













GORE - WEAP - 2X4\_Whoosh\_Impact\_NoGore\_2.wav  
GORE - WEAP - 2X4\_Whoosh\_Impact\_NoGore\_3.wav  
GORE - WEAP - 2X4\_Whoosh\_Impact\_NoGore\_4.wav  
GORE - WEAP - 2X4\_Whoosh\_Impact\_NoGore\_5.wav  
GORE - WEAP - 2X4\_Whoosh\_Impact\_NoGore\_6.wav  
GORE - WEAP - Arrow\_Airy\_Whoosh\_Impact\_Gore\_1.wav  
GORE - WEAP - Arrow\_Airy\_Whoosh\_Impact\_Gore\_2.wav  
GORE - WEAP - Arrow\_Airy\_Whoosh\_Impact\_Gore\_3.wav  
GORE - WEAP - Arrow\_Airy\_Whoosh\_Impact\_Gore\_4.wav  
GORE - WEAP - Arrow\_Airy\_Whoosh\_Impact\_Gore\_5.wav  
GORE - WEAP - Arrow\_Airy\_Whoosh\_Impact\_Gore\_6.wav  
GORE - WEAP - Arrow\_Airy\_Whoosh\_Impact\_NoGore\_1.wav  
GORE - WEAP - Arrow\_Airy\_Whoosh\_Impact\_NoGore\_2.wav  
GORE - WEAP - Arrow\_Airy\_Whoosh\_Impact\_NoGore\_3.wav  
GORE - WEAP - Arrow\_Airy\_Whoosh\_Impact\_NoGore\_4.wav  
GORE - WEAP - Arrow\_Airy\_Whoosh\_Impact\_NoGore\_5.wav  
GORE - WEAP - Arrow\_Airy\_Whoosh\_Impact\_NoGore\_6.wav  
GORE - WEAP - Arrow\_Quick\_Whoosh\_Impact\_Thud\_1.wav  
GORE - WEAP - Arrow\_Quick\_Whoosh\_Impact\_Thud\_2.wav  
GORE - WEAP - Arrow\_Quick\_Whoosh\_Impact\_Thud\_3.wav  
GORE - WEAP - Arrow\_Quick\_Whoosh\_Impact\_Thud\_4.wav  
GORE - WEAP - Arrow\_Quick\_Whoosh\_Impact\_Thud\_5.wav  
GORE - WEAP - Arrow\_Quick\_Whoosh\_Impact\_Thud\_6.wav  
GORE - WEAP - Arrow\_Whistle\_Whoosh\_Impact\_Gore\_1.wav  
GORE - WEAP - Arrow\_Whistle\_Whoosh\_Impact\_Gore\_2.wav  
GORE - WEAP - Arrow\_Whistle\_Whoosh\_Impact\_Gore\_3.wav  
GORE - WEAP - Arrow\_Whistle\_Whoosh\_Impact\_Gore\_4.wav  
GORE - WEAP - Arrow\_Whistle\_Whoosh\_Impact\_Gore\_5.wav  
GORE - WEAP - Arrow\_Whistle\_Whoosh\_Impact\_Gore\_6.wav  
GORE - WEAP - Arrow\_Whistle\_Whoosh\_Impact\_NoGore\_1.wav  
GORE - WEAP - Arrow\_Whistle\_Whoosh\_Impact\_NoGore\_2.wav  
GORE - WEAP - Arrow\_Whistle\_Whoosh\_Impact\_NoGore\_3.wav  
GORE - WEAP - Arrow\_Whistle\_Whoosh\_Impact\_NoGore\_4.wav  
GORE - WEAP - Arrow\_Whistle\_Whoosh\_Impact\_NoGore\_5.wav  
GORE - WEAP - Arrow\_Whistle\_Whoosh\_Impact\_NoGore\_6.wav  
GORE - WEAP - Axe\_Large\_Whoosh\_1.wav  
GORE - WEAP - Axe\_Large\_Whoosh\_2.wav  
GORE - WEAP - Axe\_Large\_Whoosh\_3.wav  
GORE - WEAP - Axe\_Large\_Whoosh\_4.wav  
GORE - WEAP - Axe\_Large\_Whoosh\_5.wav  
GORE - WEAP - Axe\_Large\_Whoosh\_6.wav  
GORE - WEAP - Axe\_Large\_Whoosh\_Impact\_Gore\_1.wav  
GORE - WEAP - Axe\_Large\_Whoosh\_Impact\_Gore\_2.wav  
GORE - WEAP - Axe\_Large\_Whoosh\_Impact\_Gore\_3.wav  
GORE - WEAP - Axe\_Large\_Whoosh\_Impact\_Gore\_4.wav  
GORE - WEAP - Axe\_Large\_Whoosh\_Impact\_Gore\_5.wav  
GORE - WEAP - Axe\_Large\_Whoosh\_Impact\_Gore\_6.wav  
GORE - WEAP - Axe\_Large\_Whoosh\_Impact\_NoGore\_1.wav  
GORE - WEAP - Axe\_Large\_Whoosh\_Impact\_NoGore\_2.wav

GORE - WEAP - Axe\_Large\_Whoosh\_Impact\_NoGore\_3.wav  
GORE - WEAP - Axe\_Large\_Whoosh\_Impact\_NoGore\_4.wav  
GORE - WEAP - Axe\_Large\_Whoosh\_Impact\_NoGore\_5.wav  
GORE - WEAP - Axe\_Large\_Whoosh\_Impact\_NoGore\_6.wav  
GORE - WEAP - Axe\_Small\_Whoosh\_1.wav  
GORE - WEAP - Axe\_Small\_Whoosh\_2.wav  
GORE - WEAP - Axe\_Small\_Whoosh\_3.wav  
GORE - WEAP - Axe\_Small\_Whoosh\_4.wav  
GORE - WEAP - Axe\_Small\_Whoosh\_5.wav  
GORE - WEAP - Axe\_Small\_Whoosh\_6.wav  
GORE - WEAP - Axe\_Small\_Whoosh\_Impact\_Gore\_1.wav  
GORE - WEAP - Axe\_Small\_Whoosh\_Impact\_Gore\_2.wav  
GORE - WEAP - Axe\_Small\_Whoosh\_Impact\_Gore\_3.wav  
GORE - WEAP - Axe\_Small\_Whoosh\_Impact\_Gore\_4.wav  
GORE - WEAP - Axe\_Small\_Whoosh\_Impact\_Gore\_5.wav  
GORE - WEAP - Axe\_Small\_Whoosh\_Impact\_Gore\_6.wav  
GORE - WEAP - Axe\_Small\_Whoosh\_Impact\_NoGore\_1.wav  
GORE - WEAP - Axe\_Small\_Whoosh\_Impact\_NoGore\_2.wav  
