

# GAME PACK MINI 01

## FPS

Filename	Length	Description
ADVISOR_Generic_Health_High_01.wav	00:00:01	Generic dialogue advisor message for a character with good health values, single asset 01
ADVISOR_Generic_Health_High_02.wav	00:00:01	Generic dialogue advisor message for a character with good health values, single asset 02
ADVISOR_Generic_Health_Low_01.wav	00:00:02	Generic dialogue advisor message for a character with low health values, single asset 01
ADVISOR_Generic_Health_Low_02.wav	00:00:02	Generic dialogue advisor message for a character with low health values, single asset 02
ADVISOR_Generic_Intro_01.wav	00:00:05	Generic dialogue advisor message when entering a new zone, single asset 01
ADVISOR_Generic_Intro_02.wav	00:00:05	Generic dialogue advisor message when entering a new zone, single asset 02
ADVISOR_Generic_Results_Defeat_01.wav	00:00:03	Generic dialogue advisor message when a game level is failed, single asset 01
ADVISOR_Generic_Results_Defeat_02.wav	00:00:03	Generic dialogue advisor message when a game level is failed, single asset 02
ADVISOR_Generic_Results_Victory_01.wav	00:00:03	Generic dialogue advisor message when a game level is completed successfully, single asset 01
ADVISOR_Generic_Results_Victory_02.wav	00:00:02	Generic dialogue advisor message when a game level is completed successfully, single asset 02
ALARM_Security_Activated_01_Mono.wav	00:00:05	Designed security alarm active continual loop asset Mono 01
ARMOUR_Leather_Buckle_Movement_Fast_01.wav	00:00:01	Single person armour fast leather and buckle movement, Single asset 01
ARMOUR_Leather_Buckle_Movement_Fast_02.wav	00:00:01	Single person armour fast leather and buckle movement, Single asset 02
ARMOUR_Leather_Buckle_Movement_Fast_03.wav	00:00:01	Single person armour fast leather and buckle movement, Single asset 03
ARMOUR_Leather_Buckle_Movement_Fast_04.wav	00:00:01	Single person armour fast leather and buckle movement, Single asset 04
ARMOUR_Segmented_Movement_Fast_01.wav	00:00:01	Single person armour fast segmented metal movement, single asset 01
ARMOUR_Segmented_Movement_Fast_02.wav	00:00:01	Single person armour fast segmented metal movement, single asset 02
ARMOUR_Segmented_Movement_Fast_03.wav	00:00:01	Single person armour fast segmented metal movement, single asset 03
ARMOUR_Segmented_Movement_Fast_04.wav	00:00:01	Single person armour fast segmented metal movement, single asset 04
BODY_Fall_Human_Leather_Concrete_01.wav	00:00:01	Single person armour leather and buckle body fall action on solid concrete surface type, single asset 01
BODY_Fall_Human_Leather_Grass_01.wav	00:00:01	Single person armour leather and buckle body fall action on dry grass surface type, single asset 01
BODY_Fall_Human_Leather_Gravel_01.wav	00:00:01	Single person armour leather and buckle body fall action on grit and gravel surface type, single asset 01
BODY_Fall_Human_Leather_Metal_01.wav	00:00:01	Single person armour leather and buckle body fall action on metal grate surface type, single asset 01
BODY_Fall_Human_Leather_Pebbles_01.wav	00:00:01	Single person armour leather and buckle body fall action on beach pebbles surface type, single asset 01
BODY_Fall_Human_Leather_Rock_01.wav	00:00:01	Single person armour leather and buckle body fall action on solid rock surface type, single asset 01
BODY_Fall_Human_Leather_Sand_01.wav	00:00:01	Single person armour leather and buckle body fall action on dry sand surface type, single asset 01
BODY_Fall_Human_Leather_Undergrowth_01.wav	00:00:01	Single person armour leather and buckle body fall action on twigs and foliage surface type, single asset 01
BODY_Fall_Human_Leather_Water_01.wav	00:00:02	Single person armour leather and buckle body fall action on water surface type, single asset 01
BODY_Fall_Human_Leather_Wood_01.wav	00:00:01	Single person armour leather and buckle body fall action on wooden surface type, single asset 01



