

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	{ {ff3:ff3us:doc:asm:list:sfx:00bluemagic.mp3]}
\$01	Casting black magic spell	ff3:ff3us:doc:asm:list:sfx:01blackmagic.mp3
\$02	Casting white magic spell	ff3:ff3us:doc:asm:list:sfx:02whitemagic.mp3
\$03	Esper summoning	ff3:ff3us:doc:asm:list:sfx:03blackmagic2.mp3
\$04	Running Footsteps / Escaping	ff3:ff3us:doc:asm:list:sfx:04runaway.mp3
\$05	Ultima	ff3:ff3us:doc:asm:list:sfx:05ultima.mp3
\$06	Earth Breaking	ff3:ff3us:doc:asm:list:sfx:06inferno.mp3
\$07	Haste	ff3:ff3us:doc:asm:list:sfx:07haste.mp3
\$08	Phoenix scream	ff3:ff3us:doc:asm:list:sfx:08dragonesper.mp3
\$09	Scan's "target" sound	ff3:ff3us:doc:asm:list:sfx:09scan.mp3
\$0A	Rasp's first sound effect	ff3:ff3us:doc:asm:list:sfx:0arasp.mp3
\$0B	Rasp's second sound effect	ff3:ff3us:doc:asm:list:sfx:0brasp2.mp3
\$0C		ff3:ff3us:doc:asm:list:sfx:0Claseratk.mp3
\$0D	Miss	ff3:ff3us:doc:asm:list:sfx:0Dmiss.mp3
\$0E		ff3:ff3us:doc:asm:list:sfx:0Edragonattack.mp3
\$0F		ff3:ff3us:doc:asm:list:sfx:0Fidk.mp3
\$10	Bum Rush	ff3:ff3us:doc:asm:list:sfx:10canonexplosion.mp3
\$11	?	ff3:ff3us:doc:asm:list:sfx:11idk.mp3
\$12	?	ff3:ff3us:doc:asm:list:sfx:12infernoshort.mp3
\$13	?	ff3:ff3us:doc:asm:list:sfx:13explosion.mp3
\$14	?	ff3:ff3us:doc:asm:list:sfx:14esperattack.mp3
\$15	Thundaga	ff3:ff3us:doc:asm:list:sfx:15bolt3.mp3
\$16	Fire 1	ff3:ff3us:doc:asm:list:sfx:16fire1.mp3
\$17	?	ff3:ff3us:doc:asm:list:sfx:17ting.mp3
\$1B	Ice 1	ff3:ff3us:doc:asm:list:sfx:18ice1.mp3
\$19	Fire 3	ff3:ff3us:doc:asm:list:sfx:19fire3.mp3
\$20	Poison	ff3:ff3us:doc:asm:list:sfx:20poison.mp3
\$21	Constant punching	ff3:ff3us:doc:asm:list:sfx:21constantpunching.mp3
\$22	Bio	ff3:ff3us:doc:asm:list:sfx:22bio.mp3
\$25	Meteor	ff3:ff3us:doc:asm:list:sfx:25meteorshort.mp3
\$28	Meteor	ff3:ff3us:doc:asm:list:sfx:28thief.mp3
\$29	Save Point echo?	ff3:ff3us:doc:asm:list:sfx:29savetingecho.mp3
\$2E	Sword Stab	ff3:ff3us:doc:asm:list:sfx:2Estab.mp3

Index	Sound Effect	Listen
\$30	Dispel	ff3:ff3us:doc:asm:list:sfx:30tempestlike.mp3
\$31	Flare (part 1)	ff3:ff3us:doc:asm:list:sfx:31flarepart1.mp3
\$32	?	ff3:ff3us:doc:asm:list:sfx:32mecha.mp3
\$33	Punch	ff3:ff3us:doc:asm:list:sfx:33hitfist.mp3
