

RESIDENT EVIL

—— バイオハザード ——

Sound File Index, by Mechanical Paladin

File name	Audio Source	Usage	Location used and notes
40S&W.WAV	Cutscene	Sound of Albert's gun when he shoots Rebecca.	Laboratory B4 Main Lab Entry
A_MCN03.WAV	Handgun	Bullet case hits floor.	
AQUARIUM.WAV	SFX	Aquarium drains.	Mansion 2F: Study
BATHMIX.WAV	SFX	Bathtub draining.	
BATTERY.WAV	SFX	Elevator battery set.	Courtyard: Falls Laboratory B1: Emergency Tunnel
BEE_FUMU.WAV	Wasp	Wasp stomped.	
BEE4_ED.WAV	Wasp	Wasp attack.	
BEEP.WAV	SFX	Keypad puzzle.	Guardhouse 1F: Beehive Passage
Bgm_00.wav	BGM	Name: At Deep Mountains And Dark Valleys, The Night Begins	Main Hall 1F
BGM_02.WAV	BGM	Name: Disappearance	Mansion 1F: Main Hall 1F / Albert disappeared.
BGM_04.WAV	BGM	Name Terror Pt.2 (Death Trap)	Mansion 1F: Trap Room / Trap activated.
BGM_05.WAV	BGM	Name: Terror Pt.1 (Zombie)	Mansion 1F: Dining Room / Barry and Jill encounter the first zombie.
BGM_07.WAV	BGM	Name: Waking The Dead	Mansion 1F: Large Gallery / Painting puzzle solved.
BGM_08.WAV	BGM	Name: Terror Pt. 4 (Yawn)	Mansion 2F: Attic / Lesson Room / Yawn battle theme.
BGM_09.WAV	BGM	Name: Death Trap	Mansion 2F
BGM_0A.WAV	BGM	Name: Bloody Evening (The Balcony)	Mansion 2F: Terrace Entry / Terrace
BGM_0B.WAV	Cutscene	Name: Discovery Of Forest	Mansion 2F: Terrace / Discovered Forest's body

File name	Audio Source	Usage	Location used and notes
BGM_0C.WAV	Cutscene	Name: Sigh Of Relief	Mansion 1F revisited: Mansion Save Room / Meeting Rebecca.
BGM_0E.WAV	BGM	Name: Vacant Flat	Music that plays in the Guardhouse's rooms.
BGM_0F.WAV	Cutscene	Name: A Testator	Mansion 2F: Pillar Passage / Gave Richard serum.
BGM_10.WAV	Cutscene	Moonlight Sonata (wrong)	Mansion 1F: Bar / Rebecca tries to play the piano.
BGM_11.WAV	BGM	Moonlight Sonata (wrong)	Mansion 1F: Bar / Rebecca practicing the piano.
BGM_12.WAV	Cutscene	Moonlight Sonata (wrong)	Mansion 1F: Bar / Chris tries to play the piano.
BGM_13.WAV	BGM	Name: The One Whoe Survives	Mansion 1F: Mansion Save Room / Waking up.
BGM_14.WAV	Cutscene	Name: Terror Pt. 3 (Richard)	Mansion 2F: Pillar Passage / Meeting Richard
BGM_15.WAV	Cutscene	Richard is dead	Mansion 2F: Pillar Passage / Richard found dead
BGM_16.WAV	BGM	Name: Ivies Domain	Music that plays in corridors of the Guardhouse.
BGM_17.WAV	BGM	Name: Flooded Corridor (Cold Water)	Guardhouse B1
BGM_18.WAV	BGM	Name: The Night Continues	Mansion 1F revisited
BGM_19.WAV	BGM	Name: Queer Structure	Mansion 2F revisited
BGM_1A.WAV	BGM	Name: Narrow and Close	Mansion B1
BGM_1B.WAV	BGM	Name: Dark Underground Maze	Underground
BGM_1C.WAV	Cutscene	Name: Concealed Passage	Underground: Boulder Passage 1 / Survived the boulder trap.
BGM_1D.WAV	BGM	Name: The Depth (Far From The Sun)	Laboratory B1 / B2
BGM_1E.WAV	BGM	Name: Concrete Bound	Laboratory B3
BGM_1F.WAV	BGM	Moonlight Sonata (wrong)	Mansion 1F: Tea Room / Rebecca playing piano in the Bar.
BGM_20.WAV	BGM	Name: ? (just one instrument sample that loops)	Laboratory B4: Main Lab / Plays when Tyrant is still in it's tank.
BGM_23.WAV	BGM	Name: Black Tiger	Underground: Black Tiger Room Guardhouse 1F: Plant 42 Room (Chris's scenario).
BGM_24.WAV	BGM	Name: The Ultimate Lifeform	Laboratory B4: Main Lab / Tyrant battle theme.

File name	Audio Source	Usage	Location used and notes
BGM_24A.WAV	BGM	Name: The Ultimate Lifeform 1/2	Laboratory B4: Main Lab / UNUSED
BGM_24B.WAV	BGM	Name: The Ultimate Lifeform 2/2	Laboratory B4: Main Lab / UNUSED
BGM_25.WAV	BGM	Name: Tyrant	Courtyard: Heliport / Tyrant battle theme.
BGM_26.WAV	BGM	Name: Am I Poisoned?	Mansion 2F: Attic Entry / Poisoned by Yawn.
BGM_28.WAV	Cutscene	Name: Vines Of Wrath	Guardhouse 1F: Plant 42 Room / Grabbed by Plant 42.
BGM_29.WAV	Cutscene	Name: Unexpected Crisis (The Nimble One)	Mansion 1F: Back Passage/ After killing the first hunter, Rebecca screams.
BGM_2B.WAV	Cutscene	Moonlight Sonata	Mansion 1F: Bar
BGM_2C.WAV	Cutscene	Name: A Testator Pt. 2	Mansion 2F: Small Library / Rebecca is killed by a Hunter.
BGM_2D.WAV	Cutscene	Name: Disclosed Secret	Laboratory B2: Visual Data Room / Slide projector used.
BGM_2E.WAV	Cutscene	Name: Double-Crosser	Laboratory B4: Main Lab Entry / Albert turned out to be a traitor.
BGM_2F.WAV	Cutscene	Name: ?	Laboratory B4: Main Lab Entry / Wesker shot Rebecca.
BGM_30.WAV	BGM	Name: 5 Minutes Until Explosion!	Laboratory / Starts playing after the triggering system announcement has been made.
BGM_31.WAV	BGM	Name: Peace Of Mind	Save Room theme
BGM_32.WAV	Cutscene	Name: "I'll just go and get some fresh air and BE EATEN BY A MONSTER!"	Guardhouse 1F: Room 002 / Jill runs into Barry.
BGM_33.WAV	Cutscene	Name: Wesker?!	Guardhouse 1F: Central Corridor / Ran into Albert.
BGM_34.WAV	Cutscene	Name: Researcher's Will	Mansion 2F: Study / Jill runs into Barry.
BGM_36.WAV	Cutscene	Name: ?	Mansion 2F: Lesson Room / Barry dropped the rope.
BGM_37.WAV	BGM	Name: Trust Or Not?	Underground: Branched Passage / Jill runs into Barry.
BGM_38.WAV	Cutscene	Name: Requiem Pt. 1	Underground: Branched Passage / After Barry went ahead and Jill heard his gun go off.