GORE - WEAP - Axe\_Small\_Whoosh\_Impact\_NoGore\_3.wav  
GORE - WEAP - Axe\_Small\_Whoosh\_Impact\_NoGore\_4.wav  
GORE - WEAP - Axe\_Small\_Whoosh\_Impact\_NoGore\_5.wav  
GORE - WEAP - Axe\_Small\_Whoosh\_Impact\_NoGore\_6.wav  
GORE - WEAP - Bat\_Metal\_Whoosh\_1.wav  
GORE - WEAP - Bat\_Metal\_Whoosh\_2.wav  
GORE - WEAP - Bat\_Metal\_Whoosh\_3.wav  
GORE - WEAP - Bat\_Metal\_Whoosh\_4.wav  
GORE - WEAP - Bat\_Metal\_Whoosh\_5.wav  
GORE - WEAP - Bat\_Metal\_Whoosh\_6.wav  
GORE - WEAP - Bat\_Metal\_Whoosh\_Impact\_Head\_Smash\_1.wav  
GORE - WEAP - Bat\_Metal\_Whoosh\_Impact\_Head\_Smash\_2.wav  
GORE - WEAP - Bat\_Metal\_Whoosh\_Impact\_Head\_Smash\_3.wav  
GORE - WEAP - Bat\_Metal\_Whoosh\_Impact\_Head\_Smash\_4.wav  
GORE - WEAP - Bat\_Metal\_Whoosh\_Impact\_Head\_Smash\_5.wav  
GORE - WEAP - Bat\_Metal\_Whoosh\_Impact\_Head\_Smash\_6.wav  
GORE - WEAP - Bat\_Metal\_Whoosh\_Impact\_NoGore\_1.wav  
GORE - WEAP - Bat\_Metal\_Whoosh\_Impact\_NoGore\_2.wav  
GORE - WEAP - Bat\_Metal\_Whoosh\_Impact\_NoGore\_3.wav  
GORE - WEAP - Bat\_Metal\_Whoosh\_Impact\_NoGore\_4.wav  
GORE - WEAP - Bat\_Metal\_Whoosh\_Impact\_NoGore\_5.wav  
GORE - WEAP - Bat\_Metal\_Whoosh\_Impact\_NoGore\_6.wav  
GORE - WEAP - Bat\_Woosh\_Thump\_1.wav  
GORE - WEAP - Bat\_Woosh\_Thump\_2.wav  
GORE - WEAP - Bat\_Woosh\_Thump\_3.wav  
GORE - WEAP - Bat\_Woosh\_Thump\_4.wav  
GORE - WEAP - Bat\_Woosh\_Thump\_5.wav  
GORE - WEAP - Bat\_Woosh\_Thump\_6.wav  
GORE - WEAP - Bat\_Wood\_Whoosh\_1.wav  
GORE - WEAP - Bat\_Wood\_Whoosh\_2.wav  
GORE - WEAP - Bat\_Wood\_Whoosh\_3.wav

GORE - WEAP - Bat\_Wood\_Whoosh\_4.wav  
GORE - WEAP - Bat\_Wood\_Whoosh\_5.wav  
GORE - WEAP - Bat\_Wood\_Whoosh\_6.wav  
GORE - WEAP - Bat\_Wood\_Whoosh\_Impact\_Gore\_1.wav  
GORE - WEAP - Bat\_Wood\_Whoosh\_Impact\_Gore\_2.wav  
GORE - WEAP - Bat\_Wood\_Whoosh\_Impact\_Gore\_3.wav  
GORE - WEAP - Bat\_Wood\_Whoosh\_Impact\_Gore\_4.wav  
GORE - WEAP - Bat\_Wood\_Whoosh\_Impact\_Gore\_5.wav  
GORE - WEAP - Bat\_Wood\_Whoosh\_Impact\_Gore\_6.wav  
GORE - WEAP - Bat\_Wood\_Whoosh\_Impact\_NoGore\_1.wav  
GORE - WEAP - Bat\_Wood\_Whoosh\_Impact\_NoGore\_2.wav  
GORE - WEAP - Bat\_Wood\_Whoosh\_Impact\_NoGore\_3.wav  
GORE - WEAP - Bat\_Wood\_Whoosh\_Impact\_NoGore\_4.wav  
GORE - WEAP - Bat\_Wood\_Whoosh\_Impact\_NoGore\_5.wav  
GORE - WEAP - Bat\_Wood\_Whoosh\_Impact\_NoGore\_6.wav  
GORE - WEAP - Bottle\_Whoosh\_Smash\_Gore\_1.wav  
GORE - WEAP - Bottle\_Whoosh\_Smash\_Gore\_2.wav  
GORE - WEAP - Bottle\_Whoosh\_Smash\_Gore\_3.wav  
GORE - WEAP - Bottle\_Whoosh\_Smash\_Gore\_4.wav  
GORE - WEAP - Bottle\_Whoosh\_Smash\_Gore\_5.wav  
GORE - WEAP - Bottle\_Whoosh\_Smash\_Gore\_6.wav  
GORE - WEAP - Bottle\_Whoosh\_Smash\_NoGore\_1.wav  
GORE - WEAP - Bottle\_Whoosh\_Smash\_NoGore\_2.wav  
GORE - WEAP - Bottle\_Whoosh\_Smash\_NoGore\_3.wav  
GORE - WEAP - Bottle\_Whoosh\_Smash\_NoGore\_4.wav  
GORE - WEAP - Bottle\_Whoosh\_Smash\_NoGore\_5.wav  
GORE - WEAP - Bottle\_Whoosh\_Smash\_NoGore\_6.wav  
GORE - WEAP - Brick\_Whoosh\_Impact\_Gore\_1.wav  
GORE - WEAP - Brick\_Whoosh\_Impact\_Gore\_2.wav  
GORE - WEAP - Brick\_Whoosh\_Impact\_Gore\_3.wav  
GORE - WEAP - Brick\_Whoosh\_Impact\_Gore\_4.wav  
GORE - WEAP - Brick\_Whoosh\_Impact\_Gore\_5.wav  
GORE - WEAP - Brick\_Whoosh\_Impact\_Gore\_6.wav  
GORE - WEAP - Brick\_Whoosh\_Impact\_NoGore\_1.wav  
GORE - WEAP - Brick\_Whoosh\_Impact\_NoGore\_2.wav  
GORE - WEAP - Brick\_Whoosh\_Impact\_NoGore\_3.wav  
GORE - WEAP - Brick\_Whoosh\_Impact\_NoGore\_4.wav  
GORE - WEAP - Brick\_Whoosh\_Impact\_NoGore\_5.wav  
GORE - WEAP - Brick\_Whoosh\_Impact\_NoGore\_6.wav  
GORE - WEAP - CrowBar\_Whoosh\_1.wav  
