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About This Content

Give your games a boost with these high quality, royalty free sounds. From clashing swords for RPG adventures to lazer blasts for sci-fi games. There are hundreds of sounds for you to tap into when you're making your next great game.

This Sound DLC is packed with high quality sounds, supplied in wav file format in both stereo and mono formats. The pack is categorised as follows:

- * Actions x 30
- * Vehicles x 30
- * Blade Combat x 30
- * Buttons x 30
- * Doors, Draws, Locks x 30
- * Environments x 10
- * Explosions x 30
- * Guns x 30
- * Misc x 30
- * Movement x 30
- * Pickups x 30
- * Spells & Potions x 30
- * Bonus Spring Pack x 30
- * Christmas themed sounds x 30

A total of 400 unique sound effects!

Here's a full breakdown of all the great sounds included the pack:

Actions

- * Percussive spell with thunder and sparkles
 - * Squeaky door close
 - * Squeaky door open
 - * Wooden drawer sliding shut
 - * Wooden drawer sliding open
 - * Gurgly water bubbles
 - * Watery slosh
- * Dropped object onto hard wood
- * Dropped object onto cloth bag
 - * Crunch bite
 - * Ba-dump heartbeat
 - * Sliding door close
 - * Sliding door open
 - * Metal lock turn and click
- * Short metal clank of lock bolt
 - * Metal bolt of inside door
- * Magical swell and sparkles
 - * Percussive twinkle
- * Deep percussive boom and sparkles
- * Fading looping wibble, like a sustained ray
 - * Swell of multiple voices and thunder
 - * Book opening or page turn
 - * Lifting clay object off hard surface
 - * Lifting heavy object off hard surface
 - * Water flow and hiss, extinguish fire
 - * Fuzz of CB radio, walkie talkie
 - * Sliding heavy object on hard floor
 - * Sliding object on smooth floor
 - * Match strike
- * Unlock click and fast squeaky door opening

Vehicles

- * Pane of glass break and shatter
- * Boom, construction saws and motorised sound with beeps
 - * Electric motor, beeps and mechanical clicks
- * Boom with white hiss, regular beeps and tonal hum
- * Hammering on metal with construction site sounds
 - * Looping large vehicle engine
 - * Decelerating engine with hiss and debris
 - * High powered car engine, external
 - * High powered car engine, internal
- * Light helicopter blade sound with tonal hum
 - * Click and light beep
 - * Gyrocopter blades
- * Conveyor belt rattle with debris
- * Helicopter blades spinning with jet engine
 - * Decelerating motor with hiss
 - * Jet engine burn with motor
- * Metal hammering with mechanical conveyor belt and debris
 - * Engine start for large vehicle

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- * Large circular saw pulse tailing off with crisp of wood
 - * Military radio style speech 'OK'
 - * Military radio style speech 'Roger That'
 - * Car engine, external
 - * Chugging white-noise based synthetic steam engine
 - * Large vehicle engine
 - * Single pulse of large vehicle engine as though passing by
 - * Idle diesel engine
 - * Slush of moving through water
 - * Motor with large crisping thump
 - * Light electric motor pulse with beep
 - * Beep with light electric motor pulse

Blade Combat

- * Whop and heavy steel clash
- * Whop and heavy steel clash
- * Whop and heavy steel clash
- * Whop and light blade impact
- * Whop and classic karate punch
- * Whop and light blade impact
- * Whop and light blade impact
- * Whop and light blade impact
- * Whop and light blade impact
- * Whop and light blade impact
- * Fast whop and light blade clash
- * Fast whop and light blade clash
- * Fast whop and light blade clash
- * Whop and impact on metal plate
- * Whipping karate punch sound
 - * Karate punch sound
- * Deep thud into cloth punch bag
- * Unsheath blade stroke and air whip
- * Unsheath blade stroke and air whip
 - * Medium sword blade clash
 - * Medium sword blade clash
- * Percussive impact of sword blades
 - * Light blade clash and whop
- * Tonal percussive metal ring of blades colliding
 - * Whop and impact onto metal surface
 - * Whop and impact onto metal surface
 - * Rusty creak, sliding blade and chop sound
 - * Metal creak and slam of metal teeth closing
- * Trigger click, slide and wobble of wooden pole
 - * Air whip or whop
 - * Whop and light tonal metal impact

