

8 Bit Era

By SAMPLE ABLE

#	NAME	FILE FORMAT	SAMPLE / BIT DEPTH	AUDIO FORMAT	LENGTH
1	GAMEArcd_Alarm Warning 04_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.1.22
2	GAMEArcd_Alarm Warning Loop 01_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.1.14
3	GAMEArcd_Alarm Warning Loop 02_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.1.14
4	GAMEArcd_Alarm Warning Loop 03_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.2.00
5	GAMEArcd_Ambience Nature Enviroment Cave 03_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	1.2.50
6	GAMEArcd_Ambience Nature Enviroment Earthquake 01_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	2.1.54
7	GAMEArcd_Ambience Nature Enviroment Raining 02_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	1.2.86
8	GAMEArcd_Ambience Nature Enviroment Sea Waves 04_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	1.0.47
9	GAMEArcd_Ambience Nature Enviroment Sea Waves 05_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	1.0.39
10	GAMEArcd_Ambience Nature Enviroment Storm 09_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	1.1.33
11	GAMEArcd_Ambience Nature Enviroment Thunder Lightning 01_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.2.27
12	GAMEArcd_Ambience Nature Enviroment Thunder Lightning 02_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.2.96
13	GAMEArcd_Ambience Nature Enviroment Thunder Lightning 03_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.2.40
14	GAMEArcd_Attack Slash Cut 01_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.53
15	GAMEArcd_Attack Slash Cut 02_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.45
16	GAMEArcd_Attack Slash Cut 03_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.47
17	GAMEArcd_Attack Slash Cut 04_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.39
18	GAMEArcd_Attack Slash Cut 05_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.37
19	GAMEArcd_Attack Slash Cut 06_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.35
20	GAMEArcd_Attack Slash Cut 07_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.69
21	GAMEArcd_Attack Slash Cut 08_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.47
22	GAMEArcd_Attack Slash Cut 09_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.74
23	GAMEArcd_Attack Slash Cut 10_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.43
24	GAMEArcd_Attack Slash Cut 11_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.65
25	GAMEArcd_Attack Slash Cut 12_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.65
26	GAMEArcd_Attack Slash Cut 13_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.65
27	GAMEArcd_Attack Slash Cut 14_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.51
28	GAMEArcd_Attack Slash Cut 15_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.47
29	GAMEArcd_Attack Slash Cut 16_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.63
30	GAMEArcd_Block Shielding 01_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.32
31	GAMEArcd_Block Shielding 02_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.43

32	GAMEArcd_Block Shielding 03_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.28
33	GAMEArcd_Block Shielding 04_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.20
34	GAMEArcd_Block Shielding 05_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.45
35	GAMEArcd_Block Shielding 06_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.29
36	GAMEArcd_Block Shielding 07_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.29
37	GAMEArcd_Block Shielding 08_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.22
38	GAMEArcd_Block Shielding 09_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.16
39	GAMEArcd_Block Shielding 10_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.35
40	GAMEArcd_Car Engine Motorbike Loop 01_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	1.0.00
41	GAMEArcd_Car Engine Motorbike Loop 02_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	1.0.14
42	GAMEArcd_Car Engine Motorbike Loop 03_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	1.0.18
43	GAMEArcd_Car Engine Motorbike Loop 04_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	1.0.20
44	GAMEArcd_Car Engine Motorbike Loop 05_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	1.2.31
45	GAMEArcd_Car Engine Motorbike Loop 06_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	1.2.34
46	GAMEArcd_Car Engine Motorbike Loop 07_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	1.2.40
47	GAMEArcd_Car Engine Motorbike Loop 08_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	1.2.39
48	GAMEArcd_Car Engine Motorbike Loop 09_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	1.2.39
49	GAMEArcd_Car Engine Motorbike Loop 10_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	1.0.26
50	GAMEArcd_Car Engine Motorbike Loop 11_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	2.0.52
51	GAMEArcd_Car Engine Motorbike Loop 12_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	1.0.27
52	GAMEArcd_Collect Item Pickup Drop Coin 01_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.56
53	GAMEArcd_Collect Item Pickup Drop Coin 02_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.71
54	GAMEArcd_Collect Item Pickup Drop Coin 03_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.40
55	GAMEArcd_Collect Item Pickup Drop Coin 04_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.49
56	GAMEArcd_Collect Item Pickup Drop Coin 05_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.11
57	GAMEArcd_Collect Item Pickup Drop Coin 06_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.25
58	GAMEArcd_Collect Item Pickup Drop Coin 07_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.25
59	GAMEArcd_Collect Item Pickup Drop Coin 08_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.48
60	GAMEArcd_Collect Item Pickup Drop Coin 09_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.57
61	GAMEArcd_Collect Item Pickup Drop Coin 10_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.2.00
62	GAMEArcd_Collect Item Pickup Drop Coin 11_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.53
63	GAMEArcd_Collect Item Pickup Drop Coin 12_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.20
64	GAMEArcd_Collect Item Pickup Drop Coin 13_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.22
65	GAMEArcd_Collect Item Pickup Drop Coin 14_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.56
66	GAMEArcd_Collect Item Pickup Drop Coin 15_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.70
67	GAMEArcd_Damage Hurt Hit 01_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.37
68	GAMEArcd_Damage Hurt Hit 02_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.38
69	GAMEArcd_Damage Hurt Hit 03_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.57

