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FILENAME	DESCRIPTION	SOUNDS
AIRBlow-CK_AEROSOL SPRAY Constant Long_RTSB_SRC.wav	AEROSOL SPRAY LONG; Long constant steady spraying of aerosol spray with alternating panning between left and right channels.	1
AIRBlow-CK_AEROSOL SPRAY LR Medium_RTSB_SRC.wav	AEROSOL SPRAY MEDIUM LR; Medium spraying of aerosol spray with alternating panning between left and right	4
AIRBIow-CK_AEROSOL SPRAY LR Short_RTSB_SRC.wav	channels.  AEROSOL SPRAY SHORT LR; Short sprays of aerosol spray with alternating panning between left and right channels.	4
AIRBlow-CK_AEROSOL SPRAY Medium_RTSB_SRC.wav	AEROSOL SPRAY MEDIUM; Medium spraying of aerosol spray.	3
AIRBlow-CK_AEROSOL SPRAY Staccato_RTSB_SRC.wav	AEROSOL SPRAY SHORT STACCATO; Short staccato sprays of aerosol spray.	5
AIRBlow-CK_BALLOON Latex Deflate Squeak Long_RTSB_SRC.wav	BALLOON DEFLATE SQUEAK LONG; Latex balloon squeaking as it deflates. Long duration.	1
AIRBlow-CK_BALLOON Latex Deflate Squeak Performance 01_RTSB_SRC.way	BALLOON DEFLATE SQUEAK PERFORMANCE; Latex balloon squeaking as it deflates. Modulating pitch and	1
AIRBlow-CK BALLOON Latex Deflate Squeak Performance 02, RTSB, SRC.way	amplitude.  BALLOON DEFLATE SQUEAK PERFORMANCE; Latex balloon squeaking as it deflates. Modulating pitch and	1
AIRBlow-CK BALLOON Latex Deflate Squeak Performance 03. RTSB. SRC.wav	amplitude.  BALLOON DEFLATE SQUEAK PERFORMANCE; Latex balloon squeaking as it deflates. Long pitch modulation.	3
AIRBlow-CK BALLOON Latex Deflate Squeak Performance 04. RTSB. SRC.wav	BALLOON DEFLATE SQUEAK PERFORMANCE; Latex balloon squeaking as it deflates. Short pitch modulation.	6
AIRBlow-CK, BALLOON Latex Deflate Squeak Ferformance 05_RTSB_SRC.way	BALLOON DEFLATE SQUEAK PERFORMANCE; Latex balloon squeaking as it deflates. Modulating pitch and	1
	amplitude.	·
AIRBlow-CK_BALLOON Latex Deflate Squeak Performance 06_RTSB_SRC.wav	BALLOON DEFLATE SQUEAK PERFORMANCE; Latex balloon squeaking as it deflates. Long pitch and amplitude modulation.	1
AIRBlow-CK_BALLOON Latex Deflate Squeak Performance 07_RTSB_SRC.wav	BALLOON DEFLATE SQUEAK PERFORMANCE; Latex balloon squeaking as it deflates. Long pitch and amplitude modulation.	1
AIRBlow-CK_BALLOON Latex Deflate Squeak Performance 08_RTSB_SRC.wav	BALLOON DEFLATE SQUEAK PERFORMANCE; Latex balloon squeaking as it deflates. Long pitch and amplitude modulation. Pitched Down 1 octave.	1
AIRBlow-CK_BALLOON Latex Deflate Squeak_RTSB_SRC.wav	BALLOON DEFLATE SQUEAK; Latex balloon single squeak as it deflates. Long pitch and amplitude modulation.	1
AIRBIOw-CK_BALLOON Latex Inflate 01_RTSB_SRC.wav	BALLOON INFLATE; Latex balloon inflating, Blowing into a balloon. Long hollow and airy character.	4
AIRBlow-CK_BALLOON Latex Inflate 02_RTSB_SRC.wav	BALLOON INFLATE; Latex balloon inflating. Blowing into a balloon. Long hollow and airy character.	4
AIRBlow-CK_BALLOON Latex Inflate 03_RTSB_SRC.wav	BALLOON INFLATE; Latex balloon inflating. Blowing into a balloon. Long hollow and airy character.	2
AIRBrst-CK_BALLOON Latex Pop_RTSB_SRC.wav	BALLOON POP; Latex balloon popping. Loud and reverberant.	3
GLASTonl-CK_BELL Bowl Crystal Hit Mallet Soft_RTSB_SRC.wav	BOWL CRYSTAL HIT SOFT; Mallett hitting a crystal bowl. Long decay.	2
GLASTonl-CK_BELL Bowl Crystal Hit Mallet_RTSB_SRC.wav	BOWL CRYSTAL HIT; Mallett hitting a crystal bowl. Long decay.	2
GLASTonl-CK_BELL Bowl Crystal Hit Stick_RTSB_SRC.wav	BOWL CRYSTAL HIT STICK; Drumstick hitting a crystal bowl. Long decay.	4
GLASTonl-CK_BELL Bowl Crystal Hit Water Light_RTSB_SRC.wav	BOWL CRYSTAL HIT WATER LIGHT; Mallet lightly hitting a crystal bowl with small amount of water. Medium decay.	4
GLASTonl-CK_BELL Bowl Crystal Rub Edge Resonance 01_RTSB_SRC.wav	BOWL CRYSTAL RUB RESONANCE; Constant steady rubbing of crystal bowl as it resonates and sings.	1
GLASTonI-CK_BELL Bowl Crystal Rub Edge Resonance 02_RTSB_SRC.wav	BOWL CRYSTAL RUB RESONANCE; Constant steady rubbing of crystal bowl as it resonates and sings.	1
MUSCBell-CK_BELL Bowl Tibetan Hit Multi_RTSB_SRC.wav	BOWL TIBETAN HIT MULTI; Hitting multiple metal tibetan bowls at the same time. Long decay. Bell like character.	4
MUSCBell-CK_BELL Bowl Tibetan Hit Ambient +24_RTSB_SRC.wav	BOWL TIBETAN HIT AMBIENT; Hitting multiple metal tibetan bowls randomly. Ambient character. Pitched up 2	1
MUSCBell-CK_BELL Bowl Tibetan Hit Ambient_RTSB_SRC.wav	octaves.  BOWL TIBETAN HIT AMBIENT; Hitting multiple metal tibetan bowls randomly. Ambient character.	1
MUSCBell-CK_BELL Bowl Tiberan Hit Artibient_MSB_SRC.way  MUSCBell-CK_BELL Bowl Tibetan Hit Performance 110 BPM 01_RTSB_SRC.way		1
	BOWL TIBETAN HIT PERFORMANCE; Hitting multiple metal tibetan bowls in sequence. 100 BPM performance.	·
MUSCBell-CK_BELL Bowl Tibetan Hit Performance 110 BPM 02_RTSB_SRC.wav	BOWL TIBETAN HIT PERFORMANCE; Hitting multiple metal tibetan bowls in sequence. 100 BPM performance.	1
MUSCBell-CK_BELL Bowl Tibetan Hit Performance Crescendo_RTSB_SRC.wav	BOWL TIBETAN HIT PERFORMANCE CRESCENDO; Hitting multiple metal tibetan bowls in sequence in an increasingy accelerated fashion. 100 BPM performance.	1
MUSCBell-CK_BELL Bowl Tibetan Hit Type A_RTSB_SRC.wav	BOWL TIBETAN HIT; Hitting metal tibetan bowl. Bell Like character. Type A.	7
MUSCBell-CK_BELL Bowl Tibetan Hit Type B_RTSB_SRC.wav	BOWL TIBETAN HIT; Hitting metal tibetan bowl. Bell Like character. Type B.	4
MUSCBell-CK_BELL Bowl Tibetan Hit Type C_RTSB_SRC.wav	BOWL TIBETAN HIT; Hitting metal tibetan bowl. Bell Like character. Type C.	4
MUSCBell-CK_BELL Bowl Tibetan Hit Type D_RTSB_SRC.wav	BOWL TIBETAN HIT; Hitting metal tibetan bowl. Bell Like character. Type D.	4
MUSCBell-CK_BELL Bowl Tibetan Hit Type E_RTSB_SRC.wav	BOWL TIBETAN HIT; Hitting metal tibetan bowl. Bell Like character. Type E.	4
MUSCBell-CK_BELL Bowl Tibetan Hit Type F_RTSB_SRC.wav	BOWL TIBETAN HIT; Hitting metal tibetan bowl. Bell Like character. Type F.	3
GLASTonl-CK_BOWL Glass Hit Muted Ring Bb4_RTSB_SRC.wav	CLOCHE HIT MUTED; Muted hits on glass cloche. Bell like character.	5
GLASTonl-CK_BOWL Glass Hit Tap Ring Bb4_RTSB_SRC.wav	CLOCHE HIT; Muted hits on glass cloche. Bell like character.	2
FIREGas-CK_BUNSEN BURNER Flame Low_RTSB_SRC.wav	BUNSEN BURNER; Constant steady lighting and extinguising of bunsen burner flame. Low modulating character.	1
FIREIgn-CK_BUNSEN BURNER Light Up_RTSB_SRC.wav	BUNSEN BURNER; Short ignitions of bunsen burner flame.	4
VEHBy-CK_CAR Whoosh By 01_RTSB_SRC.wav	CAR WHOOSH; Single car whoosh. Driving by with hard pan and long decay.	4
VEHBy-CK_CAR Whoosh By 02_RTSB_SRC.wav	CAR WHOOSH; Single car whoosh. Driving by with hard pan and long decay.	3
MUSCChim-CK_CHIME Orchestral Fast 01_RTSB_SRC.wav	CHOME ORCHESTRAL SHAKE FAST; Short, fast orchestral chime movements with ring out. Magical sparkly	3
	character.	
MUSCChim-CK_CHIME Orchestral Fast 02_RTSB_SRC.wav	CHOME ORCHESTRAL SHAKE FAST; Short, fast orchestral chime movements with ring out. Magical sparkly character.	4
MUSCChim-CK_CHIME Orchestral Short_RTSB_SRC.wav	CHOME ORCHESTRAL SHAKE SHORT; Short, muted orchestral chime movements.	2



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MISCHANDOC, COMMIN CONTRICT (CHEST AND THE CASE AND CONTRICT CONTRICT (CHEST AND THE CASE AND	MUSCChim-CK_CHIME Orchestral Slow_RTSB_SRC.wav	CHOME ORCHESTRAL SHAKE SLOW; Slow orchestral chime movements with ring out. Ascending pitch.	2
MISSTAND CO, CORNAL CONTROL COUNTY (TEXT, ESC. CONTROL COUNTY) (TEXT, ESC. COUNTY) (TEXT, ESC. CONTROL COUNTY) (TEXT, ESC. COUNTY) (TEXT			
MISCRAM COLOMA CONSIST COUNTY MISCRAM (MISCRAM COLOMA TRACE)   MISCRAM COLOMA CONTRIVENCE (MISCRAM COLOMA			_
Microbine Co. CPMID (1986) HTD	MUSCPerc-CK_CYMBAL Crash Hit Choke Light_RTSB_SRC.wav	CYMBAL CRASH HIT CHOKE LIGHT, Light single crash cymbal hits with immediate choke. Transient hits.	3
MILLINEO, COMMAN, Tray or History, and JUTES, SEC. New OPERA, CHARLES STEEL, Tray or History, and JUTES, SEC. New OPERA, FIRST STEEL, Tray or History, and JUTES, SEC. New OPERA, FIRST STEEL, Tray or History, and JUTES, SEC. New OPERA, FIRST STEEL, Tray or History, and JUTES, SEC. New OPERA, FIRST STEEL, Tray or History, and American section with regions, and the previous section of the previous section with regions, and the previous section of the previous section section of	MUSCPerc-CK_CYMBAL Crash Hit Choke Medium_RTSB_SRC.wav	CYMBAL CRASH HIT CHOKE MEDIUM; Medium single crash cymbal hits with immediate choke. Transient hits.	3
CYMBA, FINGE HT DUAL, Two main improvements make on which make making any contact making and make growth and m	MUSCPerc-CK_CYMBAL Crash Hit_RTSB_SRC.wav	CYMBAL CRASH HIT; Cymbal hits with natural decay.	3
Package of Company Intelligence   Package A, Pilla Jillic Jilli	MUSCPerc-CK_CYMBAL Crash Swell_RTSB_SRC.wav	CYMBAL CRASH; Medium swells of crash cymbal.	1
PELLINER OC. CHMMA. Fligger in thing signal. A Fliffel, SIGN own	BELLHand-CK_CYMBAL Finger Hit Ring Dual 01_RTSB_SRC.wav	CYMBAL FINGER HIT DUAL; Two small finger cymbals hitting one another and ringing out.	5
SELECTION CO, CYMPIAL Prings Him Rig Biggs B, PTIBL 35C new CYMPIAL PRINGS HIM SINGLE SELECTION CO. CYMPIAL PRINGS HIM SINGLE SELECTION CO. CYMPIAL HIM SINGLE SELECT	BELLHand-CK_CYMBAL Finger Hit Ring Dual 02_RTSB_SRC.wav	CYMBAL FINGER HIT DUAL; Two small finger cymbals hitting one another and ringing out.	4
MELTION CO, CHMAN, HINTER SOURCE HET METEL, Billion to go than cyreate it and settle.  CYMAN, HINTER SOURCE HET METEL, Billion to go that cyreate it and settle.  CYMAN, HINTER SOURCE HET METEL, Billion to go that cyreate it and settle.  CYMAN, HINTER SOURCE HET METEL, Billion to go that cyreate it and settle.  CYMAN, HINTER SOURCE HET METEL, Billion to go that the cyreate it and settle.  CYMAN, HINTER SOURCE HET METEL, Billion to go that the cyreate it and settle.  CYMAN, HINTER SOURCE HET METEL, Billion to go that the cyreate it and settle.  CYMAN, HINTER SOURCE HET METEL, Billion to go that the cyreate it and settle.  CYMAN, HINTER SOURCE HET METEL, Billion to go that the cyreate it and settle it and sett	BELLHand-CK_CYMBAL Finger Hit Ring Single A_RTSB_SRC.wav	CYMBAL FINGER HIT; Single small finger cymbal hit and ring out. Akin to a service bell. Type A.	3
