</spoiler>
\$A7	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:A7weirdbeat.mp3</spoiler>
\$A8	Sword Slash	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:A8swordslash.mp3</spoiler>
\$A9	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:A9objectmove.mp3</spoiler>
\$B0	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:B0machinepowerup.mp3</spoiler>
\$B1	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:B1healingwind.mp3</spoiler>
\$B2	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:B2cinema.mp3</spoiler>
\$B3	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:B3dk.mp3</spoiler>
\$B4	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:B4explosion.mp3</spoiler>
\$B5	Landing on the floor (after someone jumps)	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:B5lilhit.mp3</spoiler>
\$B6	Will of the wisp sound	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:B6elffire.mp3</spoiler>
\$B7	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:B7explosio.mp3</spoiler>
\$B8	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:B8whistle.mp3</spoiler>
\$B9	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:B9terrascream.mp3</spoiler>
\$BA	Falling Down	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:BAfallingdown.mp3</spoiler>
\$BB	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:BBbigclose.mp3</spoiler>
\$BC	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:BClilpummel.mp3</spoiler>
\$BD	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:BDmachineray.mp3</spoiler>
\$BE	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:BEdeathtoll.mp3</spoiler>

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\$BF	Buy/Sell sound used in shops	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:BFbuyingselling.mp3</spoiler>
\$C0	Pidgeon tweet	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:C0bird.mp3</spoiler>
\$C1	Start battle (mosaic)	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:C1encounter.mp3</spoiler>
\$C2	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:C2ting.mp3</spoiler>
\$C3	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:C3gauroar.mp3</spoiler>
\$C4	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:C4machinaryshort.mp3</spoiler>
\$C5	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:C5cure1part2.mp3</spoiler>
\$C6	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:C6saveting.mp3</spoiler>
\$C7	Fell hard on the floor	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:C7chestclose.mp3</spoiler>
\$C8	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:C8idk.mp3</spoiler>
\$C9	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:C9swdtech.mp3</spoiler>
\$CA	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:CAidk.mp3</spoiler>
\$CB	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:CBcurespellpart2.mp3</spoiler>
\$CC	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:CChitechno.mp3</spoiler>
\$CD	Kefka's Laugh	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:CDkefklaugh.mp3</spoiler>
\$CE	Splash	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:CEwatersplash.mp3</spoiler>
\$CF	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:CFmachineboomerang.mp3</spoiler>
\$D0	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:D0idk.mp3</spoiler>
\$D1	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:D1ting.mp3</spoiler>
\$D2	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:D2fireclne.mp3</spoiler>
\$D3	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:D3zap.mp3</spoiler>
\$D4	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:D4noiseblaster.mp3</spoiler>
\$D5	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:D5idk.mp3</spoiler>
\$D6	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:D6longwind.mp3</spoiler>
\$D7	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:D7idk.mp3</spoiler>
\$D8	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:D8bubble.mp3</spoiler>
\$D9	Chocobo squeek	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:D9chocobo.mp3</spoiler>
\$DA	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:DAfallhit.mp3</spoiler>
\$DB	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:DBclose.mp3</spoiler>
\$DC	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:DCmenuting.mp3</spoiler>
\$DD	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:DDalarm.mp3</spoiler>
\$DE	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:DEtrainstopping.mp3</spoiler>
\$DF	Elevator sound	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:DFcharge.mp3</spoiler>
\$E0	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:E0idk.mp3</spoiler>
\$E1	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:E1idk.mp3</spoiler>
\$E2	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:E2idk.mp3</spoiler>
\$E3	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:E3openhuge.mp3</spoiler>
\$E4	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:E4idk.mp3</spoiler>
\$E5	?	<spoiler>	Listen>ff3:ff3us:doc:asm:list:sfx:E5idk.mp3</spoiler>

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\$E6	?	<spoiler>Listen>ff3:ff3us:doc:asm:list:sfx:E6idk.mp3</spoiler>	
\$E7	?	<spoiler>Listen>ff3:ff3us:doc:asm:list:sfx:E7idk.mp3</spoiler>	
\$E8	Huge Footstep (Phunbaba's)	<spoiler>Listen>ff3:ff3us:doc:asm:list:sfx:E8idk.mp3</spoiler>	
\$E9	?	<spoiler>Listen>ff3:ff3us:doc:asm:list:sfx:E9idk.mp3</spoiler>	
\$EA	?	<spoiler>Listen>ff3:ff3us:doc:asm:list:sfx:EAidk.mp3</spoiler>	
\$EB	Rain	<spoiler>Listen>ff3:ff3us:doc:asm:list:sfx:EBrainspell.mp3</spoiler>	
\$EC	Heartbeat	<spoiler>Listen>ff3:ff3us:doc:asm:list:sfx:ECheartbeat.mp3</spoiler>	
\$ED	Train Starting	<spoiler>Listen>ff3:ff3us:doc:asm:list:sfx:EDtrainstarting.mp3</spoiler>	
\$EE	Cure in menu	<spoiler>Listen>ff3:ff3us:doc:asm:list:sfx:EEcureinmenu.mp3</spoiler>	
\$EF	Boss sound	<spoiler>Listen>ff3:ff3us:doc:asm:list:sfx:EFbossappearingescaping.mp3</spoiler>	
\$F0	Distant Boom	<spoiler>Listen>ff3:ff3us:doc:asm:list:sfx:F0distantboom.mp3</spoiler>	
\$F1	Zap Charge	<spoiler>Listen>ff3:ff3us:doc:asm:list:sfx:F1zapcharge.mp3</spoiler>	
\$F2	Boss Death	<spoiler>Listen>ff3:ff3us:doc:asm:list:sfx:F2bossdeath.mp3</spoiler>	
\$F3	Dice Thrown	<spoiler>Listen>ff3:ff3us:doc:asm:list:sfx:F3dicethrown.mp3</spoiler>	
\$F4	?	<spoiler>Listen>ff3:ff3us:doc:asm:list:sfx:F4idk.mp3</spoiler>	
\$F5	Fighting	<spoiler>Listen>ff3:ff3us:doc:asm:list:sfx:F5fighting.mp3</spoiler>	
\$F6	Big Earthquake	<spoiler>Listen>ff3:ff3us:doc:asm:list:sfx:F6bigearthquake.mp3</spoiler>	
\$F7	Close big near	<spoiler>Listen>ff3:ff3us:doc:asm:list:sfx:F7closebignear.mp3</spoiler>	
\$F8	Demi	<spoiler>Listen>ff3:ff3us:doc:asm:list:sfx:F8demiflare.mp3</spoiler>	
\$F9	Mog	<spoiler>Listen>ff3:ff3us:doc:asm:list:sfx:F9mog.mp3</spoiler>	
\$FA	Dice 2	<spoiler>Listen>ff3:ff3us:doc:asm:list:sfx:FAdice2.mp3</spoiler>	
\$FB	?	<spoiler>Listen>ff3:ff3us:doc:asm:list:sfx:FBghostmusic.mp3</spoiler>	
\$FC	?	<spoiler>Listen>ff3:ff3us:doc:asm:list:sfx:FCmenuting2.mp3</spoiler>	
\$FD	?	<spoiler>Listen>ff3:ff3us:doc:asm:list:sfx:FDidk.mp3</spoiler>	
\$FE	?	<spoiler>Listen>ff3:ff3us:doc:asm:list:sfx:FEidk.mp3</spoiler>	
\$FF	?	<spoiler>Listen>ff3:ff3us:doc:asm:list:sfx:FFidk.mp3</spoiler>	



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