

RETRO GAMES BY [SOUNDHOLDER.COM](https://soundholder.com)

Alarms:

8bit_alarm_1.wav

Beeps:

8bit_beep_1.wav

8bit_beep_2.wav

8bit_beep_3.wav

8bit_beep_4.wav

8bit_beep_5.wav

8bit_beeps_1.wav

8bit_beeps_2.wav

8bit_beeps_3.wav

8bit_beeps_4.wav

8bit_beeps_5.wav

8bit_beeps_6.wav

8bit_beeps_7.wav

8bit_beeps_8.wav

8bit_beeps_9.wav

8bit_beeps_10.wav

8bit_beeps_11.wav

8bit_beeps_12.wav

8bit_beeps_13.wav

8bit_beeps_14.wav

8bit_beeps_15.wav

8bit_beeps_16.wav

8bit_beeps_17.wav

8bit_beeps_18.wav

8bit_beeps_19.wav

8bit_beeps_20.wav

8bit_beeps_21.wav

8bit_beeps_22.wav

8bit_beeps_23.wav

8bit_beeps_24.wav

8bit_beeps_25.wav

8bit_beeps_26.wav

8bit_beeps_27.wav

8bit_beeps_28.wav

8bit_beeps_29.wav

8bit_beeps_30.wav

8bit_beeps_31.wav

8bit_beeps_32.wav

8bit_beeps_33.wav

8bit_beeps_34.wav

8bit_beeps_35.wav

8bit_beeps_36.wav

8bit_beeps_37.wav

8bit_beeps_38.wav

8bit_beeps_39.wav

8bit_beeps_40.wav

8bit_beeps_41.wav

Different:

8bit_different.wav

8bit_digital_noise.wav

8bit_monster_1.wav

8bit_monster_2.wav

8bit_sfx_1.wav

8bit_sfx_2.wav

8bit_sfx_3.wav

8bit_sfx_4.wav

8bit_sfx_5.wav

8bit_sfx_6.wav

8bit_sfx_7.wav

8bit_sfx_8.wav

8bit_sfx_9.wav

8bit_sfx_10.wav

8bit_sfx_11.wav

8bit_sfx_12.wav

8bit_sfx_13.wav

8bit_sfx_14.wav
8bit_sfx_15.wav
8bit_sfx_16.wav
8bit_sfx_17.wav
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8bit_sfx_19.wav
8bit_sfx_20.wav
8bit_sfx_21.wav
8bit_sfx_22.wav
8bit_sfx_23.wav
8bit_sfx_24.wav
8bit_sfx_25.wav
8bit_sfx_26.wav
8bit_sfx_27.wav
8bit_sfx_28.wav
8bit_sfx_29.wav
8bit_sfx_30.wav
8bit_sfx_31.wav

Explosions:

8bit_explosion_1.wav
8bit_explosion_2.wav
8bit_explosion_3.wav
8bit_explosion_4.wav
8bit_explosion_5.wav
8bit_explosion_6.wav
8bit_explosion_7.wav
8bit_explosion_8.wav
8bit_explosion_9.wav
8bit_explosion_10_retro.wav
8bit_mine_1.wav
8bit_mine_2.wav

Footsteps:

8bit_footsteps_concrete_1.wav
8bit_footsteps_concrete_2.wav
8bit_footsteps_concrete_3.wav
8bit_footsteps_concrete_4.wav
8bit_footsteps_concrete_5.wav
8bit_footsteps_concrete_6.wav
8bit_footsteps_concrete_7.wav
8bit_footsteps_concrete_8.wav
8bit_footsteps_concrete_9.wav
8bit_footsteps_concrete_10.wav
8bit_footsteps_concrete_11.wav
8bit_footsteps_concrete_12.wav
8bit_footsteps_concrete_13.wav
8bit_footsteps_concrete_14.wav
8bit_footsteps_concrete_15.wav
8bit_footsteps_concrete_16.wav
8bit_footsteps_concrete_17.wav
8bit_footsteps_concrete_18.wav
8bit_footsteps_concrete_19.wav
8bit_footsteps_concrete_20.wav
8bit_footsteps_concrete_21.wav
8bit_footsteps_concrete_22.wav
8bit_footsteps_concrete_23.wav
8bit_footsteps_concrete_24.wav
8bit_footsteps_concrete_25.wav
8bit_footsteps_concrete_26.wav
8bit_footsteps_concrete_27.wav
8bit_footsteps_concrete_28.wav
8bit_footsteps_concrete_29.wav
8bit_footsteps_concrete_30.wav
8bit_footsteps_concrete_31.wav
8bit_footsteps_concrete_32.wav
8bit_footsteps_concrete_33.wav
8bit_footsteps_concrete_34.wav
8bit_footsteps_concrete_35.wav
8bit_footsteps_concrete_36.wav
8bit_footsteps_concrete_37.wav
8bit_footsteps_concrete_38.wav
8bit_footsteps_forest_1.wav
8bit_footsteps_forest_2.wav

8bit_footsteps_forest_3.wav
8bit_footsteps_forest_4.wav
8bit_footsteps_forest_5.wav
8bit_footsteps_forest_6.wav
8bit_footsteps_forest_7.wav
8bit_footsteps_forest_8.wav
8bit_footsteps_forest_9.wav
8bit_footsteps_forest_10.wav
8bit_footsteps_forest_11.wav
8bit_footsteps_forest_12.wav
8bit_footsteps_forest_13.wav
8bit_footsteps_ground_1.wav
8bit_footsteps_ground_2.wav
8bit_footsteps_ground_3.wav
8bit_footsteps_ground_4.wav
8bit_footsteps_ground_5.wav
8bit_footsteps_ground_6.wav
8bit_footsteps_ground_7.wav
8bit_footsteps_ground_8.wav
8bit_footsteps_ground_9.wav
8bit_footsteps_ground_10.wav
8bit_footsteps_wood_1.wav
8bit_footsteps_wood_2.wav
8bit_footsteps_wood_3.wav
8bit_footsteps_wood_4.wav
8bit_footsteps_wood_5.wav
8bit_footsteps_wood_6.wav
8bit_footsteps_wood_7.wav
8bit_footsteps_wood_8.wav
8bit_footsteps_wood_9.wav

Hits and Damage:

8bit_hit_1.wav
8bit_hit_2.wav
8bit_hit_3.wav
8bit_hit_4.wav
8bit_hit_5.wav
8bit_hit_6.wav
8bit_hit_7.wav
8bit_hit_8.wav
8bit_hit_9.wav
8bit_hit_10.wav
8bit_hit_11.wav
8bit_hit_12.wav
8bit_hit_13.wav
8bit_hit_14.wav
8bit_hit_15.wav
8bit_hit_16.wav
8bit_hit_17.wav
8bit_hit_18.wav
8bit_hit_19.wav
8bit_hit_20.wav
8bit_hit_21.wav
8bit_hit_22.wav

Jump:

8bit_jump_1.wav
8bit_jump_2.wav
8bit_jump_3.wav
8bit_jump_4.wav
8bit_jump_5.wav
8bit_jump_6.wav
8bit_jump_7.wav
8bit_jump_8.wav
8bit_jump_9.wav
8bit_jump_10.wav
8bit_jump_11.wav
8bit_jump_12.wav
8bit_jump_13.wav
8bit_jump_14.wav
8bit_jump_15.wav
8bit_jump_16.wav
8bit_jump_17.wav
8bit_jump_18.wav

8bit_jump_19.wav
8bit_jump_20.wav
8bit_jump_21.wav
8bit_jump_22.wav

Points:

8bit_status_point_1.wav
8bit_status_point_2.wav
8bit_status_point_3.wav
8bit_status_point_4.wav
8bit_status_point_5.wav
8bit_status_point_6.wav
8bit_status_point_7.wav
8bit_status_point_8.wav
8bit_status_point_9.wav
8bit_status_point_10.wav
8bit_status_point_11.wav
8bit_status_point_12.wav
8bit_status_point_13.wav
8bit_status_point_14.wav
8bit_status_point_15.wav
8bit_status_point_16.wav
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8bit_status_point_26.wav
8bit_status_point_27.wav
8bit_status_point_28.wav
8bit_status_point_29.wav
8bit_status_point_30.wav
8bit_status_point_31.wav
8bit_status_point_32.wav
8bit_status_point_33.wav
8bit_status_point_34.wav
8bit_status_point_35.wav
8bit_status_point_36.wav
8bit_status_point_37.wav
8bit_status_point_38.wav
8bit_status_point_39.wav
8bit_status_point_40.wav
8bit_status_point_41.wav
8bit_status_point_42.wav
8bit_status_point_43.wav
8bit_status_point_44.wav
8bit_status_point_45.wav
8bit_status_point_46.wav
8bit_status_point_47.wav
8bit_status_point_48.wav
8bit_status_point_49.wav
8bit_status_point_50.wav
8bit_status_point_51.wav
8bit_status_point_52.wav

Status:

8bit_status_1.wav
8bit_status_2.wav
8bit_status_3.wav
8bit_status_4.wav
8bit_status_5.wav
8bit_status_6.wav
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8bit_status_166.wav
8bit_status_167.wav
8bit_status_168.wav
8bit_status_169.wav
8bit_status_170.wav
8bit_status_171_fall.wav
8bit_status_172_fall.wav
8bit_status_173_fall.wav
8bit_status_174.wav
8bit_status_175.wav
8bit_status_176.wav
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8bit_status_184.wav
8bit_status_185.wav
8bit_status_186.wav
8bit_status_187.wav
8bit_status_188_loop.wav
8bit_status_189.wav
8bit_status_190_loop.wav
8bit_status_191.wav
8bit_status_192.wav
8bit_status_193.wav
8bit_status_194.wav
8bit_status_195.wav
8bit_status_196_loop.wav
8bit_status_197_loop.wav
8bit_status_198.wav
8bit_status_199_loop.wav
8bit_status_200.wav
8bit_status_201.wav
8bit_status_202.wav
8bit_status_203.wav
8bit_status_204_loop.wav
8bit_status_205.wav
8bit_status_206.wav
8bit_status_207.wav
8bit_status_208.wav
8bit_status_209.wav
8bit_status_210.wav
8bit_status_211.wav
8bit_status_212.wav
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8bit_status_214.wav
8bit_status_215.wav
8bit_status_216.wav
8bit_status_217.wav
8bit_status_218.wav
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8bit_status_222.wav
8bit_status_223.wav
8bit_status_224.wav
8bit_status_225.wav
8bit_status_226.wav

UI_Clicks:

8bit_button_1.wav
8bit_button_2.wav
8bit_button_3.wav

8bit_button_4.wav
8bit_button_5.wav
8bit_button_6.wav
8bit_button_7.wav
8bit_button_8.wav
8bit_button_9.wav
8bit_button_10.wav
8bit_button_11.wav
8bit_button_12.wav
8bit_button_13.wav
8bit_button_14.wav
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8bit_button_20.wav
8bit_button_21.wav
8bit_button_22.wav
8bit_button_23.wav
8bit_button_24.wav
8bit_button_25.wav
8bit_gui_1.wav
8bit_gui_2.wav
8bit_gui_3.wav
8bit_gui_4.wav
8bit_gui_5.wav
8bit_gui_6.wav
8bit_gui_7.wav
8bit_gui_8.wav
8bit_gui_9.wav
8bit_gui_10.wav
8bit_gui_11.wav
8bit_gui_12.wav
8bit_gui_13.wav
8bit_gui_14.wav
8bit_gui_15.wav
8bit_gui_16.wav
8bit_gui_17.wav
8bit_gui_18.wav
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8bit_gui_20.wav
8bit_gui_21.wav
8bit_gui_22.wav
8bit_gui_23.wav
8bit_gui_24.wav
8bit_gui_25.wav
8bit_gui_26.wav
8bit_gui_27.wav
8bit_gui_28.wav
8bit_gui_29.wav
8bit_gui_30.wav
8bit_ui_click_1.wav
8bit_ui_click_2.wav
8bit_ui_click_3.wav
8bit_ui_click_4.wav
8bit_ui_click_5.wav
8bit_ui_click_6.wav
8bit_ui_click_7.wav
8bit_ui_click_8.wav
8bit_ui_click_9.wav
8bit_ui_click_10.wav
8bit_ui_click_11.wav
8bit_ui_click_12.wav
8bit_ui_click_13.wav
8bit_ui_click_14.wav
8bit_ui_click_15.wav
8bit_ui_click_16.wav
8bit_ui_click_17.wav
8bit_ui_click_18.wav
8bit_ui_click_19.wav
8bit_ui_click_20.wav

