

# **TOMB RAIDER NEXT GENERATION**



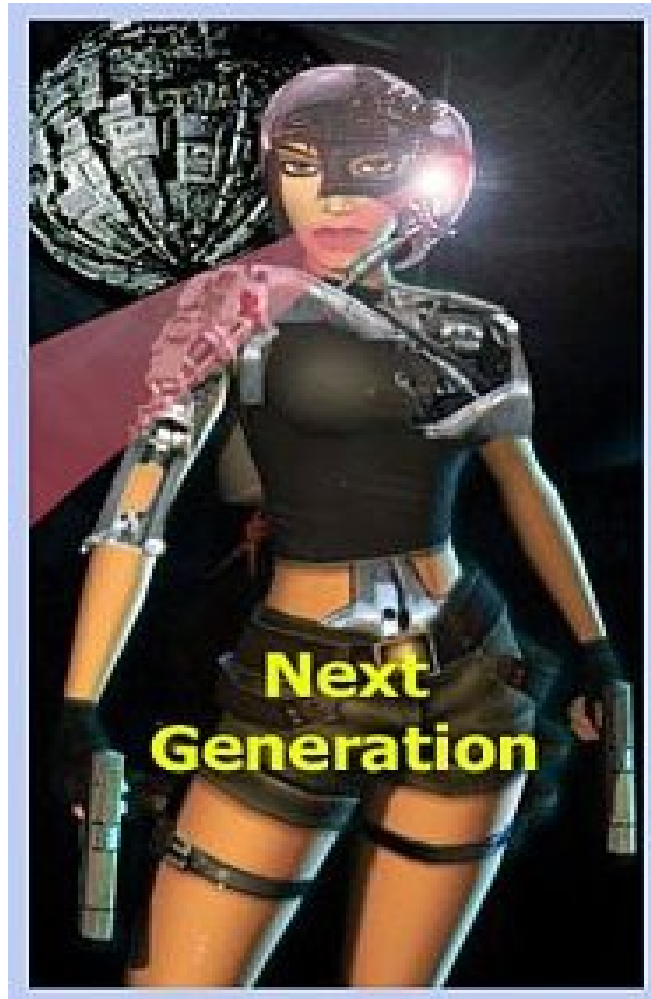
**SOUND SFX AND AUDIO**

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# **TOMB RAIDER NEXT GENERATION**



**SOUND SFX**

# SOUND SFX

When testing a level you may find that there are some sounds missing from the action. To see information on the screen put the following script into the Options section of the script file and save, build the script.

**Diagnostic=ENABLED**  
**DiagnosticType = DGX\_SFX\_SOUNDS**

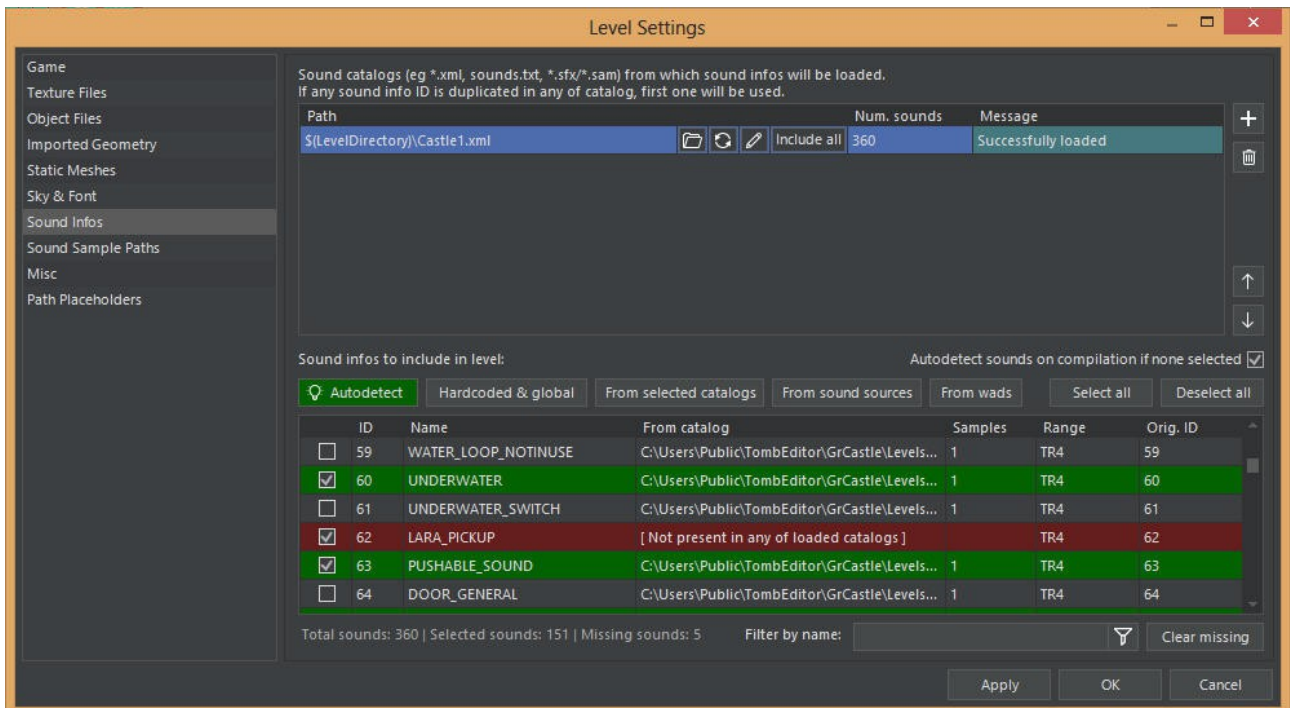
**This enables the viewing on screen of the current sound sample played and information about the missing sound samples.**

To see all of the sound samples that will be available when the wad is built into the level using **Tomb Editor** Go to Level Settings Sound infos for the level and see that the sound is ticked. To ensure that the sfx sounds (for tr4 files) all work run the **Sound Editor**. Load the **sounds.txt** file in the **Sound/Level SFX Creator** folder. using **Sound Tool** save a copy called **level\_name.xml** in your project level folder.

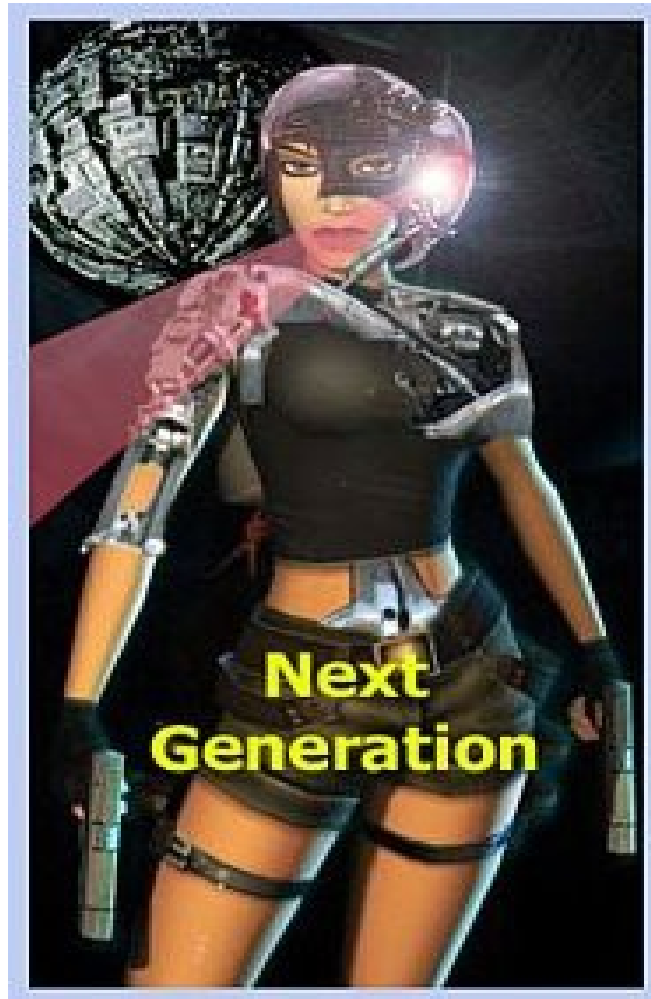
Run the **TombEditor** Go to **Tools\Level settings\Sound Sample paths** listing. Set the **project\_name\Sounds** folder.

Go to **Tools\Level settings\sound infos**. Select the **level\_name.xml** in your project level folder.

This now gives a listing of all 369 sounds (TR4) in the sound infos list. If any sound is missing from your project level then left mouse click the sound to tick it and include it in the next build for your project level.



# **TOMB RAIDER NEXT GENERATION**



**SOUND SFX TR4**

## SOUND SFX TR4

0	\$0000:	LARA_FEET	foot01 foot02 foot03 foot04
1	\$0001:	LARA_CLIMB2	clim_up2
2	\$0002:	LARA_NO	Lara_no
3	\$0003:	LARA_SLIPPING	slipping
4	\$0004:	LARA_LAND	landing
5	\$0005:	LARA_CLIMB1	clim_up1
6	\$0006:	LARA_DRAW	hols_out
7	\$0007:	LARA_HOLSTER	hols_in
8	\$0008:	LARA_FIRE	magnum
9	\$0009:	LARA_RELOAD	reload
10	\$000A:	LARA_RICOCHET	rico_01 rico_02
11	\$000B:	PUSH_BLOCK_END	phend
12	\$000C:	METAL_SCRAPE_LOOP	l_stomet
13	\$000D:	SMALL_SCARAB_FEET	sc2 sc3
14	\$000E:	BIG_SCARAB_ATTACK	bsca_atk
15	\$000F:	BIG_SCARAB_DEATH	bsca_die
16	\$0010:	BIG_SCARAB_FLYING	bsca_fly
17	\$0011:	LARA_WET_FEET	fsw1 fsw3 fsw4
18	\$0012:	LARA_WADE	wade
19	\$0013:	RUMBLE_LOOP	l_rumb
20	\$0014:	METAL_SCRAPE_LOOP	l_metal
21	\$0015:	CRICKET_LOOP	l_criket
22	\$0016:	WOOD_BRIDGE_FALL	brigfall
23	\$0017:	STARGATE_SWIRL	l_metal
24	\$0018:	LARA_KNEES_SHUFFLE	lar_kn1 lar_kn2
25	\$0019:	PUSH_SPX_SWITCH	spx_swt
26	\$001A:	LARA_CLIMB3	clim_up3
27	\$001B:	Don't_Use_This_Space	
28	\$001C:	LARA_SHIMMY2	back_jm1
29	\$001D:	LARA_JUMP	lar_jmp lr_jmp6
30	\$001E:	LARA_FALL	f2f_serm
31	\$001F:	LARA_INJURY	takehit1 takehit2
32	\$0020:	LARA_ROLL	rolling
33	\$0021:	LARA_SPLASH	splash
34	\$0022:	LARA_GETOUT	go_watr
35	\$0023:	LARA_SWIM	swim
36	\$0024:	LARA_BREATH	breath
37	\$0025:	LARA_BUBBLES	bubbles
38	\$0026:	SPINNING_PUZZLE	spinner
39	\$0027:	LARA_KEY	usekey
40	\$0028:	COG_RESAW_LIBRARY	revsaw

## SOUND SFX TR4

41	\$0029:	LARA_GENERAL_DEATH	lar_die2
42	\$002A:	LARA_KNEES_DEATH	lar_die1
43	\$002B:	LARA_UZI_FIRE	uzi_fr
44	\$002C:	LARA_UZI_STOP	uzi_stp
45	\$002D:	LARA_SHOTGUN	shot_gun
46	\$002E:	LARA_BLOCK_PUSH1	p&p02
47	\$002F:	LARA_BLOCK_PUSH2	p&p01
48	\$0030:	SARLID_PALACES	sarlid2
49	\$0031:	LARA_SHOTGUN_SHELL	shot_shl
50	\$0032:	UNDERWATER_DOOR	uw_door
51	\$0033:	LARA_BLKPULL	p&p04
52	\$0034:	LARA_FLOATING	floatswm
53	\$0035:	LARA_FALLDETH	f2f_hitg
54	\$0036:	LARA_GRABHAND	back_jm1
55	\$0037:	LARA_GRABBODY	back_jm3
56	\$0038:	LARA_GRABFEET	back_jm2
57	\$0039:	RATCHET_3SHOT	ratch_01
58	\$003A:	RATCHET_1SHOT	ratch_02
59	\$003B:	WATER_LOOP_NOTINUSE	l_wloop
60	\$003C:	UNDERWATER	undwatr
61	\$003D:	UNDERWATER_SWITCH	uw_swt
62	\$003E:	LARA_PICKUP	
63	\$003F:	PUSHABLE_SOUND	l_pshblk
64	\$0040:	DOOR_GENERAL	gen_door
65	\$0041:	HELICOPTER_LOOP	l_chop
66	\$0042:	ROCK_FALL_CRUMBLE	
67	\$0043:	ROCK_FALL_LAND	
68	\$0044:	PENDULUM_BLADES	swoosh1a
69	\$0045:	STALEGTITE	staleg
70	\$0046:	LARA_THUD	lar_th1 lar_th2
71	\$0047:	GENERIC_SWOOSH	swoosh1
72	\$0048:	GENERIC_HEAVY_THUD	gen_thud
73	\$0049:	CROC_FEET	croc_f1 croc_f2
74	\$004A:	SWINGING_FLAMES	swnflms
75	\$004B:	STONE_SCRAPE	spinhook
76	\$004C:	BLAST_CIRCLE	warp
77	\$004D:	BAZOOKA_FIRE	bazooka
78	\$004E:	HECKLER&KOCH_FIRE	koch
79	\$004F:	WATERFALL_LOOP	l_wfall
80	\$0050:	CROC_ATTACK	croc_at



## SOUND SFX TR4

81	\$0051:	CROC_DEATH	croc_die
82	\$0052:	PORTCULLIS_UP	port
83	\$0053:	PORTCULLIS_DOWN	port_dn
84	\$0054:	DOUBLE_DOORS_BANG	ddr_bng
85	\$0055:	DOUBLE_DOORS_CREAK	ddr_crk
86	\$0056:	PETES_PYRA_STONE	dr_bgsto
87	\$0057:	PETES_PYRA_PNEU	pyr_pneu
88	\$0058:	AHMET_DIE	ah_die
89	\$0059:	AHMET_ATTACK	ahmet_02 ahmet_03 ahmet_05
90	\$005A:	AHMET_HANDS	ah_hand
91	\$005B:	AHMET_FEET	ah_feet ah_feet2
92	\$005C:	AHMET_SWIPE	swipe_01 swipe_02
93	\$005D:	AHMET_WAIT	ahmet_06
94	\$005E:	GUIDE_JUMP	guid_huh
95	\$005F:	GENERAL_FOOTSTEPS1	asmg_ft1 asmg_ft2
96	\$0060:	GUIDE_LAND_USENOT	gd_ugh1
97	\$0061:	POUR	pourwtr
98	\$0062:	SCALE1	scale1
99	\$0063:	SCALE2	scale2
100	\$0064:	BEETLARA_WINDUP	beetwind
101	\$0065:	BEETLE_CLK_WHIRR	l_toy1
102	\$0066:	BEETLE_CLK_EXP	beet_exp
103	\$0067:	MINE_EXP_OVERLAY	mine_exp
104	\$0068:	HECKLER&KOCH_STOP	kochstop
105	\$0069:	EXPLOSION1	explos1
106	\$006A:	EXPLOSION2_VOLWAS80	explos2
107	\$006B:	EARTHQUAKE_LOOP	l_quake
108	\$006C:	MENU_ROTATE	m_rotat
109	\$006D:	MENU_SELECT	m_select
110	\$006E:	Menu_Empty	
111	\$006F:	MENU_CHOOSE	m_choose
112	\$0070:	TICK_TOCK	tick
113	\$0071:	Menu_Empty	
114	\$0072:	MENU_COMBINE	m_comb
115	\$0073:	Menu_Empty	
116	\$0074:	MENU_MEDI	medi_fix
117	\$0075:	LARA_CLIMB_WALLS_NOISE	back_jm2
118	\$0076:	WATER_LOOP	l_wloop
119	\$0077:	VONCROY_JUMP	vc_jmp2
120	\$0078:	LOCUSTS_LOOP	locusts

## SOUND SFX TR4

121	\$0079:	DESSERT_EAGLE_FIRE	d_eagle
122	\$007A:	BOULDER_FALL	bouldlnd
123	\$007B:	LARA_MINI_LOAD	mini_lo
124	\$007C:	LARA_MINI_LOCK	mini_lck
125	\$007D:	LARA_MINI_FIRE	mini_fr
126	\$007E:	GATE_OPENING	gate
127	\$007F:	LARA_ELECTRIC_LOOP	l_larel
128	\$0080:	LARA_ELECTRIC_CRACKLES	lar_el2 lar_el3 lar_el4
129	\$0081:	BLOOD_LOOP	l_blood
130	\$0082:	BIKE_START	bike_stt
131	\$0083:	BIKE_IDLE	bike_idl
132	\$0084:	BIKE_ACCELERATE	bike_rev
133	\$0085:	BIKE_MOVING	bike_mve
134	\$0086:	BIKE_SIDE_IMPACT	bike_si
135	\$0087:	BIKE_FRONT_IMPACT	bike_fi
136	\$0088:	SOFT_WIND_LOOP	l_wind
137	\$0089:	BIKE_LAND	bike_lnd
138	\$008A:	CROCGOD_ROAR	cr_god4
139	\$008B:	CROCGOD_WINGS	cr_god6
140	\$008C:	CROCGOD_LAND	cr_god3
141	\$008D:	CROCGOD_FIRE_ROAR	cr_fire
142	\$008E:	BIKE_STOP	bike_stp
143	\$008F:	GENERIC_BODY_SLAM	gbod_slm
144	\$0090:	HECKER&KOCH_OVERLAY	explos1
145	\$0091:	LARA_SPIKE_DEATH	lar_spks
146	\$0092:	LARA_DEATH3	lar_die2
147	\$0093:	ROLLING_BALL	l_rumb
148	\$0094:	BLK_PLAT_RAISE&LOW	l_rumb
149	\$0095:	RUMBLE_NEXTDOOR	nextdoor
150	\$0096:	LOOP_FOR_SMALL_FIRES	l_fire
151	\$0097:	CHAINS_LIBRARY	chains
152	\$0098:	JEEP_START	Jeep_stt
153	\$0099:	JEEP_IDLE	Jeep_idl
154	\$009A:	JEEP_ACCELERATE	Jeep_rev
155	\$009B:	JEEP_MOVE	Jeep_mve
156	\$009C:	JEEP_STOP	Jeep_stp
157	\$009D:	BATS_1	b1 b2 b3 b4 b5 b6 b7 b8
158	\$009E:	ROLLING_DOOR	dor_roll
159	\$009F:	LAUNCHER_1	lncher1
160	\$00A0:	LAUNCHER_2	lncher2

## SOUND SFX TR4

161	\$00A1:	TRAPDOOR_OPEN	trapd_op
162	\$00A2:	TRAPDOOR_CLOSE	trapd_cl
163	\$00A3:	Empty	
164	\$00A4:	BABOON_STAND_WAIT	maq_stnd
165	\$00A5:	BABOON_ATTACK_LOW	maq_atl
166	\$00A6:	BABOON_ATTACK_JUMP	maq_atj
167	\$00A7:	BABOON_JUMP	maq_jmp
168	\$00A8:	BABOON_DEATH	maq_die
169	\$00A9:	BAT_SQUEAL_FULL	bat_sqk1
170	\$00AA:	BAT_SQK	b2 b3
171	\$00AB:	BAT_FLAP	bat5 bat6 bat8
172	\$00AC:	SPHINX_NOSE_RASP	spx_nse
173	\$00AD:	SPHINX_WALK	spx_ft1 spx_ft2 spx_ft3
174	\$00AE:	SPHINX_NOISE	spx_scrm
175	\$00AF:	DOG_HOWL	dog_hwl
176	\$00B0:	DOG_HIT_GROUND	hit1_gen
177	\$00B1:	FOUNTAIN_LOOP	l_fount
178	\$00B2:	DOG_FOOT_1	dog_fl
179	\$00B3:	DOG_JUMP	dog_aw
180	\$00B4:	DOG_BITE	dog_at1 dog_at2
181	\$00B5:	DOG_DEATH	dog_d1 dog_d2
182	\$00B6:	THUNDER_RUMBLE	thun_rum
183	\$00B7:	THUNDER_CRACK	thun_crk
184	\$00B8:	WRAITH_WHISPERS	wraith1 wraith2 wraith3
185	\$00B9:	Empty	
186	\$00BA:	Empty	
187	\$00BB:	SKEL_FOOTSTEPS	sk_foot1 sk_foot2 sk_foot3
188	\$00BC:	SKEL_ATTACK	sk_atk1 sk_atk2
189	\$00BD:	GENERIC_SWORD_SWOOSH	swoosh3
190	\$00BE:	SKEL_SWORD_CLANG	sw_clang
191	\$00BF:	SKEL_STICK_GROUND	sk_swd1
192	\$00C0:	GEN_PULL_SWORD	sk_swd2
193	\$00C1:	SKEL_LAND_HEAVY	sk_land
194	\$00C2:	GUIDE_SCARE	gd_scare
195	\$00C3:	JEEP_DOOR_OPEN	jp_dopen
196	\$00C4:	JEEP_DOOR_CLOSE	jp_dcls
197	\$00C5:	ELEC_ARCING_LOOP	l_vander
198	\$00C6:	ELEC_ONE_SHOT	vander
199	\$00C7:	Empty	
200	\$00C8:	LIBRARY_COG_LOOP	lib_cog

## SOUND SFX TR4

201	\$00C9:	JEEP_SIDE_IMPACT	Jeep_si
202	\$00CA:	JEEP_FRONT_IMPACT	Jeep_fi
203	\$00CB:	JEEP_LAND	Jeep_lnd
204	\$00CC:	SPINNING_GEM_SLOTS	clkwork
205	\$00CD:	RUMMBLE	barol
206	\$00CE:	WARTHOG_HEADBUTT	wh_atk1
207	\$00CF:	WARTHOG_DEATH	wh_sql3
208	\$00D0:	SET_SPIKE_TIMER	set_time
209	\$00D1:	WARTHOG_SQUEAL	wh_sql2
210	\$00D2:	WARTHOG_FEET	wh1a wh3a wh4a wh5a
211	\$00D3:	WARTHOG_GRUNT	wh_gnt2
212	\$00D4:	SAVE_CRYSTAL	save
213	\$00D5:	HORSE_RICOCHETS	hrs_rico
214	\$00D6:	METAL_SHUTTERS_SMASH	shut_sms
215	\$00D7:	GEM_DROP_ON_FLOOR	gem_drop
216	\$00D8:	SCORPION_SCREAM	sc_scrm
217	\$00D9:	SCORPION_FEET	sc2 sc3 sc6 sc7
218	\$00DA:	SCORPION_CLAWS	sc_clk1 sc_clk2
219	\$00DB:	SCORPION_TAIL_WHIP	sc_whip
220	\$00DC:	SCORPION_SMALL_FEET	sc2 sc6
221	\$00DD:	METAL_GATE_OPEN	smsh_up
222	\$00DE:	HORSE_TROTTING	hrs_f1 hrs_f2 hrs_f3 hrs_f4
223	\$00DF:	KN_TEMPLAR_WALK	kn_ft1 kn_ft2 kn_ft3 kn_ft4
224	\$00E0:	KN_TEMPLAR_GURGLES	kn_garg1 kn_ohh1
225	\$00E1:	KN_SWORD_SCRAPE	kn_swdr
226	\$00E2:	KN_TEMPLAR_ATTACK	kn_atk1 kn_atk2
227	\$00E3:	KN_SWORD_CLANG	sw_clang
228	\$00E4:	KN_SWORD_SWOOSH	swoosh3
229	\$00E5:	MUMMY_ATTACK	mum_ohh1
230	\$00E6:	MUMMY_WALK	mum1 mum2
231	\$00E7:	MUMMY_GURGLES	mum_atk
232	\$00E8:	MUMMY_TAKE_HIT	mum_tkht
233	\$00E9:	SMALL_FAN	fann
234	\$00EA:	LARGE_FAN	fann
235	\$00EB:	LARA_CROSSBOW	crossbow
236	\$00EC:	SMALL_CREATURE_FEET	liz_fs1 liz_fs2
237	\$00ED:	SAS_GADGIE_DIE	asmg_d1
238	\$00EE:	WATER_FLUSHES	flush
239	\$00EF:	GUID_ZIPPO	gd_zippo
240	\$00F0:	LEAP_SWITCH	swch_01

## SOUND SFX TR4

241	\$00F1:	OLD_SWITCH	sml_swt
242	\$00F2:	DEMIGODS_FEET	dem_f1 dem_f2
243	\$00F3:	DEMIGODS_BULL_SNORT	debu_snt
244	\$00F4:	DEMIGODS_BULL_HAMMER	demi_ham
245	\$00F5:	DEMIGODS_S_WAVE_RUMB	dem_rumb
246	\$00F6:	DEMIGOD_WEAP_SWOOSH	swoosh4
247	\$00F7:	DEMIGOD_FALCON_SQUEAL	defa_sql
248	\$00F8:	DEMIGOD_FALCON_PLAS	dem_plas
249	\$00F9:	DEMIGOD_RISE	dem_rise
250	\$00FA:	DEMI_TUT_PLASMA_SPRAY	dem_pla2
251	\$00FB:	DEMI_SIREN_SWAVE	swave_ex
252	\$00FC:	DEMIGODS_TUT_GROWL	de_tutgr
253	\$00FD:	JOBY_ELECTRIC_INSERT	joby_ele
254	\$00FE:	BAD_LAND	asmg_ft4
255	\$00FF:	DOOR_GEN_THUD	dor_thud
256	\$0100:	BAD_GRUNTS	bad_atk1
257	\$0101:	BAD_DIE	bad_die1 bad_die2
258	\$0102:	BAD_JUMP	bad_jmp
259	\$0103:	BAD_TROOP_STUN	bad_stun
260	\$0104:	BAD_SWORDAWAY	bad_swaw
261	\$0105:	BAD_TROOP_UZI	bad_uzi
262	\$0106:	BAD_SWORD_RICO	bad_rico
263	\$0107:	BAD_TROOP_UZI_END	bad_uzi2
264	\$0108:	TROOP_SCORP_CRIES	trp_sco1 trp_sco2
265	\$0109:	SAS_TROOP_FEET	boot_ft1 boot_ft2 boot_ft3
266	\$010A:	GENERIC_NRG_CHARGE	nrg_chg
267	\$010B:	SAS_MG_FIRE	sas_mgfi
268	\$010C:	HAMMER_HEAD_WADE	ham_wade
269	\$010D:	SMALL_SWITCH	sml_swt
270	\$010E:	Empty	
271	\$010F:	SIREN_WING_FLAP	sir_flap
272	\$0110:	SIREN_NOIZES	sir_fx1
273	\$0111:	SIREN_ATTACK	sir_atk
274	\$0112:	SIREN_DEATH	sir_die
275	\$0113:	SIREN_GEN_NOISES	sir_bz1
276	\$0114:	SETT_SIREN_PLASMA	gen_plas
277	\$0115:	HAMMER_HEAD_ATK	ham_head
278	\$0116:	SMALL_DOOR_SUBWAY	sml_d
279	\$0117:	TRAIN_DOOR_OPEN	trdr_ope
280	\$0118:	TRAIN_DOOR_CLOSE	trdr_cls

## SOUND SFX TR4

281	\$0119:	VONCROY_KNIFE_SWISH	vc_knife
282	\$011A:	TRAIN_UNLINK_BREAK	tr_break
283	\$011B:	OBJ_BOX_HIT	boxhit2
284	\$011C:	OBJ_BOX_HIT_CHANCE	boxhit1 boxhit2
285	\$011D:	OBJ_GEM_SMASH	crysmash
286	\$011E:	CATBLADES_DRAW	trapbld1
287	\$011F:	SWIRLY_LONG_MOVE_SFX	swrl_mov
288	\$0120:	FOOTSTEPS_MUD	fs_mud1 fs_mud2
289	\$0121:	HORSEMAN_HORSE_NEIGH	hrs_neig
290	\$0122:	FOOTSTEPS_GRAVEL	fs_grv1 fs_grv2
291	\$0123:	FOOTSTEPS_SAND_&_GRASS	fs_snd1 fs_snd2
292	\$0124:	FOOTSTEPS_WOOD	fs_wd1 fs_wd2
293	\$0125:	FOOTSTEPS_MARBLE	fs_mb2 fs_mb3 fs_mb4
294	\$0126:	FOOTSTEPS_METAL	fs_met1 fs_met2
295	\$0127:	GEN_SPHINX_DOORTHD	hvy_fall
296	\$0128:	SETT_PLASMA_1	set_plas
297	\$0129:	SETT_BOLT_1	set_bolt
298	\$012A:	SETT_FEET	set_fl
299	\$012B:	SETT_NRG_CHARGE	set_chrg
300	\$012C:	SETT_NRG_CHARGE2	set_chg2
301	\$012D:	HORSEMAN_TAKEHIT	hrs_tkht
302	\$012E:	HORSEMAN_WALK	hrsm_fl hrsm_f2
303	\$012F:	HORSEMAN_GRUNT	hrs_atak
304	\$0130:	HORSEMAN_FALL	hrs_fall
305	\$0131:	HORSEMAN_DIE	hrs_die
306	\$0132:	MAPPER_SWITCH_ON	map_swch
307	\$0133:	MAPPER_OPEN	map_open
308	\$0134:	MAPPER_LAZER	l_maplzl
309	\$0135:	MAPPER_MOVE	lncher1
310	\$0136:	MAPPER_CLUNK	map_clnk
311	\$0137:	BLADES_DRAW	trapbld1
312	\$0138:	BLADES_CLASH_LOUD	trapbld2
313	\$0139:	BLADES_CLASH_QUIET	trapbld2
314	\$013A:	HAMMER_TRAP_BANG	traphamm
315	\$013B:	DOOR_BIG_STONE	dr_bgsto
316	\$013C:	SETT_BIG_ROAR	set_roar
317	\$013D:	BABOON_CHATTER	maq_stnd
318	\$013E:	BABOON_ROLL	rolling
319	\$013F:	SWOOSH_SWIRLY_DOUBLE	2xswsh
320	\$0140:	DOOR_SETTDOOR_SQK	setdrmt1