\$34	Curative item	ff3:ff3us:doc:asm:list:sfx:34curativeitem.mp3
\$35	Dispel (Break spell)	ff3:ff3us:doc:asm:list:sfx:35breakspell.mp3
\$36	Ice 2 (part 1)	ff3:ff3us:doc:asm:list:sfx:36ice2part1.mp3
\$37	Ice 2 crystalization (part 2)	ff3:ff3us:doc:asm:list:sfx:37ice2part2.mp3
\$38	Ice 2 crystalization (part 2)	ff3:ff3us:doc:asm:list:sfx:38impspellpart1.mp3
\$39	Muddle / Confuse	ff3:ff3us:doc:asm:list:sfx:39muddle.mp3
\$40	SwdTech Activation	ff3:ff3us:doc:asm:list:sfx:40cyanswdtechactivation.mp3
\$41	?	ff3:ff3us:doc:asm:list:sfx:41multipteling.mp3
\$42	Fire 2	ff3:ff3us:doc:asm:list:sfx:42fire2.mp3
\$43	Bolt 1	ff3:ff3us:doc:asm:list:sfx:43bolt1.mp3
\$44	Runic	ff3:ff3us:doc:asm:list:sfx:44ting.mp3
\$45	Shell	ff3:ff3us:doc:asm:list:sfx:45shell.mp3
\$46	Esper disappears	ff3:ff3us:doc:asm:list:sfx:46esperpartydisappear.mp3
\$47	?	ff3:ff3us:doc:asm:list:sfx:47runic.mp3
\$48	?	ff3:ff3us:doc:asm:list:sfx:48runic.mp3
\$49	?	ff3:ff3us:doc:asm:list:sfx:49runic.mp3
\$50	Shock	ff3:ff3us:doc:asm:list:sfx:50idk.mp3
\$51	Machine	ff3:ff3us:doc:asm:list:sfx:51machine.mp3
\$52	SwdTech Stunner	ff3:ff3us:doc:asm:list:sfx:52swdtechstunner.mp3
\$53	?	ff3:ff3us:doc:asm:list:sfx:53idk.mp3
\$54	?	ff3:ff3us:doc:asm:list:sfx:54idk.mp3
\$55	?	ff3:ff3us:doc:asm:list:sfx:55idk.mp3
\$56	Boomerang	ff3:ff3us:doc:asm:list:sfx:56boomerang.mp3
\$57	?	ff3:ff3us:doc:asm:list:sfx:57idk.mp3
\$58	Vanish	ff3:ff3us:doc:asm:list:sfx:58vanish.mp3
\$59	Green Cherry	ff3:ff3us:doc:asm:list:sfx:59greencherry.mp3
\$60	?	ff3:ff3us:doc:asm:list:sfx:60idk.mp3
\$61	?	ff3:ff3us:doc:asm:list:sfx:61idk.mp3
\$62	?	ff3:ff3us:doc:asm:list:sfx:62idk.mp3
\$63	?	ff3:ff3us:doc:asm:list:sfx:63idk.mp3
\$64	SwdTech High?	ff3:ff3us:doc:asm:list:sfx:64highswdtech.mp3
\$65	Sword Slash	ff3:ff3us:doc:asm:list:sfx:65swordslash.mp3
\$66	Bio Blaster	ff3:ff3us:doc:asm:list:sfx:66bioblastr.mp3
\$67	Esper Shining	ff3:ff3us:doc:asm:list:sfx:67espershining.mp3
\$68	Snare	ff3:ff3us:doc:asm:list:sfx:68snare.mp3
\$69	Osmose /Plasma (Water Rondo Dance)	ff3:ff3us:doc:asm:list:sfx:69osmose.mp3
\$6A	Jump sound	
\$6D	Espers turned into magicite)	
\$70	?	ff3:ff3us:doc:asm:list:sfx:70weird.mp3