NETURES CONTROL Hirth Student HE REIDE, REID, awy CYMEAL HIRSE SECRET SECRET HE Bours to print cymeta (see in 19.1)  NETURES CONTROL HIRD Bours LITTER SECRET HE Bours to print cymeta (see in 19.1)  NETURES CONTROL HIRD Bours LITTER SECRET HE Bours to print cymeta (see in 19.1)  NETURES CONTROL HIRD Bours LITTER SECRET HE Bours to print cymeta (see in 19.1)  NETURES CONTROL HIRD Bours to print cymeta (see in 19.1)  NETURES CONTROL HIRD Bours to print cymeta (see in 19.1)  NETURES CONTROL HIRD Bours to print cymeta (see in 19.1)  NETURES CONTROL HIRD Bours to print cymeta (see in 19.1)  NETURES CONTROL HIRD Bours to print cymeta (see in 19.1)  NETURES CONTROL HIRD Bours to print cymeta (see in 19.1)  NETURES CONTROL HIRD Bours to print cymeta (see in 19.1)  NETURES CONTROL HIRD Bours to print (see in 19.1)  NETURES CONTROL HIRD BOURS IN 1991. In the see in 19.1  NETURES CONTROL HIRD BOURS IN 1991. In the see in 19.1  NETURES CONTROL HIRD BOURS IN 1991. In the see in 19.1  NETURES CONTROL HIRD BOURS IN 1991. In the see in 19.1  NETURES CONTROL HIRD BOURS IN 1991. In the see in 19.1  NETURES CONTROL HIRD BOURS IN 1991. In the see in 19.1  NETURES CONTROL HIRD BOURS IN 1991. In the see in 19.1  NETURES CONTROL HIRD BOURS IN 1991. In the see in 19.1  NETURES CONTROL HIRD BOURS IN 1991. In the see in 19.1  NETURES CONTROL HIRD BOURS IN 1991. In the see in 19.1  NETURES CONTROL HIRD BOURS IN 1991. In the see in 19.1  NETURE CONTROL HIRD BOURS IN 1991. In the see in 19.1  NETURE CONTROL HIRD BOURS IN 1991. In the see in 19.1  NETURE SECRET SECRET SECRET HIRD BOURS IN 1991. In the see in 19.1  NETURE CONTROL HIRD BOURS IN 1991. In the see in 19.1  NETURE SECRET SECRET SECRET HIRD BOURS IN 1991. In the see in 19.1  NETURE SECRET SECRET HIRD BOURS IN 1991. In the see in 19.1  NETURE SECRET SECRET HIRD BOURS IN 1991. In the see in 19.1  NETURE SECRET SECRET HIRD BOURS IN 1991. In the see in 19.1  NETURE SECRET SECRET HIRD BOURS IN 1991. In the see in 19.1  NETURE SECRET SECRET HIRD BOURS IN 1991. In the see in 19.1  NETURE	BELLHand-CK_CYMBAL Finger Hit Ring Single B_RTSB_SRC.wav	CYMBAL FINGER HIT; Single small finger cymbal hit and ring out. Akin to a service bell. Type B.	3
MELTURE CK, CYMBAL HIRAY BIOLENH HIT, Bullan to p that symbal int.  2 PRETURE CK, CYMBAL HIRAY BIOLENH HIT, Bullan to p that symbal int.  2 PRETURE CK, CYMBAL HIRAY BIOLENH HIT, Bullan to p that symbal int.  2 PRETURE CK, CYMBAL HIRAY BIOLENH HIT, Bullan to p that symbal int.  3 PRETURE CK, CYMBAL HIRAY BIOLENH HIT, Bullan to p that symbal int.  4 PRETURE CK, CYMBAL HIRAY BIOLENH HIT, Bullan to p that symbal intenting on their and in large dropput.  5 PRETURE CK, CYMBAL HIRAY BIOLENH HIT, Bullan to p that symbal intenting on the symbal and intenting on their and in large dropput.  5 PRETURE CK, CYMBAL HIRAY BIOLENH HIT, Bullan to p that symbal intenting on the symbal and intention.  5 PRETURE CK, CYMBAL HIRAY BIOLENH HIT, Bullan to p that symbal intenting on the symbal and intenting on the symbal and intenting on the symbal and intention.  5 PRETURE CK, CYMBAL HIRAY BIOLENH HIT, Bullan to p that symbal intenting on the symbal and intention.  5 PRETURE CK, CYMBAL HIRAY BIOLENH HIT, Bullan to p that symbal intenting on the symbal and intention.  5 PRETURE CK, CYMBAL HIRAY BIOLENH HIT, Bullan to p that symbal intention to p these, by the symbal and intention.  5 PRETURE CK, CYMBAL HIRAY BIOLENH HIT, Bullan to p that symbal intention to p the symbal and intention.  5 PRETURE CK, CYMBAL HIRAY BIOLENH HIT, Bullan to p this symbal to p the symbal and intention.  5 PRETURE CK, CYMBAL HIRAY BIOLENH HIT, Bullan symbal intention to p the symbal and intention.  5 PRETURE CK, CYMBAL HIRAY BIOLENH HIT, Bullan symbal intention to p the symbal and intention.  5 PRETURE CK, CYMBAL HIRAY BIOLENH HIT, Bullan symbal intention to p the symbal and intention.  5 PRETURE CK, CYMBAL HIRAY BIOLENH HIT, Bullan symbal intention to p the symbal intention.  5 PRETURE CK, CYMBAL HIRAY BIOLENH HIT, Bullan symbal hiray stolen symbal hiray with lunquickees, bullan symbal intention.  5 PRETURE CK, CYMBAL HIRAY BIOLENH HIRAY BIOLENH HIRAY BIOLENH HIRAY BIOLENH HIR	METLTonl-CK_CYMBAL Hihat Broken Hit Rattle +18_RTSB_SRC.wav	CYMBAL HIHAT BROKEN HIT RATTLE; Broken top hihat cymbal hit and rattle. Pitched up 1.5 octaves. Sitar character.	5
METUNICO CC, CYMBAL HEAD Risks from brians Seller, MERU, SEC. com  COMBAL HEAD RISKS FROM, TOWN, Twelfag Societies op other across plant or floor in the insigh dispute.  2 METUNICO CC, CYMBAL Hibad Risks Seller, MERU, SEC. com  COMBAL HEAD RISKS FROM, TOWN, Twelfag Societies op other across. Principle dispute.  3 METUNICO CC, CYMBAL Hibad Risks Seller, MERU, SEC. com  COMBAL HEAD RISKS FROM, Town, The seller of the insight seller, principle completed from the insight design.  4 METUNICO CC, CYMBAL Hibad Risks Seller, MERU, SEC. com  COMBAL HIBED HIB FROM, Towngle school problem for from Principle completed.  4 METUNICO CC, CYMBAL Hibad Risks Seller, MERU, SEC. com  COMBAL HIBED HIB FROM, Towngle school problem for from Principle dispute the institution of the seller interprinciple.  4 METUNICO CC, CYMBAL Risks A File from SELLER, SEC. com  COMBAL HIBED HIB FROM, Towngle school problem for seller interprinciple.  4 METUNICO CC, CYMBAL Risks A File from SELLER, SEC. com  COMBAL HIBED HIB FROM, Towngle school problem for seller interprinciple.  4 METUNICO CC, CYMBAL Risks A File from SELLER, SEC. com  COMBAL HIBED HIB FROM, Towngle school problem for seller interprinciple. Types A.  4 METUNICO CC, CYMBAL Risks A File from SELLER, SEC. com  COMBAL HIBED HIB FROM, Towngle school problem in the will be single school. Types A.  4 METUNICO CC, CYMBAL Risks A File from SELLER, SEC. com  COMBAL HIBED HIB FROM, Towngle school problem in the seller interprinciple. Types A.  4 METUNICO CC, CYMBAL Risks A Sewell form SELLER, SEC. com  COMBAL HIBED HIB FROM, Towngle school problem in through the seller interprinciple. Types A.  4 METUNICO CC, CYMBAL Risks A Sewell form SELLER, SEC. com  COMBAL HIBED HIB FROM, Towngle school problem in through the seller interprinciple. Types A.  4 METUNICO CC, CYMBAL Risks A Sewell form SELLER, SEC. com  COMBAL HIBED HIB FROM, Towngle school problem in through the seller in through the seller interprinciple. Types A.  4 METUNICO CC, CYMBAL Risks B HIB FROM, Towngle school problem in through t	METLMisc-CK_CYMBAL Hihat Broken Hit Rattle_RTSB_SRC.wav	CYMBAL HIHAT BROKEN HIT RATTLE; Broken top hihat cymbal hit and rattle.	5
MELINAMICAC, CHIRALA HIAND Bistorn Series, PETEL, SPIC view OYMMAL HIAND BISTORTH SETTLE; Bricken sign hiter storing and certificatily, attitude on story and series and series.  OYMMAL HIAND BISTORTH SETTLE; Bricken sign hiter story and series and series.  OYMMAL HIAND BISTORTH SETTLE; Bricken sign hiter story and series and series.  OYMMAL HIAND BISTORTH SETTLE; Bricken sign hiter story and series and series.  OYMMAL HIAND BISTORTH SETTLE; Bricken sign hiter story and series and series.  OYMMAL HIAND BISTORTH SETTLE; Bricken sign hiter story and series.  OYMMAL HIAND BISTORTH SETTLE; Bricken sign hiter story and series.  OYMMAL HIAND BISTORTH SETTLE; Bricken sign hiter story and series.  OYMMAL HIAND BISTORTH SETTLE; Bricken sign hiter story and series.  OYMMAL HIAND BISTORTH SETTLE; Bricken sign series on phase as four, Medical character. Type A.  OYMMAL HIAND BISTORTH SETTLE; Bricken sign series on phase as four, Medical character. Type A.  OYMMAL HIAND BISTORTH SETTLE; Bricken sign series on phase as four, Medical character. Type A.  OYMMAL HIAND BISTORTH SETTLE; Bricken sign series on phase as four, Medical character. Type A.  OYMMAL HIAND BISTORTH SETTLE; Bricken sign series on phase as four, Medical character. Type A.  OYMMAL HIAND BISTORTH SETTLE; Bricken sign series on phase as four, Medical character. Type A.  OYMMAL HIAND BISTORTH SETTLE; Bricken sign series on phase as four, Medical character. Type A.  OYMMAL HIAND BISTORTH SETTLE; Bricken sign series on phase as four, Medical series and phase as four, Medical series and phase as four series. Type A.  OYMAL HIAND BISTORTH SETTLE; Bricken series and phase as four series and phase as	METLImpt-CK_CYMBAL Hihat Broken Hit_RTSB_SRC.wav	CYMBAL HIHAT BROKEN HIT; Broken top hihat cymbal hit.	2
PRESENTANCE CLOTHER LINEAR BOKEN TWINE, Twining a broken too hister on from Medicated amplitude.   6	METLFric-CK_CYMBAL Hihat Broken Scrape Ring_RTSB_SRC.wav	CYMBAL HIHAT BROKEN SCRAPE; Broken top hihat scrape.	2
CYMMAL RELATE DECKET TWENT, Twirring a broken two that on too. Medudated amplitude.  6  6  6  6  6  6  6  6  6  6  6  6  6			2
MICPARO CLOTHEAL Risk at Broken Text CQ. LTSB_SEC. wav  CYMBAL RISK AT RISK CONTROL Risk A TRE CONSE, ATRIB_SEC. wav  CYMBAL RISK ATRIB_SEC. wav CYMBAL Risk A TRE CONSE, ATRIB_SEC. wav  CYMBAL RISK ATRIB_SEC. wav CYMBAL Risk A TRE CONSE, ATRIB_SEC. wav  CYMBAL RISK ATRIB_SEC. wav CYMBAL Risk A TRE RISK SEC. wav CYMBAL RISK ATRIB_SEC. wav CYMBAL RISK SEC. wav CYMBA			
MUSCPerc CF, CYMMAL RIGO A HS Chale, PTEB, SRC vary  CYMMAL RIGO HS CHALE, Single ride cymotal his with immediate choix. Transform his. Type A.  SCORNAL RIGO HS HS A MS Med 2 Octaves down, RTSB, SRC vary  CYMMAL RIGO HS HS MS, Single ride cymotal his with long decay. Natural character. Type A. PRiched down 2 coarses.  PMUSCPerc CF, CYMMAL Rido A HS Med 2 Octaves down, RTSB, SRC vary  CYMMAL RIGO HS HS MS, Single ride cymotal his with long decay. Natural character. Type A.  2 MUSCPerc CF, CYMMAL Rido A HS Medium, RTSB, SRC vary  CYMMAL RIGO HS HS MS, MS A HS Medium, RTSB, SRC vary  CYMMAL RIGO HS MS MS, MS A HS MS MS A HS MS			
CYMMAL RIGH FIT HARD, Single rise cymbol his with long decay, Ourglise chemicals. Type A. Pitched down? actions.  CYMMAL RIGH FIT HARD, Single rise cymbol his with long decay. Matural character. Type A.  3  MISCPUS-CK, CYMMAL RIGH A HIS LIGHT, SINGL wav  CYMMAL RIGH FIT HARD, Single rise cymbol his with long decay. Natural character. Type A.  3  MISCPUS-CK, CYMMAL RIGH A HIS LIGHT, SINGL wav  CYMMAL RIGHT STELLUFT, Spat ringle rise cymbol his with long decay. Natural character. Type A.  3  MISCPUS-CK, CYMMAL RIGH A HIS LIGHT, SINGL wav  CYMMAL RIGHT STELLUFT, Spat ringle rise cymbol his with long decay. Natural character. Type A.  3  MISCPUS-CK, CYMMAL RIGH A HIS MEDIUM, MISCULAN STELLUFT, Spat ringle rise cymbol his with long decay. Natural character. Type A.  3  MISCPUS-CK, CYMMAL RIGH A SAN REAL MISCOLAR RIGHT, SINGL wav  CYMMAL RIGHT STELLUFT, Spat ringle rise cymbol his with long decay, Natural character. Type A.  3  MISCPUS-CK, CYMMAL RIGH A SAN RIGHT STELLUFT, Spat ringle rise cymbol his with long decay, Natural character. Type A.  4  MISCPUS-CK, CYMMAL RIGH A SAN RIGHT STELLUFT, Spat ringle rise cymbol his with long decay, Natural character. Type A.  4  MISCPUS-CK, CYMMAL RIGH A SAN RIGHT STELLUFT, Spat ringle rise cymbol his with long decay. Natural character. Type A.  4  MISCPUS-CK, CYMMAL RIGH A SAN RIGHT STELLUFT, Spat ringle rise cymbol his with long decay. Natural character. Pitched down 2 colores. Park 1   MISCPUS-CK, CYMMAL RIGH SHE LARL STEE, SPAC wav  CYMMAL RIGHT STELLUFT, Cymbol his Spatin cymbol his with immediate chase. Transfer Nat. Type A.  4  MISCPUS-CK, CYMMAL RIGH SHE LARL STEE, SPAC wav  CYMMAL RIGHT STELLUFT, Single rise cymbol his with immediate chase. Transfer Nat. Type B.  5  MISCPUS-CK, CYMMAL RIGH SHE LARL STEE, SPAC wav  CYMMAL RIGHT STELLUFT, Single rise cymbol his with immediate chase. Transfer Nat. Type B.  5  MISCPUS-CK, CYMMAL RIGH SHE ALL STEE, SPAC wav  CYMMAL RIGHT STELLUFT, Single rise cymbol his subtracter. Picthed rise cymbol his with immediate chase. Transfer Nat.			