File name	Audio Source	Usage	Location used and notes
BGM_3A.WAV	Cutscene	Name: Requiem Pt. 2	Underground: Underground Entry / Laboratory B2: Ladder Room / Barry died.
BGM_3B.WAV	Cutscene	Name: Requiem Pt. 3	Laboratory B4: Main Lab Entry / Barry knocks out Wesker.
BGM_3D.WAV	Cutscene	Name: Rebecca In Peril	Mansion 1F: West Stairway 1F / Mansion 2F: Small Library / Rebecca is attacked by a Hunter.
BGM_3E.WAV	BGM	Name Beta Track 04	UNUSED
BGM_3F.WAV	Cutscene	Name: ?	Mansion 1F: West Stairway 1F / Saved Rebecca from a Hunter.
BGM_40.WAV	Cutscene	Name: Beta Track 02 [Stinger]	UNUSED
BGM_48.WAV	BGM	Name: Beta track 08 [Stinger]	UNUSED
BGM_49.WAV	Cutscene	Name: What You Hear Is...	Guardhouse 1F: Central Corridor / Overhear Barry and Albert talking in Room 002.
BGM_4A.WAV	Cutscene	Name: ?	Guardhouse 1F: Room 002 / Jingle that plays when Jill finds Barry.
BGM_56.WAV	Cutscene	Name: Finally The Two Met	Laboratory B3: Cell / Reunion of Chris and Jill.
BGM_57.WAV	BGM	Name: Plant 42	Guardhouse 1F: Plant 42 Room / Plant 42 battle theme.
BIO01.WAV	Menus	Title call (Biohazard).	Title menu
BIO02.WAV	Menus	Move cursor.	UNUSED
BIO03.WAV	Menus	Move to previous menu.	UNUSED
BIO04.WAV	Menus	Make selection.	UNUSED
BIO05.WAV	Menus	Space hit.	UNUSED
BIO06.WAV	Menus	Key hit.	UNUSED
BLAZE.WAV	Cutscene	Barry's flamethrower.	Guardhouse 1F: Plant 42 Room
BRK_STN.WAV	SFX	Stone statue breaks.	
BUBBLE_L.WAV	SFX	Tyrant tank air bubble sfx.	Laboratory B4: Main Lab
BUBBLE_S.WAV	SFX	Tyrant tank air bubble sfx.	Laboratory B4: Main Lab
CALL.WAV	SFX	Radio call.	
Cancel.wav	Menus	Move to previous menu.	
CEILPRES.WAV	SFX	Trap ceiling reached the floor.	Mansion 1F: Trap Room
CER_BITE.WAV	Cerberus	Attack.	
CER_CRYA.WAV	Cerberus	Death	
CER_CRYB.WAV	Cerberus	Hurt.	
CER_FOOT.WAV	Cerberus	Run.	
CER_JKMX.WAV	Cerberus	Lunging attack.	

File name	Audio Source	Usage	Location used and notes
CER_KAMU.WAV	Cerberus	Killing attack.	
Cer_runMX.wav	Cerberus	Walk.	
CER_TAOA.WAV	Cerberus	Land after successful attack.	
CER_TAOB.WAV	Cerberus	Land after missed attack.	
CER_UNAR.WAV	Cerberus	Growl after getting up.	
CH_EF01.WAV	Chris	Small amount of damage received (reverb).	
CH_EF02.WAV	Chris	Moderate amount of damage received (reverb).	
CH_EF03.WAV	Chris	Large amount of damage received. Pinned down. Inhaled toxic gas (reverb).	
CH_EF04.WAV	Chris	Death scream (reverb).	
CH_NOM.WAV	Chris	Swallowed by Yawn.	
CH_SIME.WAV	Chris	Chris grabbed by a Vine.	
CHAIN1.WAV	SFX	Ceiling descends.	Mansion 1F: Trap Room
CHAIN2.WAV	SFX	Mansion 1F: Trap Room / UNUSED	Mansion 1F: Trap Room / UNUSED
CHAKUCHI.WAV	SFX	Player jumps down above ladder. Player drops down the airshaft.	Courtyard: Water Gate Laboratory B3: Morgue
CHRIS01.WAV	Chris	Small amount of damage received.	
CHRIS02.WAV	Chris	Moderate amount of damage received.	
CHRIS03.WAV	Chris	Large amount of damage received. Pinned down. Inhaled toxic gas.	
CHRIS04.WAV	Chris	Death scream.	
CHRIS05.WAV	Menus	Move cursor.	UNUSED
CHRIS06.WAV	Menus	Move to previous menu.	UNUSED
CHRIS07.WAV	Menus	Make selection.	UNUSED
CHRIS08.WAV	SFX	Radio use.	Answering radio
CHRIS09.WAV	Menus	Map open.	
CHRIS10.WAV	Menus	File change page.	
CLKDX4LR.WAV	Cutscene	Clock chiming.	Mansion 1F: Dining Room / Emblem puzzle solved.
CLST_BAD.WAV	Cutscene	Mansion 1F: Keeper's Bedroom / UNUSED	Mansion 1F: Keeper's Bedroom / UNUSED
CLST_HIT.WAV	Cutscene	Closet doors hit the wall.	Mansion 1F: Keeper's Bedroom
CLST_OP.WAV	Cutscene	Closet doors open.	Mansion 1F: Keeper's Bedroom
CONPANE.WAV	SFX	Power control panel pressed. Computer keyboard pressed.	Laboratory B3: Power Maze 1 Laboratory B4: Main Lab
CRACKMIX.WAV	SFX	Tyrant tank glass crack.	
CRANK.WAV	SFX	Use Crank.	
CURSOR.WAV	Menus	Move cursor.	
D_GACHA.WAV	Door	Wooden door is locked.	

