

Sound Effects

Overview

Sound effects are played with event command: F4 XX

List of Sound Effects

Index	Sound Effect	Listen
\$00	Lore casting sound	Listen
\$01	Casting black magic spell	Listen
\$02	Casting white magic spell	Listen
\$03	Esper summoning	Listen
\$04	Running Footsteps / Escaping	Listen
\$05	Ultima	Listen
\$06	Earth Breaking	Listen
\$07	Haste	Listen
\$08	Palidor	Listen
\$09	Scan's "target" sound	Listen
\$0A	Rasp's first sound effect	Listen
\$0B	Rasp's second sound effect	Listen
\$0C	Shiva	Listen
\$0D	Miss	Listen
\$0E	Ramuh	Listen
\$0F	Siren	Listen
\$10	Bum Rush	Listen
\$11	Alexandr (part 1)	Listen
\$12	Alexandr (part 2) Also used when prts of Floating Continent drop	Listen
\$13	Second half of Flare	Listen
\$14	Phoenix (In battle)	Listen
\$15	Thundaga	Listen
\$16	Fire 1	Listen
\$17	Ice	Listen
\$1B	First part of Cold Dust	Listen
\$19	Fire 3	Listen
\$1A	Meteor	Listen
\$1B	Item from a pot	Listen
\$1C	Air Anchor being fired	Listen
\$1D	Imp (part 2)	Listen
\$1E	Phoenix Down	Listen
\$1F	Demi (short)	Listen
\$20	Poison	Listen
\$21	Constant punching / Pummel	Listen
\$22	Bio	Listen
\$25	Terrato	Listen

Index	Sound Effect	Listen
\$26	Ifrit	Listen
\$27	Sraphim (part 1)	Listen
\$28	Rising Sun throw	Listen
\$29	Cure (part 2)	Listen
\$2A	Healing spell (part 1)	Listen
\$2B	W-Wind	Listen
\$2C	Door Open	Listen
\$2D	Monster Death	Listen
\$2E	Sword Stab	Listen
\$2F	Life 2	Listen
\$30	Ringin Alarm	Listen
\$31	Flare (part 1)	Listen
\$32	Soul Out (Part 2)	Listen
\$33	Punch	Listen
\$34	Blizzard (part 2)	Listen
\$35	Dispel (Break spell)	Listen
\$36	Ice 2 (part 1)	Listen
\$37	Ice 2 crystalization (part 2)	Listen
\$38	Slow	Listen
\$39	Muddle / Confuse	Listen
\$3A	H-Bomb (part 1)	Listen
\$3B	Carbuncle	Listen
\$3C	Shoat	Listen
\$3D	Bolt 2	Listen
\$3E	Pearl	Listen
\$3F	Merton	Listen
\$40	SwdTech Activation	Listen
\$41	Calmness (the Instant Death attack Sleep uses when it dies)	Listen
\$42	Fire 2	Listen
\$43	Bolt 1	Listen
\$44	Runic	Listen
\$45	Shell	Listen
\$46	Esper disappears	Listen
\$47	Quick (Part 1)	Listen
\$48	Safe	
\$49	Wrench throw (Repo Men, Unseelies, etc.)	
\$4A	Chainsaw	
\$4B	Chainsaw	Listen
\$4C	Life	Listen
\$4D	Ice 3	Listen
\$4E	Death (spell)	Listen
\$4F	Lagomorph	Listen
\$50	Shock	Listen
\$51	X-Fer	Listen
\$52	SwdTech Stunner	Listen

Index	Sound Effect	Listen
\$53	Break (Part 1)	Listen
\$54	The ending of Cleave	Listen
\$55	Kitty (Desert Dance move that hastes the party)	Listen
\$56	Boomerang	Listen
\$57	Mantra	Listen
\$58	Sleep	Listen
\$59	Tapir (part 1)	Listen
\$5A	Runic activation	Listen
\$5B	Steal	Listen
\$5C	Green Cherry	
\$5D	Fenrir	
\$5E	El Niño	
\$5F	CleanSweep	
\$60	A blunt impact (Used when the Merchant in South Figaro hits the wall, or a few times when Sabin fights Duncan)	
\$61	Sketch	
\$62	Fire/Ice/Bolt Beam (Part 1)	
\$63	Bio Blaster	
\$64	Fire Dance	Listen
\$65	Retort	Listen
\$66	Bio Blaster	Listen
\$67	Discord	Listen
\$68	Lifeshaver	Listen
\$69	Plasma	Listen
\$6A	Jump sound	Listen
\$6B	L? Pearl (part 1)	Listen
\$6C	TekBarrier	Listen
\$6D	Shiller	Listen
\$6E	Acid Rain	Listen
\$6F	Slash	Listen
\$70	Slimer	Listen
\$71	Delta Hit	Listen
\$72	Merton (partial)	Listen
\$73	Sandstorm	Listen
\$74	Goner	Listen
\$75	Land Slide	Listen
\$76	Rage (Forest Dance attack)/Inviz Edge (much louder though)	Listen
\$77	Haste/Hastega (partial)	Listen
\$78	Magitek Armor moving	Listen
\$79	Aqua Rake	Listen
\$7A	Elf Fire	Listen
\$7B	Flash Rain	Listen
\$7C	AuraBolt	Listen
\$7D	Cure 2	Listen
\$7E	Snare	Listen