# GAME PACK MINI 01

## FPS

BODY_Fall_Human_Segmented_Concrete_01.wav	00:00:01	Single person armour segmented metal body fall action on solid concrete surface type, single asset 01
BODY_Fall_Human_Segmented_Grass_01.wav	00:00:01	Single person armour segmented metal body fall action on dry grass surface type, single asset 01
BODY_Fall_Human_Segmented_Gravel_01.wav	00:00:01	Single person armour segmented metal body fall action on grit and gravel surface type, single asset 01
BODY_Fall_Human_Segmented_Metal_01.wav	00:00:01	Single person armour segmented metal body fall action on metal grate surface type, single asset 01
BODY_Fall_Human_Segmented_Pebbles_01.wav	00:00:01	Single person armour segmented metal body fall action on beach pebbles surface type, single asset 01
BODY_Fall_Human_Segmented_Rock_01.wav	00:00:01	Single person armour segmented metal body fall action on solid rock surface type, single asset 01
BODY_Fall_Human_Segmented_Sand_01.wav	00:00:01	Single person armour segmented metal body fall action on dry sand surface type, single asset 01
BODY_Fall_Human_Segmented_Undergrowth_01.wav	00:00:01	Single person armour segmented metal body fall action on twigs and foliage surface type, single asset 01
BODY_Fall_Human_Segmented_Water_01.wav	00:00:02	Single person armour segmented metal body fall action on water surface type, single asset 01
BODY_Fall_Human_Segmented_Wood_01.wav	00:00:01	Single person armour segmented metal body fall action on wooden surface type, single asset 01
BODY_Impact_Human_Leather_01.wav	00:00:01	Single close medium impact on single entity wearing leather and buckle armour, single asset 01
BODY_Impact_Human_Leather_02.wav	00:00:01	Single close medium impact on single entity wearing leather and buckle armour, single asset 02
BODY_Land_Human_Leather_Concrete_01.wav	00:00:01	Single person armour leather and buckle body land from jump action on solid concrete surface type, single asset 01
BODY_Land_Human_Leather_Grass_01.wav	00:00:01	Single person armour leather and buckle body land from jump action on dry grass surface type, single asset 01
BODY_Land_Human_Leather_Gravel_01.wav	00:00:01	Single person armour leather and buckle body land from jump action on grit and gravel surface type, single asset 01
BODY_Land_Human_Leather_Metal_01.wav	00:00:01	Single person armour leather and buckle body land from jump action on metal grate surface type, single asset 01
BODY_Land_Human_Leather_Pebbles_01.wav	00:00:01	Single person armour leather and buckle body land from jump action on beach pebbles surface type, single asset 01
BODY_Land_Human_Leather_Rock_01.wav	00:00:01	Single person armour leather and buckle body land from jump action on solid rock surface type, single asset 01
BODY_Land_Human_Leather_Sand_01.wav	00:00:01	Single person armour leather and buckle body land from jump action on dry sand surface type, single asset 01
BODY_Land_Human_Leather_Undergrowth_01.wav	00:00:01	Single person armour leather and buckle body land from jump action on twigs and foliage surface type, single asset 01
BODY_Land_Human_Leather_Wood_01.wav	00:00:01	Single person armour leather and buckle body land from jump action on wooden surface type, single asset 01
BODY_Splash_In_Water_01.wav	00:00:01	Single entity entering water action, single asset 01
BODY_Splash_Out_Water_01.wav	00:00:02	Single entity exiting water action, single asset 01
DIALOGUE_Human_Male_ID02_Attack_01.wav	00:00:01	Single human male vocal dialogue line for an attacking action, Actor set ID02, single asset 01
DIALOGUE_Human_Male_ID02_Attack_02.wav	00:00:01	Single human male vocal dialogue line for an attacking action, Actor set ID02, single asset 02
DIALOGUE_Human_Male_ID02_Idle_Health_Low_02.wav	00:00:01	Single human male vocal dialogue short line for generic idle standing around action but with low health or in pain, Actor set ID02, single asset 02
DIALOGUE_Human_Male_ID02_Idle_Health_Low_03.wav	00:00:01	Single human male vocal dialogue short line for generic idle standing around action but with low health or in pain, Actor set ID02, single asset 03
DIALOGUE_Human_Male_ID02_Idle_Long_02.wav	00:00:02	Single human male vocal dialogue long line for a generic idle standing around action, Actor set ID02, single asset 02
DIALOGUE_Human_Male_ID02_Idle_Short_03.wav	00:00:01	Single human male vocal dialogue short line for a generic idle standing around action, Actor set ID02, single asset 03
ELEMENT_Dirt_Debris_Earth_Small_01.wav	00:00:01	Small sized dirt and soil impact and splatter tail, single asset 01