## SOUND SFX TR4

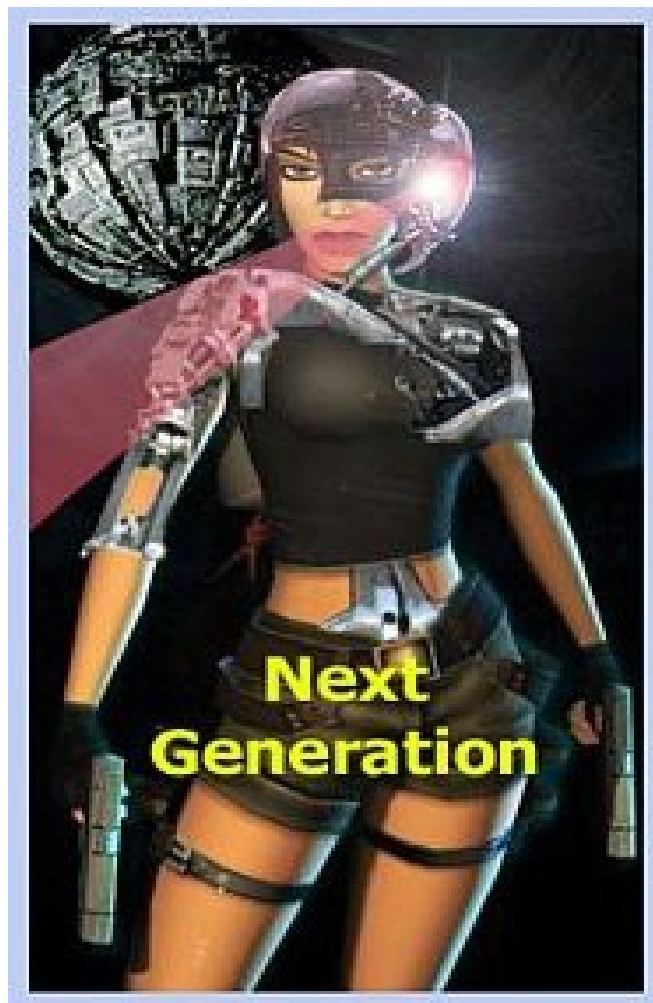
321	\$0141:	DOOR_SETTDOOR_CLANK	setdrmt2
322	\$0142:	SETT_JUMP_ATTACK	setgrnt1
323	\$0143:	JOBY_BLOCK	joby_blk
324	\$0144:	SETT_TAKE_HIT	set_hit
325	\$0145:	DART_SPITT	dart
326	\$0146:	LARA_CROWBAR_GEM	crowgem
327	\$0147:	CROWBAR_DOOR_OPEN	cbar_clk
328	\$0148:	LARA_LEVER_GEN_SQKS	sqk1 sqk2
329	\$0149:	HORSEMAN_GETUP	hrs_gtup
330	\$014A:	EXH_BASKET_OPEN	baskopen
331	\$014B:	EXH_MUMCOFF_OPE1	coffope1
332	\$014C:	EXH_MUMCOFF_OPE2	coffope2
333	\$014D:	EXH_MUM_JOLT	mumjolt
334	\$014E:	EXH_MUMHEAD_SPIN	headspin
335	\$014F:	EXH_MUMMY_RAHHH	mumrar
336	\$0150:	EXH_ROLLER_BLINDS	roller
337	\$0151:	LARA_LEVER_PART1	lev_pull1
338	\$0152:	LARA_LEVER_PART2	lev_pull2
339	\$0153:	LARA_POLE_CLIMB	ple_slid
340	\$0154:	LARA_POLE_LOOP	l_rpeple
341	\$0155:	TRAP_SPIKEBALL_SPK	trapbld3
342	\$0156:	LARA_PULLEY	lar_plly
343	\$0157:	TEETH_SPIKES	teethspk
344	\$0158:	SAND_LOOP	l_sand
345	\$0159:	LARA_USE_OBJECT	amusnd
346	\$015A:	LIBRARY_COG_SQKS	sqk1 sqk2
347	\$015B:	HIT_ROCK	hit_rock
348	\$015C:	LARA_NO_FRENCH	Lara_nof
349	\$015D:	LARA_NO_JAPAN	Lara_noj
350	\$015E:	LARA_CROW_WRENCH	crow_try
351	\$015F:	LARA_ROPE_CREAK	rope_01 rope_02
352	\$0160:	BOWLANIM	sqk1
353	\$0161:	SPHINX_DOOR_WOODCRACK	spxdrck
354	\$0162:	BEETLE_CLK_WHIRR	l_toy1
355	\$0163:	MAPPER_PYRAMID_OPEN	map_pyra
356	\$0164:	LIGHT_BEAM_JOB	l_beam
357	\$0165:	GUIDE_FIRE_LIGHT	gd_fire
358	\$0166:	AUTOGUNS	sas_mgfi
359	\$0167:	PULLEY_ANDY	lar_plly
360	\$0168:	STEAM	steam

## SOUND SFX TR4

361	\$0169:	JOBY_GARAGE_DOOR	roller2
362	\$016A:	JOBY_WIND	jobywind
363	\$016B:	SANDHAM_IN_THE_HOUSE	l_sprin
364	\$016C:	SANDHAM_CONVEYS	convey
365	\$016D:	CRANKY_GRAPE_CRUSH	crank
366	\$016E:	BIKE_HIT_OBJECTS	hit_rock
367	\$016F:	BIKE_HIT_ENEMIES	bike_hit
368	\$0170:	FLAME_EMITTER	l_flame
369	\$0171:	LARA_CLICK_SWITCH	clk_swt



# **TOMB RAIDER NEXT GENERATION**



**SOUNDS.TXT TR4**

# SOUNDS.TXT OBTAINED FROM C:\....\trle\sound\level SFX Creator folder

0	LARA_FEET:	foot01 foot02 foot03 foot04	VOL44	P V		PIT15		#g
1	LARA_CLIMB2:	clim_up2	VOL70	V		PIT18	RAD13	#g
2	LARA_NO:	lara_no	VOL50				RAD13	#g #t
3	LARA_SLIPPING:	slipping	VOL10			PIT60	RAD13	#g
4	LARA_LAND:	landing	VOL75	P			RAD13	#g
5	LARA_CLIMB1:	clim_up1	VOL60			PIT18	RAD13	#g
6	LARA_DRAW:	hols_out	VOL35			PIT50	RAD13	#g
7	LARA_HOLSTER:	hols_in	VOL30			PIT60	RAD13	#g
8	LARA_FIRE:	magnum	VOL75	R		PIT20	RAD06	#g
9	LARA_RELOAD:	reload	VOL80			PIT20	RAD13	#g
10	LARA_RICOCHET:	rico_01 rico_02	VOL60	P V	CH10	PIT30	RAD13	#g
11	PUSH_BLOCK_END:	phend	VOL40	#a #b #c #d #e #f #g #h #i #j #l #m #n #o #p			#q #s #T #u #v #w #x #y #z #A #B #C #E #F #H #I #J #K #L #M #N #Ti #Tu	
12	METAL_SRAPE_LOOP:	l_stomet	VOL80	L		PIT-40	RAD15	#d #r
13	SMALL_SCARAB_FEET:	sc2 sc3	VOL70	P V	CH05	PIT80	RAD10	#l #m #q #r #s #B #E
14	BIG_SCARAB_ATTACK:	bsca_atk	VOL90	P V		PIT10		#y #z #F #J #K
15	BIG_SCARAB_DEATH:	bsca_die	VOL99	P V				#y #z #F #J #K
16	BIG_SCARAB_FLYING:	bsca_fly	VOL60	P V		PIT40	RAD10	#y #z #F #J #K
17	LARA_WET_FEET:	fsw1 fsw3 fsw4	VOL50	P V			RAD13	#g
18	LARA_WADE:	wade	VOL70	P V		PIT20	RAD13	#g
19	RUMBLE_LOOP:	l_rumb	VOL90	L		PIT-80	RAD20	#c #s #Tu
20	METAL_SRAPE_LOOP:	l_metal	VOL70	L		PIT30	RAD06	#d #u #E
21	CRICKET_LOOP:	l_criket	VOL70	L		RAD07		
22	WOOD_BRIDGE_FALL:	brigfall	VOL90			PIT-30	RAD10	#b
23	STARGATE_SWIRL:	l_metal	VOL50	L		PIT30	RAD03	#l #m #E
24	LARA_KNEES_SHUFFLE:	lar_kn1 lar_kn2	VOL18			PIT23	RAD06	#g
25	PUSH_SPX_SWITCH:	spx_swt	VOL95	P		PIT10	RAD10	#m
26	LARA_CLIMB3:	clim_up3	VOL65	V		PIT18	RAD13	#g
27	Don't Use This Space:							
28	LARA_SHIMMY2:	back_jm1	VOL18	P V		PIT40	RAD13	#g
29	LARA_JUMP:	lar_jmp lr_jmp6	VOL65	V	CH50	PIT18	RAD13	#g
30	LARA_FALL:	f2f_scrm	VOL60				RAD13	#g
31	LARA_INJURY:	takehit1 takehit2	VOL65	V	CH40	PIT18	RAD13	#g
32	LARA_ROLL:	rolling	VOL35			PIT15	RAD13	#g
33	LARA_SPLASH:	splash	VOL75	P V		PIT40	RAD13	#g
34	LARA_GETOUT:	go_watr	VOL70	P V		PIT30	RAD13	#g
35	LARA_SWIM:	swim	VOL50	P V		PIT-15	RAD13	#g
36	LARA_BREATH:	breath	VOL65	V		PIT30	RAD13	#g #t
37	LARA_BUBBLES:	bubbles	VOL47	P V	CH70	PIT30	RAD13	
38	SPINNING_PUZZLE:	spinner	VOL30			PIT-30		#l
39	LARA_KEY:	usekey	VOL60			PIT-30	RAD13	#g
40	COG_RESAW_LIBRARY:	revsaw	VOL55			PIT-20	RAD05	#u

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41	LARA_GENERAL_DEATH:	lar_die2	VOL60	V		PIT18	RAD13	#g
42	LARA_KNEES_DEATH:	lar_die1	VOL60	V		PIT05	RAD13	#g
43	LARA_UZI_FIRE:	uzi_fr	VOL80	L		PIT20	RAD13	#g
44	LARA_UZI_STOP:	uzi_stp	VOL60			PIT20	RAD13	#g
45	LARA_SHOTGUN:	shot_gun	VOL75	V		PIT40	RAD13	#g
46	LARA_BLOCK_PUSH1:	p&p02	VOL65	V R		PIT26	RAD13	#g
47	LARA_BLOCK_PUSH2:	p&p01	VOL65	V R	CH50	PIT26	RAD13	#g
48	SARLID_PALACES:	sarlid2	VOL70			PIT-70	RAD13	#r #T
49	LARA_SHOTGUN_SHELL:	shot_shl	VOL12	P V	CH60	PIT95	RAD13	#g
50	UNDERWATER_DOOR:	uw_door	VOL50	P		PIT-50		#h #j #q
51	LARA_BLKPULL:	p&p04	VOL70	V R		PIT19	RAD13	#g
52	LARA_FLOATING:	floatswm	VOL70	P V			RAD13	#g
53	LARA_FALLDETH:	f2f hitg	VOL90	P V		PIT20	RAD13	#g
54	LARA_GRABHAND:	back_jm1	VOL35	P V		PIT40	RAD13	#g
55	LARA_GRABBODY:	back_jm3	VOL60	P V			RAD13	#g
56	LARA_GRABFEET:	back_jm2	VOL75	P V			RAD06	#g
57	RATCHET_3SHOT:	ratch_01	VOL70	P V	CH90		RAD13	#b #l #m #y #B
58	RATCHET_1SHOT:	ratch_02	VOL60	P V			RAD13	#c #l #Tu
59	WATER_LOOP_NOTINUSE:	l_wloop	VOL50	L		PIT-20	RAD09	
60	UNDERWATER:	undwatr	VOL35	L	PIT-60	#a #b #c #d #e #f #h #i #j #l #m #n #o #p #q #r #s #T #u #v #w #x #z #A #B #C #E #F #H #I #J #K #L #M #N #Tu		
61	UNDERWATER_SWITCH:	uw_swt	VOL70	P				#j #B #Ti
62	LARA_PICKUP:							
63	PUSHABLE_SOUND:	l_pshblk	VOL30	L	RAD10	#a #b #c #d #e #f #h #i #j #l #m #n #o #p #q #s #T #u #v #w #x #y #z #A #B #C #E #F #H #I #J #K #L #M #N #Ti #Tu		
64	DOOR_GENERAL:	gen_door		VOL80	P V	PIT20		#n #o #w #x #y #A #F #H #I #K
65	HELICOPTER_LOOP:	l_chop		VOL90	L		RAD20	#n
66	ROCK_FALL_CRUMBLE:	rokfall1		P V				#b #f #E
67	ROCK_FALL_LAND:	rokfall2		P V				#b #f #E
68	PENDULUM_BLADES:	swoosh1a	VOL60	V		PIT-50	RAD08	#H
69	STALEGTITE:	staleg	VOL90			PIT-30	RAD07	
70	LARA_THUD:	lar_th1 lar_th2	VOL50	P V		PIT-10		#g
71	GENERIC_SWOOSH:	swoosh1	VOL45	P V		PIT10	RAD10	#g
72	GENERIC_HEAVY_THUD:	gen_thud	VOL80	P		PIT-50	RAD10	#g
73	CROC_FEET:	croc_f1 croc_f2	VOL90	P V		PIT-20	RAD10	#a #h #p #z #E #Ti
74	SWINGING_FLAMES:	swnflms	VOL50			PIT-60	RAD04	
75	STONE_SCRAPE:	spinhook	VOL90			PIT-50	RAD10	#g
76	BLAST_CIRCLE:	warp	VOL90			PIT-20		
77	BAZOOKA_FIRE:	bazooka	VOL99			PIT34	RAD09	#g
78	HECKLER&KOCH_FIRE:	koch	VOL99	L		PIT70	RAD13	#g
79	WATERFALL_LOOP:	l_wfall	VOL22	L			RAD08	#a #s #T
80	CROC_ATTACK:	croc_at	VOL90	P		PIT-10	RAD10	#a #h #j #p #z #E #Ti

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81	CROC_DEATH:	croc_die	VOL90	P		PIT-10	RAD10	#a #h #j #p #z #E #Ti
82	PORTCULLIS_UP:	port	VOL80			PIT-80	RAD10	#g
83	PORTCULLIS_DOWN:	port_dn	VOL70			PIT-50	RAD10	#g
84	DOUBLE_DOORS_BANG:	ddr_bng	VOL35			PIT-10	RAD13	#u #x
85	DOUBLE_DOORS_CREAK:	ddr_crk	VOL35			PIT-35	RAD13	#g
86	PETES_PYRA_STONE:	dr_bgsto	VOL70			PIT-45	RAD10	#q
87	PETES_PYRA_PNEU:	pyr_pneu	VOL80	P		PIT-50	RAD10	#q
88	AHMET_DIE:	ah_die	VOL99	P V		PIT10	RAD13	#M
89	AHMET_ATTACK:	ahmet_02 ahmet_03 ahmet_05	VOL90	P V		PIT25	RAD13	#M
90	AHMET_HANDS:	ah_hand	VOL50	P V		PIT40	RAD13	#M
91	AHMET_FEET:	ah_feet ah_feet2	VOL50	P V			RAD13	#M
92	AHMET_SWIPE:	swipe_01 swipe_02	VOL90	P V		PIT-20	RAD13	#M
93	AHMET_WAIT:	ahmet_06	VOL85	P V	CH50	PIT10	RAD13	#M
94	GUIDE_JUMP:	guid_huh	VOL50	V	CH75	PIT30	RAD13	#c #e
95	GENERAL_FOOTSTEPS1:	asmg_ft1 asmg_ft2	VOL50	P V		PIT-15	RAD10	#g
96	GUIDE_LAND_USENOT:	gd_ugh1	VOL50	V	CH75	PIT10	RAD13	
97	POUR:	pourwtr	VOL50			PIT20		#M
98	SCALE1:	scale1	VOL90					#M
99	SCALE2:	scale2	VOL90					#M
100	BEETLARA_WINDUP:	beetwind	VOL35	P V		PIT15	RAD10	#o #p #q #r #s #T #u #v
101	BEETLE_CLK_WHIRR:	l_toyl	VOL35	L		PIT20	RAD06	#o #p #q #r #s #T #u #v
102	BEETLE_CLK_EXP:	beet_exp	VOL50	P V		PIT80	RAD10	#o #p #q #r #s #T #u #v
103	MINE_EXP_OVERLAY:	mine_exp	VOL50			PIT-30	RAD10	#x
104	HECKLER&KOCH_STOP:	kochstop	VOL90					
105	EXPLOSION1:	explos1	VOL40	P V		PIT50	RAD20	#g
106	EXPLOSION2_VOLWAS80:	explos2	VOL58	P V			RAD24	#g
107	EARTHQUAKE_LOOP:	l_quake	VOL90	L		PIT-40		#g
108	MENU_ROTATE:	m_rotat	VOL20			PIT10		#g #t
109	MENU_SELECT:	m_select	VOL30			PIT15		#g #t
110	Menu_Empty:							
111	MENU_CHOOSE:	m_choose	VOL35			PIT15		#g #t
112	TICK_TOCK:	tick	VOL50	N L		PIT-86	RAD05	#g #t
113	Menu_Empty:							
114	MENU_COMBINE:	m_comb	VOL50			PIT50		#g #t
115	Menu_Empty:							
116	MENU_MEDI:	medi_fix	VOL35			PIT22		#g
117	LARA_CLIMB_WALLS_NOISE:	back_jm2	VOL18			PIT40		#g
118	WATER_LOOP:	l_wloop	VOL20	L		PIT-20	RAD08	#g
119	VONCROY_JUMP:	vc_jmp2	VOL50	V	CH60	PIT40	RAD13	#a #b
120	LOCUSTS_LOOP:	locusts	VOL60	L		PIT20	RAD13	#w #z

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121	DESSERT_EAGLE_FIRE:	d_eagle	VOL80		PIT20	#g
122	BOULDER_FALL:	bouldlnd	VOL99	P	PIT-40	RAD22 #p #B #J
123	LARA_MINI_LOAD:	mini_lo	VOL60	V	PIT70	#g
124	LARA_MINI_LOCK:	mini_lck	VOL80	V	PIT20	#g
125	LARA_MINI_FIRE:	mini_fr	VOL99	V	PIT30	#g
126	GATE_OPENING:	gate	VOL80		PIT-50	
127	LARA_ELECTRIC_LOOP:	l_larel	VOL80	L		RAD10
128	LARA_ELECTRIC_CRACKLES:	lar_el2 lar_el3 lar_el4	VOL80	P V	CH50	RAD10
129	BLOOD_LOOP:	l_blood	VOL60	L	PIT-50	RAD15 #d
130	BIKE_START:	bike_stt	VOL80		PIT10	RAD10 #w #x #y #z
131	BIKE_IDLE:	bike_idl	VOL70	L	PIT-10	RAD10 #w #x #y #z
132	BIKE_ACCELERATE:	bike_rev	VOL70		PIT-20	RAD10
133	BIKE_MOVING:	bike_mve	VOL32	L	PIT-18	RAD10 #w #x #y #z
134	BIKE_SIDE_IMPACT:	bike_si	VOL70	P V	PIT-30	RAD10 #w #x #y #z
135	BIKE_FRONT_IMPACT:	bike_fi	VOL70	P V	PIT-30	RAD10 #w #x #y #z
136	SOFT_WIND_LOOP:	l_wind	VOL05	L	PIT-50	RAD03 #g
137	BIKE LAND:	bike_lnd	VOL70	P V	PIT-30	RAD10 #w #x #y #z
138	CROCGOD_ROAR:	cr_god4	VOL99	P	PIT-40	RAD10 #z
139	CROCGOD_WINGS:	cr_god6	VOL99		PIT-30	RAD07 #z
140	CROCGOD LAND:	cr_god3	VOL99		PIT-60	RAD15 #z
141	CROCGOD_FIRE_ROAR:	cr_fire	VOL99		PIT-50	RAD10 #z
142	BIKE_STOP:	bike_stp	VOL70			RAD10
143	GENERIC_BODY_SLAM:	gbod_slm	VOL50	P V	PIT30	RAD10 #g
144	HECKER&KOCH_OVERLAY:	explos1	VOL50		PIT70	
145	LARA_SPIKE_DEATH:	lar_spks	VOL80			#g
146	LARA_DEATH3:	lar_die2	VOL70	P V		
147	ROLLING_BALL:	l_rumb	VOL90	L	PIT-70	RAD15 #a #c #d #i #p #u #J #K #Tu
148	BLK_PLAT_RAISE&LOW:	l_rumb	VOL90	L	PIT-40	#d #h #j #l #q #r #s #u #w #H #K #L #M #T
149	RUMBLE_NEXTDOOR:	nextdoor	VOL99		PIT-50	
150	LOOP_FOR_SMALL_FIRES:	l_fire	VOL25	P V L	PIT65	RAD05 #g
151	CHAINS_LIBRARY:	chains	VOL40	P V	PIT65	RAD08 #u
152	JEEP_START:	jeep_stt	VOL99			RAD10 #e #f
153	JEEP_IDLE:	jeep_idl	VOL70	L	PIT-10	RAD10 #e #f
154	JEEP_ACCELERATE:	jeep_rev	VOL90			RAD10 #e #f
155	JEEP_MOVE:	jeep_mve	VOL40	L	PIT25	RAD10 #e #f #n
156	JEEP_STOP:	jeep_stp	VOL90			RAD10 #e #f
157	BATS_1:	b1 b2 b3 b4 b5 b6 b7 b8	VOL70	P V	PIT10	RAD10
158	ROLLING_DOOR:	dor_roll	VOL90		PIT-80	RAD13 #a
159	LAUNCHER_1:	lncher1	VOL80	L	PIT-70	RAD10
160	LAUNCHER_2:	lncher2	VOL80		PIT-70	RAD10

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161	TRAPDOOR_OPEN:	trapd_op	VOL80		PIT-40		#f #j #l #m #n #o #p #u #w #y #x #A #E #F #H #I #J #K #T
162	TRAPDOOR_CLOSE:	trapd_cl	VOL80		PIT-20		
163	Empty:						
164	BABOON_STAND_WAIT:	maq_stnd	VOL70	P V	PIT-20	RAD10	#I
165	BABOON_ATTACK_LOW:	maq_atl	VOL90	V	PIT-20	RAD10	#I
166	BABOON_ATTACK_JUMP:	maq_atj	VOL80	V	PIT-20	RAD10	#I
167	BABOON_JUMP:	maq_jmp	VOL70	P V	PIT-20	RAD10	#I
168	BABOON_DEATH:	maq_die	VOL90		PIT-20	RAD10	#I
169	BAT_SQUEAL_FULL:	bat_sqk1	VOL25	P	CH95	PIT80	RAD10 #a #c #j #w #z #E #H #L #M #I #m
170	BAT_SQK:	b2 b3	VOL30	P V	CH98	PIT99	RAD10 #a #c #j #w #z #E #H #L #M #I #m
171	BAT_FLAP:	bat5 bat6 bat8	VOL48	P V	CH87	PIT65	RAD07 #a #c #j #w #z #E #H #L #M #I #m
172	SPHINX_NOSE_RASP:	spx_nse	VOL99	P V		PIT-20	RAD10 #m #A #E
173	SPHINX_WALK:	spx_ft1 spx_ft2 spx_ft3	VOL99	P V		PIT-40	RAD13 #m #A #E
174	SPHINX_NOISE:	spx_scrm	VOL99			PIT-35	RAD13 #m #A #E
175	DOG_HOWL:	dog_hwl	VOL90			PIT-30	RAD10 #c #d #I #I #J #L #w #Ti
176	DOG_HIT_GROUND:	hit1_gen	VOL70	P V		PIT-20	RAD10
177	FOUNTAIN_LOOP:	l_fount	VOL30	L			RAD10 #h #o #r #s #u #L #M #T
178	DOG_FOOT_1:	dog_fl	VOL44	P V	CH80	PIT-10	RAD06 #c #d #I #I #J #L #w #Ti
179	DOG_JUMP:	dog_aw	VOL90			PIT-10	RAD10 #c #d #I #I #J #L #w #Ti
180	DOG_BITE:	dog_at1 dog_at2	VOL80	P V		PIT-20	RAD10 #c #d #I #I #J #L #w #Ti
181	DOG_DEATH:	dog_d1 dog_d2	VOL90			PIT-20	RAD10 #c #d #I #I #J #L #w #Ti
182	THUNDER_RUMBLE:	thun_rum	VOL80	P V		PIT-86	#g
183	THUNDER_CRACK:	thun_crk	VOL70	P V		PIT10	RAD06 #A
184	WRAITH_WHISPERS:	wraith1 wraith2 wraith3	VOL50	P V	CH02	PIT40	RAD10 #l #s #u #w #T #Ti
185	Empty:						
186	Empty:						
187	SKEL_FOOTSTEPS:	sk_foot1 sk_foot2 sk_foot3	VOL95	P V		PIT-15	RAD07 #p #q #r #s #T
188	SKEL_ATTACK:	sk_atk1 sk_atk2	VOL99	P V	CH80	PIT-20	RAD07 #p #q #r #s #T
189	GENERIC_SWORD_SWOOSH:	swoosh3	VOL80	P V	CH95	PIT-20	RAD06 #g
190	SKEL_SWORD_CLANG:	sw_clang	VOL70	V		PIT-10	RAD07 #p #q #r #s #T
191	SKEL_STICK_GROUND:	sk_swd1	VOL70			PIT-15	RAD03 #p #q #r #s #T
192	GEN_PULL_SWORD:	sk_swd2	VOL90			PIT-15	RAD03 #g
193	SKEL_LAND_HEAVY:	sk_land	VOL95	P V			RAD07 #p #q #r #s #T
194	GUIDE_SCARE:	gd_scare	VOL80			PIT20	RAD10 #c
195	JEEP_DOOR_OPEN:	jp_dopen	VOL45	P V		PIT20	RAD10 #e #f
196	JEEP_DOOR_CLOSE:	jp_dclos	VOL45	P V		PIT20	RAD10 #e #f
197	ELEC_ARCING_LOOP:	l_vander	VOL75	L		PIT-13	RAD10 #h #i #j #u
198	ELEC_ONE_SHOT:	vander	VOL50	P V		PIT05	RAD10 #i
199	Empty:						
200	LIBRARY_COG_LOOP:	lib_cog	VOL60	L		PIT-60	RAD05 #u

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201	JEEP_SIDE_IMPACT:	jeep_si	VOL80	P V		PIT10	RAD10	#e #f
202	JEEP_FRONT_IMPACT:	jeep_fi	VOL80	P V		PIT20	RAD10	#e #f
203	JEEP_LAND:	jeep_lnd	VOL99	P V		PIT10	RAD10	#e #f
204	SPINNING_GEM_SLOTS:	clkwork	VOL45			PIT50	RAD05	
205	RUMMBLE:	barol	VOL60			PIT-40	RAD07	
206	WARTHOG_HEADBUTT:	wh_atk1	VOL75				RAD06	#a #b #p
207	WARTHOG_DEATH:	wh_sql3	VOL90			PIT30	RAD08	#a #b #p
208	SET_SPIKE_TIMER:	set_time	VOL60			PIT-50	RAD10	#d
209	WARTHOG_SQUEAL:	wh_sql2	VOL90	P	CH13	PIT40	RAD06	#a #b #p
210	WARTHOG_FEET:	wh1a wh3a wh4a wh5a	VOL60	P V	CH85	PIT30	RAD06	#a #b #p
211	WARTHOG_GRUNT:	wh_gnt2	VOL90	P	CH50	PIT-25	RAD06	#a #b #p
212	SAVE_CRYSTAL:	save	VOL60			PIT30		
213	HORSE_RICOCHETS:	hrs_rico	VOL40	P V	CH50	PIT35		#N
214	METAL_SHUTTERS_SMASH:	shut_sms	VOL80			PIT-40	RAD10	
215	GEM_DROP_ON_FLOOR:	gem_drop	VOL80	P V		PIT65	RAD05	#g
216	SCORPION_SCREAM:	sc_scrm	VOL90	P V	CH85	PIT55	RAD08	#F #H #K
217	SCORPION_FEET:	sc2 sc3 sc6 sc7	VOL80	P V	CH90	PIT70	RAD08	#F #H #K
218	SCORPION_CLAWS:	sc_clk1 sc_clk2	VOL70	P V		PIT80	RAD08	#F #H #K
219	SCORPION_TAIL_WHIP:	sc_whip	VOL90	P V		PIT70	RAD08	#F #H #K
220	SCORPION_SMALL_FEET:	sc2 sc6	VOL45	P V	CH80	PIT80	RAD06	#g
221	METAL_GATE_OPEN:	smsh_up	VOL70			PIT-13	RAD10	
222	HORSE_TROTting:	hrs_f1 hrs_f2 hrs_f3 hrs_f4	VOL50			PIT-20		#u
223	KN_TEMPLAR_WALK:	kn_ft1 kn_ft2 kn_ft3 kn_ft4	VOL70	P V		PIT-25	RAD13	#B
224	KN_TEMPLAR_GURGLES:	kn_garg1 kn_ohh1	VOL99	P	CH30	PIT-10	RAD13	#B
225	KN_SWORD_SCRAPe:	kn_swdrG	VOL65	V	CH80	PIT-30	RAD13	#B
226	KN_TEMPLAR_ATTACK:	kn_atk1 kn_atk2	VOL99	P V	CH85	PIT-10	RAD13	#B
227	KN_SWORD_CLANG:	sw_clang	VOL75	P V		PIT-10	RAD13	#B
228	KN_SWORD_SWOOSH:	swoosh3	VOL99	P V		PIT-35	RAD06	#B
229	MUMMY_ATTACK:	mum_ohh1	VOL70	V	CH50		RAD10	#a #d #s #H #I #J #Ti #Tu
230	MUMMY_WALK:	mum1 mum2	VOL90	P V		PIT-30	RAD10	#a #d #s #H #I #J #Ti #Tu
231	MUMMY_GURGLES:	mum_atk	VOL70	P	CH40	PIT20	RAD10	#a #d #s #H #I #J #Ti #Tu
232	MUMMY_TAKE_HIT:	mum_tkht	VOL63			PIT-05	RAD10	#a #d #s #H #I #J #Ti #Tu
233	SMALL_FAN:	fann	VOL70				RAD08	
234	LARGE_FAN:	fann	VOL99			PIT-50	RAD10	#b
235	LARA_CROSSBOW:	crossbow	VOL45			PIT45	RAD10	#g
236	SMALL_CREATURE_FEET:	liz_fs1 liz_fs2	VOL99	P V			RAD05	#b
237	SAS_GADGIE_DIE:	asmG_d1	VOL85	P			RAD08	#w #x #y #A
238	WATER_FLUSHES:	flush	VOL80	P		PIT-56		#T
239	GUID_ZIPPO:	gd_zippo	VOL80			PIT60		#c
240	LEAP_SWITCH:	swch_01	VOL50			PIT20	RAD05	#f #l #q #r #w