GORE - WEAP - CrowBar\_Whoosh\_2.wav  
GORE - WEAP - CrowBar\_Whoosh\_3.wav  
GORE - WEAP - CrowBar\_Whoosh\_4.wav  
GORE - WEAP - CrowBar\_Whoosh\_5.wav  
GORE - WEAP - CrowBar\_Whoosh\_6.wav  
GORE - WEAP - CrowBar\_Whoosh\_Impact\_Gore\_1.wav  
GORE - WEAP - CrowBar\_Whoosh\_Impact\_Gore\_2.wav  
GORE - WEAP - CrowBar\_Whoosh\_Impact\_Gore\_3.wav  
GORE - WEAP - CrowBar Whoosh Impact Gore 4.wav

GORE - WEAP - CrowBar\_Woosh\_Impact\_Gore\_5.wav  
GORE - WEAP - CrowBar\_Woosh\_Impact\_Gore\_6.wav  
GORE - WEAP - CrowBar\_Woosh\_Impact\_NoGore\_1.wav  
GORE - WEAP - CrowBar\_Woosh\_Impact\_NoGore\_2.wav  
GORE - WEAP - CrowBar\_Woosh\_Impact\_NoGore\_3.wav  
GORE - WEAP - CrowBar\_Woosh\_Impact\_NoGore\_4.wav  
GORE - WEAP - CrowBar\_Woosh\_Impact\_NoGore\_5.wav  
GORE - WEAP - CrowBar\_Woosh\_Impact\_NoGore\_6.wav  
GORE - WEAP - Kick\_Woosh\_Impact\_1.wav  
GORE - WEAP - Kick\_Woosh\_Impact\_2.wav  
GORE - WEAP - Kick\_Woosh\_Impact\_3.wav  
GORE - WEAP - Kick\_Woosh\_Impact\_4.wav  
GORE - WEAP - Kick\_Woosh\_Impact\_5.wav  
GORE - WEAP - Kick\_Woosh\_Impact\_6.wav  
GORE - WEAP - Knuckle\_Duster\_Woosh\_Impact\_1.wav  
GORE - WEAP - Knuckle\_Duster\_Woosh\_Impact\_2.wav  
GORE - WEAP - Knuckle\_Duster\_Woosh\_Impact\_3.wav  
GORE - WEAP - Knuckle\_Duster\_Woosh\_Impact\_4.wav  
GORE - WEAP - Knuckle\_Duster\_Woosh\_Impact\_5.wav  
GORE - WEAP - Knuckle\_Duster\_Woosh\_Impact\_6.wav  
GORE - WEAP - Punch\_Woosh\_1.wav  
GORE - WEAP - Punch\_Woosh\_2.wav  
GORE - WEAP - Punch\_Woosh\_3.wav  
GORE - WEAP - Punch\_Woosh\_4.wav  
GORE - WEAP - Punch\_Woosh\_5.wav  
GORE - WEAP - Punch\_Woosh\_6.wav  
GORE - WEAP - Punch\_Woosh\_Impact\_1.wav  
GORE - WEAP - Punch\_Woosh\_Impact\_2.wav  
GORE - WEAP - Punch\_Woosh\_Impact\_3.wav  
GORE - WEAP - Punch\_Woosh\_Impact\_4.wav  
GORE - WEAP - Punch\_Woosh\_Impact\_5.wav  
GORE - WEAP - Punch\_Woosh\_Impact\_6.wav  
GORE - WEAP - Golf\_Club\_Gore\_1.wav  
GORE - WEAP - Golf\_Club\_Gore\_2.wav  
GORE - WEAP - Golf\_Club\_Gore\_3.wav  
GORE - WEAP - Golf\_Club\_Gore\_4.wav  
GORE - WEAP - Golf\_Club\_Gore\_5.wav  
GORE - WEAP - Golf\_Club\_Gore\_6.wav  
GORE - WEAP - Golf\_Club\_NoGore\_1.wav  
GORE - WEAP - Golf\_Club\_NoGore\_2.wav  
GORE - WEAP - Golf\_Club\_NoGore\_3.wav  
GORE - WEAP - Golf\_Club\_NoGore\_4.wav  
GORE - WEAP - Golf\_Club\_NoGore\_5.wav  
GORE - WEAP - Golf\_Club\_NoGore\_6.wav  
GORE - WEAP - Golf\_Club\_Woosh\_1.wav  
GORE - WEAP - Golf\_Club\_Woosh\_2.wav  
GORE - WEAP - Golf\_Club\_Woosh\_3.wav  
GORE - WEAP - Golf\_Club\_Woosh\_4.wav  
GORE - WEAP - Golf\_Club\_Woosh\_5.wav

GORE - WEAP - Golf\_Club\_Whoosh\_6.wav  
GORE - WEAP - Hammer\_Large\_Whoosh\_1.wav  
GORE - WEAP - Hammer\_Large\_Whoosh\_2.wav  
GORE - WEAP - Hammer\_Large\_Whoosh\_3.wav  
GORE - WEAP - Hammer\_Large\_Whoosh\_4.wav  
GORE - WEAP - Hammer\_Large\_Whoosh\_5.wav  
GORE - WEAP - Hammer\_Large\_Whoosh\_6.wav  
GORE - WEAP - Hammer\_Large\_Whoosh\_Impact\_Gore\_1.wav  
GORE - WEAP - Hammer\_Large\_Whoosh\_Impact\_Gore\_2.wav  
GORE - WEAP - Hammer\_Large\_Whoosh\_Impact\_Gore\_3.wav  
GORE - WEAP - Hammer\_Large\_Whoosh\_Impact\_Gore\_4.wav  
GORE - WEAP - Hammer\_Large\_Whoosh\_Impact\_Gore\_5.wav  
GORE - WEAP - Hammer\_Large\_Whoosh\_Impact\_Gore\_6.wav  
GORE - WEAP - Hammer\_Large\_Whoosh\_Impact\_NoGore\_1.wav  
GORE - WEAP - Hammer\_Large\_Whoosh\_Impact\_NoGore\_2.wav  
GORE - WEAP - Hammer\_Large\_Whoosh\_Impact\_NoGore\_3.wav  
GORE - WEAP - Hammer\_Large\_Whoosh\_Impact\_NoGore\_4.wav  
GORE - WEAP - Hammer\_Large\_Whoosh\_Impact\_NoGore\_5.wav  
GORE - WEAP - Hammer\_Large\_Whoosh\_Impact\_NoGore\_6.wav  
GORE - WEAP - Hammer\_Small\_Whoosh\_1.wav  