File name	Audio Source	Usage	Location used and notes
D_GIGI.WAV	Door	Creaky door opening.	UNUSED
DBROCK.WAV	SFX	Cell entry door unlocked.	Laboratory B3: Private Corridor / All pass code's set, door unlocks.
DECIDE.WAV	Menus	Make selection.	
DESTROY.WAV	SFX	Explosion.	UNUSED
DHIT_CH.WAV	SFX	Computer desk slam Chris.	Laboratory B3: Small Lab
DHIT_JI.WAV	SFX	Computer desk slam Jill.	Laboratory B3: Small Lab
DLBEEP.WAV	SFX	Pass code set.	Laboratory B3: Private Corridor
DM_GACHA.WAV	Door	Metal door is locked.	
DR_AIR01.WAV	Door	Open hydraulic door.	
DR_AIR02.WAV	Door	Close hydraulic door.	
DR_BRK01.WAV	Door	UNUSED	UNUSED
DR_GAT01.WAV	Door	Open metal gate.	
DR_GAT02.WAV	Door	Close metal gate.	
DR_MTL01.WAV	Door	Open metal door.	
DR_MTL02.WAV	Door	Close metal door.	
DR_REB01.WAV	Cutscene	Rebecca: Chris! (line 1/2).	Mansion 2F: Attic Entry / Rebecca finds Chris passed out.
DR_REB02.WAV	Cutscene	Rebecca: Chris! (line 2/2).	Mansion 2F: Attic Entry / Rebecca finds Chris passed out.
DR_WD01.WAV	Door	Open wooden door.	
DR_WD02.WAV	Door	Close wooden door.	
DRW_C_OP.WAV	SFX	Laboratory B3: Operating Room / UNUSED	Laboratory B3: Operating Room / UNUSED
DRW_C_SH.WAV	SFX	Laboratory B3: Operating Room / UNUSED	Laboratory B3: Operating Room / UNUSED
DRW_OPMT.WAV	SFX	Metallic desk drawer opened.	UNUSED
DRW_OPWD.WAV	SFX	Wooden desk drawer opened.	
DRW_SHMT.WAV	SFX	Metallic desk drawer closed.	UNUSED
DRW_SHWD.WAV	SFX	Wooden desk drawer closed.	UNUSED
ELV_ON.WAV	SFX	Lab elevator is powered on.	Laboratory B3: Elevator entry
ELV1.WAV	SFX	Elevator begins to move.	Courtyard: Water Gate / Underground: Boulder Passage 2
ELV2.WAV	SFX	Elevator reaches it's destination.	Courtyard: Water Gate / Underground: Boulder Passage 2
ELV515.WAV	SFX	Main lab elevator moving.	
ELVX1.WAV	SFX	Elevator begins to move.	Courtyard: Falls
ELVX2.WAV	SFX	Elevator reaches it's destination.	Courtyard: Falls
EMBLEMA.WAV	SFX	Emblem placed.	
EMBLEMB.WAV	SFX	Gold Emblem placed.	Mansion 1F: Bar

File name	Audio Source	Usage	Location used and notes
ENDING01.WAV	Menus	Move cursor.	UNUSED
ENDING02.WAV	Menus	Move to previous menu.	UNUSED
ENDING03.WAV	Menus	Make selection.	UNUSED
ENDING04.WAV	Menus	Space hit.	UNUSED
ENDING05.WAV	Menus	Key hit.	UNUSED
ENDING06.WAV	Menus	Closet key unlocked.	
ENDING07.WAV	Menus	Rocket Launcher unlocked.	
ESCELV.WAV	SFX	Elevator to heliport moving.	Laboratory B1: Emergency Tunnel
EV_FTN01.WAV	Door	Fountain elevator door open.	UNUSED
EV_FTN02.WAV	Door	Fountain elevator door open.	UNUSED
EV_LAB01.WAV	Door	Elevator doors opening and closing.	Laboratory B3: Elevator Entry
EV_MV.WAV	SFX	Elevator started moving.	UNUSED
EV_NEW01.WAV	Door	Elevator door open.	UNUSED
EV_NEW02.WAV	SFX	Elevator door close.	UNUSED
EV_OLD01.WAV	Door	Mansion elevator gate open.	
EV_OLD02.WAV	Door	Mansion elevator gate close.	
EVIL01.WAV	Menus	Title calling (Resident Evil).	Title menu.
FILEFALL.WAV	Cutscene	Chris throws V-Jolt Report to Rebecca.	Guardhouse 1F: Plant 42 Room / UNUSED
FL_ATT.WAV	Chimera	Attack hit.	
FL_CEIL.WAV	Chimera	Ceiling attack / attack miss.	
FL_DAM.WAV	Chimera	Hurt.	
FL_FALL.WAV	Chimera	Drop from ceiling.	
FL_JUMP.WAV	Chimera	Jump.	
FL_OUT.WAV	Chimera	Death / Kill taunt.	
FL_SLASH.WAV	Chimera	Ceiling attack hit.	
FL_WALK.WAV	Chimera	Walk.	
FLAME01.WAV	Flamethrower	Initial fire.	Doesn't change to next sfx (flame02.WAV)
FLAME02.WAV	Flamethrower	Continued fire.	UNUSED
FLAME03.WAV	Flamethrower	Out of ammo.	
FRAME_FA.WAV	Cutscene	Painting drops on the floor.	Mansion 1F: Large Gallery
FRAME_GA.WAV	Cutscene	Painting drops half way.	Mansion 1F: Large Gallery
FT_CAVEA.WAV	Footstep	Walk on cave floor.	
FT_CAVEB.WAV	Footstep	Run on cave floor.	
FT_COEFA.WAV	Footstep	Walk on concrete (reverb).	
FT_COEFB.WAV	Footstep	Run on concrete (reverb).	
FT_CONCA.WAV	Footstep	Walk on concrete.	
FT_CONCB.WAV	Footstep	Run on concrete.	
FT_CPA.WAV	Footstep	Walk on carpet.	
FT_CPB.WAV	Footstep	Run on carpet.	
FT_FLOA.WAV	Footstep	Walk on creaky wood floor.	
FT_FLOB.WAV	Footstep	Run on creaky wood floor.	