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241	OLD_SWITCH:	sml_swt	VOL50		PIT20	RAD05	
242	DEMIGODS_FEET:	dem_fl dem_f2	VOL80		PIT-10	RAD14	#r #y #H #K
243	DEMIGODS_BULL_SNORT:	debu_snt	VOL97	CH50	PIT30	RAD15	#y
244	DEMIGODS_BULL_HAMMER:	demi_ham	VOL85		PIT35	RAD06	#y
245	DEMIGODS_S_WAVE_RUMB:	dem_rumb	VOL95		PIT-82	RAD07	#y
246	DEMIGOD_WEAP_SWOOSH:	swoosh4	VOL99	CH95	PIT-40	RAD10	#r #H #K
247	DEMIGOD_FALCON_SQUEAL:	defa_sql	VOL85	P V CH60		RAD08	#H #K
248	DEMIGOD_FALCON_PLAS:	dem_plas	VOL85		PIT70	RAD13	#H #K
249	DEMIGOD_RISE:	dem_rise	VOL95		PIT-70	RAD15	#r #H #K
250	DEMI_TUT_PLASMA_SPRAY:	dem_pla2	VOL65	P	PIT45	RAD10	#r
251	DEMI_SIREN_SWAVE:	swave_ex	VOL57	P V CH95	PIT-40	RAD08	#g
252	DEMIGODS_TUT_GROWL:	de_tutgr	VOL80	P CH60	PIT-10	RAD08	#r
253	JOBY_ELECTRIC_INSERT:	joby_ele	VOL50		PIT50	RAD05	#L
254	BAD_LAND:	asmg_ft4	VOL99	P V		RAD10	#e #f #h #i #m #n #o #v #B #C #J #L #Tu
255	DOOR_GEN_THUD:	dor_thud	VOL80	P V	PIT-50	RAD15	#g
256	BAD_GRUNTS:	bad_atk1	VOL87	P V CH50	PIT20	RAD10	#e #f #h #i #m #n #o #v #B #C #J #L #Tu
257	BAD_DIE:	bad_die1 bad_die2	VOL99		PIT25	RAD10	#e #f #h #i #m #n #o #v #B #C #J #L #Tu
258	BAD_JUMP:	bad_jmp	VOL73	P V CH50	PIT-05	RAD10	#e #f #h #i #m #n #o #v #B #C #J #L #Tu
259	BAD_TROOP_STUN:	bad_stun	VOL70	CH50	PIT20	RAD10	#e #f #h #i #m #n #o #v #B #C #F #J #K #L #Tu
260	BAD_SWORDAWAY:	bad_swaw	VOL65		PIT-20	RAD10	#e #f #h #i #m #n #o #v #B #C #J #L #Tu
261	BAD_TROOP_UZI:	bad_uzi	VOL42		PIT70	RAD13	#e #f #h #i #m #n #o #v #B #C #F #J #K #L #Tu
262	BAD_SWORD_RICO:	bad_rico	VOL85	P V CH90	PIT30	RAD10	#e #f #h #i #m #n #o #v #B #C #J #L #Tu
263	BAD_TROOP_UZI_END:	bad_uzi2	VOL42		PIT70	RAD13	#e #f #h #i #m #n #o #v #B #C #F #J #K #L #Tu
264	TROOP_SCORP_CRIES:	trp_sco1 trp_sco2	VOL80	P V CH50	PIT20	RAD10	
265	SAS_TROOP_FEET:	boot_ft1 boot_ft2 boot_ft3	VOL40	P V	PIT-30	RAD10	#w #x #y #A #F #K
266	GENERIC_NRG_CHARGE:	nrg_chg	VOL70		PIT80	RAD15	#q #r #N
267	SAS_MG_FIRE:	sas_mgfi	VOL35		PIT90	RAD10	#w #x #y #A
268	HAMMER_HEAD_WADE:	ham_wade	VOL87	P V	PIT-70	RAD05	#q
269	SMALL_SWITCH:	sml_swt	VOL55		PIT10	RAD10	#g
270	Empty:						
271	SIREN_WING_FLAP:	sir_flap	VOL75	V	PIT-50	RAD15	#q #r
272	SIREN_NOIZES:	sir_fx1	VOL99	P V CH25	PIT30	RAD15	#q #r
273	SIREN_ATTACK:	sir_atk	VOL99		PIT20	RAD13	#q #r
274	SIREN_DEATH:	sir_die	VOL99	P	PIT40	RAD13	#q #r
275	SIREN_GEN_NOISES:	sir_bz1	VOL99	P V CH90	PIT90	RAD13	#q #r
276	SETT_SIREN_PLASMA:	gen_plas	VOL99	P		RAD20	#q #r #N
277	HAMMER_HEAD_ATK:	ham_head	VOL88	V	PIT-30	RAD05	#q
278	SMALL_DOOR_SUBWAY:	sml_d	VOL50		PIT-20	RAD20	#y
279	TRAIN_DOOR_OPEN:	trdr_ope	VOL85	P	PIT05	RAD12	#n
280	TRAIN_DOOR_CLOSE:	trdr_cls	VOL85	P	PIT05	RAD12	#n



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281	VONCROY_KNIFE_SWISH:	vc_knife	VOL65	P V		PIT40	RAD10	#a #b
282	TRAIN_UNLINK_BREAK:	tr_break	VOL80			PIT30		#n
283	OBJ_BOX_HIT:	boxhit2	VOL99	P		PIT20	RAD10	#A
284	OBJ_BOX_HIT_CHANCE:	boxhit1 boxhit2	VOL99	P V	CH80	PIT30	RAD10	#A
285	OBJ_GEM_SMASH:	crysmash	VOL66			PIT60	RAD10	#g
286	CATBLADES_DRAW:	trapbld1	VOL60	P V		PIT20	RAD13	#m
287	SWIRLY_LONG_MOVE_SFX:	swrl_mov	VOL40			PIT-55	RAD15	#d
288	FOOTSTEPS_MUD:	fs_mud1 fs_mud2	VOL12	P V		PIT-20		#g
289	HORSEMAN_HORSE_NEIGH:	hrs_neig	VOL74	P		PIT20		#u
290	FOOTSTEPS_GRAVEL:	fs_grv1 fs_grv2	VOL20	P V		PIT-20		#g
291	FOOTSTEPS_SAND_&_GRASS:	fs_snd1 fs_snd2	VOL20	P V		PIT50		#g
292	FOOTSTEPS_WOOD:	fs_wd1 fs_wd2	VOL20	V		PIT-20		#g
293	FOOTSTEPS_MARBLE:	fs_mb2 fs_mb3 fs_mb4	VOL18	P		PIT55		
294	FOOTSTEPS_METAL:	fs_met1 fs_met2	VOL25	V		PIT-15	RAD06	#g
295	GEN_SPHINX_DOORTHD:	hvy_fall	VOL60	P		PIT-25	RAD10	#m
296	SETT_PLASMA_1:	set_plas	VOL90	P		PIT-30	RAD20	#N
297	SETT_BOLT_1:	set_bolt	VOL99			PIT50	RAD20	#N
298	SETT_FEET:	set_fl	VOL55	P V		PIT40	RAD13	#u #N
299	SETT_NRG_CHARGE:	set_chrg	VOL99			PIT60	RAD20	#N
300	SETT_NRG_CHARGE2:	set_chg2	VOL99			PIT50	RAD20	#N
301	HORSEMAN_TAKEHIT:	hrs_tkht	VOL88	P V		PIT20	RAD13	#u
302	HORSEMAN_WALK:	hrsm_fl hrsm_f2	VOL50	P V		PIT30	RAD10	#u
303	HORSEMAN_GRUNT:	hrs_atak	VOL97	V	CH50	PIT10	RAD13	#u
304	HORSEMAN_FALL:	hrs_fall	VOL90	P		PIT10	RAD13	#u
305	HORSEMAN_DIE:	hrs_die	VOL87			PIT10	RAD15	#u
306	MAPPER_SWITCH_ON:	map_swch	VOL80			PIT-10		#m
307	MAPPER_OPEN:	map_open	VOL99			PIT-50		#m
308	MAPPER_LAZER:	l_maplzz	VOL90	L		PIT50		#m
309	MAPPER_MOVE:	lncher1	VOL99			PIT-50		#m
310	MAPPER_CLUNK:	map_clnk	VOL80			PIT-20		#m
311	BLADES_DRAW:	trapbld1	VOL80	P V		PIT60	RAD13	#c #l #m #r #E #H
312	BLADES_CLASH_LOUD:	trapbld2	VOL95	P		PIT60	RAD13	#c #l #m #r #E #H
313	BLADES_CLASH_QUIET:	trapbld2	VOL25	P		PIT60	RAD13	#c #l #m #r
314	HAMMER_TRAP_BANG:	traphamm	VOL99	p		PIT-50	RAD15	#i #l #B
315	DOOR_BIG_STONE:	dr_bgsto	VOL60			PIT-50	RAD08	#g
316	SETT_BIG_ROAR:	set_roar	VOL98	P V	CH70		RAD25	
317	BABOON_CHATTER:	maq_stnd	VOL50		CH30	PIT-50	RAD10	#I
318	BABOON_ROLL:	rolling	VOL30			PIT30	RAD10	#I
319	SWOOSH_SWIRLY_DOUBLE:	2xswsh	VOL50	V		PIT-10	RAD10	#d
320	DOOR_SETTDOOR_SQK:	setdrmt1	VOL85			PIT-55	RAD10	#N

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321	DOOR_SETTDOOR_CLANK:	setdrmt2	VOL95			PIT10	RAD10	#N
322	SETT_JUMP_ATTACK:	setgrnt1	VOL99	P	CH70	PIT-50	RAD25	#N
323	JOBY_BLOCK:	joby_blk	VOL60			PIT46	RAD08	#L #N
324	SETT_TAKE_HIT:	set_hit	VOL99	P		PIT-20	RAD25	#N
325	DART_SPITT:	dart	VOL50	P V		PIT50	RAD03	#a #b #c #d #o #Tu
326	LARA_CROWBAR_GEM:	crowgem	VOL35	P V		PIT35	RAD05	#g
327	CROWBAR_DOOR_OPEN:	cbar_clk	VOL80	P V		PIT-15	RAD05	#g
328	LARA_LEVER_GEN_SQKS:	sqk1 sqk2	VOL30	P V	CH80	PIT30	RAD05	#a #c #d #l #m #n #s #w #z #B #C #T #Tu
329	HORSEMAN_GETUP:	hrs_gtup	VOL65	P V		PIT10	RAD13	#u
330	EXH_BASKET_OPEN:	baskopen	VOL77			PIT10	RAD10	#p
331	EXH_MUMCOFF_OPE1:	coffope1	VOL99			PIT-10	RAD10	#p
332	EXH_MUMCOFF_OPE2:	coffope2	VOL99			PIT-10	RAD10	#p
333	EXH_MUM_JOLT:	mumjolt	VOL99			PIT-10	RAD10	#p
334	EXH_MUMHEAD_SPIN:	headspin	VOL80				RAD04	#p
335	EXH_MUMMY_RAHHH:	mumrar	VOL99			PIT-60	RAD15	#p
336	EXH_ROLLER_BLINDS:	roller	VOL65			PIT-50	RAD10	#p
337	LARA_LEVER_PART1:	lev_pul1	VOL95	P		PIT-20	RAD10	#a #c #d #l #m #n #s #w #y #z #B #C #Tu
338	LARA_LEVER_PART2:	lev_pul2	VOL95	P		PIT-10	RAD10	#a #c #d #l #m #n #s #w #y #z #B #C #I #Tu
339	LARA_POLE_CLIMB:	ple_slid	VOL70	P V	CH90	PIT-15	RAD08	#g
340	LARA_POLE_LOOP:	l_rpeple	VOL50	L		PIT-25	RAD05	#g
341	TRAP_SPIKEBALL_SPK:	trapbld3	VOL60	P V		PIT70	RAD10	#a #m #E
342	LARA_PULLEY:	lar_plly	VOL70	P V		PIT30	RAD05	#c #d #i #r #z #B #Tu
343	TEETH_SPIKES:	teethspk	VOL50	P		PIT20	RAD08	#a #b #c #d #o #p #q #r #E #H #M #Tu
344	SAND_LOOP:	l_sand	VOL70	L		PIT20	RAD10	#c #d #Ti
345	LARA_USE_OBJECT:	amusnd	VOL50			PIT50	RAD05	#g
346	LIBRARY_COG_SQKS:	sqk1 sqk2	VOL50	P V	CH80	PIT-30	RAD05	#c #u #Tu
347	HIT_ROCK:	hit_rock	VOL90	P V		PIT10	RAD10	#g
348	LARA_NO_FRENCH:	lara_nof	VOL46				RAD13	#g
349	LARA_NO_JAPAN:	lara_noj	VOL46				RAD13	#g
350	LARA_CROW_WRENCH:	crow_try	VOL50	P V	CH90	PIT45	RAD05	#g
351	LARA_ROPE_CREAK:	rope_01 rope_02	VOL50	P V		PIT30		#g
352	BOWLANIM:	sqk1	VOL70			PIT-45	RAD05	#h
353	SPHINX_DOOR_WOODCRACK:	spxdrck	VOL90			PIT50		#m #A
354	BEETLE_CLK_WHIRR:	l_toy1	VOL40			PIT20	RAD06	
355	MAPPER_PYRAMID_OPEN:	map_pyra	VOL70			PIT50		#m
356	LIGHT_BEAM_JOB:	l_beam	VOL50	L		PIT50	RAD16	#L #M #N
357	GUIDE_FIRE_LIGHT:	gd_fire	VOL50			PIT-15	RAD10	#c
358	AUTOGUNS:	sas_mgfi	VOL75			PIT40	RAD15	#w #x
359	PULLEY_ANDY:	lar_plly	VOL70	V		PIT-20	RAD10	#y
360	STEAM:	steam	VOL60	P V		PIT-50	RAD10	#x

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361	JOBY_GARAGE_DOOR:	roller2	VOL60		PIT-50	RAD10	#C #Tu
362	JOBY_WIND:	jobywind	VOL90		PIT-50	RAD15	#I
363	SANDHAM_IN_THE_HOUSE:	l_sprin	VOL90	L	PIT40	RAD10	#y
364	SANDHAM_CONVEYS:	convey	VOL90				#y
365	CRANKY_GRAPE_CRUSH:	crank	VOL90		PIT02		#A
366	BIKE_HIT_OBJECTS:	hit_rock	VOL60	P V	PIT10	RAD10	#w #x #y #z
367	BIKE_HIT_ENEMIES:	bike_hit	VOL50	P V	PIT05	RAD10	#w #x #y #z
368	FLAME_EMITTER:	l_flame	VOL50	L	PIT-15	RAD05	#l #m #B
369	LARA_CLICK_SWITCH:	clk_swt	VOL60		PIT-20	RAD05	#g

# **TOMB RAIDER NEXT GENERATION**



## **SOUND SFX**

### **SOUND SFX LIST TR1**

## SOUND SFX TR1

0	LARA_FEET	tr1 0-0	foot01	Lara footstep
		tr1 0-1	foot02	
		tr1 0-2	foot03	
		tr1 0-3	foot04	
1	LARA_CLIMB2	tr1 1-0	clim_up2	Lara grunt
2	LARA_NO	tr1 2-0	lara_no	Lara no
3	LARA_SLIPPING	tr1 3-0	slipping	Lara sliding
4	LARA_LAND	tr1 4-0	landing	Lara landing on feet
5	LARA_CLIMB1	tr1 5-0	clim_up1	Lara hurt (stepping up)
6	LARA_DRAW	tr1 6-0	hols_out	Lara unholstering pistols/magnums/UZIs
7	LARA_HOLSTER	tr1 7-0	hols_in	Lara holstering pistols/magnums/UZIs
8	LARA_FIRE	tr1 8-0	magnum	Lara firing pistols
9	LARA_RELOAD	tr1 9-0	reload	Lara cocking shotgun/pistol
10	LARA_RICOCHET	tr1 10-0	rico_01	Bullet ricochet
		tr1 10-1	rico_02	
11	BEAR_GROWL	tr1 11-0	bear_grwl	Bear growl
12	BEAR_FEET	tr1 12-0	bear_feet	Bear feet heavy thump
13	BEAR_ATTACK	tr1 13-0	bear_atk	Bear attack snarl
14	BEAR_SNARL	tr1 14-0	bear_snrl1	Bear snarls
		tr1 14-1	bear_snrl2	
15				
16	BEAR_HURT	tr1 16-0	bear_hit	Wolf/bear snarl hurt
17				
18	BEAR_DEATH	tr1 18-0	bear_die	Bear howl (dying)

## SOUND SFX TR1

19	WOLF_JUMP	tr1 19-0 tr1 19-1	dogjat1 dogjat2	Wolf jump growl
20	WOLF_HURT	tr1 20-0	dog_hit	Wolf hurt
21	WOLF_DEATH	tr1 22-0	dog_d1	Wolf whimper (dying)
22		tr1 22-1	dog_d2	
23	WOLF_HOWL WOLF_ATTACK	tr1 24-0	dog_hwl	Wolf snarling/biting
24		tr1 25-0	dog_at1	Wolf attack biting
25		tr1 25-1	dog_at2	
26	LARA_CLIMB3	tr1 26-0	clim_up3	Lara grunt (pulling up)
27	LARA_BODYSL	tr1 27-0	body_sl1	Lara oof (hitting wall)
		tr1 27-1	body_sl2	
28	LARA_SHIMMY2	tr1 28-0 tr1 28-1	clsl_01 clsl_02	Lara shimmy
29	LARA_JUMP	tr1 29-0	lar_jump	Lara hurt (jumping)
30	LARA_FALL	tr1 30-0	l2f_scrm	Lara scream
31	LARA_INJURY	tr1 31-0	takehit1	Lara getting hurt
		tr1 31-1	takehit2	
32	LARA_ROLL	tr1 32-0	rolling	Lara roll

## SOUND SFX TR1

33	LARA_SPLASH	tr1 33-0	splash	Splash (Lara into water)
34	LARA_GETOUT	tr1 34-0	go_watr	Splash (Lara surfacing)
35	LARA_SWIM	tr1 35-0	swim	Swim (Lara underwater)
36	LARA_BREATH	tr1 36-0	breath	Lara catching breath
37	LARA_BUBBLES	tr1 37-0	bubbles	Underwater gurgle
38	LARA_SWITCH	tr1 38-0	switch	Lara pulling metal lever
39	LARA_KEY	tr1 39-0	usekey	Lara inserting key/card
40	LARA_OBJECT	tr1 40-0	useitem	Lara inserting chip/prayer-wheel/scroll/gem/etc.
41	LARA_GENERAL_DEATH	tr1 41-0	lara_die2	Lara dying 1
42	LARA_KNEES_DEATH	tr1 42-0	lara_die1	Lara dying 2
43	LARA_UZI_FIRE	tr1 43-0	uzi_fr	Lara firing Uzis
44	LARA_MAGNUMS	tr1 44-0	d_eagle	Cowboy firing gun
45	LARA_SHOTGUN	tr1 45-0	shot_gun	Lara firing shotgun
46	LARA_BLOCK_PUSH1	tr1 46-0	p&p01	Lara grunt (starting to push block)
47	LARA_BLOCK_PUSH2	tr1 47-0	p&p02	Lara grunt (pushing/pulling block)
		tr1 47-1	p&p03	
		tr1 47-2	p&p04	
48	LARA_EMPTY	tr1 48-0	emp_gun	Click empty gun
49				
50	LARA_BULLETHIT	tr1 50-0	bul_fish	Bullet hitting Lara
51	LARA_BULKPULL	tr1 51-0	p&p05	Lara heh! (starting to pull block)
52	LARA_FLOATING	tr1 52-0	floatswim	Lara treading water
53	LARA_FALLDTH	tr1 53-0	f2f_hitg	Lara's bones breaking (dying)
54	LARA_GRABHAND	tr1 54-0	back_im1	Ledge grab by Lara
55	LARA_GRABBODY	tr1 55-0	back_im3	Lara oomph! (hitting wall after grabbing ledge)
56	LARA_GRABFEET	tr1 56-0	back_im2	Footstep/ledge shimmy by Lara
57	LARA_SWITCHUP	tr1 57-0	swch_up	Metal-lever reset

## SOUND SFX TR1

58	BAT_SQK	tr1 58-0	bat_sqk	Bat chirp
59	BAT_FLAP	tr1 59-0	bat_flp	Bat wing flap
60	UNDERWATER	tr1 60-0	undwatr	Underwater ambience
61	UNDERWATER_SWITCH	tr1 61-0	uw_swt	Underwater lever pull
62				
63	BLOCK_SOUND	tr1 63-0	push_blk	Block sliding
64	DOOR	tr1 64-0	gen_door	Door opening/closing (heavy-sounding)
65	PENDULUM_BLADES	tr1 65-0	pendulum	Something swinging
66	ROCK_FALL_CRUMBLE	tr1 66-0	rokfall1	Brittle ground falling
67	ROCK_FALL_FALL	tr1 67-0	rokfall2	Brittle ground breaking away/falling
68	ROCK_FALL_LAND	tr1 68-0	rokfall3	Brittle ground hitting solid ground
69	T_REX_DEATH	tr1 69-0	trex_die	T-Rex growl (spitting out) dying
70	T_REX_FOOTSTOMP	tr1 70-0	trex_foot	T-Rex footstep
71	T_REX_ROAR	tr1 71-0	trex_roar	T-Rex roar
72	T_REX_ATTACK	tr1 72-0	trx_atk	T-Rex growl (biting)
73	RAPTOR_ROAR	tr1 73-0	rapt_roar	Raptor howl
74	RAPTOR_ATTACK	tr1 74-0	rapt_atk	Raptor snarl (biting)
75	RAPTOR_FEET	tr1 75-0	rapt_ft1 rapt_ft2	Raptor footstep
76	MUMMY_GROWL	tr1 76-0	mum_grwl	Mummy/Mutant low groan
77	LARSON_FIRE	tr1 77-0	lars_fire	Larson firing gun
78	LARSON_RICOCHET	tr1 78-0	lars_rico	High-pitched flyby
79	WATERFALL_LOOP	tr1 79-0	l_wtrfall	Waterfall flow
80	WATER_LOOP	tr1 80-0	l_water	Water flow
81	WATERFALL_BIG	tr1 81-0	l_wtfall_b	Waterfall flow
82	CHAINDOOR_UP	tr1 82-0	chn_up	Rolling door (high-pitched)
83	CHAINDOOR_DOWN	tr1 83-0	chn_down	Thump door drops
84	COGS	tr1 84-0	cogs	Rolling door (low-pitched) / Cogs



## SOUND SFX TR1

85	LION_HURT	tr1 85-0	lion_hurt	Lion snarl hurt
86	LION_ATTACK	tr1 86-0 tr1 86-1	lion_atk1 lion_atk2	Lion biting
87	LION_ROAR	tr1 87-0	lion_roar	Lion snarling roar
88	LION_DEATH	tr1 88-0	lion_death	Lion dying
89	GORILLA_FEET	tr1 89-0	gorl_foot	Gorilla footsteps
90	GORILLA_PANT	tr1 90-0	gorl_pant	Gorilla pant-hoots
91	GORILLA_DEATH	tr1 91-0	gorl_die	Gorilla howl (dying)
92	CROC_FEET	tr1 92-0	croc_foot	Crocodile moving on land
93	CROC_ATTACK	tr1 93-0 tr1 93-1	croc_atk1 croc_atk2	Crocodile biting
94	RAT_FEET	tr1 94-0	rat_foot	Rat running
95	RAT_CHIRP	tr1 95-0	rat_chirp	Rat chirp squeek
96	RAT_ATTACK	tr1 96-0	rat_atk	Rat chirp (biting) attack
97	RAT_DEATH	tr1 97-0	rat_die	Rat chirp (dying)
98	THUNDER	tr1 98-0	thunder	Chatter/scrape thunder
99	EXPLOSION	tr1 99-0	explode	Explosion
100	GORILLA_GRUNT	tr1 100-0	gorl_grnt	Gorilla grunt/howl
101	GORILLA_GRUNTS	tr1 101-0 tr1 101-1 tr1 101-2 tr1 101-3	gr_gr1 gr_gr2 gr_gr3 gr_gr4	Gorilla grunts

## SOUND SFX TR1

102	CROC_DEATH	tr1 102-0	croc_die	Crocodile dying
103	DAMOCLES_SWORD	tr1 103-0	damocles	Tile clatter/scrape
104	ATLANTEAN_EXPLODE	tr1 104-0	atlan_expld	Explosion
105				
106				
107				
108	MENU_ROTATE	tr1 108-0	m_rotat	Menu-option movement
109	MENU_CHOOSE	tr1 109-0	m_select	Menu option: Lara's home
110	MENU_GAMEBOY	tr1 110-0	m_controls	Low tone
111	MENU_SPININ	tr1 111-0	m_spinin	Menu/menu-option popup
112	MENU_SPINOUT	tr1 112-0	m_spinout	Menu-option escape
113	MENU_COMPASS	tr1 113-0	m_compass	Menu-option select ?
114	MENU_GUNS	tr1 114-0	m_guns	Menu-option select
115	MENU_PASSPORT	tr1 115-0	m_passport	Menu game-page turn
116	MENU_MEDI	tr1 116-0	medi_fix	Lara sigh (The-e-ere!) from recharge
117	RAISINGBLOCK_FX	tr1 117-0	block_fx	Glassy flow
118	SAND_FX	tr1 118-0	sand_fx	Flowing-air sound (sand )
119	STAIRS2SLOPE_FX	tr1 119-0	slide_fx	Clank

## SOUND SFX TR1

120	ATLANTEAN_WALK	tr1 120-0 tr1 120-1	atlan_sneak1 atlan_sneak2	Mutant footstep
121	ATLANTEAN_ATTACK	tr1 121-0	atlan_atk	Mummy/Mutant attack
122	ATLANTEAN_JUMP_ATTACK	tr1 122-0	atlan_jatk	Mummy/Mutant jump attack
123	ATLANTEAN_NEEDLE	tr1 123-0	atlan_needle	Mutant shooting bullet
124	ATLANTEAN_BALL	tr1 124-0	atlan_ball	Mutant shooting fireball
125	ATLANTEAN_WINGS	tr1 125-0	atlan_wing	Mutant wing flap
126	ATLANTEAN_RUN	tr1 126-0 tr1 126-1 tr1 126-2 tr1 126-3	at_ft1 at_ft2 at_ft3 at_ft4	Winged-mummy/mutant footstep
127	SLAMDOOR_CLOSE	tr1 127-0	slam_close	Slamming-door clank
128	SLAMDOOR_OPEN	tr1 128-0	slam_open	Slamming-door scrape
129	SKATEBOARD_MOVE	tr1 129-0	skate_move	Skateboard rolling
130	SKATEBOARD_STOP	tr1 130-0	skate_stop	Skateboard scrape
131	SKATEBOARD_SHOOT	tr1 131-0	skate_shoot	Skateboard kid firing guns
132	SKATEBOARD_HIT	tr1 132-0	skate_hit	Uh [one of Natla's goons]
133	SKATEBOARD_START	tr1 133-0	skate_start	Skateboard start
134	SKATEBOARD_DEATH	tr1 134-0	skate_die	Help [skateboard kid]
135	SKATEBOARD_HIT_GROUND	tr1 135-0	skate_ground	Body fall
136	TORSO_HIT_GROUND	tr1 136-0	torso_ground	Muffled big thump [giant-mutant drop]
137	TORSO_ATTACK1	tr1 137-0	torso_atk1	Weird growl/wail 1 [giant mutant attacks]
138	TORSO_ATTACK2	tr1 138-0	torso_atk2	Weird growl/wail 2 [giant mutant attacks]
139	TORSO_DEATH	tr1 139-0	torso_die	Weird growl/wail 3 [giant mutant just fell / dying]
140	TORSO_ARM_SWING	tr1 140-0	torso_arm	Giant-mutant arm swing
141	TORSO_MOVE	tr1 141-0	torso_move	Low-pitched scrape [giant mutant pulling self]
142	TORSO_HIT	tr1 142-0	torso_hit	Ren-na [giant mutant]

