



Ancient Game

<i>Name</i>	<i>Time</i>
<i>Ancient_Game_Country_Forest_Rain_2_Thunder_Loop</i>	<i>1:00</i>
<i>Ancient_Game_Country_Forest_Rain_Loop_Short</i>	<i>0:21</i>
<i>Ancient_Game_Crystal_Maze</i>	<i>0:39</i>
<i>Ancient_Game_Dank_Crypt</i>	<i>0:34</i>
<i>Ancient_Game_Deep_Dark_Dungeon_Ambience_Loop</i>	<i>0:33</i>
<i>Ancient_Game_Deep_Dark_Dungeon_Ambience_Loop_2</i>	<i>0:29</i>
<i>Ancient_Game_Flowing_Waterfall_Loop_6</i>	<i>0:09</i>
<i>Ancient_Game_Forest_Medium_Waterfall_4_Loop</i>	<i>0:42</i>
<i>Ancient_Game_Forest_Waterfall_3_Loop</i>	<i>0:25</i>
<i>Ancient_Game_Forgotten_Swamps</i>	<i>0:34</i>
<i>Ancient_Game_Ghost_Ship</i>	<i>0:32</i>
<i>Ancient_Game_Ice_Land</i>	<i>0:42</i>
<i>Ancient_Game_Iron_Forge_Factory_Ambience_Loop_1</i>	<i>0:20</i>
<i>Ancient_Game_Light_Tennessee_Spring_Rain_Loop</i>	<i>0:13</i>
<i>Ancient_Game_Long_Forest_Heavy_Waterfall_2_Loop</i>	<i>0:25</i>
<i>Ancient_Game_Lost_Mine</i>	<i>0:36</i>
<i>Ancient_Game_Mage_College_Library</i>	<i>0:32</i>
<i>Ancient_Game_Mystical_Sanctum</i>	<i>0:34</i>
<i>Ancient_Game_Noxious_Gas_Fields</i>	<i>0:30</i>
<i>Ancient_Game_Orc_Ruins</i>	<i>0:34</i>
<i>Ancient_Game_Peaceful_Sanctuary</i>	<i>0:40</i>

<i>Ancient_Game_Shaman's_Apothecary</i>	<i>0:31</i>
<i>Ancient_Game_Spider's_Lair</i>	<i>0:32</i>
<i>Ancient_Game_Spiritual_Elven_Woods</i>	<i>0:32</i>
<i>Ancient_Game_Tennessee_Waterfall_5_Loop</i>	<i>0:27</i>
<i>Ancient_Game_Torture_Chamber</i>	<i>0:32</i>
<i>Ancient_Game_Twilight_Moon</i>	<i>0:34</i>
<i>Ancient_Game_Undead_Lands</i>	<i>0:40</i>
<i>Ancient_Game_Underwater_Loop</i>	<i>0:26</i>
<i>Ancient_Game_Underwater_Loop_2</i>	<i>0:47</i>
<i>Ancient_Game_Unexplored_Cave</i>	<i>0:48</i>
<i>Ancient_Game_Waterfall_in_Cave_Loop</i>	<i>0:05</i>
<i>Ancient_Game_Waterfall_in_Cave_Loop_2</i>	<i>0:16</i>
<i>Ancient_Game_Waterfall_in_Cave_Loop_3</i>	<i>0:12</i>
<i>Ancient_Button_Tab_UI_2</i>	<i>0:00</i>
<i>Ancient_Button_Tab_UI_3</i>	<i>0:00</i>
<i>Ancient_Game_Accept_Game_Mail_2</i>	<i>0:00</i>
<i>Ancient_Game_App_Game_Button_Click</i>	<i>0:00</i>
<i>Ancient_Game_App_Game_Button_Click_2_Metal</i>	<i>0:00</i>
<i>Ancient_Game_App_Game_Button_Click_3</i>	<i>0:00</i>
<i>Ancient_Game_App_Game_Button_Click_4</i>	<i>0:00</i>
<i>Ancient_Game_Backpack_Clip_Snap_1</i>	<i>0:00</i>
<i>Ancient_Game_Backpack_Clip_Snap_2</i>	<i>0:00</i>
<i>Ancient_Game_Blacksmith_Button_Click</i>	<i>0:01</i>
<i>Ancient_Game_Blacksmith_Button_Click_2</i>	<i>0:01</i>
<i>Ancient_Game_Blacksmith_Button_Click_3</i>	<i>0:02</i>
<i>Ancient_Game_Button_Tap</i>	<i>0:02</i>
<i>Ancient_Game_Carnival_Spring_Game_UI_Button_2</i>	<i>0:00</i>
<i>Ancient_Game_Carnival_Spring_Game_UI_Button_3</i>	<i>0:00</i>
<i>Ancient_Game_Ceramic_App_Game_Menu_Button</i>	<i>0:00</i>
<i>Ancient_Game_Ceramic_Game_App_UI_Button_1</i>	<i>0:00</i>
<i>Ancient_Game_Clean_App_UI_Click_Snap</i>	<i>0:00</i>
<i>Ancient_Game_Eject_Game_Button_Repeat</i>	<i>0:00</i>

<i>Ancient_Game_Fantasy_Bell_UI_Touch_1</i>	<i>0:01</i>
<i>Ancient_Game_Fantasy_Bell_UI_Touch_2_Long</i>	<i>0:03</i>
<i>Ancient_Game_Game_App_Casino_Bet_Organic_1</i>	<i>0:00</i>
<i>Ancient_Game_Game_Comic_Button_Switch</i>	<i>0:00</i>
<i>Ancient_Game_Game_Domestic_Click</i>	<i>0:00</i>
<i>Ancient_Game_Game_Organic_Metal_Tab_1</i>	<i>0:00</i>
<i>Ancient_Game_Game_Organic_Metal_Tab_2</i>	<i>0:00</i>
<i>Ancient_Game_Game_UI_Unlock</i>	<i>0:00</i>
<i>Ancient_Game_Game_UI_Unlock_Tab_2</i>	<i>0:00</i>
<i>Ancient_Game_Gear_Switch</i>	<i>0:02</i>
<i>Ancient_Game_HAM_App_Button_1</i>	<i>0:01</i>
<i>Ancient_Game_HAM_App_Button_2</i>	<i>0:00</i>
<i>Ancient_Game_HAM_App_Button_3</i>	<i>0:00</i>
<i>Ancient_Game_HAM_App_Button_4</i>	<i>0:01</i>
<i>Ancient_Game_Inventory_Slot_UI_1</i>	<i>0:01</i>
<i>Ancient_Game_Iron_UI_Tab_Slide</i>	<i>0:00</i>
<i>Ancient_Game_Iron_UI_Tab_Slide_2</i>	<i>0:01</i>
<i>Ancient_Game_Lever_Switch_1</i>	<i>0:01</i>
<i>Ancient_Game_Lever_Switch_2</i>	<i>0:02</i>
<i>Ancient_Game_Lever_Switch_3</i>	<i>0:02</i>
<i>Ancient_Game_Light_Plastic_Latch_Click</i>	<i>0:00</i>
<i>Ancient_Game_Light_Washer_Gear_Tab_1</i>	<i>0:00</i>
<i>Ancient_Game_Light_Washer_Gear_Tab_2</i>	<i>0:00</i>
<i>Ancient_Game_Menu_Button_Select</i>	<i>0:02</i>
<i>Ancient_Game_Menu_Button_Select_2</i>	<i>0:02</i>
<i>Ancient_Game_Menu_Tab_Button_1</i>	<i>0:01</i>
<i>Ancient_Game_Menu_Tab_Slide</i>	<i>0:03</i>
<i>Ancient_Game_Menu_Tab_Slide_2</i>	<i>0:02</i>
<i>Ancient_Game_Menu_Tab_Slide_3_UI</i>	<i>0:01</i>
<i>Ancient_Game_Menu_Tab_Transition</i>	<i>0:01</i>
<i>Ancient_Game_Menu_Tab_Transition_2_Metal</i>	<i>0:01</i>
<i>Ancient_Game_Menu_Tap_Transition</i>	<i>0:02</i>

<i>Ancient_Game_Menu_UI_Click</i>	0:00
<i>Ancient_Game_Menu_UI_Click_2_Metal</i>	0:01
<i>Ancient_Game_Menu_UI_Click_3_Metal</i>	0:01
<i>Ancient_Game_Menu_UI_Click_4_Metal</i>	0:01
<i>Ancient_Game_Metal_App_Game_Page_Turn</i>	0:00
<i>Ancient_Game_Metal_App_Game_Tab_Select_Tone_Click_2</i>	0:00
<i>Ancient_Game_Metal_Game_App_Click_1</i>	0:00
<i>Ancient_Game_Metal_Game_App_Click_2_Metallic</i>	0:00
<i>Ancient_Game_Metal_Slide_Lock_Click_1</i>	0:01
<i>Ancient_Game_Metal_Slide_Lock_Click_3</i>	0:01
<i>Ancient_Game_Metal_Slide_Lock_Click_4</i>	0:00
<i>Ancient_Game_Metal_Slide_Lock_Click_5</i>	0:00
<i>Ancient_Game_Metal_Tab_UI_1</i>	0:00
<i>Ancient_Game_Metal_Tab_UI_2</i>	0:01
<i>Ancient_Game_Metal_UI_Button_Tap_1</i>	0:01
<i>Ancient_Game_Metal_Wire_Spicket_Fling_Flip</i>	0:01
<i>Ancient_Game_Metal_Wire_Spicket_Fling_Flip_Hit</i>	0:00
<i>Ancient_Game_Metallic_Game_UI_Button_2_Muffled</i>	0:00
<i>Ancient_Game_Metallic_Game_UI_Button_4</i>	0:00
<i>Ancient_Game_Metallic_Plastic_Weapon_Switch_Game_Hit</i>	0:01
<i>Ancient_Game_Navigation_UI_Transition</i>	0:03
<i>Ancient_Game_Nut_and_Bolt_Click_Drop_2</i>	0:01
<i>Ancient_Game_Organic_Key_Pick_Up</i>	0:02
<i>Ancient_Game_Organic_Key_Pick_Up_2_Tonal</i>	0:02
<i>Ancient_Game_Organic_Key_Pick_Up_3</i>	0:01
<i>Ancient_Game_Pop_Up_Windom_Button_Affirm</i>	0:02
<i>Ancient_Game_Positive_Unlock_1</i>	0:03
<i>Ancient_Game_Sci-fi_Metal_UI_Tab_Click_3</i>	0:00
<i>Ancient_Game_Select_Perk_Tree_Window</i>	0:02
<i>Ancient_Game_Select_Perk_Tree_Window_2</i>	0:01
<i>Ancient_Game_Snap_Finger_UI_Click</i>	0:00
<i>Ancient_Game_Suction_Bubble_Poof_Pop_UI_1</i>	0:02

<i>Ancient_Game_Suction_Bubble_Poof_Pop_UI_2</i>	0:02
<i>Ancient_Game_Suction_Bubble_Poof_Pop_UI_3</i>	0:01
<i>Ancient_Game_Suction_Bubble_Poof_Pop_UI_4_Dry</i>	0:00
<i>Ancient_Game_Suction_Bubble_Poof_Pop_UI_5_Dry</i>	0:01
<i>Ancient_Game_Suction_Bubble_Poof_Pop_UI_6_Dry</i>	0:00
<i>Ancient_Game_Suction_Bubble_Poof_Pop_UI_7_Deep_and_Dirty</i>	0:02
<i>Ancient_Game_Suction_Bubble_Poof_Pop_UI_8</i>	0:01
<i>Ancient_Game_Tribal_Button_or_Transition</i>	0:01
<i>Ancient_Game_Tribal_Percussion_UI_Button</i>	0:03
<i>Ancient_Game_Tribal_Pitched_Chirp_UI_Button</i>	0:01
<i>Ancient_Game_Twisted_Metal_Game_Menu_Button</i>	0:00
<i>Ancient_Game_UI_Button_1</i>	0:01
<i>Ancient_Game_UI_Click</i>	0:02
<i>Ancient_Game_UI_Tab_Select</i>	0:01
<i>Ancient_Game_UI_Twist_Tab_Click</i>	0:02
<i>Ancient_Game_User_Interface_Tab_Tap_Bass_Tone_and_Hifi_Crit</i>	0:03
<i>Ancient_Game_User_Interface_Tone_1</i>	0:02
<i>Ancient_Game_Werewolf_Den</i>	0:34
<i>Ancient_Game_Wood_Game_UI_Tab_Button_2</i>	0:00
<i>Ancient_Game_Apothecery_Craft_Brewing_Bubbles</i>	0:07
<i>Ancient_Game_Bash_Lock_or_Chest</i>	0:01
<i>Ancient_Game_Blacksmith_Forge_Hammer</i>	0:01
<i>Ancient_Game_Blacksmith_Forge_Hammer_2</i>	0:01
<i>Ancient_Game_Cauldron_Bubbles</i>	0:10
<i>Ancient_Game_Coin_Pick_Up_2_Water_Wet</i>	0:02
<i>Ancient_Game_Commerce_Auction_House_Exchange_Coin</i>	0:02
<i>Ancient_Game_Commerce_Auction_House_Exchange_Coin_2</i>	0:02
<i>Ancient_Game_Commerce_Auction_House_Exchange_Coin_3</i>	0:02
<i>Ancient_Game_Craft_Armor</i>	0:03
<i>Ancient_Game_Craft_Armor_2</i>	0:03
<i>Ancient_Game_Craft_Create_Enchantment</i>	0:03
<i>Ancient_Game_Craft_Create_Enchantment_2</i>	0:03

<i>Ancient_Game_Craft_Create_Enchantment_3</i>	0:03
<i>Ancient_Game_Craft_Create_Enchantment_4</i>	0:03
<i>Ancient_Game_Craft_Enchant</i>	0:02
<i>Ancient_Game_Craft_or_Cast_Magic</i>	0:03
<i>Ancient_Game_Craft_Witch_Cauldron_Bubbles_1</i>	0:04
<i>Ancient_Game_Craft_Witch_Cauldron_Bubbles_2</i>	0:05
<i>Ancient_Game_Elixir_Potion_1</i>	0:03
<i>Ancient_Game_Elixir_Potion_2</i>	0:04
<i>Ancient_Game_Fantasy_Potion_Craft_1</i>	0:02
<i>Ancient_Game_Fantasy_Potion_Touch</i>	0:02
<i>Ancient_Game_Game_Harvest_Material</i>	0:00
<i>Ancient_Game_Game_Harvest_Material_2</i>	0:00
<i>Ancient_Game_Game_Leather_Skinning_Sound</i>	0:01
<i>Ancient_Game_Game_Leather_Skinning_Sound_2</i>	0:00
<i>Ancient_Game_Game_Material_Crafting_Pick_Up</i>	0:01
<i>Ancient_Game_Game_Material_Crafting_Pick_Up_2</i>	0:01
<i>Ancient_Game_Game_Material_Crafting_Pick_Up_3_Jewel</i>	0:01
<i>Ancient_Game_Hammer_Hit</i>	0:01
<i>Ancient_Game_Hammer_Hit_2</i>	0:01
<i>Ancient_Game_Harvest_Plant_1</i>	0:01
<i>Ancient_Game_Harvest_Plant_2</i>	0:01
<i>Ancient_Game_Heavy_Metal_Crank_Chain_Movement_2</i>	0:01
<i>Ancient_Game_Insufficient_Materials_Blacksmith</i>	0:03
<i>Ancient_Game_Leatherwork_or_Skinning</i>	0:03
<i>Ancient_Game_Liquid_Magic_Elixir_Bubbles_Pop</i>	0:03
<i>Ancient_Game_Liquid_Pick_Up</i>	0:03
<i>Ancient_Game_Liquid_Pick_Up_2</i>	0:03
<i>Ancient_Game_Metal_Mining_Pick_Axe_2</i>	0:01
<i>Ancient_Game_Metal_Mining_Pick_Axe_3</i>	0:01
<i>Ancient_Game_Metal_Mining_Pick_Axe_6</i>	0:01
<i>Ancient_Game_Metal_Pick_Up_1</i>	0:01
<i>Ancient_Game_Metal_Weight_Set_Down_1</i>	0:00

