Retro Games

Filename	Description	BitDepth	SampleRate	Channels	Duration	AudioFileType
8bit_beeps_22.wav	retro, game, games, 8bit, bit, 8, beep, beeps, computer, status, ui, gui	24	96000	2	00:01.728	WAVE
8bit_alarm_1.wav	retro, game, games, alarm, 8bit, 8, bit	24	44100	2	00:12.913	WAVE
8bit_beeps_1.wav	retro, game, games, 8bit, bit, 8, beep, beeps, computer, status, ui, gui	24	96000	2	00:00.440	WAVE
8bit_beeps_10.wav	retro, game, games, 8bit, bit, 8, beep, beeps, computer, status, ui, gui	24	96000	2	00:00.837	WAVE
8bit_beeps_11.wav	retro, game, games, 8bit, bit, 8, beep, beeps, computer, status, ui, gui	24	96000	2	00:01.415	WAVE
8bit_beeps_12.wav	retro, game, games, 8bit, bit, 8, beep, beeps, computer, status, ui, gui	24	96000	2	00:01.528	WAVE
8bit_beeps_13.wav	retro, game, games, 8bit, bit, 8, beep, beeps, computer, status, ui, gui	24	96000	2	00:02.469	WAVE
8bit_beeps_14.wav	retro, game, games, 8bit, bit, 8, beep, beeps, computer, status, ui, gui	24	96000	2	00:02.319	WAVE
8bit_beeps_15.wav	retro, game, games, 8bit, bit, 8, beep, beeps, computer, status, ui, gui	24	96000	2	00:02.008	WAVE
8bit_beeps_16.wav	retro, game, games, 8bit, bit, 8, beep, beeps, computer, status, ui, gui	24	96000	2	00:01.504	WAVE
8bit_beeps_17.wav	retro, game, games, 8bit, bit, 8, beep, beeps, computer, status, ui, gui	24	96000	2	00:01.306	WAVE
8bit_beeps_18.wav	retro, game, games, 8bit, bit, 8, beep, beeps, computer, status, ui, gui	24	96000	2	00:02.090	WAVE
8bit_beeps_19.wav	retro, game, games, 8bit, bit, 8, beep, beeps, computer, status, ui, gui	24	96000	2	00:03.517	WAVE
8bit_beeps_2.wav	retro, game, games, 8bit, bit, 8, beep, beeps, computer, status, ui, gui	24	96000	2	00:02.823	WAVE
8bit_beeps_20.wav	retro, game, games, 8bit, bit, 8, beep, beeps, computer, status, ui, gui	24	96000	2	00:02.375	WAVE
8bit_beeps_21.wav	retro, game, games, 8bit, bit, 8, beep, beeps, computer, status, ui, gui	24	96000	2	00:00.341	WAVE
8bit_beeps_23.wav	retro, game, games, 8bit, bit, 8, beep, beeps, computer, status, ui, gui	24	96000	2	00:00.960	WAVE
8bit_beeps_24.wav	retro, game, games, 8bit, bit, 8, beep, beeps, computer, status, ui, gui	24	96000	2	00:01.386	WAVE
8bit_beeps_25.wav	retro, game, games, 8bit, bit, 8, beep, beeps, computer, status, ui, gui	24	96000	2	00:00.984	WAVE
8bit_beeps_26.wav	retro, game, games, 8bit, bit, 8, beep, beeps, computer, status, ui, gui	24	96000	2	00:02.437	WAVE
8bit_beeps_27.wav	retro, game, games, 8bit, bit, 8, beep, beeps, computer, status, ui, gui	24	96000	2	00:01.314	WAVE
8bit_beeps_28.wav	retro, game, games, 8bit, bit, 8, beep, beeps, computer, status, ui, gui	24	96000	2	00:01.040	WAVE
8bit_beeps_29.wav	retro, game, games, 8bit, bit, 8, beep, beeps, computer, status, ui, gui	24	96000	2	00:00.749	WAVE
8bit_beeps_3.wav	retro, game, games, 8bit, bit, 8, beep, beeps, computer, status, ui, gui	24	96000	2	00:01.911	WAVE
8bit_beeps_30.wav	retro, game, games, 8bit, bit, 8, beep, beeps, computer, status, ui, gui	24	96000	2	00:01.333	WAVE
8bit_beeps_31.wav	retro, game, games, 8bit, bit, 8, beep, beeps, computer, status, ui, gui	24	96000	2	00:04.325	WAVE

8bit_beeps_32.wav	retro, game, games, 8bit, bit, 8, beep, beeps, computer, status, ui, gui	24	96000	2	00:02.295	WAVE
8bit_beeps_33.wav	retro, game, games, 8bit, bit, 8, beep, beeps, computer, status, ui, gui	24	96000	2	00:00.508	WAVE
8bit_beeps_34.wav	retro, game, games, 8bit, bit, 8, beep, beeps, computer, status, ui, gui	24	96000	2	00:02.853	WAVE
8bit_beeps_35.wav	retro, game, games, 8bit, bit, 8, beep, beeps, computer, status, ui, gui	24	96000	2	00:03.184	WAVE
8bit_beeps_36.wav	retro, game, games, 8bit, bit, 8, beep, beeps, computer, status, ui, gui	24	96000	2	00:04.362	WAVE
8bit_beeps_37.wav	retro, game, games, 8bit, bit, 8, beep, beeps, computer, status, ui, gui	24	96000	2	00:01.141	WAVE
8bit_beeps_38.wav	retro, game, games, 8bit, bit, 8, beep, beeps, computer, status, ui, gui	24	96000	2	00:01.568	WAVE
8bit_beeps_39.wav	retro, game, games, 8bit, bit, 8, beep, beeps, computer, status, ui, gui	24	96000	2	00:01.178	WAVE
8bit_beeps_4.wav	retro, game, games, 8bit, bit, 8, beep, beeps, computer, status, ui, gui	24	96000	2	00:03.221	WAVE
8bit_beeps_40.wav	retro, game, games, 8bit, bit, 8, beep, beeps, computer, status, ui, gui	24	96000	2	00:01.024	WAVE
8bit_beeps_41.wav	retro, game, games, 8bit, bit, 8, beep, beeps, computer, status, ui, gui	24	96000	2	00:02.933	WAVE
8bit_beeps_5.wav	retro, game, games, 8bit, bit, 8, beep, beeps, computer, status, ui, gui	24	96000	2	00:02.552	WAVE
8bit_beeps_6.wav	retro, game, games, 8bit, bit, 8, beep, beeps, computer, status, ui, gui	24	96000	2	00:03.879	WAVE
8bit_beeps_7.wav	retro, game, games, 8bit, bit, 8, beep, beeps, computer, status, ui, gui	24	96000	2	00:01.109	WAVE
8bit_beeps_8.wav	retro, game, games, 8bit, bit, 8, beep, beeps, computer, status, ui, gui	24	96000	2	00:01.088	WAVE
8bit_beeps_9.wav	retro, game, games, 8bit, bit, 8, beep, beeps, computer, status, ui, gui	24	96000	2	00:00.930	WAVE
8bit_beep_1.wav	retro, game, games, 8bit, bit, 8, beep, beeps, computer, status, ui, gui	24	96000	2	00:00.125	WAVE
8bit_beep_2.wav	retro, game, games, 8bit, bit, 8, beep, beeps, computer, status, ui, gui	24	96000	2	00:00.125	WAVE
8bit_beep_3.wav	retro, game, games, 8bit, bit, 8, beep, beeps, computer, status, ui, gui	24	96000	2	00:00.125	WAVE
8bit_beep_4.wav	retro, game, games, 8bit, bit, 8, beep, beeps, computer, status, ui, gui	24	96000	2	00:00.125	WAVE
8bit_beep_5.wav	retro, game, games, 8bit, bit, 8, beep, beeps, computer, status, ui, gui	24	96000	2	00:00.125	WAVE
8bit_different.wav	retro, game, games, 8bit, 8, bit, different, noise	24	96000	2	00:05.000	WAVE
8bit_digital_noise.wav	retro, game, games, 8bit, 8, bit, different, digital, noise	24	96000	2	00:41.642	WAVE
8bit_monster_1.wav	retro, game, games, 8bit, 8, bit, monster, digital	24	96000	2	00:05.500	WAVE
8bit_monster_2.wav	retro, game, games, 8bit, 8, bit, monster, digital	24	96000	2	00:05.500	WAVE
8bit_sfx_1.wav	ratro, game, games, 8bit, bit, 8, sfx, effect,	24	96000	2	00:04.000	WAVE
8bit_sfx_10.wav	ratro, game, games, 8bit, bit, 8, sfx, effect,	24	96000	2	00:04.000	WAVE
8bit_sfx_11.wav	ratro, game, games, 8bit, bit, 8, sfx, effect,	24	96000	2	00:04.000	WAVE
8bit_sfx_12.wav	ratro, game, games, 8bit, bit, 8, sfx, effect,	24	96000	2	00:04.000	WAVE
8bit_sfx_13.wav	ratro, game, games, 8bit, bit, 8, sfx, effect,	24	96000	2	00:04.000	WAVE
8bit_sfx_14.wav	ratro, game, games, 8bit, bit, 8, sfx, effect,	24	96000	2	00:03.000	WAVE