octaines.  CHMAL RIDC HIT MARD; Bing on de cymbal hits with long decay, Natural character. Type A.  2 MIGCRers CK, CPMBL Ride A HRI Ligh, XTSB_SRC.wav  CPMBL RIDC HIT MARD; Bing on de cymbal hits with long decay, Natural character. Type A.  2 MIGCRers CK, CPMBL Ride A HRI Ligh, XTSB_SRC.wav  CPMBL RIDC HIT MCDURF, Netherland into cymbal hits with long decay, Natural character. Type A.  3 MIGCRers CK, CPMBL Ride A HRI Ligh, XTSB_SRC.wav  CPMBL RIDC HIT MCDURF, Netherland into cymbal. Type A.  1 MIGCRers CK, CPMBL Ride A Swell Long RTSB_SRC.wav  CPMBL RIDC SWELL LONG; Long well of single ride cymbal. Type A.  1 MIGCRers CK, CPMBL Ride A Bound Redum, XTSB_SRC.wav  CPMBL RIDC SWELL LONG; Long well of single ride cymbal. Type A.  2 MIGCRers CK, CPMBL Ride A Bound Redum, XTSB_SRC.wav  CPMBL RIDC SWELL REDUMP, Medium small of single ride cymbal. Type A.  3 MIGCRers CK, CPMBL Ride A Bound Redum, XTSB_SRC.wav  CPMBL RIDC SWELL REDUMP, Medium small of single ride cymbal. Type A.  4 MIGCRers CK, CPMBL Ride A Bound Redum, XTSB_SRC.wav  CPMBL RIDC HIT MCDURF, MEDIUM, Medium small of single ride cymbal. Type A.  4 MIGCRers CK, CPMBL Ride B Mile PERformance Long, XTSB_SRC.wav  CPMBL RIDC HIT; CPMBL RIDC HIT, Copmbal Red Red Company, XTSB_SRC.wav  CPMBL RIDC HIT, CPMBL RIDC HIT, Copmbal Red Red Company, XTSB_SRC.wav  CPMBL RIDC HIT, CPMBL RIDG HIT, CPMBL RIDC HIT, CPM			
MUSCPer-CR, CYMBAL RIDE HIT LORY, Light single rise cymbal hits with long decay, Natural character. Type A.  2 MUSCPer-CR, CYMBAL RIDE AND MANUEL LORG, LYSS, SRC, wav  3 MUSCPer-CR, CYMBAL RIDE AND MANUEL LORG, LYSS, SRC, wav  4 CYMBAL RIDE SWELL LONG, Long event of single ride cymbal. Type A.  5 MUSCPer-CR, CYMBAL RIDE AND MANUEL LORG, LYSS, SRC, wav  5 CYMBAL RIDE SWELL LONG, Long event of single ride cymbal. Type A.  5 MUSCPer-CR, CYMBAL RIDE AND MANUEL LORG, LYSS, SRC, wav  5 CYMBAL RIDE SWELL LONG, Long event of single ride cymbal. Type A.  5 MUSCPer-CR, CYMBAL RIDE AND Performance Long, RYSS, SRC, wav  5 CYMBAL RIDE SWELL LONG, Long event of single ride cymbal. Type A.  5 MUSCPer-CR, CYMBAL RIDE SWELL PERFORMANCE LONG, Long event of single ride cymbal. Type A.  5 CYMBAL RIDE SWELL PERFORMANCE LONG, Long event of single ride cymbal. Type A.  5 CYMBAL RIDE SWELL PERFORMANCE LONG, Long event of single ride cymbal. Type A.  5 CYMBAL RIDE SWELL PERFORMANCE LONG, Long event of single ride cymbal. Type A.  5 CYMBAL RIDE SWELL PERFORMANCE LONG, Long event of single ride cymbal. Type A.  5 CYMBAL RIDE SWELL PERFORMANCE LONG, Long event of single ride cymbal. Type A.  5 CYMBAL RIDE SWELL PERFORMANCE LONG, Long event of single ride cymbal. Type A.  5 CYMBAL RIDE SWELL PERFORMANCE LONG, Long event of single ride cymbal. Type A.  5 CYMBAL RIDE SWELL PERFORMANCE LONG, Long event of single ride cymbal. Type B.  5 CYMBAL RIDE SWELL PERFORMANCE LONG, Long event of single ride cymbal. Type B.  5 CYMBAL RIDE SWELL PERFORMANCE LONG, Long event of single ride cymbal. Type B.  6 CYMBAL RIDE SWELL PERFORMANCE LONG, Long event of single ride cymbal. Type B.  7 CYMBAL RIDE SWELL PERFORMANCE LONG, Long event of single ride cymbal. Type B.  7 CYMBAL RIDE SWELL PERFORMANCE LONG, Long event of single ride cymbal. Type B.  8 CYMBAL RIDE SWELL PERFORMANCE LONG, Long event of single ride cymbal. Type B.  9 CYMBAL RIDE SWELL PERFORMANCE LONG, Long event of single ride cymbal. Type B.  9 CYMBAL RIDE SWELL PERFORMANCE LONG, Long event of s		octaves.	3
MUSCPerc CK, CYMBAL RIDE AND HIT MEDIUM; Medium single ride cymbal hits with long decay, Natural character, Type A.  1 MUSCPerc CK, CYMBAL RIDE SWELL LONG, Long swell of angle ride cymbal. Type A.  1 MUSCPerc CK, CYMBAL RIDE SWELL LONG, Long swell of angle ride cymbal. Type A.  2 MUSCPerc CK, CYMBAL RIDE SWELL LONG, Long swell of angle ride cymbal. Type A.  3 MUSCPerc CK, CYMBAL RIDE SWELL LONG, Long swell of angle ride cymbal. Type A.  4 MUSCPERC CK, CYMBAL RIDE SWELL RESPONSANCE LONG; Long swell of angle ride cymbal. Type A.  5 MUSCPERC CK, CYMBAL RIDE SWELL RESPONSANCE LONG; Long swell of angle ride cymbal. Type A.  6 MUSCPERC CK, CYMBAL RIDE SWELL RESPONSANCE LONG; Long swell of angle ride cymbal. Type A.  7 MUSCPERC CK, CYMBAL RIDE SWELL RESPONSANCE LONG; Long swell of angle ride cymbal. Type A.  7 MUSCPERC CK, CYMBAL RIDE SWELL RESPONSANCE LONG; Long swell of angle ride cymbal. Type A.  7 MUSCPERC CK, CYMBAL RIDE SWELL RESPONSANCE LONG; Long swell of angle ride cymbal. Type A.  7 MUSCPERC CK, CYMBAL RIDE SWELL RESPONSANCE LONG; Long swell of angle ride cymbal. Type A.  7 MUSCPERC CK, CYMBAL RIDE SWELL RESPONSANCE LONG; Long swell of angle ride cymbal. Type A.  7 MUSCPERC CK, CYMBAL RIDE SWELL RESPONSANCE LONG; Long swell of angle ride cymbal. Type A.  7 MUSCPERC CK, CYMBAL RIDE SWELL RESPONSANCE LONG; Long swell and swell responsance. RISBS, SWELL RESPONSANCE LONG; Long swell and price cymbal. Type B.  7 MUSCPERC CK, CYMBAL RIDE SWELL RESPONSANCE LONG; Long swell and price cymbal. Type B.  7 MUSCPERC CK, CYMBAL RIDE SWELL RESPONSANCE LONG; Long swell and price cymbal. Type B.  7 MUSCPERC CK, CYMBAL RIDE SWELL RESPONSANCE LONG; Long swell and price cymbal. Type B.  7 MUSCPERC CK, CYMBAL RIDE SWELL RESPONSANCE LONG; Long swell and price cymbal. Type B.  7 MUSCPERC CK, CYMBAL RIDE SWELL RESPONSANCE LONG; Long swell and price cymbal. Type B.  7 MUSCPERC CK, CYMBAL RIDE SWELL RESPONSANCE LONG; Long swell and price cymbal. Type B.  7 MUSCPERC CK, CYMBAL RIDE SWELL RESPONSANCE LONG; Long swell responsance Rise S	MUSCPerc-CK_CYMBAL Ride A Hit Hard_RTSB_SRC.wav	CYMBAL RIDE HIT HARD; Single ride cymbal hits with long decay. Natural character. Type A.	3
MUSCPHIC-CK, CYMBAL RISE A Swell Long, RTSB, SRC. www CYMBAL RIDE SWELL LONG; Long awell of angle ride cymbal. Type A  MUSCPHIC-CK, CYMBAL RISE A Swell Medium, RTSB, SRC. www CYMBAL RIDE SWELL MEDIUM; Medium awell of angle ride cymbal. Type A  MUSCPHIC-CK, CYMBAL RISE A Swell Performance Long 2 Octaves down, RTSB, SRC. www CYMBAL RISE SWELL A TREFORMANCE LONG; Long awell of angle ride cymbal. Type A. Pitched down 2 octaves. Prid  MUSCPHIC-CK, CYMBAL RISE A Swell Performance Long, RTSB, SRC www CYMBAL RISE SWELL REPROBLANCE LONG; Long awell of angle ride cymbal. Type A.  MUSCPHIC-CK, CYMBAL RISE A Swell Performance Long, RTSB, SRC www CYMBAL RISE SWELL PERFORMANCE LONG; Long awell of angle ride cymbal. Type A.  MUSCPHIC-CK, CYMBAL RISE A Swell Performance Long, RTSB, SRC www CYMBAL RISE SWELL PERFORMANCE LONG; Long awell of angle ride cymbal. Type A.  MUSCPHIC-CK, CYMBAL RISE SWELL REPROBLANCE LONG; Long awell of angle ride cymbal. Type A.  MUSCPHIC-CK, CYMBAL RISE SWELL REPROBLANCE LONG; Long awell of angle ride cymbal. Type A.  CYMBAL RISE SWELL REPROBLANCE LONG; Long awell of angle ride cymbal. Type A.  MUSCPHIC-CK, CYMBAL RISE SWELL REPROBLANCE LONG; Long awell of angle ride cymbal. Type B.  3   MUSCPHIC-CK, CYMBAL RISE SWELL REPROBLANCE LONG; Long awell of indige ride cymbal. Type B.  3   MUSCPHIC-CK, CYMBAL RISE SWELL REPROBLANCE LONG; Long awell of indige ride cymbal. Type B.  4   MUSCPHIC-CK, CYMBAL RISE SWELL REPROBLANCE LONG; Long awell of indige ride cymbal. Type B.  5   MUSCPHIC-CK, CYMBAL RISE SWELL REPROBLANCE LONG; Long awell of indige ride cymbal. Type B.  5   MUSCPHIC-CK, CYMBAL RISE SWELL REPROBLANCE LONG; Long awell of indige ride cymbal. Type B.  5   MUSCPHIC-CK, CYMBAL RISE SWELL REPROBLANCE LONG; Long awell of indige ride cymbal. Type B.  6   MUSCPHIC-CK, CYMBAL RISE SWELL REPROBLANCE LONG; Long awell of indige ride cymbal. Type B.  6   MUSCPHIC-CK, CYMBAL RISE SWELL REPROBLANCE LONG; Long awell of indige ride cymbal. Type B.  7   MUSCPHIC-CK, CYMBAL RISE SWELL REPROBLANCE LONG; Long awell	MUSCPerc-CK_CYMBAL Ride A Hit Light_RTSB_SRC.wav	CYMBAL RIDE HIT LIGHT; Light single ride cymbal hits with long decay. Natural character. Type A.	2
MUSCPerc-CK_CYMBAL Ride a Swell Medium_RTSB_SRC.wav  CYMBAL Ride SWELL PERFORMANCE LONG; Long well of single ride cymbal. Type A. Pitched down 2 octaves. Pad list. drone character.  MUSCPerc-CK_CYMBAL Ride a Swell Performance Long, RTSB_SRC.wav  CYMBAL RIDE SWELL PERFORMANCE LONG; Long well of single ride cymbal. Type A. Pitched down 2 octaves. Pad list. drone character.  MUSCPerc-CK_CYMBAL Ride a Swell Performance Long, RTSB_SRC.wav  CYMBAL RIDE WITE L PERFORMANCE LONG; Long well of single ride cymbal. Type A.  1  MUSCPerc-CK_CYMBAL Ride B HI + 24, RTSB_SRC.wav  CYMBAL RIDE WITE CHOKE; Single ride cymbal hits with immediate chote. Transient hits. Type B.  3  MUSCPerc-CK_CYMBAL Ride B HI Choke, RTSB_SRC.wav  CYMBAL RIDE WIT CHOKE; Single ride cymbal hits. Network or the cymba	MUSCPerc-CK_CYMBAL Ride A Hit Medium_RTSB_SRC.wav	CYMBAL RIDE HIT MEDIUM; Medium single ride cymbal hits with long decay. Natural character. Type A.	3
MUSCPerc-CK_CYMBAL Ride a Swell Performance Long 2 Octaves down_RTSB_SRC.wav  CYMBAL Ride SWELL PERFORMANCE LONG; Long swell of angle ride cymbal. Type A. Pitched down 2 octaves. Pad like, drone character.  CYMBAL RIDE SWELL PERFORMANCE LONG; Long swell of angle ride cymbal. Type A.  MUSCPerc-CK_CYMBAL Ride B HI *24_RTSB_SRC.wav  CYMBAL RIDE HIT; Cymbal hit. Splash cymbal character. Pitched up 2 octaves.  3  MUSCPerc-CK_CYMBAL Ride B HI *24_RTSB_SRC.wav  CYMBAL RIDE HIT; Cymbal hit. Splash cymbal hits with immediate choles. Transient hits. Type B.  3  MUSCPerc-CK_CYMBAL Ride B HI Choles, RTSB_SRC.wav  CYMBAL RIDE HIT; Single ride cymbal hits. Natural character. Type B.  3  MUSCPerc-CK_CYMBAL Ride B HI RTSB_SRC.wav  CYMBAL RIDE HIT; Single ride cymbal hits. Natural character. Type B.  4  MUSCPerc-CK_CYMBAL Ride B HIR, RTSB_SRC.wav  CYMBAL RIDE SWELL PERFORMANCE LONG; Long swell of single ride cymbal. Type B.  5  MUSCPerc-CK_CYMBAL Ride B HIR, RTSB_SRC.wav  DRIVER; Hewky processed police relia. Long frequency modulated drone.  5  METLEFI-CK_DRIVICE Bottle Opener Metal, RTSB_SRC.wav  DRIVICE; Dy ice placed on Intege splase bowl full of water. Constant steady bubbling and garging.  3  MUTRIBLE-CK_DRIVICE Bubbling Bowl Lang. RTSB_SRC.wav  DRIVICE; Dy ice placed on metal bottle opener. Squasting and rattling.  METLEFI-CK_DRIVICE Bubbling Bowl Lang. RTSB_SRC.wav  DRIVICE; Dy ice placed on metal cheese grater. Long performances. Squasting and rattling.  METLEFI-CK_DRIVICE Comess Grater Metal Long, RTSB_SRC.wav  DRIVICE; Dy ice placed on metal cheese grater. Medium performances. Squasting and rattling.  METLEFI-CK_DRIVICE Comess Grater Metal Stand. RTSB_SRC.wav  DRIVICE; Dy ice placed on metal cheese grater. Short performances. Squasting and rattling.  METLEFI-CK_DRIVICE Comess Grater Metal Long, RTSB_SRC.wav  DRIVICE; Dy ice placed on metal cheese grater. Short performances. Squasting and rattling.  METLEFI-CK_DRIVICE Comess Grater Metal Short, RTSB_SRC.wav  DRIVICE; Dy ice placed on metal cheese grater. Short performa	MUSCPerc-CK_CYMBAL Ride A Swell Long_RTSB_SRC.wav	CYMBAL RIDE SWELL LONG; Long swell of single ride cymbal. Type A.	1
Iliae, drone chanacter.  WINSCHerc-CK_CYMBAL Rides A Swell Performance Long, RTSB_SRC.wav  CYMBAL RIDE SWELL EFEROPMANCE LONG; Long swell of single ride cymbal Type A.  1  MUSCPerc-CK_CYMBAL Rides B Hst +24, RTSB_SRC.wav  CYMBAL RIDE HIT; Cymbal hit. Splash cymbal character. Pitched up 2 octaves.  3  MUSCPerc-CK_CYMBAL Rides B Hst +24, RTSB_SRC.wav  CYMBAL RIDE HIT; Cymbal hit. Splash cymbal character. Pitched up 2 octaves.  3  MUSCPerc-CK_CYMBAL Rides B Hst RTSB_SRC.wav  CYMBAL RIDE HIT; Single ride cymbal hits with immediate choke. Transient hits. Type B.  3  MUSCPerc-CK_CYMBAL Rides B Net RTSB_SRC.wav  CYMBAL RIDE SWELL PERFORMANCE LONG; Long swell of single ride cymbal. Type B.  1  DSGNIDron-CK_DRONE Low Sub_RTSB_SRC.wav  DRONE SUB LIFE; Heavily processed police radio. Low frequency modulated drone.  1  METLFric-CK_DRY ICE for Duct Metal_RTSB_SRC.wav  DRY ICE; Dry ice placed on large metal air duct. Walling and singing.  2  METLFric-CK_DRY ICE Bubbling Bowl Large_RTSB_SRC.wav  DRY ICE; Dry ice placed in large glass bowl full of water. Constant steady bubbling and gurgling.  1  WATRIBUB-CK_DRY ICE Bubbling Bowl Large_RTSB_SRC.wav  DRY ICE; Dry ice placed in small glass bowl full of water. Constant steady bubbling and gurgling.  1  METLFric-CK_DRY ICE Bubbling Bowl Large_RTSB_SRC.wav  DRY ICE; Dry ice placed on metal burger press. Squealing and rattling.  5  METLFric-CK_DRY ICE Cheese Grater Metal Long_RTSB_SRC.wav  DRY ICE; Dry ice placed on metal cheese grater. Long performances. Squealing and rattling.  4  METLFric-CK_DRY ICE Cheese Grater Metal Medium_RTSB_SRC.wav  DRY ICE; Dry ice placed on metal cheese grater. Medium performances. Squealing and rattling.  5  METLFric-CK_DRY ICE Coin Pressure Ascend 01_RTSB_SRC.wav  DRY ICE; Dry ice placed on metal cheese grater. Medium performances. Squealing and rattling.  6  DRY ICE; Dry ice placed on metal cheese grater. Medium performances. Squealing and rattling.  6  DRY ICE; Dry ice placed on metal cheese grater. Medium performances. Squealing and rattling.  6  DR	MUSCPerc-CK_CYMBAL Ride A Swell Medium_RTSB_SRC.wav	CYMBAL RIDE SWELL MEDIUM; Medium swell of single ride cymbal. Type A.	3
MUSCPerc-CX_CYMBAL Ride A Swell Performance Long, RTSB_SRC.wav  CYMBAL Ride B HI: *24_RTSB_SRC.wav  CYMBAL Ride B HI: *24_RTSB_SRC.wav  CYMBAL Ride B HI: *24_RTSB_SRC.wav  CYMBAL Ride B HI: Choke, RTSB_SRC.wav  CYMBAL Ride B HI: Choke, RTSB_SRC.wav  CYMBAL Ride B HI: RTSB_SRC.wav  CYMBAL Ride B HII. RTSB_SRC.wav  CYMBAL Ride S Swell Performance, RTSB_SRC.wav  DROVE SUB LIFE; Heavily processed police radio. Low frequency modulated drone.  1  METLIFIC-CX, DRIVICE Brubeting Bowl Large, RTSB_SRC.wav  DRY (SE_DY) ice placed on large metal air duct. Wailing and singing.  2  METLIFIC-CX, DRY (SE_Bubbling Bowl Large, RTSB_SRC.wav)  DRY (SE_DY) ice placed in large glass bowl full of water. Constant steady bubbling and gurgling.  1  METLIFIC-CX, DRY (SE_Bubbling Bowl Large, RTSB_SRC.wav)  DRY (SE_DY) ice placed in extent bottle opener. Squealing and rattling.  3  METLIFIC-CX, DRY (SE_Bubbling Bowl Large, RTSB_SRC.wav)  DRY (SE_DY) ice placed in extent bourse grazes. Squealing and rattling.  5  METLIFIC-CX, DRY (SE_Bubbling Bowl Large, RTSB_SRC.wav)  DRY (SE_DY) ice placed in metal bourge grees. Squealing and rattling.  5  METLIFIC-CX, DRY (SE_Bubbling Bowl Large, RTSB_SRC.wav)  DRY (SE_DY) ice placed in metal bourge grees. Squealing and rattling.  5  METLIFIC-CX, DRY (SE_DW) ice placed on metal chease grazer. Long performances. Squealing and rattling.  6  METLIFIC-CX, DRY (SE_DW) ice placed on metal chease grazer. Medium performances. Squealing and rattling.  6  METLIFIC-CX, DRY (SE_DW) ice placed on metal chease grazer. Medium performances. Squealing and rattling.  6  METLIFIC-CX, DRY (SE_DW) ice placed on metal chease grazer. Medium performances. Squealing and rattling.  6  METLIFIC-CX, DRY (SE_DW) ice placed on metal chease grazer. Medium performances. Squeal	MUSCPerc-CK_CYMBAL Ride A Swell Performance Long 2 Octaves down_RTSB_SRC.wav		1
MUSCPerc-CK_CYMBAL Ride B Hit Choke, Triss_SRC.wav  CYMBAL Ride B Hit Choke, Triss_SRC.wav  CYMBAL Ride B Hit, RTSS_SRC.wav  DRONE SWELL PERFORMANCE LONG; Long swell of single ride cymbal Type B.  1  DSONDron-CK_DRONE Low Sub_RTSB_SRC.wav  DRONE SWELL PERFORMANCE LONG; Long swell of single ride cymbal Type B.  1  MRTH-FI-CK_DRY ICE Air Duct Metal_RTSB_SRC.wav  DRY ICE; Dy ice placed on large metal air duct. Walling and singling.  2  MRTH-FI-CK_DRY ICE Bottle Opener Metal_RTSB_SRC.wav  DRY ICE; Dy ice placed on metal bottle opener. Squealing and rattling.  3  WATRBubt-CK_DRY ICE Bottle Opener Metal_RTSB_SRC.wav  DRY ICE; Dy ice placed in small glass bowl full of water. Constant steady bubbling and gurgling.  1  WATRBubt-CK_DRY ICE Burger Press Metal_RTSB_SRC.wav  DRY ICE; Dy ice placed in small glass bowl full of water. Constant steady bubbling and gurgling.  1  METL-FI-CK_DRY ICE Cheese Grater Metal_Long_RTSB_SRC.wav  DRY ICE; Dy ice placed on metal cheese grater. Long performances. Squealing and rattling.  4  METL-FI-CK_DRY ICE Cheese Grater Metal Medium_RTSB_SRC.wav  DRY ICE; Dy ice placed on metal cheese grater. Long performances. Squealing and rattling.  4  METL-FI-CK_DRY ICE Cheese Grater Metal Medium_RTSB_SRC.wav  DRY ICE; Dy ice placed on metal cheese grater. Medium performances. Squealing and rattling.  4  METL-FI-CK_DRY ICE Cheese Grater Metal Medium_RTSB_SRC.wav  DRY ICE; Dy ice placed on metal cheese grater. Short performances. Squealing and rattling.  4  METL-FI-CK_DRY ICE Cheese Grater Metal Medium_RTSB_SRC.wav  DRY ICE; Dy ice placed on metal cheese grater. Short performances. Squealing and rattling.  4  METL-FI-CK_DRY ICE Cheese Grater Metal Medium_RTSB_SRC.wav  DRY ICE; Dy ice placed on metal cheese grater. Short performances. Squealing hissing, and rattling.  4  METL-FI-CK_DRY ICE Cheese Grater Metal	MUSCPerc-CK_CYMBAL Ride A Swell Performance Long_RTSB_SRC.wav		1