<i>Ancient_Game_Metal_Weight_Slide_8</i>	0:01
<i>Ancient_Game_Navigation_Whoosh_2_Craft</i>	0:02
<i>Ancient_Game_Navigation_Whoosh_3_Craft</i>	0:02
<i>Ancient_Game_Organic_Mineral_Collect_Pick_Up_1</i>	0:01
<i>Ancient_Game_Organic_Mineral_Collect_Pick_Up_2</i>	0:01
<i>Ancient_Game_Organic_Nugglit_Pick_Up</i>	0:01
<i>Ancient_Game_Pick_Up_Weapon</i>	0:01
<i>Ancient_Game_Pot_Collect</i>	0:00
<i>Ancient_Game_Pot_Collect_2</i>	0:00
<i>Ancient_Game_Repair_Gear</i>	0:02
<i>Ancient_Game_Stone_Rubble_Movement_1</i>	0:01
<i>Ancient_Game_Water_Bubble_Pop_Potion_Touch_1</i>	0:01
<i>Ancient_Game_Water_Mechanism_Crank_Flutter</i>	0:02
<i>Ancient_Game_Water_Mechanism_Crank_Flutter_2</i>	0:03
<i>Ancient_Game_Wooden_Latch_Tool_Socket_5_Collect</i>	0:00
<i>Ancient_Tool_Tinker_18_Hammer</i>	0:01
<i>Ancient_Game_Accept_Booster</i>	0:02
<i>Ancient_Game_Accept_Epic_Quest</i>	0:03
<i>Ancient_Game_Accept_Epic_Quest_2_Confirm</i>	0:03
<i>Ancient_Game_Accept_Quest_Hit</i>	0:04
<i>Ancient_Game_Accept_Quest_Hit_2</i>	0:02
<i>Ancient_Game_Airy_Soft_Slide_Touch</i>	0:02
<i>Ancient_Game_Armor_Booster</i>	0:02
<i>Ancient_Game_Armor_Booster_Perk_Touch</i>	0:03
<i>Ancient_Game_Armor_Booster_Perk_Touch_2</i>	0:03
<i>Ancient_Game_Armor_Heavy_Duty_Perk</i>	0:02
<i>Ancient_Game_Armor_Heavy_Duty_Perk_2</i>	0:02
<i>Ancient_Game_Armor_Heavy_Duty_Perk_3</i>	0:02
<i>Ancient_Game_Barrel_Pick_Up</i>	0:01
<i>Ancient_Game_Barrel_Pick_Up_2</i>	0:01
<i>Ancient_Game_Bass_Hum_Cast</i>	0:02
<i>Ancient_Game_Bass_Poof_with_Chime</i>	0:03

<i>Ancient_Game_Bass_Whoosh_Booster_Buff_2</i>	0:04
<i>Ancient_Game_Big_Distant_Close</i>	0:03
<i>Ancient_Game_Clay_Box_Pick_Up_1</i>	0:02
<i>Ancient_Game_Clay_Box_Pick_Up_2</i>	0:02
<i>Ancient_Game_Coin_Jar_Touch</i>	0:01
<i>Ancient_Game_Coin_Pick_Up</i>	0:03
<i>Ancient_Game_Coin_Touch_1</i>	0:01
<i>Ancient_Game_Collision_Impact_1</i>	0:08
<i>Ancient_Game_Crystal_Item_Aquire</i>	0:02
<i>Ancient_Game_Dark_Fantasy_Buff_1</i>	0:04
<i>Ancient_Game_Dark_Fantasy_Buff_2</i>	0:03
<i>Ancient_Game_Dark_Fantasy_Hex_Buff_1</i>	0:05
<i>Ancient_Game_Dark_Fantasy_Infused_Buff_Hit</i>	0:04
<i>Ancient_Game_Dark_Fantasy_Poof_Hit_1</i>	0:03
<i>Ancient_Game_Dark_Fantasy_Whoosh</i>	0:04
<i>Ancient_Game_Depleted_Energy_or_Mana_Electricity</i>	0:02
<i>Ancient_Game_Depleted_Energy_or_Mana_Electricity_2</i>	0:02
<i>Ancient_Game_Dramatic_Alert_Magic</i>	0:04
<i>Ancient_Game_Elixir_Pick_Up</i>	0:02
<i>Ancient_Game_Exchange_Item_1</i>	0:03
<i>Ancient_Game_Fantasy_Alert_Hit_Accept</i>	0:01
<i>Ancient_Game_Fantasy_Armor_Buff_1</i>	0:03
<i>Ancient_Game_Fantasy_Banish_Hit</i>	0:03
<i>Ancient_Game_Fantasy_Banish_Hit_2</i>	0:03
<i>Ancient_Game_Fantasy_Buff</i>	0:03
<i>Ancient_Game_Fantasy_Button_Moist_Touch_1</i>	0:02
<i>Ancient_Game_Fantasy_Cast_Buff_Long_1</i>	0:05
<i>Ancient_Game_Fantasy_Cast_Buff_Long_2</i>	0:05
<i>Ancient_Game_Fantasy_Cast_Spell_Whoosh_1</i>	0:02
<i>Ancient_Game_Fantasy_Cast_Spell_Whoosh_2</i>	0:04
<i>Ancient_Game_Fantasy_Collect_1</i>	0:03
<i>Ancient_Game_Fantasy_Collect_2</i>	0:03

<i>Ancient_Game_Fantasy_Collect_3</i>	0:03
<i>Ancient_Game_Fantasy_Collect_4</i>	0:03
<i>Ancient_Game_Fantasy_Collect_5</i>	0:03
<i>Ancient_Game_Fantasy_Collect_6</i>	0:02
<i>Ancient_Game_Fantasy_Collect_Womple</i>	0:03
<i>Ancient_Game_Fantasy_Conjure_Dark_Spell</i>	0:06
<i>Ancient_Game_Fantasy_Conjure_Dark_Spell_2</i>	0:09
<i>Ancient_Game_Fantasy_Conjure_Long_Spell</i>	0:10
<i>Ancient_Game_Fantasy_Conjure_Long_Spell_2</i>	0:06
<i>Ancient_Game_Fantasy_Conjure_Long_Spell_3</i>	0:07
<i>Ancient_Game_Fantasy_Dark_Positive_Touch_1</i>	0:04
<i>Ancient_Game_Fantasy_Dark_Positive_Touch_2</i>	0:04
<i>Ancient_Game_Fantasy_Exliar_Touch</i>	0:01
<i>Ancient_Game_Fantasy_Game_Bass_Hit_1</i>	0:03
<i>Ancient_Game_Fantasy_Gas_Sparkle_2</i>	0:03
<i>Ancient_Game_Fantasy_Gas_Sparkle_3_Tone</i>	0:03
<i>Ancient_Game_Fantasy_Gas_Sparkle_Ice_Hit</i>	0:03
<i>Ancient_Game_Fantasy_Heal_Essence_1</i>	0:06
<i>Ancient_Game_Fantasy_Heal_Essence_2</i>	0:04
<i>Ancient_Game_Fantasy_Instant_Cast_Buff_Armor</i>	0:02
<i>Ancient_Game_Fantasy_Instant_Cast_Buff_Armor_2</i>	0:02
<i>Ancient_Game_Fantasy_Light_Magic_Conjure</i>	0:04
<i>Ancient_Game_Fantasy_Magic_Key_Touch_1</i>	0:04
<i>Ancient_Game_Fantasy_Magic_Key_Touch_2</i>	0:03
<i>Ancient_Game_Fantasy_Magic_Touch</i>	0:03
<i>Ancient_Game_Fantasy_Magic_Transition_Bass_Sparkle</i>	0:03
<i>Ancient_Game_Fantasy_Object_Hit_1</i>	0:02
<i>Ancient_Game_Fantasy_Object_Hit_2</i>	0:02
<i>Ancient_Game_Fantasy_Object_Hit_3</i>	0:03
<i>Ancient_Game_Fantasy_Object_Hit_4</i>	0:01
<i>Ancient_Game_Fantasy_Object_Hit_4_Break</i>	0:02
<i>Ancient_Game_Fantasy_Object_Hit_5</i>	0:01

<i>Ancient_Game_Fantasy_Object_Hit_5_Break</i>	0:02
<i>Ancient_Game_Fantasy_Object_Hit_6_Break</i>	0:02
<i>Ancient_Game_Fantasy_Object_Hit_6_Deep</i>	0:02
<i>Ancient_Game_Fantasy_Object_Hit_7</i>	0:02
<i>Ancient_Game_Fantasy_Object_Hit_8_Magic</i>	0:02
<i>Ancient_Game_Fantasy_Object_or_Creature_Hit</i>	0:01
<i>Ancient_Game_Fantasy_Object_or_Creature_Hit_2</i>	0:01
<i>Ancient_Game_Fantasy_Orb_Touch</i>	0:02
<i>Ancient_Game_Fantasy_Orb_Touch_2</i>	0:02
<i>Ancient_Game_Fantasy_Page_Turn</i>	0:02
<i>Ancient_Game_Fantasy_Pick_Up</i>	0:03
<i>Ancient_Game_Fantasy_Pick_Up_1</i>	0:02
<i>Ancient_Game_Fantasy_Pick_Up_2</i>	0:03
<i>Ancient_Game_Fantasy_Pick_Up_3</i>	0:02
<i>Ancient_Game_Fantasy_Poof_Box</i>	0:04
<i>Ancient_Game_Fantasy_Poof_Box_2</i>	0:04
<i>Ancient_Game_Fantasy_Poof_Box_3</i>	0:03
<i>Ancient_Game_Fantasy_Poof_Box_4</i>	0:03
<i>Ancient_Game_Fantasy_Poof_Box_5</i>	0:03
<i>Ancient_Game_Fantasy_Proceed_Tonal_Hit_1</i>	0:03
<i>Ancient_Game_Fantasy_Spell_Cast_1</i>	0:03
<i>Ancient_Game_Fantasy_Spell_Cast_2</i>	0:03
<i>Ancient_Game_Fantasy_Spell_Cast_3</i>	0:03
<i>Ancient_Game_Fantasy_Spell_Cast_4</i>	0:03
<i>Ancient_Game_Fantasy_Spell_Cast_5</i>	0:03
<i>Ancient_Game_Fantasy_Spell_Cast_6</i>	0:03
<i>Ancient_Game_Fantasy_Spell_Whoosh_and_Cast</i>	0:03
<i>Ancient_Game_Fantasy_Spell_Whoosh_and_Cast_2</i>	0:05
<i>Ancient_Game_Fantasy_Star_Glitter_Touch_1</i>	0:02
<i>Ancient_Game_Fantasy_Star_Key_Light</i>	0:03
<i>Ancient_Game_Fantasy_Treasure_1</i>	0:04
<i>Ancient_Game_Fantasy_Unlock_1</i>	0:04

<i>Ancient_Game_Fantasy_Unlock_2</i>	0:05
<i>Ancient_Game_Fast_Whoosh_Hit_1</i>	0:02
<i>Ancient_Game_FX_Hit</i>	0:02
<i>Ancient_Game_FX_Hit_Tonal_1</i>	0:04
<i>Ancient_Game_FX_Set_Down_or_Choose_Hit_1</i>	0:02
<i>Ancient_Game_FX_Set_Down_or_Choose_Hit_2</i>	0:02
<i>Ancient_Game_Gem_or_Jewel</i>	0:03
<i>Ancient_Game_Gem_or_Jewel_2</i>	0:03
<i>Ancient_Game_Gift_Bundle_Positive_Open</i>	0:03
<i>Ancient_Game_Gold_Chest_Unlock</i>	0:02
<i>Ancient_Game_Gold_Chest_Unlock_2</i>	0:02
<i>Ancient_Game_Gold_Chest_Unlock_3</i>	0:02
<i>Ancient_Game_Gold_Chest_Unlock_4</i>	0:02
<i>Ancient_Game_Gold_Chest_Unlock_5</i>	0:02
<i>Ancient_Game_Gold_Coin_Pick_Up</i>	0:03
<i>Ancient_Game_Hallows_Score_Tone_1</i>	0:06
<i>Ancient_Game_Hallows_Score_Tone_2</i>	0:06
<i>Ancient_Game_Hallows_Tomb_Tone_1</i>	0:05
<i>Ancient_Game_Hot_Bits_Swipe_Collect</i>	0:02
<i>Ancient_Game_Hybrid_Touch</i>	0:03
<i>Ancient_Game_Item_Pick_Up</i>	0:04
<i>Ancient_Game_Item_Pick_Up_2</i>	0:04
<i>Ancient_Game_Item_Pick_Up_3</i>	0:02
<i>Ancient_Game_Jewel_Ring_Pick_Up</i>	0:03
<i>Ancient_Game_Jewel_Ring_Pick_Up_2</i>	0:03
<i>Ancient_Game_Jewel_Ring_Pick_Up_3</i>	0:04
<i>Ancient_Game_Jewel_Ring_Pick_Up_4</i>	0:03
<i>Ancient_Game_Jewel_Ring_Pick_Up_5</i>	0:02
<i>Ancient_Game_LFE_Bass_Pressure_Builder_FX</i>	0:03
<i>Ancient_Game_Lock_Protection_Buff_1</i>	0:03
<i>Ancient_Game_Lock_Protection_Buff_2</i>	0:02
<i>Ancient_Game_Lucky_Big_Pick_Up</i>	0:02

<i>Ancient_Game_Metal_Steam_Release_1</i>	0:05
<i>Ancient_Game_Navigation_Whoosh</i>	0:02
<i>Ancient_Game_Positive_Upgrade_Whoosh</i>	0:03
<i>Ancient_Game_Power_Coin_Touch_1</i>	0:02
<i>Ancient_Game_Power_Up</i>	0:02
<i>Ancient_Game_Power_Up_Booster</i>	0:02
<i>Ancient_Game_Power_Up_Gas_Unlock_1</i>	0:04
<i>Ancient_Game_Power_Up_Potion</i>	0:02
<i>Ancient_Game_Quest_Accepted</i>	0:02
<i>Ancient_Game_Quest_Accepted_2</i>	0:02
<i>Ancient_Game_Quest_Item_Pick_Up_1</i>	0:03
<i>Ancient_Game_Quest_Loot_Touch</i>	0:03
<i>Ancient_Game_Quest_Loot_Touch_2_Ding</i>	0:03
<i>Ancient_Game_Screech_Alert</i>	0:02
<i>Ancient_Game_Select_or_Activate_Bass_Tone</i>	0:02
<i>Ancient_Game_Select_or_Activate_Bass_Tone_2</i>	0:03
<i>Ancient_Game_Select_or_Activate_Bass_Tone_3</i>	0:03
<i>Ancient_Game_Snatch_Gold_Coin</i>	0:02
<i>Ancient_Game_Snatch_Gold_Coin_2_Jar</i>	0:02
<i>Ancient_Game_Special_Wet_Item</i>	0:02
<i>Ancient_Game_Special_Item_Pick_Up_1</i>	0:03
<i>Ancient_Game_Special_Vase_Touch</i>	0:02
<i>Ancient_Game_Special_Vase_Touch_2</i>	0:02
<i>Ancient_Game_Spicey_Coin_Touch</i>	0:03
<i>Ancient_Game_Star_Glitter</i>	0:03
<i>Ancient_Game_Tonal_One_Hitter</i>	0:03
<i>Ancient_Game_Tonal_Positive_Pick_Up</i>	0:02
<i>Ancient_Game_Tonal_Touch_Vamp</i>	0:02
<i>Ancient_Game_Tonal_Touch_Vamp_2</i>	0:03
<i>Ancient_Game_Tonal_Touch_Vamp_3</i>	0:03
<i>Ancient_Game_Treasure_Collect</i>	0:03
<i>Ancient_Game_Tribal_Alert_2</i>	0:04

<i>Ancient_Game_Tribal_Alert_20</i>	0:05
<i>Ancient_Game_Tribal_Alert_3</i>	0:06
<i>Ancient_Game_Tribal_Alert_4</i>	0:04
<i>Ancient_Game_Tribal_Alert_5</i>	0:05
<i>Ancient_Game_Tribal_Alert_5_Long_Cinematic_Texture</i>	0:15
<i>Ancient_Game_Tribal_Alert_6</i>	0:05
<i>Ancient_Game_Tribal_Alert_7</i>	0:05
<i>Ancient_Game_Tribal_Alert_8_Pulse</i>	0:03
<i>Ancient_Game_Tribal_Alert_9</i>	0:07
<i>Ancient_Game_Tribal_Drum_Hit_1</i>	0:03
<i>Ancient_Game_Tribal_Drum_Hit_14</i>	0:03
<i>Ancient_Game_Tribal_Drum_Hit_2</i>	0:03
<i>Ancient_Game_Tribal_Drum_Hit_3</i>	0:07
<i>Ancient_Game_Tribal_Drum_Hit_Alert</i>	0:06
<i>Ancient_Game_Tribal_Drum_Hit_Alert_2</i>	0:05
<i>Ancient_Game_Tribal_Drum_Hit_with_Woosh</i>	0:03
<i>Ancient_Game_Tribal_Eerie_Accent_Tone_1</i>	0:06
<i>Ancient_Game_Tribal_Eerie_Accent_Tone_2</i>	0:08
<i>Ancient_Game_Tribal_Eerie_Accent_Tone_3_Hit</i>	0:12
<i>Ancient_Game_Tribal_Eerie_Accent_Tone_4_Hit</i>	0:14
<i>Ancient_Game_Tribal_Eerie_Accent_Tone_5_Hit</i>	0:07
<i>Ancient_Game_Tribal_Gas_Whoosh</i>	0:04
<i>Ancient_Game_Tribal_Gong_1</i>	0:07
<i>Ancient_Game_Tribal_Gong_2_Scratch_1</i>	0:12
<i>Ancient_Game_Tribal_Gong_3_Essence_1</i>	0:18
<i>Ancient_Game_Tribal_Gong_4_Hit</i>	0:10
<i>Ancient_Game_Tribal_Gong_Hit_1</i>	0:08
<i>Ancient_Game_Tribal_Item_Pick_Up</i>	0:01
<i>Ancient_Game_Tribal_Item_Pick_Up_2</i>	0:00
<i>Ancient_Game_Tribal_Item_Pick_Up_3</i>	0:01
<i>Ancient_Game_Tribal_Item_Pick_Up_6</i>	0:01
<i>Ancient_Game_Tribal_Item_Pick_Up_7</i>	0:02