# GAME PACK MINI 01

## FPS

ELEMENT_Dirt_Debris_Earth_Small_02.wav	00:00:02	Small sized dirt and soil impact and splatter tail, single asset 02
ELEMENT_Dirt_Destruction_Debris_Medium_01.wav	00:00:03	Medium sized dirt and soil impact and splatter tail, single asset 01
ELEMENT_Dirt_Destruction_Debris_Medium_02.wav	00:00:03	Medium sized dirt and soil impact and splatter tail, single asset 02
ELEMENT_Fire_Ball_Flight_Loop_01.wav	00:00:05	DESIGNED single medium sized fire ball flying through air, looping asset 01
ELEMENT_Fire_Ball_Impact_01.wav	00:00:01	DESIGNED Single medium sized fire impact burst on a generic surface, single asset 01
ELEMENT_Fire_Ball_Impact_02.wav	00:00:01	DESIGNED Single medium sized fire impact burst on a generic surface, single asset 02
ELEMENT_Ice_Frost_Tail_01.wav	00:00:01	DESIGNED Single close short ice frosty tail to freeze, single asset 01
ELEMENT_Steam_Burst_Fast_01.wav	00:00:01	Strong strength fast steam burst hot sauce pan entering cold water, single asset 01
ELEMENT_Thunder_Rumble_01.wav	00:00:13	Single thunder rumble overhead and long tail, single asset 01
ELEMENT_Tunnel_Air_Movement_Loop_01.wav	00:00:30	Low air hum in large long tunnel or cave, loop asset 01
ELEMENT_Underwater_Loop_01.wav	00:00:15	Continuous underwater water movement layer, looping asset 01
ELEMENT_Ventilation_Shaft_Creak_01.wav	00:00:01	Natural thin metal ventilation shaft creak as heat passes through the shaft, single asset 01
ELEMENT_Ventilation_Shaft_Creak_02.wav	00:00:01	Natural thin metal ventilation shaft creak as heat passes through the shaft, single asset 02
ELEMENT_Water_Bubbles_Fast_Short_01.wav	00:00:01	Multiple bubbles raising from underwater to the water surface in a fast short burst, single asset 01
ELEMENT_Water_Bubbles_Fast_Short_02.wav	00:00:01	Multiple bubbles raising from underwater to the water surface in a fast short burst, single asset 02
ELEMENT_Wind_Gust_Warm_Sand_01.wav	00:00:07	Single light strength sandy wind gust in a hot environment, single asset 01
ELEMENT_Wind_Gust_Warm_Sand_02.wav	00:00:07	Single light strength sandy wind gust in a hot environment, single asset 02
ELEMENT_Wind_Loop_Warm_01.wav	00:00:21	Warm light strength continual wind gusts and movement, looping asset 01
EXPLOSION_Rocket_Medium_Close_01.wav	00:00:01	DESIGNED Single medium sized close explosion, no debris, TYPE 1, single asset 01
EXPLOSION_Rocket_Medium_Close_02.wav	00:00:02	DESIGNED Single medium sized close explosion, no debris, TYPE 1, single asset 02
EXPLOSION_Rocket_Medium_Far_01.wav	00:00:01	DESIGNED Single medium sized distant explosion, no debris tail, single asset 01
EXPLOSION_Rocket_Medium_Far_02.wav	00:00:02	DESIGNED Single medium sized distant explosion, no debris tail, single asset 02
FOOTSTEP_Creature_Large_Run_Generic_Close_01.wav	00:00:01	DESIGNED Single close large creature run footstep on generic hard surface type, single asset 01
FOOTSTEP_Creature_Large_Run_Generic_Close_02.wav	00:00:01	DESIGNED Single close large creature run footstep on generic hard surface type, single asset 02
FOOTSTEP_Creature_Large_Run_Generic_Far_01.wav	00:00:01	DESIGNED Single distant large creature run footstep on generic hard surface type, single asset 01
FOOTSTEP_Creature_Large_Run_Generic_Far_02.wav	00:00:01	DESIGNED Single distant large creature run footstep on generic hard surface type, single asset 02
FOOTSTEP_Creature_Medium_Paw_Run_Concrete_01.wav	00:00:01	Single close creature medium leathery paw run footstep on a solid concrete surface type, single asset 01
FOOTSTEP_Creature_Medium_Paw_Run_Concrete_02.wav	00:00:01	Single close creature medium leathery paw run footstep on a solid concrete surface type, single asset 02
FOOTSTEP_Creature_Medium_Paw_Run_Grass_01.wav	00:00:01	Single close creature medium leathery paw run footstep on a dry grass surface type, single asset 01
FOOTSTEP_Creature_Medium_Paw_Run_Grass_02.wav	00:00:01	Single close creature medium leathery paw run footstep on a dry grass surface type, single asset 02



