

Player Sounds
enemy_FlyingBuzzer_Hover.wav
player_fall_down.wav
player_fs_catwalk_1.wav
player_fs_catwalk_2.wav
player_fs_catwalk_3.wav
player_fs_catwalk_4.wav
player_fs_solidmetal_1.wav
player_fs_solidmetal_2.wav
player_fs_solidmetal_3.wav
player_fs_solidmetal_4.wav
player_hit_by_missile.wav
player_hit.wav
player_killed_1.wav
player_killed_2.wav
player_killed_3.wav
player_killed_4.wav
player_killed_5.wav
player_killed_6.wav
player_killed_7.wav
player_killed_8.wav
player_killed_9.wav
player_killed_10.wav
player_shooting_old.wav
player_shooting.wav

Enemy
enemy_FlyingBuzzer_DestroyedExplosion.wav
enemy_FlyingBuzzer_ElectricRecharge_old1.wav
enemy_FlyingBuzzer_ElectricRecharge_old2.wav
enemy_FlyingBuzzer_ElectricRecharge.wav
enemy_FlyingBuzzer_Hover_1.wav
enemy_FlyingBuzzer_Hover.wav
enemy_FlyingBuzzer_ZapElectric.wav
enemy_PatrolMech_AlertSound.wav
enemy_PatrolMech_AttackMode.wav
enemy_PatrolMech_DestroyedExplosion.wav
enemy_PatrolMech_fs_1.wav
enemy_PatrolMech_fs_2.wav
enemy_PatrolMech_ShootMissile.wav
enemy_Spider_AlertSound.wav
enemy_Spider_AttackMode.wav
enemy_Spider_DestroyedExplosion.wav
enemy_Spider_fs_1.wav
enemy_Spider_fs_2.wav
enemy_Spider_fs_3.wav
enemy_Spider_fs_4.wav
enemy_Spider_Proximity.wav
enemy_Spider_SelfDestruct_old.wav
enemy_Spider_SelfDestruct.wav
enemy_Spider_skidding.wav

SFX
airlock_door_close_old.wav
airlock_door_close.wav
airlock_door_open_old.wav
airlock_door_open.wav
bullet_hit_metal_1.wav
bullet_hit_metal_2.wav
bullet_hit_metal_3.wav
bullet_hit_metal_4.wav
bullet_hit_metal_5.wav
bullet_hit_metal_6.wav
bullet_hit_metal_enemy_1.wav
bullet_hit_metal_enemy_2.wav
bullet_hit_metal_enemy_3.wav
bullet_hit_metal_enemy_4.wav
door_closing.wav
door_opening.wav
elevator_running.wav
elevator_start.wav
elevator_stop.wav
locked_doors_opening.wav
menu_close.wav
menu_open.wav
missile_explosion.wav
ricochet_1.wav
ricochet_2.wav
ricochet_3.wav
ricochet_4.wav
ricochet_5.wav
ricochet_6.wav
terminal_hacked.wav
terminal_main_hacked.wav