<i>Ancient_Game_Tribal_Item_Pick_Up_8</i>	<i>0:01</i>
<i>Ancient_Game_Tribal_Voice_Alert_1</i>	<i>0:05</i>
<i>Ancient_Game_Tribal_Voice_Alert_Screech</i>	<i>0:06</i>
<i>Ancient_Game_Tribal_Wind_Chime_Alert_1</i>	<i>0:06</i>
<i>Ancinet_Game_Accept_Quest_Drum_Hit_1</i>	<i>0:04</i>
<i>Ancient_Game_Vibration_Movement_Transition</i>	<i>0:03</i>
<i>Ancient_Game_Wild_Turkey_Positive_Alert</i>	<i>0:02</i>
<i>Ancient_Game_Wild_Turkey_Positive_Alert_2_Ding</i>	<i>0:02</i>
<i>Ancient_Game_Backpack_Belt_Velcro_Latch_Open_1</i>	<i>0:01</i>
<i>Ancient_Game_Bag_Movement_1</i>	<i>0:01</i>
<i>Ancient_Game_Bag_Movement_5_Open</i>	<i>0:01</i>
<i>Ancient_Game_Bag_Movement_8_Drop</i>	<i>0:01</i>
<i>Ancient_Game_Bag_Movement_8_Open</i>	<i>0:01</i>
<i>Ancient_Game_Bag_Open_1</i>	<i>0:01</i>
<i>Ancient_Game_Bag_Open_2</i>	<i>0:01</i>
<i>Ancient_Game_Bag_Open_3</i>	<i>0:01</i>
<i>Ancient_Game_Bit_Grab_Cloth_Item</i>	<i>0:02</i>
<i>Ancient_Game_Cloth_Inventory_Item_Flap_1</i>	<i>0:01</i>
<i>Ancient_Game_Cloth_Inventory_Item_Flap_2</i>	<i>0:01</i>
<i>Ancient_Game_Cloth_Inventory_Item_Flap_3</i>	<i>0:01</i>
<i>Ancient_Game_Cloth_Inventory_Item_Flap_4</i>	<i>0:01</i>
<i>Ancient_Game_Cloth_Inventory_Item_Flap_5_Throw</i>	<i>0:01</i>
<i>Ancient_Game_Cloth_Item_Pick_Up_1</i>	<i>0:01</i>
<i>Ancient_Game_Discard_Item_Drop_1</i>	<i>0:01</i>
<i>Ancient_Game_Discard_Item_Drop_2</i>	<i>0:01</i>
<i>Ancient_Game_Discard_Item_Drop_3</i>	<i>0:01</i>
<i>Ancient_Game_Equip_Iron_Armor</i>	<i>0:01</i>
<i>Ancient_Game_Equip_Iron_Armor_2</i>	<i>0:01</i>
<i>Ancient_Game_Equip_Iron_Armor_3</i>	<i>0:02</i>
<i>Ancient_Game_Equip_Weapon_2_Mech</i>	<i>0:02</i>
<i>Ancient_Game_Equip_Weapon_3_Mech</i>	<i>0:01</i>
<i>Ancient_Game_Equip_Weapon_4_Mech</i>	<i>0:01</i>

<i>Ancient_Game_Equip_Weapon_Mech</i>	<i>0:01</i>
<i>Ancient_Game_Fantasy_Organic_Item_Grab</i>	<i>0:01</i>
<i>Ancient_Game_Gadget_or_Quest_Item_Crumble</i>	<i>0:01</i>
<i>Ancient_Game_Gadget_or_Quest_Item_Crumble_2</i>	<i>0:01</i>
<i>Ancient_Game_Gadget_or_Quest_Item_Pick_Up_Crumble</i>	<i>0:02</i>
<i>Ancient_Game_Gadget_or_Quest_Item_Pick_Up_Crumble_2</i>	<i>0:02</i>
<i>Ancient_Game_Gadget_or_Quest_Item_Touch_3</i>	<i>0:02</i>
<i>Ancient_Game_Gadget_or_Quest_Item_Touch_4</i>	<i>0:02</i>
<i>Ancient_Game_Gadget_or_Quest_Item_Touch_5</i>	<i>0:02</i>
<i>Ancient_Game_Gadget_or_Quest_Item_Touch_6</i>	<i>0:02</i>
<i>Ancient_Game_Gadget_or_Quest_Item_Touch_7</i>	<i>0:02</i>
<i>Ancient_Game_Gadget_or_Quest_Item_Touch_8</i>	<i>0:02</i>
<i>Ancient_Game_Game_Leather_Bag_Drop</i>	<i>0:01</i>
<i>Ancient_Game_Game_Leather_Bag_Drop_2</i>	<i>0:01</i>
<i>Ancient_Game_Game_Leather_Bag_Open</i>	<i>0:01</i>
<i>Ancient_Game_Game_Open_Leather_Bag</i>	<i>0:01</i>
<i>Ancient_Game_Game_Open_Leather_Bag_2</i>	<i>0:01</i>
<i>Ancient_Game_Game_Organic_Item_Pick_Up_or_Equip</i>	<i>0:00</i>
<i>Ancient_Game_Gear_Bag_Pick_Up</i>	<i>0:00</i>
<i>Ancient_Game_Gear_Bag_Pull_Out</i>	<i>0:01</i>
<i>Ancient_Game_Gear_Bag_Pull_Out_23</i>	<i>0:01</i>
<i>Ancient_Game_Gear_Bag_Pull_Out_3</i>	<i>0:00</i>
<i>Ancient_Game_Metal_Bag_Drop</i>	<i>0:01</i>
<i>Ancient_Game_Metal_Bag_Drop_2</i>	<i>0:01</i>
<i>Ancient_Game_Metal_Bag_Open</i>	<i>0:01</i>
<i>Ancient_Game_Metal_Chain_or_Buckle_Set_Down_2</i>	<i>0:00</i>
<i>Ancient_Game_Metal_Pick_Axe_Mining_or_Blacksmith_Hit</i>	<i>0:01</i>
<i>Ancient_Game_Metal_Pick_Axe_Mining_or_Blacksmith_Hit_2</i>	<i>0:01</i>
<i>Ancient_Game_Metal_Rack_Gear_Slide</i>	<i>0:01</i>
<i>Ancient_Game_Metal_Sequence_Slide_Gear_Change</i>	<i>0:01</i>
<i>Ancient_Game_Metal_Sequence_Slide_Gear_Change_2</i>	<i>0:01</i>
<i>Ancient_Game_Metal_Sequence_Slide_Gear_Change_3</i>	<i>0:01</i>

<i>Ancient_Game_Metal_Sequence_Slide_Gear_Change_4</i>	<i>0:01</i>
<i>Ancient_Game_Metal_Sequence_Slide_Gear_Change_5</i>	<i>0:01</i>
<i>Ancient_Game_Metal_Sequence_Slide_Gear_Drop</i>	<i>0:00</i>
<i>Ancient_Game_Metal_Set_Down_Hit_5_Silverware_Pick_Up</i>	<i>0:00</i>
<i>Ancient_Game_Metal_Socket_Movement_1</i>	<i>0:01</i>
<i>Ancient_Game_Metal_Weapon_Gear_Movement_1</i>	<i>0:02</i>
<i>Ancient_Game_Muffled_Bag_of_Metal_Drop</i>	<i>0:01</i>
<i>Ancient_Game_Muffled_Bag_of_Metal_Drop_2</i>	<i>0:01</i>
<i>Ancient_Game_Muffled_Bag_of_Metal_Drop_3</i>	<i>0:01</i>
<i>Ancient_Game_Muffled_Bag_of_Metal_Drop_4</i>	<i>0:01</i>
<i>Ancient_Game_Muffled_Bag_of_Metal_Drop_5</i>	<i>0:01</i>
<i>Ancient_Game_Old_Key_Ring_Chain_Movement</i>	<i>0:01</i>
<i>Ancient_Game_Old_Key_Ring_Chain_Movement_2</i>	<i>0:02</i>
<i>Ancient_Game_Old_Key_Ring_Chain_Movement_3</i>	<i>0:01</i>
<i>Ancient_Game_Open_Armory_Cabinet_3</i>	<i>0:01</i>
<i>Ancient_Game_Open_Gear_Game_Bag</i>	<i>0:01</i>
<i>Ancient_Game_Open_Weapon_Chest</i>	<i>0:01</i>
<i>Ancient_Game_Pick_Up_Leather_Bag_or_Open</i>	<i>0:01</i>
<i>Ancient_Game_Pick_Up_Leather_Bag_or_Open_1</i>	<i>0:01</i>
<i>Ancient_Game_Pick_Up_Leather_Bag_or_Open_2</i>	<i>0:01</i>
<i>Ancient_Game_Pick_Up_Leather_Bag_or_Open_3</i>	<i>0:01</i>
<i>Ancient_Game_Pick_Up_Leather_Bag_or_Open_4</i>	<i>0:01</i>
<i>Ancient_Game_Plastic_Bin_or_Cardboard_Box_Set_Down_1</i>	<i>0:01</i>
<i>Ancient_Game_Plastic_Bin_or_Cardboard_Box_Set_Down_2</i>	<i>0:01</i>
<i>Ancient_Game_Throw_Inventory_Item_Out_of_Bag</i>	<i>0:01</i>
<i>Ancient_Game_Throw_Inventory_Item_Out_of_Bag_2</i>	<i>0:01</i>
<i>Ancient_Game_Throw_Inventory_Item_Out_of_Bag_3</i>	<i>0:02</i>
<i>Ancient_Game_Weapon_Select_TouchGame_Open</i>	<i>0:00</i>
<i>Ancient_Game_Weapon_Select_TouchGame_Open_2</i>	<i>0:01</i>
<i>Ancient_Game_Weapons_Chest_Open</i>	<i>0:03</i>
<i>Ancient_Game_Wind_Water_Proceed</i>	<i>0:02</i>
<i>Ancient_Game_Wind_Water_Proceed_2_Tone_Ping</i>	<i>0:02</i>

<i>Ancient_Tool_Tinker_19_Load</i>	0:01
<i>Ancient_Tool_Tinker_20_Load</i>	0:01
<i>Ancient_Tool_Tinker_22_Trap_Close_Hit</i>	0:01
<i>Ancient_Tool_Tinker_Set_Trap</i>	0:01
<i>Anicent_Game_High_Pitched_Energy_Chirp</i>	0:02
<i>Ancient_Game_Blood_Bubble</i>	0:02
<i>Ancient_Game_Blood_Bubble_2</i>	0:02
<i>Ancient_Game_Blood_Bubble_3</i>	0:02
<i>Ancient_Game_Blood_Explosion</i>	0:02
<i>Ancient_Game_Blood_Gore_Impact_Bubble_Pop</i>	0:01
<i>Ancient_Game_Blood_Gore_Impact_Bubble_Pop_2</i>	0:01
<i>Ancient_Game_Blood_GoreBubble_Pop_3_Juicy</i>	0:02
<i>Ancient_Game_Blood_Hatchling_Stomp</i>	0:02
<i>Ancient_Game_Blood_Impact</i>	0:02
<i>Ancient_Game_Bloody_Hit</i>	0:02
<i>Ancient_Game_Bright_Gore_Explosion</i>	0:03
<i>Ancient_Game_Clean_Saber_Sword_Knife_Kill_with_Blood</i>	0:02
<i>Ancient_Game_Designed_Cannon_Shot_1</i>	0:03
<i>Ancient_Game_Designed_Cannon_Shot_2</i>	0:03
<i>Ancient_Game_Designed_Cannon_Shot_3</i>	0:04
<i>Ancient_Game_Designed_Cannon_Shot_4</i>	0:03
<i>Ancient_Game_Designed_Cannon_Shot_5</i>	0:03
<i>Ancient_Game_Designed_Cannon_Shot_6</i>	0:06
<i>Ancient_Game_Flint_Lock_Rifle_Gun_Shot_1</i>	0:02
<i>Ancient_Game_Flint_Lock_Rifle_Gun_Shot_2</i>	0:02
<i>Ancient_Game_Flint_Lock_Rifle_Gun_Shot_3</i>	0:02
<i>Ancient_Game_Flint_Lock_Rifle_Gun_Shot_4</i>	0:03
<i>Ancient_Game_Harvest_Blood_Plant_2_Aquatic</i>	0:01
<i>Ancient_Game_Harvest_Blood_Plant_3_Aquatic</i>	0:01
<i>Ancient_Game_Metal_Blood_Spill_Hit</i>	0:02
<i>Ancient_Game_Metal_Shing_Game_Sword_Slide_2_Dry</i>	0:01
<i>Ancient_Game_Metal_Shing_Game_Sword_Slide_3_Dry</i>	0:01

<i>Ancient_Game_Metal_Shing_Game_Sword_Slide_4</i>	0:02
<i>Ancient_Game_Metal_Shing_Game_Sword_Slide_7_Shealth</i>	0:01
<i>Ancient_Game_Muffled_Gore_Explosion</i>	0:02
<i>Ancient_Game_Smash_Spider</i>	0:02
<i>Ancient_Game_Sword_Attack_1</i>	0:02
<i>Ancient_Game_Sword_Shing_Hifi</i>	0:02
<i>Ancient_Game_Sword_Shing_Hifi_2</i>	0:01
<i>Ancient_Game_Sword_Swing_Dry</i>	0:02
<i>Ancient_Game_Sword_Swing_with_Blood</i>	0:02
<i>Ancient_Game_Sword_Unsheathe</i>	0:01
<i>Ancient_Game_Sword_Weapon_Swing_Ring</i>	0:01
<i>Ancient_Game_Sword_Weapon_Swing_Ring_2</i>	0:01
<i>Ancient_Game_Sword_Weapon_Swing_Ring_3</i>	0:01
<i>Ancient_Game_Sword_Weapon_Swing_Ring_4</i>	0:01
<i>Ancient_Game_Weapon_Blood_Hit_1</i>	0:01
<i>Ancient_Game_Weapon_Blunt_Hit</i>	0:02
<i>Ancient_Game_Weapon_Parry_Block_Metal</i>	0:01
<i>Ancient_Game_Weapon_Parry_Block_Metal_2</i>	0:01
<i>Ancient_Game_Weapon_Parry_Block_Metal_3</i>	0:02
<i>Ancient_Game_Weapon_Parry_Block_Metal_4</i>	0:01
<i>Ancient_Game_Weapon_Stab</i>	0:01
<i>Ancient_Game_Weapon_Stab_2</i>	0:01
<i>Ancient_Game_Weapon_Swing_Blood_Hit_1</i>	0:01
<i>Ancient_Game_Weapon_Swing_Blood_Hit_10</i>	0:02
<i>Ancient_Game_Weapon_Swing_Blood_Hit_11</i>	0:01
<i>Ancient_Game_Weapon_Swing_Blood_Hit_12</i>	0:01
<i>Ancient_Game_Weapon_Swing_Blood_Hit_13</i>	0:01
<i>Ancient_Game_Weapon_Swing_Blood_Hit_14</i>	0:01
<i>Ancient_Game_Weapon_Swing_Blood_Hit_15</i>	0:03
<i>Ancient_Game_Weapon_Swing_Blood_Hit_15v2</i>	0:03
<i>Ancient_Game_Weapon_Swing_Blood_Hit_16</i>	0:02
<i>Ancient_Game_Weapon_Swing_Blood_Hit_17</i>	0:01

