

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	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	Phoenix scream	Listen	
\$09	Scan's "target" sound	Listen	
\$0A	Rasp's first sound effect	Listen	
\$0B	Rasp's second sound effect	Listen	
\$0C		Listen	
\$0D	Miss	Listen	
\$0E		Listen	
\$0F		Listen	
\$10	Bum Rush	Listen	
\$11	?	Listen	
\$12	?	Listen	
\$13	?	Listen	
\$14	?	Listen	
\$15	Thundaga	Listen	
\$16	Fire 1	Listen	
\$17	?	Listen	
\$1B	Ice 1	Listen	
\$19	Fire 3	Listen	
\$20	Poison	Listen	
\$21	Constant punching	Listen	
\$22	Bio	Listen	
\$25	Meteor	Listen	
\$28	Meteor	Listen	
\$29	Save Point echo?	Listen	
\$2E	Sword Stab	Listen	

Index	Sound Effect	Listen	
\$30	Dispel	Listen	
\$31	Flare (part 1)	Listen	
\$32	?	Listen	
\$33	Punch	Listen	
\$34	Curative item	Listen	
\$35	Dispel (Break spell)	Listen	
\$36	Ice 2 (part 1)	Listen	
\$37	Ice 2 crystalization (part 2)	Listen	
\$38	Ice 2 crystalization (part 2)	Listen	
\$39	Muddle / Confuse	Listen	
\$40	SwdTech Activation	Listen	
\$41	?	Listen	
\$42	Fire 2	Listen	
\$43	Bolt 1	Listen	
\$44	Runic	Listen	
\$45	Shell	Listen	
\$46	Esper disappears	Listen	
\$47	?	Listen	
\$48	?	Listen	
\$49	?	Listen	
\$50	Shock	Listen	
\$51	Machine	Listen	
\$52	SwdTech Stunner	Listen	
\$53	?	Listen	
\$54	?	Listen	
\$55	?	Listen	
\$56	Boomerang	Listen	
\$57	?	Listen	
\$58	Vanish	Listen	
\$59	Green Cherry	Listen	
\$60	?	Listen	
\$61	?	Listen	
\$62	?	Listen	
\$63	?	Listen	
\$64	SwdTech High?	Listen	
\$65	Sword Slash	Listen	
\$66	Bio Blaster	Listen	
\$67	Esper Shining	Listen	
\$68	Snare	Listen	
\$69	Osmose /Plasma (Water Rondo Dance)	Listen	
\$6A	Jump sound		
\$6D	Espers turned into magicite)		
\$70	?	Listen	
\$71	?	Listen	
\$72	Wind	Listen	

Index	Sound Effect	Listen	
\$73	Narshe Wind	Listen	
\$74	?	Listen	
\$75	?	Listen	
\$76	?	Listen	
\$77	?	Listen	
\$78	?	Listen	
\$79	?	Listen	
\$7A	?	Listen	
\$7B	?	Listen	
\$80	?	Listen	
\$81	Bismarck	Listen	
\$82	?	Listen	
\$83	?	Listen	
\$84	?	Listen	
\$85	?	Listen	
\$86	?	Listen	
\$87	?	Listen	
\$88	?	Listen	
\$89	Burning House falling apart	Listen	
\$90	?	Listen	
\$91	?	Listen	
\$92	Train Horn	Listen	
\$93	?	Listen	
\$94	?	Listen	
\$95	?	Listen	
\$96	?	Listen	
\$97	Dog Bark	Listen	
\$98	Door	Listen	
\$99	Door (distant)	Listen	
\$A0	Block Shield	Listen	
\$A1	Curative Item	Listen	
\$A2	Flare	Listen	
\$A3	?	Listen	
\$A4	?	Listen	
\$A5	Earthquake	Listen	
\$A6	Open chest / Switch	Listen	
\$A7	?	Listen	
\$A8	Sword Slash	Listen	
\$A9	?	Listen	
\$B0	?	Listen	
\$B1	?	Listen	
\$B2	?	Listen	
\$B3	?	Listen	
\$B4	?	Listen	

Index	Sound Effect	Listen	
\$B5	Landing on the floor (after someone jumps)	Listen	
\$B6	Will of the wisp sound	Listen	
\$B7	?	Listen	
\$B8	?	Listen	
\$B9	?	Listen	
\$BA	Falling Down	Listen	
\$BB	?	Listen	
\$BC	?	Listen	
\$BD	?	Listen	
\$BE	?	Listen	
\$BF	Buy/Sell sound used in shops	Listen	
\$C0	Pidgeon tweet	Listen	
\$C1	Start battle (mosaic)	Listen	
\$C2	?	Listen	
\$C3	?	Listen	
\$C4	?	Listen	
\$C5	?	Listen	
\$C6	?	Listen	
\$C7	Fell hard on the floor	Listen	
\$C8	?	Listen	
\$C9	?	Listen	
\$CA	?	Listen	
\$CB	?	Listen	
\$CC	?	Listen	
\$CD	Kefka's Laugh	Listen	
\$CE	Splash	Listen	
\$CF	?	Listen	
\$D0	?	Listen	
\$D1	?	Listen	
\$D2	?	Listen	
\$D3	?	Listen	
\$D4	?	Listen	
\$D5	?	Listen	
\$D6	?	Listen	
\$D7	?	Listen	
\$D8	?	Listen	
\$D9	Chocobo squeek	Listen	
\$DA	?	Listen	
\$DB	?	Listen	
\$DC	?	Listen	
\$DD	?	Listen	
\$DE	?	Listen	
\$DF	Elevator sound	Listen	
\$E0	?	Listen	

Index	Sound Effect	Listen	
\$E1	?	Listen	
\$E2	?	Listen	
\$E3	?	Listen	
\$E4	?	Listen	
\$E5	?	Listen	
\$E6	?	Listen	
\$E7	?	Listen	
\$E8	Huge Footstep (Phunbaba's)	Listen	
\$E9	?	Listen	
\$EA	?	Listen	
\$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	?	Listen	
\$F5	Fighting	Listen	
\$F6	Big Earthquake	Listen	
\$F7	Close big near	Listen	
\$F8	Demi	Listen	
\$F9	Mog	Listen	
\$FA	Dice 2	Listen	
\$FB	?	Listen	
\$FC	?	Listen	
\$FD	?	Listen	
\$FE	?	Listen	
\$FF	?	Listen	



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Last update: **2019/02/12 12:07**