# GAME PACK MINI 01

## FPS

FOOTSTEP_Creature_Medium_Paw_Run_Gravel_01.wav	00:00:01	Single close creature medium leathery paw run footstep on a grit and gravel surface type, single asset 01
FOOTSTEP_Creature_Medium_Paw_Run_Gravel_02.wav	00:00:01	Single close creature medium leathery paw run footstep on a grit and gravel surface type, single asset 02
FOOTSTEP_Creature_Medium_Paw_Run_Metal_01.wav	00:00:01	Single close creature medium leathery paw run footstep on a metal grate surface type, single asset 01
FOOTSTEP_Creature_Medium_Paw_Run_Metal_02.wav	00:00:01	Single close creature medium leathery paw run footstep on a metal grate surface type, single asset 02
FOOTSTEP_Creature_Medium_Paw_Run_Pebbles_01.wav	00:00:01	Single close creature medium leathery paw run footstep on a beach pebbles surface type, single asset _01
FOOTSTEP_Creature_Medium_Paw_Run_Pebbles_02.wav	00:00:01	Single close creature medium leathery paw run footstep on a beach pebbles surface type, single asset _02
FOOTSTEP_Creature_Medium_Paw_Run_Rock_01.wav	00:00:01	Single close creature medium leathery paw run footstep on a solid rock surface type, single asset _01
FOOTSTEP_Creature_Medium_Paw_Run_Rock_02.wav	00:00:01	Single close creature medium leathery paw run footstep on a solid rock surface type, single asset _02
FOOTSTEP_Creature_Medium_Paw_Run_Sand_01.wav	00:00:01	Single close creature medium leathery paw run footstep on a dry sand surface type, single asset _01
FOOTSTEP_Creature_Medium_Paw_Run_Sand_02.wav	00:00:01	Single close creature medium leathery paw run footstep on a dry sand surface type, single asset _02
FOOTSTEP_Creature_Medium_Paw_Run_Undergrowth_01.wav	00:00:01	Single close creature medium leathery paw run footstep on a twigs and foliage surface type, single asset _01
FOOTSTEP_Creature_Medium_Paw_Run_Undergrowth_02.wav	00:00:01	Single close creature medium leathery paw run footstep on a twigs and foliage surface type, single asset _02
FOOTSTEP_Creature_Medium_Paw_Run_Wood_01.wav	00:00:01	Single close creature medium leathery paw run footstep on a wooden surface type, single asset _01
FOOTSTEP_Creature_Medium_Paw_Run_Wood_02.wav	00:00:01	Single close creature medium leathery paw run footstep on a wooden surface type, single asset _02
FOOTSTEP_Human_Sneaker_Run_Concrete_01.wav	00:00:01	Single close human run footstep on solid concrete surface type, single asset 01
FOOTSTEP_Human_Sneaker_Run_Concrete_02.wav	00:00:01	Single close human run footstep on solid concrete surface type, single asset 02
FOOTSTEP_Human_Sneaker_Run_Grass_01.wav	00:00:01	Single close human run footstep on dry grass surface type, single asset 01
FOOTSTEP_Human_Sneaker_Run_Grass_02.wav	00:00:01	Single close human run footstep on dry grass surface type, single asset 02
FOOTSTEP_Human_Sneaker_Run_Gravel_01.wav	00:00:01	Single close human run footstep on grit and gravel surface type, single asset 01
FOOTSTEP_Human_Sneaker_Run_Gravel_02.wav	00:00:01	Single close human run footstep on grit and gravel surface type, single asset 02
FOOTSTEP_Human_Sneaker_Run_Leaves_01.wav	00:00:01	Single close human run footstep on dry leaves surface type, single asset 01
FOOTSTEP_Human_Sneaker_Run_Leaves_02.wav	00:00:01	Single close human run footstep on dry leaves surface type, single asset 02
FOOTSTEP_Human_Sneaker_Run_Metal_01.wav	00:00:01	Single close human run footstep on metal grate surface type, single asset 01
FOOTSTEP_Human_Sneaker_Run_Metal_02.wav	00:00:01	Single close human run footstep on metal grate surface type, single asset 02
FOOTSTEP_Human_Sneaker_Run_Pebbles_01.wav	00:00:01	Single close human run footstep on beach pebbles surface type, single asset 01
FOOTSTEP_Human_Sneaker_Run_Pebbles_02.wav	00:00:01	Single close human run footstep on beach pebbles surface type, single asset 02
FOOTSTEP_Human_Sneaker_Run_Rock_01.wav	00:00:01	Single close human run footstep on solid rock surface type, single asset 01
FOOTSTEP_Human_Sneaker_Run_Rock_02.wav	00:00:01	Single close human run footstep on solid rock surface type, single asset 02
FOOTSTEP_Human_Sneaker_Run_Sand_01.wav	00:00:01	Single close human run footstep on dry sand surface type, single asset 01
FOOTSTEP_Human_Sneaker_Run_Sand_02.wav	00:00:01	Single close human run footstep on dry sand surface type, single asset 02