Index	Sound Effect	Listen
\$7F	Odin	Listen
\$80	Bahamut	Listen
\$81	Bismarck	Listen
\$82	Drill	Listen
\$83	Chocobop	
\$84	Quasar	
\$85	L4 Flare (Part 2)	
\$86	Crusader	
\$87	Rippler	Listen
\$88	Diffuser	Listen
\$89	Burning House falling apart	Listen
\$8A	AutoCrossbow(on hit)	Listen
\$8B	Claw Slash	Listen
\$8C	Generic rod hit	Listen
\$8D	Cards	Listen
\$8E	Cards	
\$8F	Confuser	Listen
\$90	Magitek Missile	Listen
\$91	Needle attacks, like Blow Fish	Listen
\$92	Phantom Train Whistle	Listen
\$93	Stone (Part 1)	
\$94	Generic Dagger hit/Shuriken hit	
\$95	Net	
\$96	Switch hitting noise	
\$97	Dog Barking	Listen
\$98	Noise made when bridges change in Cave to the Sealed Gate/Chest moving in Cyan's dream	Listen
\$99	Same as 98, but further away	Listen
\$9A	Ground breaking	Listen
\$9B	Shock Wave (Part 1)	Listen
\$9C	Atomic Ray (Part 1)	Listen
\$9D	Step Mine (Part 1)	Listen
\$9E	Regen/Antidote/etc.	Listen
\$9F	Flash	Listen
\$A0	Shield Block	Listen
\$A1	Imp Song	Listen
\$A2	Gravity Bomb	Listen
\$A3	Blaster	Listen
\$A4	Generic Sword Slash	Listen
\$A5	Earthquake	Listen
\$A6	Open treasure chest / Switch	Listen
\$A7	?	Listen
\$A8	Generic spear hit	Listen
\$A9	Umario's body slam	Listen
\$B0	Force Field	Listen

Index	Sound Effect	Listen
\$B1	Part of Blizzard (enemy attack)	Listen
\$B2	Mind Blast	Listen
\$B3	Tritoch zapping Terra (1st battle cutscene)	Listen
\$B4	Southern Cross	Listen
\$B5	Landing on the floor (after someone jumps)	Listen
\$B6	Will of the wisp sound	Listen
\$B7	Flare Star	Listen
\$B8	Whistle	Listen
\$B9	Terra leaving after she first transforms	Listen
\$BA	Falling Down	Listen
\$BB	Stepping on large floor switches (Ebot's Rock, Kefka's Tower, Phoenix Cave)	Listen
\$BC	Revenge	Listen
\$BD	Maduin	Listen
\$BE	Enemy being cut in half	Listen
\$BF	Buy/Sell sound used in shops	Listen
\$C0	Pidgeon tweet	Listen
\$C1	Start battle (mosaic)	Listen
\$C2	Parry/Blocking spell	Listen
\$C3	When you first meet Esper Terra in Zozo she runs around and makes this noise a few times	Listen
\$C4	Espers transforming themselves into Magicite	Listen
\$C5	Curing somebody in the menu	Listen
\$C6	Blitz noise	Listen
\$C7	Fell hard on the floor	Listen
\$C8	Funny little whistle sound	Listen
\$C9	Reverse Polarity	Listen
\$CA	Stray Cat jumping	
\$CB	Curaga (Part 2)	Listen
\$CC	Noise plays when you "catch" the glimmering light at the security checkpoint	Listen
\$CD	Kefka's Laugh	Listen
\$CE	Splash	Listen
\$CF	Golem	Listen
\$D0	Applause and a whistle by the Opera house audience	Listen
\$D1	Save point ding	Listen
\$D2	Wave Cannon	Listen
\$D3	Tek Laser (Part 1)	Listen
\$D4	Blue guy rises out of ground moves	Listen
\$D5	Big Guard	Listen
\$D6	Blizzard Fist	Listen
\$D7	Bubble Attacks (Like Intangir's Sleep. Plays multiple times during these moves)	
\$D8	Noiseblaster	Listen
\$D9	"Wark!" "Kweh!" Chocobo chirp	Listen
\$DA	Flail/Morningstar (the weapons)	
\$DB	A blunt impact (like when Celes runs into the door of the opera's dressing room, or Sabin pounds the table during Gau's cutscene in Jidoor)	Listen

Index	Sound Effect	Listen
\$DC	Dance (Part 1)	Listen
\$DD	Plays when you fail the opera house.	Listen
\$DE	Mine cart screeching along tracks (after Number 128)	
\$DF	Elevator sound	Listen
\$E0	?	
\$E1	Auction house buzzing over the 1 000 000 gil bid	
\$E2	Same as Raise sound effect (4B), but only plays half the length	
\$E3	Thunder at the Sealed Gate	Listen
\$E4	Landing after jump attack	
\$E5	Revivify	
\$E6	Knocking on door	
\$E7	Nothing	
\$E8	Huge Footstep (Phunbaba's)	
\$E9	Recovery Spring	
\$EA	Draining water (In Serpent Trench and Phoenix Cave)	
\$EB	Rain	Listen
\$EC	Heartbeat	Listen
\$ED	Train Starting	Listen
\$EE	Cure in menu	Listen
\$EF	Boss sound	Listen
\$F0	Distant Boom	Listen
\$F1	Zap Charge	Listen
\$F2	Boss Death	Listen
\$F3	Dice Thrown	Listen
\$F4	Engulf	
\$F5	Fighting	Listen
\$F6	Big Earthquake	Listen
\$F7	Close big near	Listen
\$F8	Demi	Listen
\$F9	Mog "Kupo!" / Dance (part 2)	Listen
\$FA	Dice 2	Listen
\$FB	Screams before cutscene with Kefka	Listen
\$FC	Control	Listen
\$FD	Nothing	
\$FE	Nothing	
\$FF	Nothing	



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