

Sound Effects

Overview

Sound effects are played with event command: F4 XX

List of Sound Effects

Index	Sound Effect	Listen
\$00	Lore casting sound	:00bluemagic.wav
\$01	Casting black magic spell	
\$02	Casting white magic spell	
\$03	Esper summoning	
\$04	Running Footsteps / Escaping	
\$05	Ultima	
\$06	Earth Breaking	
\$07	Haste	
\$08	Phoenix scream	
\$09	Scan's "target" sound	
\$0A	Rasp's first sound effect	
\$0B	Rasp's second sound effect	
\$0C		
\$0D		
\$0E		
\$0F		
\$10	Bum Rush	
\$15	Thundaga	
\$1B	?	
\$22	Bio	
\$2E	Sword Stab	
\$35	Dispel	
\$37	Ice crystalization (Second sound effect of Blizzara spell)	
\$39	Confuse	
\$44	Runic	
\$50	Shock	
\$69	Plasma (Mog's attack used in Water Rondo Dance)	
\$6A	Jump sound	
\$6D	Magicite Sound (when kefka transforms espers into magicite)	
\$81	Bismarck	
\$89	Burning House falling apart	
\$97	Dog Bark	
\$A6	Open chest	
\$B5	Landing on the floor (after someone jumps)	
\$B6	Will of the wisp sound	
\$BA	Falling Down	

Index	Sound Effect	Listen
\$BF	Buy/Sell sound used in shops	
\$C0	Pidgeon tweet	
\$C1	Start battle (mosaic)	
\$C7	Fell hard on the floor	
\$CD	Kefka's Laugh	
\$CE	Splash	
\$D9	Chocobo squeek	
\$DF	Elevator sound	
\$E8	Huge Footstep (Phunbaba's)	



From:
<https://www.ff6hacking.com/wiki/> - **ff6hacking.com** wiki

Permanent link:
<https://www.ff6hacking.com/wiki/doku.php?id=ff3:ff3us:doc:asm:list:sfx&rev=1457377235>

Last update: **2019/02/12 12:54**