8bit_sfx_15.wav	ratro, game, games, 8bit, bit, 8, sfx, effect,	24	96000	2	00:03.000	WAVE
8bit_sfx_16.wav	ratro, game, games, 8bit, bit, 8, sfx, effect,	24	96000	2	00:02.000	WAVE
8bit_sfx_17.wav	ratro, game, games, 8bit, bit, 8, sfx, effect,	24	96000	2	00:04.000	WAVE
8bit_sfx_18.wav	ratro, game, games, 8bit, bit, 8, sfx, effect,	24	96000	2	00:04.000	WAVE
8bit_sfx_19.wav	ratro, game, games, 8bit, bit, 8, sfx, effect,	24	96000	2	00:04.000	WAVE
8bit_sfx_2.wav	ratro, game, games, 8bit, bit, 8, sfx, effect,	24	96000	2	00:04.000	WAVE
8bit_sfx_20.wav	ratro, game, games, 8bit, bit, 8, sfx, effect,	24	96000	2	00:04.000	WAVE
8bit_sfx_21.wav	ratro, game, games, 8bit, bit, 8, sfx, effect,	24	96000	2	00:04.000	WAVE
8bit_sfx_22.wav	ratro, game, games, 8bit, bit, 8, sfx, effect,	24	96000	2	00:04.000	WAVE
8bit_sfx_23.wav	ratro, game, games, 8bit, bit, 8, sfx, effect,	24	96000	2	00:04.000	WAVE
8bit_sfx_24.wav	ratro, game, games, 8bit, bit, 8, sfx, effect,	24	96000	2	00:04.000	WAVE
8bit_sfx_25.wav	ratro, game, games, 8bit, bit, 8, sfx, effect,	24	96000	2	00:03.000	WAVE
8bit_sfx_26.wav	ratro, game, games, 8bit, bit, 8, sfx, effect,	24	96000	2	00:04.000	WAVE
8bit_sfx_27.wav	ratro, game, games, 8bit, bit, 8, sfx, effect,	24	96000	2	00:04.000	WAVE
8bit_sfx_28.wav	ratro, game, games, 8bit, bit, 8, sfx, effect,	24	96000	2	00:03.000	WAVE
8bit_sfx_29.wav	ratro, game, games, 8bit, bit, 8, sfx, effect,	24	96000	2	00:02.500	WAVE
8bit_sfx_3.wav	ratro, game, games, 8bit, bit, 8, sfx, effect,	24	96000	2	00:04.000	WAVE
8bit_sfx_30.wav	ratro, game, games, 8bit, bit, 8, sfx, effect,	24	96000	2	00:02.761	WAVE
8bit_sfx_31.wav	ratro, game, games, 8bit, bit, 8, sfx, effect,	24	96000	2	00:02.761	WAVE
8bit_sfx_4.wav	ratro, game, games, 8bit, bit, 8, sfx, effect,	24	96000	2	00:05.500	WAVE
8bit_sfx_5.wav	ratro, game, games, 8bit, bit, 8, sfx, effect,	24	96000	2	00:05.500	WAVE
8bit_sfx_6.wav	ratro, game, games, 8bit, bit, 8, sfx, effect,	24	96000	2	00:05.500	WAVE
8bit_sfx_7.wav	ratro, game, games, 8bit, bit, 8, sfx, effect,	24	96000	2	00:04.000	WAVE
8bit_sfx_8.wav	ratro, game, games, 8bit, bit, 8, sfx, effect,	24	96000	2	00:04.000	WAVE
8bit_sfx_9.wav	ratro, game, games, 8bit, bit, 8, sfx, effect,	24	96000	2	00:04.000	WAVE
8bit_explosion_1.wav	8bit, 8, bit, retro, games, game, old, explosion, boom, sonic, mine, rocket, hit	24	96000	2	00:02.000	WAVE
8bit_explosion_10_retro.wav	8bit, 8, bit, retro, games, game, old, explosion, boom, sonic, mine, rocket, hit	24	96000	2	00:08.500	WAVE
8bit_explosion_2.wav	8bit, 8, bit, retro, games, game, old, explosion, boom, sonic, mine, rocket, hit	24	96000	2	00:02.000	WAVE
8bit_explosion_3.wav	8bit, 8, bit, retro, games, game, old, explosion, boom, sonic, mine, rocket, hit	24	96000	2	00:04.000	WAVE
8bit_explosion_4.wav	8bit, 8, bit, retro, games, game, old, explosion, boom, sonic, mine, rocket, hit	24	96000	2	00:04.000	WAVE
8bit_explosion_5.wav	8bit, 8, bit, retro, games, game, old, explosion, boom, sonic, mine, rocket, hit	24	96000	2	00:04.000	WAVE

8bit_explosion_6.wav	8bit, 8, bit, retro, games, game, old, explosion, boom, sonic, mine, rocket, hit	24	96000	2	00:04.000	WAVE
8bit_explosion_7.wav	8bit, 8, bit, retro, games, game, old, explosion, boom, sonic, mine, rocket, hit	24	96000	2	00:01.334	WAVE
8bit_explosion_8.wav	8bit, 8, bit, retro, games, game, old, explosion, boom, sonic, mine, rocket, hit	24	96000	2	00:07.381	WAVE
8bit_explosion_9.wav	8bit, 8, bit, retro, games, game, old, explosion, boom, sonic, mine, rocket, hit	24	96000	2	00:01.245	WAVE
8bit_mine_1.wav	8bit, 8, bit, retro, games, game, old, explosion, boom, sonic, mine, rocket, hit	24	96000	2	00:02.282	WAVE
8bit_mine_2.wav	8bit, 8, bit, retro, games, game, old, explosion, boom, sonic, mine, rocket, hit	24	96000	2	00:02.282	WAVE
8bit_footsteps_concrete_1.wav	8bit, retro, games, game, 8, bit, footstep, concrete	24	96000	2	00:00.317	WAVE
8bit_footsteps_concrete_10.wav	8bit, retro, games, game, 8, bit, footstep, concrete	24	96000	2	00:00.349	WAVE
8bit_footsteps_concrete_11.wav	8bit, retro, games, game, 8, bit, footstep, concrete	24	96000	2	00:00.322	WAVE
8bit_footsteps_concrete_12.wav	8bit, retro, games, game, 8, bit, footstep, concrete	24	96000	2	00:00.328	WAVE
8bit_footsteps_concrete_13.wav	8bit, retro, games, game, 8, bit, footstep, concrete	24	96000	2	00:00.304	WAVE
8bit_footsteps_concrete_14.wav	8bit, retro, games, game, 8, bit, footstep, concrete	24	96000	2	00:00.333	WAVE
8bit_footsteps_concrete_15.wav	8bit, retro, games, game, 8, bit, footstep, concrete	24	96000	2	00:00.280	WAVE
8bit_footsteps_concrete_16.wav	8bit, retro, games, game, 8, bit, footstep, concrete	24	96000	2	00:00.352	WAVE
8bit_footsteps_concrete_17.wav	8bit, retro, games, game, 8, bit, footstep, concrete	24	96000	2	00:00.320	WAVE
8bit_footsteps_concrete_18.wav	8bit, retro, games, game, 8, bit, footstep, concrete	24	96000	2	00:00.330	WAVE
8bit_footsteps_concrete_19.wav	8bit, retro, games, game, 8, bit, footstep, concrete	24	96000	2	00:00.312	WAVE
8bit_footsteps_concrete_2.wav	8bit, retro, games, game, 8, bit, footstep, concrete	24	96000	2	00:00.338	WAVE
8bit_footsteps_concrete_20.wav	8bit, retro, games, game, 8, bit, footstep, concrete	24	96000	2	00:00.333	WAVE
8bit_footsteps_concrete_22.wav	8bit, retro, games, game, 8, bit, footstep, concrete	24	96000	2	00:00.346	WAVE
8bit_footsteps_concrete_23.wav	8bit, retro, games, game, 8, bit, footstep, concrete	24	96000	2	00:00.309	WAVE
8bit_footsteps_concrete_24.wav	8bit, retro, games, game, 8, bit, footstep, concrete	24	96000	2	00:00.309	WAVE
8bit_footsteps_concrete_25.wav	8bit, retro, games, game, 8, bit, footstep, concrete	24	96000	2	00:00.352	WAVE
8bit_footsteps_concrete_26.wav	8bit, retro, games, game, 8, bit, footstep, concrete	24	96000	2	00:00.352	WAVE
8bit_footsteps_concrete_27.wav	8bit, retro, games, game, 8, bit, footstep, concrete	24	96000	2	00:00.314	WAVE
8bit_footsteps_concrete_28.wav	8bit, retro, games, game, 8, bit, footstep, concrete	24	96000	2	00:00.232	WAVE
8bit_footsteps_concrete_29.wav	8bit, retro, games, game, 8, bit, footstep, concrete	24	96000	2	00:00.328	WAVE
8bit_footsteps_concrete_3.wav	8bit, retro, games, game, 8, bit, footstep, concrete	24	96000	2	00:00.312	WAVE
8bit_footsteps_concrete_30.wav	8bit, retro, games, game, 8, bit, footstep, concrete	24	96000	2	00:00.320	WAVE
8bit_footsteps_concrete_31.wav	8bit, retro, games, game, 8, bit, footstep, concrete	24	96000	2	00:00.312	WAVE
8bit_footsteps_concrete_32.wav	8bit, retro, games, game, 8, bit, footstep, concrete	24	96000	2	00:00.360	WAVE

