



SUPER FX Volume 1

8 and 16-bit Video Game SFX

OVERVIEW

As the name suggests, this SFX collection was created to emulate the fascinating, charming aesthetic of video games released in the 8 and 16-bit era. Specifically, we sought the signature sound of games from the late 80s into late 90s, such as role-playing games like *Final Fantasy 4* through *Final Fantasy 7*, *Chrono Trigger*, *Secret of Mana*, *Final Fantasy Tactics*, and similar titles.

The collection began as a private library used in my own fantasy role-playing video game, *Tangleddeep*, which was released on February 1, 2018 with an unmistakable nod to the aesthetics of the Super Nintendo. Using authentic retro sound chips, lo-fi samples, subtractive synthesizers, and vintage processing techniques, I created a wide range of impacts, weapons, chirps, spells, bleeps, and UI noises.

Once *Tangleddeep* was released, and with some wonderful contributions by sound designers 3ee and Dickie Chapin, we expanded the collection to include an even greater variety of just over 250 sounds. With these new additions, it's suitable not only for medieval fantasy games, but sci-fi, adventure, real-time strategy, and any other titles with that golden pixel-art visual style!

CONTENT NOTES

All sound effects are provided in stereo 16-bit / 44khz quality as WAV files, tagged for SoundMiner, and carefully edited with balanced peak volume. High-level categories are "Animals", "Combat", "Magic", "SciFi", "UI", "Weapons", and "Misc".

Many effects have a certain amount of baked in faux-reverb that was common on the Super Nintendo. This carefully-sculpted "space" is key to the authenticity of the sounds.

SOUND LIST

Magic_Debuff_Minor
Magic_Debuff_Power_Down
Magic_Dream_Sequence
Magic_Enchanting_Spell
Magic_Energy_Shift
Magic_Fire_Burst
Magic_Fire_Wave
Magic_Ghosts_Unleashed
Magic_Growth_Enchant
Magic_Healing_Medium
Magic_Healing_Minor
Magic_Heart_Spell
Magic_Ice_Bolt_Impact
Magic_Ice_Crystal
Magic_Ice_Crystal_Shatter
Magic_Ice_Mega_Spell
Magic_Ice_Spell_Long_01
Magic_Ice_Spell_Long_02
Magic_Illusions
Magic_Lightning_Arc
Magic_Lightning_Bolt
Magic_Mana_Drain
Magic_Miniatimize_Spell
Magic_Poison_Slime_Bubble
Magic_Poison_Splash
Magic_Positive_Status_Up
Magic_Reflection_Spell
Magic_Shadow_Pierce
Magic_Shatter_Crystal_01
Magic_Shatter_Crystal_02
Magic_Sonic_Wave_Attack
Magic_Spell_Missile
Magic_Starlight_Spell
Magic_Tech_Attack
Magic_Teleport
Magic_Transform_Morph
Magic_Underwater_Enchant_01
Magic_Underwater_Enchant_02
Magic_Underwater_Enchant_03
Magic_Underwater_Enchant_04
Magic_Water_Bubble_Beam
Magic_Water_Splash
Magic_Whirlwind_Summon
Magic_Wind_Cloud_Summon
Magic_Wind_Slash
Misc_Butler_Bell_Ding
Misc_Chop_Tree_Down
Misc_Coin_Pickup
Misc_Collect_All_Items
Misc_Cooking_Bubbling_Pot
Misc_Dice_Roll
Misc_Equip_Bright_Schwing
Misc_Equip_Item
Misc_Glass_Crystal_Shatter
Misc_Jingle_Failure
Misc_Jingle_Success
Misc_Landing_In_Dirt
Misc_Learn_Skill_Important
Misc_Pickaxe_On_Stone
Misc_Pickup_Item
Misc_Pottery_Break
Misc_Rope_Tightening_01
Misc_Rope_Tightening_02
Misc_Stereo_8bit_01
Misc_Stereo_8bit_02
Misc_Stereo_8bit_03
Misc_Treasure_Found
Misc_Water_Splash_Minor
Misc_Wood_Chop
SciFi_AI_Primitive_01
SciFi_AI_Primitive_02
SciFi_Alert_Notification
SciFi_Alien_Communication_Typing
SciFi_Cannon_Huge
SciFi_Chirp_Sequence
SciFi_Communicator_Message_Typing
SciFi_Computer_Activate
SciFi_Computer_Malfunction
SciFi_Computer_Processing
SciFi_Energy_Buildup
SciFi_Energy_Sword
SciFi_Energy_Sword_Parry
SciFi_Engine_Reduce_Speed
SciFi_Explosion_Massive_Buildup

