

A COMPLETE SOUND KIT FOR HORROR GAMES

HORROR GAME BUNDLE

FOLDER STRUCTURE



AMBIENCES & ATMOSPHERES

- Dark Ambiences & Drones
- Ghostly Atmospheres
- Location Ambiences



COMBAT & IMPACTS

- Blade Gore
- Blade Weapons
- Punches Slaps & Hits



CREATURES & SUPERNATURAL

- Beasts
- Creature Feeding
- Ghost Movement
- Ghost Voices
- Insect Monsters
- Monsters



DOORS & LOCKS

- Curtains & Blinds
- Knocks
- Locks & Keys
- Metal Doors
- Windows
- Wood Doors



FOOTSTEPS

- Carpet
- Concrete
- Dirt
- Glass
- Grass
- Gravel
- Leaves
- Metal
- Metal Vents
- Mud
- Snow
- Water
- Wood



GORE BODY & BLOOD

- Blood Drips & Spills
- Blood Splatter & Splash
- Body Falls
- Body Hits
- Bones Breaks
- Flesh Gore



MAGIC RITUALS & ELEMENTS

- Arcane & Sorcery
- Demon Magic
- Earth Magic
- Fire Magic



MATERIALS DESTRUCTION & MECHANICS

- Chains
- Dirt Debris
- Gears & Mechanisms
- Glass
- Metal
- Wood



SCARES STINGERS & TRANSITIONS

- Impacts & Accents
- Jumpscares
- Musical Horror Stingers
- Risers & Tension Builds
- Whooshes & Transitions



TOOLS & INTERACTIONS

- Books Paper & Writing
- Cameras
- Electrical & Machines
- Flashlights Lamps & Lights
- Inventory & Pickups
- Radios & Communication
- Tools & Utility Props
- Typewriters



USER INTERFACE

- Mechanical Clicks
- Menu Actions
- Scrolling



DESIGNED FOR
HORROR GAMES



IMMERSIVE &
ATMOSPHERIC



PROFESSIONAL
QUALITY



WELL ORGANIZED
STRUCTURE



READY TO USE IN
ANY PROJECT