## SOUND SFX TR1

143	CENTAUR_FEET	tr1 143-0 tr1 143-1 tr1 143-2 tr1 143-3	ct_ft1 ct_ft2 ct_ft3 ct_ft4	Centaur mutant hoof steps
144	CENTAUR_ROAR	tr1 144-0	cent_roar	Centaur mutant neigh
145	LARA_SPIKE_DEATH	tr1 145-0	lara_spks	Lara oi-ah! (killed by spikes)
146	LARA_DEATH3	tr1 146-0	lara_die3	Lara groan (killed by flames/lava)
147	ROLLING_BALL	tr1 147-0	l_rumb	Boulder(s)/oil drum(s)/snowballs/etc. rolling
148	LAVA_LOOP	tr1 148-0	l_lava	Bubbling
149	LAVA_FOUNTAIN	tr1 149-0	lava_fountain	Choppy water/airflow lava
150	FIRE	tr1 150-0	l_fire	Burning flames
151	DARTS	tr1 151-0	dart	Wall-mounted dart gun
152	METAL_DOOR_CLOSE	tr1 152-0	metald_close	Metallic door slam (Thor's Hammer, golden Lara falling down)
153	METAL_DOOR_OPEN	tr1 153-0	metald_open	Metallic door opens (Thor's Hammer moving a little bit)
154	ALTAR_LOOP	tr1 154-0	l_altar	Scion machine
155	POWERUP_FX	tr1 155-0	powerup_fx	Low hum
156	COWBOY_DEATH	tr1 156-0	cowboy_die	Uhh-ahh! [cowboy dying]
157	BLACK_GOON_DEATH	tr1 157-0	black_die	Scump sucker! [Mr. T]
158	LARSON_DEATH	tr1 158-0	lars_die	Larson dies *cough* Damn! [Larson]
159	PIERRE_DEATH	tr1 159-0	pierre_die	Pierre dies U-ahh!
160	NATLA_DEATH	tr1 160-0	natla_die	Natla dies Uh-ah-uh!
161	TRAPDOOR_OPEN	tr1 161-0	trapd_op	Heavy door slam trapdoor
162	TRAPDOOR_CLOSE	tr1 162-0	trapd_cl	Heavy door move trapdoor

## SOUND SFX TR1

163	ALTANTEAN_EGG_LOOP	tr1 163-0	atlan_egg	Bubbling [mutant egg incubating]
164	ATLANTEAN_EGG_HATCH	tr1 164-0	atlan_hatch	Glassy smash [mutant egg hatching]
165	DRILL_ENGINE_START	tr1 165-0	drill_start	Drill-engine start
166	DRILL_ENGINE_LOOP	tr1 166-0	drill	Drill-engine running
167	CONVEYOR_BELT	tr1 167-0	l_conveyor	Conveyor belt
168	HUT_LOWERED	tr1 168-0	hut_lower	Scrape/clank (shack getting lowered)
169	HUT_HIT_GROUND	tr1 169-0	hut_ground	Crash (shack hitting ground)
170	EXPLOSION_FX	tr1 170-0	explos_fx	Low-pitched settling sound explosion
171	ATLANTEAN_DEATH	tr1 171-0	atlan_die	Mummy/Mutant dies
172	CHAINBLOCK_FX	tr1 172-0	chain_fx	Rattling door chain
173	SECRET	tr1 173-0	secret	Found a secret

## SOUND SFX TR1

174	GYM_HINT_01	<a href="#">gym_01</a>	Welcome to my home
175	GYM_HINT_02	<a href="#">gym_02</a>	Use the direction keys
176	GYM_HINT_03	<a href="#">gym_03</a>	OK. Let's do some tumbling
177	GYM_HINT_04	<a href="#">gym_04</a>	Now press it again
178	GYM_HINT_05	<a href="#">gym_05</a>	Ah, the main hall
179	GYM_HINT_06	<a href="#">gym_06</a>	Run up to a crate
180	GYM_HINT_07	<a href="#">gym_07</a>	This used to be the ball room
181	GYM_HINT_08	<a href="#">gym_08</a>	I don't actually run everywhere
182	GYM_HINT_09	<a href="#">gym_09</a>	With the walk button down
183	GYM_HINT_10	<a href="#">gym_10</a>	If you want to look around
184	GYM_HINT_11	<a href="#">gym_11</a>	If a jump is too far for me
185	GYM_HINT_12	<a href="#">gym_12</a>	Press forward, and I'll climb up
186	GYM_HINT_13	<a href="#">gym_13</a>	If I do a running jump
187	GYM_HINT_14	<a href="#">gym_14</a>	Walk to the edge with the white line
188	GYM_HINT_15	<a href="#">gym_15</a>	Right. This is a really big one
189	GYM_HINT_16	<a href="#">gym_16</a>	Nice
190	GYM_HINT_17	<a href="#">gym_17</a>	Try to vault up here
191	GYM_HINT_18	<a href="#">gym_18</a>	I can't climb up
192	GYM_HINT_19	<a href="#">gym_19</a>	Great. If there is a long drop
193	GYM_HINT_20	<a href="#">gym_20</a>	Tap backwards, and I'll jump off backwards
194	GYM_HINT_21	<a href="#">gym_21</a>	Then let go
195	GYM_HINT_22	<a href="#">gym_22</a>	Let's go for a swim
196	GYM_HINT_23	<a href="#">gym_23</a>	The jump button, and the directions
197	GYM_HINT_24	<a href="#">gym_24</a>	Wuuh! Ohh! Air!
198	GYM_HINT_25	<a href="#">gym_25</a>	Right. Now I better take off these wet clothes

## SOUND SFX TR1

199	BLACK_GOON_SPEECH	tr1 199-0	black_spch	Say cheese! [Mr. T lookalike]
200	COWBOY_SPEECH	tr1 200-0	cowboy_spch	Ain't nothin' personal [the cowboy]
201	LARSON_SPEECH1	tr1 201-0	lars_spch	I still got a pain in my brain from you [Larson]
202	NATLA_SPEECH	tr1 202-0	natla_spch	You can't bump off me and my brood so easy, Lara [Natla]
203	PIERRE_SPEECH	tr1 203-0	pierre_spch	A little late for the prize giving? [Pierre]
204	SKATE_SPEECH	tr1 204-0	skate_spch	You firin' at me? You firin' at me? [the skateboard kid]
205	LARA_SETUP	tr1 205-0	setup	Right. Let's go adventuring
255	SOUND_255	! Not used (id #255) !		

# **TOMB RAIDER NEXT GENERATION**



## **SOUND SFX**

### **SOUND SFX LIST TR2**



## SOUND SFX TR2

0	LARA_FOOTSTEP	SOUND_0	lara_footstep0 lara_footstep1 lara_footstep2 lara_footstep3	Lara footstep
1	LARA_GRUNT	SOUND_1	lara_grunt0	Lara grunt
2	LARA_NO	SOUND_2	lara_no0	Lara NO!
3	LARA_SLIDING	SOUND_3	lara_sliding0	Lara sliding
4	LARA_LANDING_ON_FEET	SOUND_4	lara_landing_on_feet0	Lara landing on feet
5	LARA_HUT_STEPPING_UP	SOUND_5	lara_hut_stepping_up0	Lara hut (stepping up)
6	LARA_DRAW	SOUND_6	lara_unholstering_pistols_magnums_uzis0	Lara unholstering pistols/magnums/UZIs
7	LARA_HOLSTER	SOUND_7	lara_holstering_pistols_magnums_uzis0	Lara holstering pistols/magnums/UZIs
8	LARA_FIRING_PISTOLS	SOUND_8	lara_firing_pistols0	Lara firing pistols
9	LARA_RELOAD	SOUND_9	lara_cocking_shotgun_pistol0	Lara cocking shotgun/pistol
10	LARA_RICOCHET	SOUND_10	bullet_ricochet0 bullet_ricochet1	Bullet ricochet
11	LARA_FLARE_IGNITE	SOUND_11	lara_lighting_flare0	Lara lighting flare
12	LARA_FLARE_BURN	SOUND_12	flare_burning0	Flare burning
13	LARA_FLARE_IGNITE_W	SOUND_13		Lara lighting flare
14	LARA_FLARE_BURN_W	SOUND_14		Flare burning
15	HARPOON_FIRING	SOUND_15	harpoon_firing0	Harpoon ricochet
16	HARPOON_RELOAD	SOUND_16	harpoon_reload0	Harpoon reload
17	LARA_FOOTSTEP_SHALLOW_WATER	SOUND_17	lara_footstep_in_shallow_water0 lara_footstep_in_shallow_water1 lara_footstep_in_shallow_water2 lara_footstep_in_shallow_water3	Lara Walk in shallow water
18	LARA_WADE_IN_SHALLOW_WATER	SOUND_18	lara_wading_in_shallow_water0 lara_wading_in_shallow_water1	Lara Wade in shallow water

## SOUND SFX TR2

20	LARA_TREADING_WATER	SOUND_20	<a href="#">lara_treading_water0</a>	Lara floating treading water
21	LARA_FIRING_MAGNUMS	SOUND_21	<a href="#">lara_firing_magnums0</a>	Lara firing magnums
22	HARPOON_RELOAD_UNDERWATER	SOUND_22	<a href="#">harpoon_reload_underwater0</a>	Harpoon reload (underwater )
23	HARPOON_FIRING_UNDERWATER	SOUND_23	<a href="#">harpoon_firing_underwater0</a>	Fire harpoon (underwater)
24	MASSIVE_CRASH	SOUND_24	<a href="#">massive_crash0</a>	
25	LARA_PRESSING_BUTTON	SOUND_25	<a href="#">lara_pressing_button0</a>	Lara pressing button
26	LARA_UHHH_PULLING_UP	SOUND_26	<a href="#">lara_uhhh_pulling_up0</a>	Lara moan (pulling up)
27	LARA_OOF_HITTING_WALL	SOUND_27	<a href="#">lara_oof_hitting_wall0</a> <a href="#">lara_oof_hitting_wall1</a>	Lara hitting wall
28	LARA_SHIMMY	SOUND_28	<a href="#">lara_shimmy0</a> <a href="#">lara_shimmy1</a>	Lara shimmy
29	LARA_HUT_JUMPING	SOUND_29	<a href="#">lara_hut_jumping0</a>	Lara hut (jumping)
30	LARA_SCREAM_FALLING	SOUND_30	<a href="#">lara_scream_falling0</a>	Lara scream (falling)
31	LARA_GETTING_HURT	SOUND_31	<a href="#">lara_getting_hurt0</a> <a href="#">lara_getting_hurt1</a>	Lara getting hurt
32	LARA_ROLL	SOUND_32	<a href="#">lara_roll0</a>	Lara roll
33	SPLASH_LARA_INTO_WATER	SOUND_33	<a href="#">splash_lara_into_water0</a>	Splash (Lara into water)
34	SPLASH_LARA_SURFACING	SOUND_34	<a href="#">splash_lara_surfacing0</a>	Splash (Lara surfacing)
35	SWIM_LARA_UNDERWATER	SOUND_35	<a href="#">swim_lara_underwater0</a>	Swim (Lara underwater)
36	LARA_CATCHING_BREATH	SOUND_36	<a href="#">lara_catching_breath0</a>	Lara catching breath
37	UNDERWATER_GURGLE	SOUND_37	<a href="#">underwater_gurgle0</a>	
38	LARA_PULLING_METAL_LEVER	SOUND_38	<a href="#">lara_pulling_metal_lever0</a>	Lara pulling metal lever
39	LARA_INSERTING_KEY_CARD	SOUND_39	<a href="#">lara_inserting_key_card0</a>	Lara inserting key/card
40	LARA_INSERTING_CHIP_SCROLL_ETC.	SOUND_40	<a href="#">lara_inserting_chip_pryr_whl_scroll_gem_etc.0</a>	
41	LARA_DYING_1	SOUND_41	<a href="#">lara_dying_10</a>	Lara dying 1
42	LARA_DYING_2	SOUND_42	<a href="#">lara_dying_20</a>	Lara dying 2
43	LARA_FIRING_UZIS	SOUND_43	<a href="#">lara_firing_uzis0</a>	Lara firing Uzis
44	GUNSHOT_ECHO	SOUND_44	<a href="#">gunshot_echo0</a>	Gunshot echo
45	LARA_FIRING_SHOTGUN	SOUND_45	<a href="#">lara_firing_shotgun0</a>	Lara firing shotgun

## SOUND SFX TR2

46	LARA_GRUNT_START_TO_PUSH_BLOCK	SOUND_46	<a href="#">lara_grunt_starting_to_push_block0</a>	Lara grunt (starting to push block)
47	LARA_GRUNT_PUSHING_BLOCK	SOUND_47	<a href="#">lara_grunt_pushing_block0</a> <a href="#">lara_grunt_pushing_block1</a> <a href="#">lara_grunt_pushing_block2</a>	Lara grunt (pushing block)
48	CLICK	SOUND_48	<a href="#">click0</a>	
49	SOMETHING_HITTING_LARA	SOUND_49	<a href="#">something_hitting_lara0</a>	Something hitting Lara (metallic)
50	BULLET_HITTING_LARA	SOUND_50	<a href="#">bullet_hitting_lara0</a>	Lara hit by bullet
51	LARA_HEH_PULLING_UP	SOUND_51	<a href="#">lara_heh_pulling_up0</a>	Lara heh! (pulling up )
52	LARA_TREADING_WATER	SOUND_52	<a href="#">lara_treading_water0</a>	Lara treading water
53	LARA'S_BONES_BREAKING_DYING	SOUND_53	<a href="#">laras_bones_breaking_dying0</a>	Lara's bones breaking (dying)
54	LEDGE_GRAB_BY_LARA	SOUND_54	<a href="#">ledge_grab_by_lara0</a>	Lara grabbing ledge
55	LARA_OOMPH_HIT_WALL_GRAB_LEDGE	SOUND_55	<a href="#">lara_oomph_hitting_wall_after_grabbing_ledge0</a>	Lara oomph! (hitting wall after grabbing ledge)
56	FOOTSTEP_LEDGE_SHIMMY	SOUND_56	<a href="#">footstep_ledge_shimmy_by_lara0</a>	Footstep/ledge shimmy by Lara
57	METAL_LEVER_RESET	SOUND_57	<a href="#">metal_lever_reset0</a>	
58	GLASS_BREAKING	SOUND_58	<a href="#">glass_breaking0</a>	Glass breaking
59	WATERFALL_AND_GURGLE	SOUND_59	<a href="#">waterfall_and_gurgle0</a>	Waterfall and gurgle
60	UNDERWATER_AMBIENCE	SOUND_60	<a href="#">underwater_ambience0</a>	Underwater ambience
61	UNDERWATER_LEVER_PULL	SOUND_61	<a href="#">underwater_lever_pull0</a>	Underwater lever pull
62	LARA_AHA_PICK_UP_SOMETHING	SOUND_62	<a href="#">lara_aha_picked_up_something0</a>	
63	BLOCK_SLIDING	SOUND_63	<a href="#">block_sliding0</a>	Block sliding
64	DOOR_OPENING	SOUND_64	<a href="#">door_opening0</a>	Door opening
65	SOMETHING_SWINGING	SOUND_65	<a href="#">something_swinging0</a>	Swinging blade etc.
66	BRITTLE_GROUND	SOUND_66	<a href="#">brittle_ground0</a>	Brittle ground
67	BRITTLE_GROUND_FALLING	SOUND_67	<a href="#">brittle_ground_breaking_away_falling0</a>	Brittle ground breaking away/falling
68	BRITTLE_GROUND_SOLID_GROUND	SOUND_68	<a href="#">brittle_ground_hitting_solid_ground0</a>	Brittle ground hitting solid ground

## SOUND SFX TR2

69	ENEMY_FOOTSTEP	SOUND_69	<a href="#">enemy_footstep0</a> <a href="#">enemy_footstep1</a> <a href="#">enemy_footstep2</a>	Enemy footstep
70	ENEMY_HOO_UH	SOUND_70	<a href="#">enemy_hoo_uh0</a>	Enemy hitting Lara
71	ENEMY_HITTING_LARA_1	SOUND_71	<a href="#">enemy_hitting_lara_10</a>	Enemy swinging
72	ENEMY_HITTING_LARA_2	SOUND_72	<a href="#">enemy_hitting_lara_20</a>	Enemy firing gun
73	ENEMY_WUOH_UOH_DYING	SOUND_73	<a href="#">enemy_wuoh_uoh_dying0</a>	Something swinging
74	ENEMY_HOO_EH_JUMP_UP	SOUND_74	<a href="#">enemy_hoo_eh_jumping_up0</a>	Enemy jumping
75	ENEMY_GRUNT_CLIMB_UP	SOUND_75	<a href="#">enemy_grunt_climbing_up0</a>	Enemy climbing
76	ENEMY_GRUNT_CLIMB_DOWN	SOUND_76	<a href="#">enemy_grunt_climbing_down0</a>	Enemy climbing
77	WEAPON_CLATTER	SOUND_77	<a href="#">weapon_clatter0</a>	Door slamming ? (metallic)
78	LARA_FIRING_M_16	SOUND_78	<a href="#">lara_firing_m_160</a>	Lara firing M16
79	WATERFALL_LOOP	SOUND_79	<a href="#">waterfall0</a>	Waterfall
80	SWORD_STATUE_DROP	SOUND_80	<a href="#">sword_statue_drop0</a>	Sword statue
81	SWORD_STATUE_LIFT	SOUND_81	<a href="#">sword_statue_lift0</a>	
82	METAL_GATE_OPEN	SOUND_82	<a href="#">metal_gate_open0</a>	Metal gate opening
83	METAL_GATE_CLOSE	SOUND_83	<a href="#">metal_gate_close0</a>	Metal gate closing
84	DOG_FOOTSTEP	SOUND_84	<a href="#">dog_footstep0</a>	Dog footsteps
85	ENEMY_HIT_GROUND_DYING	SOUND_85	<a href="#">enemy_body_hitting_ground_dying0</a> <a href="#">enemy_body_hitting_ground_dying1</a> <a href="#">enemy_body_hitting_ground_dying2</a>	Enemy dying

## SOUND SFX TR2

86	DOG_BARK_1	SOUND_86	dog_bark_10	Dog barking
87	DOG_FOOTSTEP	SOUND_87	dog_footstep0 dog_footstep1 dog_footstep2	Dog walking
88	DOG_BARK_2	SOUND_88	dog_bark_20	Dog barking
89	DOG_YELP_DYING	SOUND_89	dog_yelp_dying0 dog_yelp_dying1 dog_yelp_dying2	Dog barking dying
90	DOG_PANT	SOUND_90	dog_pant0	Dog panting
91	LEOPARD_TIGER_FOOTSTEP	SOUND_91	leopard_tiger_footstep0 leopard_tiger_footstep1 leopard_tiger_footstep2	Leopard walking
92	LEOPARD_GROWL_1	SOUND_92	leopard_growl_10	Leopard growling
93	LEOPARD_SNARL	SOUND_93	leopard_snarl0	
94	LEOPARD_GROWL_2	SOUND_94	leopard_growl_20	
95	LEOPARD_GROWL_DYING	SOUND_95	leopard_growl_twitch_dying0	
96	LEOPARD_GROWL_3	SOUND_96	leopard_growl_30	
97	RAT_SQUEAK	SOUND_97	rat_squeak0 rat_squeak1	Rat squeak
98	RAT_DEATH	SOUND_98	rat_squeal_dying0	Rat squeal (dying)
99	TIGER_GROWL_1	SOUND_99	tiger_growl_10	Tiger growl 1
100	TIGER_GROWL_2	SOUND_100	tiger_growl_20	Tiger growl 2
101	TIGER_GROWL_3	SOUND_101	tiger_growl_30	Tiger growl 3
102	TIGER_DEATH	SOUND_102	tiger_dying0	Tiger dying
103	TIGER_GROWL_4	SOUND_103	tiger_growl_40	Tiger growl 4
104	ECHO	SOUND_104	echo0	Explosion
105	EXPLOSION	SOUND_105	explosion0 explosion1	

## SOUND SFX TR2

106	GROWL	SOUND_106	<a href="#">growl0</a>	
107	SPIDER_JUMP	SOUND_107	<a href="#">spider_jump0</a>	
108	MENU_OPTION_MOVEMENT	SOUND_108	<a href="#">menu_option_movement0</a>	Menu-option movement
109	MENU_CHOOSE	SOUND_109	<a href="#">menu_option_laras_home0</a>	Select a menu item
110				
111	MENU_OPTION_POPUP	SOUND_111	<a href="#">menu_menu_option_popup0</a>	Go to menu 1
112	MENU_OPTION_ESCAPE	SOUND_112	<a href="#">menu_option_escape0</a>	Go to menu 2
113	MENU_OPTION_SELECT	SOUND_113	<a href="#">menu_option_select0</a>	
114	MENU_OPTION_SELECT	SOUND_114	<a href="#">menu_option_select0</a>	
115	MENU_GAME_PAGE_TURN	SOUND_115	<a href="#">menu_game_page_turn0</a>	Menu game-page turn
116	MENU_MEDI	SOUND_116	<a href="#">lara_sigh_the_e_ere_from_recharge0</a>	Lara sigh (Ha-a-a!) from recharge
117	ENEMY_FOOTSTEP_CLICK	SOUND_117	<a href="#">enemy_footstep_clicking0</a> <a href="#">enemy_footstep_clicking1</a> <a href="#">enemy_footstep_clicking2</a> <a href="#">enemy_footstep_clicking3</a>	Enemy footstep
118	ENEMY_GUN_SILENCER	SOUND_118	<a href="#">enemy_firing_gun_with_silencer0</a> <a href="#">enemy_firing_gun_with_silencer1</a>	Enemy firing gun
119	ENEMY_AH_DYING	SOUND_119	<a href="#">enemy_ah_dying0</a>	Enemy dying
120	ENEMY_OO_DYING	SOUND_120	<a href="#">enemy_oo_dying0</a>	
121	ENEMY_THUMP	SOUND_121	<a href="#">enemy_thump0</a>	
122	SPIDER_MOVING	SOUND_122	<a href="#">spider_moving0</a>	
123	GRENADLAUNCHER_LOAD	SOUND_123	<a href="#">grenade_launcher_load_grenade_entering0</a>	Grenade launcher load (grenade entering)
124	GRENADLAUNCHER_SETTLE	SOUND_124	<a href="#">grenade_launcher_load_grenade_settling0</a>	Grenade launcher load (grenade settling)
125	FIRE_GRENADLAUNCHER	SOUND_125	<a href="#">fire_grenade_launcher0</a>	Fire grenade launcher
126	SPIDER_BITING_LARA	SOUND_126	<a href="#">spider_biting_lara0</a>	
127	SLAMMING_DOOR_SLIDE	SOUND_127	<a href="#">slamming_door_slide0</a>	Slamming door
128	SLAMMING_DOOR_CLOSE	SOUND_128	<a href="#">slamming_door_close0</a>	

## SOUND SFX TR2

129	EAGLE_SQUAWK	SOUND_129	<a href="#">eagle_squawk0</a>	Eagle
130	EAGLE_WING_FLAP	SOUND_130	<a href="#">eagle_wing_flap0</a>	
131	EAGLE_DYING_SQUAWK	SOUND_131	<a href="#">eagle_dying_squawk0</a>	
132	CROW_GROK	SOUND_132	<a href="#">crow_grok0</a>	Crow grok!
133	CROW_WING_FLAP	SOUND_133	<a href="#">crow_wing_flap0</a>	Crow-wing flap
134	CROW_GRAK_DYING	SOUND_134	<a href="#">crow_grak_dying0</a>	Crow grak!
135	CRUNCH	SOUND_135	<a href="#">crunch0</a>	Crow dying
136	ENEMY_GUN_COCKING	SOUND_136	<a href="#">enemy_gun_cocking0</a>	Enemy
137	ENEMY_GUNSHOT	SOUND_137	<a href="#">enemy_gunshot0</a>	
138	ENEMY_GUN_TWIRLING	SOUND_138	<a href="#">enemy_gun_twirling0</a>	
139	ENEMY_HOLSTERING	SOUND_139	<a href="#">enemy_holstering_unholstering_guns0</a>	
140	ENEMY_HEAVY_BREATHING	SOUND_140	<a href="#">enemy_heavy_breathing0</a>	
141	ENEMY_CHUCKLING	SOUND_141	<a href="#">enemy_chuckling_after_killing_lara0</a>	
142	MONK_POY_YAW	SOUND_142	<a href="#">monk_poy_yaw0</a>	Monk
143	MONK_AWU_DYING	SOUND_143	<a href="#">monk_awu_dying0</a>	
144				
145	LARA_SPIKE_DEATH	SOUND_144	<a href="#">lara_oi_ah_killed_by_spikes0</a>	Lara uhh! (killed by spikes)
146	LARA_KILLED_FLAMES_LAVA	SOUND_145	<a href="#">lara_groan_killed_by_flames_lava0</a>	
147	ROLLING_BALL	SOUND_146	<a href="#">boulders_oildrums_snowballs_etc._rolling0</a>	Boulder(s)/oil drum(s)/snowballs/etc. Rolling
148	SANDBAG_SNAPPING	SOUND_147	<a href="#">sandbag_snapping0</a>	Sandbag
149	SANDBAG_HIT_GROUND	SOUND_148	<a href="#">sandbag_hitting_ground0</a>	
150	BURNING	SOUND_149	<a href="#">burning0</a>	Burning flames
151				
152	SNOWMOBILE_START	SOUND_150	<a href="#">snowmobile_start0</a>	Snowmobile start
153	SNOWMOBILE_IDLE	SOUND_151	<a href="#">snowmobile_idle0</a>	Snowmobile idle
154	SNOWMOBILE_ACCEL	SOUND_152	<a href="#">snowmobile_accelerate0</a>	Snowmobile fast
155	SNOWMOBILE_HIGH_RPM	SOUND_153	<a href="#">snowmobile_high_engine_rpm0</a>	Snowmobile fast
156	SNOWMOBILE_SHUT_OFF	SOUND_154	<a href="#">snowmobile_shut_off0</a>	Snowmobile shut off

## SOUND SFX TR2

157	ENEMY_GUNSHOT	SOUND_157	enemy_gunshot0	Enemy gunshot
158	ENEMY_OO_AH_DYING	SOUND_158	enemy_oo_ah_dying0	
159	ENEMY_HEAVY_BREATHING	SOUND_159	enemy_heavy_breathing0	
160	STICK_TAPPING	SOUND_160	stick_tapping0	
161	TRAPDOOR_OPEN	SOUND_161	floor_trapdoor_open0	Floor trapdoor open (metallic)
162	TRAPDOOR_CLOSE	SOUND_162	floor_trapdoor_close0	Floor trapdoor close (metallic)
163	YETI_GROWL	SOUND_163	yeti_growl0 yeti_growl1	Yeti
164	YETI_CHEST_BEAT	SOUND_164	yeti_chest_beat0	Yeti
165	YETI_THUMP	SOUND_165	yeti_thump0	
166	YETI_GRUNT_AND_CHEST_BEAT	SOUND_166	yeti_grunt_and_chest_beat0	
167	YETI_SCREAM	SOUND_167	yeti_scream0	
168	YETI_SCREAM_DYING	SOUND_168	yeti_scream_dying0	
169	YETI_GROWL_1	SOUND_169	yeti_growl_10	
170	YETI_GROWL_2	SOUND_170	yeti_growl_20	
171	YETI_GRUNT	SOUND_171	yeti_grunt0	
172	YETI_GROWL_3	SOUND_172	yeti_growl_3_also_bird_monster0	
173	YETI_FOOTSTEP	SOUND_173	yeti_footstep0 yeti_footstep1	
174	ENEMY_HEAVY_BREATHING	SOUND_174	enemy_heavy_breathing0	
175	FLAMETHROWER_FLAME	SOUND_175	enemy_flamethrower_flame0	
176	FLAMETHROWER_SCRAPE	SOUND_176	enemy_flamethrower_scrape0	
177	FLAMETHROWER_CLICK	SOUND_177	enemy_flamethrower_click0	
178	ENEMY_FSHOO_AH_OO_DYING	SOUND_178	enemy_fshoo_ah_oo_we_dying0	
179	FLAMETHROWER_DYING	SOUND_179	enemy_flamethrower_pack_hitting_ground_dying0	
180	ENEMY_BELT_JINGLE	SOUND_180	enemy_belt_jingle0	
181	WRENCH_CHING_ENEMY	SOUND_181	wrench_ching_enemy0	
182	FOOTSTEP	SOUND_182	footstep0	
183	FOOTSTEP_LARA_HIT	SOUND_183	footstep_lara_hit0	
184	ENEMY_COCKING_SHOTGUN	SOUND_184	enemy_cocking_shotgun0	
185				



## SOUND SFX TR2

186	UNDERWATER_BUBBLES	SOUND_186	<a href="#">underwater_bubbles0</a>	
187				
188	SCUBA_DIVER_AIRFLOW	SOUND_188	<a href="#">scuba_diver_airflow0</a>	
189				
190	PULLEY_CRANE_BLOCK	SOUND_190	<a href="#">pulley_crane_block_movement0</a>	
191	CURTAIN_OPEN_CLOSE	SOUND_191	<a href="#">curtain_open_close0</a>	
192	SCUBA_DIVER_DYING	SOUND_192	<a href="#">scuba_diver_dying0</a>	Scuba-diver dying
193	UNDERWATER_GURGLE	SOUND_193	<a href="#">underwater_gurgle0</a>	Bubbles
194	BOAT_START	SOUND_194	<a href="#">boat_start0</a>	Boat start
195	BOAT_IDLE	SOUND_195	<a href="#">boat_idle0</a>	Boat idle
196	BOAT_ACCELERATE	SOUND_196	<a href="#">boat_accelerate0</a>	Boat accelerate
197	BOAT_HIGH_ENGINE_RPM	SOUND_197	<a href="#">boat_high_engine_rpm0</a>	Boat (high engine RPM)
198	BOAT_SHUT_OFF	SOUND_198	<a href="#">boat_shut_off0</a>	Boat shut off
199	BOAT_ENGINE_HIT	SOUND_199	<a href="#">boat_engine_hit0</a>	Boat hit
200	BOAT_BODY_HIT	SOUND_200	<a href="#">boat_body_hit0</a>	Boat hit
201	CLATTER_1	SOUND_201	<a href="#">clatter_10</a>	Clatter 1
202	CLATTER_2	SOUND_202	<a href="#">clatter_20</a>	Clatter 2
203	CLATTER_3	SOUND_203	<a href="#">clatter_30</a>	Clatter 3
204	DOOR_SLIDE	SOUND_204	<a href="#">door_slide0</a>	
205	LARA_FLESH_WOUND	SOUND_205	<a href="#">lara_flesh_wound0</a> <a href="#">lara_flesh_wound1</a>	Lara flesh wound
206	SAW_HIGH_RPM	SOUND_206	<a href="#">saw_high_rpm0</a>	Saw in action
207	SAW_SWITCHED_OFF	SOUND_207	<a href="#">saw_switched_off0</a>	
208	BELL_CHIME	SOUND_208	<a href="#">bell_chime0</a>	
209	CHAIN_CREAKING	SOUND_209	<a href="#">chain_creaking__something_snapping0</a>	
210	SWINGING	SOUND_210	<a href="#">swinging0</a>	
211	BREAKING	SOUND_211	<a href="#">breaking0</a>	
212	PULLEY_MOVEMENT	SOUND_212	<a href="#">pulley_movement0</a>	
213	AIRPLANE_ENGINE_IDLE	SOUND_213	<a href="#">airplane_engine_idle0</a>	
214				

