

# Gamemaster Audio - Retro 8bit Sounds

1001 sound effects

[www.gamemasteraudio.com](http://www.gamemasteraudio.com)

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## Alarms /Sirens

retro\_alarm\_siren\_loop\_01.wav  
retro\_alarm\_siren\_loop\_02.wav  
retro\_alarm\_siren\_loop\_03.wav  
retro\_alarm\_siren\_loop\_04.wav  
retro\_alarm\_siren\_loop\_05.wav  
retro\_alarm\_siren\_loop\_06.wav  
retro\_alarm\_siren\_loop\_07.wav  
retro\_alarm\_siren\_loop\_08.wav  
retro\_alarm\_siren\_loop\_09.wav  
retro\_alarm\_siren\_loop\_10.wav  
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retro\_alarm\_siren\_loop\_14.wav  
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retro\_alarm\_siren\_loop\_16.wav  
retro\_alarm\_siren\_loop\_17.wav  
retro\_alarm\_siren\_loop\_18.wav  
retro\_alarm\_siren\_loop\_19.wav  
retro\_alarm\_siren\_loop\_20.wav

## Collectables

retro\_collect\_pickup\_coin\_01.wav  
retro\_collect\_pickup\_coin\_02.wav  
retro\_collect\_pickup\_coin\_03.wav  
retro\_collect\_pickup\_coin\_04.wav  
retro\_collect\_pickup\_coin\_05.wav  
retro\_collect\_pickup\_coin\_06.wav  
retro\_collect\_pickup\_coin\_07.wav  
retro\_collect\_pickup\_coin\_08.wav  
retro\_collect\_pickup\_coin\_09.wav  
retro\_collect\_pickup\_coin\_10.wav  
retro\_collect\_pickup\_coin\_11.wav  
retro\_collect\_pickup\_coin\_12.wav  
retro\_collect\_pickup\_coin\_13.wav  
retro\_collect\_pickup\_coin\_14.wav  
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retro\_collect\_pickup\_coin\_16.wav

retro\_collect\_pickup\_coin\_17.wav  
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retro\_collect\_pickup\_coin\_19.wav  
retro\_collect\_pickup\_coin\_20.wav  
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retro\_collect\_pickup\_coin\_22.wav  
retro\_collect\_pickup\_coin\_23.wav  
retro\_collect\_pickup\_coin\_24.wav  
retro\_collect\_pickup\_coin\_25.wav  
retro\_collect\_pickup\_item\_01.wav  
retro\_collect\_pickup\_item\_02.wav  
retro\_collect\_pickup\_item\_03.wav  
retro\_collect\_pickup\_item\_04.wav  
retro\_collect\_pickup\_item\_05.wav  
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retro\_collect\_pickup\_item\_15.wav  
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retro\_collect\_pickup\_item\_25.wav  
retro\_collect\_pickup\_item\_26.wav  
retro\_collect\_pickup\_item\_27.wav  
retro\_eat\_collect\_01.wav  
retro\_eat\_collect\_02.wav  
retro\_eat\_collect\_03.wav  
retro\_eat\_collect\_04.wav  
retro\_eat\_collect\_05.wav  
retro\_eat\_collect\_06.wav  
retro\_eat\_collect\_07.wav

## **Damage / Hurt**

retro\_damage\_hurt\_ouch\_01.wav  
retro\_damage\_hurt\_ouch\_02.wav  
retro\_damage\_hurt\_ouch\_03.wav  
retro\_damage\_hurt\_ouch\_04.wav  
retro\_damage\_hurt\_ouch\_05.wav

retro\_damage\_hurt\_ouch\_06.wav  
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retro\_damage\_hurt\_ouch\_14.wav  
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retro\_damage\_hurt\_ouch\_53.wav  
retro\_damage\_hurt\_ouch\_54.wav  
retro\_damage\_hurt\_ouch\_55.wav  
retro\_damage\_hurt\_ouch\_56.wav

retro\_damage\_hurt\_ouch\_57.wav  
retro\_damage\_hurt\_ouch\_58.wav  
retro\_damage\_hurt\_ouch\_59.wav