GORE - WEAP - Hammer\_Small\_Whoosh\_2.wav  
GORE - WEAP - Hammer\_Small\_Whoosh\_3.wav  
GORE - WEAP - Hammer\_Small\_Whoosh\_4.wav  
GORE - WEAP - Hammer\_Small\_Whoosh\_5.wav  
GORE - WEAP - Hammer\_Small\_Whoosh\_6.wav  
GORE - WEAP - Hammer\_Small\_Whoosh\_Impact\_Gore\_1.wav  
GORE - WEAP - Hammer\_Small\_Whoosh\_Impact\_Gore\_2.wav  
GORE - WEAP - Hammer\_Small\_Whoosh\_Impact\_Gore\_3.wav  
GORE - WEAP - Hammer\_Small\_Whoosh\_Impact\_Gore\_4.wav  
GORE - WEAP - Hammer\_Small\_Whoosh\_Impact\_Gore\_5.wav  
GORE - WEAP - Hammer\_Small\_Whoosh\_Impact\_Gore\_6.wav  
GORE - WEAP - Hammer\_Small\_Whoosh\_Impact\_NoGore\_1.wav  
GORE - WEAP - Hammer\_Small\_Whoosh\_Impact\_NoGore\_2.wav  
GORE - WEAP - Hammer\_Small\_Whoosh\_Impact\_NoGore\_3.wav  
GORE - WEAP - Hammer\_Small\_Whoosh\_Impact\_NoGore\_4.wav  
GORE - WEAP - Hammer\_Small\_Whoosh\_Impact\_NoGore\_5.wav  
GORE - WEAP - Hammer\_Small\_Whoosh\_Impact\_NoGore\_6.wav  
GORE - WEAP - Headbutt\_1.wav  
GORE - WEAP - Headbutt\_2.wav  
GORE - WEAP - Headbutt\_3.wav  
GORE - WEAP - Headbutt\_4.wav  
GORE - WEAP - Headbutt\_5.wav  
GORE - WEAP - Headbutt\_6.wav  
GORE - WEAP - Knife\_Slash\_Gore\_1.wav  
GORE - WEAP - Knife\_Slash\_Gore\_2.wav  
GORE - WEAP - Knife\_Slash\_Gore\_3.wav  
GORE - WEAP - Knife\_Slash\_Gore\_4.wav  
GORE - WEAP - Knife\_Slash\_Gore\_5.wav  
GORE - WEAP - Knife\_Slash\_Gore\_6.wav



GORE - WEAP - Meat\_Cleaver\_Whoosh\_Impact\_Gore\_2.wav  
GORE - WEAP - Meat\_Cleaver\_Whoosh\_Impact\_Gore\_3.wav  
GORE - WEAP - Meat\_Cleaver\_Whoosh\_Impact\_Gore\_4.wav  
GORE - WEAP - Meat\_Cleaver\_Whoosh\_Impact\_Gore\_5.wav  
GORE - WEAP - Meat\_Cleaver\_Whoosh\_Impact\_Gore\_6.wav  
GORE - WEAP - Meat\_Cleaver\_Whoosh\_Impact\_NoGore\_1.wav  
GORE - WEAP - Meat\_Cleaver\_Whoosh\_Impact\_NoGore\_2.wav  
GORE - WEAP - Meat\_Cleaver\_Whoosh\_Impact\_NoGore\_3.wav  
GORE - WEAP - Meat\_Cleaver\_Whoosh\_Impact\_NoGore\_4.wav  
GORE - WEAP - Meat\_Cleaver\_Whoosh\_Impact\_NoGore\_5.wav  
GORE - WEAP - Meat\_Cleaver\_Whoosh\_Impact\_NoGore\_6.wav  
GORE - WEAP - Pool\_Cue\_Whoosh\_1.wav  
GORE - WEAP - Pool\_Cue\_Whoosh\_2.wav  
GORE - WEAP - Pool\_Cue\_Whoosh\_3.wav  
GORE - WEAP - Pool\_Cue\_Whoosh\_4.wav  
GORE - WEAP - Pool\_Cue\_Whoosh\_5.wav  
GORE - WEAP - Pool\_Cue\_Whoosh\_6.wav  
GORE - WEAP - Pool\_Cue\_Whoosh\_Impact\_Gore\_1.wav  
GORE - WEAP - Pool\_Cue\_Whoosh\_Impact\_Gore\_2.wav  
GORE - WEAP - Pool\_Cue\_Whoosh\_Impact\_Gore\_3.wav  
GORE - WEAP - Pool\_Cue\_Whoosh\_Impact\_Gore\_4.wav  
GORE - WEAP - Pool\_Cue\_Whoosh\_Impact\_Gore\_5.wav  
GORE - WEAP - Pool\_Cue\_Whoosh\_Impact\_Gore\_6.wav  
GORE - WEAP - Pool\_Cue\_Whoosh\_Impact\_NoGore\_1.wav  
GORE - WEAP - Pool\_Cue\_Whoosh\_Impact\_NoGore\_2.wav  
GORE - WEAP - Pool\_Cue\_Whoosh\_Impact\_NoGore\_3.wav  
GORE - WEAP - Pool\_Cue\_Whoosh\_Impact\_NoGore\_4.wav  
GORE - WEAP - Pool\_Cue\_Whoosh\_Impact\_NoGore\_5.wav  
GORE - WEAP - Pool\_Cue\_Whoosh\_Impact\_NoGore\_6.wav  
GORE - WEAP - Punch\_Wet\_1.wav  
GORE - WEAP - Punch\_Wet\_2.wav  
GORE - WEAP - Punch\_Wet\_3.wav  
GORE - WEAP - Punch\_Wet\_4.wav  
GORE - WEAP - Punch\_Wet\_5.wav  
GORE - WEAP - Punch\_Wet\_6.wav  
GORE - WEAP - Shovel\_Whoosh\_1.wav  
GORE - WEAP - Shovel\_Whoosh\_2.wav  
GORE - WEAP - Shovel\_Whoosh\_3.wav  
GORE - WEAP - Shovel\_Whoosh\_4.wav  
GORE - WEAP - Shovel\_Whoosh\_5.wav  
GORE - WEAP - Shovel\_Whoosh\_6.wav  
GORE - WEAP - Shovel\_Whoosh\_Impact\_Gore\_1.wav  
GORE - WEAP - Shovel\_Whoosh\_Impact\_Gore\_2.wav  
GORE - WEAP - Shovel\_Whoosh\_Impact\_Gore\_3.wav  
GORE - WEAP - Shovel\_Whoosh\_Impact\_Gore\_4.wav  
GORE - WEAP - Shovel\_Whoosh\_Impact\_Gore\_5.wav  