70	GAMEArcd_Damage Hurt Hit 04_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.25
71	GAMEArcd_Damage Hurt Hit 05_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.18
72	GAMEArcd_Damage Hurt Hit 06_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.36
73	GAMEArcd_Damage Hurt Hit 07_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.20
74	GAMEArcd_Damage Hurt Hit 08_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.56
75	GAMEArcd_Damage Hurt Hit 09_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.42
76	GAMEArcd_Damage Hurt Hit 10_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.58
77	GAMEArcd_Damage Hurt Hit 11_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.78
78	GAMEArcd_Damage Hurt Hit 12_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.12
79	GAMEArcd_Damage Hurt Hit 13_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.40
80	GAMEArcd_Damage Hurt Hit 14_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.43
81	GAMEArcd_Damage Hurt Hit 15_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.44
82	GAMEArcd_Damage Hurt Hit 16_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.43
83	GAMEArcd_Death Falling 01_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.2.54
84	GAMEArcd_Death Falling 02_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.2.00
85	GAMEArcd_Death Falling 03_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.2.07
86	GAMEArcd_Death Falling 04_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.2.31
87	GAMEArcd_Death Falling 05_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.2.67
88	GAMEArcd_Death Falling 06_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.2.66
89	GAMEArcd_Death Falling 07_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	1.2.18
90	GAMEArcd_Death Falling 08_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	2.0.31
91	GAMEArcd_Death Falling 09_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	2.1.99
92	GAMEArcd_Death Falling 10_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	1.0.09
93	GAMEArcd_Death Falling 11_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.1.82
94	GAMEArcd_Death Falling 12_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	1.1.95
95	GAMEArcd_Death Falling 13_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.2.92
96	GAMEArcd_Death Falling 14_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.2.50
97	GAMEArcd_Death Falling 15_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.2.50
98	GAMEArcd_Dizzy Stun 01_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.82
99	GAMEArcd_Dizzy Stun 02_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.1.99
100	GAMEArcd_Dizzy Stun 03_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.3.92
101	GAMEArcd_Dizzy Stun 04_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.2.64
102	GAMEArcd_Drift Car Motorbike Loop 01_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.1.50
103	GAMEArcd_Drift Car Motorbike Loop 02_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.2.13
104	GAMEArcd_Drift Car Motorbike Loop 03_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.2.13
105	GAMEArcd_Drift Car Motorbike Loop 04_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.1.60
106	GAMEArcd_Drift Car Motorbike Loop 05_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.1.85
107	GAMEArcd_Explosion Destruction Crash 01_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.73