Buttons

- * Electronic beep, upward bend
 - * Fast wowo alert or siren
 - * Electric buzzer
- * Short mechanical click of inserting plug
 - * Mechanical click
 - * Lamp switch click
 - * Flow of electronic beeps
 - * Electronic pipe call, three tone
 - * Electronic beep, downward bend

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- * Electronic two tone fast arpeggiated bleep
 - * Electronic two tone fast arpeggiated bleep
 - * Electronic two tone fast arpeggiated bleep
 - * Electronic smooth rapid wobble
 - * Electronic smooth rapid wobble
 - * Electronic smooth rapid wobble
 - * Electronic light tone, high up to down
 - * Electronic light tone, up to down
 - * Electronic light tone, down to up
 - * Electronic notify sound, sine wobble
 - * Electronic notify sound, sinoid curve
 - * Electronic pulse tone, up to down
 - * Electronic pulse tone, down to up
 - * Mechanical insertion click
 - * Click with electric bleep
 - * Click with electric bleep
 - * Soft vibrato glide
 - * Smooth metallic glide
 - * Percussive click and bang with sword swipe and metal impact
 - * Whop, motor slide and clunk-click
 - * Click, motor buzz and air whip

Doors, Draws, Locks

- * Pane of glass smash
- * Light pane of glass breaking
- * Bunch of keys being lifted and jangled
- * Latch click, door pulled open over grating stone floor
 - * Three knocks on wooden door
 - * Metal door latch clicking open
 - * Mechanical clunk closed
 - * Desk door sliding closed
 - * Desk drawer pulled open
- * Little cupboard drawer closing, smooth runners
- * Little cupboard drawer opening, smooth runners
 - * Filing cabinet drawer closing
 - * Filing cabinet drawer opening
- * Heavy metal lock with chain snapping closed
- * Gate with chain dragging over floor with groan
 - * Large rolling shutter door moving
 - * Metal level snapping
 - * Metal lock closing
 - * Metal lock opening
- * Heavy creaky door dragging over gritty wooden floor
 - * Clunk of door closing
- * Latch click, wooden internal door squeaks open
 - * Squeaky wooden chest opening
 - * Wooden chest opening.
 - * Squeaky wooden hatch opening
 - * Rapid electric buzz and whoosh
- * Metal creaks as door drags open over crusty floor
 - * Creaky squeaky wooden trapdoor opening
 - * Loop of multiple wind chimes
 - * Wire gate rattle with chains

Environments

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- * Distant wind, gentle flowing water
 - * Voices inside busy public space
 - * Traffic noise with road works and construction
 - * Loud mechanical chopping, factory noise
 - * Flowing water and distant woodland birds
 - * Deep booming fire with crackle
 - * Light rainfall
 - * Large vats of bubbling water with some aquatic breath sounds
 - * Cold sonorous wind
 - * Cold wind

Explosions

- * Short wood crisp, branch snap
- * Swell of deep crisping flame
- * Swell of light crisping bonfire
- * Impact, metal with some crashing glass components
 - * Loud deep wooden crate explosion
 - * Tonal sci-fi explosion
 - * Large hissy explosion
 - * Large explosion with chorus effect
 - * Classic explosion
 - * Basic explosion sound
 - * Long tonal sci-fi explosion
 - * Simple explosion with metallic elements
 - * Partially de-rezzed white noise explosion
- * Partially de-rezzed white noise explosion with tone
 - * Distant tonal explosion
 - * Classic explosion with debris
 - * Large explosion with long tail
 - * Airburst firework pop
- * Metallic impact on car body or similar machine
 - * Percussive metal impact of plate metal
 - * Hiss with electric spark dance
 - * Percussive light metal impact
 - * Tonal impact of metal striker on a tin pot
- * Exploding ice cube with glass and spark elements
 - * Light pop sound with magical sparkles
 - * Motor sound with explosion and debris
 - * Small glass cup breaking on hard floor
 - * Medium window breaking
 - * Explosion with dying motor
- * Explosion with debris and light water splash elements