<i>Ancient_Game_Weapon_Swing_Blood_Hit_18</i>	0:02
<i>Ancient_Game_Weapon_Swing_Blood_Hit_19</i>	0:01
<i>Ancient_Game_Weapon_Swing_Blood_Hit_2</i>	0:01
<i>Ancient_Game_Weapon_Swing_Blood_Hit_20</i>	0:02
<i>Ancient_Game_Weapon_Swing_Blood_Hit_3</i>	0:01
<i>Ancient_Game_Weapon_Swing_Blood_Hit_4</i>	0:02
<i>Ancient_Game_Weapon_Swing_Blood_Hit_5</i>	0:01
<i>Ancient_Game_Weapon_Swing_Blood_Hit_6</i>	0:02
<i>Ancient_Game_Weapon_Swing_Blood_Hit_7</i>	0:02
<i>Ancient_Game_Weapon_Swing_Blood_Hit_8</i>	0:02
<i>Ancient_Game_Weapon_Swing_Blood_Hit_9</i>	0:01
<i>Ancient_Game_Ability_Cast_1</i>	0:03
<i>Ancient_Game_Ability_Cast_2</i>	0:04
<i>Ancient_Game_Ability_Cast_3</i>	0:04
<i>Ancient_Game_Ability_Cast_4</i>	0:04
<i>Ancient_Game_Achiement_Special_Up_1</i>	0:04
<i>Ancient_Game_Bass_Hit_Magic_Glitter</i>	0:02
<i>Ancient_Game_Bell_Spell_Shun_Lee_Attack</i>	0:03
<i>Ancient_Game_Big_Impact</i>	0:02
<i>Ancient_Game_Black_Magic_Burn_1</i>	0:05
<i>Ancient_Game_Black_Magic_Spell</i>	0:05
<i>Ancient_Game_Black_Magic_Spell_2_with_Whoosh</i>	0:07
<i>Ancient_Game_Black_Magic_Spell_3_Hit</i>	0:04
<i>Ancient_Game_Black_Vaccum_Spell_1</i>	0:04
<i>Ancient_Game_Break_Wood_Crate</i>	0:01
<i>Ancient_Game_Break_Wooden_Container</i>	0:02
<i>Ancient_Game_Break_Wooden_Container_2</i>	0:02
<i>Ancient_Game_Break_Wooden_Container_3</i>	0:02
<i>Ancient_Game_Buff_Touch_1</i>	0:02
<i>Ancient_Game_Buff_Touch_2</i>	0:02
<i>Ancient_Game_Buff_Touch_3_Light_Electric</i>	0:02
<i>Ancient_Game_Buff_Touch_4_Light_Electric</i>	0:02

<i>Ancient_Game_Buff_Touch_5_Light_Electric</i>	0:02
<i>Ancient_Game_Buff_Touch_6_Light_Electric</i>	0:02
<i>Ancient_Game_Buff_Touch_7_Light_Electric_Wobble_Screech</i>	0:02
<i>Ancient_Game_Cartoon_Break_1</i>	0:01
<i>Ancient_Game_Cast_Magic_Spell_1</i>	0:03
<i>Ancient_Game_Ceramic_or_Ice_Bomb_Explosion_1</i>	0:02
<i>Ancient_Game_Charge_Instant_Cast_1</i>	0:02
<i>Ancient_Game_Charge_Instant_Cast_2</i>	0:02
<i>Ancient_Game_Charge_Instant_Cast_3</i>	0:02
<i>Ancient_Game_Cinematic_Magic_Unlock</i>	0:03
<i>Ancient_Game_Dark_Buff_Booster</i>	0:03
<i>Ancient_Game_Dark_Buff_Booster_2</i>	0:04
<i>Ancient_Game_Dark_Magic_Buff_1</i>	0:04
<i>Ancient_Game_Dark_Magic_Buff_2</i>	0:04
<i>Ancient_Game_Dark_Magic_Gust_Spell</i>	0:06
<i>Ancient_Game_Dark_Magic_Gust_Spell_2</i>	0:05
<i>Ancient_Game_Dark_Magic_Heal</i>	0:05
<i>Ancient_Game_Dark_Magic_Transition_1</i>	0:04
<i>Ancient_Game_Dark_Magic_Transition_2_Coin_Suck</i>	0:03
<i>Ancient_Game_Dark_Magic_Whoosh</i>	0:03
<i>Ancient_Game_Dark_Magic_Whoosh_1</i>	0:12
<i>Ancient_Game_Dark_Magic_Whoosh_Spell</i>	0:02
<i>Ancient_Game_Dark_Magic_Whoosh_Spell_2</i>	0:03
<i>Ancient_Game_Dark_Magic_Whoosh_Spell_3</i>	0:03
<i>Ancient_Game_Dark_Tone_New_Weapon_1</i>	0:04
<i>Ancient_Game_Dark_Tone_New_Weapon_2</i>	0:04
<i>Ancient_Game_Dark_Tone_New_Weapon_3_Fast</i>	0:04
<i>Ancient_Game_Dark_Tone_New_Weapon_4_Bass</i>	0:04
<i>Ancient_Game_Deep_Magic_Hit_with_Bass</i>	0:04
<i>Ancient_Game_Dungeon_Unlock_1</i>	0:05
<i>Ancient_Game_Dungeon_Unlock_2</i>	0:05
<i>Ancient_Game_Dungeon_Unlock_Element</i>	0:06

<i>Ancient_Game_Dungeon_Unlock_Element_2</i>	0:07
<i>Ancient_Game_Dungeon_Unlock_Element_4</i>	0:07
<i>Ancient_Game_Enchant_Buff_Confuse_Spell_1</i>	0:03
<i>Ancient_Game_Enchant_Buff_Confuse_Spell_2</i>	0:03
<i>Ancient_Game_Epic_Magic_Hit_1</i>	0:07
<i>Ancient_Game_Epic_Magic_Whoosh_1</i>	0:08
<i>Ancient_Game_Essence_Shing_Whoosh_1</i>	0:05
<i>Ancient_Game_Essence_Whoosh_with_Bass</i>	0:03
<i>Ancient_Game_Explosion_Fire_Pop</i>	0:03
<i>Ancient_Game_Fast_Cast_Sparkle_Spell</i>	0:03
<i>Ancient_Game_Fast_Cast_Sparkle_Spell_2</i>	0:03
<i>Ancient_Game_Fire_Bomb_Hit_1</i>	0:04
<i>Ancient_Game_Fire_Bomb_Hit_2</i>	0:04
<i>Ancient_Game_Fire_Bomb_Hit_3</i>	0:04
<i>Ancient_Game_Fire_Booster_Buff</i>	0:04
<i>Ancient_Game_Fire_Booster_Buff_2</i>	0:04
<i>Ancient_Game_Fire_Spell_Cast_1</i>	0:02
<i>Ancient_Game_Fire_Spell_Cast_2</i>	0:02
<i>Ancient_Game_Fire_Spell_Cast_3</i>	0:02
<i>Ancient_Game_Fire_Spell_Cast_4</i>	0:03
<i>Ancient_Game_Fire_Spell_Cast_5</i>	0:03
<i>Ancient_Game_Fire_Strike_Spell_1</i>	0:10
<i>Ancient_Game_Fire_Strike_Spell_2_Conjure</i>	0:08
<i>Ancient_Game_Fire_Strike_Spell_3_Hit</i>	0:07
<i>Ancient_Game_FX_Crate_Break_1</i>	0:03
<i>Ancient_Game_FX_Crate_Break_2</i>	0:03
<i>Ancient_Game_Gas_Magic_Conjure_Poof</i>	0:03
<i>Ancient_Game_Glow_Item_Lantern</i>	0:04
<i>Ancient_Game_Gold_Star_1</i>	0:03
<i>Ancient_Game_Golden_Sparkle_Achievement_1</i>	0:04
<i>Ancient_Game_Golden_Sparkle_Achievement_2_Shing</i>	0:04
<i>Ancient_Game_GSZETINA_Buff_1</i>	0:03

<i>Ancient_Game_GSZETINA_Buff_2</i>	0:03
<i>Ancient_Game_GSZETINA_Buff_3</i>	0:03
<i>Ancient_Game_Gust_Spell_with_Bass_Cap</i>	0:03
<i>Ancient_Game_Heal_1</i>	0:03
<i>Ancient_Game_Heal_2</i>	0:02
<i>Ancient_Game_Heal_Character_2_Magic_Spell</i>	0:03
<i>Ancient_Game_Heal_Character_3_Magic_Spell</i>	0:03
<i>Ancient_Game_Heal_Character_4_Electric_Magic_Spell</i>	0:03
<i>Ancient_Game_Heal_Character_Magic_Spell</i>	0:03
<i>Ancient_Game_Heavy_Deep_Hit</i>	0:04
<i>Ancient_Game_Hit_4</i>	0:02
<i>Ancient_Game_Hit_5_Dirty</i>	0:02
<i>Ancient_Game_Hot_Liquid_Gas_Spell_Magic</i>	0:03
<i>Ancient_Game_Hot_Liquid_Gas_Spell_Magic_2</i>	0:03
<i>Ancient_Game_Hot_Liquid_Gas_Spell_Magic_3</i>	0:02
<i>Ancient_Game_Ice_Magic_Spell_1</i>	0:03
<i>Ancient_Game_Item_1</i>	0:02
<i>Ancient_Game_Item_2</i>	0:01
<i>Ancient_Game_Item_Collect</i>	0:04
<i>Ancient_Game_Item_Magic_Poof</i>	0:02
<i>Ancient_Game_Item_Magic_Poof_2</i>	0:02
<i>Ancient_Game_Item_Open</i>	0:02
<i>Ancient_Game_Light_Magic_Hit_1</i>	0:03
<i>Ancient_Game_Light_Magic_Hit_2</i>	0:04
<i>Ancient_Game_Light_Magic_Hit_3</i>	0:04
<i>Ancient_Game_Light_Magic_Hit_4</i>	0:04
<i>Ancient_Game_Magic_Achievement_1</i>	0:04
<i>Ancient_Game_Magic_Achievement_2</i>	0:03
<i>Ancient_Game_Magic_Achievement_3</i>	0:04
<i>Ancient_Game_Magic_Airy_Breath_Cast_Spell</i>	0:02
<i>Ancient_Game_Magic_Airy_Item_Collect</i>	0:03
<i>Ancient_Game_Magic_Airy_Item_Collect_2</i>	0:03

<i>Ancient_Game_Magic_Bass_Tone_Item_1</i>	0:03
<i>Ancient_Game_Magic_Bell_Spell_Shun_Lee_Attack_2</i>	0:03
<i>Ancient_Game_Magic_Bomb_Explosion_1</i>	0:04
<i>Ancient_Game_Magic_Bomb_Explosion_2_Short</i>	0:02
<i>Ancient_Game_Magic_Breath_Buff</i>	0:03
<i>Ancient_Game_Magic_Breath_Buff_2</i>	0:03
<i>Ancient_Game_Magic_Breath_Buff_3_Fast</i>	0:02
<i>Ancient_Game_Magic_Bubble_Open</i>	0:03
<i>Ancient_Game_Magic_Buff</i>	0:02
<i>Ancient_Game_Magic_Buff_Heal</i>	0:03
<i>Ancient_Game_Magic_Buff_Heal_2</i>	0:02
<i>Ancient_Game_Magic_Buff_Heal_3</i>	0:03
<i>Ancient_Game_Magic_Buff_Melodic</i>	0:03
<i>Ancient_Game_Magic_Buff_Melodic_2</i>	0:03
<i>Ancient_Game_Magic_Cast_1</i>	0:04
<i>Ancient_Game_Magic_Cast_2</i>	0:04
<i>Ancient_Game_Magic_Cast_Spell_Poof_1</i>	0:03
<i>Ancient_Game_Magic_Cave_Bubble</i>	0:04
<i>Ancient_Game_Magic_Chest_Open</i>	0:03
<i>Ancient_Game_Magic_Chest_Open_2</i>	0:03
<i>Ancient_Game_Magic_Clean_Hit_1</i>	0:03
<i>Ancient_Game_Magic_Collect_1</i>	0:03
<i>Ancient_Game_Magic_Conjure_1</i>	0:07
<i>Ancient_Game_Magic_Conjured_Spell_Hit_1</i>	0:02
<i>Ancient_Game_Magic_Conjured_Spell_Hit_2</i>	0:03
<i>Ancient_Game_Magic_Conjured_Spell_Hit_3</i>	0:02
<i>Ancient_Game_Magic_Craft_Bubbles</i>	0:03
<i>Ancient_Game_Magic_Deep_Airy_Conjure</i>	0:07
<i>Ancient_Game_Magic_Deep_Airy_Conjure_2</i>	0:09
<i>Ancient_Game_Magic_Deep_Airy_Conjure_3</i>	0:07
<i>Ancient_Game_Magic_Deep_Spell_Whoosh_1</i>	0:03
<i>Ancient_Game_Magic_Deep_Spell_Whoosh_2</i>	0:02

<i>Ancient_Game_Magic_Ding_Item_Touch</i>	0:03
<i>Ancient_Game_Magic_Druid_Peaceful_Buff</i>	0:06
<i>Ancient_Game_Magic_Druid_Peaceful_Buff_2</i>	0:06
<i>Ancient_Game_Magic_Druid_Peaceful_Buff_3</i>	0:06
<i>Ancient_Game_Magic_Essence_1</i>	0:06
<i>Ancient_Game_Magic_Essence_Collect_Hit_1</i>	0:03
<i>Ancient_Game_Magic_Essence_Collect_Hit_2</i>	0:03
<i>Ancient_Game_Magic_Essence_Liquid_Hit_1</i>	0:02
<i>Ancient_Game_Magic_Essence_Liquid_Hit_2</i>	0:02
<i>Ancient_Game_Magic_Essence_Whoosh_1</i>	0:05
<i>Ancient_Game_Magic_Essence_Whoosh_2_Coin</i>	0:04
<i>Ancient_Game_Magic_Essence_Whoosh_3</i>	0:06
<i>Ancient_Game_Magic_Essence_Whoosh_4</i>	0:03
<i>Ancient_Game_Magic_Essence_Whoosh_5</i>	0:04
<i>Ancient_Game_Magic_Essence_Whoosh_6</i>	0:03
<i>Ancient_Game_Magic_Fear_Spell</i>	0:04
<i>Ancient_Game_Magic_Fire_Hit_1</i>	0:02
<i>Ancient_Game_Magic_FireBall_Cast</i>	0:02
<i>Ancient_Game_Magic_FireBall_Cast_2</i>	0:02
<i>Ancient_Game_Magic_FireBall_Cast_3</i>	0:03
<i>Ancient_Game_Magic_FireBall_Cast_4</i>	0:03
<i>Ancient_Game_Magic_FireBall_Cast_5</i>	0:03
<i>Ancient_Game_Magic_Flare_1</i>	0:04
<i>Ancient_Game_Magic_Freeze_Spell_1</i>	0:03
<i>Ancient_Game_Magic_Freeze_Spell_2</i>	0:03
<i>Ancient_Game_Magic_Game_Treasure_1wav</i>	0:03
<i>Ancient_Game_Magic_Game_Treasure_2</i>	0:03
<i>Ancient_Game_Magic_Gas_Spell</i>	0:04
<i>Ancient_Game_Magic_Gas_Spell_2</i>	0:04
<i>Ancient_Game_Magic_Gas_Spell_3_Positive</i>	0:06
<i>Ancient_Game_Magic_Glitter_Sparkle_Touch_or_Collect</i>	0:02
<i>Ancient_Game_Magic_Heal_Buff</i>	0:03

<i>Ancient_Game_Magic_Heal_Buff_2</i>	0:03
<i>Ancient_Game_Magic_Heal_Buff_Craft</i>	0:02
<i>Ancient_Game_Magic_Heal_Buff_Craft_2</i>	0:02
<i>Ancient_Game_Magic_Heal_Spell_Instant_Buff</i>	0:04
<i>Ancient_Game_Magic_Ice_Crunch_Pick_Up</i>	0:02
<i>Ancient_Game_Magic_Ice_Crunch_Pick_Up_2</i>	0:01
<i>Ancient_Game_Magic_Instant_Buff</i>	0:03
<i>Ancient_Game_Magic_Instant_Buff_2</i>	0:05
<i>Ancient_Game_Magic_Instant_Cast_Ice</i>	0:02
<i>Ancient_Game_Magic_Instant_Cast_Ice_2</i>	0:03
<i>Ancient_Game_Magic_Instant_Cast_Ice_3</i>	0:03
<i>Ancient_Game_Magic_Item</i>	0:03
<i>Ancient_Game_Magic_Item_1</i>	0:03
<i>Ancient_Game_Magic_Item_2</i>	0:02
<i>Ancient_Game_Magic_Item_Hit_1</i>	0:03
<i>Ancient_Game_Magic_Item_Hit_2</i>	0:02
<i>Ancient_Game_Magic_Item_Hit_3</i>	0:02
<i>Ancient_Game_Magic_Item_Pick_Up</i>	0:04
<i>Ancient_Game_Magic_Item_Touch_1</i>	0:02
<i>Ancient_Game_Magic_Item_Touch_1_2</i>	0:03
<i>Ancient_Game_Magic_Item_Touch_2</i>	0:02
<i>Ancient_Game_Magic_Jewel_Key_1</i>	0:03
<i>Ancient_Game_Magic_Orb_Touch</i>	0:02
<i>Ancient_Game_Magic_Orb_Touch_2</i>	0:02
<i>Ancient_Game_Magic_Page_Turn_Transition_1</i>	0:03
<i>Ancient_Game_Magic_Particle_Touch_1</i>	0:03
<i>Ancient_Game_Magic_Ping_Item</i>	0:04
<i>Ancient_Game_Magic_Poof_Hit</i>	0:02
<i>Ancient_Game_Magic_Positive_Checkpoint_Achieved</i>	0:03
<i>Ancient_Game_Magic_Positive_Checkpoint_Achieved_2</i>	0:03
<i>Ancient_Game_Magic_Positive_Checkpoint_Achieved_3</i>	0:03
<i>Ancient_Game_Magic_Positive_Checkpoint_Achieved_4</i>	0:03