\$71	?	ff3:ff3us:doc:asm:list:sfx:71eeriewave.mp3

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\$72	Wind	ff3:ff3us:doc:asm:list:sfx:72bigwind.mp3
\$73	Narshe Wind	ff3:ff3us:doc:asm:list:sfx:73narshewind.mp3
\$74	?	ff3:ff3us:doc:asm:list:sfx:74kefkaattack.mp3
\$75	?	ff3:ff3us:doc:asm:list:sfx:75mechanicwalk.mp3
\$76	?	ff3:ff3us:doc:asm:list:sfx:76harvester.mp3
\$77	?	ff3:ff3us:doc:asm:list:sfx:77beat.mp3
\$78	?	ff3:ff3us:doc:asm:list:sfx:78closing.mp3
\$79	?	ff3:ff3us:doc:asm:list:sfx:79equarake.mp3
\$7A	?	ff3:ff3us:doc:asm:list:sfx:7Aidk.mp3
\$7B	?	ff3:ff3us:doc:asm:list:sfx:7Bidk.mp3
\$80	?	ff3:ff3us:doc:asm:list:sfx:80longfireball.mp3
\$81	Bismarck	ff3:ff3us:doc:asm:list:sfx:81zapaqua.mp3
\$82	?	ff3:ff3us:doc:asm:list:sfx:82drill.mp3
\$83	?	ff3:ff3us:doc:asm:list:sfx:83wallchange.mp3
\$84	?	ff3:ff3us:doc:asm:list:sfx:84.mp3
\$85	?	ff3:ff3us:doc:asm:list:sfx:85idk.mp3
\$86	?	ff3:ff3us:doc:asm:list:sfx:86idk.mp3
\$87	?	ff3:ff3us:doc:asm:list:sfx:87wallchange.mp3
\$88	?	ff3:ff3us:doc:asm:list:sfx:88.mp3
\$89	Burning House falling apart	ff3:ff3us:doc:asm:list:sfx:89exploder.mp3
\$90	?	ff3:ff3us:doc:asm:list:sfx:90alanchor.mp3
\$91	?	ff3:ff3us:doc:asm:list:sfx:91idk.mp3
\$92	Train Horn	ff3:ff3us:doc:asm:list:sfx:92trainhorn.mp3
\$93	?	ff3:ff3us:doc:asm:list:sfx:93idk.mp3
\$94	?	ff3:ff3us:doc:asm:list:sfx:94idk.mp3
\$95	?	ff3:ff3us:doc:asm:list:sfx:95idk.mp3
\$96	?	ff3:ff3us:doc:asm:list:sfx:96idk.mp3
\$97	Dog Bark	ff3:ff3us:doc:asm:list:sfx:97bark.mp3
\$98	Door	ff3:ff3us:doc:asm:list:sfx:98doorecho.mp3
\$99	Door (distant)	ff3:ff3us:doc:asm:list:sfx:99doordistant.mp3
\$A0	Block Shield	ff3:ff3us:doc:asm:list:sfx:A0blockshield.mp3
\$A1	Curative Item	ff3:ff3us:doc:asm:list:sfx:A1curativeitem.mp3
\$A2	Flare	ff3:ff3us:doc:asm:list:sfx:A2flare.mp3
\$A3	?	ff3:ff3us:doc:asm:list:sfx:A3zap.mp3
\$A4	?	ff3:ff3us:doc:asm:list:sfx:A4swordslash.mp3
\$A5	Earthquake	ff3:ff3us:doc:asm:list:sfx:A5earthquake.mp3
\$A6	Open chest / Switch	ff3:ff3us:doc:asm:list:sfx:A6switch.mp3
\$A7	?	ff3:ff3us:doc:asm:list:sfx:A7weirdbeat.mp3
\$A8	Sword Slash	ff3:ff3us:doc:asm:list:sfx:A8swordslash.mp3
\$A9	?	ff3:ff3us:doc:asm:list:sfx:A9objectmove.mp3