Guns

- * Distant large artillery piece
- * Large loud artillery gun firing
- * Deep artillery weapon firing
- * Artillery shot with plastic-like recoil click
 - * Auto-canon shot with motor reload
 - * Short snub auto-cannon fire
 - * Crispy auto-cannon shot
 - * Rapid loud auto-cannon round
 - * Short generic auto-cannon fire
- * Light auto-cannon round with shell case elements
 - * Light rifle fire

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- * Gliding tonal space weapon
 - * Gliding tonal space weapon
 - * Tonal space weapon, downward action
 - * Percussive flanged tonal space weapon
 - * Classic synthetic laser
 - * Electric motor rotate to end
 - * Electric motor
 - * Light missile launch and fly by
 - * Deep missile launch and fly by
 - * Fizzle and black powder gun pop
 - * Double cannon or artillery fire
 - * Cannon fire with downward white noise sweep
 - * Cannon fire with upward white noise sweep
 - * Tonal sci-fi auto-cannon weapon
 - * Simple resonance zap
 - * Light mechanism fizzle, shell casings
 - * Tonal shotgun effect with mechanism fizzle
 - * Basic shotgun with fizzle
 - * Gunshot and re-cock

Miscellaneous

- * Electronic two tone with climbing pulse alert
 - * Light electronic two tone alert
 - * Monster whip attack and hiss
 - * Percussive monster spit
 - * Percussive monster attack
- * Percussive attack with rasping wooden elements
 - * Percussive monster attack
 - * Looping electric ray
 - * Looping sci-fi power ray
 - * Two synthetic wing flap sounds
 - * Crispy bite and flesh squelch
 - * Fading applause and crowd cheers
 - * Tropical birdsong, parrots, parakeets
 - * Light clock tick
 - * Light clock tick
 - * Dice being shaken in pot
 - * Dice being thrown
- * Door knob with metal mechanism turned
 - * Fading hissing burst of flame
 - * Eat sound and deep crisping crunch
 - * Artificial fart sound
 - * Tonal robotic speech - 'Game Over'
 - * Fading electronic pulse sparkles
 - * Motor and clunk
 - * Electric motor pulsation
 - * Large rock stadium style crowd
 - * Slurping liquid from a beaker
 - * Rattlesnake rattle
 - * Guttural vocal sound
 - * Light electric motor

Movement

- * Footstep in shoes on smooth stone floor
- * Footstep in shoes on smooth stone floor

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- * Footstep in shoes on smooth stone floor
 - * Footstep in shoes on smooth stone floor
 - * Large crash with wooden elements
 - * Large crash with wooden elements
 - * Plain footstep in leather shoes on hard wood floor
 - * Plain footstep in leather shoes on hard wood floor
 - * Plain footstep in leather shoes on hard wood floor
 - * Plain footstep in leather shoes on hard wood floor
 - * Cartoon jump sound with spring
 - * Simple cartoon jump
 - * Creak and human jump vocalisation
 - * Water bubble
 - * Soft surface impact
 - * Metallic impact and electric motor pulse
 - * Metallic impact and electric motor pulse
 - * Electric mechanism and hard impact
 - * Electric mechanism and hard impact
 - * Electric mechanism and hard impact
 - * Light footstep on hard floor
 - * Light footstep on hard floor
 - * Light footstep on hard floor
 - * Click with simple hard impact
 - * Wooden click
 - * Hard clog step on stone floor
 - * Hard clog step on stone floor
 - * White noise with rapid upward filter
 - * Whip-like throw effect
 - * Air whip