# GAME PACK MINI 01

## FPS

FOOTSTEP_Human_Sneaker_Run_Snow_01.wav	00:00:01	Single close human run footstep on crispy snow surface type, single asset 01
FOOTSTEP_Human_Sneaker_Run_Snow_02.wav	00:00:01	Single close human run footstep on crispy snow surface type, single asset 02
FOOTSTEP_Human_Sneaker_Run_Undergrowth_01.wav	00:00:01	Single close human run footstep on twigs and foliage surface type, single asset 01
FOOTSTEP_Human_Sneaker_Run_Undergrowth_02.wav	00:00:01	Single close human run footstep on twigs and foliage surface type, single asset 02
FOOTSTEP_Human_Sneaker_Run_Water_01.wav	00:00:01	Single close human generic footstep on shallow water surface type, single asset 01
FOOTSTEP_Human_Sneaker_Run_Water_02.wav	00:00:01	Single close human generic footstep on shallow water surface type, single asset 02
FOOTSTEP_Human_Sneaker_Run_Wood_01.wav	00:00:01	Single close human run footstep on wooden surface type, single asset 01
FOOTSTEP_Human_Sneaker_Run_Wood_02.wav	00:00:01	Single close human run footstep on wooden surface type, single asset 02
ENVIRONMENT_Leaf_Rustle_01.wav	00:00:16	Single natural light strength long wind gust through a single large tree leaves, single asset 01
GATE_Metal_Open_02.wav	00:00:02	Medium sized, metal barred gate opening release, slide, impact, single asset 02
GUN_Cannon_Fire_01.wav	00:00:01	DESIGNED Single close small barrel cannon fire, single asset 01
GUN_Cannon_Fire_02.wav	00:00:01	DESIGNED Single close small barrel cannon fire, single asset 02
GUN_Machine_Gun_Bullet_Impact_Loop_01.wav	00:00:06	Multiple bullets impacting generic soft floor surface type in rapid succession, looping asset 01
GUN_Machine_Gun_Heavy_Fire_01.wav	00:00:01	DESIGNED Single close shot fire from heavy machine gun, single asset 01
GUN_Machine_Gun_Heavy_Fire_02.wav	00:00:01	DESIGNED Single close shot fire from heavy machine gun, single asset 02
GUN_Machine_Gun_Heavy_Fire_03.wav	00:00:01	DESIGNED Single close shot fire from heavy machine gun, single asset 03
GUN_Rifle_Bullet_Drop_01.wav	00:00:01	Single close empty bullet impact on soft generic surface type, single asset 01
GUN_Rifle_Bullet_Drop_02.wav	00:00:01	Single close empty bullet impact on soft generic surface type, single asset 02
GUN_Rifle_Fire_01.wav	00:00:01	Single close rifle Remington 1180 Semi-auto shot fire, medium length tails, single asset 01
GUN_Rifle_Fire_02.wav	00:00:01	Single close rifle Remington 1180 Semi-auto shot fire, medium length tails, single asset 02
GUN_Rifle_Reload_01.wav	00:00:01	Single close rifle Remington 1180 semi-auto reload crank, single asset 01
GUN_Shotgun_Fire_Medium_01 .wav	00:00:01	DESIGNED Single close double barrel 12-gauge shotgun shot fire, medium tail, single asset _01
GUN_Shotgun_Fire_Medium_02.wav	00:00:01	DESIGNED Single close double barrel 12-gauge shotgun shot fire, medium tail, single asset _02
GUN_Shotgun_Pump_In_01.wav	00:00:01	DESIGNED Single close double barrel 12-gauge shotgun reload pump in action, single asset 01
GUN_Shotgun_Pump_Out_01.wav	00:00:01	DESIGNED Single close double barrel 12-gauge shotgun reload pump out action, single asset 01
GUN_Shotgun_Shell_Drop_01.wav	00:00:01	Single close shotgun shell impact on generic hard surface type, single asset 01
GUN_Shotgun_Shell_Drop_02.wav	00:00:01	Single close shotgun shell impact on generic hard surface type, single asset 02
HEALTH_HeartBeat_Death_Fast_Loop_01.wav	00:00:03	DESIGNED Double heart beat thumps, approaching death, 2.2 speed of slow asset, looping asset 01
HEALTH_HeartBeat_Normal_Loop_01.wav	00:00:07	DESIGNED Double heart beat thumps, normal calm 1.1 speed, of slow asset, looping asset 01
HEALTH_HeartBeat_Slow_Loop_01.wav	00:00:08	DESIGNED Double heart beat thumps, slow calm speed, looping asset 01