8bit_footsteps_concrete_33.wav	8bit, retro, games, game, 8, bit, footstep, concrete	24	96000	2	00:00.314	WAVE
8bit_footsteps_concrete_35.wav	8bit, retro, games, game, 8, bit, footstep, concrete	24	96000	2	00:00.322	WAVE
8bit_footsteps_concrete_36.wav	8bit, retro, games, game, 8, bit, footstep, concrete	24	96000	2	00:00.322	WAVE
8bit_footsteps_concrete_37.wav	8bit, retro, games, game, 8, bit, footstep, concrete	24	96000	2	00:00.357	WAVE
8bit_footsteps_concrete_38.wav	8bit, retro, games, game, 8, bit, footstep, concrete	24	96000	2	00:00.334	WAVE
8bit_footsteps_concrete_4.wav	8bit, retro, games, game, 8, bit, footstep, concrete	24	96000	2	00:00.330	WAVE
8bit_footsteps_concrete_5.wav	8bit, retro, games, game, 8, bit, footstep, concrete	24	96000	2	00:00.338	WAVE
8bit_footsteps_concrete_6.wav	8bit, retro, games, game, 8, bit, footstep, concrete	24	96000	2	00:00.320	WAVE
8bit_footsteps_concrete_7.wav	8bit, retro, games, game, 8, bit, footstep, concrete	24	96000	2	00:00.312	WAVE
8bit_footsteps_concrete_8.wav	8bit, retro, games, game, 8, bit, footstep, concrete	24	96000	2	00:00.336	WAVE
8bit_footsteps_concrete_9.wav	8bit, retro, games, game, 8, bit, footstep, concrete	24	96000	2	00:00.325	WAVE
8bit_footsteps_forest_1.wav	retro, game, games, 8bit, 8, bit, footstep, forest	24	96000	2	00:00.330	WAVE
8bit_footsteps_forest_10.wav	retro, game, games, 8bit, 8, bit, footstep, forest	24	96000	2	00:00.330	WAVE
8bit_footsteps_forest_11.wav	retro, game, games, 8bit, 8, bit, footstep, forest	24	96000	2	00:00.202	WAVE
8bit_footsteps_forest_12.wav	retro, game, games, 8bit, 8, bit, footstep, forest	24	96000	2	00:00.256	WAVE
8bit_footsteps_forest_2.wav	retro, game, games, 8bit, 8, bit, footstep, forest	24	96000	2	00:00.362	WAVE
8bit_footsteps_forest_3.wav	retro, game, games, 8bit, 8, bit, footstep, forest	24	96000	2	00:00.266	WAVE
8bit_footsteps_forest_4.wav	retro, game, games, 8bit, 8, bit, footstep, forest	24	96000	2	00:00.405	WAVE
8bit_footsteps_forest_5.wav	retro, game, games, 8bit, 8, bit, footstep, forest	24	96000	2	00:00.416	WAVE
8bit_footsteps_forest_6.wav	retro, game, games, 8bit, 8, bit, footstep, forest	24	96000	2	00:00.522	WAVE
8bit_footsteps_forest_7.wav	retro, game, games, 8bit, 8, bit, footstep, forest	24	96000	2	00:00.288	WAVE
8bit_footsteps_forest_8.wav	retro, game, games, 8bit, 8, bit, footstep, forest	24	96000	2	00:00.410	WAVE
8bit_footsteps_forest_9.wav	retro, game, games, 8bit, 8, bit, footstep, forest	24	96000	2	00:00.432	WAVE
8bit_footsteps_ground_1.wav	8bit, retro, games, game, footstep, ground, 8, bit	24	96000	2	00:00.456	WAVE
8bit_footsteps_ground_10.wav	8bit, retro, games, game, footstep, ground, 8, bit	24	96000	2	00:00.480	WAVE
8bit_footsteps_ground_2.wav	8bit, retro, games, game, footstep, ground, 8, bit	24	96000	2	00:00.464	WAVE
8bit_footsteps_ground_3.wav	8bit, retro, games, game, footstep, ground, 8, bit	24	96000	2	00:00.584	WAVE
8bit_footsteps_ground_4.wav	8bit, retro, games, game, footstep, ground, 8, bit	24	96000	2	00:00.525	WAVE
8bit_footsteps_ground_5.wav	8bit, retro, games, game, footstep, ground, 8, bit	24	96000	2	00:00.546	WAVE
8bit_footsteps_ground_6.wav	8bit, retro, games, game, footstep, ground, 8, bit	24	96000	2	00:00.525	WAVE
8bit_footsteps_ground_7.wav	8bit, retro, games, game, footstep, ground, 8, bit	24	96000	2	00:00.472	WAVE

8bit_footsteps_ground_8.wav	8bit, retro, games, game, footstep, ground, 8, bit	24	96000	2	00:00.589	WAVE
8bit_footsteps_ground_9.wav	8bit, retro, games, game, footstep, ground, 8, bit	24	96000	2	00:00.546	WAVE
8bit_footsteps_wood_1.wav	8bit, footstep, wood, retro, game, games, 8, bit	24	96000	2	00:00.544	WAVE
8bit_footsteps_wood_2.wav	8bit, footstep, wood, retro, game, games, 8, bit	24	96000	2	00:00.642	WAVE
8bit_footsteps_wood_3.wav	8bit, footstep, wood, retro, game, games, 8, bit	24	96000	2	00:00.602	WAVE
8bit_footsteps_wood_4.wav	8bit, footstep, wood, retro, game, games, 8, bit	24	96000	2	00:00.557	WAVE
8bit_footsteps_wood_5.wav	8bit, footstep, wood, retro, game, games, 8, bit	24	96000	2	00:00.573	WAVE
8bit_footsteps_wood_6.wav	8bit, footstep, wood, retro, game, games, 8, bit	24	96000	2	00:00.541	WAVE
8bit_footsteps_wood_7.wav	8bit, footstep, wood, retro, game, games, 8, bit	24	96000	2	00:00.600	WAVE
8bit_footsteps_wood_8.wav	8bit, footstep, wood, retro, game, games, 8, bit	24	96000	2	00:00.605	WAVE
8bit_footsteps_wood_9.wav	8bit, footstep, wood, retro, game, games, 8, bit	24	96000	2	00:00.232	WAVE
8bit_footsteps_concrete_21.wav	8bit, retro, games, game, 8, bit, footstep, concrete	24	96000	2	00:00.298	WAVE
8bit_footsteps_concrete_34.wav	8bit, retro, games, game, 8, bit, footstep, concrete	24	96000	2	00:00.352	WAVE
8bit_footsteps_forest_13.wav	retro, game, games, 8bit, 8, bit, footstep, forest	24	96000	2	00:00.240	WAVE
8bit_hit_1.wav	retro, games, game, 8bit, bit, 8, hit, punch, mele, attack, kick	24	96000	2	00:02.763	WAVE
8bit_hit_10.wav	retro, games, game, 8bit, bit, 8, hit, punch, mele, attack, kick	24	96000	2	00:00.888	WAVE
8bit_hit_11.wav	retro, games, game, 8bit, bit, 8, hit, punch, mele, attack, kick	24	96000	2	00:00.888	WAVE
8bit_hit_12.wav	retro, games, game, 8bit, bit, 8, hit, punch, mele, attack, kick	24	96000	2	00:00.957	WAVE
8bit_hit_13.wav	retro, games, game, 8bit, bit, 8, hit, punch, mele, attack, kick	24	96000	2	00:00.957	WAVE
8bit_hit_14.wav	retro, games, game, 8bit, bit, 8, hit, punch, mele, attack, kick	24	96000	2	00:00.760	WAVE
8bit_hit_15.wav	retro, games, game, 8bit, bit, 8, hit, punch, mele, attack, kick	24	96000	2	00:00.583	WAVE
8bit_hit_16.wav	retro, games, game, 8bit, bit, 8, hit, punch, mele, attack, kick	24	96000	2	00:00.714	WAVE
8bit_hit_17.wav	retro, games, game, 8bit, bit, 8, hit, punch, mele, attack, kick	24	96000	2	00:00.424	WAVE
8bit_hit_18.wav	retro, games, game, 8bit, bit, 8, hit, punch, mele, attack, kick	24	96000	2	00:00.730	WAVE
8bit_hit_19.wav	retro, games, game, 8bit, bit, 8, hit, punch, mele, attack, kick	24	96000	2	00:00.576	WAVE
8bit_hit_2.wav	retro, games, game, 8bit, bit, 8, hit, punch, mele, attack, kick	24	96000	2	00:02.763	WAVE
8bit_hit_20.wav	retro, games, game, 8bit, bit, 8, hit, punch, mele, attack, kick	24	96000	2	00:00.400	WAVE
8bit_hit_21.wav	retro, games, game, 8bit, bit, 8, hit, punch, mele, attack, kick	24	96000	2	00:00.853	WAVE
8bit_hit_22.wav	retro, games, game, 8bit, bit, 8, hit, punch, mele, attack, kick	24	96000	2	00:00.480	WAVE
8bit_hit_3.wav	retro, games, game, 8bit, bit, 8, hit, punch, mele, attack, kick	24	96000	2	00:02.763	WAVE
8bit_hit_4.wav	retro, games, game, 8bit, bit, 8, hit, punch, mele, attack, kick	24	96000	2	00:02.763	WAVE