## SOUND SFX TR2

215	UNDERWATER_FAN	SOUND_215	<a href="#">underwater_fan0</a>	Underwater fan
216				
217	VENT_FAN	SOUND_217	<a href="#">vent_fan0</a>	
218	SWINGING_BOX_SPIKY_BALL	SOUND_218	<a href="#">swinging_box_sandbag_spiky_ball0</a>	
219	JUMP_PAD_UPWARD	SOUND_219	<a href="#">jump_pad_upward0</a>	Jump pad
220	JUMP_PAD_DOWNWARD	SOUND_220	<a href="#">jump_pad_downward0</a>	
221	SOMETHING_BREAKING	SOUND_221	<a href="#">something_breaking0</a>	
222	BALL_ROCK_ROLLING	SOUND_222	<a href="#">ball_rock_snowballs_etc_rolling0</a>	
223	BALL_ROCK_SETTLING	SOUND_223	<a href="#">ball_rock_snowballs_etc_settling0</a>	
224	ROLLING	SOUND_224	<a href="#">rolling0</a>	
225	CRASH	SOUND_225	<a href="#">crash0</a>	
226	CRASH	SOUND_226	<a href="#">crash0</a>	
227	SOMETHING_ROLLING	SOUND_227	<a href="#">something_rolling0</a>	
228	SOMETHING_HIT_SETTLING	SOUND_228	<a href="#">something_hitting_wall_settling0</a>	
229	BLADE_SLICE_HIT	SOUND_229	<a href="#">blade_slice_hit0</a>	
230	BLADE_CHING	SOUND_230	<a href="#">blade_ching0</a>	
231	ROLLING_SPIKE_WHEEL	SOUND_231	<a href="#">rolling_spike_wheel0</a>	
232	ICICLE_DETACHING	SOUND_232	<a href="#">icicle_detaching0</a>	Stalactite detaching
233	ICICLE_HITTING_GROUND	SOUND_233	<a href="#">icicle_hitting_ground0</a>	Stalactite hitting ground
234	ROTATING_HANDLE_LOOSEN	SOUND_234	<a href="#">rotating_handle_loosen0</a>	
235	ROTATING_HANDLE_TURN	SOUND_235	<a href="#">rotating_handle_turn0</a>	
236	ROTATING_LATCH_OPEN	SOUND_236	<a href="#">rotating_handle_door_latch_open0</a>	
237	ROTATING_CREAK_LATCH	SOUND_237	<a href="#">rotating_handle_door_creak_and_latch0</a>	

## SOUND SFX TR2

238	MONK_FOOTSTEP	SOUND_238	<a href="#">monk_footstep0</a> <a href="#">monk_footstep1</a> <a href="#">monk_footstep2</a>	Monk walking
239	MONK_SWORD_SWING_SINGLE	SOUND_239	<a href="#">monk_sword_swing_single0</a>	Monk sword fighting
240	MONK_SWORD_SWING_MULTI	SOUND_240	<a href="#">monk_sword_swing_multi0</a>	
241	MONK_SHOUT_1	SOUND_241	<a href="#">monk_shout_10</a> <a href="#">monk_shout_11</a> <a href="#">monk_shout_12</a>	Monk shouting
242	MONK_SHOUT_2	SOUND_242	<a href="#">monk_shout_20</a> <a href="#">monk_shout_21</a> <a href="#">monk_shout_22</a>	Monk shouting
243	MONK_SHOUT_3	SOUND_243	<a href="#">monk_shout_30</a> <a href="#">monk_shout_31</a> <a href="#">monk_shout_32</a>	Monk shouting
244	MONK_SHOUT_4	SOUND_244	<a href="#">monk_shout_40</a> <a href="#">monk_shout_41</a> <a href="#">monk_shout_42</a>	Monk shouting

## SOUND SFX TR2

245	CRUNCH	SOUND_245	crunch0 crunch1	
246	MONK_HEAVY_BREATHING	SOUND_246	enemy_monk_heavy_breathing0	Monk panting
247	SPLASH_SURFACING	SOUND_247	splash_surfacing0	
248	WATERFALL	SOUND_248	waterfall0	
249	ENEMY_FOOTSTEP_IN_SNOW	SOUND_249	enemy_footstep_in_snow0 enemy_footstep_in_snow1 enemy_footstep_in_snow2	Enemy walking in snow
250	ENEMY_GUNSHOT	SOUND_250	enemy_gunshot0	
251	ENEMY_SEMIAUTO_GUNSHOT	SOUND_251	enemy_semiauto_gunshot0	
252	ENEMY_AHAGA_UH_DYING	SOUND_252	enemy_ahaga_hoog_uh_dying0	
253	ENEMY_EUUUH_DYING	SOUND_253	enemy_euuuh_dying0	
254	SHOOTING_CIRCLE_BLADE	SOUND_254	shooting_circle_blade0	
255	KNIFETHROWER_FOOTSTEP	SOUND_255	knifethrower_footstep0 knifethrower_footstep1 knifethrower_footstep2 knifethrower_footstep3	
256	MONK_OYE	SOUND_256	monk_oye0	
257	MONK_AWEH	SOUND_257	monk_aweh0	
258	SHOOTING_CIRCLE_BLADE_HIT	SOUND_258	shooting_circle_blade_hit0	
259	KNIFETHROWER_FOOTSTEP	SOUND_259	knifethrower_warrior_footstep0	
260	WARRIOR_BLADE_SWING	SOUND_260	warrior_blade_swing0 warrior_blade_swing1 warrior_blade_swing2	
261	WARRIOR_BLADE_SWING	SOUND_261	warrior_blade_swing0	

## SOUND SFX TR2

262	WARRIOR_GROWL	SOUND_262	warrior_growl0 warrior_growl1	
263	KNIFETHROWER_HICCUP_KNIFE	SOUND_263	knifethrower_hiccup_throwing_a_knife0	
264	WARRIOR_BURP_WUUHH	SOUND_264	warrior_burp_wuuhh0 warrior_burp_wuuhh1 warrior_burp_wuuhh2	
265	WARRIOR_GROWL_BURP	SOUND_265	warrior_growl_burp0	
266				
267	WARRIOR_AWAKEN	SOUND_267	warrior_awaken0	
268	WARRIOR_GROWL_BURP	SOUND_268	warrior_growl_burp0	
269	LEVER_PULL	SOUND_269	lever_pull0	Lever pull
270				
271				
272				
273				
274				
275				
276				
277				
278	CHAIN_PULLEY	SOUND_278	chain_pulley0	
279	LARA_ZIPLINE_HANDLE_GRAB	SOUND_279	lara_zipline_handle_grab0	Lara zipline handle grab
280	LARA_ZIPLINE_SLIDE	SOUND_280	lara_zipline_slide0	Lara zipline slide
281	LARA_ZIPLINE_HANDLE_HIT	SOUND_281	lara_zipline_handle_hit0	Lara zipline handle hit
282	BODY_SLUMP	SOUND_282	body_slump0	
283	BIG_BOWL_TIPPING	SOUND_283	big_bowl_tipping0	
284	POURING_FROM_BIG_BOWL	SOUND_284	pouring_from_big_bowl0	
285	WATERFALL	SOUND_285	waterfall0	
286	ELEVATOR_DOOR_OPEN	SOUND_286	elevator_door_open0	
287	ELEVATOR_DOOR_CLOSE	SOUND_287	elevator_door_close0	
288	MINISUB_CLATTER_1	SOUND_288	minisub_clatter_10	
289	MINISUB_CLATTER_2	SOUND_289	minisub_clatter_20	

## SOUND SFX TR2

290	MINISUB_CLATTER_3	SOUND_290	<a href="#">minisub_clatter_30</a>	
291	BIRD_MONSTER_SCREAM	SOUND_291	<a href="#">bird_monster_scream0</a>	Bird monster
292	BIRD_MONSTER_GASP	SOUND_292	<a href="#">bird_monster_gasp_growl0</a>	
			<a href="#">bird_monster_gasp_growl1</a>	
			<a href="#">bird_monster_gasp_growl2</a>	
293	BIRD_MONSTER_BREATHING	SOUND_293	<a href="#">bird_monster_hoarse_breathing0</a>	Bird monster
294	BIRD_MONSTER_FOOTSTEP	SOUND_294	<a href="#">bird_monster_footstep0</a>	
295	BIRD_MONSTER_DYING	SOUND_295	<a href="#">bird_monster_scream_dying0</a>	
296	GIANT_SPIDER_SCAPE	SOUND_296	<a href="#">giant_spider_scrape0</a>	
297	HELICOPTER	SOUND_297	<a href="#">helicopter0</a>	
298	DRAGON_FOOTSTEP	SOUND_298	<a href="#">dragon_footstep0</a>	Dragon
299	DRAGON_GROWL_1	SOUND_299	<a href="#">dragon_growl_10</a>	
300	DRAGON_GROWL_2	SOUND_300	<a href="#">dragon_growl_20</a>	
301	DRAGON_BODY_FALL	SOUND_301	<a href="#">dragon_body_fall0</a>	
302	DRAGON_DYING_BREATH	SOUND_302	<a href="#">dragon_dying_breath0</a>	
303	DRAGON_GROWL_3	SOUND_303	<a href="#">dragon_growl_30</a>	
304	DRAGON_GRUNT	SOUND_304	<a href="#">dragon_grunt0</a>	
305	DRAGON_FIRE_BREATHING	SOUND_305	<a href="#">dragon_fire_breathing0</a>	
306	DRAGON_LEG_LIFT	SOUND_306	<a href="#">dragon_leg_lift0</a>	
307	DRAGON_LEG_HIT	SOUND_307	<a href="#">dragon_leg_hit0</a>	
308	WARRIOR_BLADE_SWING	SOUND_308	<a href="#">warrior_blade_swing0</a>	
			<a href="#">warrior_blade_swing1</a>	
309	WARRIOR_BLADE_SWING_FAST	SOUND_309	<a href="#">warrior_blade_swing_fast0</a>	
310				
311	WARRIOR_BREATH_ACTIVATION	SOUND_311	<a href="#">warrior_breath_activation0</a>	
312	WARRIOR_HOVER	SOUND_312	<a href="#">warrior_hover0</a>	
313	WARRIOR_LANDING	SOUND_313	<a href="#">warrior_landing0</a>	
314	WARRIOR_SWORD_DOWNWARD	SOUND_314	<a href="#">warrior_sword_clank_sticking_it_downward0</a>	
315	WARRIOR_BLADE_SLICE	SOUND_315	<a href="#">warrior_blade_slice0</a>	
			<a href="#">warrior_blade_slice1</a>	

## SOUND SFX TR2

316	BIRDS_CHIRPING	SOUND_316	birds_chirping0 birds_chirping1	
317	CRUNCH	SOUND_317	crunch0	
318	CRUNCH	SOUND_318	crunch0 crunch1 crunch2	
319	DOOR_CREAK_AND_CLOSE	SOUND_319	door_creak_and_close0	
320	BREAKING	SOUND_320	breaking0	
321	GIANT_SPIDER_SNARL	SOUND_321	giant_spider_snarl0	Giant spider
322	GIANT_SPIDER_FOOTSTEP	SOUND_322	giant_spider_footstep0 giant_spider_footstep1 giant_spider_footstep2 giant_spider_footstep3	
323	GIANT_SPIDER_SNARL_DYING	SOUND_323	giant_spider_snarl_dying0	
324	DRAGON_T_REX_GROWL_1	SOUND_324	dragon_t_rex_growl_10	
325	DRAGON_T_REX_FOOTSTEP	SOUND_325	dragon_t_rex_footstep_also_from_bird_monster0	
326	DRAGON_T_REX_GROWL_2	SOUND_326	dragon_t_rex_growl_20	
327	DRAGON_T_REX_GROWL_3_DYING	SOUND_327	dragon_t_rex_growl_3_dying0	
328				
329	WATER_DRIP	SOUND_329	water_drip0 water_drip1 water_drip2	
330	STAGE_BACKDROP_MOVE	SOUND_330	stage_backdrop_move0	
331	STONE_DOOR_SLIDE	SOUND_331	stone_door_slide0	

## SOUND SFX TR2

332	PLATFORM_ALARM_STAR_TREK	SOUND_332	<a href="#">platform_alarm_star_trek_like0</a>	Butler Winston
333	LARAS_GRANDFATHER_CLOCK	SOUND_333	<a href="#">laras_grandfather_clock_tick0</a>	
334	LARAS_FRONT_DOOR_CHIME	SOUND_334	<a href="#">laras_house_front_door_chime0</a>	
335	LARAS_HOUSE_ALARM	SOUND_335	<a href="#">laras_house_alarm0</a>	
336	BOAT_ENGINE	SOUND_336	<a href="#">boat_engine0</a>	
337	BOAT_INTO_WATER	SOUND_337	<a href="#">boat_into_water0</a>	
338				
339				
340				
341				
342	BUTLER_SHUFFLE	SOUND_342	<a href="#">butler_shuffle0</a>	Butler Winston
343	BUTLER_FOOTSTEP	SOUND_343	<a href="#">butler_footstep0</a>	
344	BUTLER_SOUNDS_1	SOUND_344	<a href="#">butler_sounds_10</a>	
			<a href="#">butler_sounds_11</a>	
			<a href="#">butler_sounds_12</a>	
			<a href="#">butler_sounds_13</a>	
			<a href="#">butler_sounds_14</a>	



## SOUND SFX TR2

345	BUTLER_SOUNDS_2	SOUND_345	<a href="#">butler_sounds_20</a> <a href="#">butler_sounds_21</a> <a href="#">butler_sounds_22</a> <a href="#">butler_sounds_23</a> <a href="#">butler_sounds_24</a>	Butler Winston
346	BUTLER_SOUNDS_3	SOUND_346	<a href="#">butler_sounds_30</a> <a href="#">butler_sounds_31</a>	Butler Winston
347	BUTLER_CUP_CLATTER	SOUND_347	<a href="#">butler_cup_clatter0</a> <a href="#">butler_cup_clatter1</a>	Butler Winston
348	BRITTLE_GROUND_BREAKING	SOUND_348	<a href="#">brittle_ground_breaking0</a>	
349	SPIDER_EXPLODE_DYING	SOUND_349	<a href="#">spider_explode_dying_lara_bullet_hit0</a>	
350	SHARK_BITE_ALSO_BLACK_MORAY	SOUND_350	<a href="#">shark_bite_also_black_moray0</a>	
351	LAVA_BUBBLING	SOUND_351	<a href="#">lava_bubbling0</a>	
352	EXPLOSION	SOUND_352	<a href="#">explosion0</a>	
353	UNWELCOME_GUESTS	SOUND_353	<a href="#">unwelcome_guests_at_laras_home0</a>	
354	ZIPPER	SOUND_354	<a href="#">zipper0</a>	

# **TOMB RAIDER NEXT GENERATION**



## **SOUND SFX**

### **SOUND SFX LIST TR3**

## SOUND SFX TR3

0	LARA_FEET:	foot01	foot02	foot03	foot04	VOL35	P V		PIT15	RAD13	#g
1	LARA_CLIMB2:			clim_up2		VOL70	V		PIT05	RAD13	#g
2	LARA_NO:			lara_no		VOL36				RAD13	#g
3	LARA_SLIPPING:			slipping		VOL20			PIT60	RAD13	#g
4	LARA_LAND:			landing		VOL65	P			RAD13	#g
5	LARA_CLIMB1:			clim_up1		VOL65			PIT05	RAD13	#g
6	LARA_DRAW:			hols_out		VOL30			PIT50	RAD13	#g
7	LARA_HOLSTER:			hols_in		VOL20			PIT60	RAD13	#g
8	LARA_FIRE:			magnum		VOL95	R		PIT20	RAD06	#g
9	LARA_RELOAD:			reload		VOL95			PIT20	RAD13	#g
10	LARA_RICOCHET:	rico_01	rico_02				P V	CH10		RAD13	#g
11	LARA_FLARE_IGNITE:			flre_ig		VOL50			PIT50	RAD13	#g
12	LARA_FLARE_BURN:			flre_bu		VOL20	L		PIT-30	RAD13	#g
13	LARA_FLARE_IGNITE_W:			flre_igw		VOL60				RAD13	#g
14	LARA_FLARE_BURN_W:			flre_buw		VOL20	L			RAD13	#g
15	LARA_HARPOON_FIRE:			harp_fr		VOL85			PIT30	RAD13	#g
16	LARA_HARPOON_LOAD:			harp_lo		VOL30			PIT10	RAD13	#g
17	LARA_WET_FEET:	fsw1	fsw2	fsw3	fsw4	VOL40	P V			RAD13	#g
18	LARA_WADE:			wade		VOL60	P V		PIT20	RAD13	#g
19	RUMBLE_LOOP:			l_rumb		VOL75	L		PIT-80	RAD13	
20	ICKET_BARRIER:			barr3		VOL80			PIT-30	RAD10	#u
21	CRICKET_LOOP:			l_criket		VOL60	L			RAD07	#n
22	LARA_HARPOON_LOAD_WATER:			harp_luw		VOL30			PIT10	RAD13	#g
23	LARA_HARPOON_FIRE_WATER:			harp_fuw		VOL50			PIT-40	RAD13	#g
24	LARA_KNEES_SHUFFLE:	lar_kn1	lar_kn2			VOL20			PIT23	RAD06	#g
25	PUSH_SWITCH:			push_swt		VOL55			PIT40	RAD07	#g
26	LARA_CLIMB3:			clim_up3		VOL55	V		PIT06	RAD13	#g
27	LARA_BODYSL:	body_sl1	body_sl2			VOL80	V		PIT30	RAD13	
28	LARA_SHIMMY:	clsl_01	clsl_02			VOL45	P V			RAD13	
29	LARA_JUMP:	lar_jump				VOL50	V	CH50	PIT10	RAD13	#g
30	LARA_FALL:	f2f_scrm				VOL50				RAD13	#g
31	LARA_INJURY:	takehit1	takehit2			VOL60	V	CH40	PIT30	RAD13	#g
32	LARA_ROLL:	rolling				VOL35	P V		PIT15	RAD13	#g
33	LARA_SPLASH:	splash				VOL95	P V		PIT40	RAD13	#g
34	LARA_GETOUT:	go_watr				VOL60	P V		PIT30	RAD13	#g
35	LARA_SWIM:	swim				VOL40	P V		PIT-15	RAD13	#g
36	LARA_BREATH:	breath				VOL40	V		PIT40	RAD13	#g

## SOUND SFX TR3

37	LARA_BUBBLES:	bubbles	VOL37 P V	CH70	PIT30	RAD13
38	LARA_SWITCH:	sml_swt	VOL70		PIT20	RAD13 #g
39	LARA_KEY:	usekey	VOL50		PIT-30	RAD13 #g
40	LARA_OBJECT:	obj_clk	VOL80 P			RAD13
41	LARA_GENERAL_DEATH:	lar_die2	VOL70 P V			RAD13 #g
42	LARA_KNEES_DEATH:	lar_die1	VOL70 P V			RAD13 #g
43	LARA_UZI_FIRE:	uzi_fr	VOL99 L			RAD13 #g
44	LARA_UZI_STOP:	uzi_stp	VOL60			RAD13 #g
45	LARA_SHOTGUN:	shot_gun	VOL80 V		PIT40	RAD13 #g
46	LARA_BLOCK_PUSH1:	p&p02	VOL55 V R			RAD13 #g
47	LARA_BLOCK_PUSH2:	p&p01 p&p03	VOL55 V R	CH50		RAD13 #g
48	LARA_EMPTY:	emp_gun	VOL60 P V			
49	LARA_SHOTGUN_SHELL:	shot_shl	VOL10 V	CH50	PIT70	RAD13 #g
50	LARA_BULLETHIT:	bul_flsh	P V	CH50		RAD13
51	LARA_BLKPULL:	p&p04 p&p05	VOL60 V R			RAD13 #g
52	LARA_FLOATING:	floatswm	VOL60 P V			RAD13 #g
53	LARA_FALLDETH:	f2f_hitg	VOL80 P V		PIT20	RAD13 #g
54	LARA_GRABHAND:	back_jm1	VOL25 P V		PIT40	RAD13 #g
55	LARA_GRABBODY:	back_jm3	VOL50 P V			RAD13 #g
56	LARA_GRABFEET:	back_jm2	VOL65 P V			RAD06 #g
57	LARA_SWITCHUP:	swch_up	VOL90			RAD13
58	METEOR:	meteor	VOL70		PIT-30	RAD10 #f
59	WATER_LOOP:	l_wloop	VOL40 L		PIT-20	RAD09 #z #q #r #j #l #a #k #s #b
60	UNDERWATER:	undwatr	VOL30 L		PIT-60	#g
61	UNDERWATER_SWITCH:	uw_swt	VOL60 P			#b #j #z #k #n #m #k #r #c
62	LARA_PICKUP:	pickup	VOL80			
63	BLOCK_SOUND:	push_blk	VOL46 R		PIT5	RAD10 #g
64	DOOR:	sml_d	VOL70 P V		PIT20	
65	HELICOPTER_LOOP:	l_heli	VOL80 L			RAD09 #o #f
66	ROCK_FALL_CRUMBLE:	rokfall1	P V			#b #p #v
67	ROCK_FALL_LAND:	rokfall2	P V			#b #p #v
68	JET_FLY_BY:	jet			PIT-60	#n
69	STALEGTITE:	staleg	VOL80		PIT-30	RAD07 #r
70	LARA_THUD:	lar_th1 lar_th2	VOL40 P V		PIT10	#g
71	GENERIC_SWOOSH:	swoosh1	VOL20 P V		PIT-10	RAD10 #g
72	OIL_SMG_FIRE:	osmg_fr	VOL85		PIT40	RAD10 #g

## SOUND SFX TR3

73	CITY_PORTCULLIS:	upport	VOL70		PIT-40	RAD10 #v
74	SWINGING_FLAMES:	swnflms	VOL40		PIT-60	RAD04 #v
75	SPINING_HOOKS:	spinhook	VOL50		PIT-50	RAD09 #v
76	BLAST_CIRCLE:	warp	VOL90		PIT-20	#h #o #x #f
77	BAZOOKA_FIRE:	bazooka	VOL99		PIT3 4	#g
78	HECKLER&KOCH_FIRE:	koch		L	PIT70	#g
79	WATERFALL_LOOP:	l_wfall	VOL50	L		RAD10 #z #q #r #n #j #s #c
80	CROC_ATTACK:	croc_at	VOL80			RAD10 #k #s #r
81	CROC_DEATH:	croc_die	VOL80			RAD10 #k #s #r
82	PORTCULLIS_UP:	port	VOL90		PIT-80	RAD10 #j #z #q
83	PORTCULLIS_DOWN:	port	VOL90		PIT-80	RAD10 #j #z #q
84	T_REX_ATTACK:	trx_at2	VOL80			RAD10 #c
85	BODY_SLAM:	bod_slm1 bod_slm2 bod_slm3		P V		
86	POWER_HUM_LOOP:	l_power	VOL99	N L		RAD07 #c #v #o
87	T-REX_ROAR:	trx_scrm	VOL99		PIT-30	RAD14 #c
88	T-REX_FOOTSTOMP:	trx_foot	VOL70	V	PIT-80	RAD14 #c
89	T-REX_SNIFF:	trx_snf	VOL70			RAD20 #c
90	empty:					
91	ARMY_SMG_FIRE:	asmg_fr	VOL70		PIT30	RAD30 #c
92	ARMY_SMG_DEATH:	asmg_d1	VOL99	P		RAD08 #5 #m #c
93	ARMY_SMG_FOOTSTEPS:	asmg_ft1 asmg_ft2 asmg_ft3	VOL30	P V	PIT-40	RAD15 #g
94	WING_MUTE_ATTACK:	fmt_atk	VOL90		PIT-10	#v
95	WING_MUTE_DEATH:	fmt_die	VOL90	P		#v
96	WING_MUTE_FLYING:	fmt_fly	VOL35		PIT-10	RAD10 #v
97	RAT_ATTACK:	rat_atk	VOL60	P V	CH50	PIT40 #u #b
98	RAT_DEATH:	rat_die	VOL90		PIT40	#u #b
99	TIGER_ROAR:	ti_roar	VOL90	V		#j
100	TIGER_BITE:	ti_bite		V		#j
101	TIGER_STRIKE:	ti_strk		V		#j
102	TIGER_DEATH:	ti_deth		V		#j
103	TIGER_GROWL:	ti_grwl	VOL80	V	CH10	#j
104	HECKLER&KOCH_STOP:	kochstop	VOL90			#g
105	EXPLOSION1:	explos1	VOL60	P V	PIT50	RAD20 #g
106	EXPLOSION2:	explos2	VOL90	P V		RAD24 #g
107	EARTHQUAKE_LOOP:	l_quake	VOL90	L	PIT-40	#v #c #h
108	MENU_ROTATE:	m_rotat	VOL20		PIT62	#g #t

## SOUND SFX TR3

109	MENU_CHOOSE:	choose	VOL70		PIT05	#g #t
110	MENU_GAMEBOY:	choose	VOL70		PIT05	
111	MENU_SPININ:	menuin	VOL55		PIT14	#g #t
112	MENU_SPINOUT:	menuin	VOL35		PIT14	#g #t
113	MENU_STOPWATCH:	choose	VOL70		PIT05	
114	MENU_GUNS:	m_gurel	VOL70		PIT40	#g #t
115	MENU_PASSPORT:	pass_prt	VOL30		PIT40	#g #t
116	MENU_MEDI:	medi_fix	VOL30		PIT23	#g
117	LARA_CLIMB_WALLS_NOISE:	back_jm2	VOL27		PIT40	#g
118	VERY_LIGHT_WATER:	l_wloop	VOL10		PIT40	RAD04
119	TARGET_HITS:	targ1 targ2	VOL80 P V		PIT10	RAD10 #l
120	TARGET_SMASH:	targ3	VOL80 P V		PIT10	RAD10 #l
121	DESSERT_EAGLE_FIRE:	d_eagle	VOL99		PIT20	#g
122	VAULT_DOORS:					
123	LARA_MINI_LOAD:	mini_lo	VOL50 V		PIT70	#g
124	LARA_MINI_LOCK:	mini_lck	VOL70 V		PIT20	#g
125	LARA_MINI_FIRE:	mini_fr	VOL90 V		PIT30	#g
126	GATE_OPENING:	gate	VOL80		PIT-50	#l
127	LARA_ELECTRIC_LOOP:	l_larel	VOL80 L			RAD10 #n #h
128	LARA_ELECTRIC_CRACKLES:	lar_el2 lar_el3 lar_el4	VOL80 P V	CH50		RAD10 #n #h
129	COMMANDER:	cmndr1 cmndr2 cmndr3	VOL60 V R	CH01		RAD06 #s
130	SWITCH_COVER:	swtdoor	VOL30		PIT-30	RAD07 #b #5 #m
131	CLEANER_FUSEBOX:	cln_fuse	VOL90		PIT-40	RAD08 #b
132	CROW_CAW:	crow_caw	VOL40 V	CH30	PIT-20	RAD10 #b
133	CROW_WING_FLAP:	crow_flp	VOL25 V		PIT-70	RAD10 #b
134	CROW_DEATH:	crow_die	VOL60 V		PIT-20	RAD10 #b
135	CROW_ATTACK:	crow_atk	VOL50 V		PIT-20	RAD10 #b
136	SOFT_WIND_LOOP:	l_wind	VOL15 L		PIT-60	RAD05 #v
137	SWAT_SMG_FIRE:	silencer	VOL70		PIT20	RAD10 #5
138	LIZARD_MAN_ATTACK_1:	lmn_at1	VOL70		PIT-30	RAD10 #r #h
139	LIZARD_MAN_ATTACK_2:	lmn_at2	VOL70	CH30	PIT-30	RAD10 #r #h
140	LIZARD_MAN_DEATH:	lmn_die	VOL99 P		PIT-20	RAD10 #r #h
141	LIZARD_MAN_CLIMB:	lmn_clm	VOL50 P V	CH30	PIT-30	RAD10 #r #h
142	LIZARD_MAN_FIRE:	lmn_fr	VOL70 P			RAD10 #r #h
143	GENERIC_BODY_SLAM:	gbod_slm	VOL30			RAD10 #g
144	HECKER&KOCH_OVERLAY:	explos1	VOL40		PIT70	