MUSCPenc-CK, CYMBAL Ride B Hit, RTSB_SRC.wav  CYMBAL RIDE SWELL PERFORMANCE LONG; Long swell of single ride cymbal. Type B.  1  DSONDron-CK, DRONE Low Sub_RTSB_SRC.wav  DRONE SUB_LFE; Heavily processed police radio. Low frequency modulated drone.  1  METLFIC-CK, DRY ICE Air Duct Metal_RTSB_SRC.wav  DRY ICE; Dry Ice placed on intege metal air duct. Walling and singing.  2  METLFIC-CK, DRY ICE Buttle Opener Metal_RTSB_SRC.wav  DRY ICE; Dry Ice placed in targe glass bowl full of water. Constant steady bubbling and gurgling.  1  WATRBub-CK_DRY ICE Buttle Dyner Metal_RTSB_SRC.wav  DRY ICE; Dry Ice placed in metal buttle opener. Squealing and rattling.  DRY ICE; Dry Ice placed in metal buttle opener. Squealing and rattling.  DRY ICE; Dry Ice placed in metal buttle opener. Squealing and rattling.  DRY ICE; Dry Ice placed in metal dependence on metal buttle opener. Squealing and rattling.  DRY ICE; Dry Ice placed on metal burger press. Squealing and rattling.  DRY ICE; Dry Ice placed on metal burger press. Squealing and rattling.  DRY ICE; Dry Ice placed on metal cheese grater. Medium performances. Squealing and rattling.  4  METLFIC-CK_DRY ICE Cheese Grater Metal Long, RTSB_SRC.wav  DRY ICE; Dry Ice placed on metal cheese grater. Medium performances. Squealing and rattling.  DRY ICE; Dry Ice Dry Ice Cheese Grater Metal Medium_RTSB_SRC.wav  DRY ICE; Dry Ice placed on metal cheese grater. Medium performances. Squealing and rattling.  4  METLFIC-CK_DRY ICE Cheese Grater Metal Short, RTSB_SRC.wav  DRY ICE; Dry Ice placed on metal cheese grater. Short performances. Squealing and rattling.  6  METLFIC-CK_DRY ICE Cheese Grater Metal Short, RTSB_SRC.wav  DRY ICE; Dry Ice placed on metal cheese grater. Short performances. Squealing and rattling.  6  METLFIC-CK_DRY ICE Cheese Grater Metal Short, RTSB_SRC.wav  DRY ICE; Dry Ice placed on not slab of dry Ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.  6  METLFIC-CK_DRY ICE Coin Pressure Ascend 02, RTSB_SRC.wav  DRY ICE; Pushing coins on to slab of	MUSCPerc-CK_CYMBAL Ride B Hit +24_RTSB_SRC.wav	CYMBAL RIDE HIT; Cymbal hit. Splash cymbal character. Pitched up 2 octaves.	3
MUSCPerc-CK_CYMBAL Ride B Swell Performance_RTSB_SRC.wav  CYMBAL RIDE SWELL PERFORMANCE LONG; Long swell of single ride cymbal. Type B.  1  DRONE SUB LFE; Heavily processed police radio. Low frequency modulated drone.  1  METLFric-CK_DRY ICE Air Duct Metal, RTSB_SRC.wav  DRY ICE; Dry ice placed on large metal air duct. Wailing and singing.  2  METLFric-CK_DRY ICE Bottle Opener Metal, RTSB_SRC.wav  DRY ICE; Dry ice placed on metal bottle opener. Squealing and rattling.  3  WATRBUB-I-CK_DRY ICE Bubbling Bowl Large, RTSB_SRC.wav  DRY ICE; Dry ice placed in large glass bowl full of water. Constant steady bubbling and gurgling.  1  WATRBUB-I-CK_DRY ICE Bubbling Bowl Small, RTSB_SRC.wav  DRY ICE; Dry ice placed in metal burger press. Squealing and rattling.  METLFric-CK_DRY ICE Burger Press Metal_RTSB_SRC.wav  DRY ICE; Dry ice placed on metal cheese grater. Long performances. Squealing and rattling.  METLFric-CK_DRY ICE Cheese Grater Metal Medium_RTSB_SRC.wav  DRY ICE; Dry ice placed on metal cheese grater. Long performances. Squealing and rattling.  METLFric-CK_DRY ICE Cheese Grater Metal Short, RTSB_SRC.wav  DRY ICE; Dry ice placed on metal cheese grater. Long performances. Squealing and rattling.  METLFric-CK_DRY ICE Cheese Grater Metal Medium_RTSB_SRC.wav  DRY ICE; Dry ice placed on metal cheese grater. Medium performances. Squealing and rattling.  METLFric-CK_DRY ICE Cheese Grater Metal Short, RTSB_SRC.wav  DRY ICE; Dry ice placed on metal cheese grater. Short performances. Squealing and rattling.  METLFric-CK_DRY ICE Cheese Grater Metal Short, RTSB_SRC.wav  DRY ICE; Dry ice placed on metal cheese grater. Short performances. Squealing and rattling.  METLFric-CK_DRY ICE Cheese Grater Metal Short, RTSB_SRC.wav  DRY ICE; Dry ice placed on metal cheese grater. Short performances. Squealing and rattling.  METLFric-CK_DRY ICE Cheese Grater Metal Short, RTSB_SRC.wav  DRY ICE; Dry ice placed on metal cheese grater. Short performances. Squealing and rattling.  METLFric-CK_DRY ICE Cheeses Grater Metal Short, RTSB_SRC.wav	MUSCPerc-CK_CYMBAL Ride B Hit Choke_RTSB_SRC.wav	CYMBAL RIDE HIT CHOKE; Single ride cymbal hits with immediate choke. Transient hits. Type B.	3
DRONE SUB LFE; Heavily processed police radio. Low frequency modulated drone.  DROY ICE; Dry ice placed on large metal air duct. Wailing and singing.  2  METLFric-CK_DRY ICE Air Duct Metal_RTSB_SRC.wav  DRY ICE; Dry ice placed on metal bottle opener. Squealing and rattling.  3  WATRBUBL-CK_DRY ICE Bubbing Bowl Large_RTSB_SRC.wav  DRY ICE; Dry ice placed in large glass bowl full of water. Constant steady bubbling and gurgling.  1  WATRBUBL-CK_DRY ICE Bubbing Bowl Large_RTSB_SRC.wav  DRY ICE; Dry ice placed in small glass bowl full of water. Constant steady bubbling and gurgling.  1  METLFric-CK_DRY ICE Bubger Press Metal_RTSB_SRC.wav  DRY ICE; Dry ice placed on metal burger press. Squealing and rattling.  METLFric-CK_DRY ICE Cheese Grater Metal Long_RTSB_SRC.wav  DRY ICE; Dry ice placed on metal cheese grater. Long performances. Squealing and rattling.  METLFric-CK_DRY ICE Cheese Grater Metal Medium_RTSB_SRC.wav  DRY ICE; Dry ice placed on metal cheese grater. Medium performances. Squealing and rattling.  METLFric-CK_DRY ICE Cheese Grater Metal Medium_RTSB_SRC.wav  DRY ICE; Dry ice placed on metal cheese grater. Medium performances. Squealing and rattling.  METLFric-CK_DRY ICE Cheese Grater Metal Medium_RTSB_SRC.wav  DRY ICE; Dry ice placed on metal cheese grater. Medium performances. Squealing and rattling.  METLFric-CK_DRY ICE Cheese Grater Metal Medium_RTSB_SRC.wav  DRY ICE; Dry ice placed on metal cheese grater. Short performances. Squealing and rattling.  4  ICEFric-CK_DRY ICE Coin Pressure Ascend 01_RTSB_SRC.wav  DRY ICE; Dry ice placed on metal cheese grater. Short performances. Squealing and rattling.  6  ICEFric-CK_DRY ICE Coin Pressure Ascend 02_RTSB_SRC.wav  DRY ICE; Pushing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.  6  ICEFric-CK_DRY ICE Coin Pressure Ascend 02_RTSB_SRC.wav  DRY ICE; Pushing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.  9  ICEFric-CK_DRY ICE Egg Beater Metal 02_RTS	MUSCPerc-CK_CYMBAL Ride B Hit_RTSB_SRC.wav	CYMBAL RIDE HIT; Single ride cymbal hits. Natural character. Type B.	3
METLFric-CK_DRY ICE Air Duct Metal_RTSB_SRC.wav  DRY ICE; Dry ice placed on metal of duct. Wailing and singing.  2  METLFric-CK_DRY ICE Bubbling Bowl Large_RTSB_SRC.wav  DRY ICE; Dry ice placed on metal bottle opener. Squealing and rattling.  DRY ICE; Dry ice placed in large glass bowl full of water. Constant steady bubbling and gurgling.  1  WATRBUBL-CK_DRY ICE Bubbling Bowl Small_RTSB_SRC.wav  DRY ICE; Dry ice placed in small glass bowl full of water. Constant steady bubbling and gurgling.  1  METLFric-CK_DRY ICE Burger Press Metal_RTSB_SRC.wav  DRY ICE; Dry ice placed on metal cheese grater. Squealing and rattling.  5  METLFric-CK_DRY ICE Cheese Grater Metal Long_RTSB_SRC.wav  DRY ICE; Dry ice placed on metal cheese grater. Long performances. Squealing and rattling.  5  METLFric-CK_DRY ICE Cheese Grater Metal Medium_RTSB_SRC.wav  DRY ICE; Dry ice placed on metal cheese grater. Medium performances. Squealing and rattling.  5  METLFric-CK_DRY ICE Cheese Grater Metal Short_RTSB_SRC.wav  DRY ICE; Dry ice placed on metal cheese grater. Medium performances. Squealing and rattling.  5  METLFric-CK_DRY ICE Coin Pressure Ascend 01_RTSB_SRC.wav  DRY ICE; Dry ice placed on metal cheese grater. Short performances. Squealing and rattling.  6  ICEFric-CK_DRY ICE Coin Pressure Ascend 01_RTSB_SRC.wav  DRY ICE; Pushing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.  6  ICEFric-CK_DRY ICE Coin Pressure Ascend 02_RTSB_SRC.wav  DRY ICE; Pushing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.  6  ICEFric-CK_DRY ICE Coin Pressure Heavy_RTSB_SRC.wav  DRY ICE; Pushing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.  6  ICEFric-CK_DRY ICE Coin Pressure Heavy_RTSB_SRC.wav  DRY ICE; Pushing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.  6  ICEFric-CK_DRY ICE Egg Beater Metal 01_RTSB_SRC.wav  DRY ICE; Dry ice pla	MUSCPerc-CK_CYMBAL Ride B Swell Performance_RTSB_SRC.wav	CYMBAL RIDE SWELL PERFORMANCE LONG; Long swell of single ride cymbal. Type B.	1
METLFric-CK_DRY ICE Butbling Bowl Large_RTSB_SRC.wav  DRY ICE; Dry ice placed in large glass bowl full of water. Constant steady bubbling and gurgling.  1 WATRBubl-CK_DRY ICE Bubbling Bowl Small_RTSB_SRC.wav  DRY ICE; Dry ice placed in large glass bowl full of water. Constant steady bubbling and gurgling.  1 WATRBubl-CK_DRY ICE Bubbling Bowl Small_RTSB_SRC.wav  DRY ICE; Dry ice placed in small glass bowl full of water. Constant steady bubbling and gurgling.  1 METLFric-CK_DRY ICE Burger Press Meta_RTSB_SRC.wav  DRY ICE; Dry ice placed on metal burger press. Squealing and rattling.  5 METLFric-CK_DRY ICE Cheese Grater Metal Long, RTSB_SRC.wav  DRY ICE; Dry ice placed on metal cheese grater. Long performances. Squealing and rattling.  4 METLFric-CK_DRY ICE Cheese Grater Metal Medium_RTSB_SRC.wav  DRY ICE; Dry ice placed on metal cheese grater. Medium performances. Squealing and rattling.  5 METLFric-CK_DRY ICE Cheese Grater Metal Short_RTSB_SRC.wav  DRY ICE; Dry ice placed on metal cheese grater. Medium performances. Squealing and rattling.  4 ICEFric-CK_DRY ICE Coin Pressure Ascend 01_RTSB_SRC.wav  DRY ICE; Dry ice placed on metal cheese grater. Short performances. Squealing and rattling.  6 ICEFric-CK_DRY ICE Coin Pressure Ascend 02_RTSB_SRC.wav  DRY ICE; Pushing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.  6 ICEFric-CK_DRY ICE Coin Pressure Heavy_RTSB_SRC.wav  DRY ICE; Pushing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.  6 ICEFric-CK_DRY ICE Coin Pressure Heavy_RTSB_SRC.wav  DRY ICE; Pushing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.  7 ICEFric-CK_DRY ICE Coin Pressure Heavy_RTSB_SRC.wav  DRY ICE; Dushing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.  8 ICEFric-CK_DRY ICE Egg Beater Metal 01_RTSB_SRC.wav  DRY ICE; Dushing coins on to slab of dry ice. Small, short takes with a	DSGNDron-CK_DRONE Low Sub_RTSB_SRC.wav	DRONE SUB LFE; Heavily processed police radio. Low frequency modulated drone.	1
METLFric-CK_DRY ICE Butbling Bowl Large_RTSB_SRC.wav  DRY ICE; Dry ice placed in large glass bowl full of water. Constant steady bubbling and gurgling.  1 WATRBubl-CK_DRY ICE Bubbling Bowl Small_RTSB_SRC.wav  DRY ICE; Dry ice placed in large glass bowl full of water. Constant steady bubbling and gurgling.  1 WATRBubl-CK_DRY ICE Bubbling Bowl Small_RTSB_SRC.wav  DRY ICE; Dry ice placed in small glass bowl full of water. Constant steady bubbling and gurgling.  1 METLFric-CK_DRY ICE Burger Press Meta_RTSB_SRC.wav  DRY ICE; Dry ice placed on metal burger press. Squealing and rattling.  5 METLFric-CK_DRY ICE Cheese Grater Metal Long, RTSB_SRC.wav  DRY ICE; Dry ice placed on metal cheese grater. Long performances. Squealing and rattling.  4 METLFric-CK_DRY ICE Cheese Grater Metal Medium_RTSB_SRC.wav  DRY ICE; Dry ice placed on metal cheese grater. Medium performances. Squealing and rattling.  5 METLFric-CK_DRY ICE Cheese Grater Metal Short_RTSB_SRC.wav  DRY ICE; Dry ice placed on metal cheese grater. Medium performances. Squealing and rattling.  4 ICEFric-CK_DRY ICE Coin Pressure Ascend 01_RTSB_SRC.wav  DRY ICE; Dry ice placed on metal cheese grater. Short performances. Squealing and rattling.  6 ICEFric-CK_DRY ICE Coin Pressure Ascend 02_RTSB_SRC.wav  DRY ICE; Pushing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.  6 ICEFric-CK_DRY ICE Coin Pressure Heavy_RTSB_SRC.wav  DRY ICE; Pushing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.  6 ICEFric-CK_DRY ICE Coin Pressure Heavy_RTSB_SRC.wav  DRY ICE; Pushing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.  7 ICEFric-CK_DRY ICE Coin Pressure Heavy_RTSB_SRC.wav  DRY ICE; Dushing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.  8 ICEFric-CK_DRY ICE Egg Beater Metal 01_RTSB_SRC.wav  DRY ICE; Dushing coins on to slab of dry ice. Small, short takes with a	METLFric-CK DRY ICE Air Duct Metal. RTSB. SRC.wav		2
WATRBubl-CK_DRY ICE Bubbling Bowl Large_RTSB_SRC.wav  DRY ICE; Dry ice placed in large glass bowl full of water. Constant steady bubbling and gurgling.  1 WATRBubl-CK_DRY ICE Bubbling Bowl Small_RTSB_SRC.wav  DRY ICE; Dry ice placed on metal burger press. Squealing and rattling.  5 METLFric-CK_DRY ICE Burger Press Metal_Long_RTSB_SRC.wav  DRY ICE; Dry ice placed on metal cheese grater. Long performances. Squealing and rattling.  5 METLFric-CK_DRY ICE Cheese Grater Metal Long_RTSB_SRC.wav  DRY ICE; Dry ice placed on metal cheese grater. Long performances. Squealing and rattling.  5 METLFric-CK_DRY ICE Cheese Grater Metal Medium_RTSB_SRC.wav  DRY ICE; Dry ice placed on metal cheese grater. Medium performances. Squealing and rattling.  5 METLFric-CK_DRY ICE Cheese Grater Metal Short_RTSB_SRC.wav  DRY ICE; Dry ice placed on metal cheese grater. Short performances. Squealing and rattling.  6 ICEFric-CK_DRY ICE Coin Pressure Ascend 01_RTSB_SRC.wav  DRY ICE; Pushing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.  6 ICEFric-CK_DRY ICE Coin Pressure Ascend 02_RTSB_SRC.wav  DRY ICE; Pushing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.  ICEFric-CK_DRY ICE Coin Pressure Heavy_RTSB_SRC.wav  DRY ICE; Pushing coins on to slab of dry ice. Heavier, short takes with ascending pitch. Squealing, hissing, and rattling.  ICEFric-CK_DRY ICE Coin Pressure Small_RTSB_SRC.wav  DRY ICE; Pushing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.  ICEFric-CK_DRY ICE Coin Pressure Small_RTSB_SRC.wav  DRY ICE; Pushing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.  ICEFric-CK_DRY ICE Coin Pressure Small_RTSB_SRC.wav  DRY ICE; Pushing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.  ICEFric-CK_DRY ICE Egg Beater Metal 01_RTSB_SRC.wav  DRY ICE; Dry ice placed upon a			3
WATRBubl-CK_DRY ICE Bubbling Bowl Small_RTSB_SRC.wav  DRY ICE; Dry ice placed in small glass bowl full of water. Constant steady bubbling and gurgling.  DRY ICE; Dry ice placed on metal burger press. Squealing and rattling.  DRY ICE; Dry ice placed on metal cheese grater. Long performances. Squealing and rattling.  DRY ICE; Dry ice placed on metal cheese grater. Long performances. Squealing and rattling.  DRY ICE; Dry ice placed on metal cheese grater. Medium performances. Squealing and rattling.  DRY ICE; Dry ice placed on metal cheese grater. Medium performances. Squealing and rattling.  DRY ICE; Dry ice placed on metal cheese grater. Medium performances. Squealing and rattling.  DRY ICE; Dry ice placed on metal cheese grater. Short performances. Squealing and rattling.  DRY ICE; Dry ice placed on metal cheese grater. Short performances. Squealing and rattling.  DRY ICE; Dry ice placed on metal cheese grater. Short performances. Squealing and rattling.  DRY ICE; Dry ice placed on metal cheese grater. Short performances. Squealing and rattling.  DRY ICE; Dry ice placed on metal cheese grater. Short performances. Squealing and rattling.  DRY ICE; Pushing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.  DRY ICE; Pushing coins on to slab of dry ice. Heavier, short takes with ascending pitch. Squealing, hissing, and rattling.  DRY ICE; Pushing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.  DRY ICE; Pushing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.  DRY ICE; Dry ice placed upon a metal egg beater. Squeaks hisses and groans. Modulating pitch.  DRY ICE; Dry ice placed upon a metal egg beater. Squeaks hisses and groans. Modulating pitch.			