GORE - WEAP - Shovel\_Whoosh\_Impact\_Gore\_6.wav  
GORE - WEAP - Shovel\_Whoosh\_Impact\_NoGore\_1.wav  
GORE - WEAP - Shovel\_Whoosh\_Impact\_NoGore\_2.wav

GORE - WEAP - Shovel\_Woosh\_Impact\_NoGore\_3.wav  
GORE - WEAP - Shovel\_Woosh\_Impact\_NoGore\_4.wav  
GORE - WEAP - Shovel\_Woosh\_Impact\_NoGore\_5.wav  
GORE - WEAP - Shovel\_Woosh\_Impact\_NoGore\_6.wav  
GORE - WEAP - Spear\_Stab\_In\_Out\_Gore\_1.wav  
GORE - WEAP - Spear\_Stab\_In\_Out\_Gore\_2.wav  
GORE - WEAP - Spear\_Stab\_In\_Out\_Gore\_3.wav  
GORE - WEAP - Spear\_Stab\_In\_Out\_Gore\_4.wav  
GORE - WEAP - Spear\_Stab\_In\_Out\_Gore\_5.wav  
GORE - WEAP - Spear\_Stab\_In\_Out\_Gore\_6.wav  
GORE - WEAP - Spear\_Stab\_In\_Out\_NoGore\_1.wav  
GORE - WEAP - Spear\_Stab\_In\_Out\_NoGore\_2.wav  
GORE - WEAP - Spear\_Stab\_In\_Out\_NoGore\_3.wav  
GORE - WEAP - Spear\_Stab\_In\_Out\_NoGore\_4.wav  
GORE - WEAP - Spear\_Stab\_In\_Out\_NoGore\_5.wav  
GORE - WEAP - Spear\_Stab\_In\_Out\_NoGore\_6.wav  
GORE - WEAP - Spear\_Throw\_Woosh\_1.wav  
GORE - WEAP - Spear\_Throw\_Woosh\_2.wav  
GORE - WEAP - Spear\_Throw\_Woosh\_3.wav  
GORE - WEAP - Spear\_Throw\_Woosh\_4.wav  
GORE - WEAP - Spear\_Throw\_Woosh\_5.wav  
GORE - WEAP - Spear\_Throw\_Woosh\_6.wav  
GORE - WEAP - Spear\_Throw\_Woosh\_Impact\_Gore\_1.wav  
GORE - WEAP - Spear\_Throw\_Woosh\_Impact\_Gore\_2.wav  
GORE - WEAP - Spear\_Throw\_Woosh\_Impact\_Gore\_3.wav  
GORE - WEAP - Spear\_Throw\_Woosh\_Impact\_Gore\_4.wav  
GORE - WEAP - Spear\_Throw\_Woosh\_Impact\_Gore\_5.wav  
GORE - WEAP - Spear\_Throw\_Woosh\_Impact\_Gore\_6.wav  
GORE - WEAP - Spear\_Throw\_Woosh\_Impact\_NoGore\_1.wav  
GORE - WEAP - Spear\_Throw\_Woosh\_Impact\_NoGore\_2.wav  
GORE - WEAP - Spear\_Throw\_Woosh\_Impact\_NoGore\_3.wav  
GORE - WEAP - Spear\_Throw\_Woosh\_Impact\_NoGore\_4.wav  
GORE - WEAP - Spear\_Throw\_Woosh\_Impact\_NoGore\_5.wav  
GORE - WEAP - Spear\_Throw\_Woosh\_Impact\_NoGore\_6.wav  
GORE - WEAP - Spear\_Woosh\_By\_1.wav  
GORE - WEAP - Spear\_Woosh\_By\_2.wav  
GORE - WEAP - Spear\_Woosh\_By\_3.wav  
GORE - WEAP - Spear\_Woosh\_By\_4.wav  
GORE - WEAP - Spear\_Woosh\_By\_5.wav  
GORE - WEAP - Spear\_Woosh\_By\_6.wav  
GORE - WEAP - Sword\_Stab\_In\_Out\_Gore\_1.wav  
GORE - WEAP - Sword\_Stab\_In\_Out\_Gore\_2.wav  
GORE - WEAP - Sword\_Stab\_In\_Out\_Gore\_3.wav  
GORE - WEAP - Sword\_Stab\_In\_Out\_Gore\_4.wav  
GORE - WEAP - Sword\_Stab\_In\_Out\_Gore\_5.wav  
GORE - WEAP - Sword\_Stab\_In\_Out\_Gore\_6.wav  
GORE - WEAP - Sword\_Stab\_In\_Out\_NoGore\_1.wav  
GORE - WEAP - Sword\_Stab\_In\_Out\_NoGore\_2.wav  
GORE - WEAP - Sword\_Stab\_In\_Out\_NoGore\_3.wav

GORE - WEAP - Sword\_Stab\_In\_Out\_NoGore\_4.wav  
GORE - WEAP - Sword\_Stab\_In\_Out\_NoGore\_5.wav  
GORE - WEAP - Sword\_Stab\_In\_Out\_NoGore\_6.wav  
GORE - WEAP - Sword\_Whoosh\_1.wav  
GORE - WEAP - Sword\_Whoosh\_2.wav  
GORE - WEAP - Sword\_Whoosh\_3.wav  
GORE - WEAP - Sword\_Whoosh\_4.wav  
GORE - WEAP - Sword\_Whoosh\_5.wav  
GORE - WEAP - Sword\_Whoosh\_6.wav  
GORE - WEAP - Sword\_Whoosh\_Chop\_Gore\_1.wav  
GORE - WEAP - Sword\_Whoosh\_Chop\_Gore\_2.wav  
GORE - WEAP - Sword\_Whoosh\_Chop\_Gore\_3.wav  
GORE - WEAP - Sword\_Whoosh\_Chop\_Gore\_4.wav  
GORE - WEAP - Sword\_Whoosh\_Chop\_Gore\_5.wav  
GORE - WEAP - Sword\_Whoosh\_Chop\_Gore\_6.wav  
GORE - WEAP - Sword\_Whoosh\_Chop\_NoGore\_1.wav  
GORE - WEAP - Sword\_Whoosh\_Chop\_NoGore\_2.wav  
GORE - WEAP - Sword\_Whoosh\_Chop\_NoGore\_3.wav  
GORE - WEAP - Sword\_Whoosh\_Chop\_NoGore\_4.wav  
GORE - WEAP - Sword\_Whoosh\_Chop\_NoGore\_5.wav  
GORE - WEAP - Sword\_Whoosh\_Chop\_NoGore\_6.wav  
GORE - Blood\_Splatter\_Concrete\_Large\_1.wav  