108	GAMEArcd_Explosion Destruction Crash 02_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.87
109	GAMEArcd_Explosion Destruction Crash 03_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.90
110	GAMEArcd_Explosion Destruction Crash 04_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.47
111	GAMEArcd_Explosion Destruction Crash 05_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.73
112	GAMEArcd_Explosion Destruction Crash 06_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.2.50
113	GAMEArcd_Explosion Destruction Crash 07_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	1.0.06
114	GAMEArcd_Explosion Destruction Crash 08_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	1.0.07
115	GAMEArcd_Explosion Destruction Crash 09_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	1.0.00
116	GAMEArcd_Gate Door Chest Window 01_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	1.0.48
117	GAMEArcd_Gate Door Chest Window 02_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	1.1.62
118	GAMEArcd_Gate Door Chest Window 03_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	1.0.26
119	GAMEArcd_Gate Door Chest Window 04_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.34
120	GAMEArcd_Gate Door Chest Window 05_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.29
121	GAMEArcd_Gate Door Chest Window 06_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.39
122	GAMEArcd_Jump Movement Bounce Whoosh 01_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.26
123	GAMEArcd_Jump Movement Bounce Whoosh 02_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.1.60
124	GAMEArcd_Jump Movement Bounce Whoosh 03_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.45
125	GAMEArcd_Jump Movement Bounce Whoosh 04_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.37
126	GAMEArcd_Jump Movement Bounce Whoosh 05_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.40
127	GAMEArcd_Jump Movement Bounce Whoosh 06_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.45
128	GAMEArcd_Jump Movement Bounce Whoosh 07_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.77
129	GAMEArcd_Jump Movement Bounce Whoosh 08_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.38
130	GAMEArcd_Jump Movement Bounce Whoosh 09_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.32
131	GAMEArcd_Jump Movement Bounce Whoosh 10_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.64
132	GAMEArcd_Melodic 01_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.2.03
133	GAMEArcd_Melodic 02_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.1.89
134	GAMEArcd_Melodic 03_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.2.57
135	GAMEArcd_Melodic 04_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.2.71
136	GAMEArcd_Melodic 05_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.2.14
137	GAMEArcd_Melodic 06_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.1.74
138	GAMEArcd_Powerup Buff Nerf 01_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.98
139	GAMEArcd_Powerup Buff Nerf 02_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.72
140	GAMEArcd_Powerup Buff Nerf 03_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.1.44
141	GAMEArcd_Powerup Buff Nerf 04_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.51
142	GAMEArcd_Powerup Buff Nerf 05_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.27
143	GAMEArcd_Powerup Buff Nerf 06_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.70
144	GAMEArcd_Powerup Buff Nerf 07_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.53
145	GAMEArcd_Powerup Buff Nerf 08_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.65

146	GAMEArcd_Powerup Buff Nerf 09_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.40
147	GAMEArcd_Powerup Buff Nerf 10_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.72
148	GAMEArcd_Powerup Buff Nerf 11_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.33
149	GAMEArcd_Powerup Buff Nerf 12_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.36
150	GAMEArcd_Powerup Buff Nerf 13_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.1.38
151	GAMEArcd_Powerup Buff Nerf 14_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.81
152	GAMEArcd_Powerup Buff Nerf 15_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.53
153	GAMEArcd_Powerup Buff Nerf 16_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.45
154	GAMEArcd_Powerup Buff Nerf 17_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.83
155	GAMEArcd_Powerup Buff Nerf 18_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.1.15
156	GAMEArcd_Powerup Buff Nerf 19_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.1.15
157	GAMEArcd_Powerup Buff Nerf 20_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.1.10
158	GAMEArcd_Powerup Buff Nerf 21_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.68
159	GAMEArcd_Powerup Buff Nerf 22_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.1.11
160	GAMEArcd_Powerup Buff Nerf 23_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.1.08
161	GAMEArcd_Powerup Buff Nerf 24_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.1.12
162	GAMEArcd_Race Start Lights F1 01_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.83
163	GAMEArcd_Race Start Lights F1 02_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.92
164	GAMEArcd_Race Start Lights F1 03_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.53
165	GAMEArcd_Race Start Lights F1 05_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.53
166	GAMEArcd_Race Start Lights F1 06_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.54
167	GAMEArcd_Race Start Lights F1 07_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.73
168	GAMEArcd_Skill Spell Magic Cast 01_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.2.73
169	GAMEArcd_Skill Spell Magic Cast 02_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.1.52
170	GAMEArcd_Skill Spell Magic Cast 03_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.71
171	GAMEArcd_Skill Spell Magic Cast 04_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.65
172	GAMEArcd_Skill Spell Magic Cast 05_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.75
173	GAMEArcd_Skill Spell Magic Cast 06_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.63
174	GAMEArcd_Skill Spell Magic Cast 07_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.48
175	GAMEArcd_Skill Spell Magic Cast 08_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.25
176	GAMEArcd_Skill Spell Magic Cast 09_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.1.21
177	GAMEArcd_Skill Spell Magic Cast 10_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.61
178	GAMEArcd_Skill Spell Magic Cast 11_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.49
179	GAMEArcd_Skill Spell Magic Cast 12_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.64
180	GAMEArcd_Skill Spell Magic Cast 13_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.46
181	GAMEArcd_Skill Spell Magic Cast 15_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.46
182	GAMEArcd_Skill Spell Magic Cast 16_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.28
183	GAMEArcd_Skill Spell Magic Cast 17_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.71