8bit_ui_click_21.wav
8bit_ui_click_22.wav
8bit_ui_click_23.wav
8bit_ui_click_24.wav
8bit_ui_click_25.wav
8bit_ui_click_26.wav
8bit_ui_click_27.wav
8bit_ui_click_28.wav
8bit_ui_click_29.wav
8bit_ui_click_30.wav
8bit_ui_click_31.wav
8bit_ui_click_32.wav
8bit_ui_click_33.wav
8bit_ui_click_34.wav

Weapons:

8bit_gun_reload_1.wav
8bit_gun_reload_2.wav
8bit_gunshot_1.wav
8bit_gunshot_2.wav
8bit_gunshot_3.wav
8bit_gunshot_4.wav
8bit_gunshot_5.wav
8bit_gunshot_6.wav
8bit_gunshot_7.wav
8bit_gunshot_8.wav
8bit_gunshot_9.wav
8bit_gunshot_10.wav
8bit_gunshot_11.wav
8bit_gunshot_12.wav
8bit_gunshot_13.wav
8bit_gunshot_14.wav
8bit_gunshot_15.wav
8bit_gunshot_16.wav
8bit_gunshot_17.wav
8bit_gunshot_18.wav
8bit_gunshot_19.wav
8bit_gunshot_20_auto.wav
8bit_gunshot_21_auto.wav
8bit_gunshot_22_burst.wav
8bit_gunshot_23_auto.wav
8bit_gunshot_24.wav
8bit_gunshot_25_auto.wav
8bit_gunshot_26_auto.wav
8bit_gunshot_27_auto.wav
8bit_gunshot_28_auto.wav
8bit_gunshot_29_auto.wav
8bit_gunshot_30_burst.wav
8bit_gunshot_31_burst.wav
8bit_gunshot_32.wav
8bit_gunshot_33.wav
8bit_gunshot_34.wav
8bit_gunshot_35.wav
8bit_gunshot_36.wav
8bit_gunshot_37.wav
8bit_gunshot_38.wav
8bit_gunshot_39.wav
8bit_gunshot_40_auto.wav
8bit_gunshot_41_burst.wav
8bit_gunshot_42_auto.wav
8bit_gunshot_43_auto.wav
8bit_gunshot_44_auto.wav
8bit_gunshot_45.wav
8bit_gunshot_46.wav
8bit_gunshot_47.wav
8bit_laser_1.wav
8bit_laser_2.wav
8bit_laser_3.wav
8bit_laser_rico_1.wav
8bit_laser_rico_2.wav
8bit_laser_rico_3.wav
8bit_laser_rico_4.wav
8bit_laser_rico_5.wav

8bit_laser_rico_6.wav
8bit_laser_rico_7.wav
8bit_laser_rico_8.wav
8bit_laser_rico_9.wav
8bit_laser_rico_10.wav
8bit_laser_rico_11.wav
8bit_laser_rico_12.wav
8bit_laser_rico_13.wav
8bit_laser_rico_14.wav
8bit_laser_rico_15.wav
8bit_laser_rico_16.wav
8bit_laser_rico_17.wav
8bit_laser_rico_18.wav
8bit_laser_rico_19.wav