GORE - Blood\_Splatter\_Concrete\_Large\_2.wav  
GORE - Blood\_Splatter\_Concrete\_Large\_3.wav  
GORE - Blood\_Splatter\_Concrete\_Large\_4.wav  
GORE - Blood\_Splatter\_Concrete\_Large\_5.wav  
GORE - Blood\_Splatter\_Concrete\_Large\_6.wav  
GORE - Blood\_Splatter\_Concrete\_Large\_7.wav  
GORE - Blood\_Splatter\_Concrete\_Large\_8.wav  
GORE - Blood\_Splatter\_Concrete\_Large\_9.wav  
GORE - Blood\_Splatter\_Concrete\_Large\_10.wav  
GORE - Blood\_Splatter\_Concrete\_Medium\_1.wav  
GORE - Blood\_Splatter\_Concrete\_Medium\_2.wav  
GORE - Blood\_Splatter\_Concrete\_Medium\_3.wav  
GORE - Blood\_Splatter\_Concrete\_Medium\_4.wav  
GORE - Blood\_Splatter\_Concrete\_Medium\_5.wav  
GORE - Blood\_Splatter\_Concrete\_Medium\_6.wav  
GORE - Blood\_Splatter\_Concrete\_Medium\_7.wav  
GORE - Blood\_Splatter\_Concrete\_Medium\_8.wav  
GORE - Blood\_Splatter\_Concrete\_Medium\_9.wav  
GORE - Blood\_Splatter\_Concrete\_Medium\_10.wav  
GORE - Blood\_Splatter\_Concrete\_Small\_1.wav  
GORE - Blood\_Splatter\_Concrete\_Small\_2.wav  
GORE - Blood\_Splatter\_Concrete\_Small\_3.wav  
GORE - Blood\_Splatter\_Concrete\_Small\_4.wav  
GORE - Blood\_Splatter\_Concrete\_Small\_5.wav  
GORE - Blood\_Splatter\_Concrete\_Small\_6.wav  
GORE - Blood\_Splatter\_Concrete\_Small\_7.wav  
GORE - Blood\_Splatter\_Concrete\_Small\_8.wav

GORE - Blood\_Splatter\_Concrete\_Small\_9.wav  
GORE - Blood\_Splatter\_Concrete\_Small\_10.wav  
GORE - Source - Gore\_Sponge\_Wet\_Drips.wav  
GORE - Source - Gore\_Sponge\_Wet\_Squelches.wav  
GORE - Source - Sand\_Stabs\_Knife.wav  
GORE - Source - Sand\_Stabs\_Machete.wav  
GORE - Source - Sand\_Stabs\_Meat\_Cleaver.wav  
GORE - Source - Sand\_Stabs\_Spade\_Large.wav  
GORE - Source - Sand\_Stabs\_Spade\_Small.wav  
GORE - Source - Thumps\_Boxing\_Glove\_on\_Cushion.wav  
GORE - Source - Thumps\_Boxing\_Glove\_on\_Punch\_Pad.wav  
GORE - Source - Thumps\_Hand\_Slaps.wav  
GORE - Source - Thumps\_Leather\_Belt\_Crack.wav  
GORE - Source - Thumps\_Leather\_Coat.wav  
GORE - Source - Thumps\_Punch\_Pad\_on\_Cushion.wav  
GORE - Source - Thumps\_Rope\_on\_Cushion.wav  
GORE - Source - Thumps\_Whip\_on\_Cushion.wav  
GORE - Source - Thumps\_Whip\_on\_Punch\_Pad.wav  
GORE - Source - Weapon\_Brick\_Impact.wav  
GORE - Source - Weapon\_Crow\_Bar\_Clang\_Ring\_Long.wav  
GORE - Source - Weapon\_Crow\_Bar\_Impact\_Dull.wav  
GORE - Source - Weapon\_Crow\_Bar\_Impact\_Ring.wav  
GORE - Source - Weapon\_Crow\_Bar\_Scrape\_Dull.wav  
GORE - Source - Weapon\_Fork\_on\_Wok\_Scrape.wav  
GORE - Source - Weapon\_Glass\_Bottle\_Impact.wav  
GORE - Source - Weapon\_Glass\_Bottle\_Smash.wav  
GORE - Source - Weapon\_Hammer\_Small\_Impact\_Bright.wav  
GORE - Source - Weapon\_Hammer\_Small\_Impact\_Dull.wav  
GORE - Source - Weapon\_Knife\_Impact\_Dull.wav  
GORE - Source - Weapon\_Knife\_Impact\_Ring.wav  
GORE - Source - Weapon\_Knife\_Scrape\_Dull.wav  
GORE - Source - Weapon\_Knife\_Scrape\_Ring.wav  
GORE - Source - Weapon\_Knife\_Stab\_In\_Out.wav  
GORE - Source - Weapon\_Machete\_Impact\_Dull.wav  
GORE - Source - Weapon\_Machete\_Impact\_Ring.wav  
GORE - Source - Weapon\_Machete\_Scrape\_Dull.wav  
GORE - Source - Weapon\_Machete\_Scrape\_Ring.wav  
GORE - Source - Weapon\_Machete\_Stab\_In\_Out.wav  
GORE - Source - Weapon\_Meat\_Cleaver\_Clang\_Ring.wav  
GORE - Source - Weapon\_Meat\_Cleaver\_Impact\_Dull.wav  
GORE - Source - Weapon\_Meat\_Cleaver\_Impact\_Ring.wav  
GORE - Source - Weapon\_Meat\_Cleaver\_Scrape\_Dull.wav  
GORE - Source - Weapon\_Meat\_Cleaver\_Scrape\_Ring.wav  
GORE - Source - Weapon\_Meat\_Cleaver\_Stab\_In\_Out\_.wav  
GORE - Source - Weapon\_Metal\_Ruler\_Squeaky\_Scrape.wav  