184	GAMEArcd_Skill Spell Magic Cast 18_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.1.46
185	GAMEArcd_Skill Spell Magic Cast 19_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.79
186	GAMEArcd_Skill Spell Magic Cast 20_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.96
187	GAMEArcd_Skill Spell Magic Cast 21_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.93
188	GAMEArcd_Skill Spell Magic Cast 22_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.78
189	GAMEArcd_Skill Spell Magic Cast 23_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.1.71
190	GAMEArcd_Skill Spell Magic Cast 24_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.1.71
191	GAMEArcd_Skill Spell Magic Cast 25_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.1.72
192	GAMEArcd_Skill Spell Magic Cast 26_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.1.99
193	GAMEArcd_Skill Spell Magic Cast 27_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.2.10
194	GAMEArcd_Skill Spell Magic Cast 28_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.3.10
195	GAMEArcd_Skill Spell Magic Cast 29_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.3.28
196	GAMEArcd_Skill Spell Magic Cast 30_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.3.30
197	GAMEArcd_Skill Spell Magic Cast 31_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.2.12
198	GAMEArcd_Skill Spell Magic Cast 32_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.2.10
199	GAMEArcd_Skill Spell Magic Cast 33_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.1.00
200	GAMEArcd_Skill Spell Magic Cast 34_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.75
201	GAMEArcd_Skill Spell Magic Cast 35_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.1.15
202	GAMEArcd_Skill Spell Magic Cast 36_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.30
203	GAMEArcd_Skill Spell Magic Cast 37_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.31
204	GAMEArcd_Skill Spell Magic Cast 38_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.1.43
205	GAMEArcd_Ui Menu Inventory Dialogue Error 01_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.1.06
206	GAMEArcd_Ui Menu Inventory Dialogue Error 02_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.22
207	GAMEArcd_Ui Menu Inventory Dialogue Error 03_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.13
208	GAMEArcd_Ui Menu Inventory Dialogue Error 04_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.36
209	GAMEArcd_Ui Menu Inventory Dialogue Error 05_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.18
210	GAMEArcd_Ui Menu Inventory Dialogue Error 06_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.15
211	GAMEArcd_Ui Menu Inventory Dialogue Error 07_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.11
212	GAMEArcd_Ui Menu Inventory Dialogue Error 08_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.38
213	GAMEArcd_Ui Menu Inventory Dialogue Error 09_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.39
214	GAMEArcd_Ui Menu Inventory Dialogue Error 10_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.40
215	GAMEArcd_Ui Menu Inventory Dialogue Error 11_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.37
216	GAMEArcd_Ui Menu Inventory Dialogue Error 12_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.90
217	GAMEArcd_Ui Menu Inventory Dialogue Error 13_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.91
218	GAMEArcd_Ui Menu Inventory Dialogue Error 14_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.1.97
219	GAMEArcd_Ui Menu Inventory Dialogue Error 15_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.20
220	GAMEArcd_Ui Menu Inventory Dialogue Error 16_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.82
221	GAMEArcd_Ui Menu Inventory Dialogue Error 17_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.1.22