METLFric-CK_DRY ICE Burger Press Metal_RTSB_SRC.wav  DRY ICE; Dry ice placed on metal burger press. Squealing and rattling.  DRY ICE; Dry ice placed on metal cheese grater. Long performances. Squealing and rattling.  4  METLFric-CK_DRY ICE Cheese Grater Metal Long_RTSB_SRC.wav  DRY ICE; Dry ice placed on metal cheese grater. Medium performances. Squealing and rattling.  5  METLFric-CK_DRY ICE Cheese Grater Metal Short_RTSB_SRC.wav  DRY ICE; Dry ice placed on metal cheese grater. Short performances. Squealing and rattling.  4  ICEFric-CK_DRY ICE Cheese Grater Metal Short_RTSB_SRC.wav  DRY ICE; Dry ice placed on metal cheese grater. Short performances. Squealing and rattling.  6  ICEFric-CK_DRY ICE Coin Pressure Ascend 01_RTSB_SRC.wav  DRY ICE; Pushing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.  6  ICEFric-CK_DRY ICE Coin Pressure Heavy_RTSB_SRC.wav  DRY ICE; Pushing coins on to slab of dry ice. Heavier, short takes with ascending pitch. Squealing, hissing, and rattling.  1  ICEFric-CK_DRY ICE Coin Pressure Heavy_RTSB_SRC.wav  DRY ICE; Pushing coins on to slab of dry ice. Heavier, short takes with ascending pitch. Squealing, hissing, and rattling.  1  ICEFric-CK_DRY ICE Coin Pressure Small_RTSB_SRC.wav  DRY ICE; Pushing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.  2  METLFric-CK_DRY ICE Egg Beater Metal 01_RTSB_SRC.wav  DRY ICE; Pushing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.  2  METLFric-CK_DRY ICE Egg Beater Metal 01_RTSB_SRC.wav  DRY ICE; Dry ice placed upon a metal egg beater. Squeaks hisses and groans. Modulating pitch.  4  METLFric-CK_DRY ICE Egg Beater Metal 02_RTSB_SRC.wav  DRY ICE; Dry ice placed upon a metal egg beater. Squeaks hisses and groans. Modulating pitch.			·
METLFric-CK_DRY ICE Cheese Grater Metal Long_RTSB_SRC.wav  DRY ICE; Dry ice placed on metal cheese grater. Long performances. Squealing and rattling.  5  METLFric-CK_DRY ICE Cheese Grater Metal Medium_RTSB_SRC.wav  DRY ICE; Dry ice placed on metal cheese grater. Medium performances. Squealing and rattling.  5  METLFric-CK_DRY ICE Cheese Grater Metal Short_RTSB_SRC.wav  DRY ICE; Dry ice placed on metal cheese grater. Short performances. Squealing and rattling.  4  ICEFric-CK_DRY ICE Coin Pressure Ascend 01_RTSB_SRC.wav  DRY ICE; Pushing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.  6  ICEFric-CK_DRY ICE Coin Pressure Ascend 02_RTSB_SRC.wav  DRY ICE; Pushing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.  6  ICEFric-CK_DRY ICE Coin Pressure Heavy_RTSB_SRC.wav  DRY ICE; Pushing coins on to slab of dry ice. Heavier, short takes with ascending pitch. Squealing, hissing, and rattling.  1  ICEFric-CK_DRY ICE Coin Pressure Small_RTSB_SRC.wav  DRY ICE; Pushing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.  2  METLFric-CK_DRY ICE Egg Beater Metal 01_RTSB_SRC.wav  DRY ICE; Pushing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.  2  METLFric-CK_DRY ICE Egg Beater Metal 01_RTSB_SRC.wav  DRY ICE; Pry ice placed upon a metal egg beater. Squeaks hisses and groans. Modulating pitch.  4  METLFric-CK_DRY ICE Egg Beater Metal 02_RTSB_SRC.wav  DRY ICE; Dry ice placed upon a metal egg beater. Squeaks hisses and groans. Modulating pitch.  4			·
METLFric-CK_DRY ICE Cheese Grater Metal Medium_RTSB_SRC.wav  DRY ICE; Dry ice placed on metal cheese grater. Medium performances. Squealing and rattling.  4  ICEFric-CK_DRY ICE Cheese Grater Metal Short_RTSB_SRC.wav  DRY ICE; Dry ice placed on metal cheese grater. Short performances. Squealing and rattling.  4  ICEFric-CK_DRY ICE Coin Pressure Ascend 01_RTSB_SRC.wav  DRY ICE; Pushing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.  6  ICEFric-CK_DRY ICE Coin Pressure Ascend 02_RTSB_SRC.wav  DRY ICE; Pushing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.  ICEFric-CK_DRY ICE Coin Pressure Heavy_RTSB_SRC.wav  DRY ICE; Pushing coins on to slab of dry ice. Heavier, short takes with ascending pitch. Squealing, hissing, and rattling.  ICEFric-CK_DRY ICE Coin Pressure Small_RTSB_SRC.wav  DRY ICE; Pushing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.  DRY ICE; Pushing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.  DRY ICE; Pushing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.  DRY ICE; Pushing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.  DRY ICE; Pushing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.  DRY ICE; Pushing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.  DRY ICE; Pushing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.  DRY ICE; Pushing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.  DRY ICE; Pushing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.			
METLFric-CK_DRY ICE Cheese Grater Metal Short_RTSB_SRC.wav  DRY ICE; Dry ice placed on metal cheese grater. Short performances. Squealing and rattling.  ICEFric-CK_DRY ICE Coin Pressure Ascend 01_RTSB_SRC.wav  DRY ICE; Pushing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.  ICEFric-CK_DRY ICE Coin Pressure Ascend 02_RTSB_SRC.wav  DRY ICE; Pushing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.  ICEFric-CK_DRY ICE Coin Pressure Heavy_RTSB_SRC.wav  DRY ICE; Pushing coins on to slab of dry ice. Heavier, short takes with ascending pitch. Squealing, hissing, and rattling.  ICEFric-CK_DRY ICE Coin Pressure Small_RTSB_SRC.wav  DRY ICE; Pushing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.  DRY ICE; Pushing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.  DRY ICE; Dry Ice placed upon a metal egg beater. Squeaks hisses and groans. Modulating pitch.  DRY ICE; Dry ice placed upon a metal egg beater. Squeaks hisses and groans. Modulating pitch.  4		DRY ICE; Dry ice placed on metal cheese grater. Long performances. Squealing and rattling.	4
DRY ICE; Pushing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.  ICEFric-CK_DRY ICE Coin Pressure Ascend 02_RTSB_SRC.wav  DRY ICE; Pushing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.  ICEFric-CK_DRY ICE Coin Pressure Heavy_RTSB_SRC.wav  DRY ICE; Pushing coins on to slab of dry ice. Heavier, short takes with ascending pitch. Squealing, hissing, and rattling.  ICEFric-CK_DRY ICE Coin Pressure Small_RTSB_SRC.wav  DRY ICE; Pushing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.  DRY ICE; Pushing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.  DRY ICE; Pryshing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.  DRY ICE; Pry shing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.  DRY ICE; Pry shing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.  DRY ICE; Pry shing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.  DRY ICE; Pry shing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.  DRY ICE; Pry shing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.  DRY ICE; Dry ice placed upon a metal egg beater. Squeaks hisses and groans. Modulating pitch.	METLFric-CK_DRY ICE Cheese Grater Metal Medium_RTSB_SRC.wav	DRY ICE; Dry ice placed on metal cheese grater. Medium performances. Squealing and rattling.	5
ICEFric-CK_DRY ICE Coin Pressure Ascend 02_RTSB_SRC.wav  DRY ICE; Pushing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.  DRY ICE; Pushing coins on to slab of dry ice. Heavier, short takes with ascending pitch. Squealing, hissing, and rattling.  DRY ICE; Pushing coins on to slab of dry ice. Heavier, short takes with ascending pitch. Squealing, hissing, and rattling.  DRY ICE; Pushing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.  DRY ICE; Pushing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.  DRY ICE; Dry ICE Egg Beater Metal 01_RTSB_SRC.wav  DRY ICE; Dry ice placed upon a metal egg beater. Squeaks hisses and groans. Modulating pitch.  4	METLFric-CK_DRY ICE Cheese Grater Metal Short_RTSB_SRC.wav	DRY ICE; Dry ice placed on metal cheese grater. Short performances. Squealing and rattling.	4
ICEFric-CK_DRY ICE Coin Pressure Heavy_RTSB_SRC.wav  DRY ICE; Pushing coins on to slab of dry ice. Heavier, short takes with ascending pitch. Squealing, hissing, and rattling.  DRY ICE; Pushing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.  DRY ICE; Pushing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.  DRY ICE; Dry loce placed upon a metal egg beater. Squeaks hisses and groans. Modulating pitch.  DRY ICE; Dry ice placed upon a metal egg beater. Squeaks hisses and groans. Modulating pitch.  4	ICEFric-CK_DRY ICE Coin Pressure Ascend 01_RTSB_SRC.wav	DRY ICE; Pushing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.	6
ratiting.  ICEFric-CK_DRY ICE Coin Pressure Small_RTSB_SRC.wav  DRY ICE; Pushing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.  METLFric-CK_DRY ICE Egg Beater Metal 01_RTSB_SRC.wav  DRY ICE; Dry ice placed upon a metal egg beater. Squeaks hisses and groans. Modulating pitch.  5  METLFric-CK_DRY ICE Egg Beater Metal 02_RTSB_SRC.wav  DRY ICE; Dry ice placed upon a metal egg beater. Squeaks hisses and groans. Modulating pitch.  4	ICEFric-CK_DRY ICE Coin Pressure Ascend 02_RTSB_SRC.wav	DRY ICE; Pushing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.	6
ICEFric-CK_DRY ICE Egg Beater Metal 01_RTSB_SRC.wav  DRY ICE; Dry ice placed upon a metal egg beater. Squeaks hisses and groans. Modulating pitch.  METLFric-CK_DRY ICE Egg Beater Metal 02_RTSB_SRC.wav  DRY ICE; Dry ice placed upon a metal egg beater. Squeaks hisses and groans. Modulating pitch.  5  METLFric-CK_DRY ICE Egg Beater Metal 02_RTSB_SRC.wav  DRY ICE; Dry ice placed upon a metal egg beater. Squeaks hisses and groans. Modulating pitch.  4	ICEFric-CK_DRY ICE Coin Pressure Heavy_RTSB_SRC.wav		2
METLFric-CK_DRY ICE Egg Beater Metal 02_RTSB_SRC.wav  DRY ICE; Dry ice placed upon a metal egg beater. Squeaks hisses and groans. Modulating pitch.  4	ICEFric-CK_DRY ICE Coin Pressure Small_RTSB_SRC.wav	. 3	2
	METLFric-CK_DRY ICE Egg Beater Metal 01_RTSB_SRC.wav	DRY ICE; Dry ice placed upon a metal egg beater. Squeaks hisses and groans. Modulating pitch.	5
	METLFric-CK_DRY ICE Egg Beater Metal 02_RTSB_SRC.wav	DRY ICE; Dry ice placed upon a metal egg beater. Squeaks hisses and groans. Modulating pitch.	4
METLFric-CK_DRY ICE Egg Beater Metal Long, RTSB_SRC.wav DRY ICE; Dry ice placed upon a metal egg beater. Squeaks hisses and groans. Modulating pitch. 3	METLFric-CK_DRY ICE Egg Beater Metal Long_RTSB_SRC.wav	DRY ICE; Dry ice placed upon a metal egg beater. Squeaks hisses and groans. Modulating pitch.	3



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METLFric-CK_DRY ICE Ladel Metal Twirt_RTSB_SRC.wav	DRY ICE; Twirling a ladel upon dry ice while twirling the object. Circular panning and oscillating.	1
ICEFric-CK_DRY ICE Sledgehammer Metal Crackle Fizzle Long_RTSB_SRC.wav	DRY ICE; Forcefully pressing a metal sledgehammer on to slab of dry ice. Popping, hissing, fizzing and squeaking.  Useful for ice melting element. Long duration.	4
ICEFric-CK_DRY ICE Stedgehammer Metal Crackle Fizzle Medium_RTSB_SRC.wav	DRY ICE; Forcefully pressing a metal sledgehammer on to slab of dry ice. Popping, hissing, fizzing and squeaking.  Useful for ice melting element. Medium duration.	4
ICEFric-CK_DRY ICE Sledgehammer Metal Crackle Fizzle Short_RTSB_SRC.wav	DRY ICE; Forcefully pressing a metal sledgehammer on to slab of dry ice. Popping, hissing, fizzing and squeaking.  Useful for ice melting element. Short duration.	3
ICEFric-CK_DRY ICE Sledgehammer Metal Crackle Fizzle Very Long_RTSB_SRC.wav	DRY ICE; Forcefully pressing a metal sledgehammer on to slab of dry ice. Popping, hissing, fizzing and squeaking.	1
ICEFric-CK_DRY ICE Thong Metal Ascend_RTSB_SRC.wav	Useful for ice melting element. Very long duration.  DRY ICE; Dry ice placed upon a metal kitchen thong. Squeaks hisses and groans. Ascending pitch.	3
ICEFric-CK_DRY ICE Thong Metal Descend_RTSB_SRC.wav	DRY ICE; Dry ice placed upon a metal kitchen thong. Squeaks hisses and groans. Descending pitch.	3
ICEFric-CK_DRY ICE Thong Metal Long_RTSB_SRC.wav	DRY ICE; Dry ice placed upon a metal kitchen thong. Squeaks hisses and groans. Modulating pitch. Long duration.	1
ICEFric-CK_DRY ICE Thong Metal Short 01_RTSB_SRC.wav	DRY ICE; Dry ice placed upon a metal kitchen thong. Squeaks hisses and groans. Modulating pitch. Short duration.	5
ICEFric-CK_DRY ICE Thong Metal Short 02_RTSB_SRC.wav	DRY ICE; Dry ice placed upon a metal kitchen thong. Squeaks hisses and groans. Modulating pitch. Short duration.	5
ICEFric-CK_DRY ICE Thong Metal Thin Wail_RTSB_SRC.wav	DRY ICE; Dry ice placed upon a thin metal kitchen thong. Wailing whining character.	2
ICEFric-CK_DRY ICE Thong Metal Thin_RTSB_SRC.wav	DRY ICE; Dry ice placed upon a thin metal kitchen thong. Wailing whining character.	3