## SOUND SFX TR3

145	LARA_SPIKE_DEATH:	lar_spks	VOL80	#g	
146	LARA_DEATH3:	lar_die2	VOL70 P V		
147	ROLLING_BALL:	l_rumb	VOL80 L	PIT-70 RAD08	#z #x #c #j #k #h #r #s #n #v
148	TUBE_LOOP:	tube	VOL70 L	RAD15	#u
149	RUMBLE_NEXTDOOR:	nextdoor		PIT-50	#k
150	LOOP_FOR_SMALL_FIRES:	l_fire	VOL70 P V L	PIT-30 RAD10	#g
151	DART_GUN:	bp_blo	VOL50 P V	PIT50 RAD08	
152	QUAD_START:	quad_stt	VOL80	PIT-30	#q #l #n
153	QUAD_IDLE:	quad_idl	VOL70 L	PIT-30	#q #l #n
154	QUAD_ACCELERATE:	quad_rev	VOL60	PIT-30	#q #l #n
155	QUAD_MOVE:	quad_mve	VOL60 L	PIT-30	#q #l #n
156	QUAD_STOP:	quad_stp	VOL80	PIT-30	#q #l #n
157	BATS_1:	b1 b2 b3 b4 b5 b6 b7 b8	VOL70 P V	PIT10 RAD10	#s #r #p #u
158	LOOP_FOR_GAS_HISS:	hiss	VOL30	PIT30 RAD04	#e
159	LAUNCHER_1:	lncher1	VOL80 L	PIT-70 RAD10	#m
160	LAUNCHER_2:	lncher2	VOL80	PIT-70 RAD10	#m
161	TRAPDOOR_OPEN:	trapd_op	VOL80	PIT-20	#b #5 #c #s #p #v #n #e #z #m #u
162	TRAPDOOR_CLOSE:	trapd_cl	VOL80		#b #5 #s #p #v #n #z #m #u
163	RESERVOIR_FLUSH:	flush	VOL70	PIT-65	#b #r
164	MACAQUE_SATND_WAIT:	maq_stnd	VOL60 V		#z #q #j
165	MACAQUE_ATTACK_LOW:	maq_atl	VOL80 V		#z #q #j
166	MACAQUE_ATTACK_JUMP:	maq_atj	VOL70 V		#z #q #j
167	MACAQUE_JUMP:	maq_jmp	VOL60 P V		#z #q #j
168	MACAQUE_DEATH:	maq_die	VOL80		#z #q #j
169	SEAL_MUTE_FIRE:	smt_fr	VOL70	PIT30 RAD10	#e
170	SEAL_MUTE_BREATH_IN:	smt_in	VOL60	PIT20 RAD10	#e
171	SEAL_MUTE_FIRE_2:	smt_fr2	VOL70	PIT10 RAD10	#e
172	SEAL_MUTE_FOOT:	smt_ft	VOL30 P V	PIT-40 RAD10	#e
173	SEAL_MUTE_DEATH:	smt_die	VOL80	PIT20 RAD10	#e
174	SEAL_MUTE_BRUSH_TAIL:	smt_brs	VOL30	PIT70 RAD10	#e
175	SEAL_MUTE_HIT_FLR:	smt_hf	VOL90	PIT20 RAD10	#e
176	DOG_ATTACK_1:	dog_at1 dog_at2	VOL70 V	PIT-20 RAD10	#u #m #a #p #5
177	DOG_AWARE:	dog_aw	VOL70	PIT-20 RAD10	#u #m #a #p #5
178	DOG_FOOT_1:	dog_fl	VOL40 P V	PIT-10 RAD10	#u #m #a #p #5
179	DOG_JUMP:	dog_aw	VOL80	PIT-20 RAD10	#u #m #a #p #5
180	DOG_GROWL:	dog_grl	VOL30	PIT-20 RAD10	#u #m #a #p #5

## SOUND SFX TR3

181	DOG_DEATH:	dog_d1 dog_d2	VOL80		RAD10 #u #m #a #p #5
182	VULTURE_WING_FLAP:	vul_flp	VOL30		PIT-30 RAD10 #q #n
183	VULTURE_ATTACK:	vul_at1 vul_at2	VOL40 V		PIT-20 RAD10 #q #n
184	VULTURE_DIE:	vul_die	VOL60 P V		PIT-10 RAD10 #q #n
185	VULTURE_GLIDE:	vul_gld	VOL50 V	CH40	PIT-30 RAD10 #q #n
186	SCUBA_DIVER_FLIPPER:	scub_flp	VOL60		PIT-40 RAD10 #k
187	SCUBA_DIVER_ARM:	scub_arm	VOL60		PIT-40 RAD10 #k
188	SCUBA_DIVER_BREATH_W:	scub_brw	VOL60		PIT-40 RAD10 #k
189	SCUBA_DIVER_BREATH_S:	scub_brs	VOL60		PIT-40 RAD10 #k
190	LONDON_MERCENARY_DEATH:	lmrc_d1 lmrc_d2	VOL70 V		RAD10 #b
191	CLEANER_LOOP:	l_clnr	VOL40 L		PIT-40 RAD09 #b
192	SCUBA_DIVER_DEATH:	scub_dth	VOL60		PIT-40 RAD10 #k
193	SCUBA_DIVER_DIVING:	scub_div	VOL60		PIT-40 RAD10 #k
194	BOAT_START:	boat_str	VOL76		PIT-50 #a
195	BOAT_IDLE:	boat_idl	VOL80 L		PIT-40 #a
196	BOAT_ACCELERATE:	boat_acc	VOL70		PIT-50 #a
197	BOAT_MOVING:	boat_mov	VOL68 L		PIT-50 #a
198	BOAT_STOP:	boat_stp	VOL80		PIT-50 #a
199	BOAT_SLOW_DOWN:	boat_sld	VOL80 P V		PIT-50 #a
200	JET_ROOFS:	jet2	VOL90		RAD15 #b
201	QUAD_SIDE_IMPACT:	quad_si	VOL60 P V		PIT-10 #l
202	QUAD_FRONT_IMPACT:	quad_fi	VOL70 P V		PIT-20 #l #p #e
203	QUAD_LAND:	quad_lnd	VOL90 P V		PIT-20 #l
204	FLAME_THROWER_LOOP:	l_flm	VOL80 L		PIT-30 #a
205	RUMBLE:	barol	VOL50		PIT-40 RAD07 #e
206	DRILL_BIT_1:	drillbit	VOL40		PIT10 RAD07 #e
207	VERY_SMALL_WINCH:	vs_wnch	VOL60		PIT-30 RAD10 #e
208	ALARM_1:	alarm	VOL30		PIT-45 RAD11 #5 #b #u #k #p #v #e #c
209	MINE_CART_TRACK_LOOP:	l_mncr	VOL70 L		PIT-30 RAD10 #e
210	MINE_CART_PULLY_LOOP:	l_mncr2	VOL80 L		PIT-20 RAD10 #e
211	MINE_CART_CLUNK_START:	mncrt_k	VOL70		PIT-50 RAD10 #e
212	SAVE_CRYSTAL:	save	VOL60		PIT30 #g
213	WOOD_GATE:	wdgt	VOL70		PIT-20 RAD10 #s
214	METAL_SHUTTERS_SMASH:	shut_sms	VOL80		PIT-40 RAD10 #g
215	UNDERWATER_FAN_ON:	uw_fan	VOL50		PIT-50 RAD10 #b
216	UNDERWATER_FAN_STOP:	uw_fanst	VOL80		RAD10



## SOUND SFX TR3

217	SMALL_FAN_ON:	sfan_on	L		
218	SWINGING_BOX_BAG:	rope	VOL80 P V		
219	MINE_CART_SREECH_BRAKE:	mine_b	VOL70 L	PIT-30	#e
220	SPANNER:	spanner	VOL90	PIT-10	#e
221	SMALL_METAL_SHUTTERS:	smsh_up	VOL70	PIT-13	RAD10 #5 #m #e #v
222	AREA51_SWINGER_START:	st2	VOL90	PIT-30	RAD07 #5 #m
223	AREA51_SWINGER_STOP:	st1	VOL90	PIT-30	RAD07 #5 #m
224	AREA51_SWINGER_LOOP:	l_st	VOL90		RAD07 #5 #m
225	SLIDE_DOOR_CLOSE_1:	sldr_cl1	P		
226	SLIDE_DOOR_CLOSE_2:	sldr_cl2	VOL60 P		
227	OILDRUM_ROLL:	oild_rol	VOL80 L		
228	OILDRUM_HIT:	oild_hit			
229	SIDE_BLADE_SWING:	sbld_swg	VOL80		
230	SIDE_BLADE_BACK:	sbld_bck	VOL80		
231	SKEL_TRAP_PART_1:	bomgt	VOL70	PIT-20	RAD09 #s
232	SKEL_TRAP_PART-2:	skel	VOL80		RAD09 #s
233	SMALL_FAN:	fann	VOL60		RAD08 #m
234	TONY_BOSS_STONE_DEATH:	tb_ds	VOL80		RAD10 #x
235	TONY_BOSS_NORMAL_DEATH:	tb_die	VOL80		RAD10 #x
236	TONY_BOSS_LAUGH:	tb_laf	VOL80		RAD10 #x
237	LONDON_BOSS_SHOOTER:	lwb_fr2	VOL99	PIT-20	RAD10 #o
238	HARD_WIND_LOOP:	l_wind	VOL25 L	PIT-40	RAD05 #v
239	COMPY_ATTACK:	cmpy_at	VOL60 P V		#c
240	COMPY_JUMP:	cmpy_jump	VOL50		#c
241	COMPY_WAIT:	cmpy_wt	VOL50 P V	CH30	#c
242	COMPY_DIE:	cmpy_dth	VOL70 V		#c
243	COMPY_RUN_WALK:	cmpy_ft1 cmpy_ft2	VOL30		#c
244	BLOWPIPE_NATIVE_FEET:	bp_ft	VOL40 P V	PIT-10	RAD10 #h #s
245	BLOWPIPE_NATIVE_ATTACK:	bp_at1 bp_at2	VOL70 V		RAD10 #h #s
246	BLOWPIPE_NATIVE_DEATH:	bp_die bp_die2	P V		RAD10 #h #s
247	BLOWPIPE_NATIVE_BLOW:	bp_blo	VOL40	PIT70	RAD10 #h #z #s #r
248	BLOWPIPE_NATIVE_SWOOSH:	bp_sws	VOL90	PIT-20	RAD10 #h #s
249	SHIVA_WALK_MURMA:	shiv_wlk	VOL70 V	CH20	RAD10 #z
250	RAPTOR_FEET:	rapt_ft1 rapt_ft2	VOL30 P V	PIT20	RAD20 #c
251	RAPTOR_ATTACK_1:	rapt_at1	VOL90 P V	PIT20	RAD10 #c
252	RAPTOR_ATTACK_2:	rapt_at2	VOL90 P V	PIT-20	RAD10 #c

## SOUND SFX TR3

253	RAPTOR_ATTACK_3:	rapt_at3	VOL80 P V	PIT-20	RAD10 #c
254	RAPTOR_ROAR:	rapt_ror	VOL80	PIT-30	RAD08 #c
255	RAPTOR_DIE_1:	rapt_d1	VOL80	PIT-30	RAD20 #c
256	RAPTOR_DIE_2:	rapt_d2	VOL80	PIT-30	RAD20 #c
257	HUGE_ROCKET_LOOP:	l_roket	VOL80 L	PIT-40	RAD10 #5
258	SHIVA_SWORD_1:	shiv_s1	VOL80 P V	PIT-40	RAD10 #z
259	SHIVA_SWORD_2:	shiv_s2	VOL60 P V	PIT-20	RAD10 #z #c #r #s
260	SHIVA_DEATH:	shiv_die	VOL80 P	PIT-15	#z
261	SHIVA_FOOTSTEP:	shiv_ft	VOL50 P V	PIT-20	RAD10 #z
262	SHIVA_LAUGH:	shiv_laf	VOL50	PIT-15	#z
263	SHIVA_HIT_GROUND:	shiv_bng	VOL80	PIT-30	RAD10 #z #c #r
264	HYBRID_FOOT:	hy_ft1 hy_ft2	VOL50	PIT-30	RAD10 #e
265	HYBRID_HOOF:	hy_hf1 hy_hf2	VOL50	PIT-40	RAD10 #e
266	HYBRID_ATTACK:	hy_at1 hy_at2	VOL80	PIT-20	RAD10 #e
267	HYBRID_DEATH:	hy_die	VOL80		RAD10 #e
268	HYBRID_SWOOSH:	hy_sws	VOL60	PIT-20	RAD10 #e
269	SMALL_SWITCH:	sml_swt	VOL55		#g
270	CLAW_MUTE_FOOTSTEPS:	cm_f1 cm_f2 cm_f3 cm_f4	VOL50	PIT-20	#v
271	CLAW_MUTE_ATTACK:	cm_at1 cm_at2	VOL80		#v
272	CLAW_MUTE_DEATH:	cm_die	VOL80		#v
273	CLAW_MUTE_BODY_THUD:	cm_bod	VOL70	PIT-40	#v
274	CLAW_MUTE_LAZER:	cm_laz	VOL70		#v
275	CLAW_MUTE_SWOOSH:	cm_sws	VOL60		#v
276	CLAW_MUTE_CLAW:	cm_clw	VOL70	PIT-30	#v
277	HYBRID_BODY_SLAM:	hy_bod	VOL50		RAD10
278	SMALL_DOOR_SUBWAY:	sml_d	VOL50	PIT-20	RAD20 #g
279	DEATH_SLIDE_GRAB:	cable_gt	VOL60	PIT-30	#r #b #p #j #l
280	DEATH_SLIDE_GO:	cable_go	VOL50 L		#r #b #p #j #l
281	DEATH_SLIDE_STOP:	cable_st	VOL70	PIT-30	#r #b #p #j #l
282	RADAR_BLIP:	radar	VOL60		RAD05 #m
283	BOB_FEET:	bob_ft	VOL30 P V		RAD10 #5 #m #n
284	BOB_ATTACK:	bob_at1 bob_at2	VOL70	CH50	PIT-20 RAD10 #5 #m #n
285	BOB_DEATH:	bob_diel bob_die2	VOL80	PIT-20	RAD10 #5 #m #n
286	BOB_CLIMB:	bob_clm	VOL40	CH50	PIT-20 RAD10 #5 #m #n
287	BOB_GET_DOWN:	bob_gd	VOL30	CH80	PIT-20 RAD10 #5 #m #n
288	FOOTSTEPS_MUD:	fs_mud1 fs_mud2	VOL15 P V	PIT-20	#g

## SOUND SFX TR3

289	FOOTSTEPS_ICE:	fs_ice1 fs_ice2	VOL30 P V	PIT40	#g
290	FOOTSTEPS_GRAVEL:	fs_grv1 fs_grv2	VOL30 P V	PIT-20	#g
291	FOOTSTEPS_SAND_&_GRASS:	fs_snd1 fs_snd2	VOL25 P V	PIT50	#g
292	FOOTSTEPS_WOOD:	fs_wd1 fs_wd2	VOL40 V	PIT-20	#g
293	FOOTSTEPS_SNOW:	fs_sn1 fs_sn2 fs_sn3	VOL35 P V	PIT30	#g
294	FOOTSTEPS_METAL:	fs_met1 fs_met2	VOL30 V	PIT-15 RAD06	#g
295	LOOP_FOR_LONDON:	l_london	VOL90	PIT-40	#u
296	1ST_LOOP_FOR_BIG_DRILL:	l_drill	VOL50	PIT-60	#u
297	SMALL_DOOR_SUBWAY_CLOSE:	sml_dc	VOL30 P	PIT-40	#u #5 #k #a
298	2ND_LOOP_FOR_BIG_DRILL:	l_drill2	VOL60	PIT-50	#u
299	ENGLISH_HOY!:	eng_hoy1 eng_hoy2 eng_hoy3	VOL50 P V	RAD10	#b #u #p #o #k
300	AMERICAN_HOY!:	ynk_hoy1 ynk_hoy2	VOL50 P V	RAD10	#m #v #5 #n #f #a
301	OIL_RED_SMG_DEATH:	oil_rdie	VOL80	RAD10	#a
302	RADIO_LOOP:	l_radio	VOL60 L	PIT-73 RAD06	#a
303	PUNK_ATTACK:	punk_at1 punk_at2	VOL60	RAD10	#u #k
304	PUNK_DEATH:	punk_die	VOL80	RAD10	#u #k
305	SECURITY_GUARD_FIRE:	lsg_fr	VOL80	PIT30 RAD10	#b #k #p
306	SECURITY_GUARD_DEATH:	lsg_die	VOL70	PIT-10 RAD10	#b #k #p
307	LAZER_LOOP:	l_lazer	VOL60	PIT-80 RAD07	#5
308	WINSTON_BRUSH_OFF:	win_br1 win_br2	VOL50	PIT-20 RAD10	#l
309	WINSTON_CUPS:	win_cp1 win_cp2	VOL25 P V	CH90 RAD10	#l
310	WINSTON_HU!:	win_hu1 win_hu2 win_hu3	VOL40	CH10 PIT-20 RAD10	#l
311	WINSTON_BULLET_TRAY:	win_ht	VOL99 P	PIT-20 RAD10	#l
312	WINSTON_FOOTSTEPS:	win_ft1 win_ft2	VOL30	PIT-30 RAD10	#l
313	WINSTON_TAKE_HIT:	win_th1 win_th2 win_th3	VOL70	PIT-20 RAD10	#l
314	WINSTON_GET_UP:	win_gu1 win_gu2 win_gu3	VOL50	PIT-30 RAD10	#l
315	WINSTON_FART!:	win_frt win_sht	VOL30 P V	CH04 PIT-10 RAD10	#l
316	WALL_BLADES:	wbld	VOL70	PIT-60 RAD08	#s
317	MACAQUE_CHATTER:	maq_stnd	VOL40	CH30 PIT-30 RAD10	#j #z
318	MACAQUE_ROLL:	rolling	VOL20	PIT50 RAD10	#z #n
319	WHALE_CALL:	whale	VOL60	CH10 PIT-90 RAD10	#5
320	GENERATOR_LOOP:	l_gener	VOL45	PIT-80 RAD14	#a
321	GENERATOR_SHITTING:	shit2 shit3	VOL70 P V	CH15 PIT-70 RAD07	#a
322	GASMETER:	gasmeter	VOL80		#a #e
323	LARA_TURN_WHEEL:	sqk1 sqk2	VOL50 P V	PIT-50	#a #m
324	COBRA_HISS:	lmn_fr	VOL40 P V	PIT80 RAD05	#z #q #n #x

## SOUND SFX TR3

325	DART_SPITT:	bp_blo	VOL50		PIT50	RAD08	#z #s #c
326	RATTLE_SNAKE:	rattle	VOL35	CH40	PIT60	RAD09	#n
327	SWING_PUMP:	sqk2	VOL80 P		PIT-60	RAD10	#k #p
328	SQEEK:	sqk1 sqk2	VOL60	CH50	PIT50	RAD07	#u
329	DRIPS_REVERB:	wt drip1 wt drip2 wt drip3	VOL65 P V				
330	TONK:	tonk	VOL70 P V		PIT-60	RAD10	#k #p
331	BOO_MUTE:	bmt_gas	VOL70		PIT-70	RAD08	#a
332	VENDING_MACHINE_LOOP:	l_vend	VOL90 L			RAD04	#u
333	VENDING_SPIT:	spit	VOL80			RAD04	#u
334	DOORBELL:	doorbell	VOL85				
335	BURGLAR_ALARM:	alarm_fr	VOL90 L				
336	BOAT_SCRAPE:	boat_scr	VOL85 L				
337	TICK_TOCK:	tick	VOL70 N L		PIT-86	RAD05	#g #t
338	WILARD_FOOT_STEPS:	wb_ft	VOL70 P V			RAD10	#f
339	WILARD_ATTACK:	wb_at1 wb_at2	VOL80 P V	CH70		RAD10	#f
340	WILARD_TAKE_HIT:	wb_th1 wb_th2 wb_th3	VOL80 P V	CH90		RAD10	#f
341	WILARD_LEGS_SHUFFLE:	wb_r1 wb_r2 wb_r3	VOL40		PIT30	RAD10	#f
342	WILARD_FIRE_CHARGE:	wb_chg	VOL90		PIT-70	RAD10	#f
343	WILARD_FIRE_SHOOT:	wb_sht	VOL90			RAD10	#f
344	WILARD_ODD_NOISE:	wb_od1 wb_od2	VOL70 P V	CH40	PIT-50	RAD10	#f
345	WILARD_STAB:	wb_stb	VOL70		PIT30	RAD10	#f
346	LITTLE_SUB_LOOP:	sub_loop	VOL60 L			RAD10	#k
347	LITTLE_SUB_START:	sub_st	VOL60			RAD10	#k
348	LITTLE_SUB_STOP:	sub_stp	VOL60			RAD10	#k
349	LONDON_BOSS_DIE_PART_1:	lwb_dp1	VOL80			RAD10	#o
350	LONDON_BOSS_DIE_PART_2:	lwb_dp2	VOL80			RAD10	#o
351	LONDON_BOSS_FIRE:	lwb_fr	VOL99		PIT-20	RAD10	#o
352	LONDON_BOSS_SUMMON:	lwb_chg	VOL80		PIT-70	RAD10	#o
353	LONDON_BOSS_TAKE_HIT:	lwb_th1	VOL80			RAD10	#o
354	LONDON_BOSS_VAULT:	lwb_vlt	VOL70			RAD10	#o
355	LONDON_BOSS_SUMMON_NOT:	lwb_chn	VOL90		PIT-70	RAD10	#o
356	LONDON_BOSS_LAUGH:	lwb_laf	VOL80			RAD10	#o
357	WATER_MILL:	watmill	VOL70			RAD10	#n
358	PLUG_WINCH:	plgwnc	VOL70		PIT-60	RAD10	#r #e
359	GIANT_METAL_WHEELS:	metweel	VOL50		PIT-40	RAD10	#h

## SOUND SFX TR3

360	TRIBOSS_ATTACK:	tri_at1 tri_at2	VOL80	RAD10 #h
361	TRIBOSS_TAKE_HIT:	tri_th1 tri_th2	VOL80	RAD10 #h
362	TRIBOSS_TURN_CHAIR:	tri_trn	VOL70	RAD10 #h
363	TRIBOSS_SHOOT:	tri_sht	VOL90	RAD10 #h
364	TRIBOSS_DEATH_VOCAL:	tri_die	VOL70	RAD10 #h
365	TRIBOSS_CHAIR_2:	tri_trn2	VOL70	RAD10 #h
366	TONY_BOSS_SHOOT_1:	tb_1	VOL80 P	RAD10 #x
367	TONY_BOSS_SHOOT_2:	tb_2	VOL90 P	RAD10 #x
368	TONY_BOSS_SHOOT_3:	tb_3	VOL80 P	RAD10 #x
369	TONY_BOSS_ATTACK:	tb_t1 tb_t2	VOL80	RAD10 #x

# **TOMB RAIDER NEXT GENERATION**



## **SOUND SFX**

### **SOUND SFX LIST TR5**

## SOUND SFX TR5

0	LARA_FEET:	foot01 foot02 foot03 foot04	VOL75 P V	PIT10	#g
1	LARA_CLIMB2:	clim_up2	VOL75 V	RAD13	#g
2	LARA_NO:	lara_no	VOL40	RAD13	#g
3	LARA_SLIPPING:	slipping	VOL15	PIT60	RAD13 #g
4	LARA_LAND:	landing	VOL75 P	RAD13	#g
5	LARA_CLIMB1:	clim_up1	VOL65	RAD13	#g
6	LARA_HOLSTER_DRAW:	hols_out	VOL40	PIT50	RAD13 #a #b #c #e #f1 #f2 #k #l #m
7	LARA_HOLSTER_AWAY:	hols_in	VOL35	PIT60	RAD13 #a #b #c #e #f1 #f2 #k #l #m
8	LARA_FIRE:	magnum	VOL67 R	PIT20	RAD06 #a #b #c #e #f1 #f2 #h #i #j
9	LARA_RELOAD:	reload	VOL55	PIT20	RAD13 #g
10	LARA_RICOCHET:	rico_01 rico_02	VOL65 P V	CH40 PIT30	RAD13 #g
11	PUSH_BLOCK_END:	phend	VOL25	PIT-20	
12	SMASH_GLASS:	glass_sm	VOL85 P V	PIT-10	RAD20 #a #b #c #e #f1 #f2 #k #l #m
13	LARA_CLIMB_WALL_GRUNT:	p&p04	VOL55 V	CH40	RAD13 #g
14	HK_SILENCED:	kochsile	VOL50 L	PIT78	RAD20 #k #l #m
15	OFFICE_DOOR_OPEN:	d_corea	VOL90	PIT-10	RAD10 #l
16	OFFICE_DOOR_CLSE:	d_corec	VOL85	PIT05	RAD10 #l
17	LARA_WET_FEET:	fsw1 fsw2 fsw3 fsw4	VOL55 P V	PIT05	RAD13 #a #c #e #f1 #f2 #h #i #j #k #l #m
18	LARA_WADE:	wade	VOL75 P V	PIT20	RAD13 #a #b #c #e #f1 #f2 #h #i #j
19	SMASH_WOOD:	sm_wood	VOL70 P V	PIT-10	RAD13 #b
20	LARA_INJURY_NONRND:	takehit1	VOL70 V		RAD13 #g
21	CRICKET_LOOP:	l_criket	VOL07 L		RAD04 #a #b #c
22	PHILOSOPHER_STONE:	l_philos	VOL78 P L	PIT-35	RAD08 #b #c
23	LARA_JUMP_NONRND:	lar_jump	VOL70 V		RAD13 #g
24	LARA_KNEES_SHUFFLE:	lar_kn1 lar_kn2	VOL23	PIT23	RAD06 #g
25	LARA_HIDDEN_SWITCH:	lr_hidsw	VOL65 V	PIT10	RAD13
26	LARA_CLIMB3:	clim_up3	VOL70 V		RAD13 #g
27	LARA_BODYSL:	body_sl1	VOL85 P V	PIT30	RAD13
28	LARA_SHIMMY2:	back_jm1	VOL20 V	PIT75	RAD13 #g
29	LARA_JUMP_RND:	lar_jump	VOL70 V	CH65	RAD13 #g
30	LARA_FALL:	f2f_scrm	VOL60	PIT-15	RAD13 #g
31	LARA_INJURY_RND:	takehit1	VOL70 V	CH32	RAD13 #g
32	LARA_ROLL:	rolling	VOL40	PIT10	RAD13 #g
33	LARA_SPLASH:	splash	VOL85 P V	PIT-05	RAD16 #a #b #c #d #e #f1 #f2 #h #i #j
34	LARA_GETOUT:	go_watr	VOL70	PIT10	RAD13 #a #b #c #e #f1 #f2 #h #i #j
35	LARA_SWIM:	swim	VOL62 P V	PIT-35	RAD13 #a #b #c #e #h #i #j
36	LARA_BREATH:	breath	VOL65	PIT20	RAD13 #a #b #c #e #f1 #f2 #h #i #j

## SOUND SFX TR5

37	LARA_BUBBLES:	bubbles	VOL47 P V	CH70	PIT30	RAD13
38	CREATURE_SWIM:	swim	VOL66 P V		PIT05	RAD13 #a #b #c #e #h #i #j
39	LARA_USE_KEY:	usekey	VOL65		PIT40	RAD08 #g
40	LARA_PUSH2_NONRND:	p&p01	VOL55 V R			RAD13 #g
41	LARA_GENERAL_DEATH:	lar_die2	VOL70 V			RAD13 #g
42	LARA_KNEES_DEATH:	lar_die1	VOL70 V			RAD13 #g
43	LARA_UZI_FIRE:	uzi_fr	VOL90 L		PIT20	RAD13 #c #d #e #f1 #f2 #m
44	LARA_UZI_STOP:	uzi_stp	VOL50		PIT20	RAD13 #c #d #e #f1 #f2 #m
45	LARA_SHOTGUN:	shot_gun	VOL50		PIT60	RAD13 #b #c #e #f1 #f2 #h #i #j
46	LARA_PUSH1:	p&p02	VOL65 V R			RAD13 #g
47	LARA_PUSH2_RND:	p&p01	VOL55 V R	CH50		RAD13 #g
48	LARA_RANDOM_PUSHFX:	p&p02	VOL55 V	CH50		RAD13 #g
49	LARA_SHOTGUN_SHELL:	shot_shl	VOL20 P V	CH59	PIT95	RAD13 #g
50	UNDERWATER_DOOR:	uw_door	VOL80 P		PIT-66	#b #j
51	LARA_PULL:	p&p04	VOL70 V R			RAD13 #g
52	LARA_FLOATING:	floatswm	VOL70 P V			RAD13 #a #b #c #e #h #i #j
53	LARA_FALLDETH:	f2f_hitg	VOL95 P V		PIT20	RAD13 #g
54	LARA_GRABHAND:	back_jm1	VOL30 P V		PIT40	RAD13 #g
55	LARA_GRABBODY:	back_jm3	VOL65 P V			RAD13 #g
56	LARA_GRABFEET:	back_jm2	VOL70 P V			RAD06 #g
57	OFFICE_DOOR_SQUEAK:	d_coreb	VOL99		PIT-20	RAD10 #l
58	WATER_LAPS_LOOP:	l_wtrlap	VOL45 L		PIT-15	RAD10 #h #j
59	WATER_SPOUT_LOOP:	l_fount	VOL50 L		PIT-12	RAD11 #a
60	UNDERWATER:	undwatr	VOL50 L		PIT-65	#a #b #c #d #e #h #i #j
61	UNDERWATER_SWITCH:	uw_swt	VOL75 P			
62	LARA_PICKUP:					
63	PUSHABLE_SOUND:	l_pshblk	VOL55 L		PIT-20	RAD10 #a #c #h #i #j
64	SNIPER_RIFLE:	sniper	VOL75		PIT44	RAD15 #e #z
65	HELICOPTER_LOOP:	l_chop	VOL90 L			RAD20 #m
66	ROCK_FALL_CRUMBLE:	rokfall1	VOL90 P V			RAD10 #c #h
67	ROCK_FALL_LAND:	rokfall2	VOL90 P V			RAD10 #c #h
68	HK_FIRE:	koch	VOL95 L		PIT70	#k #l #m
69	HK_STOP:	kochstop	VOL90			#k #l #m
70	LARA_THUD:	lar_th1 lar_th2	VOL70 P V		PIT-10	#g
71	GENERIC_SWOOSH:	swoosh1	VOL65 P V		PIT09	RAD10 #g
72	BLUEGUARD_CHAIR:	chairoll	VOL85		PIT22	RAD15 #k