\$B0	?	ff3:ff3us:doc:asm:list:sfx:B0machinepowerup.mp3
\$B1	?	ff3:ff3us:doc:asm:list:sfx:B1healingwind.mp3
\$B2	?	ff3:ff3us:doc:asm:list:sfx:B2cinema.mp3
\$B3	?	ff3:ff3us:doc:asm:list:sfx:B3dk.mp3
\$B4	?	ff3:ff3us:doc:asm:list:sfx:B4explosion.mp3

Index	Sound Effect	Listen
\$B5	Landing on the floor (after someone jumps)	ff3:ff3us:doc:asm:list:sfx:B5lilhit.mp3
\$B6	Will of the wisp sound	ff3:ff3us:doc:asm:list:sfx:B6elffire.mp3
\$B7	?	ff3:ff3us:doc:asm:list:sfx:B7explosio.mp3
\$B8	?	ff3:ff3us:doc:asm:list:sfx:B8whistle.mp3
\$B9	?	ff3:ff3us:doc:asm:list:sfx:B9terrascream.mp3
\$BA	Falling Down	ff3:ff3us:doc:asm:list:sfx:BAfallingdown.mp3
\$BB	?	ff3:ff3us:doc:asm:list:sfx:BBbigclose.mp3
\$BC	?	ff3:ff3us:doc:asm:list:sfx:BClilpummel.mp3
\$BD	?	ff3:ff3us:doc:asm:list:sfx:BDmachineray.mp3
\$BE	?	ff3:ff3us:doc:asm:list:sfx:BEdeathtoll.mp3
\$BF	Buy/Sell sound used in shops	ff3:ff3us:doc:asm:list:sfx:BFbuyingselling.mp3
\$C0	Pidgeon tweet	ff3:ff3us:doc:asm:list:sfx:C0bird.mp3
\$C1	Start battle (mosaic)	ff3:ff3us:doc:asm:list:sfx:C1encounter.mp3
\$C2	?	ff3:ff3us:doc:asm:list:sfx:C2ting.mp3
\$C3	?	ff3:ff3us:doc:asm:list:sfx:C3gauroar.mp3
\$C4	?	ff3:ff3us:doc:asm:list:sfx:C4machinaryshort.mp3
\$C5	?	ff3:ff3us:doc:asm:list:sfx:C5cure1part2.mp3
\$C6	?	ff3:ff3us:doc:asm:list:sfx:C6saveting.mp3
\$C7	Fell hard on the floor	ff3:ff3us:doc:asm:list:sfx:C7chestclose.mp3
\$C8	?	ff3:ff3us:doc:asm:list:sfx:C8idk.mp3
\$C9	?	ff3:ff3us:doc:asm:list:sfx:C9swdtech.mp3
\$CA	?	ff3:ff3us:doc:asm:list:sfx:CAidk.mp3
\$CB	?	ff3:ff3us:doc:asm:list:sfx:CBcurespellpart2.mp3
\$CC	?	ff3:ff3us:doc:asm:list:sfx:CChitechno.mp3
\$CD	Kefka's Laugh	ff3:ff3us:doc:asm:list:sfx:CDkefklaugh.mp3
\$CE	Splash	ff3:ff3us:doc:asm:list:sfx:CEwatersplash.mp3
\$CF	?	ff3:ff3us:doc:asm:list:sfx:CFmachineboomerang.mp3
\$D0	?	ff3:ff3us:doc:asm:list:sfx:D0idk.mp3
\$D1	?	ff3:ff3us:doc:asm:list:sfx:D1ting.mp3
\$D2	?	ff3:ff3us:doc:asm:list:sfx:D2firecline.mp3
\$D3	?	ff3:ff3us:doc:asm:list:sfx:D3zap.mp3
\$D4	?	ff3:ff3us:doc:asm:list:sfx:D4noiseblaster.mp3
\$D5	?	ff3:ff3us:doc:asm:list:sfx:D5idk.mp3
\$D6	?	ff3:ff3us:doc:asm:list:sfx:D6longwind.mp3
\$D7	?	ff3:ff3us:doc:asm:list:sfx:D7idk.mp3