ICEFric-CK_DRY ICE Thong Metal_RTSB_SRC.wav	DRY ICE; Dry ice placed upon a metal kitchen thong. Squeaks hisses and groans.	3
METLFric-CK_DRY ICE Toaster Oven Grill Metal Long_RTSB_SRC.way	DRY ICE; Dry ice placed upon a metal toaster oven grill. Wronks, groans and wails.	1
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METLFric-CK_DRY ICE Toaster Oven Grill Metal Short_RTSB_SRC.wav	DRY ICE; Dry ice placed upon a metal toaster oven grill. Short wronks, groans, wails and squeaks.	2
METLFric-CK_DRY ICE Vent Metal Long_RTSB_SRC.wav	DRY ICE; Dry ice placed upon a metal air vent. Long wronk, groan, and wail.	1
METLFric-CK_DRY ICE Vent Metal Medium_RTSB_SRC.wav	DRY ICE; Dry ice placed upon a metal air vent. Medium squeaks, wronks and wails.	4
METLFric-CK_DRY ICE Vent Metal Short_RTSB_SRC.wav	DRY ICE; Dry ice placed upon a metal air vent. Short squeak and wail.	2
MAGMisc-CK_EFFECT Arrow Processed 01_RTSB_SRC.wav	EFFECT ARROW; Processed arrow with metallic shimmer, subtle hit and long release.	1
MAGMisc-CK_EFFECT Arrow Processed 02_RTSB_SRC.wav	EFFECT ARROW; Processed arrow with metallic shimmer, subtle hit and long release.	1
MAGMisc-CK_EFFECT Arrow Processed 03_RTSB_SRC.wav	EFFECT ARROW; Processed arrow with metallic shimmer, subtle hit and long release.	1
MAGMisc-CK_EFFECT Arrow Processed 04_RTSB_SRC.wav	EFFECT ARROW; Processed arrow with metallic shimmer, subtle hit and long release.	1
MAGMisc-CK_EFFECT Arrow Processed 05_RTSB_SRC.wav	EFFECT ARROW; Processed arrow with metallic shimmer, subtle hit and long release.	1
DSGNSrce-CK_EFFECT Ceramic Break Processed_RTSB_SRC.wav	EFFECT CERAMIC BREAK; Processed recordings of ceramic breaking. Metallic shimmer character.	5
DSGNSrce-CK_EFFECT Crowbar Metal Hit Processed 01_RTSB_SRC.wav	EFFECT CROWBAR METAL HIT; Processed, reverberant metal hit with soft attack and shimmer character.	1
DSGNSrce-CK_EFFECT Crowbar Metal Hit Processed 02_RTSB_SRC.wav	EFFECT CROWBAR METAL HIT; Processed, reverberant metal hit with soft attack and shimmer character.	1
DSGNSrce-CK_EFFECT Crowbar Metal Hit Processed 03_RTSB_SRC.wav	EFFECT CROWBAR METAL HIT; Processed, reverberant metal hit with soft attack and shimmer character.	1
DSGNSrce-CK_EFFECT Crowbar Metal Hit Processed 04_RTSB_SRC.wav	EFFECT CROWBAR METAL HIT; Processed, reverberant metal hit with soft attack and shimmer character.	1
DSGNSrce-CK_EFFECT Crowbar Metal Hit Processed 05_RTSB_SRC.wav	EFFECT CROWBAR METAL HIT; Processed, reverberant metal hit with soft attack and shimmer character.	1
DSGNSrce-CK_EFFECT Crowbar Metal Hit Processed 06_RTSB_SRC.wav	EFFECT CROWBAR METAL HIT; Processed, reverberant metal hit with soft attack and shimmer character.	1
DSGNSrce-CK_EFFECT Crowbar Metal Hit Processed 07_RTSB_SRC.wav	EFFECT CROWBAR METAL HIT; Processed, reverberant metal hit with soft attack and shimmer character.	1
DSGNSrce-CK_EFFECT Crowbar Metal Hit Shine Processed 01_RTSB_SRC.way	EFFECT CROWBAR METAL HIT; Processed, mid to high frequency range, reverberant metal hit with soft attack and	4
DSGNSrce-CK EFFECT Crowbar Metal Hit Shine Processed 02 RTSB SRC.way	shimmer character.  EFFECT CROWBAR METAL HIT; Processed, mid to high frequency range, reverberant metal hit with soft attack and	3
	shimmer character.	
DSGNSrce-CK_EFFECT Downlifter Dark Long 01_RTSB_SRC.wav	EFFECT DOWNLIFTER DARK SHORT; Processed evil vocals descending in pitch.	1
DSGNSrce-CK_EFFECT Downlifter Dark Long 02_RTSB_SRC.wav	EFFECT DOWNLIFTER DARK SHORT; Processed evil vocals descending in pitch.	1
DSGNSrce-CK_EFFECT Downlifter Dark Short_RTSB_SRC.wav	EFFECT DOWNLIFTER DARK SHORT; Processed evil vocals descending in pitch.	3
DSGNSrce-CK_EFFECT Knife Metal Shing Processed_RTSB_SRC.wav	EFFECT KNIFE SHING; Processed knife shing. Bright metallic shimmer, sparkly character.	3
METLImpt-CK_EFFECT Machete Hit Crowbar Processed_RTSB_SRC.wav	EFFECT CROWBAR HIT; Processed crowbar hit. Metallic shimmer, sparkly character.	3
DSGNDron-CK_EFFECT Machete Ring Processed Pad_RTSB_SRC.wav	EFFECT MACHETE RING PAD; Processed machete ring pad. Long metallic resonance.	1
METLTonl-CK_EFFECT Machete Shing Processed 01_RTSB_SRC.wav	EFFECT MACHETE SHING; Processed machete shing. Bright metallic shimmer, sparkly character.	1
METLTonI-CK_EFFECT Machete Shing Processed 02_RTSB_SRC.wav	EFFECT MACHETE SHING; Processed machete shing. Bright metallic shimmer, sparkly character.	1
METLTonl-CK_EFFECT Machete Shing Processed 03_RTSB_SRC.wav	EFFECT MACHETE SHING; Processed machete shing. Bright metallic shimmer, sparkly character.	1
METLTonl-CK_EFFECT Machete Shing Processed 04_RTSB_SRC.wav	EFFECT MACHETE SHING; Processed machete shing. Bright metallic shimmer, sparkly character.	1
METLTonl-CK_EFFECT Machete Shing Processed 05_RTSB_SRC.wav	EFFECT MACHETE SHING; Processed machete shing. Bright metallic shimmer, sparkly character.	1
METLTonl-CK_EFFECT Machete Shing Processed 06_RTSB_SRC.wav	EFFECT MACHETE SHING; Processed machete shing. Bright metallic shimmer, sparkly character.	1
METLTonl-CK_EFFECT Machete Shing Processed 07_RTSB_SRC.wav	EFFECT MACHETE SHING; Processed machete shing, Bright metallic shimmer, sparkly character.	1
DSGNSrce-CK_EFFECT Metal Ring Processed 01_RTSB_SRC.wav	EFFECT METAL RING; Processed, reverberant metal ring with soft attack and shimmer character. Long decay. Pad like	1
	character.	



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DSGNSrce-CK_EFFECT Metal Ring Processed 02_RTSB_SRC.wav	EFFECT METAL RING; Processed, reverberant metal ring with soft attack and shimmer character. Long decay. Pad like	1
	character.	
DSGNSrce-CK_EFFECT Metal Ring Processed 03_RTSB_SRC.wav	EFFECT METAL RING; Processed, reverberant metal ring with soft attack and shimmer character. Long decay. Pad like character.	1
DSGNSrce-CK_EFFECT Metal Ring Processed 04_RTSB_SRC.wav	EFFECT METAL RING; Processed, reverberant metal ring with soft attack and shimmer character. Long decay. Pad like character.	1
DSGNDron-CK_EFFECT Pad Processed Bass 01_RTSB_SRC.wav	EFFECT PAD BASS; Modulating bassy pad or drone.	1
DSGNDron-CK_EFFECT Pad Processed Bass 02_RTSB_SRC.wav	EFFECT PAD BASS; Modulating bassy pad or drone.	1
DSGNEthr-CK_EFFECT Pad Processed Celestial 01_RTSB_SRC.wav	EFFECT PAD CELESTIAL; Processed metal pad. Modulating and dreamy.	1
DSGNEthr-CK_EFFECT Pad Processed Celestial 02_RTSB_SRC.wav	EFFECT PAD CELESTIAL; Processed metal pad. Modulating and dreamy.	1
DSGNEthr-CK_EFFECT Pad Processed Celestial 03_RTSB_SRC.wav	EFFECT PAD CELESTIAL; Processed metal pad. Modulating and dreamy.	1
DSGNEthr-CK_EFFECT Pad Processed Celestial 04_RTSB_SRC.wav	EFFECT PAD CELESTIAL; Processed metal pad. Modulating and dreamy.	1
DSGNEthr-CK_EFFECT Pad Processed Celestial 05_RTSB_SRC.wav	EFFECT PAD CELESTIAL; Processed metal pad. Modulating and dreamy.	1
DSGNSrce-CK_EFFECT Pad Processed Cymbal 01_RTSB_SRC.wav	EFFECT PAD CYMBAL; Processed cymbal pad.	3
DSGNSrce-CK_EFFECT Pad Processed Cymbal 02_RTSB_SRC.wav	EFFECT PAD CYMBAL; Processed cymbal pad.	3
DSGNDron-CK_EFFECT Pad Processed Metal Processed_RTSB_SRC.wav	EFFECT PAD METAL; Processed metal pad \ drone.	1
DSGNErie-CK_EFFECT Pad Processed Mystery 01_RTSB_SRC.wav	EFFECT PAD MYSTERY; Processed metal pad \ drone.	1
DSGNErie-CK_EFFECT Pad Processed Mystery 02_RTSB_SRC.wav	EFFECT PAD MYSTERY; Processed metal pad \ drone.	1
MAGShim-CK_EFFECT Pad Processed Suspense 01_RTSB_SRC.wav	EFFECT PAD SUSPENSE; Processed metal pad \ drone. Suspensful tension. String like character.	1
MAGShim-CK_EFFECT Pad Processed Suspense 02_RTSB_SRC.wav	EFFECT PAD SUSPENSE; Processed metal pad \ drone. Suspensful tension. String like character.	1
MAGShim-CK_EFFECT Pad Processed Suspense 03_RTSB_SRC.wav	EFFECT PAD SUSPENSE; Processed metal pad \ drone. Suspensful tension. String like character.	1
MAGShim-CK_EFFECT Pad Processed Suspense 04_RTSB_SRC.wav	EFFECT PAD SUSPENSE; Processed metal pad \ drone. Suspensful tension. String like character.	1
METLImpt-CK_EFFECT Pickaxe Metal Hit Processed_RTSB_SRC.wav	EFFECT PICKAXE METAL HIT; Short processed, reverberant pickaxe hits with soft attack and shimmer character.	6
DSGNSrce-CK_EFFECT Pipe Metal Processed 01_RTSB_SRC.wav	EFFECT PIPE METAL HIT; Short processed, reverberant metal pipe hits with soft attack and shimmer character.	1
DSGNSrce-CK_EFFECT Pipe Metal Processed 02_RTSB_SRC.wav	EFFECT PIPE METAL HIT; Short processed, reverberant metal pipe hits with soft attack and shimmer character.	1
DSGNSrce-CK_EFFECT Pipe Metal Processed 03_RTSB_SRC.wav	EFFECT PIPE METAL HIT; Short processed, reverberant metal pipe hits with soft attack and shimmer character.	1
DSGNSrce-CK_EFFECT Pipe Metal Processed 04_RTSB_SRC.wav	EFFECT PIPE METAL HIT, Short processed, reverberant metal pipe hits with soft attack and shimmer character.	1
METLFric-CK_EFFECT Processed Metal Bassy_RTSB_SRC.wav	EFFECT METAL BASSY; Processed metal low frequency drone element.	1
EXPLMisc-CK_EFFECT Reverse Explosion 01_RTSB_SRC.wav	EFFECT EXPLOSION REVERSE; Processed reversed explosion element. Long rise leading to heavy whoosh with reverberant tail.	4
EXPLMisc-CK_EFFECT Reverse Explosion 02_RTSB_SRC.wav	EFFECT EXPLOSION REVERSE; Processed reversed explosion element. Long rise leading to heavy whoosh with reverberant tail.	5
METLMisc-CK_EFFECT Reverse Metal_RTSB_SRC.wav	EFFECT METAL REVERSE; Processed reversed reverberant metal.	3
METLMisc-CK_EFFECT Reversed Metal Tonal 01_RTSB_SRC.wav	EFFECT TONAL REVERSE; Short fast reversed tonal metal element with reverberant tail.	5
METLMisc-CK_EFFECT Reversed Metal Tonal 02_RTSB_SRC.wav	EFFECT TONAL REVERSE; Short fast reversed tonal metal element with reverberant tail.	5
MAGShim-CK_EFFECT Shimmer Processed Divine 01_RTSB_SRC.wav	EFFECT METAL SHIMMER DIVINE; Processed, thin metal ringing and shimmer element. Sparkly character.	1
MAGShim-CK_EFFECT Shimmer Processed Divine 02_RTSB_SRC.wav	EFFECT METAL SHIMMER DIVINE; Processed, thin metal ringing and shimmer element. Sparkly character.	1
MAGShim-CK_EFFECT Shimmer Processed Divine 03_RTSB_SRC.wav	EFFECT METAL SHIMMER DIVINE; Processed, thin metal ringing and shimmer element. Sparkly character.	1
MAGShim-CK_EFFECT Shimmer Processed Divine 04_RTSB_SRC.wav	EFFECT METAL SHIMMER DIVINE; Processed, thin metal ringing and shimmer element. Sparkly character.	1
MAGShim-CK EFFECT Shimmer Processed Divine 05. RTSB. SRC.way	EFFECT METAL SHIMMER DIVINE; Processed, thin metal ringing and shimmer element. Sparkly character.	1
MAGShim-CK_EFFECT Shimmer Processed Divine 05_KT3B_SNC.wav	EFFECT METAL SHIMMER DIVINE, Processed, thin metal ringing and shimmer element. Sparkly character.  EFFECT METAL SHIMMER DIVINE: Processed, thin metal ringing and shimmer element. Sparkly character.	1
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MAGShim-CK_EFFECT Shimmer Processed Divine 07_RTSB_SRC.wav	EFFECT METAL SHIMMER DIVINE; Processed, thin metal ringing and shimmer element. Sparkly character.	1
MAGShim-CK_EFFECT Shimmer Processed Heavenly 01_RTSB_SRC.wav	EFFECT METAL SHIMMER HEAVENLY; Processed, metal ringing and shimmer element. Pad like, sparkly character.	1
MAGShim-CK_EFFECT Shimmer Processed Heavenly 02_RTSB_SRC.wav	EFFECT METAL SHIMMER HEAVENLY; Processed, metal ringing and shimmer element. Pad like, sparkly character.	1
MAGShim-CK_EFFECT Shimmer Processed Heavenly 03_RTSB_SRC.wav	EFFECT METAL SHIMMER HEAVENLY; Processed, metal ringing and shimmer element. Pad like, sparkly character.	1
MAGShim-CK_EFFECT Shimmer Processed Heavenly Long 01_RTSB_SRC.wav	EFFECT METAL SHIMMER HEAVENLY LONG; Processed, metal ringing and shimmer element. Pad like, sparkly character.	1
MAGShim-CK_EFFECT Shimmer Processed Heavenly Long 02_RTSB_SRC.wav	EFFECT METAL SHIMMER HEAVENLY LONG; Processed, metal ringing and shimmer element. Pad like, sparkly character.	1
MAGShim-CK_EFFECT Shimmer Processed Heavenly Long 03_RTSB_SRC.wav	CHARACER.  EFFECT METAL SHIMMER HEAVENLY LONG; Processed, metal ringing and shimmer element. Pad like, sparkly character.	1
MAGShim-CK_EFFECT Shimmer Processed Heavenly Long 04_RTSB_SRC.wav	EFFECT METAL SHIMMER HEAVENLY LONG; Processed, metal ringing and shimmer element. Pad like, sparkly	1
MAGShim-CK_EFFECT Shimmer Processed Pearly Gates 01_RTSB_SRC.wav	character.  EFFECT METAL SHIMMER PEARLY GATES; Processed, metal ringing and shimmer element. Pad like, sparkly	1
MAGShim-CK_EFFECT Shimmer Processed Pearly Gates 02_RTSB_SRC.wav	character.  EFFECT METAL SHIMMER PEARLY GATES; Processed, metal ringing and shimmer element. Pad like, sparkly	1
MAGShim-CK_EFFECT Shimmer Processed Pearly Gates 03_RTSB_SRC.wav	character.  EFFECT METAL SHIMMER PEARLY GATES; Processed, metal ringing and shimmer element. Pad like, sparkly	1
	character.	