# GAME PACK MINI 01

## FPS

INSECT_Bee_01.wav	00:00:03	Single close bee flying towards and away from microphone, single asset 01
INSECT_Bee_02.wav	00:00:02	Single close bee flying from, then away from microphone, single asset 02
INSECT_Cricket_FAKE_01.wav	00:00:01	DESIGNED Single close cricket vocal call, single asset 01
INSECT_Cricket_FAKE_02.wav	00:00:01	DESIGNED Single close cricket vocal call, single asset 02
LIMB_Wades_Human_Water_Loop_01.wav	00:00:14	Single close human limb wade through water surface type, multiple Looping asset 01
MELEE_Bite_Flesh_01.wav	00:00:01	DESIGNED Single close teeth bite with ripping flesh, single asset 01
MELEE_Punch_Leather_01.wav	00:00:01	DESIGNED Single close bare fist punch on leather punch bag impact, single asset 01
MELEE_Punch_Leather_02.wav	00:00:01	DESIGNED Single close bare fist punch on leather punch bag impact, single asset 02
PROJECTILE_Rocket_Flight_Loop_01.wav	00:00:06	DESIGNED Single close firework sizzle and burning flight, looping asset 01
SHAVES_Quick_Movement_01.wav	00:00:02	DESIGNED Single close bear shaver, moved quickly towards and away from microphone, single asset 01
SHIELD_Metal_Drop_Gravel_01.wav	00:00:01	Single close small thin metal round shield drop impact and rest on grit and gravel surface type, single asset 01
SHIELD_Metal_Drop_Metal_01.wav	00:00:02	Single close small thin metal round shield drop impact and rest on metal grate surface type, single asset 01
TEST_FOOTSTEP_01.wav	00:00:01	TEST Asset. Footstep on Wooden floor surface type
TEST_FOOTSTEP_02.wav	00:00:01	TEST Asset. Footstep on Wooden floor surface type
TEST_VOCAL_01.wav	00:00:01	TEST Asset. Vocal word Test, Human male voice
UI_Enemies_Spawn_01.wav	00:00:03	DESIGNED Single generic mid> far distant creature roar, with reverb single asset 01
UI_Jump_Whoosh_Fast_01.wav	00:00:01	Single close small air jet whoosh as an object is pushed quickly into the air, single asset 01
UI_Portal_Loop_Mono_01.wav	00:00:18	DESIGNED Single close pulsating sine wave, looping asset MONO 01
UI_Switch_Button_01.wav	00:00:01	Single close digital beep button push in and out, single asset 01
UI_Switch_Grinding_Lever_01.wav	00:00:01	Single long metal grinding lever switch motion, single asset 01
UI_Weapon_Out_Of_Ammo_01.wav	00:00:01	DESIGNED Single dry gun fire, weapon out of ammo, single asset 01
VOCAL_Human_Male_ID02_Attack_01.wav	00:00:01	Single close human male Actor SET ID02 aggressive short vocal, single asset 01
VOCAL_Human_Male_ID02_Attack_02.wav	00:00:01	Single close human male Actor SET ID02 aggressive short vocal, single asset 02
VOCAL_Human_Male_ID02_Breath_Heavy_Loop_01.wav	00:00:06	Single close human male Actor SET ID02 medium length aggressive strong breath in / out vocal, Looping asset 01
VOCAL_Human_Male_ID02_Breath_Light_Loop_01.wav	00:00:06	Single close human male Actor SET ID02 medium length calm light breath in / out vocal, looping asset 01
VOCAL_Human_Male_ID02_Breath_Medium_Loop_01.wav	00:00:08	Single close human male Actor SET ID02 medium length medium strength breath in / out vocal, looping asset 01
VOCAL_Human_Male_ID02_Death_01.wav	00:00:01	Single close human male Actor SET ID02 short length painful death scream vocal, single asset 01
VOCAL_Human_Male_ID02_Death_02.wav	00:00:01	Single close human male Actor SET ID02 short length painful death scream vocal, single asset 02
VOCAL_Human_Male_ID02_Jump_01.wav	00:00:01	Single close human male Actor SET ID02 short length exertive jump push action vocal, single asset 01
VOCAL_Human_Male_ID02_Jump_02.wav	00:00:01	Single close human male Actor SET ID02 short length exertive jump push action vocal, single asset 02