## SOUND SFX TR5

73	NEWBOX_SHUT:	d_corec	VOL25		PIT30	RAD10 #l
74	BLUE/SCIEN_DONT_SHOOT:	blu_dont	VOL70		PIT15	RAD15 #k
75	BLUEGUARD_CONSOLE:	kb_01 kb_02 kb_03 kb_04 kb_05	VOL45 P V	CH31	PIT30	RAD05 #f1 #f2 #k #l
76	SHOWER_LOOP:	l_shower	VOL70 L		PIT10	RAD06 #e
77	WATER_LOOP:	l_wloop	VOL45 L		PIT-20	RAD09 #j
78	FOUNTAIN_LOOP:	l_fount	VOL90 L		PIT-10	RAD10 #a
79	WATERFALL_LOOP:	l_wfall	VOL40 L		PIT-15	RAD13 #b
80	SERVO_02:	lncher2	VOL73		PIT-40	RAD13 #k
81	SERVO_01:	lncher1	VOL70		PIT-30	RAD13 #k
82	BLUEG_GETUP_HOY:	blu_hoy	VOL80 P			RAD15 #k #l #z
83	BLUEG/MAFIA_GUNS:	blue_gun	VOL58 P		PIT20	RAD05 #e #f1 #f2 #k #l #z
84	BLUEG_HIT/DIE:	blu_hit	VOL82			RAD15 #e #f1 #f2 #k #l #m #z
85	BLUEG_JUMP:	blu_jump	VOL60 V	CH88		RAD15 #k #l #m #z
86	BLUEG_CHAIR_HIT:	chairhit	VOL90		PIT25	RAD15 #k
87	RICH_IRIS_ELEC:	l_iris	VOL55 L		PIT-25	RAD06 #k
88	BIO_BREATHE_OUT:	bio_bth1 bio_bth2	VOL50 P V	CH75	PIT-10	RAD07 #m #z
89	GENERIC_BOOT_STEPS:	boot_ft1 boot_ft2 boot_ft3	VOL65 P V		PIT10	RAD13 #g
90	PIERRE_GUNS:	pier_gun	VOL40 P		PIT35	RAD13
91	PIERRE_FINAL_BREATH:	pier_end	VOL55		PIT10	RAD10
92	PIERRE_HIT:	pier_hit	VOL55		PIT10	RAD10
93	GENERIC_KNEES_FALL:	g_knefal	VOL40			RAD10 #g
94	LION_HIT_FLOOR:	lion_flr	VOL80 P		PIT-10	RAD13 #c
95	AGENT/HITMAN_FEET:	a_ft1 a_ft2	VOL60 P V		PIT10	RAD10 #m #z
96	*LARSON_ARGGHH*:	lsn_hit	VOL80			RAD10
97	LARSON_GUNS:	lsn_gun	VOL35		PIT12	RAD18 #a #b
98	*LARSON_GROAN*:	lsngroan	VOL80			RAD10
99	AGENT/HITMAN_LAND:	a_ft4	VOL60 P V		PIT10	RAD10 #m #z
100	LION_FEET:	lion_fs1	VOL55 P V		PIT-21	RAD20 #c
101	LION_GROWL:	lionroa3	VOL95 P		PIT30	RAD13 #c
102	LION_ATTACK:	lionata2 lionata3	VOL95 P		PIT35	RAD13 #c
103	LION_DIE:	liondie2	VOL97 P		PIT36	RAD13 #c
104	RAVENSWITCH_EXP:	exp_rock	VOL55		PIT-35	RAD20 #a
105	EXPLOSION1:	explos1	VOL25		PIT50	RAD25 #g
106	EXPLOSION2:	explos2	VOL95 P		PIT-40	RAD35 #g
107	EARTHQUAKE_LOOP:	l_quake	VOL90 L		PIT-40	#g
108	MENU_ROTATE:	m_rotat	VOL45		PIT10	#g #t

## SOUND SFX TR5

109	MENU_SELECT:	m_select	VOL45	PIT15	#g #t
110	Menu_Empty:				
111	MENU_CHOOSE:	m_choose	VOL50	PIT15	#g #t
112	TICK_TOCK:	tick	VOL50 N L	PIT-86 RAD05	#g #t
113	Menu_Empty:				
114	MENU_COMBINE:	m_comb	VOL50	PIT50	#g
115	Menu_Empty:				
116	MENU_MEDI:	medi_fix	VOL45		#g
117	LARA_CLIMB_WALLS_NOISE:	back_jm2	VOL38 P V	PIT40	#g
118	2GUNTEX_FALL_END:	2gt_fall	VOL30	PIT15 RAD25	#k #l #m
119	AGENT/HITMAN_JUMP:	agnt_jmp	VOL70 V CH60		RAD10 #m #z
120	MAFIA_HOLSTER_DRAW:	hols_out	VOL30	PIT60 RAD15	#f1 #f2 #z
121	REVOLVER:	d_eagle	VOL95	PIT25 RAD20	#a #b #c #e #f1 #f2 #h #i #j
122	HITMAN_CHOKE:	hitchoke	VOL80		RAD10 #m #z
123	MAFIA2_DIE:	maf_die	VOL45	PIT10 RAD15	#f1 #f2 #z
124	MAFIA2_JUMP_UP:	maf_jmp	VOL55 V	PIT10 RAD15	#f1 #f2 #z
125	MAFIA2_GETDOWN:	maf_jmp	VOL55 V CH80	PIT10 RAD15	#f1 #f2 #z
126	MAFIA2_HIT:	maf_hit	VOL60	PIT10 RAD15	#f1 #f2
127	LARA_ELECTRIC_LOOP:	l_larel	VOL80 L		RAD10
128	LARA_ELECTRIC_CRACKLES:	lar_el2 lar_el3 lar_el4	VOL80 P V CH50		RAD15 #f2 #m
129	HANGMAN_LAUGH_OFFCAM:	hang_laf	VOL80	PIT-55 RAD20	#h
130	ELEC_LIGHT_CRACKLES:	elec_2 elec_3	VOL50 P V	PIT70 RAD07	#d #e #f1 #f2 #h #i #j #k #l #m
131	LOUD_WIND_LOOP:	l_wind	VOL25 P L	PIT-35 RAD08	#a #b #c #e #h #j #k #l #m
132	KEYPAD_ENTRY_NO:	kpad_no	VOL50	PIT10 RAD15	#k #l #m
133	KEYPAD_ENTRY_YES:	kpad_yes	VOL70	PIT10 RAD15	#k #l #m
134	RICH_TELEPORT:	l_telep	VOL90 L	PIT40 RAD10	#l
135	JOBY_PUZZLE_HATCH:	lncher3	VOL70	PIT-62 RAD13	#f2
136	SOFT_WIND_LOOP:	l_wind	VOL15 L	PIT-45 RAD07	#a #b #c #e #h #j #k #l #m
137	GLADIATOR_FEET:	glad_fs1 glad_fs2	VOL67 P V	PIT-20 RAD13	#c
138	GLADIATOR_ATTACK:	glad_atk	VOL95 P V CH86	PIT05 RAD13	#c
139	GLADIATOR_DIE:	glad_die	VOL95	PIT-05 RAD13	#c
140	GLADIATOR_SWORD:	glad_swd	VOL75 P V	PIT10 RAD10	#c
141	GLADIATOR_SHIELD1:	glad_shl	VOL65	PIT20 RAD10	#c
142	GLADIATOR_SHIELD2:	glad_shl	VOL15	PIT20 RAD10	#c
143	GENERIC_BODY_FALL:	gbod_slm	VOL70 P	PIT25 RAD18	#g
144	2GUNTEX_DIE:	2gt_die	VOL90		RAD15 #k #l #m

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145	LARA_SPIKE_DEATH:	lar_spks	VOL90		#b #c #f1 #f2 #h #i #j
146	LARA_DEATH3:	lar_die2	VOL70 P V		
147	ROLLING_BALL:	l_rumb	VOL90 L	PIT-70	RAD15
148	BLK_PLAT_RAISE&LOW:	l_rumb	VOL75 L	PIT-35	#a #b #c #h #j #l
149	2GUNTEX_FALL_BIG:	2gt_fall	VOL60	PIT10	RAD25 #k #l #m
150	LOOP_FOR_SMALL_FIRES:	l_fire	VOL40 P V L	PIT65	RAD08 #b #c #f2 #h #i #j #k #l #m
151	XRAY_SCAN:	l_xscan	VOL80 P L	PIT35	RAD05 #l
152	R_XRAY_ROOM_LP:	l_tech1	VOL50 P L	PIT50	RAD04 #k #l #m
153	R_HITECH_ROOM_LP:	l_tech1	VOL80 L	PIT35	RAD10 #k #l #m
154	JOBY_WATERFALL_SMALL:	l_wfall	VOL15 L	PIT-10	RAD04 #f2
155	JOBY_WATERFALL_BIG:	l_wfall	VOL25 L	PIT-15	RAD05 #f2
156	RATS_1:	rat_fs1 rat_fs2 r1 r2 r3 r4 r5	VOL60 P V	PIT45	RAD10 #a #b #h #i #j
157	BATS_1:	b1 b2 b3 b4 b5 b6 b7 b8	VOL55 P V	PIT55	RAD10 #a #h #i #j
158	H_GOD_HAMMER_QT:	hgod_ham	VOL06	PIT25	RAD15 #c
159	H_GOD_HAMMER_MED:	hgod_ham	VOL30	PIT30	RAD15 #c
160	H_GOD_HAMMER_LD:	hgod_ham	VOL85	PIT35	RAD15 #c
161	TRAPDOOR_OPEN:	trapd_op	VOL70	PIT-40	#k #l
162	TRAPDOOR_CLOSE:	trapd_cl	VOL70	PIT-20	
163	RICH_DOOR_BEAM:	l_drbeam	VOL75 L	PIT70	RAD03 #k #l #m
164	WALLSUIT_OUT:	autog_op	VOL52	PIT-25	RAD20 #k
165	AUTOGUN_UNFOLD:	lncher2	VOL80	PIT-20	RAD15 #k #l #m
166	AUTOGUN_DOOR:	autog_op	VOL55	PIT10	RAD20 #k #l #m
167	SMASH_ROCK:	sm_rock	VOL95	PIT-15	RAD13 #b #k #m
168	SMASH_METAL:	sm_metal	VOL80	PIT25	RAD10 #e #f1 #f2 #k #l #m
169	D_ALIEN:	dr_alien	VOL95	PIT-10	RAD13 #k
170	RICH_VENT_IMPACT:	grate_3	VOL99	PIT-30	RAD25 #k #l #m
171	SWITCH_ELEC_SWAP:	swch_ele	VOL50	PIT15	RAD10 #k #l #m
172	ELECTRIC_WIRES:	l_ewire	VOL60 L	PIT30	RAD06 #f1 #f2
173	LAVA_LOOP:	l_lava	VOL50 L	PIT-50	RAD06 #c #i
174	DOG_DOBER_GROWL:	dog_grl2	VOL50 P		RAD10 #a
175	DOG_HOWL:	dog_hwl	VOL90	PIT-30	RAD10
176	DOG_ATTACK_1:	dog_at1 dog_at2	VOL45 P	PIT-10	RAD10 #a #e
177	DOG_AWARE:	dog_aw	VOL80 P	PIT-10	RAD10 #a #e
178	DOG_FOOT_1:	dog_f1 dog_f2	VOL78 P	CH85	RAD10 #a #e
179	*DOG_JUMP*:	dog_aw	VOL80	PIT-10	RAD10
180	*DOG_LONG_GROWL*:	dog_grl	VOL40	PIT-10	RAD10

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181	DOG_DEATH:	dog_d1 dog_d2	VOL70		PIT-13	RAD10 #a #e
182	THUNDER_RUMBLE:	thun_rum	VOL50 P V		PIT-82	#h #j
183	HAMMER_GOD_PULSE:	sgod_pls	VOL90		PIT50	RAD15 #c
184	SWORD_GOD_CHARGE:	god_chge	VOL90 V		PIT20	RAD17 #b #c
185	SWORD_GOD_LASER:	sgd_lazr	VOL80 P V		PIT30	RAD20 #b
186	SKELETON_APPEAR:	sk_apear	VOL55		PIT69	RAD10 #i #z
187	CHEF_KNIFE_SWOOSH:	swoosh3	VOL85 P V		PIT17	RAD10 #g
188	SKELETON_ATTACK:	sk_atk1 sk_atk2	VOL90 P V		PIT-24	RAD07 #i
189	GEN_SWORD_SWOOSH_NORM:	swoosh3	VOL85 P V		PIT-27	RAD06 #g
190	CHEF_ATTACK_ARGHH:	chef_atk	VOL50	CH50	PIT59	RAD13 #f1
191	2GUNTEX_FEET_LD:	2gt_f1 2gt_f2 2gt_f3	VOL75 P V		PIT-20	RAD13 #k #l #m
192	2GUNTEX_FEET_QT:	2gt_f1 2gt_f2 2gt_f3	VOL45 P V		PIT-26	RAD10 #k #l #m
193	2GUNTEX_LASER_FIRE:	2gt_lasr	VOL45		PIT30	RAD13 #k #l #m
194	2GUNTEX_LASER_FIREx2:	2gt_lasr	VOL45 P V		PIT30	RAD13 #k #l #m
195	2GUNTEX_LASER_START:	2gt_las2	VOL80		PIT18	RAD15
196	2GUNTEX_LASER_MISFIRE:	2gt_misf	VOL55 P		PIT30	RAD13 #k #l #m
197	2GUNTEX_HIT_GUNS:	2gt_bash	VOL55 P V		PIT50	RAD13 #k #l #m
198	IMP_DIE:	imp_die	VOL50 P		PIT60	RAD10
199	IMP_FALL:	gbod_slm	VOL30 P		PIT45	RAD10 #h #j #z
200	IMP_FEET:	imp_f1 imp_f2	VOL55 P V		PIT30	RAD13 #h #j #z
201	IMP_ATTACK:	imp_atk	VOL55 P V	CH85	PIT50	RAD10 #h #j #z
202	IMP_LAUGH:	imp_laf	VOL40 P V	CH20	PIT80	RAD10 #h #j #z
203	IMP_RUNAWAY:	imp_away	VOL65 P V	CH20	PIT80	RAD10 #h #j #z
204	SGOD_SWD_DIE1_Q:	sgod_swd	VOL20		PIT-15	RAD08 #b
205	SGOD_SWD_DIE2_VQ:	sgod_swd	VOL05		PIT30	RAD06 #b
206	HITMAN_GUNS_FIRE:	hitgun1a	VOL60		PIT25	RAD17 #m #z
207	HITMAN_GUNS_END:	hitgun1b	VOL60		PIT25	RAD17 #m #z
208	FIRE_EXTING_RICO:	rico_04	VOL65 P		PIT60	RAD10 #l #m
209	LARA_UNDERWATER_ENGINE:	l_uwsuit	VOL80 P L		PIT10	RAD08 #d
210	CABINET_CLOSE_WOOD:	cab_clse	VOL45 P		PIT-05	RAD13 #l
211	CABINET_OPEN_WOOD:	cab_open	VOL50 P		PIT-10	RAD13 #l
212	SWORD_GOD_FEET_LD:	sgod_f1 sgod_f2 sgod_f3	VOL65 P V		PIT-15	RAD15 #b #c
213	SWORD_GOD_FEET_QT:	sgod_f1 sgod_f2 sgod_f3	VOL45 P V		PIT-20	RAD13 #b #c
214	SWORD_GOD_FEET_VQT:	sgod_f1 sgod_f2 sgod_f3	VOL20 P V		PIT-25	RAD11 #b #c
215	SWORD_GOD_SWORD:	sgod_swd	VOL50		PIT-30	RAD15 #b
216	GEN_SWORD_SWOOSH_LOW:	swoosh3	VOL95		PIT-40	RAD08 #g

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217	SWORD_GOD_FALL:	sgd_fall	VOL80	PIT15	RAD20 #b #c
218	SWORD_GOD_HITMET:	rico_03 rico_04	VOL25	PIT70	RAD20 #b #c
219	SWORD_GOD_SCREAM:	sgd_scrm	VOL65	PIT-72	RAD20 #b #c
220	KITCHEN_HOB_LOOP:	l_hob	VOL05	PIT28	RAD05 #f1
221	KEYPAD_*:	kp_x	VOL50	PIT01	RAD10 #k #l #m
222	KEYPAD_#:	kp_#	VOL50	PIT01	RAD10 #k #l #m
223	KEYPAD_0:	kp_0	VOL50	PIT01	RAD10 #k #l #m
224	KEYPAD_1:	kp_1	VOL50	PIT01	RAD10 #k #l #m
225	KEYPAD_2:	kp_2	VOL50	PIT01	RAD10 #k #l #m
226	KEYPAD_3:	kp_3	VOL50	PIT01	RAD10 #k #l #m
227	KEYPAD_4:	kp_4	VOL50	PIT01	RAD10 #k #l #m
228	KEYPAD_5:	kp_5	VOL50	PIT01	RAD10 #k #l #m
229	KEYPAD_6:	kp_6	VOL50	PIT01	RAD10 #k #l #m
230	KEYPAD_7:	kp_7	VOL50	PIT01	RAD10 #k #l #m
231	KEYPAD_8:	kp_8	VOL50	PIT01	RAD10 #k #l #m
232	KEYPAD_9:	kp_9	VOL50	PIT01	RAD10 #k #l #m
233	SMALL_FAN:	fann	VOL50	PIT-10	RAD03 #f1 #f2
234	KLAXON:	klaxon	VOL40	PIT25	#f2
235	LARA_CROSSBOW:	crossbow	VOL55	PIT50	RAD20 #m
236	ANDY_FLOOR_DOOR_B:	andyflr2	VOL70	PIT26	RAD13 #i
237	ANDY_FLOOR_DOOR_A:	andyflr1	VOL60	PIT20	RAD13 #i
238	J_GRAB_OPEN:	grab_opn	VOL70	PIT-15	RAD15 #e
239	WILLOWISP_LOOP:	l_wilwsp	VOL50 P L	PIT70	RAD06 #i #z
240	LEAP_SWITCH:	swch_01	VOL70	PIT12	RAD05 #f2 #j
241	LARGE_SWITCH:	swch_lrg	VOL95	PIT20	RAD10 #i
242	GENERIC_HEAVY_THUD:	gen_thud	VOL80 P V	PIT-55	RAD18 #g
243	GENERIC_HEAVY_FEET:	gen_thud	VOL60 P V	PIT-35	RAD13 #g
244	SWIMSUIT_METAL_CLASH:	swimbang	VOL50 P V	PIT45	RAD20 #d
245	CROW_WALL_ITEM_DROP:	itemdrop	VOL70 P V	PIT22	RAD20 #g
246	LARA_SUB_BREATHE:	subbrthe	VOL40	PIT15	#d
247	HITMAN_ELEC_SHORT:	hitm_el1 hitm_el2 hitm_el3	VOL80 P V	PIT35	RAD13 #m #z
248	WELD_THRU_DOOR_LOOP:	l_welddr	VOL80 P V L	PIT30	RAD30 #l
249	IMP_BARREL_DROP:	imp_barl	VOL45	PIT20	RAD13 #h #z
250	IMP_BARREL_ROLL:	imp_roll	VOL45	PIT20	RAD13 #h #z
251	IMP_STONE_HIT:	imp_stne	VOL35 P V	PIT57	RAD05 #j #z
252	POUR_DUST_INSERTANIM:	pourdust	VOL70	PIT70	RAD13 #i

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253	J_GRAB_TOP_IMPACT:	l_jcrned	VOL35 P V	PIT35	RAD20 #e
254	COG_ANDY2:	andycog1	VOL80	PIT59	#i
255	J_GRAB_IMPACT:	l_jcrned	VOL80 P V	PIT15	RAD13 #e #k
256	J_GRAB_MOTOR_C:	l_jcrnec	VOL65	PIT08	RAD20 #e
257	J_GRAB_MOTOR_B_LP:	l_jcrneb	VOL65 L	PIT08	RAD20 #e
258	J_GRAB_MOTOR_A:	l_jcrnea	VOL65	PIT08	RAD20 #e
259	J_GRAB_DROP:	grab_drp	VOL95	PIT69	RAD13 #e
260	J_GRAB_WINCH_UP_LP:	l_jcrnel	VOL55 L	PIT-05	RAD13 #e
261	FOOTSTEPS_WOOD_CAB:	fs_wd1 fs_wd2	VOL50 V	PIT-20	RAD06 #f1 #f2
262	FOOTSTEPS_METAL_CAB:	fs_met1 fs_met2	VOL40 V	PIT-15	RAD06 #a #c #e #h #i #j #k #l #m
263	D_FLOOR_METAL:	dr_floor	VOL65	PIT20	RAD15 #e #f1 #f2 #m
264	DRAWERS_METAL_OPEN:	drw_mout	VOL65	PIT17	RAD10 #l
265	DRAWERS_METAL_CLOSE:	drw_mout	VOL60	PIT-10	RAD10 #l
266	SHOCKWAVE_RUMB:	shock_wv	VOL75	PIT-70	RAD13 #c
267	ANDY_BOAT/MILL_2:	boat2	VOL95 P V	CH80 PIT-35	RAD20 #j
268	ANDY_BOAT/MILL_1:	boat1	VOL95 P V	CH80 PIT-35	RAD20 #j
269	SMALL_STONE_SWITCH:	sml_swt	VOL60	PIT10	RAD10 #a #c #f1 #f2 #h #i #j #k #l #m
270	TV_WHITENOISE_LOOP:	l_tv	VOL10 L		RAD07 #f1
271	LIFT_MOVE:	liftmove	VOL65	PIT-45	RAD14 #k #l #m
272	ALARM:	alarm	VOL40	PIT-05	RAD10 #k #l #m
273	GENERIC_SQKS_LOW:	sqk1 sqk2	VOL60 P V	PIT-30	RAD10 #g
274	RICH_LOWER_BEAMX:	beamlowr	VOL50	PIT10	RAD10
275	RICH_NRG_BEAM:	rich_nrg	VOL60		RAD10 #l
276	BEETLES:	beetles1 beetles2 beetles3	VOL70 P V	PIT90	RAD10 #k
277	GOD_HEAD_TESTICLES:	god_tent	VOL75 P V	PIT-40	RAD20 #b
278	GOD_HEAD_CHARGE:	god_chge	VOL80 P V	PIT20	RAD17 #b
279	GOD_HEAD_BLAST:	god_blst	VOL70	PIT-15	RAD17 #b
280	GOD_HEAD_LASER_LOOPS:	l_godlaz	VOL95 P L	PIT30	#b
281	COGS_ROME:	cog_rome	VOL80 P V	PIT-11	RAD15 #b
282	LOW_RUMBLE_LOWER:	low_rumb	VOL75	PIT-60	#g
283	GEN_STONE_DOOR_LOW:	stngrind	VOL99	PIT-37	RAD20 #g
284	GENERIC_SQKS_NONRND:	sqk1 sqk2	VOL40 P V	PIT20	RAD04 #g
285	UNDERWATER_FAN_ON:	uw_fan	VOL50	PIT30	RAD10 #b
286	SUB_CONTROLROOM_LOOP:	l_subcon	VOL50 L	PIT-15	RAD05 #f1
287	D_MANHOLE_METAL:	dr_mhole	VOL60	PIT-32	RAD10 #b #f1 #f2 #l
288	FOOTSTEPS_MUD:	fs_mud1 fs_mud2	VOL40 P V	PIT-20	#a #b #c #e #f1 #f2 #h #i #j

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289	FOOTSTEPS_ICE:	fs_ice1 fs_ice2	VOL40 P V	PIT40	#e
290	FOOTSTEPS_GRAVEL:	fs_grv1 fs_grv2	VOL27 P V	PIT-05	#a #b #c #e #f1 #f2 #h #i #j
291	FOOTSTEPS_SAND_&_GRASS:	fs_snd1 fs_snd2	VOL40 P V	PIT50	#a #b #c #e #f1 #f2 #h #i #j
292	FOOTSTEPS_WOOD:	fs_wd1 fs_wd2	VOL50 V	PIT-20 RAD06	#g
293	FOOTSTEPS_SNOW:	fs_sn1 fs_sn2 fs_sn3	VOL40 P V	PIT30	#e
294	FOOTSTEPS_METAL:	fs_met1 fs_met2	VOL30 V	PIT-15 RAD06	#g
295	TIGHTROPE_CREAK:	rope_02	VOL75 P V	PIT05	#a #b #l
296	TIGHTROPE_WALK:	trope_fs	VOL75 P V	PIT20 RAD13	#a #b #l
297	DRAWERS_WOOD_CLSE:	andy_dw2	VOL30	PIT10 RAD10	#h #f1 #f2
298	DRAWERS_WOOD_OPEN:	andy_drw	VOL30	PIT14 RAD10	#h #f1 #f2
299	SWAMPY_ATTACK:	swampy	VOL80	CH87 PIT65	#j
300	BELL:	bell	VOL69	PIT30	#a
301	JOBY2_GRILL_2a:	grate_2	VOL35	PIT-20 RAD10	#e
302	HISS_LOOP_SMALL:	l_hiss	VOL15 P L	PIT79 RAD05	#e #f2 #k #m
303	JOBY2_CRANE_END:	j_crnend	VOL95	PIT-50 RAD15	#e #k
304	GENERATOR_HUM_LOOP:	l_genhum	VOL60 L	PIT-25 RAD08	#e
305	COMPUTER_BEEPIES:	j_comput	VOL50 V	CH01 PIT20	RAD06 #e
306	MODEM_LOOP:	l_modem	VOL55 L	PIT-02 RAD10	#e
307	AIRCON_LOOP:	l_aircon	VOL30 L	PIT-06 RAD05	#e #k #l #m
308	GEN_STONE_DOOR:	stngrind	VOL86	PIT-45 RAD25	#g
309	LOW_RUMBLE:	low_rumb	VOL85	PIT-42	#g
310	SEARCHER:	alarm	VOL70	PIT-42 RAD20	#m
311	STAIR_SNAP_01:	stairfl	VOL90 P V	PIT10 RAD20	#m
312	RICH_GEN_LOOP:	l_genhum	VOL90 L	PIT-50 RAD08	#b #l
313	ZOOM_VIEW_WHIRR:	l_binoc	VOL60 L	PIT10	#g
314	RICH_VENT_STRESS:	v_stress	VOL80	PIT-28 RAD20	#k
315	INDUSTRY_AMBIENCE_LOOP:	l_indus1	VOL75		RAD25 #e
316	D_SWIPECARD_SFX:	swipecrd	VOL20	PIT50 RAD13	#e #f2 #k #l
317	RICH_TARGET_RISE: targetup		VOL60	PIT-20 RAD30	#m
318	STAIR_BANISTER_BEND:	strbend	VOL75 P V	PIT33 RAD20	#m
319	JOBY2_GRILL_1:	grate_1	VOL75	PIT15 RAD10	#e
320	JOBY2_GRILL_3:	grate_3	VOL55	PIT16 RAD10	#e #k
321	D_LARA_LOCKER_C:	dr_lockc	VOL88 P V	PIT-05 RAD10	#e #f2 #k
322	D_LARA_LOCKER_O:d	r_locko	VOL85 P V	PIT-05 RAD10	#e #f2 #k
323	STONE_SCRAPE_FAST:	joby_blk	VOL75	PIT15 RAD20	#a #b #c #h #i #j #l
324	JOBY2_GRILL_2:	grate_2	VOL65	PIT05 RAD10	#e

## SOUND SFX TR5

325	LIFT_DOORS:	lift_dor	VOL50		PIT30	RAD10 #k #l #m
326	LARA_CROWBAR_ITEM:	crowgem	VOL45 P V		PIT65	RAD07
327	JOBY2_CRANE:	j_crane	VOL95		PIT-25	RAD15 #e
328	GENERIC_SQKS_RND:	sqk1 sqk2	VOL40 P V	CH90	PIT20	RAD04 #g
329	D_SLIDEDOOR_JOB:	dr_mslde	VOL60		PIT38	RAD13 #e
330	D_FIREDOOR_JOB:	dr_fire	VOL50		PIT-25	RAD13 #e #f1 #f2
331	D_METAL_CLS_P1:	dr_mtel1	VOL60		PIT-22	RAD13 #e #f1 #f2
332	D_METAL_CLS_P2:	dr_mtel2	VOL95 P V		PIT13	RAD13 #e
333	D_SCIFI_CLOSE:	dr_sciel	VOL30			RAD10 #k #l #m
334	D_SCIFI_OPEN:	dr_sciop	VOL30			RAD10 #k #l #m
335	TEETH_SPIKES:	teethspk	VOL70 P V		PIT30	RAD08 #b #c #h #i
336	BAT_RAM_CREAK1:	bram_pt1	VOL30 P		PIT-10	RAD08 #a
337	LARA_LEVER_PART1:	lev_pul1	VOL60 P		PIT-30	RAD10 #a #c #h #i #j
338	LARA_LEVER_PART2:	lev_pul2	VOL60 P		PIT-20	RAD10 #a #c #h #i #j
339	LARA_POLE_SQUEAKS:	la_pole1	VOL35 P V		PIT37	RAD05 #j #k #l #m
340	LARA_ROPEDOWN_LOOP:	l_rpeple	VOL60 L		PIT-15	RAD05 #j #k #l #m
341	D_METAL_OPEN:	sml_d	VOL90 P V		PIT-20	RAD20 #c #e
342	LARA_PULLEY:	lar_plly	VOL50 V		PIT-10	RAD05 #b #c #h #i #j
343	D_METAL_OPEN_PUSH:	dr_mtpsh	VOL75 P V		PIT40	RAD10
344	D_METAL_KICKOPEN:	dr_mtkik	VOL85 P V		PIT10	RAD10 #l
345	LARA_USE_OBJECT:	amusnd	VOL50		PIT50	RAD04 #a #b #c #e #f1 #f2 #h #j #k #l #m
346	D_GATE_BIG_METAL:	dr_gate1	VOL55		PIT-15	RAD09 #a
347	D_MOTOR_WHIRR:	dr_whirr	VOL75		PIT-46	RAD15 #a
348	LARA_NO_FRENCH:	lara_nof	VOL45			RAD13
349	LARA_NO_JAPANESE:	lara_noj	VOL45			RAD13
350	LARA_CROW_WRENCH:	crow_try	VOL55 P V		PIT05	RAD05 #a #b #c #e #f1 #f2 #h #i #j
351	LARA_ROPE_CREAK:	rope_01 rope_02	VOL55 P V		PIT30	RAD13 #j #l #m
352	LARA_TROPE_FALL:	ropefall	VOL55		PIT10	RAD13 #a #b #l
353	D_METAL_CAGE_CLS2:	dr_mtel2	VOL70		PIT20	RAD10 #a
354	D_METAL_CAGE_CLS1:	dr_mtel1	VOL55		PIT-23	RAD10 #a
355	GENERIC_STONE_GRIND:	stngrind	VOL20		PIT05	RAD05 #g
356	D_STONEMETAL_MAIN:	dr_stmet	VOL55		PIT-50	RAD10 #a
357	D_PORTCULLIS_UP:	port_up	VOL40			RAD40 #a #b #c
358	D_PORTCULLIS_DOWN:	port_dn	VOL45		PIT05	RAD10 #a #b #c
359	D_WOODEN_GATE_CREAK:	dr_wdgt2	VOL65		PIT-40	RAD10 #a
360	D_PADLOCK_BREAK:	dr_chain	VOL75		PIT35	RAD06 #a