## **Explosion**

retro\_explosion\_bass\_01.wav  
retro\_explosion\_bass\_02.wav  
retro\_explosion\_bass\_03.wav  
retro\_explosion\_bass\_04.wav  
retro\_explosion\_bass\_05.wav  
retro\_explosion\_bass\_06.wav  
retro\_explosion\_bass\_07.wav  
retro\_explosion\_bass\_08.wav  
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retro\_explosion\_big\_01.wav  
retro\_explosion\_big\_02.wav  
retro\_explosion\_big\_03.wav  
retro\_explosion\_big\_04.wav  
retro\_explosion\_deep\_01.wav  
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retro\_explosion\_deep\_17.wav  
retro\_explosion\_deep\_18.wav  
retro\_explosion\_deep\_19.wav  
retro\_explosion\_deep\_20.wav  
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retro\_explosion\_general\_02.wav  
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retro\_explosion\_short\_01.wav  
retro\_explosion\_short\_02.wav  
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retro\_explosion\_short\_04.wav  
retro\_explosion\_short\_05.wav  
retro\_explosion\_short\_06.wav  
retro\_explosion\_short\_07.wav  
retro\_explosion\_short\_08.wav  
retro\_explosion\_short\_09.wav  
retro\_explosion\_short\_10.wav

## **Footstep/Movement**

retro\_footstep\_movement\_01.wav  
retro\_footstep\_movement\_02.wav  
retro\_footstep\_movement\_03.wav  
retro\_footstep\_movement\_04.wav  
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retro\_footstep\_movement\_07.wav  
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retro\_footstep\_movement\_24.wav  
retro\_move\_slip\_dance\_01.wav

retro\_move\_slip\_dance\_02.wav  
retro\_move\_walk\_tick\_01.wav  
retro\_move\_walk\_tick\_02.wav  
retro\_move\_walk\_tick\_03.wav  
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retro\_move\_walk\_tick\_05.wav  
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retro\_move\_walk\_tick\_20.wav  
retro\_move\_walk\_tick\_21.wav

## **Impacts**

retro\_impact\_colorful\_01.wav  
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retro\_impact\_colorful\_07.wav  
retro\_impact\_colorful\_08.wav  
retro\_impact\_colorful\_09.wav  
retro\_impact\_hit\_01.wav  
retro\_impact\_hit\_02.wav  
retro\_impact\_hit\_03.wav  
retro\_impact\_hit\_04.wav  
retro\_impact\_hit\_05.wav  
retro\_impact\_hit\_06.wav  
retro\_impact\_hit\_07.wav  
retro\_impact\_hit\_08.wav  
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retro\_impact\_hit\_34.wav  
retro\_impact\_hit\_general\_01.wav  
retro\_impact\_hit\_general\_02.wav  
retro\_impact\_hit\_general\_03.wav  
retro\_impact\_hit\_general\_04.wav  
retro\_impact\_hit\_general\_05.wav  
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retro\_impact\_hit\_general\_38.wav  
retro\_impact\_hit\_general\_39.wav  
retro\_impact\_hit\_general\_40.wav

## **Jumping**

retro\_jump\_bounce\_01.wav  
retro\_jump\_bounce\_02.wav  
retro\_jump\_bounce\_03.wav  
retro\_jump\_bounce\_04.wav  
retro\_jump\_bounce\_05.wav  
retro\_jump\_bounce\_06.wav  
retro\_jump\_bounce\_07.wav  
retro\_jump\_bounce\_08.wav  
retro\_jump\_bounce\_09.wav  
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retro\_jump\_bounce\_21.wav  
retro\_jump\_bounce\_22.wav  
retro\_jump\_bounce\_23.wav  
retro\_jump\_bounce\_24.wav

## **Magic**

retro\_magic\_spell\_cast\_01.wav  
retro\_magic\_spell\_cast\_02.wav  
retro\_magic\_spell\_cast\_03.wav  
retro\_magic\_spell\_cast\_04.wav  
retro\_magic\_spell\_cast\_05.wav  
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retro\_magic\_spell\_cast\_07.wav  
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retro\_magic\_spell\_cast\_14.wav  
retro\_magic\_spell\_cast\_15.wav

retro\_magic\_spell\_cast\_sparkle\_01.wav  
retro\_magic\_spell\_cast\_sparkle\_02.wav  
retro\_magic\_spell\_cast\_sparkle\_03.wav  
retro\_magic\_spell\_cast\_sparkle\_04.wav  
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retro\_magic\_spell\_cast\_sparkle\_38.wav  
retro\_magic\_spell\_cast\_sparkle\_39.wav  
retro\_magic\_spell\_cast\_sparkle\_40.wav