File name	Audio Source	Usage	Location used and notes
FT_HAA.WAV	Footstep	Walk on stone tile floor (reverb).	
FT_HAB.WAV	Footstep	Run on stone tile floor (reverb).	
FT_KIBA.WAV	Footstep	Walk on floating crate.	
FT_KIBB.WAV	Footstep	Run on floating crate.	
FT_LAD.WAV	Footstep	Climb ladder.	
FT_LADA.WAV	Footstep	Climb ladder.	UNUSED
FT_LADB.WAV	Footstep	Climb ladder.	UNUSED
FT_LIN.WAV	Footstep	Walk on stone tile floor (lower pitch).	UNUSED
FT_LINA.WAV	Footstep	Walk on stone tile floor.	
FT_LINB.WAV	Footstep	Run on stone tile floor.	
FT_MTNA.WAV	Footstep	Walk on metal grate.	
FT_MTNB.WAV	Footstep	Run on metal grate.	
FT_PLAA.WAV	Footstep	Walk on metal floor.	
FT_PLAB.WAV	Footstep	Run on metal floor.	
FT_RMA.WAV	Footstep	Walk on stone floor.	
FT_RMB.WAV	Footstep	Run on stone floor.	
FT_SPA.WAV	Footstep	Walk on spider webbed floor.	
FT_SPB.WAV	Footstep	Run on spider webbed floor.	
FT_STEP.WAV	Footstep	Walk on step ladder.	
FT_STMT.WAV	Footstep	Walk on metal stairs.	UNUSED
FT_STS.WAV	Footstep	Walk on gravel.	UNUSED
FT_STWD.WAV	Footstep	Walk on wood stairs.	
FT_STWP.WAV	Footstep	Walk on carpeted stairs.	
FT_SWIMA.WAV	Footstep	Walk in water.	
FT_SWIMB.WAV	Footstep	Run in water.	
FT_WDA.WAV	Footstep	Walk on wood floor.	
FT_WDB.WAV	Footstep	Run on wood floor.	
GATAN.WAV	SFX	Ceiling trap armed.	Mansion 1F: Living Room
GLASS.WAV	SFX	Cerberus breaks trough a window. Tyrant breaks trough the containment tank.	Mansion 1F: 'L' Passage Laboratory B4: Main Lab
GRACID01.WAV	Grenade Launcher (Acid)	Reload ?	UNUSED
GRACID02.WAV	Grenade Launcher (Acid)	Fire.	
GRACID03.WAV	Grenade Launcher (Acid)	Hit.	
GRACID04.WAV	Grenade Launcher (Acid)	Out of ammo.	
GRBOMB01.WAV	Grenade Launcher (Regular)	Reload ?	UNUSED
GRBOMB02.WAV	Grenade Launcher (Regular)	Fire.	

File name	Audio Source	Usage	Location used and notes
GRBOMB03.WAV	Grenade Launcher (Regular)	Hit.	
GRBOMB04.WAV	Grenade Launcher (Regular)	Out of ammo.	
GRFIRE01.WAV	Grenade Launcher (Flame)	Reload ?	UNUSED
GRFIRE02.WAV	Grenade Launcher (Flame)	Fire.	
GRFIRE03.WAV	Grenade Launcher (Flame)	Hit.	
GRFIRE04.WAV	Grenade Launcher (Flame)	Out of ammo.	
GUN_PF.WAV	Cutscene	Handgun shot that kills Enrico.	Underground: Enrico Room
GUN01.WAV	Handgun	Fire.	
GUN02.WAV	Handgun	Out of ammo.	
GUN03.WAV	Handgun	Bullet case hit floor.	
GUN04.WAV	Handgun	Reload	
GUTSPOSE.WAV	SFX	Chris taunts when the computer accepts his input.	Laboratory B3: Small Lab
GV_BITE.WAV	Yawn	Attack hit.	Also plays on Yawn's second swallow.
GV_BLOOD.WAV	Yawn	Swallow bite.	
GV_DINO.WAV	Yawn	Taunt.	
GV_GULPA.WAV	Yawn	Swallow.	GV_GULPA.WAV and GV_GULPB.WAV play at the same time.
GV_GULPB.WAV	Yawn	Swallow.	GV_GULPA.WAV and GV_GULPB.WAV play at the same time.
GV_HAKAI.WAV	Yawn	Bites a hole in the floor.	
GV_MOVE.WAV	Yawn	Move.	
GV_P_AT.WAV	Yawn	Attack.	
GV_SWING.WAV	Yawn	Attack motion.	
HATINAGE.WAV	Wasp	Wasp tossed to the ground.	
HE_ATT.WAV	Hunter	Jump attack hit (reverb).	Hunter sounds used in Underground
HE_DAM.WAV	Hunter	Hurt (reverb).	Hunter sounds used in Underground
HE_JUMP.WAV	Hunter	Jump attack (reverb).	Hunter sounds used in Underground
HE_LAND.WAV	Hunter	Body hit ground (reverb).	Hunter sounds used in Underground
HE_NOUT.WAV	Hunter	Death / Taunt (reverb).	Hunter sounds used in Underground

File name	Audio Source	Usage	Location used and notes
HE_SMASH.WAV	Hunter	Attack (reverb).	Hunter sounds used in Underground
HE_WALKA.WAV	Hunter	Walk (reverb).	Hunter sounds used in Underground
HE_WALKB.WAV	Hunter	Run (reverb).	Hunter sounds used in Underground
HIT_FL.WAV	SFX	Unkown hit sound.	UNUSED
HOOKMIX.WAV	SFX	Take and set flamethrower to the stand.	Underground: Branched Passage / Boulder Passage 1 / Straight Passage
HU_ATT.WAV	Hunter	Jump attack hit.	Hunter sounds used in the Mansion
HU_ATTA.WAV	Hunter	Jump attack hit.	UNUSED
HU_DAM.WAV	Hunter	Hurt.	Hunter sounds used in the Mansion
HU_JUMP.WAV	Hunter	Jump attack.	Hunter sounds used in the Mansion
HU_LAND.WAV	Hunter	Body hit ground.	Hunter sounds used in the Mansion
HU_NOUT.WAV	Hunter	Death / Taunt.	Hunter sounds used in the Mansion
HU_SMASH.WAV	Hunter	Attack.	Hunter sounds used in the Mansion
HU_WALKA.WAV	Hunter	Walk.	Hunter sounds used in the Mansion
HU_WALKB.WAV	Hunter	Run.	Hunter sounds used in the Mansion
HUNTER.WAV	Cutscene	Hunter cry.	Laboratory B1: Emergency Tunnel
INWATER.WAV	SFX	Crate falls to water.	Guardhouse B1: Water Tank Entry
ITEM01.WAV	Menus	Move cursor item box.	Move cursor in the item box menu
ITEM02.WAV	Menus	Open item box.	Item box opening sound
JI_NOM.WAV	Jill	Swallowed by Yawn.	
JI_SIME.WAV	Jill	Jill grabbed by a Vine.	
jill_ef01.wav	Jill	Small amount of damage received (reverb).	
jill_ef02.wav	Jill	Moderate amount of damage received (reverb).	
jill_ef03.wav	Jill	Large amount of damage received. Pinned down. Inhaled toxic gas (reverb).	
jill_ef04.wav	Jill	Death scream (reverb).	
JILL01.WAV	Jill	Small amount of damage received.	
JILL02.WAV	Jill	Moderate amount of damage received.	