# GAME PACK MINI 01

## FPS

VOCAL_Human_Male_ID02_Land_01.wav	00:00:01	Single close human male Actor SET ID02 short length painful, breath winded landing from high height vocal, single asset 01
VOCAL_Human_Male_ID02_Land_02.wav	00:00:01	Single close human male Actor SET ID02 short length painful, breath winded landing from high height vocal, single asset 02
VOCAL_Minotaur_Attack_01.wav	00:00:01	DESIGNED Single close humanised large minotaur beast, aggressive vocal, single asset 01
VOCAL_Minotaur_Attack_02.wav	00:00:01	DESIGNED Single close humanised large minotaur beast, aggressive vocal, single asset 02
VOCAL_Minotaur_Breath_01.wav	00:00:02	DESIGNED Single close humanised large minotaur beast, aggressive snorting, breath in / out vocal, single asset 01
VOCAL_Minotaur_Breath_02.wav	00:00:02	DESIGNED Single close humanised large minotaur beast, aggressive snorting, breath in / out vocal, single asset 02
VOCAL_Ogre_Attack_01.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, aggressive attacking vocal, single asset 01
VOCAL_Ogre_Attack_02.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, aggressive attacking vocal, single asset 02
VOCAL_Ogre_Death_01.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, painful death scream vocal, single asset 01
VOCAL_Ogre_Death_02.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, painful death scream vocal, single asset 02
VOCAL_Ogre_Grunt_01.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, grunts & grumbles vocal, single asset 01
VOCAL_Ogre_Grunt_02.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, grunts & grumbles vocal, single asset 02
VOCAL_Ogre_Idle_01.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, mumbles and grumbles idling vocal, single asset 01
VOCAL_Ogre_Idle_02.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, mumbles and grumbles idling vocal, single asset 02
VOCAL_Ogre_Pain_01.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, Painful yelp vocal, single asset
VOCAL_Ogre_Pain_02.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, Painful yelp vocal, single asset
WILDLIFE_Bird_UK_Various_03.wav	00:00:02	Single close various bird vocal chirps and songs, Season: Spring, Location: UK south, Time: Dawn, single asset 03
WILDLIFE_Bird_UK_Various_04.wav	00:00:03	Single close various bird vocal chirps and songs, Season: Spring, Location: UK south, Time: Dawn, single asset 04
WILDLIFE_Bird_UK_Various_05.wav	00:00:02	Single close various bird vocal chirps and songs, Season: Spring, Location: UK south, Time: Dawn, single asset 05
WILDLIFE_Crow_01.wav	00:00:06	Single close crow bird vocal, Season: Spring, Location: UK south, Time: Afternoon, single asset 01
WILDLIFE_Seagull_01.wav	00:00:01	Single close and distant seagull vocal, Season: Spring, Location: UK south, Time: Dawn, single asset 01