8bit_hit_5.wav	retro, games, game, 8bit, bit, 8, hit, punch, mele, attack, kick	24	96000	2	00:02.763	WAVE
8bit_hit_6.wav	retro, games, game, 8bit, bit, 8, hit, punch, mele, attack, kick	24	96000	2	00:00.514	WAVE
8bit_hit_7.wav	retro, games, game, 8bit, bit, 8, hit, punch, mele, attack, kick	24	96000	2	00:00.514	WAVE
8bit_hit_8.wav	retro, games, game, 8bit, bit, 8, hit, punch, mele, attack, kick	24	96000	2	00:00.824	WAVE
8bit_hit_9.wav	retro, games, game, 8bit, bit, 8, hit, punch, mele, attack, kick	24	96000	2	00:00.824	WAVE
8bit_jump_1.wav	8bit, 8, bit, retro, games, game, jump, score, jumping	24	96000	2	00:00.804	WAVE
8bit_jump_10.wav	8bit, 8, bit, retro, games, game, jump, score, jumping	24	96000	2	00:00.807	WAVE
8bit_jump_11.wav	8bit, 8, bit, retro, games, game, jump, score, jumping	24	96000	2	00:01.006	WAVE
8bit_jump_12.wav	8bit, 8, bit, retro, games, game, jump, score, jumping	24	96000	2	00:00.771	WAVE
8bit_jump_13.wav	8bit, 8, bit, retro, games, game, jump, score, jumping	24	96000	2	00:00.720	WAVE
8bit_jump_14.wav	8bit, 8, bit, retro, games, game, jump, score, jumping	24	96000	2	00:02.250	WAVE
8bit_jump_15.wav	8bit, 8, bit, retro, games, game, jump, score, jumping	24	96000	2	00:02.250	WAVE
8bit_jump_16.wav	8bit, 8, bit, retro, games, game, jump, score, jumping	24	96000	2	00:00.301	WAVE
8bit_jump_17.wav	8bit, 8, bit, retro, games, game, jump, score, jumping	24	96000	2	00:00.876	WAVE
8bit_jump_18.wav	8bit, 8, bit, retro, games, game, jump, score, jumping	24	96000	2	00:02.250	WAVE
8bit_jump_19.wav	8bit, 8, bit, retro, games, game, jump, score, jumping	24	96000	2	00:00.771	WAVE
8bit_jump_2.wav	8bit, 8, bit, retro, games, game, jump, score, jumping	24	96000	2	00:00.813	WAVE
8bit_jump_20.wav	8bit, 8, bit, retro, games, game, jump, score, jumping	24	96000	2	00:00.388	WAVE
8bit_jump_21.wav	8bit, 8, bit, retro, games, game, jump, score, jumping	24	96000	2	00:00.388	WAVE
8bit_jump_22.wav	8bit, 8, bit, retro, games, game, jump, score, jumping	24	96000	2	00:01.656	WAVE
8bit_jump_3.wav	8bit, 8, bit, retro, games, game, jump, score, jumping	24	96000	2	00:01.006	WAVE
8bit_jump_4.wav	8bit, 8, bit, retro, games, game, jump, score, jumping	24	96000	2	00:00.771	WAVE
8bit_jump_5.wav	8bit, 8, bit, retro, games, game, jump, score, jumping	24	96000	2	00:00.720	WAVE
8bit_jump_6.wav	8bit, 8, bit, retro, games, game, jump, score, jumping	24	96000	2	00:00.787	WAVE
8bit_jump_7.wav	8bit, 8, bit, retro, games, game, jump, score, jumping	24	96000	2	00:00.832	WAVE
8bit_jump_8.wav	8bit, 8, bit, retro, games, game, jump, score, jumping	24	96000	2	00:00.724	WAVE
8bit_jump_9.wav	8bit, 8, bit, retro, games, game, jump, score, jumping	24	96000	2	00:00.804	WAVE
8bit_status_point_22.wav	8bit, retro, games, 8, bit, status, score, point, ui, gui	24	96000	2	00:00.707	WAVE
8bit_status_point_36.wav	8bit, retro, games, 8, bit, status, score, point, ui, gui	24	96000	2	00:00.863	WAVE
8bit_status_point_1.wav	8bit, retro, games, 8, bit, status, score, point, ui, gui	24	96000	2	00:01.123	WAVE
8bit_status_point_10.wav	8bit, retro, games, 8, bit, status, score, point, ui, gui	24	96000	2	00:01.042	WAVE

8bit_status_point_11.wav	8bit, retro, games, 8, bit, status, score, point, ui, gui	24	96000	2	00:01.225	WAVE
8bit_status_point_12.wav	8bit, retro, games, 8, bit, status, score, point, ui, gui	24	96000	2	00:01.182	WAVE
8bit_status_point_13.wav	8bit, retro, games, 8, bit, status, score, point, ui, gui	24	96000	2	00:00.822	WAVE
8bit_status_point_14.wav	8bit, retro, games, 8, bit, status, score, point, ui, gui	24	96000	2	00:00.345	WAVE
8bit_status_point_15.wav	8bit, retro, games, 8, bit, status, score, point, ui, gui	24	96000	2	00:00.515	WAVE
8bit_status_point_16.wav	8bit, retro, games, 8, bit, status, score, point, ui, gui	24	96000	2	00:01.032	WAVE
8bit_status_point_17.wav	8bit, retro, games, 8, bit, status, score, point, ui, gui	24	96000	2	00:01.052	WAVE
8bit_status_point_18.wav	8bit, retro, games, 8, bit, status, score, point, ui, gui	24	96000	2	00:00.556	WAVE
8bit_status_point_19.wav	8bit, retro, games, 8, bit, status, score, point, ui, gui	24	96000	2	00:01.152	WAVE
8bit_status_point_2.wav	8bit, retro, games, 8, bit, status, score, point, ui, gui	24	96000	2	00:00.980	WAVE
8bit_status_point_20.wav	8bit, retro, games, 8, bit, status, score, point, ui, gui	24	96000	2	00:00.604	WAVE
8bit_status_point_21.wav	8bit, retro, games, 8, bit, status, score, point, ui, gui	24	96000	2	00:00.291	WAVE
8bit_status_point_23.wav	8bit, retro, games, 8, bit, status, score, point, ui, gui	24	96000	2	00:00.723	WAVE
8bit_status_point_24.wav	8bit, retro, games, 8, bit, status, score, point, ui, gui	24	96000	2	00:00.704	WAVE
8bit_status_point_25.wav	8bit, retro, games, 8, bit, status, score, point, ui, gui	24	96000	2	00:00.665	WAVE
8bit_status_point_26.wav	8bit, retro, games, 8, bit, status, score, point, ui, gui	24	96000	2	00:00.789	WAVE
8bit_status_point_27.wav	8bit, retro, games, 8, bit, status, score, point, ui, gui	24	96000	2	00:00.804	WAVE
8bit_status_point_28.wav	8bit, retro, games, 8, bit, status, score, point, ui, gui	24	96000	2	00:00.823	WAVE
8bit_status_point_29.wav	8bit, retro, games, 8, bit, status, score, point, ui, gui	24	96000	2	00:00.783	WAVE
8bit_status_point_3.wav	8bit, retro, games, 8, bit, status, score, point, ui, gui	24	96000	2	00:00.883	WAVE
8bit_status_point_30.wav	8bit, retro, games, 8, bit, status, score, point, ui, gui	24	96000	2	00:00.676	WAVE
8bit_status_point_31.wav	8bit, retro, games, 8, bit, status, score, point, ui, gui	24	96000	2	00:00.799	WAVE
8bit_status_point_32.wav	8bit, retro, games, 8, bit, status, score, point, ui, gui	24	96000	2	00:00.848	WAVE
8bit_status_point_33.wav	8bit, retro, games, 8, bit, status, score, point, ui, gui	24	96000	2	00:00.431	WAVE
8bit_status_point_34.wav	8bit, retro, games, 8, bit, status, score, point, ui, gui	24	96000	2	00:00.684	WAVE
8bit_status_point_35.wav	8bit, retro, games, 8, bit, status, score, point, ui, gui	24	96000	2	00:00.529	WAVE
8bit_status_point_37.wav	8bit, retro, games, 8, bit, status, score, point, ui, gui	24	96000	2	00:01.177	WAVE
8bit_status_point_38.wav	8bit, retro, games, 8, bit, status, score, point, ui, gui	24	96000	2	00:01.223	WAVE
8bit_status_point_39.wav	8bit, retro, games, 8, bit, status, score, point, ui, gui	24	96000	2	00:01.405	WAVE
8bit_status_point_4.wav	8bit, retro, games, 8, bit, status, score, point, ui, gui	24	96000	2	00:01.146	WAVE
8bit_status_point_40.wav	8bit, retro, games, 8, bit, status, score, point, ui, gui	24	96000	2	00:02.761	WAVE

8bit_status_point_41.wav	8bit, retro, games, 8, bit, status, score, point, ui, gui	24	96000	2	00:01.177	WAVE
8bit_status_point_42.wav	8bit, retro, games, 8, bit, status, score, point, ui, gui	24	96000	2	00:01.223	WAVE
8bit_status_point_43.wav	8bit, retro, games, 8, bit, status, score, point, ui, gui	24	96000	2	00:01.314	WAVE
8bit_status_point_44.wav	8bit, retro, games, 8, bit, status, score, point, ui, gui	24	96000	2	00:01.177	WAVE
8bit_status_point_45.wav	8bit, retro, games, 8, bit, status, score, point, ui, gui	24	96000	2	00:01.223	WAVE
8bit_status_point_46.wav	8bit, retro, games, 8, bit, status, score, point, ui, gui	24	96000	2	00:01.405	WAVE
8bit_status_point_47.wav	8bit, retro, games, 8, bit, status, score, point, ui, gui	24	96000	2	00:02.761	WAVE
8bit_status_point_48.wav	8bit, retro, games, 8, bit, status, score, point, ui, gui	24	96000	2	00:02.744	WAVE
8bit_status_point_49.wav	8bit, retro, games, 8, bit, status, score, point, ui, gui	24	96000	2	00:00.863	WAVE
8bit_status_point_5.wav	8bit, retro, games, 8, bit, status, score, point, ui, gui	24	96000	2	00:01.115	WAVE
8bit_status_point_50.wav	8bit, retro, games, 8, bit, status, score, point, ui, gui	24	96000	2	00:00.844	WAVE
8bit_status_point_51.wav	8bit, retro, games, 8, bit, status, score, point, ui, gui	24	96000	2	00:00.844	WAVE
8bit_status_point_52.wav	8bit, retro, games, 8, bit, status, score, point, ui, gui	24	96000	2	00:00.863	WAVE
8bit_status_point_6.wav	8bit, retro, games, 8, bit, status, score, point, ui, gui	24	96000	2	00:01.235	WAVE
8bit_status_point_7.wav	8bit, retro, games, 8, bit, status, score, point, ui, gui	24	96000	2	00:01.370	WAVE
8bit_status_point_8.wav	8bit, retro, games, 8, bit, status, score, point, ui, gui	24	96000	2	00:01.130	WAVE
8bit_status_point_9.wav	8bit, retro, games, 8, bit, status, score, point, ui, gui	24	96000	2	00:00.808	WAVE
8bit_status_1.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.560	WAVE
8bit_status_10.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.470	WAVE
8bit_status_100.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.752	WAVE
8bit_status_101.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.752	WAVE
8bit_status_102.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.752	WAVE
8bit_status_103.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.589	WAVE
8bit_status_104.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.589	WAVE
8bit_status_105.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.589	WAVE
8bit_status_106.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.589	WAVE
8bit_status_107.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.397	WAVE
8bit_status_108.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.397	WAVE
8bit_status_109.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.397	WAVE
8bit_status_11.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.500	WAVE
8bit_status_110.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.397	WAVE