<i>Ancient_Game_Magic_Positive_Sting</i>	<i>0:04</i>
<i>Ancient_Game_Magic_Positive_Transition</i>	<i>0:03</i>
<i>Ancient_Game_Magic_Potion_Craft_1</i>	<i>0:04</i>
<i>Ancient_Game_Magic_Power_Shield_or_Armor_Upgrade</i>	<i>0:03</i>
<i>Ancient_Game_Magic_Power_Shield_or_Armor_Upgrade_2</i>	<i>0:03</i>
<i>Ancient_Game_Magic_Power_Shield_or_Armor_Upgrade_3</i>	<i>0:03</i>
<i>Ancient_Game_Magic_Proceed_Button</i>	<i>0:02</i>
<i>Ancient_Game_Magic_Quick_Spell_1</i>	<i>0:03</i>
<i>Ancient_Game_Magic_Recharge_Juice_1</i>	<i>0:03</i>
<i>Ancient_Game_Magic_Release_Unlock</i>	<i>0:04</i>
<i>Ancient_Game_Magic_Release_Unlock_2</i>	<i>0:04</i>
<i>Ancient_Game_Magic_Reveal_1</i>	<i>0:03</i>
<i>Ancient_Game_Magic_Reveal_2</i>	<i>0:03</i>
<i>Ancient_Game_Magic_Reveal_3</i>	<i>0:05</i>
<i>Ancient_Game_Magic_Reveal_4</i>	<i>0:07</i>
<i>Ancient_Game_Magic_Reveal_5</i>	<i>0:05</i>
<i>Ancient_Game_Magic_Revive_1</i>	<i>0:05</i>
<i>Ancient_Game_Magic_Revive_2</i>	<i>0:07</i>
<i>Ancient_Game_Magic_Revive_3</i>	<i>0:05</i>
<i>Ancient_Game_Magic_Revive_4</i>	<i>0:05</i>
<i>Ancient_Game_Magic_Riser_Whoosh_1</i>	<i>0:04</i>
<i>Ancient_Game_Magic_Shaman_Crow_Achievement_1</i>	<i>0:04</i>
<i>Ancient_Game_Magic_Shaman_Crow_Achievement_2</i>	<i>0:04</i>
<i>Ancient_Game_Magic_Shaman_Gas_Hit</i>	<i>0:04</i>
<i>Ancient_Game_Magic_Soft_Buff_Hit_Spell_1</i>	<i>0:03</i>
<i>Ancient_Game_Magic_Soft_Buff_Hit_Spell_2_Howl</i>	<i>0:04</i>
<i>Ancient_Game_Magic_Soft_Buff_Hit_Spell_3</i>	<i>0:04</i>
<i>Ancient_Game_Magic_Soft_Buff_Hit_Spell_4</i>	<i>0:04</i>
<i>Ancient_Game_Magic_Sparkle_Appear</i>	<i>0:02</i>
<i>Ancient_Game_Magic_Sparkle_Cast_Spell</i>	<i>0:04</i>
<i>Ancient_Game_Magic_Sparkle_Conjure</i>	<i>0:06</i>
<i>Ancient_Game_Magic_Sparkle_Conjure_Essense_Long_1</i>	<i>0:16</i>

<i>Ancient_Game_Magic_Sparkle_Conjure_Spell</i>	0:06
<i>Ancient_Game_Magic_Sparkle_Essence_1</i>	0:03
<i>Ancient_Game_Magic_Sparkle_Essence_2</i>	0:06
<i>Ancient_Game_Magic_Sparkle_Glitter_Drop1</i>	0:04
<i>Ancient_Game_Magic_Sparkle_Gold_Coin</i>	0:03
<i>Ancient_Game_Magic_Sparkle_Hit_Spell</i>	0:03
<i>Ancient_Game_Magic_Sparkle_Spell_Quick</i>	0:03
<i>Ancient_Game_Magic_Sparkle_Whoosh</i>	0:03
<i>Ancient_Game_Magic_Sparkle_Whoosh_2</i>	0:03
<i>Ancient_Game_Magic_Spell</i>	0:03
<i>Ancient_Game_Magic_Spell_Buff</i>	0:03
<i>Ancient_Game_Magic_Spell_Cast_Hit_1</i>	0:02
<i>Ancient_Game_Magic_Spell_Cast_Hit_2</i>	0:02
<i>Ancient_Game_Magic_Spell_Whoosh</i>	0:03
<i>Ancient_Game_Magic_Spell_Whoosh_1</i>	0:04
<i>Ancient_Game_Magic_Spell_Whoosh_2</i>	0:03
<i>Ancient_Game_Magic_Spell_Whoosh_2_Glitter</i>	0:04
<i>Ancient_Game_Magic_Spell_Whoosh_2_Metal</i>	0:03
<i>Ancient_Game_Magic_Spell_Whoosh_5</i>	0:04
<i>Ancient_Game_Magic_Sprinkle</i>	0:02
<i>Ancient_Game_Magic_Star_Cast_Spell_1</i>	0:03
<i>Ancient_Game_Magic_Summon_Undead_Demon_2</i>	0:06
<i>Ancient_Game_Magic_Summon_Undead_Demonn</i>	0:06
<i>Ancient_Game_Magic_Super_Charge_Special_FX_1</i>	0:03
<i>Ancient_Game_Magic_Touch_1</i>	0:02
<i>Ancient_Game_Magic_Touch_1_copy</i>	0:05
<i>Ancient_Game_Magic_Touch_2</i>	0:02
<i>Ancient_Game_Magic_Touch_3</i>	0:02
<i>Ancient_Game_Magic_Touch_4</i>	0:05
<i>Ancient_Game_Magic_Transition_1</i>	0:05
<i>Ancient_Game_Magic_Transition_10_Dust</i>	0:03
<i>Ancient_Game_Magic_Transition_11</i>	0:03

<i>Ancient_Game_Magic_Transition_12_Sparkles</i>	0:06
<i>Ancient_Game_Magic_Transition_13_Page_Turn</i>	0:03
<i>Ancient_Game_Magic_Transition_14</i>	0:04
<i>Ancient_Game_Magic_Transition_15</i>	0:04
<i>Ancient_Game_Magic_Transition_16_Dust</i>	0:03
<i>Ancient_Game_Magic_Transition_17</i>	0:05
<i>Ancient_Game_Magic_Transition_17_Dark</i>	0:06
<i>Ancient_Game_Magic_Transition_18_Dark</i>	0:05
<i>Ancient_Game_Magic_Transition_2</i>	0:03
<i>Ancient_Game_Magic_Transition_2_copy</i>	0:03
<i>Ancient_Game_Magic_Transition_3</i>	0:02
<i>Ancient_Game_Magic_Transition_4</i>	0:03
<i>Ancient_Game_Magic_Transition_4_copy</i>	0:03
<i>Ancient_Game_Magic_Transition_5</i>	0:03
<i>Ancient_Game_Magic_Transition_6</i>	0:03
<i>Ancient_Game_Magic_Transition_7_Dark</i>	0:04
<i>Ancient_Game_Magic_Transition_8_Dark</i>	0:06
<i>Ancient_Game_Magic_Transition_9_Dark</i>	0:07
<i>Ancient_Game_Magic_Transition_Metallic</i>	0:02
<i>Ancient_Game_Magic_Treasure_Collect_Deep_1</i>	0:04
<i>Ancient_Game_Magic_Treasure_Touch_1</i>	0:03
<i>Ancient_Game_Magic_Treasure_Unlock_1</i>	0:03
<i>Ancient_Game_Magic_Treasure_Unlock_2</i>	0:03
<i>Ancient_Game_Magic_Treasure_Unlock_3</i>	0:03
<i>Ancient_Game_Magic_Unlock</i>	0:03
<i>Ancient_Game_Magic_Unlock_1</i>	0:03
<i>Ancient_Game_Magic_Unlock_2</i>	0:03
<i>Ancient_Game_Magic_Unlock_3</i>	0:03
<i>Ancient_Game_Magic_Unlock_3_copy</i>	0:04
<i>Ancient_Game_Magic_Unlock_4</i>	0:04
<i>Ancient_Game_Magic_Unlock_Sparkle</i>	0:04
<i>Ancient_Game_Magic_Upgrade_Whoosh</i>	0:03

<i>Ancient_Game_Magic_Wand_Cast_Poof</i>	0:03
<i>Ancient_Game_Magic_War_Enchant</i>	0:04
<i>Ancient_Game_Magic_War_Enchant_2</i>	0:03
<i>Ancient_Game_Magic_Way_Point_Achievement</i>	0:03
<i>Ancient_Game_Magic_Whoosh</i>	0:04
<i>Ancient_Game_Magic_Whoosh_Item_Touch_1</i>	0:04
<i>Ancient_Game_Magic_Whoosh_No_Bell_2</i>	0:03
<i>Ancient_Game_Magic_Whoosh_Spell_1</i>	0:03
<i>Ancient_Game_Magic_Whoosh_Spell_2</i>	0:03
<i>Ancient_Game_Magic_Zap_Whoosh</i>	0:02
<i>Ancient_Game_Moist_Power_Up_1</i>	0:02
<i>Ancient_Game_Negative_Magic_Alert_1</i>	0:04
<i>Ancient_Game_Negative_Magic_Alert_2</i>	0:03
<i>Ancient_Game_Object_Break_Hit_with_Particle</i>	0:02
<i>Ancient_Game_Open_Cave_Crate</i>	0:03
<i>Ancient_Game_Open_Cave_Crate_2</i>	0:02
<i>Ancient_Game_Open_Stone_Debris_Pour_1</i>	0:03
<i>Ancient_Game_Organic_Elemental_Break_Hit</i>	0:02
<i>Ancient_Game_Organic_Elemental_Break_Hit_2</i>	0:02
<i>Ancient_Game_Organic_Elemental_Break_Hit_3_Gas</i>	0:02
<i>Ancient_Game_Organic_Item_2</i>	0:03
<i>Ancient_Game_Pitched_Buff_1</i>	0:04
<i>Ancient_Game_Poof_Release_Simple_Gas</i>	0:02
<i>Ancient_Game_Poof_Release_Simple_Gas_2</i>	0:03
<i>Ancient_Game_Positive_Magic_Explode</i>	0:03
<i>Ancient_Game_Positive_Magic_Explode_2</i>	0:03
<i>Ancient_Game_Positive_Magic_Spell</i>	0:02
<i>Ancient_Game_Positive_Magic_Spell_2</i>	0:03
<i>Ancient_Game_Positive_Magic_Spell_2v2</i>	0:03
<i>Ancient_Game_Positive_Ocean_Orb_Pick_Up</i>	0:02
<i>Ancient_Game_Positive_Unlock</i>	0:03
<i>Ancient_Game_Postive_Dust_Touch_1</i>	0:03

<i>Ancient_Game_Powerful_Instant_Buff_Spell</i>	<i>0:04</i>
<i>Ancient_Game_Powerful_Instant_Buff_Spell_2</i>	<i>0:04</i>
<i>Ancient_Game_Powerful_Instant_Buff_Spell_3</i>	<i>0:04</i>
<i>Ancient_Game_Quest_Light_Positive_Achievement</i>	<i>0:03</i>
<i>Ancient_Game_Quest_Touch</i>	<i>0:04</i>
<i>Ancient_Game_Quest_Touch_2</i>	<i>0:03</i>
<i>Ancient_Game_Rally_Collect_1</i>	<i>0:03</i>
<i>Ancient_Game_Rally_Collect_2</i>	<i>0:03</i>
<i>Ancient_Game_Ravage_Bubble_Conjure_1</i>	<i>0:07</i>
<i>Ancient_Game_Ravage_Spell_Magic_1</i>	<i>0:03</i>
<i>Ancient_Game_Ravage_Spell_Magic_2_Hit</i>	<i>0:02</i>
<i>Ancient_Game_Ravage_Spell_Magic_3_Hit</i>	<i>0:03</i>
<i>Ancient_Game_Ravage_Spell_Magic_4_Hit</i>	<i>0:03</i>
<i>Ancient_Game_Scare_Whoosh_1</i>	<i>0:07</i>
<i>Ancient_Game_Scare_Whoosh_2</i>	<i>0:07</i>
<i>Ancient_Game_Shaman_Apothecery_Black_Magic_Conjure</i>	<i>0:06</i>
<i>Ancient_Game_Shaman_Apothecery_Black_Magic_Conjure_2_Fas</i>	<i>0:04</i>
<i>Ancient_Game_Shaman_Breath_of_Death_Hiss_1</i>	<i>0:02</i>
<i>Ancient_Game_Shaman_Breath_of_Death_Hiss_2</i>	<i>0:02</i>
<i>Ancient_Game_Shaman_Instant_Enemy_Hit_1</i>	<i>0:02</i>
<i>Ancient_Game_Shaman_Magic_Spell</i>	<i>0:03</i>
<i>Ancient_Game_Shaman_Magic_Spell_Achievement</i>	<i>0:03</i>
<i>Ancient_Game_Shaman_Spell_Hit</i>	<i>0:03</i>
<i>Ancient_Game_Shaman_Spell_Infect_Breath</i>	<i>0:02</i>
<i>Ancient_Game_Slam_Element</i>	<i>0:02</i>
<i>Ancient_Game_Soft_Magic_Poof_Shing_1</i>	<i>0:03</i>
<i>Ancient_Game_Soft_Magic_Poof_Shing_2</i>	<i>0:03</i>
<i>Ancient_Game_Sparkle_Grab</i>	<i>0:04</i>
<i>Ancient_Game_Special_Treasure</i>	<i>0:04</i>
<i>Ancient_Game_Special_Treasure_2</i>	<i>0:04</i>
<i>Ancient_Game_Spell_Transition_Whoosh</i>	<i>0:04</i>
<i>Ancient_Game_Stock_Magic_Buff_Whoosh</i>	<i>0:03</i>

<i>Ancient_Game_Stock_Magic_Buff_Whoosh_2</i>	0:03
<i>Ancient_Game_Stock_Magic_Buff_Whoosh_3</i>	0:03
<i>Ancient_Game_Strenghth_Gain_Buff_1</i>	0:03
<i>Ancient_Game_Strenghth_Gain_Buff_2_Plain</i>	0:02
<i>Ancient_Game_Team_Buff_Boost_Magic</i>	0:03
<i>Ancient_Game_Twisted_Jewel_Touch_1</i>	0:02
<i>Ancient_Game_Twisted_Jewel_Touch_2</i>	0:02
<i>Ancient_Game_Unlock_Hit_1</i>	0:03
<i>Ancient_Game_Unlock_Level_5</i>	0:02
<i>Ancient_Game_Unlock_Level_6</i>	0:02
<i>Ancient_Game_Upgrade_Level_Bass_Tone</i>	0:03
<i>Ancient_Game_Upgrade_Level_Bass_Tone_2</i>	0:03
<i>Ancient_Game_Upgrade_Level_Bass_Tone_3</i>	0:03
<i>Ancient_Game_Vanish_Spell_or_Infect</i>	0:04
<i>Ancient_Game_Vanish_Spell_or_Infect_2_Sparkle</i>	0:03
<i>Ancient_Game_Waypoint_Magic_Essence_2_Radar_Ping_1</i>	0:02
<i>Ancient_Game_Waypoint_Magic_Essence_Radar_Ping_1</i>	0:02
<i>Ancient_Game_Wizard_Spell_Loop</i>	0:10
<i>Ancient_Game_Zap_Electricity_Laser_1</i>	0:02
<i>Ancient_Game_Airy_Metal_Unlock_1</i>	0:03
<i>Ancient_Game_Airy_Metal_Unlock_2</i>	0:03
<i>Ancient_Game_Basement_Thin_Metal_Shuffle_Sweep</i>	0:01
<i>Ancient_Game_Cavern_Slide_Roar</i>	0:03
<i>Ancient_Game_Crank_Pump_Pulley_Rope_1</i>	0:19
<i>Ancient_Game_Crank_Pump_Pulley_Rope_2</i>	0:10
<i>Ancient_Game_Crank_Pump_Pulley_Rope_3_Jam_Stuck</i>	0:04
<i>Ancient_Game_Crank_Transition_Menu_Slide_1</i>	0:01
<i>Ancient_Game_Dark_Orb_Suction_Whoosh_Touch</i>	0:02
<i>Ancient_Game_Designed_Crank_or_Lever</i>	0:01
<i>Ancient_Game_Designed_Crank_or_Lever_2</i>	0:01
<i>Ancient_Game_DIrty_Steampunk_Item</i>	0:02
<i>Ancient_Game_Epic_Gate_Open</i>	0:07