SciFi_Force_Field_Raised	UI_Cursor_Move_06
SciFi_Klaxon_Alarm	UI_Cursor_Select_01
SciFi_Laser_Deep	UI_Cursor_Select_02
SciFi_Laser_Short_01	UI_Cursor_Select_03
SciFi_Laser_Short_02	UI_Cursor_Select_03_Alt
SciFi_Laser_Wet_High	UI_Cursor_Select_04
SciFi_Laser_Wet_Low	UI_Cursor_Select_05
SciFi_LightSpeed_Decrease	UI_Dialogue_Typing_01
SciFi_Liquid_Tube	UI_Dialogue_Typing_02
SciFi_Machine_Assembly	UI_Dialogue_Typing_03
SciFi_Machine_Engine_Groan	UI_Dragging_Object_01
SciFi_Machine_Learning	UI_Dragging_Object_02
SciFi_Particles_Dispersed	UI_Drop_Object
SciFi_Power_Up	UI_Equip_Major
SciFi_Radio_Waves_High	UI_Error_01
SciFi_Radio_Waves_Low	UI_Error_02
SciFi_Rapid_Fire_Burst	UI_Level_Up
SciFi_Robot_Overloaded	UI_Levelup_Fast
SciFi_Robotic_Squeal_01	UI_Movement_Misc
SciFi_Robotic_Squeal_02	UI_Notification_Popup
SciFi_Robotic_Squeal_03	UI_Pause_01
SciFi_Shield_Penetration	UI_Pause_02
SciFi_Small_Engine_Powerdown	UI_Purchase_Item
SciFi_Space_Wolf_Howl	UI_Reward_Bonus_Chirp
SciFi_Spring_Loaded_Shot	UI_Reward_Sound
SciFi_Targeting_System	UI_RPG_Turn
SciFi_Warp_Engine_01	UI_Selection_Invalid
SciFi_Warp_Engine_02	UI_Stat_Gained
SciFi_Warp_Engine_04	UI_Thip_01
UI_Alert_Low_Health	UI_Thip_02
UI_Cancel_01	UI_Tick_03
UI_Cancel_02	UI_Tick_Minor
UI_Cancel_03	UI_Tock_01
UI_Cancel_04	UI_Tock_02
UI_Confirm_Bright	UI_Tock_03
UI_Confirm_Major	UI_Toggle_Tiny
UI_Confirm_Medium	UI_Whoosh_Fast
UI_Confirm_Sparkle_01	Weapons_Arrow_Tiny
UI_Confirm_Sparkle_02	Weapons_Artillery_Barrage
UI_Cursor_Back_01	Weapons_Artillery_Shell
UI_Cursor_Move_01	Weapons_Axe_Chop
UI_Cursor_Move_02	Weapons_Bow_Shoots_Arrow
UI_Cursor_Move_03	Weapons_Cannon_Scorch
UI_Cursor_Move_04	Weapons_Crossbow_Fire
UI_Cursor_Move_05	Weapons_Dagger_Pierce_01

Weapons_Dagger_Pierce_02
Weapons_Dart_Toss
Weapons_Flail_Impact
Weapons_Knife_Throw_Multiple
Weapons_Laser_Shot
Weapons_Longsword_Slash
Weapons_Projectile_Stream
Weapons_Shortsword_Slash_01
Weapons_Shortsword_Slash_02
Weapons_Sword_Curved_Slash
Weapons_Sword_Slash_01
Weapons_Sword_Slash_Double_01
Weapons_Sword_Slash_Double_02
Weapons_Sword_Slash_Large
Weapons_Whip_Attack
Animals_Beast_Roar
Animals_Bird_Chirp
Animals_Chittering_Trees
Animals_Creature_Scuttle
Animals_Echo_Location
Animals_Frog_Jump
Animals_Insect_Swarming
Animals_Monster_Death
Combat_Beast_Attack
Combat_Bite_Combo
Combat_Bite_Single
Combat_Blunt_Hit_01
Combat_Blunt_Hit_02
Combat_Blunt_Hit_03
Combat_Blunt_Hit_Barrage
Combat_Burning_Attack
Combat_Constrict_Movement
Combat_Critical_Strike
Combat_Dodge_Whoosh
Combat_Explosion_Distant
Combat_Explosion_Series
Combat_Fast_Movement_01
Combat_Fast_Movement_02
Combat_Fast_Movement_03
Combat_Flurry_Scratches
Combat_Impact_Dull
Combat_Impact_Heavy
Combat_Impact_Pipe
Combat_Impact_Sheer_Surface
Combat_Jump

Combat_Jump_and_Landing
Combat_Jump_Medium
Combat_Knives_Multiple_Impact
Combat_Lashing_Attack
Combat_Metal_Burst
Combat_Metal_Dink
Combat_Metal_Heavy_Attack
Combat_Parry_Attack
Combat_Parry_Major
Combat_Projectile_Sharp_Impact
Combat_Punch_Impact_01
Combat_Punch_Impact_02
Combat_Shield_Block
Combat_Shining_Slash_Attack
Combat_Slap_Attack_01
Combat_Slap_Attack_02
Combat_Spike_Trap
Combat_Spike_Trap_Impact
Combat_Swipe_or_Steal
Combat_Swipe_Quick
Combat_Sword_Clash
Combat_Triple_Combo_Hit
Combat_Wood_Block
Magic_Banshee_Wail
Magic_Barrier_Shield
Magic_Buff_Spell
Magic_Burning_Boulder_01
Magic_Burning_Boulder_02
Magic_Burning_Boulder_03
Magic_Confusion_Status
Magic_Cure_Major
Magic_Curse_Spell_Debuff