GORE - Source - Weapon\_Metal\_Visor\_Close.wav  
GORE - Source - Weapon\_Pipe\_Small\_Impact\_Dull.wav  
GORE - Source - Weapon\_Pipe\_Small\_Impact\_Ring.wav  
GORE - Source - Weapon\_Spade\_Large\_Impact\_Dull.wav

GORE - Source - Weapon\_Spade\_Large\_Impact\_Ring.wav  
GORE - Source - Weapon\_Spade\_Large\_Scrape\_Dull.wav  
GORE - Source - Weapon\_Spade\_Large\_Scrape\_Ring.wav  
GORE - Source - Weapon\_Spade\_Small\_Impact\_Ring.wav  
GORE - Source - Weapon\_Spade\_Small\_Scrape\_Dull.wav  
GORE - Source - Weapon\_Spade\_Small\_Stab\_In\_Out.wav  
GORE - Source - Weapon\_Wooden\_Stick\_Medium\_Impact.wav  
GORE - Source - Weapon\_Wooden\_Stick\_Ringy\_Impact.wav  
GORE - Source - Weapon\_Wooden\_Stick\_Scrape.wav  
GORE - Source - Weapon\_Wooden\_Stick\_Thick\_Impact.wav  
GORE - Source - Weapon\_Wooden\_Stick\_Thin\_Impact.wav  
GORE - Source - Whooshes\_Badminton\_Racket.wav  
GORE - Source - Whooshes\_Bamboo\_Stick.wav  
GORE - Source - Whooshes\_Drum\_Brush.wav  
GORE - Source - Whooshes\_Hollow\_Metal\_Tube.wav  
GORE - Source - Whooshes\_Metal\_Arrow.wav  
GORE - Source - Whooshes\_Mic\_Cable.wav  
GORE - Source - Whooshes\_Ribbon.wav  
GORE - Source - Whooshes\_Riding\_Crop.wav  
GORE - Source - Whooshes\_Rubber\_Band.wav  
GORE - Source - Whooshes\_Rubber\_Tube.wav  
GORE - Source - Whooshes\_Wooden\_Stick.wav  
GORE - Source - Crunches\_and\_Breaks\_Bell\_Pepper.wav  
GORE - Source - Crunches\_and\_Breaks\_Cabbage.wav  
GORE - Source - Crunches\_and\_Breaks\_Crackers\_Hard.wav  
GORE - Source - Crunches\_and\_Breaks\_Crackers\_Light.wav  
GORE - Source - Crunches\_and\_Breaks\_Crackers\_Soft\_Long.wav  
GORE - Source - Crunches\_and\_Breaks\_MDF.wav  
GORE - Source - Crunches\_and\_Breaks\_Pine\_Cones.wav  
GORE - Source - Crunches\_and\_Breaks\_Sticks.wav  
GORE - Source - Gore\_Cabbage\_Hacks\_Cleaver.wav  
GORE - Source - Gore\_Cornflour\_Misc\_Gloopy\_Movement\_1.wav  
GORE - Source - Gore\_Cornflour\_Misc\_Gloopy\_Movement\_2.wav  
GORE - Source - Gore\_Cornflour\_Wet\_Cloth\_Squeezes.wav  
GORE - Source - Gore\_Cornflour\_Wet\_Towel\_Drops.wav  
GORE - Source - Gore\_Cornflour\_Wet\_Towel\_Gloop\_Movement.wav  
GORE - Source - Gore\_Jelly\_and\_Wet\_Towels\_Plunger.wav  
GORE - Source - Gore\_Jelly\_Wet\_Drops\_and\_Squelches.wav  
GORE - Source - Gore\_Melon\_Drops\_on\_Veg\_Gloop.wav  
GORE - Source - Gore\_Melon\_Impacts\_Hammer.wav  
GORE - Source - Gore\_Mop\_Wet\_Drips.wav  
GORE - Source - Gore\_Mop\_Wet\_Splats.wav  
GORE - Source - Gore\_Sponge\_Wet\_Drips.wav  
GORE - Source - Gore\_Sponge\_Wet\_Squelches.wav  
GORE - Source - Gore\_Tomato\_Squelches.wav  
GORE - Source - Gore\_Veg\_Gloop\_Drops.wav  
GORE - Source - Gore\_Wet\_Towel\_Drops.wav  
GORE - Source - Gore\_Wet\_Towel\_Punches.wav  
GORE - Source - Gore\_Wet\_Towel\_Slices\_Stabs.wav

GORE - Source - Gore\_Wet\_Towel\_Squeezes.wav  
GORE - Source - Gore\_Wet\_Towel\_Squelches.wav  
GORE - Source - Gore\_Celery\_Crunches\_and\_Snaps\_1.wav  
GORE - Source - Gore\_Celery\_Tension\_Slow\_Breaks.wav  
GORE - Source - Gore\_Plunger\_on\_Wet\_Towel.wav  
GORE - Source - Gore\_Watermelon\_Bash\_1.wav  
GORE - Source - Gore\_Watermelon\_Bash\_2.wav  
GORE - Source - Gore\_Watermelon\_Drops\_Multiple.wav  
GORE - Source - Gore\_Watermelon\_Drops\_Single\_Hard.wav  
GORE - Source - Gore\_Watermelon\_Gloopy\_Movement\_1.wav  
GORE - Source - Gore\_Watermelon\_Gloopy\_Movement\_Slappy.wav  
GORE - Source - Gore\_Watermelon\_Gloopy\_Movement\_Starts\_and\_Stops.wav  
GORE - Source - Gore\_Watermelon\_Gloopy\_Squish.wav  
GORE - Source - Gore\_Watermelon\_Hacks\_Bread\_Knife.wav  
GORE - Source - Gore\_Watermelon\_Hacks\_Cleaver.wav  