8bit_status_111.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.055	WAVE
8bit_status_112.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.055	WAVE
8bit_status_114.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.055	WAVE
8bit_status_115.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.958	WAVE
8bit_status_116.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.958	WAVE
8bit_status_117.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.958	WAVE
8bit_status_118.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.958	WAVE
8bit_status_119.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.163	WAVE
8bit_status_12.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.443	WAVE
8bit_status_120.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.163	WAVE
8bit_status_121.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.163	WAVE
8bit_status_122.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.163	WAVE
8bit_status_123.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.176	WAVE
8bit_status_124.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.176	WAVE
8bit_status_125.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.176	WAVE
8bit_status_126.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.000	WAVE
8bit_status_127.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.000	WAVE
8bit_status_128.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.000	WAVE
8bit_status_13.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.493	WAVE
8bit_status_130.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.469	WAVE
8bit_status_131.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.160	WAVE
8bit_status_132.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.160	WAVE
8bit_status_133.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.160	WAVE
8bit_status_134.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.985	WAVE
8bit_status_135.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.985	WAVE
8bit_status_136.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.299	WAVE
8bit_status_137.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.299	WAVE
8bit_status_138.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.299	WAVE
8bit_status_139.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.253	WAVE
8bit_status_14.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.549	WAVE
8bit_status_140.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.356	WAVE

8bit_status_141.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.356	WAVE
8bit_status_142.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.422	WAVE
8bit_status_143.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:05.573	WAVE
8bit_status_145.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:02.849	WAVE
8bit_status_146.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.521	WAVE
8bit_status_147.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.473	WAVE
8bit_status_148.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.467	WAVE
8bit_status_149.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.773	WAVE
8bit_status_15.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.565	WAVE
8bit_status_150.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.752	WAVE
8bit_status_151.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.825	WAVE
8bit_status_152.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.844	WAVE
8bit_status_153.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.446	WAVE
8bit_status_154.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.507	WAVE
8bit_status_155.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.521	WAVE
8bit_status_156.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.702	WAVE
8bit_status_157.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.136	WAVE
8bit_status_158.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.753	WAVE
8bit_status_159.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.569	WAVE
8bit_status_113.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.055	WAVE
8bit_status_129.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.000	WAVE
8bit_status_144.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:04.874	WAVE
8bit_status_16.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.388	WAVE
8bit_status_175.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.233	WAVE
8bit_status_190_loop.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:02.253	WAVE
8bit_status_205.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.621	WAVE
8bit_status_220.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:02.000	WAVE
8bit_status_32.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.541	WAVE
8bit_status_48.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.125	WAVE
8bit_status_63.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.155	WAVE
8bit_status_79.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.949	WAVE

8bit_status_160.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.262	WAVE
8bit_status_161.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.590	WAVE
8bit_status_162.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.891	WAVE
8bit_status_163.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.486	WAVE
8bit_status_164.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.541	WAVE
8bit_status_165.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.133	WAVE
8bit_status_166.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.530	WAVE
8bit_status_167.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.575	WAVE
8bit_status_168.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.274	WAVE
8bit_status_169.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.574	WAVE
8bit_status_17.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.460	WAVE
8bit_status_170.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.025	WAVE
8bit_status_171_fall.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:12.928	WAVE
8bit_status_172_fall.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:05.738	WAVE
8bit_status_173_fall.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:09.635	WAVE
8bit_status_174.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.186	WAVE
8bit_status_176.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.408	WAVE
8bit_status_177.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.476	WAVE
8bit_status_178.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.490	WAVE
8bit_status_179.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.268	WAVE
8bit_status_18.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.392	WAVE
8bit_status_180.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.497	WAVE
8bit_status_181.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.540	WAVE
8bit_status_182.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.703	WAVE
8bit_status_183.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.778	WAVE
8bit_status_184.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.338	WAVE
8bit_status_185.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.306	WAVE
8bit_status_186.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.219	WAVE
8bit_status_187.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.256	WAVE
8bit_status_188_loop.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:02.575	WAVE
8bit_status_189.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:02.219	WAVE

8bit_status_19.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.685	WAVE
8bit_status_191.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.804	WAVE
8bit_status_192.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.401	WAVE
8bit_status_193.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.570	WAVE
8bit_status_194.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.127	WAVE
8bit_status_195.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:02.600	WAVE
8bit_status_196_loop.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.599	WAVE
8bit_status_197_loop.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:02.886	WAVE
8bit_status_198.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:10.320	WAVE
8bit_status_199_loop.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:06.751	WAVE
8bit_status_2.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.560	WAVE
8bit_status_20.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.661	WAVE
8bit_status_200.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:05.729	WAVE
8bit_status_201.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:02.911	WAVE
8bit_status_202.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:03.963	WAVE
8bit_status_203.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:03.704	WAVE
8bit_status_204_loop.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:03.827	WAVE
8bit_status_206.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:02.034	WAVE
8bit_status_207.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.770	WAVE
8bit_status_208.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.770	WAVE
8bit_status_209.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.574	WAVE
8bit_status_21.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.578	WAVE
8bit_status_210.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.574	WAVE
8bit_status_211.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:02.233	WAVE
8bit_status_212.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:02.233	WAVE
8bit_status_213.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:02.401	WAVE
8bit_status_214.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:02.401	WAVE
8bit_status_215.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:02.474	WAVE
8bit_status_216.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:02.474	WAVE
8bit_status_217.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:02.000	WAVE
8bit_status_218.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:02.000	WAVE

8bit_status_219.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:02.000	WAVE
8bit_status_22.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.512	WAVE
8bit_status_221.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:02.000	WAVE
8bit_status_222.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:02.000	WAVE
8bit_status_223.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:02.000	WAVE
8bit_status_224.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:02.000	WAVE
8bit_status_225.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.500	WAVE
8bit_status_226.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.500	WAVE
8bit_status_23.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.562	WAVE
8bit_status_24.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.733	WAVE
8bit_status_25.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.629	WAVE
8bit_status_26.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.589	WAVE
8bit_status_27.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.610	WAVE
8bit_status_28.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.498	WAVE
8bit_status_29.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.653	WAVE
8bit_status_3.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.914	WAVE
8bit_status_30.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.664	WAVE
8bit_status_31.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.613	WAVE
8bit_status_33.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.528	WAVE
8bit_status_34.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.957	WAVE
8bit_status_35.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.904	WAVE
8bit_status_36.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.866	WAVE
8bit_status_37.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.810	WAVE
8bit_status_38.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.813	WAVE
8bit_status_39.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.789	WAVE
8bit_status_4.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.864	WAVE
8bit_status_40.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.946	WAVE
8bit_status_41.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.749	WAVE
8bit_status_42.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.858	WAVE
8bit_status_43.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.994	WAVE
8bit_status_44.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.962	WAVE

8bit_status_45.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.048	WAVE
8bit_status_46.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.944	WAVE
8bit_status_47.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.157	WAVE
8bit_status_49.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.125	WAVE
8bit_status_5.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.684	WAVE
8bit_status_50.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.520	WAVE
8bit_status_51.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.210	WAVE
8bit_status_52.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.155	WAVE
8bit_status_53.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.912	WAVE
8bit_status_54.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.936	WAVE
8bit_status_55.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.842	WAVE
8bit_status_56.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.949	WAVE
8bit_status_57.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.837	WAVE
8bit_status_58.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.869	WAVE
8bit_status_59.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.525	WAVE
8bit_status_6.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.448	WAVE
8bit_status_60.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.450	WAVE
8bit_status_61.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.589	WAVE
8bit_status_62.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.429	WAVE
8bit_status_64.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.155	WAVE
8bit_status_65.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.155	WAVE
8bit_status_66.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.155	WAVE
8bit_status_67.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.908	WAVE
8bit_status_68.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.908	WAVE
8bit_status_69.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.908	WAVE
8bit_status_7.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.472	WAVE
8bit_status_70.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.908	WAVE
8bit_status_71.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.936	WAVE
8bit_status_72.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.936	WAVE
8bit_status_73.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.936	WAVE
8bit_status_74.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.936	WAVE