File name	Audio Source	Usage	Location used and notes
JILL03.WAV	Jill	Large amount of damage received. Pinned down. Inhaled toxic gas.	
JILL04.WAV	Jill	Death scream.	
KEY_APAR.WAV	SFX	Guardhouse key used.	
KEY_DESK.WAV	SFX	Small Key used to open a desk drawer.	
KEY_DOOR.WAV	SFX	Key used on a wood door.	
KEY_INDR.WAV	SFX	Door unlocked.	
KEY_LOST.WAV	Cutscene	Master Key drops off Albert to the floor.	Laboratory B4: Main Lab
KEY_MTL.WAV	SFX	Key used on a metal door.	UNUSED
KEY_MTR.WAV	SFX	Key used on a metal door.	
KEYOPEN.WAV	SFX	Drug Storeroom door unlocked.	Guardhouse 1F: Beehive Passage / Keypad puzzle solved.
KICKDOOR.WAV	Cutscene	Barry kicks open the Back Passage/Trap Room door.	Mansion 1F: Trap Room
KIGAE1.WAV	SFX	Changing clothes. 2/2.	Mansion 1F: Wardrobe Closet
KIGAE2.WAV	SFX	Changing clothes. 1/2.	Mansion 1F: Wardrobe Closet
KNIFE01.WAV	Knife	Slash air.	
KNIFE02.WAV	Knife	Hit.	
KNIFE03.WAV	Knife	Hit water.	
KNIFE04.WAV	Knife	Hit water ?	UNUSED
KNS_TETU.WAV	SFX	Power room key used.	Laboratory B3: 'O' Room
KUASI_A.WAV	Web Spinner	Walk ?	UNUSED
KUASI_B.WAV	Web Spinner	Walk 1	
KUASI_C.WAV	Web Spinner	Walk 2	Used in Guardhouse Residence
LADDER01.WAV	Door	Climb ladder.	
LOCK_MIX.WAV	SFX	Living Room door locks behind Jill.	Mansion 1F: Trap Room
LOCKEF.WAV	SFX	Door lock sound.	UNUSED
LOCKOUT.WAV	SFX	Door lock sound.	Same as LOCKOUTB.WAV / UNUSED
LOCKOUTA.WAV	SFX	Door locks when flamethrower is taken from the stand.	Underground: Branched Passage / Straight Passage
LOCKOUTB.WAV	SFX	Door lock opening when flamethrower is set to the stand.	Underground: Branched Passage / Straight Passage
MACHA.WAV	SFX	Display shelf opens.	Mansion 2F: Armor Room
MAGNUM.WAV	Cutscene	Barry's magnum.	Underground: Branched Passage / Barry's gun goes off.
MAGNUM01.WAV	Magnum	Fire.	
MAGNUM02.WAV	Magnum	Reload.	

File name	Audio Source	Usage	Location used and notes
MAGNUM03.WAV	Magnum	Bullet case hit floor.	
MAPLED.WAV	SFX	Room on a map blinks red.	
MUSEN01.WAV	Cutscene	Control (E64): This is Ecto Six Four calling Neo Pan Four Zero Zero. Confirm cumulonimbus clouds in your immediate flight path, over. Pilot (NP400): This is Neo Pan Four Zero Zero, cumulonimbus clouds confirmed. Perimeter indicates no hazard. We'll maintain course, expect to arrive on schedule. Control (E64): This is Ecto Six Four, roger and out.	UNUSED
MV_CLK.WAV	Cutscene	Clock moving.	Mansion 1F: Dining Room / Solved the Emblem puzzle.
MV_CP.WAV	SFX	Move aquarium/bookshelf/crate.	
MV_SHOW.WAV	SFX	Move cabinet/bookshelf.	
MV_STEP.WAV	SFX	Move step ladder.	
MV_STN.WAV	SFX	Move statue	
MV_WALL.WAV	SFX	Wall moves.	Mansion 1F: Bar
NEP_ATTA.WAV	Neptune	Swim	Appears in Water Tank
NEP_ATTB.WAV	Neptune	Swim	Appears in Water Tank
NEP_JUMP.WAV	Neptune	Jump on floor (wet).	Appears in Water Tank
NEP_NOMU.WAV	Neptune	Hurt/Eat	Appears in Water Tank
NEP_TURA.WAV	Neptune	Jump on water.	UNUSED
NEP_TURB.WAV	Neptune	Jump on water.	UNUSED
NEP_TWIS.WAV	Neptune	Jump on floor.	Appears in Water Tank
PAKIA.WAV	Plant 42	Plant 42 roots shrinking	UNUSED
PAKIB.WAV	Plant 42	Plant 42 roots shrinking	
PANEL01.WAV	SFX	Panel opens.	Laboratory B2: Visual Data Room
PANEL02.WAV	SFX	Pressed the jeweled statue. Switch behind the panel pressed. Restored power to the Main Lab elevator.	Mansion 2F: Private Library Laboratory B2: Visual Data Room Laboratory B3: Power Room
PHOTO30.WAV	SFX	Barry takes out a photo of his family inside his vest.	Underground: Underground Entry / Laboratory B2: Ladder Room / UNUSED
PILLAR.WAV	SFX	Pillar moves.	Laboratory B2: Visual Data Room
POISON.WAV	Black Tiger	Spit attack hit.	
POWER-ON.WAV	SFX	Computer start.	Laboratory B3: Small Lab
PRESS.WAV	SFX	Large gate or door closed.	UNUSED

File name	Audio Source	Usage	Location used and notes
PY_FALL.WAV	Adder	Fall	Adder sounds used in Water Gate.
PY_HIT2.WAV	Adder	Attack hit	Adder sounds used in Water Gate.
PY_MENA.WAV	Adder	Attack	Adder sounds used in Water Gate.
PYE_FALL.WAV	Adder	Fall	Adder sounds used in Straight Passage.
PYE_HIT.WAV	Adder	Attack hit	Adder sounds used in Straight Passage.
PYE_MENA.WAV	Adder	Attack	Adder sounds used in Straight Passage.
R_CHRIS.WAV	Cutscene	Rebecca: Chris!	UNUSED
R_PASS.WAV	SFX	Wall mechanism turns. Wall mechanism extends and retreats.	Underground: Underground Entry / Boulder Passage Underground: Item Chamber
RANCHER.WAV	Cutscene	Brad drops a rocket launcher.	Courtyard: Heliport
RCK_BROK.WAV	SFX	Boulder breaks trough a wall.	Underground: Boulder Passage 1
RCK_HITA.WAV	SFX	Boulder rolling A (plays simultaneously with B)	Underground: Boulder Passage 1 / Boulder Passage 2
RCK_HITB.WAV	SFX	Boulder rolling B (plays simultaneously with A)	Underground: Boulder Passage 1 / Boulder Passage 2
RCK_STOP.WAV	SFX	Boulder hits a wall and stops.	Underground: Boulder Passage 1 / Boulder Passage 2
REB_EF01.WAV	Rebecca	Small amount of damage received (reverb).	
REB_EF02.WAV	Rebecca	Moderate amount of damage received (reverb).	
REB_EF03.WAV	Rebecca	Large amount of damage received. Pinned down. Inhaled toxic gas (reverb).	
REB_EF04.WAV	Rebecca	Death scream (reverb).	
REB_SCR.WAV	Cutscene	Rebecca tries to run away from a Hunter and dies.	Mansion 2F: Small Library
REB01.WAV	Rebecca	Small amount of damage received.	
REB02.WAV	Rebecca	Moderate amount of damage received.	Mansion 1F: West Stairway 1F / Hunter claws Rebecca. Mansion 2F: Small Library / Hunter claws Rebecca.
REB03.WAV	Rebecca	Large amount of damage received. Pinned down. Inhaled toxic gas.	

