

WARNING: This list is old, and it only has three findings. I have made a new, better list that I think you should check out instead:
https://docs.google.com/spreadsheets/d/1OmdP67IRG2F7kWvMk05Yv_Gk6CsDjJsFNt_Kd0MUBrU/edit?usp=sharing

Welcome to the V.S.S.T.! This is a list of the sources of sound effects that have been used in video games.
Rules: Do not add multiple sound effects in one row. Do not write “Whenever a (for example) scream is heard”, write the specific songs that the sample was used in. Add SFX only (not instruments).
Check out this lovely thread if you want to find out the sources of more sound effects!

Sound Effect(s)	Source	Game	Sound Maker(s)
HUMAN, SCREAM - SCREAM: FEMALE, HORROR 03	The General Series 6000 Sound Effects Library (1992)	The Legend of Zelda: Ocarina of Time (1998)	ReDead
CARTOON, YELL - PAINFUL WARBL YELL WITH ECHO	Warner Bros. Sound Effects Library	The Legend of Zelda: Majora’s Mask (2000)	N/A
NEW WORLD	Spectrasonics Distorted Reality 1	The Legend of Zelda: Wind Waker (2002)	Floormaster