## **Menu / UI / Beeps**

retro\_blip\_beep\_01.wav  
retro\_blip\_beep\_02.wav  
retro\_blip\_beep\_03.wav  
retro\_blip\_beep\_04.wav  
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retro\_blip\_beep\_34.wav  
retro\_code\_signal\_dailing\_01.wav  
retro\_computer\_code\_signal\_01.wav  
retro\_computer\_code\_signal\_02.wav  
retro\_computer\_code\_signal\_03.wav  
retro\_computer\_code\_signal\_04.wav  
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retro\_computer\_code\_signal\_06.wav  
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retro\_simple\_beep\_01.wav  
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retro\_ui\_menu\_popup\_02.wav  
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retro\_ui\_menu\_popup\_04.wav  
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retro\_ui\_menu\_popup\_15.wav  
retro\_ui\_menu\_scroll\_01.wav  
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retro\_ui\_menu\_short\_beep\_01.wav  
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retro\_ui\_menu\_simple\_click\_01.wav  
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retro\_ui\_menu\_simple\_click\_12.wav

## Miscellaneous

retro\_beepy\_phone\_dail\_01.wav  
retro\_beepy\_phone\_dail\_02.wav  
retro\_bird\_critter\_call\_squawk\_01.wav  
retro\_bird\_critter\_call\_squawk\_02.wav  
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retro\_bird\_critter\_call\_squawk\_04.wav  
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retro\_boost\_power\_01.wav  
retro\_boost\_power\_02.wav  
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retro\_crash\_damage\_01.wav  
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retro\_electric\_zaps\_spark\_01.wav  
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retro\_misc\_various\_sounds\_01.wav  
retro\_misc\_various\_sounds\_02.wav  
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retro\_misc\_various\_sounds\_90.wav  
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retro\_mouse\_critter\_squeak\_02.wav  
retro\_mouse\_critter\_squeak\_03.wav  
retro\_mouse\_critter\_squeak\_04.wav  
retro\_radar\_sonar\_01.wav  
retro\_radar\_sonar\_02.wav  
retro\_shield\_on\_deflect\_01.wav  
retro\_shield\_on\_deflect\_02.wav  
retro\_shield\_on\_deflect\_03.wav  
retro\_shield\_on\_deflect\_04.wav  
retro\_shield\_on\_deflect\_05.wav  
retro\_shield\_on\_deflect\_06.wav  
retro\_shield\_on\_deflect\_07.wav  
retro\_shield\_on\_deflect\_08.wav  
retro\_shield\_on\_deflect\_09.wav  
retro\_spawn\_appear\_01.wav  
retro\_spawn\_appear\_02.wav  
retro\_spawn\_appear\_03.wav  
retro\_spawn\_appear\_04.wav  
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retro\_spawn\_appear\_06.wav  
retro\_spawn\_appear\_07.wav  
retro\_spawn\_appear\_08.wav  
retro\_vehicle\_choppy\_engine\_01.wav  
retro\_vehicle\_choppy\_engine\_02.wav

## Music

music\_8bit\_jammer.wav  
music\_bytes\_the\_retro\_adventure.wav  
retro\_\_musical\_stinger\_01.wav  
retro\_\_musical\_stinger\_02.wav  
retro\_\_musical\_stinger\_03.wav

## Powerups

retro\_powerup\_collect\_01.wav  
retro\_powerup\_collect\_02.wav  
retro\_powerup\_collect\_03.wav  
retro\_powerup\_collect\_04.wav  
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retro\_powerup\_collect\_32.wav  
retro\_powerup\_collect\_33.wav  
retro\_powerup\_item\_01.wav  
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retro\_powerup\_item\_03.wav  
retro\_powerup\_item\_04.wav  
retro\_powerup\_item\_05.wav  
retro\_powerup\_item\_06.wav  
retro\_powerup\_item\_07.wav

retro\_powerup\_item\_08.wav  
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retro\_powerup\_item\_16.wav  
retro\_powerup\_item\_17.wav  
retro\_powerup\_item\_18.wav