222	GAMEArcd_Ui Menu Inventory Dialogue Error 18_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.12
223	GAMEArcd_Ui Menu Inventory Dialogue Error 19_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.21
224	GAMEArcd_Ui Menu Inventory Dialogue Error 20_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.20
225	GAMEArcd_Ui Menu Inventory Dialogue Error 21_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.36
226	GAMEArcd_Ui Menu Inventory Dialogue Error 22_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.22
227	GAMEArcd_Ui Menu Inventory Dialogue Error 23_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.26
228	GAMEArcd_Ui Menu Inventory Dialogue Error 24_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.13
229	GAMEArcd_Ui Menu Inventory Dialogue Error 25_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.13
230	GAMEArcd_Ui Menu Inventory Dialogue Error 26_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.17
231	GAMEArcd_Ui Menu Inventory Dialogue Error 27_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.50
232	GAMEArcd_Ui Menu Inventory Dialogue Error 28_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.50
233	GAMEArcd_Ui Menu Inventory Dialogue Error 29_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.15
234	GAMEArcd_Ui Menu Inventory Dialogue Error 30_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.47
235	GAMEArcd_Ui Menu Inventory Dialogue Error 31_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.44
236	GAMEArcd_Ui Menu Inventory Dialogue Error 32_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.29
237	GAMEArcd_Ui Menu Inventory Dialogue Error 33_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.33
238	GAMEArcd_Ui Menu Inventory Dialogue Error 34_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.29
239	GAMEArcd_Ui Menu Inventory Dialogue Error 35_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.16
240	GAMEArcd_Ui Menu Inventory Dialogue Error 36_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.15
241	GAMEArcd_Ui Menu Inventory Dialogue Error 37_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.38
242	GAMEArcd_Ui Menu Inventory Dialogue Error 38_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.10
243	GAMEArcd_Ui Menu Inventory Dialogue Error 39_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.26
244	GAMEArcd_Ui Menu Inventory Dialogue Error 40_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.82
245	GAMEArcd_Ui Menu Inventory Dialogue Error 41_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.83
246	GAMEArcd_Ui Menu Inventory Dialogue Error 42_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.1.07
247	GAMEArcd_Ui Menu Inventory Dialogue Error 43_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.1.29
248	GAMEArcd_Ui Menu Inventory Dialogue Error 44_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.22
249	GAMEArcd_Ui Menu Inventory Dialogue Error 45_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.50
250	GAMEArcd_Ui Menu Inventory Dialogue Error 46_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.50
251	GAMEArcd_Ui Menu Inventory Dialogue Error 47_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.31
252	GAMEArcd_Voice Female 01_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.2.07
253	GAMEArcd_Voice Female 02_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.2.50
254	GAMEArcd_Voice Female 03_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	1.1.20
255	GAMEArcd_Voice Female 04_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.51
256	GAMEArcd_Voice Female 05_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.45
257	GAMEArcd_Voice Female 06_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.61
258	GAMEArcd_Voice Female 07_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.64
259	GAMEArcd_Voice Female 08_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.65

260	GAMEArcd_Voice Female 09_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.76
261	GAMEArcd_Voice Male 01_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.70
262	GAMEArcd_Voice Male 02_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.54
263	GAMEArcd_Voice Male 03_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.38
264	GAMEArcd_Voice Male 04_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.2.16
265	GAMEArcd_Voice Male 05_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.1.22
266	GAMEArcd_Voice Male 06_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.1.15
267	GAMEArcd_Voice Male 07_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.1.17
268	GAMEArcd_Voice Male 08_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.44
269	GAMEArcd_Voice Male 09_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.1.26
270	GAMEArcd_Voice Male 10_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.1.25
271	GAMEArcd_Voice Male 11_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.2.51
272	GAMEArcd_Voice Male 12_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.2.90
273	GAMEArcd_Voice Male 13_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.3.33
274	GAMEArcd_Voice Male 14_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.3.72
275	GAMEArcd_Weapon Shot Laser Gun 01_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.35
276	GAMEArcd_Weapon Shot Laser Gun 02_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.45
277	GAMEArcd_Weapon Shot Laser Gun 03_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.38
278	GAMEArcd_Weapon Shot Laser Gun 04_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.31
279	GAMEArcd_Weapon Shot Laser Gun 05_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.25
280	GAMEArcd_Weapon Shot Laser Gun 06_SMPLA_8 BIT ERA	Wav	44.100Khz / 16bit	Mono	0.0.30