## SOUND SFX TR5

361	D_BIG_THUD_GEN_2:	dor_thud	VOL30	PIT05	RAD13 #g
362	D_BIG_THUD_GEN_1:	dor_thud	VOL80	PIT10	RAD13 #g
363	D_DOUBLE_BANG:	ddr_bng	VOL65	PIT-40	RAD13 #a
364	D_DOUBLE_CREAK:	ddr_crk	VOL70	PIT-48	RAD13 #a
365	D_CROWBAR_WOOD:	dr_wdcr1	VOL50	PIT10	RAD10 #b #f1 #j
366	D_METAL_LOCKUP_CROW:	dr_mterw	VOL65		RAD10 #b #f1
367	D_METAL_LOCKUP_OPEN:	dr_mtopn	VOL65	PIT12	RAD10 #b #f1
368	D_METAL_CAGE_OPEN:	dr_mtsql	VOL55	PIT15	RAD10 #a #m
369	SMALL_CLICK_SWITCH:	clk_swt	VOL65	PIT21	RAD10 #c #d #e #f1 #f2 #h #i #j
370	WEREWOLF_FEET_F:	wwlf_ftf	VOL50	PIT10	RAD13 #i
371	WEREWOLF_FEET_B:	wwlf_ftb	VOL40		RAD13 #i
372	WEREWOLF_ATTACK1:	wwlf_at1	VOL70	PIT45	RAD13 #i
373	WEREWOLF_ATTACK2:	wwlf_at2	VOL70	PIT45	RAD13 #i
374	WEREWOLF_DROP:	wwlf_drp	VOL70	PIT10	RAD13
375	WEREWOLF_DIE:	wwlf_die	VOL70	PIT30	RAD13
376	WEREWOLF_JUMP:	wwlf_jmp	VOL70	PIT30	RAD13 #i
377	SWAT_DIE:	a_d1	VOL80		RAD15 #e #m
378	ANDY_WHEEL:	sqk1	VOL20 P V	PIT-20	RAD04 #h
379	BARN_DOOR_NORMAL:	d_barn1	VOL30 P V	PIT-10	RAD10 #h
380	BARN_DOOR_SLAM:	d_barn2	VOL30	PIT05	RAD10 #h
381	RATCHET_3SHOT:	ratch_01	VOL70 P V		RAD13 #j
382	ANDY_WATERWHEEL:	l_wwheel	VOL80 L	PIT-05	RAD07 #j
383	ANDY_INSIDEMILL:	l_inmill	VOL80 L	PIT-50	RAD07 #j
384	ANDREA_COIN_PUZZ:	cointurn	VOL55	PIT-35	RAD10 #c
385	MINI-SUB_LOOP:	l_sub	VOL70 P L	PIT-40	RAD13 #d
386	LIFT_BRAKE_SQUEAL:	liftbrke	VOL80	PIT10	RAD20 #l
387	RATSPASH:	ratsplsh	VOL40 P V	CH80 PIT15	RAD08 #b #h #j
388	SNORE_IN				
389	SNORE_OUT:	snore_ot	VOL70	PIT15	RAD08 #k
390	D_SMALL_VENT_O/C :	d_smlvnt	VOL60 P V	PIT10	RAD10 #k
391	RICH_HOLOGRAM:	hologram	VOL45	PIT05	RAD04 #k
392	HISS_LOOP_BIG:	l_hiss	VOL99 P L	PIT59	RAD12 #m
393	LIFT_MOVE_KNACKED:	liftmove	VOL99	PIT-60	RAD35 #l
394	LIFT_HIT_FLOOR1:	2gt_fall	VOL99	PIT-40	RAD35 #l
395	LIFT_HIT_FLOOR2:	grate_3	VOL99	PIT-30	RAD35 #l
396	LAZER_LOOP:	l_lazer	VOL50	PIT-60	RAD07 #k
397	UNDERWATER_EXPLOSION:	uw_exp2	VOL80 P V	PIT-25	RAD20 #d

## SOUND SFX TR5

398	UNDERWATER_TORPEDO:	torpedo2	VOL80 P V	PIT-30 RAD20 #d
399	TELEPORT_CRACKLES:	elec_2 elec_3	VOL68 P V	PIT40 RAD10 #l
400	TELEPORT_FLASH:	teleflsh	VOL80	PIT10 RAD20 #l
401	LARA_UNDERWATER_HIT:	uwhit1	VOL70 P V	PIT10 RAD20 #d
402	RAVESTICK:	crysmash	VOL66	PIT80 RAD10 #g
403	UNDERWATER_CHAFF:	uw_chaff	VOL60	PIT60 RAD20 #d
404	FISHTANK_WATER:	fishtank	VOL80	PIT-10 RAD20 #l
405	2GUNTEX_STAIR_FALL:	2gt_argh	VOL80	PIT-15 RAD25 #m
406	GGOD_BREATHE_IN:	gg_bin	VOL80 P V	PIT-15 RAD20 #b
407	GGOD_BREATHE_OUT:	gg_bout	VOL70 P V	PIT-15 RAD20 #b
408	GGOD_FIRE:	gg_fire	VOL82 P V	PIT-60 RAD20 #b
409	GGOD_ATTACK:	gg_atk	VOL60 P V	PIT-30 RAD20 #b
410	PORTAL_LOOP:	l_portal	VOL25 P L	PIT40 RAD06 #b

# **TOMB RAIDER NEXT GENERATION**



## **SOUND SFX INFORMATION**

## SOUND SFX INFORMATION

Sound effects are the sounds Lara makes, like her footsteps, grunts, gunfire, etc. Also all other sounds an animating object, like a trap blade, or baddies make.

**Format:**     PCM  
                  22,050 kHz  
                  16 Bit  
                  Mono

The game can crash if the format is wrong!

### First column

( example LARA\_FIRE) is a description of the sound.  
This can be changed as you see fit.

### Second column

(example magnum) contains the name(s) of the associated samples.  
You can simply assign a new sound to an object by changing the name of the sample in this column.

### Third column

(example VOL75) indicates the volume of the sound.  
The higher the number, the louder the sound will be in the game.  
If the VOL is not set you will not be able to hear the sound in the game.

**Fourth column**       Can contain the letters: P, V, R, L

**P :**     Pitch

**V:**     Stands for Varied : A sound with V will have a random slight pitch change each time it is played. If you carefully listen to the shotgun sound in the game you will notice that not every shot sounds the same:  
the LARA\_SHOTGUN line has V assigned to it.

If V is not assigned to a sample it will sound the same every time.

**R:**     Radius

**L:** Stands for looping . This needs to be assigned if you want a sample to play over and over again (=loop) The WATERFALL\_LOOP line has an L assigned to it.

**Fifth column** Can contain the letters CH followed by a two digit number.

**CH:** The chance of the sound to be played when triggered. The smaller the CH number the less it will be played. If no CH is included in this column the sound will play every time it is triggered. CH is assigned to Lara's climbing grunt: you do not hear it all the time when she is climbing.

**Sixth column** Contains the PIT of the sound, which stands for pitch.

**PIT** followed by a positive number raises the pitch,

**PIT** followed by a negative number lowers the pitch.

Leave the PIT out and no pitch change will occur.

**Seventh column** Contains the RAD values.  
RAD stand for radius/range

This value determines from how far away the sound can still be heard.

The higher the number the further away the sound can still be heard.

The rolling ball and spikes for example have a RAD of 26, which makes them heard from very far away. Normal sounds have RAD06.

**Eight column**            Contains a series of letters preceded by a #.

These letters are associated with wads.

The letters are case sensitive, so a is not the same as A.

g - General; all levels  
t - Title Load Screen (title)  
a - Angkor Wat (angkor, angkor1)  
b - Race For The Iris (ang\_race)  
c - The Tomb Of Seth (settomb, settomb1)  
d - Burial Chambers (settomb2)  
e - Valley Of The Kings (jeepchas)  
f - KV5 (jeepchs2)  
h - Temple Of Karnak (karnak, karnak1)  
i - The Great Hypostyle Hall (hall)  
j - Sacred Lake (lake)  
k - Lake 2 (Level associated with TR:TLR that was not released)  
l - Tomb Of Semerkhet (semer)  
m - Guardian Of Semerkhet (semer2)  
n - Desert Railroad (train)  
o - Alexandria (alexhub)  
p - Coastal Ruins (coastal, alexhub2)  
q - Pharos, Temple Of Isis (palaces)  
r - Cleopatra's Palaces (cleopal, palaces2)  
s - Catacombs (catacomb, csplit1)  
T - Temple Of Poseidon (csplit2)  
u - The Lost Library (library)  
v - Hall Of Demetrius (libend)  
w - City Of The Dead (city, bikebit; also New City [newcity])  
x - Trenches (nutrench)  
y - Chambers Of Tulun (cortyard)  
z - Street Bazaar (lowstrt)

A - Citadel Gate (highstrrt)  
B - Citadel (citnew)  
C - The Sphinx Complex (joby1a)  
D - The Valley Temple  
(joby 1b - Level associated with TR:TLR included on the CD, but not in the game)  
E - Underneath The Sphinx (joby2)  
F - Menkaure's Pyramid (joby3a)  
H - Inside Menkaure's Pyramid (joby3b)  
I - The Mastabas (joby4a)  
J - The Great Pyramid (joby4b)  
K - Khufu's Queens Pyramids (joby4c)  
L - Inside The Great Pyramid (joby5a)  
M - Temple Of Horus (Part I, joby5b)  
N - Temple Of Horus (Part II, joby5c)  
Ti - The Times Exclusive (times)  
Tu - Playable Tutorial Level (tut1)

# **TOMB RAIDER NEXT GENERATION**



## **SOUND AUDIO**

### **SOUND AUDIO LIST TR2**



## **SOUND AUDIO LIST TR2**

### **Original Soundtrack IDs**

**002 – Cutscene Gates**  
**003 – Cutscene Gates**  
**004 – Cutscene Plane**  
**005 – Cutscene Monk**  
**006 – Home block begin**  
**007**  
**008**  
**009**  
**010**  
**011**  
**012**  
**013**  
**014**  
**015**  
**016**  
**017**  
**018**  
**019**  
**020**  
**021**  
**022**  
**023**  
**024**  
**025**  
**026 – Lara shower (Endgame)**  
**027 – Lara shower (Endgame)**  
**028 – Dragon death**  
**029 – Home - addon**  
**030 – Cutscene Bartoli stab**  
**031 – Caves ambience**  
**032 – Water ambience**  
**033 – Wind ambience**  
**034 – Pulse ambience**

## **SOUND AUDIO LIST TR2**

- 035 – Danger 1**
- 036 – Danger 2**
- 037 – Danger 3**
- 038 – Sacred**
- 039 – Awe**
- 040 – Venice Violins**
- 041 – End level**
- 042 – Mystical**
- 043 – Revelation**
- 044 – Careful**
- 045 – Guitar TR**
- 046 – Drama**
- 047 – Secret theme**
- 048 – It's coming!**
- 049 – It's coming 2!**
- 050 – Warning!**
- 051 – Warning 2!**
- 052 – Techno TR**
- 053 – Percussion**
- 054 – Pads**
- 055 – Super-revelation**
- 056 – Hmm...**
- 057 – Long way up**
- 058 – Industrial ambience**
- 059 – Spooky ambience**
- 060 – Barkhang theme**
- 061 – Super-revelation short**
- 062 – Monk beaten**
- 063 – Home sweet home**
- 064 – Main theme**
- 065 – Dummy track**

# **TOMB RAIDER NEXT GENERATION**



## **SOUND AUDIO**

### **SOUND AUDIO LIST TR3**

## **SOUND AUDIO LIST TR3**

- 02\_The\_Puzzle\_Element**
- 03\_No\_Waiting\_Around\_part-1**
- 04\_Something\_Spooky\_is\_in\_That\_Jungle**
- 05\_Lara's\_Themes**
- 06\_The\_Cavern\_Sewers**
- 07\_Geordie\_Bob**
- 08\_Tony (The Loon)**
- 09\_No\_Waiting\_Around\_part-2**
- 10\_The\_Greedy\_Mob**
- 11\_A\_Long\_Way\_Up**
- 12\_No\_Waiting\_Around\_part-3**
- 13\_There\_Be\_Butterflies\_Here\_part-2**
- 14\_She's\_cool**
- 15\_Mind\_The\_Gap\_part-2**
- 16\_Around\_The\_Corner\_part-2**
- 17\_Around\_The\_Corner\_part-1**
- 18\_Kneel\_And\_Prayer**
- 19\_Around\_The\_Corner\_part-4**
- 20\_Around\_The\_Corner\_part-3**
- 21\_Seeing\_Is\_Believing\_part-1**
- 22\_Looky\_What\_We\_Have\_Here\_part-3**
- 23\_There\_Be\_Butterflies\_Here\_part-5**
- 24\_Stone\_The\_Crows\_part-10**
- 25\_There\_Be\_Butterflies\_Here\_part-1**
- 26\_Meteorite\_Cavern**
- 27\_Steady**
- 28\_Antarctica**
- 29\_Things**
- 30\_Anyone\_There**
- 31\_Grotto**
- 32\_On\_The\_Beach**
- 33\_Gamma\_Pals**
- 34\_In\_The\_Jungle**

## **SOUND AUDIO LIST TR3**

- 35\_Piranha\_Waters**
- 36\_The\_Rapids**
- 37\_Supper\_Time**
- 38\_Look\_Out\_part-5**
- 39\_Looky\_What\_We\_Have\_Here**
- 40\_Around\_The\_Corner\_part-5**
- 41\_Seeing\_Is\_Believing\_part-2**
- 42\_Stone\_The\_Crows\_part-9**
- 43\_Look\_Out\_part-8**
- 44\_Look\_Out\_part-4**
- 45\_Stone\_The\_Crows\_part-7**
- 46\_Stone\_The\_Crows\_part-3**
- 47\_Stone\_The\_Crows\_part-8**
- 48\_Looky\_What\_We\_Have\_Here\_part-2**
- 49\_Stone\_The\_Crows\_part-4**
- 50\_Stone\_The\_Crows\_part-6**
- 51\_Look\_Out\_part-3**
- 52\_Look\_Out\_part-1**
- 53\_There\_Be\_Butterflies\_Here\_part-1**
- 54\_Stone\_The\_Crows\_part-1**
- 55\_Stone\_The\_Crows\_part-5**
- 56\_Mind\_The\_Gap\_part-1**
- 57\_There\_Be\_Butterflies\_Here\_part-5**
- 58\_Look\_Out\_part-2**
- 59\_Look\_Out\_part-7**
- 60\_Stone\_The\_Crows\_part-2**
- 61\_Look\_Out\_part-6**
- 62\_Scotts-Hut\_(English)**
- 63\_Cavern-Sewers\_(English)**
- 64\_Jungle-Camp\_(English)**
- 65\_Worship-Room\_(English)**
- 66\_Cavern\_(English)**
- 67\_Rooftops\_(English)**
- 68\_Tree-Shack\_(English)**

## **SOUND AUDIO LIST TR3**

**69\_Temple-Exit\_(Generic)**  
**70\_Delivery-Truck\_(English)**  
**71\_Penthouse\_(English)**  
**72\_Ravine\_(English)**  
**73\_Old\_Smokey**  
**74\_Under\_Smokey**  
**75\_Refining\_Plant**  
**76\_Rumble\_Sub**  
**77\_Quake**  
**78\_Blank**  
**82**  
**83**  
**84**  
**85**  
**86**  
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**100**  
**101**  
**102**  
**103**  
**104**

## **SOUND AUDIO LIST TR3**

**105**

**106**

**107**

**108**

**109**

**110**

**111**

**112**

**113**

**114**

**115**

**116**

**117**

**118**

**119**

**120\_In\_The\_Hut**

**121\_And\_So\_on**

**122\_secret**

**123\_secret**

# **TOMB RAIDER NEXT GENERATION**



## **SOUND AUDIO**

### **SOUND AUDIO LIST TR4**



0	000_Attack_part_1
2	002_Attack_part_2
5	005_Secret
6	006_Lyre_part_1
7	007_Action_Part_4
8	008_Action_part_5
12	012_Misc_Inc_part_1
14	014_charmer
19	019_lyre_part_2
22	022_General_Part_2
27	027_General_Part_1
32	032_Action_Part_3
33	033_General_Part_5
35	035_Misc_Inc_part_2
40	040_Misc_Inc_part_3
41	041_Action_Part_2
42	042_Gods_part_4
47	047_dig
49	049_Ominous_part_1
50	050_phildoor
51	051_In_The_Pyramid_part_1
52	052_Underwater_Find_part_1
53	053_Gods_part_1
55	055_Authentic_TR
56	056_Gods_part_3
57	057_General_part_3
58	058_Mystery_part_2
59	059_Gods_part_3
63	063_Misc_Inc_part_4
64	064_Mystery_part_1
65	065_A_Short_01
66	066_key
69	069_General_part_4
75	075_Egyptian_Mood_part_1
78	078_horus

**79 079\_Close\_to\_the\_End\_part\_2**  
**85 085\_Close\_to\_the\_End\_part\_1**  
**86 086\_Mystery\_part\_4**  
**88 088\_Puzzle\_part\_1**  
**89 089\_backpack**  
**90 090\_Mystery\_part\_3**  
**91 091\_Egyptian\_Mood\_part\_2**  
**94 094\_Boss\_part\_2**  
**97 097\_Boss\_part\_1**  
**98 098\_Jeep\_Thrills\_max**  
**102 102\_A5\_Battle**  
**103 103\_crocgod**  
**104 104\_TR4\_Title\_Q10**  
**105 105\_A8\_Coastal**  
**107 107\_A1\_In\_Dark**  
**108 108\_A2\_In\_Drips**  
**109 109\_A4\_Weird1**  
**110 110\_A6\_Out\_Day**  
**111 111\_A3\_Out\_Night**

# **TOMB RAIDER NEXT GENERATION**



## **SOUND AUDIO**

### **SOUND AUDIO LIST TR5**

**xa1\_AndyPew**  
**xa1\_Secret**  
**xa1\_TL\_02**  
**xa1\_TL\_05**  
**xa1\_TL\_08**  
**xa1\_TL\_10b**  
**xa1\_TL\_11**  
**xa1\_Z\_10**

**xa2\_ATTACK04**  
**xa2\_HMMM02**  
**xa2\_HMMM05**  
**xa2\_SPOOKY2A**  
**xa2\_TL\_01**  
**xa2\_tl\_10a**  
**xa2\_TOMS01**  
**xa2\_UWATER2b**

**xa3\_ATTACK01**  
**xa3\_ATTACK02**  
**xa3\_ATTACK03**  
**xa3\_HMMM01**  
**xa3\_stealth1**  
**xa3\_stealth2**  
**xa3\_TL\_03**  
**xa3\_tl\_06**

**xa4\_drama01**  
**xa4\_hit01**  
**xa4\_hmmm06**  
**xa4\_mil01**  
**xa4\_mil05**  
**xa4\_spooky05**  
**xa4\_stealth4**  
**xa4\_Z\_03**

**xa5\_HMMM03**  
**xa5\_HMMM04**  
**xa5\_MIL02**  
**xa5\_MIL02A**  
**xa5\_MIL06**  
**xa5\_SPOOKY02**  
**xa5\_TL\_04**  
**xa5\_TL\_12**

**xa6\_AuthSolo**  
**xa6\_Mil04**  
**xa6\_Solo01**  
**xa6\_Spooky03**  
**xa6\_Stealth3**  
**xa6\_Z12**  
**xa6\_Z13**  
**xa6\_Z04anim**

**xa7\_Andyooer**  
**xa7\_Andyoooh**  
**xa7\_Authtr**  
**xa7\_evibes01**  
**xa7\_tl\_07**  
**xa7\_z\_02**  
**xa7\_z\_06**  
**xa7\_z\_06a**

**xa8\_fightsc**  
**xa8\_jobyalrm**  
**xa8\_mil02b**  
**xa8\_mil03**  
**xa8\_richcut3**  
**xa8\_uwater02a**  
**xa8\_z\_08**  
**xa8\_z\_13**

**xa9\_chopin01**  
**xa9\_evibes02**  
**xa9\_gods01**  
**xa9\_richcut04**  
**xa9\_spooky01**  
**xa9\_swampy**  
**xa9\_title4**  
**xa9\_z\_03**

**xa10\_echoir01**  
**xa10\_perc01**  
**xa10\_spooky04**  
**xa10\_title2**  
**xa10\_title3**  
**xa10\_vc01**  
**xa10\_z\_09**  
**xa10\_z\_10**

**xa11\_andy3**  
**xa11\_andy4**  
**xa11\_flyby1**  
**xa11\_flyby2**  
**xa11\_flyby3**  
**xa11\_monk2**  
**xa11\_title1**  
**xa11\_vc01atv**

**xa12\_andy4b**  
**xa12\_andy5**  
**xa12\_flyby4**  
**xa12\_moses01**  
**xa12\_richcut1**  
**xa12\_z\_01**  
**xa12\_z\_05**  
**xa12\_z\_10**

**xa13\_Andrea3**  
**xa13\_Andrea3B**  
**xa13\_Andy6**  
**xa13\_Andy7**  
**xa13\_cossack**  
**xa13\_Joby3**  
**xa13\_Joby7**  
**xa13\_z\_07**

**xa14\_andrea1**  
**xa14\_andy8**  
**xa14\_andy10**  
**xa14\_credits**  
**xa14\_joby1**  
**xa14\_joby6**  
**xa14\_richcut2**  
**xa14\_uwater1**

**xa15\_a\_andy**  
**xa15\_a\_rome**  
**xa15\_andy2**  
**xa15\_boss\_01**  
**xa15\_jobby2**  
**xa15\_jobby4**  
**xa15\_jobby5**  
**xa15\_jobby9**

**xa16\_A\_Andy\_out\_spooky**  
**xa16\_A\_harbour\_out**  
**xa16\_A\_rome\_day**  
**xa16\_A\_sub\_Amb**  
**xa16\_A\_Underwater**  
**xa16\_jobby8**  
**xa16\_jobby10**

**xa17\_A\_Industry**  
**xa17\_A\_Rome\_night**  
**xa17\_A\_VC\_Saga**  
**xa17\_Andrea2**  
**xa17\_Andrea4**  
**xa17\_Andy1**  
**xa17\_Andy9**  
**xa17\_Andy11**



# **TOMB RAIDER NEXT GENERATION**



## **SOUND AUDIO**

**SOUND AUDIO LIST TR LEGEND**

## **TR7      Tomb Raider Legend\_ost**

**trl\_Bolivia\_01**

**trl\_Bolivia\_02**

**trl\_Bolivia\_03**

**trl\_Bolivia\_04a**

**trl\_Bolivia\_04b**

**trl\_Bolivia\_05**

**trl\_Bolivia\_06**

**trl\_Bolivia\_07**

**trl\_Bolivia\_08**

**trl\_Bolivia\_09**

**trl\_Bolivia\_redux\_01**

**trl\_Bolivia\_reveal\_01**

**trl\_Credits\_01**

**trl\_Croft Manor\_01a**

**trl\_Croft Manor\_01b**

**trl\_Croft Manor\_02**

**trl\_England\_01**  
**trl\_England\_02**  
**trl\_England\_03**  
**trl\_England\_04**  
**trl\_England\_05a**  
**trl\_England\_05b**  
**trl\_England\_06**  
**trl\_England\_07**  
**trl\_England\_08**  
**trl\_England\_09**

**trl\_Ghana\_01**  
**trl\_Ghana\_02**  
**trl\_Ghana\_03a**  
**trl\_Ghana\_03b**  
**trl\_Ghana\_04**  
**trl\_Ghana\_05a**  
**trl\_Ghana\_05b**  
**trl\_Ghana\_06**  
**trl\_Ghana\_07**  
**trl\_Ghana\_08a**  
**trl\_Ghana\_08b**  
**trl\_Ghana\_09**

**trl\_Installation\_01**

**trl\_Japan\_01**

**trl\_Japan\_02**

**trl\_Japan\_03**

**trl\_Japan\_04**

**trl\_Japan\_05a**

**trl\_Japan\_05b**

**trl\_Japan\_06a**

**trl\_Japan\_06b**

**trl\_Japan\_07**

**trl\_Japan\_08a**

**trl\_Japan\_08b**

**trl\_Japan\_09**

**trl\_Japan\_10**

**trl\_Kazakhstan\_01**

**trl\_Kazakhstan\_02**

**trl\_Kazakhstan\_03**

**trl\_Kazakhstan\_04**

**trl\_Kazakhstan\_05**

**trl\_Kazakhstan\_06**

**trl\_Kazakhstan\_07**

**trl\_Kazakhstan\_08a**

**trl\_Kazakhstan\_08b**

**trl\_Kazakhstan\_09**

**trl\_Kazakhstan\_10**

**trl\_Kazakhstan\_train\_chase\_01**

**trl\_Main\_theme\_01**

**trl\_Mission\_summary\_01**

**trl\_Nepal\_01**

**trl\_Nepal\_02**

**trl\_Nepal\_03**

**trl\_Nepal\_04a**

**trl\_Nepal\_04b**

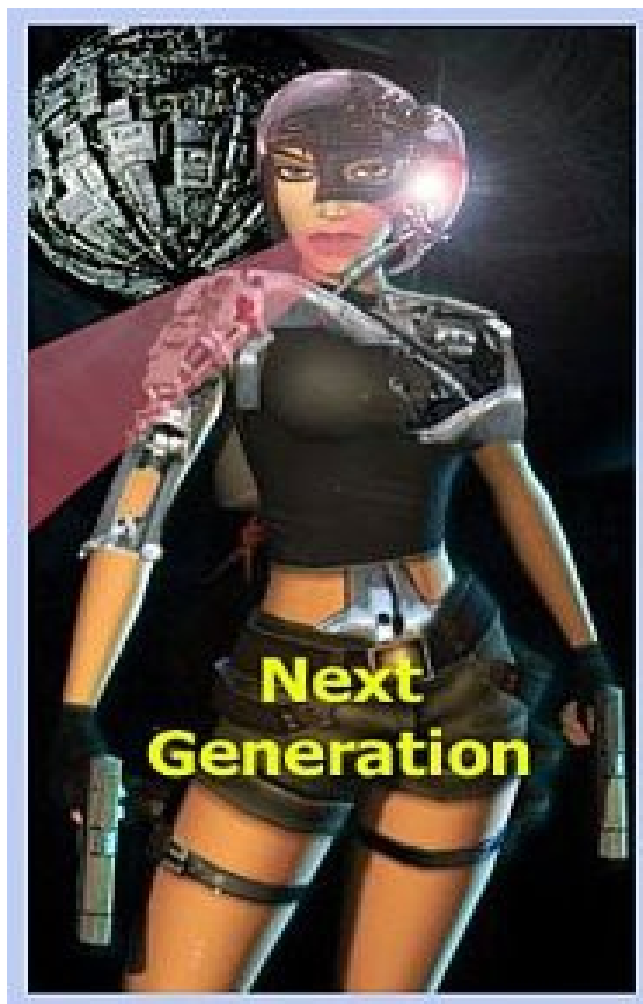
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**trl\_Nepal\_06**

**trl\_Nepal\_07**

**trl\_Peru\_01a**  
**trl\_Peru\_01b**  
**trl\_Peru\_02**  
**trl\_Peru\_03a**  
**trl\_Peru\_03b**  
**trl\_Peru\_04**  
**trl\_Peru\_05**  
**trl\_Peru\_06a**  
**trl\_Peru\_06b**  
**trl\_Peru\_07**  
**trl\_Peru\_08**  
**trl\_Peru\_09**  
**trl\_Peru\_bike\_ride\_01**  
**trl\_Peru\_Sun\_chamber\_01**

# **TOMB RAIDER NEXT GENERATION**



## **SOUND AUDIO**

**SOUND AUDIO LIST TR ANNIVERSARY**

## **TR8 Tomb Raider Anniversary\_ost**

**tra\_croft\_manor\_main\_theme**

**tra\_egypt\_alternate\_crocodile\_theme**

**tra\_egypt\_ambience**

**tra\_egypt\_cinematic\_mix\_1**

**tra\_egypt\_cinematic\_mix\_2**

**tra\_egypt\_crocodile\_theme**

**tra\_egypt\_main\_theme**

**tra\_egypt\_mummy\_theme**

**tra\_egypt\_tomb\_ambience**

**tra\_greece\_ambience**

**tra\_greece\_centaur\_boss\_theme**

**tra\_greece\_cinematic\_mix\_1**

**tra\_greece\_cinematic\_mix\_2**

**tra\_greece\_fire\_room**

**tra\_greece\_gorilla\_theme**

**tra\_greece\_lion\_theme**

**tra\_greece\_poseidon\_theme**

**tra\_greece\_rat\_theme**



**tra\_lost\_island\_ambience**  
**tra\_lost\_island\_atlantean\_creatures**  
**tra\_lost\_island\_cinematic\_mix\_1**  
**tra\_lost\_island\_cinematic\_mix\_2**  
**tra\_lost\_island\_great\_pyramid\_theme**  
**tra\_lost\_island\_main\_theme**  
**tra\_lost\_island\_natlas\_theme**  
**tra\_lost\_island\_torso\_boss\_theme**

**tra\_main\_theme**

**tra\_peru\_alternate\_wolf\_theme**  
**tra\_peru\_bat\_theme**  
**tra\_peru\_bear\_theme**  
**tra\_peru\_cinematic\_mix\_1**  
**tra\_peru\_cinematic\_mix\_2**  
**tra\_peru\_explorers\_theme**  
**tra\_peru\_main\_theme**  
**tra\_peru\_raptor\_theme**  
**tra\_peru\_trex\_theme**  
**tra\_peru\_waterfall\_room**  
**tra\_peru\_wolf\_theme**

# **TOMB RAIDER NEXT GENERATION**



## **SOUND AUDIO**

**SOUND AUDIO LIST TR UNDERWORLD**

**TR9      Tomb Raider Underworld\_ost**

**by COLIN O'MALLEY**

**01\_Main\_theme**

**02\_World OfMist**

**03\_TheNorseConnection**

**04\_Payback**

**05\_FullOfSurprises**

**06\_GateOfTheDead**

**07\_UnnaturalEncounter**

**08\_GetOutOfMySight**

**09\_OldRituals**

**10\_RestInPeace**

