

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	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		
\$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	
\$28	Meteor	Listen
\$29	Save Point echo?	Listen
\$2E	Sword Stab	

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	?	
\$48	?	
\$49	?	
\$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	?	
\$61	?	
\$62	?	
\$63	?	
\$64	SwdTech High?	Listen
\$65	Sword Slash	Listen
\$66	Bio Blaster	
\$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	?	
\$7A	?	
\$7B	?	
\$80	?	Listen
\$81	Bismarck	Listen
\$82	?	Listen
\$83	?	
\$84	?	
\$85	?	
\$86	?	
\$87	?	Listen
\$88	?	Listen
\$89	Burning House falling apart	Listen
\$90	?	
\$91	?	Listen
\$92	Train Horn	Listen
\$93	?	
\$94	?	
\$95	?	
\$96	?	
\$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
\$B5	Landing on the floor (after someone jumps)	Listen

Index	Sound Effect	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	?	
\$C5	?	Listen
\$C6	?	Listen
\$C7	Fell hard on the floor	Listen
\$C8	?	Listen
\$C9	?	Listen
\$CA	?	
\$CB	?	Listen
\$CC	?	
\$CD	Kefka's Laugh	
\$CE	Splash	Listen
\$CF	?	Listen
\$D0	?	Listen
\$D1	?	Listen
\$D2	?	
\$D3	?	Listen
\$D4	?	Listen
\$D5	?	Listen
\$D6	?	Listen
\$D7	?	
\$D8	?	Listen
\$D9	Chocobo squeek	Listen
\$DA	?	
\$DB	?	Listen
\$DC	?	Listen
\$DD	?	Listen
\$DE	?	
\$DF	Elevator sound	Listen
\$E0	?	
\$E1	?	
\$E2	?	

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



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