<i>Ancient_Game_Gadget_Gear_Mechanism_Morph</i>	0:02
<i>Ancient_Game_Gadget_Gear_Mechanism_Morph_2</i>	0:02
<i>Ancient_Game_Game_Load_Twist_6</i>	0:01
<i>Ancient_Game_Hand_Crank</i>	0:01
<i>Ancient_Game_Hand_Crank_Dial</i>	0:01
<i>Ancient_Game_Hand_Crank_Dial_2</i>	0:01
<i>Ancient_Game_Hand_Crank_Twist_Wind_Up_1</i>	0:01
<i>Ancient_Game_Heavy_Door_Close</i>	0:02
<i>Ancient_Game_Heavy_Door_Close_3</i>	0:01
<i>Ancient_Game_Heavy_Metal_Crank_Chain_Movement_1</i>	0:01
<i>Ancient_Game_Household_Mechanism_Crank_1</i>	0:00
<i>Ancient_Game_Household_Mechanism_Crank_4</i>	0:00
<i>Ancient_Game_Iron_Metal_Sequence_Movement_Tool_1</i>	0:02
<i>Ancient_Game_Iron_Metal_Slide_Drag_6_Long</i>	0:04
<i>Ancient_Game_Latch_Unlock_1</i>	0:02
<i>Ancient_Game_Light_Metal_Set_Down</i>	0:01
<i>Ancient_Game_Long_Metal_Slide_1</i>	0:03
<i>Ancient_Game_Mechanism_Bass_Tone_Unlock</i>	0:02
<i>Ancient_Game_Mechanism_Button_Tap</i>	0:01
<i>Ancient_Game_Mechanism_Button_Tap_2</i>	0:01
<i>Ancient_Game_Mechanism_Button_Tap_3_Metal_Slide</i>	0:01
<i>Ancient_Game_Mechanism_Button_Tap_4_Metal_Slide</i>	0:01
<i>Ancient_Game_Mechanism_Button_Tap_5_Metal_Slide</i>	0:01
<i>Ancient_Game_Mechanism_Clamp_1</i>	0:01
<i>Ancient_Game_Mechanism_Crank_5</i>	0:02
<i>Ancient_Game_Mechanism_Crank_6</i>	0:02
<i>Ancient_Game_Mechanism_Crank_Twist</i>	0:03
<i>Ancient_Game_Mechanism_Crank_Twist_2</i>	0:03
<i>Ancient_Game_Mechanism_Hit_1</i>	0:02
<i>Ancient_Game_Mechanism_Hit_2</i>	0:02
<i>Ancient_Game_Mechanism_Lever</i>	0:01
<i>Ancient_Game_Mechanism_Lever_2_Soft</i>	0:01

<i>Ancient_Game_Mechanism_Lock</i>	0:02
<i>Ancient_Game_Mechanism_Lock_2</i>	0:01
<i>Ancient_Game_Mechanism_Socket_1</i>	0:01
<i>Ancient_Game_Metal_Chain_or_Buckle_Washer_Slide_Movement</i>	0:01
<i>Ancient_Game_Metal_Chain_Screw_Loose_Turn_1</i>	0:01
<i>Ancient_Game_Metal_Chain_Screw_Loose_Turn_2</i>	0:01
<i>Ancient_Game_Metal_Chain_Screw_Loose_Turn_3</i>	0:01
<i>Ancient_Game_Metal_Chain_Screw_Loose_Turn_4</i>	0:03
<i>Ancient_Game_Metal_Chain_Screw_Loose_Turn_6</i>	0:16
<i>Ancient_Game_Metal_Chain_Screw_Loose_Turn_7</i>	0:02
<i>Ancient_Game_Metal_Chain_Screw_Loose_Turn_8</i>	0:02
<i>Ancient_Game_Metal_Chain_Screw_Loose_Turn_9</i>	0:07
<i>Ancient_Game_Metal_Debris_Shuffle_Twist_3</i>	0:00
<i>Ancient_Game_Metal_Door_Dead_Bolt_Latch_Unlock</i>	0:01
<i>Ancient_Game_Metal_Door_Dead_Bolt_Latch_Unlock_2</i>	0:01
<i>Ancient_Game_Metal_Door_Dead_Bolt_Latch_Unlock_3</i>	0:01
<i>Ancient_Game_Metal_Door_Dead_Bolt_Latch_Unlock_4</i>	0:01
<i>Ancient_Game_Metal_Door_Latch_2</i>	0:01
<i>Ancient_Game_Metal_Door_Latch_with_Whoosh</i>	0:01
<i>Ancient_Game_Metal_Door_Open</i>	0:01
<i>Ancient_Game_Metal_Gadget_Shuffle_Unlock_1</i>	0:01
<i>Ancient_Game_Metal_Gadget_Shuffle_Unlock_2</i>	0:00
<i>Ancient_Game_Metal_Game_App_Lock</i>	0:00
<i>Ancient_Game_Metal_Game_App_Lock_2_Marbles</i>	0:00
<i>Ancient_Game_Metal_Game_App_Lock_3</i>	0:00
<i>Ancient_Game_Metal_Game_Pick_Up_Snag_Grab</i>	0:00
<i>Ancient_Game_Metal_Game_Pick_Up_Snag_Grab_2</i>	0:00
<i>Ancient_Game_Metal_Game_Pick_Up_Snag_Grab_3</i>	0:01
<i>Ancient_Game_Metal_Game_Pick_Up_Snag_Grab_4_Hit</i>	0:00
<i>Ancient_Game_Metal_Game_Sword_Impact_Armour_Accent</i>	0:01
<i>Ancient_Game_Metal_Gear_Mechanism</i>	0:02
<i>Ancient_Game_Metal_Gear_Socket_Shuffle</i>	0:01

<i>Ancient_Game_Metal_Gear_Socket_Slide_3</i>	<i>0:01</i>
<i>Ancient_Game_Metal_Gear_Socket_Slide_4</i>	<i>0:01</i>
<i>Ancient_Game_Metal_Gear_Socket_Slide_5_Into_Place_1</i>	<i>0:01</i>
<i>Ancient_Game_Metal_Gear_Socket_Unslide_1</i>	<i>0:00</i>
<i>Ancient_Game_Metal_Gear_Socket_Unslide_3</i>	<i>0:01</i>
<i>Ancient_Game_Metal_Gear_Socket_Unslide_4</i>	<i>0:01</i>
<i>Ancient_Game_Metal_Gear_Socket_Unslide_5</i>	<i>0:01</i>
<i>Ancient_Game_Metal_Gear_Twist</i>	<i>0:01</i>
<i>Ancient_Game_Metal_Gear_Unlock_1</i>	<i>0:01</i>
<i>Ancient_Game_Metal_Gear_Unlock_Chest_1</i>	<i>0:01</i>
<i>Ancient_Game_Metal_Gears_and_Tools_Set_Down</i>	<i>0:01</i>
<i>Ancient_Game_Metal_Hatch_Gadget_Pick_Up_2</i>	<i>0:00</i>
<i>Ancient_Game_Metal_Lock_Close</i>	<i>0:00</i>
<i>Ancient_Game_Metal_Lock_Close_2</i>	<i>0:00</i>
<i>Ancient_Game_Metal_Lock_Drop</i>	<i>0:01</i>
<i>Ancient_Game_Metal_Mechanism_Lock_Sequence</i>	<i>0:00</i>
<i>Ancient_Game_Metal_Muffled_Set_Down</i>	<i>0:01</i>
<i>Ancient_Game_Metal_Object_Unlock_Pop_2_Close</i>	<i>0:00</i>
<i>Ancient_Game_Metal_Pole_Hit_Lock</i>	<i>0:01</i>
<i>Ancient_Game_Metal_Silverware_Gear_Twist</i>	<i>0:01</i>
<i>Ancient_Game_Metal_Silverware_Gear_Twist_2</i>	<i>0:02</i>
<i>Ancient_Game_Metal_Silverware_Gear_Twist_3</i>	<i>0:02</i>
<i>Ancient_Game_Metal_Slide_Lock_1</i>	<i>0:01</i>
<i>Ancient_Game_Metal_Spring_Release_Hit_1</i>	<i>0:04</i>
<i>Ancient_Game_Metal_Spring_Release_Hit_11</i>	<i>0:03</i>
<i>Ancient_Game_Metal_Spring_Release_Hit_6</i>	<i>0:03</i>
<i>Ancient_Game_Metal_Thin_Strip_Twist_Sequence</i>	<i>0:02</i>
<i>Ancient_Game_Metal_Thin_Strip_Twist_Sequence_2</i>	<i>0:01</i>
<i>Ancient_Game_Metal_Thin_Strip_Twist_Sequence_3</i>	<i>0:01</i>
<i>Ancient_Game_Metal_Thin_Strip_Twist_Sequence_4_Squeak_Cran</i>	<i>0:01</i>
<i>Ancient_Game_Metal_Thin_Strip_Twist_Sequence_5_Squeak_Cran</i>	<i>0:03</i>
<i>Ancient_Game_Metal_Thin_Strip_Twist_Sequence_7_Squeak_Cran</i>	<i>0:12</i>

<i>Ancient_Game_Metal_Tube_Slide_2</i>	<i>0:01</i>
<i>Ancient_Game_Metal_Unlock_1</i>	<i>0:02</i>
<i>Ancient_Game_Metallic_Plastic_Weapon_Switch_Game_Open</i>	<i>0:01</i>
<i>Ancient_Game_Open_Jewelry_Chest_or_Lock</i>	<i>0:00</i>
<i>Ancient_Game_Open_Jewelry_Chest_or_Lock_2</i>	<i>0:00</i>
<i>Ancient_Game_Open_Jewelry_Chest_or_Lock_3_Steampunk</i>	<i>0:00</i>
<i>Ancient_Game_Open_Jewelry_Chest_or_Lock_4_Steampunk</i>	<i>0:00</i>
<i>Ancient_Game_Open_Metal_Lock_2</i>	<i>0:01</i>
<i>Ancient_Game_Open_Organic_Game_Crate</i>	<i>0:00</i>
<i>Ancient_Game_Open_Organic_Game_Crate_2</i>	<i>0:00</i>
<i>Ancient_Game_Open_Organic_Game_Crate_3_Long</i>	<i>0:01</i>
<i>Ancient_Game_Open_Organic_Game_Crate_4</i>	<i>0:01</i>
<i>Ancient_Game_Organic_Metal_Latch_Connection</i>	<i>0:02</i>
<i>Ancient_Game_Organic_Positive_Pick_Up</i>	<i>0:02</i>
<i>Ancient_Game_Organic_Steampunk_Mechanism</i>	<i>0:01</i>
<i>Ancient_Game_Organic_Tribal_Pulley_Switch</i>	<i>0:02</i>
<i>Ancient_Game_Plastic_Gadget_Socket_Movement_1</i>	<i>0:01</i>
<i>Ancient_Game_Plastic_Gadget_Socket_Movement_2</i>	<i>0:02</i>
<i>Ancient_Game_Plastic_Gadget_Socket_Movement_3_Light_Crank</i>	<i>0:01</i>
<i>Ancient_Game_Plastic_Slide_On_Metal_Pole_4</i>	<i>0:02</i>
<i>Ancient_Game_Pulley_Crank_1</i>	<i>0:02</i>
<i>Ancient_Game_Pulley_Crank_2</i>	<i>0:00</i>
<i>Ancient_Game_Pulley_Crank_3</i>	<i>0:01</i>
<i>Ancient_Game_Pulley_Fast_Slack_Spin_Roll_Wheel_1</i>	<i>0:06</i>
<i>Ancient_Game_Pulley_Fast_Slack_Spin_Roll_Wheel_2_Short</i>	<i>0:02</i>
<i>Ancient_Game_Pulley_Fast_Slack_Spin_Roll_Wheel_3_Clean_Shor</i>	<i>0:04</i>
<i>Ancient_Game_Retractor_Or_Spin_Tool_Pulley_Wheel_1</i>	<i>0:00</i>
<i>Ancient_Game_Retractor_Or_Spin_Tool_Pulley_Wheel_2</i>	<i>0:00</i>
<i>Ancient_Game_Retractor_Or_Spin_Tool_Pulley_Wheel_3</i>	<i>0:00</i>
<i>Ancient_Game_Small_Metal_Plastic_Bits_Shuffle</i>	<i>0:02</i>
<i>Ancient_Game_Small_Metal_Plastic_Bits_Shuffle_2</i>	<i>0:01</i>
<i>Ancient_Game_Spin_Wheel_Game_Hit_5_Set_Down</i>	<i>0:00</i>

<i>Ancient_Game_Steampunk_Gear_Mechanism_Lever</i>	0:02
<i>Ancient_Game_Steampunk_Gear_Mechanism_Lever_2</i>	0:01
<i>Ancient_Game_Stone_Door_Slide_1</i>	0:03
<i>Ancient_Game_Stone_Door_Slide_2</i>	0:04
<i>Ancient_Game_Switch_Twist_Crank_or_Click</i>	0:01
<i>Ancient_Game_Switch_Twist_Crank_or_Click_2</i>	0:01
<i>Ancient_Game_Tool_Socket_Wrench_Crank_1</i>	0:01
<i>Ancient_Game_Tool_Socket_Wrench_Crank_2</i>	0:01
<i>Ancient_Game_Tool_Socket_Wrench_Crank_3</i>	0:01
<i>Ancient_Game_Water_Spicket_Handle_Metal_Push</i>	0:01
<i>Ancient_Game_Wood_Draw_Shop_Open_1</i>	0:01
<i>Ancient_Game_Wood_Draw_Shop_Open_2</i>	0:01
<i>Ancient_Game_Wood_Draw_Shop_Open_3_Movement_1</i>	0:01
<i>Ancient_Game_Wood_Gear_Mechanism_Twist_UI</i>	0:01
<i>Ancient_Game_Wood_Gear_Mechanism_Twist_UI_10_Unlock_Seq</i>	0:02
<i>Ancient_Game_Wood_Gear_Mechanism_Twist_UI_11</i>	0:00
<i>Ancient_Game_Wood_Gear_Mechanism_Twist_UI_2</i>	0:02
<i>Ancient_Game_Wood_Gear_Mechanism_Twist_UI_3</i>	0:01
<i>Ancient_Game_Wood_Gear_Mechanism_Twist_UI_4</i>	0:02
<i>Ancient_Game_Wood_Gear_Mechanism_Twist_UI_5_Unlock</i>	0:01
<i>Ancient_Game_Wood_Gear_Mechanism_Twist_UI_6_Sequence</i>	0:02
<i>Ancient_Game_Wood_Gear_Mechanism_Twist_UI_7_Unlock</i>	0:01
<i>Ancient_Game_Wood_Gear_Mechanism_Twist_UI_8_Sequence</i>	0:01
<i>Ancient_Game_Wood_Gear_Mechanism_Twist_UI_9_Unlocck</i>	0:00
<i>Ancient_Game_Wood_Wheel_Turn_Loop</i>	0:17
<i>Ancient_Game_Wooden_Door_Latch_1</i>	0:01
<i>Ancient_Game_Wooden_Latch_Tool_Socket</i>	0:01
<i>Ancient_Game_Wooden_Latch_Tool_Socket_2</i>	0:01
<i>Ancient_Game_Wooden_Latch_Tool_Socket_3</i>	0:00
<i>Ancient_Game_Wooden_Latch_Tool_Socket_4</i>	0:01
<i>Ancient_Game_Wooden_Latch_Tool_Socket_6</i>	0:01
<i>Ancient_Game_Wooden_Latch_Tool_Socket_7_Hit</i>	0:01