File name	Audio Source	Usage	Location used and notes
REB04.WAV	Rebecca	Death scream.	Mansion 2F: Small Library / Rebecca is cordered by a Hunter.
ROCKET01.WAV	Rocket Launcher	Fire.	
ROCKET02.WAV	Rocket Launcher	Out of ammo.	
ROCKET03.WAV	Rocket Launcher	Rocket impact.	
RVCAR1.WAV	Crow	Death.	
RVCAR2.WAV	Crow	Cry	
RVFRYED.WAV	Crow	Wing flap.	
RVPAT.WAV	Crow	Idle.	
RVPATA.WAV	SFX	Crows crying.	Mansion 2F: Terrace / Background SFX
RVPATB.WAV	SFX	Crows crying.	Mansion 2F: Terrace / Background SFX
RVWING1.WAV	Crow	Attack.	
RVWING2.WAV	Crow	Alerted/Fly.	
s&w+1.wav	Cutscene	Gunshot heard in the intro cutscene.	Mansion 1F: Main Hall 1F
SE_01.WAV	SFX	Dining room clock ticking.	Mansion 1F: Dining Room
SE_03.WAV	BGM	Outside ambience.	Mansion 1F: Roofed Passage
SE_06.WAV	SFX	Fireplace.	Mansion 2F: Lesson Room Entry
SE_39.WAV	SFX	Helicopter hovering.	Courtyard: Heliport / UNUSED
Se_39lp.wav	SFX	Helicopter hovering.	Courtyard: Heliport
SE_3C.WAV	BGM	Terrance ambience.	Mansion 2F: Terrace
SE_41.WAV	SFX	Tiger statue rotates.	Mansion 1F: Tiger Statue Room
SE_42.WAV	SFX	Water flowing.	Courtyard
SE_43.WAV	SFX	Water flowing stops after closing the water gate.	Courtyard: Water Gate
SE_44.WAV	BGM	Underground ambience.	
SE_45.WAV	SFX	Boulder rolling.	Underground: Boulder Passage 1 / Boulder Passage 2
SE_46.WAV	BGM	Heliport ambience	Courtyard: Heliport
SE_4B.WAV	SFX	Water being drained.	Guardhouse B1: Control Room
SE_4C.WAV	SFX	Fountain flowing.	Mansion 1F: Greenhouse
SE_4D.WAV	SFX	Pump running.	Mansion 1F: Greenhouse
SE_4E.WAV	SFX	Poison gas is filling the room.	Mansion 2F: Armor Room
SE_4F.WAV	SFX	Elevator starts to move.	Laboratory B1: Laboratory Entry / UNUSED
SE_50.WAV	SFX	Triggering system alarm.	Laboratory
SE_51.WAV	SFX	Triggering system announcer.	Laboratory

File name	Audio Source	Usage	Location used and notes
SE_53.WAV	SFX	Power Maze ambiance (machinery).	Laboratory B3: Power Maze 1 / Power Maze 2
SE_54.WAV	SFX	Power Room ambiance (machinery).	Laboratory B3: Power Room
SE_55.WAV	SFX	Main Lab ambiance (computers).	Laboratory B4: Main Lab
SE_59.WAV	Door	Mansion Elevator moves.	
SE_5A.WAV	Door	Fountain elevator moves.	
SELECT01.WAV	Menus	Blip.	UNUSED
SELECT02.WAV	Menus	Computer key pressed.	UNUSED
SELECT03.WAV	Menus	Wobble.	UNUSED
SELECT04.WAV	Menus	Typewriter key hit.	UNUSED
SELECT05.WAV	Menus	Confirm character selection.	Character selection
SELECT06.WAV	Menus	Change characters.	Character selection
SHOT01.WAV	Shotgun	Fire.	
SHOT02.WAV	Shotgun	Shell hitting floor.	
SHOT03.WAV	Shotgun	Pump.	
SHOT04.WAV	Shotgun	Out of ammo / insert shell.	
SHUTER.WAV	SFX	Display shelf lock is released.	Mansion 2F: Armor Room
SL_CLICK.WAV	SFX	Computer press key.	Laboratory B3: Small Lab
SL_CRMOV.WAV	SFX	Computer window popup.	Laboratory B3: Small Lab
SLBACK_C.WAV	SFX	Player or enemy moving.	UNUSED
SLBACK_W.WAV	SFX	Player or enemy moving.	UNUSED
SLIDE_B2.WAV	SFX	Bookshelf moves.	Mansion 2F: Private Library
SLIDE_BK.WAV	SFX	Bookshelf moves.	Guardhouse 1F: Room 003
SLIDE1.WAV	SFX	Projector: new slide part 1.	Laboratory B2: Visual Data Room
SLIDE2.WAV	SFX	Projector: new slide part 2.	Laboratory B2: Visual Data Room
SLIDE3.WAV	SFX	Projector shuts down.	Laboratory B2: Visual Data Room / UNUSED
SLIDING.WAV	SFX	Sliding when smacked by Plant 42 or Tyrant.	
SMASH.WAV	Cutscene	Sound of Barry hitting Albert with his gun.	Laboratory B4: Main Lab Entry
SP_ATCK.WAV	Web Spinner	Charge attack hit.	
SP_BOMB.WAV	Black Tiger	Hurt.	
SP_DOKU.WAV	Web Spinner	Spit attack.	
SP_FUMU.WAV	Small Spider	Stomp.	
SP_RAKK.WAV	Web Spinner	Drop from ceiling.	
SP_SANJ2.WAV	Web Spinner	Spit attack hit.	
SPRAY.WAV	Cutscene	Rebecca sprays Chris.	Mansion 1F: Mansion Save Room
ST_MTL01.WAV	Door	Step on metal stairs.	
ST_WCP01.WAV	SFX	Step on wooden crate.	UNUSED

