TYPE	EVENT NAME
sfx	BOSS_ALERT
sfx	BOSS_AWAKE
sfx	BOSS_DEATH
sfx	BOSS_LIGHT_ON
sfx	BOSS_SHOOT
sfx	BOSS_TEXT_APPEAR
sfx	BOULDER_IMPACT
sfx	BOULDER_START
sfx	BOULDER_STOP
sfx	BULLET_IMPACT
sfx	COLLECT_KEY_BLUE
sfx	COLLECT_KEY_GREEN
sfx	COLLECT_KEY_ORANGE
sfx	COLLECT_KEY_RED
sfx	DOOR_OPEN
sfx	ENEMY_ALERT
sfx	ENEMY_DEATH
sfx	ENEMY_SHOOT
sfx	GUN_PICKUP
sfx	PILLAR_BREAK
sfx	PLAYER_DEATH
sfx	PLAYER_SHOOT
sfx	PLAYER_START
sfx	SHIELD_PICKUP
rtpc	BOSS_DISTANCE_TO_PLAYER
rtpc	BOSS_HEALTH
rtpc	PLAYER_DEATH_COUNT
rtpc	PLAYER_HEALTH
rtpc	PLAYER_MOVE_SPEED
music	BEIGE_TO_YELLOW
music	BLACK_TO_GREENLIGHT
music	BLACK_TO_GREYDARK
music	BLUEDARK_TO_BLUEMED
music	BLUELIGHT_TO_BLUEMED
music	BLUELIGHT_TO_WHITE
music	BLUEMED_TO_BLUEDARK
music	BLUEMED_TO_BLUELIGHT
music	GREENDARK_TO_WHITE
music	GREENLIGHT_TO_BLACK
music	GREENLIGHT_TO_YELLOW
music	GREYDARK_TO_BLACK
music	GREYDARK_TO_GREYMED
music	GREYLIGHT_TO_GREYMED
music	GREYLIGHT_TO_WHITE
music	GREYMED_TO_GREYDARK
music	GREYMED_TO_GREYLIGHT
music	ORANGEDARK_TO_ORANGELIGHT
music	ORANGEDARK_TO_YELLOW
music	ORANGELIGHT_TO_ORANGEDARK
music	PURPLEDARK_TO_WHITE
music	RED_TO_WHITE
music	WHITE_TO_BLUELIGHT
music	WHITE_TO_GREENDARK
music	WHITE_TO_GREYLIGHT
music	WHITE_TO_PURPLEDARK
music	WHITE_TO_RED
music	YELLOW_TO_BEIGE
music	YELLOW_TO_GREENLIGHT
music	YELLOW_TO_ORANGEDARK
music	M_BOSS_ALERT
music	M_BOSS_AWAKE
music	M_BOSS_DEATH
music	M_BOSS_LIGHT_ON
music	M_BOSS_PILLAR_BREAK
music	M_BOSS_TEXT_APPEAR
music	M_BOULDER_START
music	M_BOULDER_STOP
music	M_COLLECT_KEY_BLUE
music	M_COLLECT_KEY_GREEN
music	M_COLLECT_KEY_ORANGE
music	M_COLLECT_KEY_RED
music	M_DOOR_OPEN
music	M_ENEMY_ALERT
music	M_ENEMY_DEATH
music	M_GUN_PICKUP
music	M_PLAYER_START
music	M_PLAYER_DEATH
music	M_SHIELD_PICKUP
music	M_PLAYER_DEATH_01
music	M_PLAYER_DEATH_02
music	M_PLAYER_DEATH_03
music	M_PLAYER_HEALTH_2
music	M_PLAYER_HEALTH_3
music	M_BOSS_HEALTH_75
music	M_BOSS_HEALTH_50
music	M_BOSS_HEALTH_25