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MAGShim-CK_EFFECT Shimmer Processed Pearly Gates 04_RTSB_SRC.wav	EFFECT METAL SHIMMER PEARLY GATES; Processed, metal ringing and shimmer element. Pad like, sparkly	1
MAGShim-CK_EFFECT Shimmer Processed Pearly Gates 05_RTSB_SRC.wav	character.  EFFECT METAL SHIMMER PEARLY GATES; Processed, metal ringing and shimmer element. Pad like, sparkly	1
ALRMSirn-CK_EFFECT Siren Ramp Processed_RTSB_SRC.wav	character.  EFFECT SIREN; Processed police siren ramping up with long decay.	1
METLTonI-CK_EFFECT Sword Metal Ring Processed 01_RTSB_SRC.way	EFFECT SWORD METAL RING; Processed, reverberant metal sword ring with soft attack and shimmer character. Long	1
	decay.  EFFECT SWORD METAL RING, Processed, reverberant metal sword ring with soft attack and shimmer character. Long	1
METLTonI-CK_EFFECT Sword Metal Ring Processed 02_RTSB_SRC.wav	decay.	·
METLTonl-CK_EFFECT Sword Metal Ring Processed 03_RTSB_SRC.wav	EFFECT SWORD METAL RING; Processed, reverberant metal sword ring with soft attack and shimmer character. Long decay.	1
METLTonl-CK_EFFECT Sword Metal Ring Processed 04_RTSB_SRC.wav	EFFECT SWORD METAL RING; Processed, reverberant metal sword ring with soft attack and shimmer character. Long decay.	1
METLTonl-CK_EFFECT Sword Metal Ring Processed 05_RTSB_SRC.wav	EFFECT SWORD METAL RING; Processed, reverberant metal sword ring with soft attack and shimmer character. Long decay.	1
METLTonl-CK_EFFECT Sword Metal Ring Processed Low 01_RTSB_SRC.wav	EFFECT SWORD METAL RING LOW; Processed, reverberant metal sword ring with soft attack and shimmer character.  Long decay, low character.	1
METLTonl-CK_EFFECT Sword Metal Ring Processed Low 02_RTSB_SRC.wav	EFFECT SWORD METAL RING LOW; Processed, reverberant metal sword ring with soft attack and shimmer character.  Long decay, low character.	1
METLTonl-CK_EFFECT Sword Metal Ring Processed Low 03_RTSB_SRC.wav	EFFECT SWORD METAL RING LOW; Processed, reverberant metal sword ring with soft attack and shimmer character. Long decay, low character.	1
METLTonl-CK_EFFECT Sword Metal Ring Processed Low 04_RTSB_SRC.wav	EFFECT SWORD METAL RING LOW; Processed, reverberant metal sword ring with soft attack and shimmer character. Long decay, low character.	1
METLTonl-CK_EFFECT Sword Metal Ring Processed Low 05_RTSB_SRC.wav	EFFECT SWORD METAL RING LOW; Processed, reverberant metal sword ring with soft attack and shimmer character.  Long decay, low character.	1
THUN-CK_EFFECT Thunder Crack_RTSB_SRC.wav	EFFECT THUNDER CRACK; Processed explosion akin to rolling thunder in the distance.	5
FIREMisc-CK_EFFECT Torch Fire Processed 01_RTSB_SRC.wav	EFFECT FIRE TORCH; Processed burning of torch in wind.	1
FIREMISC-CK_EFFECT Torch Fire Processed 02_RTSB_SRC.wav	EFFECT FIRE TORCH; Processed burning of torch in wind.	1
FIREMISC-CK_EFFECT Torch Fire Processed 03_RTSB_SRC.wav	EFFECT FIRE TORCH; Processed burning of torch in wind.	1
FIREMisc-CK_EFFECT Torch Fire Processed 04_RTSB_SRC.wav	EFFECT FIRE TORCH; Processed burning of torch in wind.	1
FIREMisc-CK_EFFECT Torch Fire Processed 05_RTSB_SRC.wav	EFFECT FIRE TORCH; Processed burning of torch in wind.	1
VOXMisc-CK_EFFECT Voice Female Processed 01_RTSB_SRC.wav	EFFECT VOICE FEMALE; Processed police radio chatter. Female dispatcher. Reverberant spooky element.	1
VOXMisc-CK_EFFECT Voice Female Processed 02_RTSB_SRC.wav	EFFECT VOICE FEMALE; Processed police radio chatter. Female dispatcher. Evil resonant pad like character.	1
VOXMisc-CK_EFFECT Voice Male Processed 01_RTSB_SRC.wav	EFFECT VOICE MALE; Processed male voice. Dark, deep and evil airy vocal texture.	1
VOXMisc-CK_EFFECT Voice Male Processed 02_RTSB_SRC.wav	EFFECT VOICE MALE; Processed male voice. Dark, deep and evil airy vocal texture.	1
VOXMisc-CK_EFFECT Voice Male Processed 03_RTSB_SRC.way	EFFECT VOICE MALE; Processed male voice. Dark, deep and evil airy vocal texture.	1
		1
VOXMisc-CK_EFFECT Voice Male Processed 04_RTSB_SRC.wav	EFFECT VOICE MALE; Processed male voice. Dark, deep and evil airy vocal texture.	·
DSGNSrce-CK_EFFECT Water Processed 01_RTSB_SRC.wav	EFFECT WATER; Processed water splashes. Spooky vocal texture.	1
DSGNSrce-CK_EFFECT Water Processed 02_RTSB_SRC.wav	EFFECT WATER; Processed water splashes. Spooky vocal texture. Whispery character.	1
WHSH-CK_EFFECT Whoosh Processed 01_RTSB_SRC.wav	EFFECT WHOOSH; Fast processed cloth snaps with reverberant tail.	6
WHSH-CK_EFFECT Whoosh Processed 02_RTSB_SRC.wav	EFFECT WHOOSH; Fast processed cloth snaps with reverberant tail.	4
WHSH-CK_EFFECT Whoosh Processed 03_RTSB_SRC.wav	EFFECT WHOOSH; Fast processed cloth snaps with reverberant tail.	5
DSGNWhsh-CK_EFFECT Whoosh Processed Sub Medium_RTSB_SRC.wav	EFFECT WHOOSH SUB MEDIUM; Reversed processed whoosh with low end character and long tail.	4
DSGNSrce-CK_EFFECT Wrap Pastic Processed Processed Long_RTSB_SRC.wav	EFFECT WRAP PLASTIC; Plastic wrap being stretched and pulled. Heavily processed to emulate electricity or energy. Long performance.	3
DSGNSrce-CK_EFFECT Wrap Pastic Processed Processed Medium_RTSB_SRC.wav	EFFECT WRAP PLASTIC; Plastic wrap being stretched and pulled. Heavily processed to emulate electricity or energy.  Medium performance.	3
DSGNSrce-CK_EFFECT Wrap Pastic Processed Processed Short 01_RTSB_SRC.wav	EFFECT WRAP PLASTIC; Plastic wrap being stretched and pulled. Heavily processed to emulate electricity or energy. Short performance.	4
DSGNSrce-CK_EFFECT Wrap Pastic Processed Processed Short 02_RTSB_SRC.wav	EFFECT WRAP PLASTIC; Plastic wrap being stretched and pulled. Heavily processed to emulate electricity or energy.  Short performance.	4
ELECArc-CK_ELECTRICITY Arcing_RTSB_SRC.wav	ELECTRICITY ARCINGI Electrical arcing with occasional snap and pop. Reverberant.	1
ELECBuzz-CK_ELECTRICITY Hum Processed 01_RTSB_SRC.wav	ELECTRICITY HUM PROCESSED; Processed electric hum with modulating voltage cycles.	1
ELECBuzz-CK_ELECTRICITY Hum Processed 02_RTSB_SRC.wav	ELECTRICITY HUM PROCESSED; Processed electric hum with modulating voltage cycles.	1
ELECArc-CK_ELECTRICITY Jacobs Ladder Arcing No Tube_RTSB_SRC.wav	ELECTRICITY JACOBS LADDER NO TUBE; Electrical arcing and humming. Tube enclosure removed.	1
ELECArc-CK_ELECTRICITY Jacobs Ladder Arcing Tube Closed_RTSB_SRC.wav	ELECTRICITY JACOBS LADDER NO TUBE; Electrical arcing and humming. Slightly resonant within closed tube.	1
ELECArc-CK_ELECTRICITY Jacobs Ladder Arcing Tube Open_RTSB_SRC.wav	ELECTRICITY JACOBS LADDER NO TUBE; Electrical arcing and humming. Slightly resonant within opened tube.	1
ELECMisc-CK_ELECTRICITY Sizzle_RTSB_SRC.wav	ELECTRICITY SIZZLE; Processed electrical element with high frequenzy sizzle character.	1
ELECSprk-CK_ELECTRICITY Spark Processed 01_RTSB_SRC.wav	ELECTRICITY SPARK; Processed electrical sparks and zaps.	2
ELECSprk-CK_ELECTRICITY Spark Processed 02_RTSB_SRC.wav	ELECTRICITY SPARK; Processed electrical sparks and zaps.	1
ELECSprk-CK_ELECTRICITY Spark Processed Abrasive 01_RTSB_SRC.wav	ELECTRICITY SPARK ABRASIVE; Processed abrasive electrical sparks and zaps.	3
ELECSprik-CK_ELECTRICITY Spark Processed Abrasive 01_RTSB_SRC.wav  ELECSprik-CK_ELECTRICITY Spark Processed Abrasive 02_RTSB_SRC.wav		3
	ELECTRICITY SPARK ABRASIVE; Processed abrasive electrical sparks and zaps.	
ELECSprk-CK_ELECTRICITY Spark Processed Abrasive 03_RTSB_SRC.wav	ELECTRICITY SPARK ABRASIVE; Processed abrasive electrical sparks and zaps.	4



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ELECSprk-CK_ELECTRICITY Spark Processed Abrasive 04_RTSB_SRC.wav	ELECTRICITY SPARK ABRASIVE; Processed abrasive electrical sparks and zaps.	3
ELECSprk-CK_ELECTRICITY Spark Processed Constant_RTSB_SRC.wav	ELECTRICITY SPARK CONSTANT; Constant steady processed electrical sparks and zaps and humming.	5
ELECSprk-CK_ELECTRICITY Spark Processed Type A Constant_RTSB_SRC.wav	ELECTRICITY SPARK CONSTANT; Constant steady processed electric sparks, zaps and arcing.	2
ELECSprk-CK_ELECTRICITY Spark Processed Type A_RTSB_SRC.wav	ELECTRICITY SPARK; Processed electric sparks, zaps and arcing. Type A.	6
ELECSprk-CK_ELECTRICITY Spark Processed Type B Long 01_RTSB_SRC.wav	ELECTRICITY SPARK LONG; Long processed electrical sparks and zaps. Type B.	3
ELECSprk-CK_ELECTRICITY Spark Processed Type B Long 02_RTSB_SRC.wav	ELECTRICITY SPARK LONG; Long processed electrical sparks and zaps. Type B.	3
ELECSprk-CK_ELECTRICITY Spark Processed Type B Medium_RTSB_SRC.wav	ELECTRICITY SPARK MEDIUM; Medium processed electrical sparks and zaps. Type B.	5
ELECSprk-CK_ELECTRICITY Spark Processed Type B Short_RTSB_SRC.wav	ELECTRICITY SPARK SHORT; Short processed electrical sparks and zaps. Type B.	4
ELECSprk-CK_ELECTRICITY Spark Static_RTSB_SRC.wav	ELECTRICITY SPARK STATIC; Short burst of electrical static.	1
FIREBurn-CK_FIRE Campfire Small_RTSB_SRC.wav	FIRE CAMPFIRE SMALL; Small sized wood campfire burning, Mid range perspective.	1
FIREBrst-CK_FIRE Flame Whoosh Flour_RTSB_SRC.wav	FIRE FLAME WHOOSH FLOUR; Flour thrown on fire. Large flery whoosh.	3
FIREBrst-CK_FIRE Flame Whoosh Kerosene 01_RTSB_SRC.wav	FIRE FLAME WHOOSH KEROSENE; Flour thrown on fire. Large fiery whoosh.	5
FIREBrst-CK_FIRE Flame Whoosh Kerosene 02_RTSB_SRC.wav	FIRE FLAME WHOOSH KEROSENE; Flour thrown on fire. Large fiery whoosh.	5
FIREBrst-CK_FIRE Flame Whoosh STP_RTSB_SRC.wav	FIRE FLAME WHOOSH STP; Flour thrown on fire. Large fiery whoosh.	4
FIREBurn-CK_FIRE Flare Burn Constant_RTSB_SRC.wav	FIRE FLARE BURN CONSTANT; Emergency road flare burning. Long, steady, constant snapping and popping.	1
FIREWhsh-CK_FIRE Flare Whoosh By Fast 01_RTSB_SRC.wav	FIRE FLARE WHOOSH FAST; Fast emergency road flare whoosh.	5
FIREWhsh-CK_FIRE Flare Whoosh By Fast 02_RTSB_SRC.wav	FIRE FLARE WHOOSH FAST; Fast emergency road flare whoosh.	5
FIREWhsh-CK_FIRE Flare Whoosh By Medium 01_RTSB_SRC.wav	FIRE FLARE WHOOSH MEDIUM; Medium emergency road flare whoosh.	4
FIREWhsh-CK_FIRE Flare Whoosh By Medium 02_RTSB_SRC.wav	FIRE FLARE WHOOSH MEDIUM; Medium emergency road flare whoosh.	3
FIREWhsh-CK_FIRE Flare Whoosh By Slow_RTSB_SRC.wav	FIRE FLARE WHOOSH SLOW; Slow emergency road flare whoosh.	3
FIRETrch-CK_FIRE Torch Burn Constant_RTSB_SRC.wav	FIRE TORCH BURN CONSTANT; Steady constant burning of torch in wind. Flanging character.	1
FIRETrch-CK_FIRETorch Whoosh Bys Long_RTSB_SRC.wav	FIRE TORCH WHOOSH LONG; Burning torch whooshes panning side to side. Long performances.	6
FIRETrch-CK_FIRETorch Whoosh End_RTSB_SRC.wav	FIRE TORCH WHOOSH END; Burning torch whooshes ending abruptly. Useful for end of fire spell.	5
FIRETrch-CK_FIRE Torch Whoosh Fast 01_RTSB_SRC.wav	FIRE TORCH WHOOSH FAST; Fast burning torch whoosh.	4
FIRETrch-CK_FIRE Torch Whoosh Fast 02_RTSB_SRC.wav	FIRE TORCH WHOOSH FAST; Fast burning torch whoosh.	4
FIRETrch-CK_FIRE Torch Whoosh Medium 01_RTSB_SRC.wav	FIRE TORCH WHOOSH MEDIUM; Medium burning torch whoosh.	5
FIRETrch-CK_FIRE Torch Whoosh Medium 02_RTSB_SRC.wav	FIRE TORCH WHOOSH MEDIUM; Medium burning torch whoosh.	4
FIRETrch-CK_FIRE Torch Whoosh Slow 01_RTSB_SRC.wav	·	5
	FIRE TORCH WHOOSH SLOW; SLOW; Slow burning torch whoosh.	