Pickups

- * Electric monotone pulse with sparkles
- * Electric monotone pulse with sparkles
- * Coin landing in pile of coins followed by hand bell
 - * Coin landing on pile of coins
- * Deep fanfare fade with cheering crowd
- * Bright hit and sparkles with ascending electronic sirens
- * Three tones with sparkles with ascending electronic sirens
 - * Positive three-tone electronic fanfare
 - * Thud with metallic heal glow
 - * Sustained arpeggiated wibble
 - * Tonal white noise glide
 - * Dark fanfare
 - * Dark fanfare with extended sparkles
- * Falling electronic two tone effect with sparkles
- * Fast descending electronic pulse with sparkles
 - * Metallic glide
 - * Light bell
 - * Rapid click, whirr and bell
 - * Stab and mechanism click
 - * Double stab with cuica
 - * Mechanism click followed by bell
 - * Positive electronic two tone pad
- * Powerful accelerating climbing effect with jet engine
 - * Powerful accelerating climbing effect with harp
- * Joyous angel choirs with sparkles and cheering crowd

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- * Ascending electronic pulse with harp glissando
 - * Ascending electronic pulse wobble with sparkles
 - * Menacing fanfare with sparkles and distant crowd
 - * Happy electronic arpeggiated effect with sparkles
 - * Harp with bells, sparkles and ascending pulse siren

Spells & Potions

- * Gurgle of water, gulp
- * Gentle metallic twinkles
 - * Poof, twinkles
- * Gurgle, gulp with bubbling hiss
 - * Watery gulp, guttural roar
- * Watery gulp with descending distorted tone and metallic bump
 - * Watery gulp, ascending arpeggiated tones.
 - * Watery gulp, breathy ascending sliding tones.
 - * Watery gulp with breathy metallic glow.
 - * Watery gulp with breath and twinkles.
 - * Watery gulp.
 - * Watery gulp with descending electronic wobble
- * Paper scroll with descending electronic tones and brass brang
 - * Paper, metallic glow and ascending harp chord
 - * Paper scroll, fast positive triplet of chimes
 - * Paper scroll, triplet of twinkling metallic glows
 - * Paper scroll, deep tonal brang with thunderclap
 - * Paper scroll opening quickly
- * Paper scroll with electronic buzz, twinkles and mysterious harp stroke
 - * Heavy book opening
 - * Page being turned
- * Whop, hiss, happy ascending accelerating harp with electronic tones
 - * Hiss, click, happy ascending harp chord
 - * Whop, breath, gentle metallic glow
 - * Whop, powerful thunderclap with twinkles
 - * Whop, breath, twinkles
 - * Several metallic glows that climb, with sparkles
- * Looping harp glissandos up and down with bubbles
- * Breath, ascending mysterious harp chord with twinkles
 - * Whop, clunk, twinkles, metallic sword impact

Christmas Themed Sounds

- * Single balloon pop
- * Solemn tubular bell
- * Single tone with buzzy attributes
- * Two positive tones with buzzy attributes
- * Repeating fanfare of two tones with buzzy attributes
- * Twinkling bells with two-tone pulse wave, fading
 - * Triple arpeggio of vibraphone style tones
- * The walking mechanism of a small clockwork toy
 - * Winding a small clockwork toy three times
 - * Exhale and inhale of a clown-style bulb horn
 - * Short bulb horn toot
- * Mysterious, twinkling metallic sounds with detuned sine tones
 - * Ghostly loop of detuned sine tones
 - * Tiny glass object smashing
 - * Tiny glass object smashing
 - * Shake of small hand-bell

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- * Single tone of small hand-bell
 - * Quick shake of small hand-bell
 - * Buzzy party whistle
 - * Sleigh-bells with distant wind
 - * Eastern style flute sound
 - * Simple loop of shaken sleigh-bells
 - * Single sleigh-bell shake
 - * Wind, distant metal chimes
 - * Thunder storm, wind, remote metal chimes
 - * Single high pitched bell tone
 - * Two peeps on a toy whistle
 - * Single blow of a wooden whistle
 - * Major reed-organ chord
 - * Minor reed-organ chord