8bit_status_75.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.830	WAVE
8bit_status_76.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.830	WAVE
8bit_status_77.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.830	WAVE
8bit_status_78.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.830	WAVE
8bit_status_8.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.506	WAVE
8bit_status_80.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.949	WAVE
8bit_status_81.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.653	WAVE
8bit_status_82.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.949	WAVE
8bit_status_83.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.837	WAVE
8bit_status_84.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.837	WAVE
8bit_status_85.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.837	WAVE
8bit_status_86.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.837	WAVE
8bit_status_87.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.869	WAVE
8bit_status_88.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.869	WAVE
8bit_status_89.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.869	WAVE
8bit_status_9.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.510	WAVE
8bit_status_90.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.869	WAVE
8bit_status_91.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.510	WAVE
8bit_status_92.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.880	WAVE
8bit_status_93.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.880	WAVE
8bit_status_94.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:00.880	WAVE
8bit_status_95.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.066	WAVE
8bit_status_96.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.066	WAVE
8bit_status_97.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.066	WAVE
8bit_status_98.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.066	WAVE
8bit_status_99.wav	retro, games, game, 8bit, 8, bit, status, point, score, fail, failed, dead, die, kill, bon	24	96000	2	00:01.752	WAVE
8bit_button_1.wav	retro, game, games, 8bit, 8, bit, button, click, press, push, ui, gui, hud	24	96000	2	00:00.937	WAVE
8bit_button_10.wav	retro, game, games, 8bit, 8, bit, button, click, press, push, ui, gui, hud	24	96000	2	00:00.937	WAVE
8bit_button_11.wav	retro, game, games, 8bit, 8, bit, button, click, press, push, ui, gui, hud	24	96000	2	00:00.936	WAVE
8bit_button_12.wav	retro, game, games, 8bit, 8, bit, button, click, press, push, ui, gui, hud	24	96000	2	00:00.936	WAVE
8bit_button_13.wav	retro, game, games, 8bit, 8, bit, button, click, press, push, ui, gui, hud	24	96000	2	00:00.937	WAVE

8bit_button_14.wav	retro, game, games, 8bit, 8, bit, button, click, press, push, ui, gui, hud	24	96000	2	00:00.937	WAVE
8bit_button_15.wav	retro, game, games, 8bit, 8, bit, button, click, press, push, ui, gui, hud	24	96000	2	00:00.937	WAVE
8bit_button_16.wav	retro, game, games, 8bit, 8, bit, button, click, press, push, ui, gui, hud	24	96000	2	00:00.937	WAVE
8bit_button_17.wav	retro, game, games, 8bit, 8, bit, button, click, press, push, ui, gui, hud	24	96000	2	00:00.937	WAVE
8bit_button_18.wav	retro, game, games, 8bit, 8, bit, button, click, press, push, ui, gui, hud	24	96000	2	00:00.937	WAVE
8bit_button_19.wav	retro, game, games, 8bit, 8, bit, button, click, press, push, ui, gui, hud	24	96000	2	00:00.937	WAVE
8bit_button_2.wav	retro, game, games, 8bit, 8, bit, button, click, press, push, ui, gui, hud	24	96000	2	00:00.937	WAVE
8bit_button_20.wav	retro, game, games, 8bit, 8, bit, button, click, press, push, ui, gui, hud	24	96000	2	00:00.937	WAVE
8bit_button_21.wav	retro, game, games, 8bit, 8, bit, button, click, press, push, ui, gui, hud	24	96000	2	00:00.937	WAVE
8bit_button_22.wav	retro, game, games, 8bit, 8, bit, button, click, press, push, ui, gui, hud	24	96000	2	00:00.937	WAVE
8bit_button_23.wav	retro, game, games, 8bit, 8, bit, button, click, press, push, ui, gui, hud	24	96000	2	00:00.937	WAVE
8bit_button_25.wav	retro, game, games, 8bit, 8, bit, button, click, press, push, ui, gui, hud	24	96000	2	00:00.937	WAVE
8bit_button_3.wav	retro, game, games, 8bit, 8, bit, button, click, press, push, ui, gui, hud	24	96000	2	00:00.937	WAVE
8bit_button_4.wav	retro, game, games, 8bit, 8, bit, button, click, press, push, ui, gui, hud	24	96000	2	00:00.937	WAVE
8bit_button_5.wav	retro, game, games, 8bit, 8, bit, button, click, press, push, ui, gui, hud	24	96000	2	00:00.937	WAVE
8bit_button_6.wav	retro, game, games, 8bit, 8, bit, button, click, press, push, ui, gui, hud	24	96000	2	00:00.937	WAVE
8bit_button_7.wav	retro, game, games, 8bit, 8, bit, button, click, press, push, ui, gui, hud	24	96000	2	00:00.937	WAVE
8bit_button_8.wav	retro, game, games, 8bit, 8, bit, button, click, press, push, ui, gui, hud	24	96000	2	00:00.937	WAVE
8bit_button_9.wav	retro, game, games, 8bit, 8, bit, button, click, press, push, ui, gui, hud	24	96000	2	00:00.938	WAVE
8bit_gui_1.wav	retro, games, gui, ui, interface, status, button, accept, fail, failure, 8bit, 8, bit, gam	24	96000	2	00:00.208	WAVE
8bit_gui_10.wav	retro, games, gui, ui, interface, status, button, accept, fail, failure, 8bit, 8, bit, gam	24	96000	2	00:00.328	WAVE
8bit_gui_11.wav	retro, games, gui, ui, interface, status, button, accept, fail, failure, 8bit, 8, bit, gam	24	96000	2	00:00.461	WAVE
8bit_gui_12.wav	retro, games, gui, ui, interface, status, button, accept, fail, failure, 8bit, 8, bit, gam	24	96000	2	00:00.442	WAVE
8bit_gui_13.wav	retro, games, gui, ui, interface, status, button, accept, fail, failure, 8bit, 8, bit, gam	24	96000	2	00:00.461	WAVE
8bit_gui_14.wav	retro, games, gui, ui, interface, status, button, accept, fail, failure, 8bit, 8, bit, gam	24	96000	2	00:00.541	WAVE
8bit_gui_15.wav	retro, games, gui, ui, interface, status, button, accept, fail, failure, 8bit, 8, bit, gam	24	96000	2	00:00.546	WAVE
8bit_gui_16.wav	retro, games, gui, ui, interface, status, button, accept, fail, failure, 8bit, 8, bit, gam	24	96000	2	00:00.626	WAVE
8bit_gui_17.wav	retro, games, gui, ui, interface, status, button, accept, fail, failure, 8bit, 8, bit, gam	24	96000	2	00:00.597	WAVE
8bit_gui_19.wav	retro, games, gui, ui, interface, status, button, accept, fail, failure, 8bit, 8, bit, gam	24	96000	2	00:00.373	WAVE
8bit_gui_2.wav	retro, games, gui, ui, interface, status, button, accept, fail, failure, 8bit, 8, bit, gam	24	96000	2	00:00.084	WAVE
8bit_gui_20.wav	retro, games, gui, ui, interface, status, button, accept, fail, failure, 8bit, 8, bit, gam	24	96000	2	00:00.418	WAVE

8bit_gui_21.wav	retro, games, gui, ui, interface, status, button, accept, fail, failure, 8bit, 8, bit, gam	24	96000	2	00:00.464	WAVE
8bit_gui_22.wav	retro, games, gui, ui, interface, status, button, accept, fail, failure, 8bit, 8, bit, gam	24	96000	2	00:00.477	WAVE
8bit_gui_23.wav	retro, games, gui, ui, interface, status, button, accept, fail, failure, 8bit, 8, bit, gam	24	96000	2	00:00.357	WAVE
8bit_gui_24.wav	retro, games, gui, ui, interface, status, button, accept, fail, failure, 8bit, 8, bit, gam	24	96000	2	00:00.504	WAVE
8bit_gui_25.wav	retro, games, gui, ui, interface, status, button, accept, fail, failure, 8bit, 8, bit, gam	24	96000	2	00:00.264	WAVE
8bit_gui_26.wav	retro, games, gui, ui, interface, status, button, accept, fail, failure, 8bit, 8, bit, gam	24	96000	2	00:00.224	WAVE
8bit_gui_27.wav	retro, games, gui, ui, interface, status, button, accept, fail, failure, 8bit, 8, bit, gam	24	96000	2	00:00.442	WAVE
8bit_gui_28.wav	retro, games, gui, ui, interface, status, button, accept, fail, failure, 8bit, 8, bit, gam	24	96000	2	00:00.352	WAVE
8bit_gui_29.wav	retro, games, gui, ui, interface, status, button, accept, fail, failure, 8bit, 8, bit, gam	24	96000	2	00:00.357	WAVE
8bit_gui_3.wav	retro, games, gui, ui, interface, status, button, accept, fail, failure, 8bit, 8, bit, gam	24	96000	2	00:00.256	WAVE
8bit_gui_30.wav	retro, games, gui, ui, interface, status, button, accept, fail, failure, 8bit, 8, bit, gam	24	96000	2	00:00.322	WAVE
8bit_gui_4.wav	retro, games, gui, ui, interface, status, button, accept, fail, failure, 8bit, 8, bit, gam	24	96000	2	00:00.200	WAVE
8bit_gui_5.wav	retro, games, gui, ui, interface, status, button, accept, fail, failure, 8bit, 8, bit, gam	24	96000	2	00:00.328	WAVE
8bit_gui_6.wav	retro, games, gui, ui, interface, status, button, accept, fail, failure, 8bit, 8, bit, gam	24	96000	2	00:00.197	WAVE
8bit_gui_8.wav	retro, games, gui, ui, interface, status, button, accept, fail, failure, 8bit, 8, bit, gam	24	96000	2	00:00.381	WAVE
8bit_gui_9.wav	retro, games, gui, ui, interface, status, button, accept, fail, failure, 8bit, 8, bit, gam	24	96000	2	00:00.418	WAVE
8bit_ui_click_1.wav	retro, games, game, 8bit, ui, click, 8, bit, button, gui, interface	24	96000	2	00:00.500	WAVE
8bit_ui_click_10.wav	retro, games, game, 8bit, ui, click, 8, bit, button, gui, interface	24	96000	2	00:00.163	WAVE
8bit_ui_click_11.wav	retro, games, game, 8bit, ui, click, 8, bit, button, gui, interface	24	96000	2	00:00.163	WAVE
8bit_ui_click_12.wav	retro, games, game, 8bit, ui, click, 8, bit, button, gui, interface	24	96000	2	00:00.163	WAVE
8bit_ui_click_13.wav	retro, games, game, 8bit, ui, click, 8, bit, button, gui, interface	24	96000	2	00:00.163	WAVE
8bit_ui_click_14.wav	retro, games, game, 8bit, ui, click, 8, bit, button, gui, interface	24	96000	2	00:00.163	WAVE
8bit_ui_click_15.wav	retro, games, game, 8bit, ui, click, 8, bit, button, gui, interface	24	96000	2	00:00.163	WAVE
8bit_ui_click_16.wav	retro, games, game, 8bit, ui, click, 8, bit, button, gui, interface	24	96000	2	00:00.179	WAVE
8bit_ui_click_17.wav	retro, games, game, 8bit, ui, click, 8, bit, button, gui, interface	24	96000	2	00:00.173	WAVE
8bit_ui_click_18.wav	retro, games, game, 8bit, ui, click, 8, bit, button, gui, interface	24	96000	2	00:00.163	WAVE
8bit_ui_click_19.wav	retro, games, game, 8bit, ui, click, 8, bit, button, gui, interface	24	96000	2	00:00.163	WAVE
8bit_ui_click_2.wav	retro, games, game, 8bit, ui, click, 8, bit, button, gui, interface	24	96000	2	00:00.163	WAVE
8bit_ui_click_20.wav	retro, games, game, 8bit, ui, click, 8, bit, button, gui, interface	24	96000	2	00:00.333	WAVE
8bit_button_24.wav	retro, game, games, 8bit, 8, bit, button, click, press, push, ui, gui, hud	24	96000	2	00:00.598	WAVE
8bit_gui_18.wav	retro, games, gui, ui, interface, status, button, accept, fail, failure, 8bit, 8, bit, gam	24	96000	2	00:00.413	WAVE