\$D8	?	ff3:ff3us:doc:asm:list:sfx:D8bubble.mp3
\$D9	Chocobo squeek	ff3:ff3us:doc:asm:list:sfx:D9chocobo.mp3
\$DA	?	ff3:ff3us:doc:asm:list:sfx:DAfallhit.mp3
\$DB	?	ff3:ff3us:doc:asm:list:sfx:DBclose.mp3
\$DC	?	ff3:ff3us:doc:asm:list:sfx:DCmenuting.mp3
\$DD	?	ff3:ff3us:doc:asm:list:sfx:DDalarm.mp3
\$DE	?	ff3:ff3us:doc:asm:list:sfx:DEtrainstopping.mp3
\$DF	Elevator sound	ff3:ff3us:doc:asm:list:sfx:DFcharge.mp3
\$E0	?	ff3:ff3us:doc:asm:list:sfx:E0idk.mp3

Index	Sound Effect	Listen
\$E1	?	ff3:ff3us:doc:asm:list:sfx:E1idk.mp3
\$E2	?	ff3:ff3us:doc:asm:list:sfx:E2idk.mp3
\$E3	?	ff3:ff3us:doc:asm:list:sfx:E3openhuge.mp3
\$E4	?	ff3:ff3us:doc:asm:list:sfx:E4idk.mp3
\$E5	?	ff3:ff3us:doc:asm:list:sfx:E5idk.mp3
\$E6	?	ff3:ff3us:doc:asm:list:sfx:E6idk.mp3
\$E7	?	ff3:ff3us:doc:asm:list:sfx:E7idk.mp3
\$E8	Huge Footstep (Phunbaba's)	ff3:ff3us:doc:asm:list:sfx:E8idk.mp3
\$E9	?	ff3:ff3us:doc:asm:list:sfx:E9idk.mp3
\$EA	?	ff3:ff3us:doc:asm:list:sfx:EAdk.mp3
\$EB	Rain	ff3:ff3us:doc:asm:list:sfx:EBrainspell.mp3
\$EC	Heartbeat	ff3:ff3us:doc:asm:list:sfx:EHeartbeat.mp3
\$ED	Train Starting	ff3:ff3us:doc:asm:list:sfx:EDtrainstarting.mp3
\$EE	Cure in menu	ff3:ff3us:doc:asm:list:sfx:EEcureinmenu.mp3
\$EF	Boss sound	ff3:ff3us:doc:asm:list:sfx:EFbossappearingescaping.mp3
\$F0	Distant Boom	ff3:ff3us:doc:asm:list:sfx:F0distantboom.mp3
\$F1	Zap Charge	ff3:ff3us:doc:asm:list:sfx:F1zapcharge.mp3
\$F2	Boss Death	ff3:ff3us:doc:asm:list:sfx:F2bossdeath.mp3
\$F3	Dice Thrown	ff3:ff3us:doc:asm:list:sfx:F3dicethrown.mp3
\$F4	?	ff3:ff3us:doc:asm:list:sfx:F4idk.mp3
\$F5	Fighting	ff3:ff3us:doc:asm:list:sfx:F5fighting.mp3
\$F6	Big Earthquake	ff3:ff3us:doc:asm:list:sfx:F6bigearthquake.mp3
\$F7	Close big near	ff3:ff3us:doc:asm:list:sfx:F7closebignear.mp3
\$F8	Demi	ff3:ff3us:doc:asm:list:sfx:F8demiflare.mp3
\$F9	Mog	ff3:ff3us:doc:asm:list:sfx:F9mog.mp3
\$FA	Dice 2	ff3:ff3us:doc:asm:list:sfx:FAdice2.mp3
\$FB	?	ff3:ff3us:doc:asm:list:sfx:FBghostmusic.mp3
\$FC	?	ff3:ff3us:doc:asm:list:sfx:FCmenuting2.mp3
\$FD	?	ff3:ff3us:doc:asm:list:sfx:FDidk.mp3
\$FE	?	ff3:ff3us:doc:asm:list:sfx:FEidk.mp3
\$FF	?	ff3:ff3us:doc:asm:list:sfx:FFidk.mp3



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