Title: AppGameKit Sound Library

Genre: Animation & Modeling, Design & Illustration, Education, Software Training, Utilities, Web Publishing

Developer:

The Game Creators

Publisher:

The Game Creators

Release Date: 21 Mar, 2017

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Minimum:

OS: Windows XP SP2 or better

Processor: Intel Celeron / Athlon Sempron or better

Memory: 1 GB RAM

Graphics: Open GL 2.0 compatible or better

Storage: 1 GB available space

Sound Card: Windows Compatible Sound Card

English

Doors & Locks

AppGameKit
Sound Library

BreakWindowDeep.wav
BreakWindowLight.wav
BunchOfKeys.wav
CrustyDoorOpen.wav
DoorKnock.wav
DoorLatch.wav
DoorLock.wav
DrawerDeskClose.wav
DrawerDeskOpen.wav
DrawerLittleClose.wav

DrawerLittleOpen.wav
DrawerSteelClose.wav
DrawerSteelOpen.wav
HeavyLock.wav
IronGate.wav
LargeFactoryDoorOpen.wav
LeverMetal.wav
MetalLock.wav
MetalUnlock.wav
OakenDoorOpen.wav

OldDoorClose.wav
OldDoorOpen.wav
OpenLightChest.wav
OpenPirateChest.wav
OpenWoodenHatch.wav
PlatformElectric.wav
RustyDoorOpen.wav
Trapdoor.wav
WindChimesCrystal.wav
WireGateOpen.wav

Actions

AppGameKit
Sound Library

AttackSpell.wav
DoorCloseOakly.wav
DoorOpenOakly.wav
DrawerClose.wav
DrawerOpen.wav
DrinkGargle.wav
DrinkGulp.wav
DropGeneral.wav
DropOnGround.wav
EatCrunch.wav

Heartbeat.wav
LiftDoorClose.wav
LiftDoorOpen.wav
LockBox.wav
LockIron.wav
LockSimple.wav
MagicReveal.wav
MagicSparkle.wav
MagicSpellBoom.wav
MagicSpellRay.wav

MagicVoices.wav
OpenBook.wav
PickUpGeneral.wav
PickUpHeavy.wav
QuenchFire.wav
RadioFuzz.wav
SlideRock.wav
SlideSoft.wav
StrikeMatch.wav
UnlockIron.wav

Explosions

AppGameKit
Sound Library

BulletHitWood.wav

BurningDeep.wav

BurningLight.wav

CrashGlassy.wav

CrateDestroyed.wav

ExplosionAlien.wav

ExplosionBig.wav

ExplosionChorus.wav

ExplosionHissy.wav

ExplosionLight.wav

ExplosionMothership.wav

ExplosionPlain.wav

ExplosionRetroLong.wav

ExplosionRetroTone.wav

ExplosionScifi.wav

ExplosionSonorous.wav

ExplosionVast.wav

FireworkBang.wav

HitMetalBash.wav

HitPlate.wav

HitSpark.wav

HitSteel.wav

HitTinPot.wav

IcePop.wav

MagicPoof.wav

RobotDestroyed.wav

SmashGlass.wav

SmashWindow.wav

TripodDestroyed.wav

WaterExplosion.wav

Simple, but with a wide range of different kinds of sound materials, there are a lot of changes since the last update, I really like the new materials in the potions folder. This DLC is worthy, if you are a independent developer, or you don't have a good sound library for app development.. Great sound library, im sure there are plenty of sounds i will find usefull in that bunch and at a very low price to.. Nice and solid game sounds, in both mono and stereo.

Listened to a bunch of them, can't complain, good quality.

Already picked a couple for my current project.

The different themes are well selected.

Bought the Sound Library while it was on Halloween sale.

Would recommend!

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