8bit_gui_7.wav	retro, games, gui, ui, interface, status, button, accept, fail, failure, 8bit, 8, bit, gam	24	96000	2	00:00.242	WAVE
8bit_ui_click_21.wav	retro, games, game, 8bit, ui, click, 8, bit, button, gui, interface	24	96000	2	00:00.308	WAVE
8bit_ui_click_22.wav	retro, games, game, 8bit, ui, click, 8, bit, button, gui, interface	24	96000	2	00:00.346	WAVE
8bit_ui_click_23.wav	retro, games, game, 8bit, ui, click, 8, bit, button, gui, interface	24	96000	2	00:00.204	WAVE
8bit_ui_click_24.wav	retro, games, game, 8bit, ui, click, 8, bit, button, gui, interface	24	96000	2	00:00.245	WAVE
8bit_ui_click_25.wav	retro, games, game, 8bit, ui, click, 8, bit, button, gui, interface	24	96000	2	00:00.225	WAVE
8bit_ui_click_26.wav	retro, games, game, 8bit, ui, click, 8, bit, button, gui, interface	24	96000	2	00:00.163	WAVE
8bit_ui_click_27.wav	retro, games, game, 8bit, ui, click, 8, bit, button, gui, interface	24	96000	2	00:00.163	WAVE
8bit_ui_click_28.wav	retro, games, game, 8bit, ui, click, 8, bit, button, gui, interface	24	96000	2	00:00.500	WAVE
8bit_ui_click_29.wav	retro, games, game, 8bit, ui, click, 8, bit, button, gui, interface	24	96000	2	00:00.163	WAVE
8bit_ui_click_3.wav	retro, games, game, 8bit, ui, click, 8, bit, button, gui, interface	24	96000	2	00:02.250	WAVE
8bit_ui_click_30.wav	retro, games, game, 8bit, ui, click, 8, bit, button, gui, interface	24	96000	2	00:00.163	WAVE
8bit_ui_click_31.wav	retro, games, game, 8bit, ui, click, 8, bit, button, gui, interface	24	96000	2	00:00.163	WAVE
8bit_ui_click_32.wav	retro, games, game, 8bit, ui, click, 8, bit, button, gui, interface	24	96000	2	00:00.163	WAVE
8bit_ui_click_33.wav	retro, games, game, 8bit, ui, click, 8, bit, button, gui, interface	24	96000	2	00:00.163	WAVE
8bit_ui_click_34.wav	retro, games, game, 8bit, ui, click, 8, bit, button, gui, interface	24	96000	2	00:00.163	WAVE
8bit_ui_click_4.wav	retro, games, game, 8bit, ui, click, 8, bit, button, gui, interface	24	96000	2	00:00.163	WAVE
8bit_ui_click_5.wav	retro, games, game, 8bit, ui, click, 8, bit, button, gui, interface	24	96000	2	00:00.163	WAVE
8bit_ui_click_6.wav	retro, games, game, 8bit, ui, click, 8, bit, button, gui, interface	24	96000	2	00:00.163	WAVE
8bit_ui_click_7.wav	retro, games, game, 8bit, ui, click, 8, bit, button, gui, interface	24	96000	2	00:00.163	WAVE
8bit_ui_click_8.wav	retro, games, game, 8bit, ui, click, 8, bit, button, gui, interface	24	96000	2	00:00.163	WAVE
8bit_ui_click_9.wav	retro, games, game, 8bit, ui, click, 8, bit, button, gui, interface	24	96000	2	00:00.163	WAVE
8bit_gunshot_1.wav	retro, game, games, 8bit, 8, bit, gun, gunshot, fire, burst, weapon, auto, rifle, shot	24	96000	2	00:01.225	WAVE
8bit_gunshot_10.wav	retro, game, games, 8bit, 8, bit, gun, gunshot, fire, burst, weapon, auto, rifle, shot	24	96000	2	00:00.456	WAVE
8bit_gunshot_11.wav	retro, game, games, 8bit, 8, bit, gun, gunshot, fire, burst, weapon, auto, rifle, shot	24	96000	2	00:00.533	WAVE
8bit_gunshot_12.wav	retro, game, games, 8bit, 8, bit, gun, gunshot, fire, burst, weapon, auto, rifle, shot	24	96000	2	00:00.566	WAVE
8bit_gunshot_13.wav	retro, game, games, 8bit, 8, bit, gun, gunshot, fire, burst, weapon, auto, rifle, shot	24	96000	2	00:00.653	WAVE
8bit_gunshot_14.wav	retro, game, games, 8bit, 8, bit, gun, gunshot, fire, burst, weapon, auto, rifle, shot	24	96000	2	00:00.493	WAVE
8bit_gunshot_15.wav	retro, game, games, 8bit, 8, bit, gun, gunshot, fire, burst, weapon, auto, rifle, shot	24	96000	2	00:00.562	WAVE
8bit_gunshot_16.wav	retro, game, games, 8bit, 8, bit, gun, gunshot, fire, burst, weapon, auto, rifle, shot	24	96000	2	00:00.666	WAVE
8bit_gunshot_17.wav	retro, game, games, 8bit, 8, bit, gun, gunshot, fire, burst, weapon, auto, rifle, shot	24	96000	2	00:00.768	WAVE