## **Retro Original**

retro\_beeps\_collect\_item\_01.wav  
retro\_beeps\_collect\_item\_02.wav  
retro\_beeps\_collect\_item\_03.wav  
retro\_beeps\_collect\_item\_04.wav  
retro\_beeps\_collect\_item\_05.wav  
retro\_beeps\_collect\_item\_06.wav  
retro\_beeps\_collect\_item\_07.wav  
retro\_beeps\_collect\_item\_08.wav  
retro\_beeps\_success\_01.wav  
retro\_beeps\_success\_02.wav  
retro\_beeps\_success\_03.wav  
retro\_beeps\_success\_04.wav  
retro\_beeps\_success\_05.wav  
retro\_collect\_item\_stinger\_01.wav  
retro\_collect\_item\_stinger\_02.wav  
retro\_collect\_item\_stinger\_03.wav  
retro\_collect\_item\_stinger\_04.wav  
retro\_enemy\_attack\_01.wav  
retro\_enemy\_attack\_02.wav  
retro\_enemy\_attack\_03.wav  
retro\_fail\_alarm\_01.wav  
retro\_fail\_sound\_01.wav  
retro\_fail\_sound\_02.wav  
retro\_fail\_sound\_03.wav  
retro\_fail\_sound\_04.wav  
retro\_fail\_sound\_05.wav  
retro\_jump\_collect\_bonus\_01.wav  
retro\_jump\_collect\_bonus\_02.wav  
retro\_jump\_collect\_bonus\_03.wav  
retro\_jump\_dizzy\_spin\_01.wav  
retro\_synth\_beeps\_01.wav  
retro\_synth\_beeps\_02.wav  
retro\_synth\_beeps\_03.wav  
retro\_synth\_beeps\_04.wav  
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retro\_synth\_beeps\_06.wav  
retro\_synth\_beeps\_07.wav

retro\_synth\_beeps\_08.wav  
retro\_synth\_beeps\_09.wav  
retro\_synth\_beeps\_10.wav  
retro\_synth\_beeps\_fast\_01.wav  
retro\_synth\_beeps\_fast\_02.wav  
retro\_synth\_beeps\_fast\_03.wav  
retro\_synth\_beeps\_fast\_04.wav  
retro\_synth\_beeps\_fast\_05.wav  
retro\_synth\_beeps\_groove\_01.wav  
retro\_synth\_beeps\_groove\_02.wav  
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retro\_synth\_beeps\_groove\_04.wav  
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retro\_synth\_beeps\_groove\_08.wav  
retro\_synth\_wobble\_01.wav  
retro\_synth\_wobble\_02.wav  
retro\_synth\_wobble\_03.wav  
retro\_synth\_wobble\_04.wav  
retro\_synth\_wobble\_05.wav  
retro\_synth\_wobble\_06.wav  
retro\_synth\_wobble\_07.wav  
retro\_synth\_wobble\_08.wav

## **Robot**

retro\_robot\_driod\_beeps\_01.wav  
retro\_robot\_driod\_beeps\_02.wav  
retro\_robot\_driod\_beeps\_03.wav  
retro\_robot\_driod\_beeps\_04.wav  
retro\_robot\_driod\_beeps\_05.wav  
retro\_robot\_driod\_beeps\_06.wav  
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retro\_robot\_driod\_beeps\_09.wav  
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retro\_robot\_driod\_beeps\_14.wav  
retro\_robot\_driod\_beeps\_15.wav  
retro\_robot\_driod\_beeps\_16.wav  
retro\_robot\_driod\_beeps\_17.wav

## **Spaceship**

retro\_spaceship\_engine\_01.wav  
retro\_spaceship\_engine\_02.wav  
retro\_spaceship\_engine\_03.wav  
retro\_spaceship\_engine\_04.wav

retro\_spaceship\_engine\_05.wav  
retro\_spaceship\_jet\_boost\_01.wav  
retro\_spaceship\_jet\_boost\_02.wav  
retro\_spaceship\_jet\_boost\_03.wav  
retro\_spaceship\_jet\_boost\_04.wav  
retro\_spaceship\_jet\_boost\_05.wav  
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retro\_spaceship\_jet\_boost\_15.wav

## Teleport

retro\_teleport\_warp\_effect\_01.wav  
retro\_teleport\_warp\_effect\_02.wav  
retro\_teleport\_warp\_effect\_03.wav  
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retro\_teleport\_warp\_effect\_46.wav

## **Weapons**

retro\_laser\_beam\_01.wav  
retro\_laser\_beam\_02.wav  
retro\_laser\_beam\_03.wav  
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retro\_laser\_gun\_shoot\_59.wav  
retro\_missile\_bomb\_drop\_fall\_01.wav  
retro\_missile\_bomb\_drop\_fall\_02.wav  
retro\_missile\_bomb\_drop\_fall\_03.wav  
retro\_weapon\_gun\_misc\_shot\_01.wav  
retro\_weapon\_gun\_misc\_shot\_02.wav  
retro\_weapon\_gun\_misc\_shot\_03.wav  
retro\_weapon\_gun\_misc\_shot\_04.wav  
retro\_weapon\_gun\_misc\_shot\_05.wav  
retro\_weapon\_gun\_misc\_shot\_06.wav  
retro\_weapon\_gun\_misc\_shot\_07.wav  
retro\_weapon\_gun\_misc\_shot\_08.wav