GORE - Source - Gore\_Watermelon\_Rips\_and\_Breaks.wav  
GORE - Source - Gore\_Watermelon\_Slaps\_1.wav  
GORE - Source - Gore\_Watermelon\_Slaps\_2.wav  
GORE - Source - Gore\_Watermelon\_Squelches.wav  
GORE - Source - Gore\_Watermelon\_Stab\_In\_Out\_Hands.wav  
GORE - WEAP - Decapitate\_Gore\_1.wav  
GORE - WEAP - Decapitate\_Gore\_2.wav  
GORE - WEAP - Decapitate\_Gore\_3.wav  
GORE - WEAP - Decapitate\_Gore\_4.wav  
GORE - WEAP - Decapitate\_Gore\_5.wav  
GORE - WEAP - Decapitate\_Gore\_6.wav  
GORE - WEAP - Disembowel\_Gore\_1.wav  
GORE - WEAP - Disembowel\_Gore\_2.wav  
GORE - WEAP - Disembowel\_Gore\_3.wav  
GORE - WEAP - Disembowel\_Gore\_4.wav  
GORE - WEAP - Disembowel\_Gore\_5.wav  
GORE - WEAP - Disembowel\_Gore\_6.wav  
GORE - WEAP - Knife\_Throw\_Gore\_1.wav  
GORE - WEAP - Knife\_Throw\_Gore\_2.wav  
GORE - WEAP - Knife\_Throw\_Gore\_3.wav  
GORE - WEAP - Knife\_Throw\_Gore\_4.wav  
GORE - WEAP - Knife\_Throw\_Gore\_5.wav  
GORE - WEAP - Knife\_Throw\_Gore\_6.wav  
GORE - WEAP - Knife\_Throw\_NoGore\_1.wav  
GORE - WEAP - Knife\_Throw\_NoGore\_2.wav  
GORE - WEAP - Knife\_Throw\_NoGore\_3.wav  
GORE - WEAP - Knife\_Throw\_NoGore\_4.wav  
GORE - WEAP - Knife\_Throw\_NoGore\_5.wav  
GORE - WEAP - Knife\_Throw\_NoGore\_6.wav  
GORE - WEAP - Kick\_Dry\_1.wav  
GORE - WEAP - Kick\_Dry\_2.wav  
GORE - WEAP - Kick\_Dry\_3.wav  
GORE - WEAP - Kick\_Dry\_4.wav  
GORE - WEAP - Kick\_Dry\_5.wav

|                                      |   |           |
|--------------------------------------|---|-----------|
| GORE - WEAP - Kick_Dry_6.wav         | soundmorph, blood, guts, splatter, gore, stab, spray, hit, impact, gurgle, slash, slice, stab, kick, punch  | 6. Extras |
| GORE - WEAP - Punch_Dry_1.wav        | soundmorph, blood, guts, splatter, gore, stab, spray, hit, impact, gurgle, slash, slice, stab, kick, punch  | 6. Extras |
| GORE - WEAP - Punch_Dry_2.wav        | soundmorph, blood, guts, splatter, gore, stab, spray, hit, impact, gurgle, slash, slice, stab, kick, punch  | 6. Extras |
| GORE - WEAP - Punch_Dry_3.wav        | soundmorph, blood, guts, splatter, gore, stab, spray, hit, impact, gurgle, slash, slice, stab, kick, punch  | 6. Extras |
| GORE - WEAP - Punch_Dry_4.wav        | soundmorph, blood, guts, splatter, gore, stab, spray, hit, impact, gurgle, slash, slice, stab, kick, punch  | 6. Extras |
| GORE - WEAP - Punch_Dry_5.wav        | soundmorph, blood, guts, splatter, gore, stab, spray, hit, impact, gurgle, slash, slice, stab, kick, punch  | 6. Extras |
| GORE - WEAP - Punch_Dry_6.wav        | soundmorph, blood, guts, splatter, gore, stab, spray, hit, impact, gurgle, slash, slice, stab, kick, punch  | 6. Extras |
| GORE - WEAP - Throat_Slit_Gore_1.wav | soundmorph, blood, guts, splatter, gore, stab, spray, hit, impact, gurgle, slash, slice, stab, slit, throat | 6. Extras |
| GORE - WEAP - Throat_Slit_Gore_2.wav | soundmorph, blood, guts, splatter, gore, stab, spray, hit, impact, gurgle, slash, slice, stab, slit, throat | 6. Extras |
| GORE - WEAP - Throat_Slit_Gore_3.wav | soundmorph, blood, guts, splatter, gore, stab, spray, hit, impact, gurgle, slash, slice, stab, slit, throat | 6. Extras |
| GORE - WEAP - Throat_Slit_Gore_4.wav | soundmorph, blood, guts, splatter, gore, stab, spray, hit, impact, gurgle, slash, slice, stab, slit, throat | 6. Extras |
| GORE - WEAP - Throat_Slit_Gore_5.wav | soundmorph, blood, guts, splatter, gore, stab, spray, hit, impact, gurgle, slash, slice, stab, slit, throat | 6. Extras |
| GORE - WEAP - Throat_Slit_Gore_6.wav | soundmorph, blood, guts, splatter, gore, stab, spray, hit, impact, gurgle, slash, slice, stab, slit, throat | 6. Extras |