8bit_gunshot_18.wav	retro, game, games, 8bit, 8, bit, gun, gunshot, fire, burst, weapon, auto, rifle, shot	24	96000	2	00:01.397	WAVE
8bit_gunshot_19.wav	retro, game, games, 8bit, 8, bit, gun, gunshot, fire, burst, weapon, auto, rifle, shot	24	96000	2	00:00.784	WAVE
8bit_gunshot_2.wav	retro, game, games, 8bit, 8, bit, gun, gunshot, fire, burst, weapon, auto, rifle, shot	24	96000	2	00:00.374	WAVE
8bit_gunshot_20_auto.wav	retro, game, games, 8bit, 8, bit, gun, gunshot, fire, burst, weapon, auto, rifle, shot	24	96000	2	00:01.502	WAVE
8bit_gunshot_21_auto.wav	retro, game, games, 8bit, 8, bit, gun, gunshot, fire, burst, weapon, auto, rifle, shot	24	96000	2	00:01.283	WAVE
8bit_gunshot_22_burst.wav	retro, game, games, 8bit, 8, bit, gun, gunshot, fire, burst, weapon, auto, rifle, shot	24	96000	2	00:00.658	WAVE
8bit_gunshot_24.wav	retro, game, games, 8bit, 8, bit, gun, gunshot, fire, burst, weapon, auto, rifle, shot	24	96000	2	00:02.687	WAVE
8bit_gunshot_25_auto.wav	retro, game, games, 8bit, 8, bit, gun, gunshot, fire, burst, weapon, auto, rifle, shot	24	96000	2	00:01.875	WAVE
8bit_gunshot_26_auto.wav	retro, game, games, 8bit, 8, bit, gun, gunshot, fire, burst, weapon, auto, rifle, shot	24	96000	2	00:01.500	WAVE
8bit_gunshot_27_auto.wav	retro, game, games, 8bit, 8, bit, gun, gunshot, fire, burst, weapon, auto, rifle, shot	24	96000	2	00:01.590	WAVE
8bit_gunshot_28_auto.wav	retro, game, games, 8bit, 8, bit, gun, gunshot, fire, burst, weapon, auto, rifle, shot	24	96000	2	00:01.500	WAVE
8bit_gunshot_29_auto.wav	retro, game, games, 8bit, 8, bit, gun, gunshot, fire, burst, weapon, auto, rifle, shot	24	96000	2	00:01.698	WAVE
8bit_gunshot_3.wav	retro, game, games, 8bit, 8, bit, gun, gunshot, fire, burst, weapon, auto, rifle, shot	24	96000	2	00:01.343	WAVE
8bit_gunshot_30_burst.wav	retro, game, games, 8bit, 8, bit, gun, gunshot, fire, burst, weapon, auto, rifle, shot	24	96000	2	00:00.563	WAVE
8bit_gunshot_31_burst.wav	retro, game, games, 8bit, 8, bit, gun, gunshot, fire, burst, weapon, auto, rifle, shot	24	96000	2	00:00.702	WAVE
8bit_gunshot_32.wav	retro, game, games, 8bit, 8, bit, gun, gunshot, fire, burst, weapon, auto, rifle, shot	24	96000	2	00:00.726	WAVE
8bit_gunshot_33.wav	retro, game, games, 8bit, 8, bit, gun, gunshot, fire, burst, weapon, auto, rifle, shot	24	96000	2	00:00.714	WAVE
8bit_gunshot_34.wav	retro, game, games, 8bit, 8, bit, gun, gunshot, fire, burst, weapon, auto, rifle, shot	24	96000	2	00:00.642	WAVE
8bit_gunshot_35.wav	retro, game, games, 8bit, 8, bit, gun, gunshot, fire, burst, weapon, auto, rifle, shot	24	96000	2	00:00.855	WAVE
8bit_gunshot_36.wav	retro, game, games, 8bit, 8, bit, gun, gunshot, fire, burst, weapon, auto, rifle, shot	24	96000	2	00:00.252	WAVE
8bit_gunshot_37.wav	retro, game, games, 8bit, 8, bit, gun, gunshot, fire, burst, weapon, auto, rifle, shot	24	96000	2	00:00.685	WAVE
8bit_gunshot_39.wav	retro, game, games, 8bit, 8, bit, gun, gunshot, fire, burst, weapon, auto, rifle, shot	24	96000	2	00:00.853	WAVE
8bit_gunshot_4.wav	retro, game, games, 8bit, 8, bit, gun, gunshot, fire, burst, weapon, auto, rifle, shot	24	96000	2	00:00.843	WAVE
8bit_gunshot_40_auto.wav	retro, game, games, 8bit, 8, bit, gun, gunshot, fire, burst, weapon, auto, rifle, shot	24	96000	2	00:00.829	WAVE
8bit_gunshot_41_burst.wav	retro, game, games, 8bit, 8, bit, gun, gunshot, fire, burst, weapon, auto, rifle, shot	24	96000	2	00:00.391	WAVE
8bit_gunshot_42_auto.wav	retro, game, games, 8bit, 8, bit, gun, gunshot, fire, burst, weapon, auto, rifle, shot	24	96000	2	00:01.285	WAVE
8bit_gunshot_43_auto.wav	retro, game, games, 8bit, 8, bit, gun, gunshot, fire, burst, weapon, auto, rifle, shot	24	96000	2	00:01.781	WAVE
8bit_gunshot_44_auto.wav	retro, game, games, 8bit, 8, bit, gun, gunshot, fire, burst, weapon, auto, rifle, shot	24	96000	2	00:02.781	WAVE
8bit_gunshot_45.wav	retro, game, games, 8bit, 8, bit, gun, gunshot, fire, burst, weapon, auto, rifle, shot	24	96000	2	00:00.742	WAVE
8bit_gunshot_46.wav	retro, game, games, 8bit, 8, bit, gun, gunshot, fire, burst, weapon, auto, rifle, shot	24	96000	2	00:00.753	WAVE
8bit_gunshot_47.wav	retro, game, games, 8bit, 8, bit, gun, gunshot, fire, burst, weapon, auto, rifle, shot	24	96000	2	00:00.782	WAVE

8bit_gunshot_5.wav	retro, game, games, 8bit, 8, bit, gun, gunshot, fire, burst, weapon, auto, rifle, shot	24	96000	2	00:01.017	WAVE
8bit_gunshot_6.wav	retro, game, games, 8bit, 8, bit, gun, gunshot, fire, burst, weapon, auto, rifle, shot	24	96000	2	00:00.803	WAVE
8bit_gunshot_7.wav	retro, game, games, 8bit, 8, bit, gun, gunshot, fire, burst, weapon, auto, rifle, shot	24	96000	2	00:01.250	WAVE
8bit_gunshot_8.wav	retro, game, games, 8bit, 8, bit, gun, gunshot, fire, burst, weapon, auto, rifle, shot	24	96000	2	00:00.373	WAVE
8bit_gunshot_9.wav	retro, game, games, 8bit, 8, bit, gun, gunshot, fire, burst, weapon, auto, rifle, shot	24	96000	2	00:00.600	WAVE
8bit_gun_reload_2.wav	retro, game, games, 8bit, 8, bit, gun, gunshot, fire, burst, weapon, auto, rifle, shot	24	96000	2	00:00.445	WAVE
8bit_laser_1.wav	retro, game, games weapon, laser, fire, burst, 8bit, 8, bit, sci-fi,	24	96000	2	00:04.000	WAVE
8bit_laser_2.wav	retro, game, games weapon, laser, fire, burst, 8bit, 8, bit, sci-fi,	24	96000	2	00:04.000	WAVE
8bit_laser_3.wav	retro, game, games weapon, laser, fire, burst, 8bit, 8, bit, sci-fi,	24	96000	2	00:04.000	WAVE
8bit_laser_rico_1.wav	retro, games, game, 8bit, 8, bit, laser, rico, ricochet, sci-fi	24	96000	2	00:02.000	WAVE
8bit_laser_rico_10.wav	retro, games, game, 8bit, 8, bit, laser, rico, ricochet, sci-fi	24	96000	2	00:02.000	WAVE
8bit_laser_rico_11.wav	retro, games, game, 8bit, 8, bit, laser, rico, ricochet, sci-fi	24	96000	2	00:02.000	WAVE
8bit_laser_rico_12.wav	retro, games, game, 8bit, 8, bit, laser, rico, ricochet, sci-fi	24	96000	2	00:02.000	WAVE
8bit_laser_rico_13.wav	retro, games, game, 8bit, 8, bit, laser, rico, ricochet, sci-fi	24	96000	2	00:02.000	WAVE
8bit_laser_rico_14.wav	retro, games, game, 8bit, 8, bit, laser, rico, ricochet, sci-fi	24	96000	2	00:02.000	WAVE
8bit_laser_rico_15.wav	retro, games, game, 8bit, 8, bit, laser, rico, ricochet, sci-fi	24	96000	2	00:02.000	WAVE
8bit_laser_rico_16.wav	retro, games, game, 8bit, 8, bit, laser, rico, ricochet, sci-fi	24	96000	2	00:02.000	WAVE
8bit_laser_rico_17.wav	retro, games, game, 8bit, 8, bit, laser, rico, ricochet, sci-fi	24	96000	2	00:02.000	WAVE
8bit_laser_rico_18.wav	retro, games, game, 8bit, 8, bit, laser, rico, ricochet, sci-fi	24	96000	2	00:01.706	WAVE
8bit_laser_rico_19.wav	retro, games, game, 8bit, 8, bit, laser, rico, ricochet, sci-fi	24	96000	2	00:01.706	WAVE
8bit_laser_rico_2.wav	retro, games, game, 8bit, 8, bit, laser, rico, ricochet, sci-fi	24	96000	2	00:02.000	WAVE
8bit_laser_rico_3.wav	retro, games, game, 8bit, 8, bit, laser, rico, ricochet, sci-fi	24	96000	2	00:02.000	WAVE
8bit_laser_rico_4.wav	retro, games, game, 8bit, 8, bit, laser, rico, ricochet, sci-fi	24	96000	2	00:02.000	WAVE
8bit_laser_rico_5.wav	retro, games, game, 8bit, 8, bit, laser, rico, ricochet, sci-fi	24	96000	2	00:02.000	WAVE
8bit_laser_rico_6.wav	retro, games, game, 8bit, 8, bit, laser, rico, ricochet, sci-fi	24	96000	2	00:02.000	WAVE
8bit_laser_rico_7.wav	retro, games, game, 8bit, 8, bit, laser, rico, ricochet, sci-fi	24	96000	2	00:02.000	WAVE
8bit_laser_rico_8.wav	retro, games, game, 8bit, 8, bit, laser, rico, ricochet, sci-fi	24	96000	2	00:02.000	WAVE
8bit_laser_rico_9.wav	retro, games, game, 8bit, 8, bit, laser, rico, ricochet, sci-fi	24	96000	2	00:02.000	WAVE
8bit_gunshot_23_auto.wav	retro, game, games, 8bit, 8, bit, gun, gunshot, fire, burst, weapon, auto, rifle, shot	24	96000	2	00:01.937	WAVE
8bit_gunshot_38.wav	retro, game, games, 8bit, 8, bit, gun, gunshot, fire, burst, weapon, auto, rifle, shot	24	96000	2	00:00.728	WAVE
8bit_gun_reload_1.wav	retro, game, games, 8bit, 8, bit, gun, gunshot, fire, burst, weapon, auto, rifle, shot	24	96000	2	00:00.450	WAVE