File name	Audio Source	Usage	Location used and notes
ST_WD01.WAV	SFX	Step on wooden crate.	UNUSED
STEAM_A.WAV	SFX	Pipes releasing steam.	Laboratory B3: Power Maze 2 / Power Room
STEAM_B.WAV	SFX	Pipes releasing steam.	Laboratory B3: Power Maze 1 / Tied to Chimeras. Stops playing if you kill them all.
SW_411.WAV	SFX	Switch pressed.	Guardhouse B1: Control Room
SW_BTN.WAV	SFX	Painting switch pressed. Table lamp switch pressed. Light switch pressed. Light switch pressed. Elevator switch pressed.	Mansion 1F: Large Gallery Mansion 1F: Courtyard Study Mansion 2F: Trophy Room Laboratory B3: Private Room Laboratory B3: Elevator Entry
SW_LEVER.WAV	SFX	Lever pulled.	Guardhouse B1: Control Room
SW_MEDAL.WAV	SFX	Crest inserted to mechanism.	Mansion 1F: Roofed Passage
sw_medal2.wav	SFX	Medal inserted to the fountain mechanism.	Courtyard: Fountain
SW_PUSH.WAV	SFX	Display switch pressed.	Mansion 2F: Study
SW_PUSH2.WAV	SFX	Floor switch activated.	Underground: Item Chamber
SW_PUSH3.WAV	SFX	Floor switch activated.	Laboratory B3: Operating Room
SW_TRAP.WAV	SFX	Weapon set/taken from mechanism.	Mansion 1F: Living Room
TAO_WALL.WAV	Cutscene	Barry bangs on the Trap Room door.	Mansion 1F: Back Passage
TAORE_CA.WAV	SFX	Player's body falls on the cave floor.	
TAORE_CP.WAV	SFX	Player's body falls on a carpet.	
TAORE_PL.WAV	SFX	Player's body fall on metal floor.	
TAORE_S1.WAV	SFX	Player's body smacks face first on the ground after Plant 42 hit.	
TAORE_SP.WAV	SFX	Player's body falls on webbed floor.	
TAORE_ST.WAV	SFX	Player's body falls on a stone floor.	
TAORE_WA.WAV	SFX	Player is grabbed by Plant 42 and it throws the body to wooden floor.	
TAORE_WD.WAV	SFX	Player's body falls on a wooden floor.	
TAORE_WE.WAV	Cutscene	Rebecca's body falls on the floor.	Laboratory B4: Main Lab Entry
TIGEREYE.WAV	SFX	Gem inserted or taken from the statue. Gem inserted or taken from the trophy head.	Mansion 1F: Tiger Statue Room / UNUSED Mansion 2F: Trophy Room / UNUSED
TY_BOMB.WAV	Tyrant	Death by rocket launcher.	

File name	Audio Source	Usage	Location used and notes
TY_CRASH.WAV	Tyrant	Player hit wall after tyrant attack hit on helipad.	
TY_FOOT.WAV	Tyrant	Walk.	
TY_HIT.WAV	Tyrant	Slash attack hit.	
TY_KAZE.WAV	Tyrant	Slash miss.	
TY_NAGE.WAV	Tyrant	Drop player's corpse.	
TY_SLEF.WAV	Tyrant	Running attack.	
TY_SLICE.WAV	Tyrant	Stab attack hit.	
TY_SUBE.WAV	Tyrant	Player sliding on ground after tyrant attack hit on helipad.	
TY_TAORE.WAV	Tyrant	Death.	Laboratory B4: Main Lab
TY_TRUST.WAV	Tyrant	Player impaled by tyrant	
TYPE01.WAV	Typewriter	Space hit.	Save menu.
TYPE02.WAV	Typewriter	Key hit.	Save menu.
UNDERGAT.WAV	SFX	Wall panel opening and closing.	Underground: Item Chamber
V_JOLT.WAV	Plant 42	Used V-Jolt on the plant roots.	
v00d_02.wav	Cutscene / Chris	Chris finds Enrico. / Chris: Don't!	Underground: Enrico Room
V00D_02S.WAV	Cutscene / Chris	Chris finds Enrico. / Chris: Don't!	Underground: Enrico Room / UNUSED
V110_00.WAV	Cutscene / Jill	Barry is dying.	Underground: Underground Entry Jill: What happened? Barry: Uhh.. I'm really embarrassed. I was clumsy. Jill: Oh, you don't have to talk. I'm going to give you first aid! Barry: Maybe my time's come. Jill, take this. I've been cheating you all f-from the start. If you can forgive me, could you please give this to my family? And if you can, please, try to protect them. Jill: What do you mean by that, Barry? Don't give up! Barry: Uh.. Jill, be careful of that guy. *gasps* Please, stay alive. *dying breath*
VB00_31.WAV	Cutscene	Tyrant breaks trough the floor.	Courtyard: Heliport / UNUSED
VB00_31A.WAV	Cutscene	Tyrant breaks trough the floor 1/3.	Courtyard: Heliport
VB00_31B.WAV	Cutscene	Tyrant breaks trough the floor 2/3.	Courtyard: Heliport