<i>Ancient_Game_Wooden_Latch_Tool_Socket_8_Fit</i>	0:00
<i>Ancient_Game_Wooden_Mechanism_Arm_Movement_1</i>	0:01
<i>Ancient_Game_Wooden_Mechanism_Slide_Switch_Game</i>	0:01
<i>Ancient_Game_Wooden_Steam_Machine_1</i>	0:24
<i>Ancient_Game_Wooden_Steam_Machine_2_Turn_Off</i>	0:02
<i>Ancient_Tool_Tinker_12_Set_Trap</i>	0:01
<i>Ancient_Tool_Tinker_13_Hit</i>	0:01
<i>Ancient_Tool_Tinker_15_Trap_Close</i>	0:01
<i>Ancient_Tool_Tinker_16_Trap_Close</i>	0:01
<i>Ancient_Game_Character_Male_Grunt</i>	0:00
<i>Ancient_Game_Character_Scream</i>	0:02
<i>Ancient_Game_Character_Scream_2</i>	0:03
<i>Ancient_Game_Creature_Breath_and_Growl</i>	0:01
<i>Ancient_Game_Creature_Breath_and_Growl_2</i>	0:02
<i>Ancient_Game_Creature_Breath_and_Growl_3</i>	0:01
<i>Ancient_Game_Creature_Breath_and_Growl_4</i>	0:01
<i>Ancient_Game_Creature_Breath_and_Growl_5</i>	0:01
<i>Ancient_Game_Creature_Breath_and_Growl_6</i>	0:01
<i>Ancient_Game_Creature_Breath_and_Growl_7</i>	0:01
<i>Ancient_Game_Creature_Breath_and_Growl_8</i>	0:01
<i>Ancient_Game_Creature_Groan_1</i>	0:01
<i>Ancient_Game_Creature_Groan_2</i>	0:01
<i>Ancient_Game_Creature_Groan_3</i>	0:01
<i>Ancient_Game_Creature_Groan_4</i>	0:01
<i>Ancient_Game_Creature_Grunt_1</i>	0:01
<i>Ancient_Game_Creature_Grunt_2</i>	0:01
<i>Ancient_Game_Creature_Orc_Death_1</i>	0:01
<i>Ancient_Game_Creature_Orc_Death_2</i>	0:02
<i>Ancient_Game_Creature_Orc_Death_3</i>	0:01
<i>Ancient_Game_Creature_Orc_Death_9</i>	0:01
<i>Ancient_Game_Creature_Orc_Grunt_1</i>	0:01
<i>Ancient_Game_Creature_Orc_Grunt_2</i>	0:00

<i>Ancient_Game_Creature_Orc_Grunt_3</i>	<i>0:01</i>
<i>Ancient_Game_Creature_Orc_Grunt_4</i>	<i>0:01</i>
<i>Ancient_Game_Creature_Orc_Grunt_5</i>	<i>0:01</i>
<i>Ancient_Game_Creature_Orc_Grunt_6</i>	<i>0:01</i>
<i>Ancient_Game_Creature_Orc_Grunt_7_Stretched</i>	<i>0:03</i>
<i>Ancient_Game_Creature_Orc_Grunt_8</i>	<i>0:01</i>
<i>Ancient_Game_Creature_Roar_2</i>	<i>0:01</i>
<i>Ancient_Game_Monster_Attack_Breath</i>	<i>0:01</i>
<i>Ancient_Game_Monster_Attack_Death</i>	<i>0:02</i>
<i>Ancient_Game_Monster_Roar_1</i>	<i>0:04</i>
<i>Ancient_Game_Monster_Voice_Charge</i>	<i>0:02</i>
<i>Ancient_Game_Monster_Voice_Death_2_Grunt</i>	<i>0:02</i>
<i>Ancient_Game_Monster_Voice_Death_3_Grunt</i>	<i>0:02</i>
<i>Ancient_Game_Monster_Voice_Death_Grunt</i>	<i>0:01</i>
<i>Ancient_Game_Monster_Voice_Greetings</i>	<i>0:01</i>
<i>Ancient_Game_Monster_Voice_Growl</i>	<i>0:03</i>
<i>Ancient_Game_Monster_Voice_Growl_2</i>	<i>0:01</i>
<i>Ancient_Game_Monster_Voice_Growl_3</i>	<i>0:01</i>
<i>Ancient_Game_Monster_Voice_Hit</i>	<i>0:02</i>
<i>Ancient_Game_Monster_Voice_Hit_2</i>	<i>0:01</i>
<i>Ancient_Game_Monster_Voice_Hit_3</i>	<i>0:01</i>
<i>Ancient_Game_Monster_Voice_Roar</i>	<i>0:04</i>
<i>Ancient_Game_Monster_Voice_Snarl</i>	<i>0:02</i>
<i>Ancient_Game_Monster_Voice_Snarl_2_Long</i>	<i>0:03</i>
<i>Ancient_Game_Monster_Voice_Snarl_3_Long</i>	<i>0:04</i>
<i>Ancient_Game_Monster_Voice_Snarl_4_Deep_Long</i>	<i>0:03</i>
<i>Ancient_Game_Cannon_Ball_Shot_1</i>	<i>0:02</i>
<i>Ancient_Game_Cannon_Ball_Shot_2_Deep_Distant</i>	<i>0:04</i>
<i>Ancient_Game_Cannon_Ball_Shot_3</i>	<i>0:02</i>
<i>Ancient_Game_Cannon_Ball_Shot_4</i>	<i>0:02</i>
<i>Ancient_Game_Cannon_Ball_Shot_5</i>	<i>0:03</i>
<i>Ancient_Game_Carboard_Box_Hit</i>	<i>0:01</i>

<i>Ancient_Game_Catapult_Gear_Release_Spring_2</i>	0:03
<i>Ancient_Game_Catapult_Gear_Release_Spring_4</i>	0:01
<i>Ancient_Game_Catapult_Gear_Release_Spring_6</i>	0:01
<i>Ancient_Game_Catapult_Gear_Release_Spring_7</i>	0:01
<i>Ancient_Game_Construction_Bolts_Movement_1</i>	0:01
<i>Ancient_Game_Construction_Bolts_Movement_2</i>	0:01
<i>Ancient_Game_Cooking_Grease_Sizzle_Bacon_In_Pan</i>	0:24
<i>Ancient_Game_Cooking_Grease_Sizzle_Bacon_In_Pan_2_Close</i>	0:19
<i>Ancient_Game_Distant_Musical_Chime_Alert_1_Airy</i>	0:08
<i>Ancient_Game_Distant_War_Explosion_1</i>	0:06
<i>Ancient_Game_Elemental_Concrete_Light_Object_Slide</i>	0:01
<i>Ancient_Game_Firework_Crackle</i>	0:02
<i>Ancient_Game_Firework_Crackle_2</i>	0:01
<i>Ancient_Game_Firework_Crackle_3</i>	0:01
<i>Ancient_Game_Firework_Crackle_4</i>	0:01
<i>Ancient_Game_Firework_Crackle_5_Long</i>	0:10
<i>Ancient_Game_Firework_Crackle_6_Long</i>	0:12
<i>Ancient_Game_Firework_Crackle_7_Long</i>	0:08
<i>Ancient_Game_Firework_Explosion_with_Crackle</i>	0:02
<i>Ancient_Game_Firework_Explosion_with_Crackle_2</i>	0:02
<i>Ancient_Game_Firework_Explosion_with_Crackle_3</i>	0:02
<i>Ancient_Game_Fireworkd_Pop_1</i>	0:01
<i>Ancient_Game_Fireworkd_Pop_2</i>	0:01
<i>Ancient_Game_Fireworkd_Pop_3</i>	0:01
<i>Ancient_Game_Fireworkd_Pop_4</i>	0:01
<i>Ancient_Game_Fireworkd_Pop_5</i>	0:02
<i>Ancient_Game_Fireworkd_Pop_6</i>	0:01
<i>Ancient_Game_Flimsy_Metal_Screen_Whip_1</i>	0:01
<i>Ancient_Game_Flimsy_Metal_Screen_Whip_2</i>	0:01
<i>Ancient_Game_Flimsy_Metal_Screen_Whip_3</i>	0:01
<i>Ancient_Game_Flimsy_Metal_Visor_Hit</i>	0:00
<i>Ancient_Game_Game_Leatherworking_Source_1</i>	0:05

<i>Ancient_Game_Game_Leatherworking_Source_2</i>	0:06
<i>Ancient_Game_Game_Organic_Withdraw_Tool</i>	0:01
<i>Ancient_Game_Game_Organic_Withdraw_Tool_Close</i>	0:01
<i>Ancient_Game_Gear_Bag_Backpack_Slide_2</i>	0:02
<i>Ancient_Game_Gear_Bag_Backpack_Slide_4</i>	0:01
<i>Ancient_Game_Gear_Bag_Throw_Down_1</i>	0:01
<i>Ancient_Game_Gear_Bag_Throw_Down_2</i>	0:02
<i>Ancient_Game_Gear_Bag_Throw_Down_7</i>	0:01
<i>Ancient_Game_Gear_Bag_Throw_Down_8</i>	0:01
<i>Ancient_Game_Hardware_Bag_Throw_Down</i>	0:01
<i>Ancient_Game_Hardware_Plastic_Bag_Pick_Up</i>	0:01
<i>Ancient_Game_Heavy_Wood_and_Plastic_Fall_Drop_Short</i>	0:01
<i>Ancient_Game_Iron_Metal_Drag_Slide_Screech_1</i>	0:03
<i>Ancient_Game_Iron_Metal_Drag_Slide_Screech_2</i>	0:03
<i>Ancient_Game_Iron_Metal_Drag_Slide_Screech_3</i>	0:03
<i>Ancient_Game_Iron_Metal_Lid_Close</i>	0:01
<i>Ancient_Game_Iron_Metal_Lock_Slide_1</i>	0:01
<i>Ancient_Game_Iron_Metal_Man_Hole_Cover_Lid_Slide_4</i>	0:01
<i>Ancient_Game_Iron_Metal_Rack_Hit_1</i>	0:01
<i>Ancient_Game_Iron_Metal_Rickety_Movement_Short</i>	0:01
<i>Ancient_Game_Iron_Metal_Rickety_Slide_Open_2</i>	0:01
<i>Ancient_Game_Iron_Metal_Rickety_Slide_Open_3</i>	0:01
<i>Ancient_Game_Iron_Metal_Scrap_1</i>	0:03
<i>Ancient_Game_Iron_Metal_Scrap_2</i>	0:04
<i>Ancient_Game_Iron_Metal_Scrap_3_Deep</i>	0:04
<i>Ancient_Game_Iron_Metal_Scrap_4_Deep</i>	0:04
<i>Ancient_Game_Iron_Metal_Scrap_9_Deep</i>	0:04
<i>Ancient_Game_Iron_Metal_Scrap_Shing</i>	0:04
<i>Ancient_Game_Iron_Metal_Slide_Drag_10_Long</i>	0:03
<i>Ancient_Game_Iron_Metal_Slide_Drag_11</i>	0:03
<i>Ancient_Game_Iron_Metal_Slide_Drag_16_Quick</i>	0:01
<i>Ancient_Game_Iron_Metal_Slide_Drag_17_Deep</i>	0:03

<i>Ancient_Game_Iron_Metal_Slide_Drag_23_Long</i>	0:05
<i>Ancient_Game_Iron_Metal_Slide_Drag_8_Long</i>	0:02
<i>Ancient_Game_Iron_Metal_Smooth_Slide_1</i>	0:01
<i>Ancient_Game_Iron_Metal_Smooth_Slide_4</i>	0:01
<i>Ancient_Game_Iron_Metal_Smooth_Slide_8</i>	0:03
<i>Ancient_Game_Metal_Bolt_Drop_2</i>	0:00
<i>Ancient_Game_Metal_Bolt_Drop_3</i>	0:01
<i>Ancient_Game_Metal_Bolt_Drop_6</i>	0:01
<i>Ancient_Game_Metal_Bolt_or_Screw_Drop_1</i>	0:01
<i>Ancient_Game_Metal_Element_Drop</i>	0:01
<i>Ancient_Game_Metal_Element_Drop_2</i>	0:01
<i>Ancient_Game_Metal_Element_Drop_3</i>	0:01
<i>Ancient_Game_Metal_Flimsy_Impact_1</i>	0:01
<i>Ancient_Game_Metal_Flimsy_Impact_2</i>	0:02
<i>Ancient_Game_Metal_Flimsy_Impact_3</i>	0:01
<i>Ancient_Game_Metal_Flimsy_Impact_4</i>	0:01
<i>Ancient_Game_Metal_Friction_Growl_1</i>	0:02
<i>Ancient_Game_Metal_Friction_Growl_2</i>	0:03
<i>Ancient_Game_Metal_Friction_Growl_3</i>	0:03
<i>Ancient_Game_Metal_Friction_Slide_1</i>	0:05
<i>Ancient_Game_Metal_Gear_Socket_Impact_Hit_2</i>	0:00
<i>Ancient_Game_Metal_Gear_Socket_Impact_Hit_4</i>	0:00
<i>Ancient_Game_Metal_Impact_Hit_Soft_1</i>	0:01
<i>Ancient_Game_Metal_Impact_Hit_Soft_2</i>	0:01
<i>Ancient_Game_Metal_Impact_Hit_Soft_3</i>	0:01
<i>Ancient_Game_Metal_Impact_Hit_Soft_4</i>	0:01
<i>Ancient_Game_Metal_Metallic_Slide_Hit_1</i>	0:01
<i>Ancient_Game_Metal_Metallic_Slide_Hit_2</i>	0:01
<i>Ancient_Game_Metal_Metallic_Tone_Scrap_Screech_1</i>	0:01
<i>Ancient_Game_Metal_on_Metal_Impact_1</i>	0:01
<i>Ancient_Game_Metal_on_Metal_Impact_2</i>	0:01
<i>Ancient_Game_Metal_on_Metal_Impact_3</i>	0:01

<i>Ancient_Game_Metal_Piece_or_Tool_Drop_1</i>	0:01
<i>Ancient_Game_Metal_Pipe_Drop_1</i>	0:01
<i>Ancient_Game_Metal_Pipe_Impact_1</i>	0:01
<i>Ancient_Game_Metal_Pipe_Roll_1</i>	0:03
<i>Ancient_Game_Metal_Pole_Slide_2</i>	0:01
<i>Ancient_Game_Metal_Scrape_1</i>	0:04
<i>Ancient_Game_Metal_Scrape_2</i>	0:04
<i>Ancient_Game_Metal_Scrape_3_Long</i>	0:07
<i>Ancient_Game_Metal_Scrape_Drop_1</i>	0:03
<i>Ancient_Game_Metal_Set_Down_Hit_Silverware_Shuffle_Moveme</i>	0:01
<i>Ancient_Game_Metal_Silverware_Drop</i>	0:01
<i>Ancient_Game_Metal_Silverware_Source_Hit_Shing</i>	0:02
<i>Ancient_Game_Metal_Silverware_Source_Hit_Shing_2</i>	0:01
<i>Ancient_Game_Metal_Socket_Tap</i>	0:01
<i>Ancient_Game_Metal_Spring_Hit</i>	0:01
<i>Ancient_Game_Metal_Spring_Hit_2</i>	0:02
<i>Ancient_Game_Metal_Spring_Hit_3</i>	0:01
<i>Ancient_Game_Metal_Sword_Parry_or_Block_Hit_1</i>	0:01
<i>Ancient_Game_Metal_Sword_Parry_or_Block_Hit_10</i>	0:01
<i>Ancient_Game_Metal_Sword_Parry_or_Block_Hit_11</i>	0:01
<i>Ancient_Game_Metal_Sword_Parry_or_Block_Hit_12</i>	0:02
<i>Ancient_Game_Metal_Sword_Parry_or_Block_Hit_2</i>	0:01
<i>Ancient_Game_Metal_Sword_Parry_or_Block_Hit_3</i>	0:01
<i>Ancient_Game_Metal_Sword_Parry_or_Block_Hit_5</i>	0:01
<i>Ancient_Game_Metal_Tin_Can_Hit_Tone_1</i>	0:02
<i>Ancient_Game_Metal_Tin_Can_Set_Down_and_Movement</i>	0:01
<i>Ancient_Game_Metal_Tonal_Drop_5_Multi</i>	0:01
<i>Ancient_Game_Metal_Tool_Debris_Back_and_Forth</i>	0:01
<i>Ancient_Game_Metal_Tool_Debris_Back_and_Forth_2</i>	0:01
<i>Ancient_Game_Metal_Tool_Debris_Drop</i>	0:01
<i>Ancient_Game_Metal_Tool_Debris_Drop_1</i>	0:01
<i>Ancient_Game_Metal_Tool_Debris_Drop_2</i>	0:01