File name	Audio Source	Usage	Location used and notes
VB00_31C.WAV	Cutscene	Tyrant breaks trough the floor 3/3.	Courtyard: Heliport
VN_AIR.WAV	Plant 42	Breathing.	
VN_BODY.WAV	Plant 42	Player's body is cut in half.	Guardhouse 1F: Plant 42 Room / UNUSED
VN_FALL.WAV	Plant 42	Acid attack miss.	
VN_HITA.WAV	Vine	Hit.	Remake uses two different files to create the hit sound
VN_HITB.WAV	Vine	Grab.	Remake uses two different files to create the grab sound
VN_HITL.WAV	Plant 42	Hit.	
VN_KAZEA.WAV	Plant 42	Swing miss.	
VN_KAZEB.WAV	Plant 42	Swing miss.	
VN_OUT.WAV	Vine	Killed with Herbicide.	
VN_OUT2.WAV	Plant 42	Death cry.	
VN_SIME.WAV	Plant 42	Grab attack.	
VN_WHIP.WAV	Vine	Hit miss.	
WALLDOWN.WAV	SFX	Wall closed.	Mansion 1F: Bar
WATERGT.WAV	SFX	Water gate closes.	Courtyard: Water Gate
Win95_mg.wav	Ingram	Fire.	
YK_30A.WAV	Cutscene	Sound of bullet case hitting the ground. Fired from a handgun that kills Enrico.	Underground: Enrico Room
YK_405_.WAV	Cutscene	Sound of a bullet case hitting the floor. Albert is shooting wasps.	Guardhouse 1F: Central Corridor
Z_AOYA01.WAV	Zombie - Lab Coat 05	Moan getting up / falling down.	Guardhouse 1F: Room 002 Bathroom
Z_AOYA02.WAV	Zombie - Lab Coat 05	Grab standing.	Guardhouse 1F: Room 002 Bathroom
Z_AOYA03.WAV	Zombie - Lab Coat 05	Moan hurt.	Guardhouse 1F: Room 002 Bathroom
Z_AOYA21.WAV	Zombie - UNUSED	Moan getting up / falling down.	UNUSED
Z_AOYA22.WAV	Zombie - UNUSED	Grab standing.	UNUSED
Z_AOYA23.WAV	Zombie - UNUSED	Moan hurt.	UNUSED
Z_FTL.WAV	Zombie - shared	Walk.	
Z_FTR.WAV	Zombie - shared	Crawling / slow walking.	
Z_HAKI.WAV	Zombie - shared	Bile attack.	
Z_HEAD.WAV	Zombie - shared	Crush head / Headshot.	
Z_HKICK.WAV	Zombie - shared	Kick head.	
Z_ISI01.WAV	Zombie - Lab Coat 04	Moan getting up / falling down.	Mansion 1F: Central Corridor
Z_ISI02.WAV	Zombie - Lab Coat 04	Grab standing.	Mansion 1F: Central Corridor
Z_ISI03.WAV	Zombie - Lab Coat 04	Moan hurt.	Mansion 1F: Central Corridor

File name	Audio Source	Usage	Location used and notes
z_isi201.wav	Zombie - Green Jacket 03	Moan getting up / falling down.	Mansion 1F: Back Passage
Z_ISI202.WAV	Zombie - Green Jacket 03	Grab standing.	Mansion 1F: Back Passage
Z_ISI203.WAV	Zombie - Green Jacket 03	Moan hurt.	Mansion 1F: Back Passage
Z_ISI301.WAV	Zombie - Green Jacket 02	Moan getting up / falling down.	Mansion 2F: 'C' Passage
Z_ISI302.WAV	Zombie - Green Jacket 02	Grab standing.	Mansion 2F: 'C' Passage
Z_ISI303.WAV	Zombie - Green Jacket 02	Moan hurt.	Mansion 2F: 'C' Passage
Z_K01.WAV	Zombie - Lab Coat 03	Moan getting up / falling down.	Mansion 1F: East Stairway 1F
Z_K02.WAV	Zombie - Lab Coat 03	Grab standing.	Mansion 1F: East Stairway 1F
Z_K03.WAV	Zombie - Lab Coat 03	Moan hurt.	Mansion 1F: East Stairway 1F
Z_KAMU.WAV	Zombie - shared	Bite.	
Z_MIKA01.WAV	Zombie - Green Jacket 01	Moan getting up / falling down.	Mansion 1F: Tea Room
Z_MIKA02.WAV	Zombie - Green Jacket 01	Grab standing.	Mansion 1F: Tea Room
Z_MIKA03.WAV	Zombie - Green Jacket 01	Moan hurt.	Mansion 1F: Tea Room
Z_NISI1.WAV	Zombie - Naked	Moan getting up / falling down.	Laboratory B3: 'O' Room
Z_NISI2.WAV	Zombie - Naked	Grab attack.	Laboratory B3: 'O' Room
Z_NISI3.WAV	Zombie - Naked	Moan hurt.	Laboratory B3: 'O' Room
Z_OSOU.WAV	Zombie - Lab Coat 01	Grab standing.	Mansion 2F: Dining Room 2F
Z_SANJ.WAV	Zombie - shared	Bite attack connect.	
Z_SIMO01.WAV	Zombie - Lab Coat 05	Moan getting up / falling down.	Mansion 1F: Dressing Room
Z_SIMO02.WAV	Zombie - Lab Coat 05	Grab standing.	Mansion 1F: Dressing Room
Z_SIMO03.WAV	Zombie - Lab Coat 05	Moan hurt.	Mansion 1F: Dressing Room
Z_SUZU01.WAV	Zombie - Lab Coat 02	Moan getting up / falling down.	Mansion 2F: West Stairway 2F
Z_SUZU02.WAV	Zombie - Lab Coat 02	Grab standing.	Mansion 2F: West Stairway 2F
Z_SUZU03.WAV	Zombie - Lab Coat 02	Moan hurt.	Mansion 2F: West Stairway 2F
Z_TAORE.WAV	Zombie - shared	Fall.	
Z_UGORON.WAV	Zombie - shared	Head roll.	
Z_UNARUA.WAV	Zombie - Lab Coat 01	Moan getting up / falling down.	Mansion 2F: Dining Room 2F

File name	Audio Source	Usage	Location used and notes
Z_UNARUB.WAV	Zombie - Lab Coat 01	Moan hurt.	Mansion 2F: Dining Room 2F
ZE_FTL.WAV	Zombie - shared	Walk (reverb).	Laboratory
ZE_HAKI.WAV	Zombie - shared	Bile attack (reverb).	Laboratory
ZE_HEAD.WAV	Zombie - shared	Crush head / Headshot (reverb).	Laboratory
ZE_HKICK.WAV	Zombie - shared	Kick head (reverb).	Laboratory
ZE_KAMU.WAV	Zombie - shared	Bite (reverb).	Laboratory
ZE_SANJ.WAV	Zombie - shared	Bile attack connect (reverb).	Laboratory
ze_tomo1.wav	Zombie - Lab Coat 06	Moan getting up / falling down.	Laboratory B2: Stairway
ze_tomo2.wav	Zombie - Lab Coat 06	Grab standing.	Laboratory B2: Stairway
ze_tomo3.wav	Zombie - Lab Coat 06	Moan hurt.	Laboratory B2: Stairway
ZE_UGO.WAV	Zombie	Head roll.	UNUSED
ZEP_FTL.WAV	Zombie - Naked	Walk.	Laboratory B3: 'O' Room
ZFT_GLAS.WAV	Zombie	Walk on gravel or glass.	UNUSED.
ZIPPER1.WAV	SFX	Changing clothes. Zipper sound that plays multiple times.	Mansion 1F: Wardrobe Closet
ZIPPER2.WAV	SFX	Changing clothes. Zipper sound at the end 2/2.	Mansion 1F: Wardrobe Closet
ZIPPER3.WAV	SFX	Changing clothes. Zipper sound at the end 1/2.	Mansion 1F: Wardrobe Closet
ZURUZURU.WAV	Cutscene	Mansion 2F: Attic Entry / UNUSED	Mansion 2F: Attic Entry / UNUSED

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Last update: **2023/10/19 01:23**