<i>Ancient_Game_Metal_Tool_Debris_Drop_3</i>	0:01
<i>Ancient_Game_Metal_Tool_Debris_Drop_4</i>	0:01
<i>Ancient_Game_Metal_Tool_Debris_Drop_5</i>	0:02
<i>Ancient_Game_Metal_Tool_Debris_Movement_1</i>	0:01
<i>Ancient_Game_Metal_Tool_Debris_Movement_2</i>	0:01
<i>Ancient_Game_Metal_Tool_Debris_Set_Down_1</i>	0:01
<i>Ancient_Game_Metal_Tool_Debris_Slide_1</i>	0:02
<i>Ancient_Game_Metal_Tool_Debris_Slide_2</i>	0:02
<i>Ancient_Game_Metal_Tool_Slide_Movement_1</i>	0:01
<i>Ancient_Game_Metal_Tool_Trigger_Latch_Release_6</i>	0:01
<i>Ancient_Game_Metal_Tools_Debris_and_Scrap_2_Pick_Up</i>	0:01
<i>Ancient_Game_Metal_Tools_Debris_and_Scrap_3_Pick_Up</i>	0:01
<i>Ancient_Game_Metal_Tools_Debris_and_Scrap_Load</i>	0:01
<i>Ancient_Game_Metal_Tools_Debris_and_Scrap_Load_1</i>	0:00
<i>Ancient_Game_Metal_Tools_Debris_and_Scrap_Load_12</i>	0:00
<i>Ancient_Game_Metal_Tools_Debris_and_Scrap_Load_13_Latch</i>	0:01
<i>Ancient_Game_Metal_Tools_Debris_and_Scrap_Load_14_Moveme</i>	0:02
<i>Ancient_Game_Metal_Tools_Debris_and_Scrap_Load_15</i>	0:01
<i>Ancient_Game_Metal_Tools_Debris_and_Scrap_Load_16</i>	0:01
<i>Ancient_Game_Metal_Tools_Debris_and_Scrap_Load_2</i>	0:01
<i>Ancient_Game_Metal_Tools_Debris_and_Scrap_Load_5_Load_and</i>	0:01
<i>Ancient_Game_Metal_Tools_Debris_and_Scrap_Load_6_Load_and</i>	0:01
<i>Ancient_Game_Metal_Tools_Debris_and_Scrap_Load_7_Lock</i>	0:00
<i>Ancient_Game_Metal_Tools_Debris_and_Scrap_Load_8_Lock</i>	0:01
<i>Ancient_Game_Metal_Tools_Debris_and_Scrap_Open_1</i>	0:01
<i>Ancient_Game_Metal_Tools_Debris_and_Scrap_Set_Down</i>	0:01
<i>Ancient_Game_Metal_Tools_Debris_and_Scrap_Slide_Blacksmith</i>	0:01
<i>Ancient_Game_Metal_Tools_Debris_and_Scrap_Tinker</i>	0:01
<i>Ancient_Game_Metal_Tools_Debris_and_Scrap_Weapon_Ready</i>	0:02
<i>Ancient_Game_Metal_Tools_Debris_Draw_Out_1</i>	0:02
<i>Ancient_Game_Metal_Tribal_Chime_Roll_1</i>	0:01
<i>Ancient_Game_Metal_Tribal_Chime_Roll_2</i>	0:01

<i>Ancient_Game_Metal_Tribal_Chime_Roll_3</i>	<i>0:01</i>
<i>Ancient_Game_Metal_Vibration_Impact_with_Tone_1</i>	<i>0:02</i>
<i>Ancient_Game_Metal_Vibration_Impact_with_Tone_2</i>	<i>0:03</i>
<i>Ancient_Game_Metal_Vibration_Impact_with_Tone_3_Bass</i>	<i>0:01</i>
<i>Ancient_Game_Music_Box_Blip_Source_1</i>	<i>0:02</i>
<i>Ancient_Game_Music_Box_Blip_Source_2</i>	<i>0:03</i>
<i>Ancient_Game_Music_Box_Blip_Source_3</i>	<i>0:03</i>
<i>Ancient_Game_Music_Box_Blip_Source_4</i>	<i>0:04</i>
<i>Ancient_Game_Music_Box_Blip_Source_5</i>	<i>0:04</i>
<i>Ancient_Game_Music_Box_Blip_Source_7_Single</i>	<i>0:02</i>
<i>Ancient_Game_Music_Box_Blip_Source_8_Single</i>	<i>0:02</i>
<i>Ancient_Game_Music_Box_Blip_Source_9_Single</i>	<i>0:01</i>
<i>Ancient_Game_Old_Metal_Screen_Door_Open</i>	<i>0:01</i>
<i>Ancient_Game_Old_Metal_Screen_Door_Squeak_Creak_1</i>	<i>0:10</i>
<i>Ancient_Game_Old_Metal_Screen_Door_Squeak_Creak_2</i>	<i>0:10</i>
<i>Ancient_Game_Old_Metal_Screen_Door_Squeak_Creak_4</i>	<i>0:02</i>
<i>Ancient_Game_Old_Metal_Screen_Door_Squeak_Creak_5</i>	<i>0:10</i>
<i>Ancient_Game_Organci_Item_3</i>	<i>0:02</i>
<i>Ancient_Game_Organic_Armor_Fortify</i>	<i>0:03</i>
<i>Ancient_Game_Plastic_Bin_Slide_Push_Drag</i>	<i>0:01</i>
<i>Ancient_Game_Plastic_Fall_Drop_Short</i>	<i>0:01</i>
<i>Ancient_Game_Plastic_Fall_Drop_Short_2</i>	<i>0:01</i>
<i>Ancient_Game_Plastic_Slide_On_Metal_Pole_5</i>	<i>0:03</i>
<i>Ancient_Game_Rubber_Kitchen_Utensil_Drop_1</i>	<i>0:01</i>
<i>Ancient_Game_Sell_Junk_In_Inventory</i>	<i>0:02</i>
<i>Ancient_Game_Sell_Junk_In_Inventory_2</i>	<i>0:02</i>
<i>Ancient_Game_Shaker_with_Beads_Tribal_Shake</i>	<i>0:01</i>
<i>Ancient_Game_Shaker_with_Beads_Tribal_Shake_2</i>	<i>0:01</i>
<i>Ancient_Game_Shaker_with_Beads_Tribal_Shake_3</i>	<i>0:01</i>
<i>Ancient_Game_Shaker_with_Beads_Tribal_Shake_4_Twirl_1</i>	<i>0:05</i>
<i>Ancient_Game_Shaker_with_Beads_Tribal_Shake_5</i>	<i>0:01</i>
<i>Ancient_Game_Singing_Bowl_Ambience</i>	<i>0:39</i>

<i>Ancient_Game_Single_M80_Firework_Explosion_1</i>	0:02
<i>Ancient_Game_Single_Mortar_Firework_Explosion_1</i>	0:02
<i>Ancient_Game_Single_Mortar_Shoot_Firework_Explosion_1</i>	0:02
<i>Ancient_Game_Single_Mortar_Shoot_Firework_Explosion_2</i>	0:02
<i>Ancient_Game_Single_Mortar_Shoot_Firework_Explosion_3</i>	0:02
<i>Ancient_Game_Single_Mortar_Shoot_Firework_Explosion_4</i>	0:02
<i>Ancient_Game_Sliding_Door_Close</i>	0:02
<i>Ancient_Game_Tiny_Crunch_Metal_Drop_2</i>	0:01
<i>Ancient_Game_Tiny_Crunch_Metal_Drop_3</i>	0:01
<i>Ancient_Game_Tiny_Crunch_Metal_Drop_5</i>	0:01
<i>Ancient_Game_Tonal_Metal_Tool_Drop_1</i>	0:01
<i>Ancient_Game_Tonal_Metal_Tool_Drop_3</i>	0:01
<i>Ancient_Game_Tonal_Metal_Tool_Drop_8</i>	0:10
<i>Ancient_Game_Trash_Debris_Movement_5</i>	0:01
<i>Ancient_Game_Trash_Wood_and_Metal_Junk_Scoop</i>	0:01
<i>Ancient_Game_Trash_Wood_and_Metal_Pour_2</i>	0:01
<i>Ancient_Game_Tribal_Weapon_Swing_with_Beads</i>	0:01
<i>Ancient_Game_Tribal_Weapon_Swing_with_Beads_2</i>	0:01
<i>Ancient_Game_Tribal_Weapon_Swing_with_Beads_3</i>	0:01
<i>Ancient_Game_Whistle_or_Tea_Kettle_Chime_1</i>	0:12
<i>Ancient_Game_Wire_Bunch_Drop</i>	0:01
<i>Ancient_Game_Wire_Bunch_Grab_Slide_2</i>	0:01
<i>Ancient_Game_Wire_Hit_1_Shake</i>	0:02
<i>Ancient_Game_Wire_Hit_2_Shake</i>	0:02
<i>Ancient_Game_Wood_Block_Drop_1_Small</i>	0:00
<i>Ancient_Game_Wood_Drop_1</i>	0:00
<i>Ancient_Game_Wood_Pile_of_Debris_Movement_1</i>	0:02
<i>Ancient_Game_Wood_Pile_of_Debris_Movement_2</i>	0:02
<i>Ancient_Game_Wood_Pile_of_Debris_Movement_3</i>	0:02
<i>Ancient_Game_Wood_Pile_of_Debris_Movement_4</i>	0:03
<i>Ancient_Game_Wood_Pile_of_Debris_Movement_5</i>	0:02
<i>Ancient_Game_Wood_Small_Block_Slide_1</i>	0:01

<i>Ancient_Game_Wood_Tool_with_Hard_Plastic_Handle_Drop_or_</i>	<i>0:01</i>
<i>Ancient_Game_Wood_Wheel_Wagon_Mechanism_1</i>	<i>0:11</i>
<i>Ancient_Game_Wood_Wheel_Wagon_Mechanism_2</i>	<i>0:23</i>
<i>Ancient_Game_Wood_Wheel_Wagon_Mechanism_3</i>	<i>0:24</i>
<i>Ancient_Game_Wood_Wheel_Wagon_Mechanism_6_Hit</i>	<i>0:01</i>
<i>Ancient_Game_Wood_Wheel_Wagon_Mechanism_7</i>	<i>0:31</i>
<i>Ancient_Game_Wooden_Crate_Impact_1</i>	<i>0:02</i>
<i>Ancient_Game_Wooden_Crate_Impact_2</i>	<i>0:01</i>
<i>Ancient_Game_Wooden_Door_Close_1</i>	<i>0:01</i>
<i>Ancient_Game_Wooden_Door_Open_2</i>	<i>0:01</i>
<i>Ancient_Game_Organic_Positive_Achievement</i>	<i>0:04</i>
<i>Ancient_Game_Positive_Achievement_1</i>	<i>0:02</i>
<i>Ancient_Game_Positive_Achievement_2</i>	<i>0:02</i>
<i>Ancient_Game_Positive_Achievement_3</i>	<i>0:02</i>
<i>Ancient_Game_Positive_Achievement_4</i>	<i>0:02</i>
<i>Ancient_Game_Call_of_Man_Notification</i>	<i>0:05</i>
<i>Ancient_Game_Cinematic_Blockbuster_Whoosh_1_Fast</i>	<i>0:04</i>
<i>Ancient_Game_Cinematic_Ghost_Drone_Whoosh_1</i>	<i>0:08</i>
<i>Ancient_Game_Clan_Alert_1</i>	<i>0:07</i>
<i>Ancient_Game_Clan_Alert_2</i>	<i>0:05</i>
<i>Ancient_Game_Dark_Tone_Sweep_1</i>	<i>0:10</i>
<i>Ancient_Game_Deep_Cinematic_Drum_Impact_1</i>	<i>0:08</i>
<i>Ancient_Game_Deep_Cinematic_Drum_Impact_2_Roar</i>	<i>0:06</i>
<i>Ancient_Game_Deep_Cinematic_Drum_Impact_3_Gas_Chamber</i>	<i>0:05</i>
<i>Ancient_Game_Dungeon_Scare_Wind_Howl_Element</i>	<i>0:08</i>
<i>Ancient_Game_Dungeon_Scare_Wind_Howl_Element_2</i>	<i>0:08</i>
<i>Ancient_Game_Dungeon_Scare_Wind_Howl_Element_3</i>	<i>0:08</i>
<i>Ancient_Game_Horror_Cave_Drone_Essence</i>	<i>0:10</i>
<i>Ancient_Game_Horror_Cave_Drone_Essence_2</i>	<i>0:11</i>
<i>Ancient_Game_Horror_Cave_Drone_Essence_3_Hifi</i>	<i>0:04</i>
<i>Ancient_Game_Horror_Cave_Drone_Essence_4</i>	<i>0:06</i>
<i>Ancient_Game_Horror_Cave_Drone_Essence_5</i>	<i>0:07</i>

<i>Ancient_Game_Horror_Cave_Drone_Essence_6_Deep</i>	<i>0:07</i>
<i>Ancient_Game_Horror_Cave_Drone_Essence_7_Deep</i>	<i>0:08</i>
<i>Ancient_Game_Horror_Spell_Cast_1_Scary</i>	<i>0:05</i>
<i>Ancient_Game_Horror_Whoosh_Howl_1</i>	<i>0:07</i>
<i>Ancient_Game_Metal_Door_Open_1</i>	<i>0:01</i>
<i>Ancient_Game_Metal_Door_Open_2_FX</i>	<i>0:04</i>
<i>Ancient_Game_Metallic_Roar_Alert</i>	<i>0:05</i>
<i>Ancient_Game_Singing_Bowl_Healer_26v2</i>	<i>0:14</i>
<i>Ancient_Game_Singing_Bowl_Healer_Tone_1</i>	<i>0:05</i>
<i>Ancient_Game_Singing_Bowl_Healer_Tone_10</i>	<i>0:04</i>
<i>Ancient_Game_Singing_Bowl_Healer_Tone_11</i>	<i>0:03</i>
<i>Ancient_Game_Singing_Bowl_Healer_Tone_12</i>	<i>0:07</i>
<i>Ancient_Game_Singing_Bowl_Healer_Tone_13</i>	<i>0:04</i>
<i>Ancient_Game_Singing_Bowl_Healer_Tone_14</i>	<i>0:06</i>
<i>Ancient_Game_Singing_Bowl_Healer_Tone_15</i>	<i>0:07</i>
<i>Ancient_Game_Singing_Bowl_Healer_Tone_16</i>	<i>0:05</i>
<i>Ancient_Game_Singing_Bowl_Healer_Tone_17</i>	<i>0:06</i>
<i>Ancient_Game_Singing_Bowl_Healer_Tone_18</i>	<i>0:10</i>
<i>Ancient_Game_Singing_Bowl_Healer_Tone_19</i>	<i>0:08</i>
<i>Ancient_Game_Singing_Bowl_Healer_Tone_2</i>	<i>0:04</i>
<i>Ancient_Game_Singing_Bowl_Healer_Tone_20</i>	<i>0:07</i>
<i>Ancient_Game_Singing_Bowl_Healer_Tone_21</i>	<i>0:04</i>
<i>Ancient_Game_Singing_Bowl_Healer_Tone_22</i>	<i>0:11</i>
<i>Ancient_Game_Singing_Bowl_Healer_Tone_23</i>	<i>0:15</i>
<i>Ancient_Game_Singing_Bowl_Healer_Tone_24</i>	<i>0:08</i>
<i>Ancient_Game_Singing_Bowl_Healer_Tone_25</i>	<i>0:09</i>
<i>Ancient_Game_Singing_Bowl_Healer_Tone_26</i>	<i>0:13</i>
<i>Ancient_Game_Singing_Bowl_Healer_Tone_27</i>	<i>0:12</i>
<i>Ancient_Game_Singing_Bowl_Healer_Tone_28_Totem</i>	<i>0:04</i>
<i>Ancient_Game_Singing_Bowl_Healer_Tone_3</i>	<i>0:03</i>
<i>Ancient_Game_Singing_Bowl_Healer_Tone_4</i>	<i>0:04</i>
<i>Ancient_Game_Singing_Bowl_Healer_Tone_5</i>	<i>0:03</i>

<i>Ancient_Game_Singing_Bowl_Healer_Tone_6</i>	<i>0:05</i>
<i>Ancient_Game_Singing_Bowl_Healer_Tone_7</i>	<i>0:04</i>
<i>Ancient_Game_Singing_Bowl_Healer_Tone_9</i>	<i>0:06</i>
<i>Ancient_Game_Slam_Hit_Accept_Quest</i>	<i>0:05</i>
<i>Ancient_Game_Tribal_Alert</i>	<i>0:05</i>
<i>Ancient_Game_Tribal_Alert_1</i>	<i>0:03</i>
<i>Ancient_Game_Tribal_Alert_10</i>	<i>0:04</i>
<i>Ancient_Game_Tribal_Alert_11</i>	<i>0:03</i>
<i>Ancient_Game_Tribal_Alert_12</i>	<i>0:05</i>
<i>Ancient_Game_Tribal_Alert_13</i>	<i>0:04</i>
<i>Ancient_Game_Tribal_Alert_14</i>	<i>0:03</i>
<i>Ancient_Game_Tribal_Alert_15</i>	<i>0:06</i>
<i>Ancient_Game_Tribal_Alert_16_Whistle</i>	<i>0:04</i>
<i>Ancient_Game_Tribal_Alert_18</i>	<i>0:03</i>
<i>Ancient_Game_Tribal_Alert_19</i>	<i>0:04</i>
<i>Thanks</i>	
<i>EpicStockmedia</i>	