FIRETrch-CK_FIRE Torch Whoosh Slow 02_RTSB_SRC.wav	FIRE TORCH WHOOSH SLOW; SLOW; Slow burning torch whoosh.	5
FIRETrch-CK_FIRETorch Whoosh Wave Fast_RTSB_SRC.wav	FIRE TORCH WHOOSH WAVE FAST; Quickly waving a burning torch back and forth.	1
FIRETrch-CK_FIRE Torch Whoosh Wave Medium_RTSB_SRC.wav	FIRE TORCH WHOOSH WAVE MEDIUM; Medium waving of burning torch back and forth.	1
FIRETrch-CK_FIRE Torch Whoosh Wave Slow_RTSB_SRC.wav	FIRE TORCH WHOOSH WAVE SLOW; Slow waving of burning torch back and forth.	1
FIRETrch-CK_FIRE Torch Whoosh Wave Very Slow_RTSB_SRC.wav	FIRE TORCH WHOOSH WAVE VERY SLOW; Very slow waving of burning torch back and forth.	1
FRWKRec-CK_FIRECRACKER Bangsnap Pop 01 2 Octaves down_RTSB_SRC.wav	FIRECRACKER BANGSNAP; Bangsnap popping on floor. Reverberant character akin to a hand clap. Pitched down 2 octaves.	5
FRWKRec-CK_FIRECRACKER Bangsnap Pop 01 4 Octaves down_RTSB_SRC.wav	FIRECRACKER BANGSNAP; Bangsnap popping on floor. Reverberant character akin to distant midrange explosion or reflections. Pitched down 4 octaves.	5
FRWKRec-CK_FIRECRACKER Bangsnap Pop 01 8 Octaves down_RTSB_SRC.wav	FIRECRACKER BANGSNAP; Bangsnap popping on floor. Reverberant character akin to distant mortar or midrange explosion or reflections. Pitched down 8 octaves.	5
FRWKRec-CK_FIRECRACKER Bangsnap Pop 01_RTSB_SRC.wav	explosion or reflections. Pitched down 8 octaves.  FIRECRACKER BANGSNAP; Bangsnap popping on floor. Quick small pops.	4
FRWKRec-CK_FIRECRACKER Bangsnap Pop 02 2 Octaves down_RTSB_SRC.wav	FIRECRACKER BANGSNAP; Bangsnap popping on floor. Reverberant character akin to a hand clap. Pitched down 2	4
FRWKRec-CK_FIRECRACKER Bangsnap Pop 02 4 Octaves down_RTSB_SRC.wav	octaves.  FIRECRACKER BANGSNAP; Bangsnap popping on floor. Reverberant character akin to distant midrange explosion or	4
FRWKRec-CK_FIRECRACKER Bangsnap Pop 02 8 Octaves down_RTSB_SRC.wav	reflections. Pitched down 4 octaves.  FIRECRACKER BANGSNAP; Bangsnap popping on floor. Reverberant character akin to distant mortar or midrange	4
FRWKRec-CK_FIRECRACKER Bangsnap Pop 02_RTSB_SRC.wav	explosion or reflections. Pitched down 8 octaves.  FIRECRACKER BANGSNAP; Bangsnap popping on floor. Quick small pops.	4
FRWKRec-CK_FIREWORKS Explode Snap Sparkle_RTSB_SRC.wav	FIREWORKS EXPLODE SNAP SPARKLE; Sparkly explosions, pops and crackles of a firecracker or firework.	1
FRWKRec-CK_FIREWORKS Pop Snap Sparkle_RTSB_SRC.wav	FIREWORKS POP SNAP SPARKLE; Sparkly explosions, pops and crackles of a firecracker or firework.	6
FRWKMisc-CK_FIREWORKS Whoosh Launch Comp 01_RTSB_SRC.wav	FIREWORKS WHOOSH LAUNCH COMP; Short heavy launch transient or shot of fireworks being launched into the air. Full frequency.	3
FRWKMisc-CK_FIREWORKS Whoosh Launch Comp 02_RTSB_SRC.wav	FIREWORKS WHOOSH LAUNCH COMP; Short heavy launch transient or shot of fireworks being launched into the air. Full frequency.	4
FRWKMisc-CK_FIREWORKS Whoosh Launch Heavy 01_RTSB_SRC.wav	FIREWORKS WHOOSH LAUNCH HEAVY; Short heavy launch transient or shot of fireworks being launched into the air.	4
FRWKMisc-CK_FIREWORKS Whoosh Launch Heavy 02_RTSB_SRC.wav	FIREWORKS WHOOSH LAUNCH HEAVY; Short heavy launch transient or shot of fireworks being launched into the air.	4



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FRWKMisc-CK_FIREWORKS Whoosh Launch Light 01_RTSB_SRC.wav	FIREWORKS WHOOSH LAUNCH LIGHT; Short heavy launch transient or shot of fireworks being launched into the air.	3
FRWKMisc-CK_FIREWORKS Whoosh Launch Light 02_RTSB_SRC.wav	High, airy midrange element.  FIREWORKS WHOOSH LAUNCH LIGHT; Short heavy launch transient or shot of fireworks being launched into the air.	4
MUSCTnprc-CK, GLOCKENSPIEL Ascending, RTSB, SRC.way	High, airy midrange element.  GLOCKENSPIEL ASCENDING; Sliding mallet on glockenspiel. Ascending pitch with ring out.	3
MUSCTnprc-CK_GLOCKENSPIEL Descending LR_RTSB_SRC.wav	GLOCKENSPIEL DESCENDING LR; Sliding mallet on glockenspiel. Descending pitch with ring out. Left to right	4
MUSCTnprc-CK GLOCKENSPIEL Descending RTSB. SRC.way	capture.  GLOCKENSPIEL DESCENDING; Sliding mallet on glockenspiel. Descending pitch with ring out.	4
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METLTonl-CK_HARD DISK SPINDLE Hit Ring_RTSB_SRC.wav	HARD DISK SPINDLE HIT; Hitting a hard drive spindle with ring out. Small bell like character.	3
DSGNImpt-CK_HIT Slam Huge_RTSB_SRC.wav	HIT SLAM HUGE; Large cavernous reverberant hit.	2
DSGNBoom-CK_LFE HIT Deep Reverberant 01_RTSB_SRC.wav	HIT LFE; Deep reverberant LFE hit.	3
DSGNBoom-CK_LFE HIT Deep Reverberant 02_RTSB_SRC.wav	HIT LFE; Deep reverberant LFE hit.	4
DSGNBoom-CK_LFE HIT Deep Reverberant Hollow_RTSB_SRC.wav	HIT LFE HOLLOW; Deep, hollow reverberant LFE hit.	5
DSGNBoom-CK_LFE HIT Deep Reverberant_RTSB_SRC.wav	HIT LFE HOLLOW; Deep, hollow reverberant LFE hit.	5
FIREIgn-CK_MATCH LIGHT Close_RTSB_SRC.wav	FIRE MATCH LIGHT CLOSE; Lighting a wood match with close proximity effect.	4
FIREIgn-CK_MATCH LIGHT Fail_RTSB_SRC.wav	FIRE MATCH LIGHT FAIL; Lighting a wood match with close proximity effect.	3
FIREIgn-CK_MATCH LIGHT Mid 01_RTSB_SRC.wav	FIRE MATCH LIGHT MID; Lighting a wood match as it ignites. Midrange spectrum.	4
FIREIgn-CK_MATCH LIGHT Mid 02_RTSB_SRC.wav	FIRE MATCH LIGHT MID; Lighting a wood match as it ignites. Midrange spectrum.	5
FIREMisc-CK_PLASTIC Burning Whoosh By_RTSB_SRC.wav	PLASTIC BURNING WHOOSH; Burning plastic melting and dripping from one channel to the other. Weird singing	1
METLFric-CK_PLEXIGLASS VS WIREHANGER Friction Screech_RTSB_SRC.wav	short whoosh element.  PLEXIGLASS VS WIREHANGER FRICTION SCREECH; Rubbing a metal wirehanger onto plexiglass tube. Strange	3
METLFric-CK_PLEXIGLASS VS WIREHANGER Friction Sing 01_RTSB_SRC.wav	singing and wailing. Useful for metal stress or wronks.  PLEXIGLASS VS WIREHANGER FRICTION SING; Rubbing a metal wirehanger onto plexiglass tube. Strange singing and	4
METLFric-CK_PLEXIGLASS VS WIREHANGER Friction Sing 02_RTSB_SRC.wav	wailing. Useful for metal stress or wronks.  PLEXIGLASS VS WIREHANGER FRICTION SING; Rubbing a metal wirehanger onto plexiglass tube. Strange singing and	4
	wailing. Useful for metal stress or wronks.	
FOODCook-CK_SIZZLE Butter On Pan 01_RTSB_SRC.wav	SIZZLE BUTTER; Butter poured on hot sauce pan. Short sizzles.	4
FOODCook-CK_SIZZLE Butter On Pan 02_RTSB_SRC.wav	SIZZLE BUTTER; Butter poured on hot sauce pan. Short sizzles.	4
FOODCook-CK_SIZZLE Butter On Pan 03_RTSB_SRC.wav	SIZZLE BUTTER; Butter poured on hot sauce pan. Short sizzles.	4
FOODCook-CK_SIZZLE Vinegar And Baking Soda Long_RTSB_SRC.wav	SIZZLE VINEGAR BAKING SODA; Vinegar and baking soda combined. Long sizzle.	1
FOODCook-CK_SIZZLE Vinegar And Baking Soda Medium_RTSB_SRC.wav	SIZZLE VINEGAR BAKING SODA; Vinegar and baking soda combined. Medium sizzle.	3
WATRFizz-CK_SIZZLE Water On Pan Heavy_RTSB_SRC.wav	SIZZLE WATER; Water poured on hot sauce pan. Hissing, bubbling and sizzling.	1
WATRFizz-CK_SIZZLE Water On Pan Long 01_RTSB_SRC.wav	SIZZLE WATER LONG; Water poured on hot sauce pan. Hissing, bubbling and sizzling.	1
WATRFizz-CK_SIZZLE Water On Pan Long 02_RTSB_SRC.wav	SIZZLE WATER LONG; Water poured on hot sauce pan. Hissing, bubbling and sizzling.	1
WATRFizz-CK_SIZZLE Water On Pan Medium 01_RTSB_SRC.wav	SIZZLE WATER MEDIUM; Water poured on hot sauce pan. Hissing, bubbling and sizzling.	1
WATRFizz-CK_SIZZLE Water On Pan Medium 02_RTSB_SRC.wav	SIZZLE WATER MEDIUM; Water poured on hot sauce pan. Hissing, bubbling and sizzling.	1
WATRFizz-CK_SIZZLE Water On Pan Medium 03_RTSB_SRC.wav	SIZZLE WATER MEDIUM; Water poured on hot sauce pan. Hissing, bubbling and sizzling.	1
WATRFizz-CK_SIZZLE Water On Pan Short 01_RTSB_SRC.wav	SIZZLE WATER SHORT; Water poured on hot sauce pan. Hissing, bubbling and sizzling.	1
WATRFizz-CK_SIZZLE Water On Pan Short 02_RTSB_SRC.wav	SIZZLE WATER SHORT; Water poured on hot sauce pan. Hissing, bubbling and sizzling.	1
WATRFizz-CK SIZZLE Water On Pan Short 03_RTSB_SRC.way	SIZZLE WATER SHORT; Water poured on hot sauce pan. Hissing, bubbling and sizzling.	1
TOYMisc-CK_SLINKY Hit Low Short, RTSB_SRC.wav		4
	SLINKY HIT LOW SHORT; Short low and heavy hits of a metal slinky. Useful as sub, LFE or explosion sweetener.	
TOYMisc-CK_SLINKY Hit Low_RTSB_SRC.wav	SLINKY HIT LOW; Low and heavy hits of a metal slinky. Mild distortion. Useful as sub, LFE or explosion sweetener.	2
TOYMisc-CK_SLINKY Hit Zap Mid_RTSB_SRC.wav	SLINKY HIT MID; Midrange zaps resulting from hitting a metal slinky. Useful for laser elements.	5
TOYMisc-CK_SLINKY Hit Zap Rumble_RTSB_SRC.wav	SLINKY HIT ZAP RUMBLE; Low frequency zaps resulting from hitting a metal slinky. Mild distortion. Useful for laser elements or explosions.	4
FIRECrkl-CK_SPARKLER CANDLE Fizz And Pop 01_RTSB_SRC.wav	SPARKLER CANDLE; Sparkler candle fizzing and popping.	4
FIRECrkl-CK_SPARKLER CANDLE Fizz And Pop 02_RTSB_SRC.wav	SPARKLER CANDLE; Sparkler candle fizzing and popping.	4
FIRECrkl-CK_SPARKLER CANDLE Fizz And Pop 03_RTSB_SRC.wav	SPARKLER CANDLE; Sparkler candle fizzing and popping.	3
CHEMAcid-BB_SPELL Acid Hit 01_RTSB_SRC.wav	SPELL BUILDING BLOCK ACID HIT; Short mid range hits of sizzling and crackling acid. Short sizzle tail.	5
CHEMAcid-BB_SPELL Acid Hit 02_RTSB_SRC.wav	SPELL BUILDING BLOCK ACID HIT; Short mid range hits of sizzling and crackling acid. Short sizzle tail.	4
CHEMAcid-BB_SPELL Acid Hit 03_RTSB_SRC.wav	SPELL BUILDING BLOCK ACID HIT; Short mid range hits of sizzling and crackling acid. Short sizzle tail.	4
CHEMAcid-BB_SPELL Acid Hit 04_RTSB_SRC.wav	SPELL BUILDING BLOCK ACID HIT; Short mid range hits of sizzling and crackling acid. Short sizzle tail.	5
CHEMAcid-BB_SPELL Acid Ramp Long 01_RTSB_SRC.wav	SPELL BUILDING BLOCK ACID RAMP LONG; Long acid rise with sizzling and crackling leading to a mild whoosh with	4
CHEMAcid-BB_SPELL Acid Ramp Long 02_RTSB_SRC.wav	sizzling corrosive tail.  SPELL BUILDING BLOCK ACID RAMP LONG; Long acid rise with sizzling and crackling leading to a mild whoosh with	3
CHEMAcid-BB_SPELL Acid Ramp Short 01_RTSB_SRC.wav	sizzling corrosive tail.  SPELL BUILDING BLOCK ACID RAMP SHORT, Short acid rise with sizzling and crackling leading to a quick short	4
	suction whoosh and abrupt end.	•



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CHEMAcid-BB. SPELL Acid Ramp Short 02_RTSB_SRC.wav	SDELL RUIL DING REGCY ACID DAMD SUCCES. Short gold dog with pigeties and a subject to distribute and a subject to	3
	SPELL BUILDING BLOCK ACID RAMP SHORT; Short acid rise with sizzling and crackling leading to a quick short suction whoosh and abrupt end.	
CHEMAcid-BB_SPELL Acid Ramp Thin Short 01_RTSB_SRC.wav	SPELL BUILDING BLOCK ACID RAMP THIN SHORT; Short thin rise with sizzling and crackling leading to a quick short suction whoosh and abrupt end.	4
CHEMAcid-BB_SPELL Acid Ramp Thin Short 02_RTSB_SRC.wav	SPELL BUILDING BLOCK ACID RAMP THIN SHORT; Short thin rise with sizzling and crackling leading to a quick short suction whoosh and abrupt end.	4
CHEMAcid-BB_SPELL Acid Spray Long 01_RTSB_SRC.wav	SPELL BUILDING BLOCK ACID SPRAY LONG; Long acid spray with constant steady sizzling and crackling akin to a fire extinguisher. Long crackly, phasey and sizzly tail.	4
DSGNSrce-BB_SPELL Cymbal Hit Light_RTSB_SRC.wav	SPELL BUILDING BLOCK CYMBAL HIT LIGHT; Light, short modulated cymbal hit with short reverberant tail.	5
DSGNSrce-BB_SPELL Cymbal Hit Metal Dull 01_RTSB_SRC.wav	SPELL BUILDING BLOCK CYMBAL HIT DULL; Light, dull and short modulated cymbal hit with hollow character and	4
DSGNSrce-BB_SPELL Cymbal Hit Metal Dull 02_RTSB_SRC.wav	short reverberant tail.  SPELL BUILDING BLOCK CYMBAL HIT DULL; Light, dull and short modulated cymbal hit with hollow character and	4
DSGNSrce-BB_SPELL Cymbal Hit Metal Hollow_RTSB_SRC.wav	short reverberant tail.  SPELL BUILDING BLOCK CYMBAL HIT HOLLOW; Light, short modulated cymbal hit with hollow character and short	4
DSGNSrce-BB_SPELL Demon Deflect Ring Mod 01_RTSB_SRC.wav	reverberant tail.  SPELL BUILDING BLOCK DEMON DEFLECT RING MOD; Short ring modulated whoosh with vocal texture and short	4
DSGNSrce-BB. SPELL Demon Deflect Ring Mod 02, RTSB. SRC.wav	tail. Useful for spell blocks or deflects.  SPELL BUILDING BLOCK DEMON DEFLECT RING MOD; Short ring modulated whoosh with vocal texture and short	4
DSGNSrce-BB_SPELL Demon Deflect Ring Mod 03_RTSB_SRC.wav	tail. Useful for spell blocks or deflects.  SPELL BUILDING BLOCK DEMON DEFLECT RING MOD; Short ring modulated whoosh with vocal texture and short	4
	tail. Useful for spell blocks or deflects.	
MAGEvil-BB_SPELL Demon Hit Heavy_RTSB_SRC.wav	SPELL BUILDING BLOCK DEMON HIT HEAVY; Fast, hard demonic vocal hits with long modulated vocal texture tail.	4
MAGEvil-BB_SPELL Demon Hit Long 01_RTSB_SRC.wav	SPELL BUILDING BLOCK DEMON HIT HEAVY; Fast, hard demonic vocal hits with long modulated vocal texture tail.	5
MAGEvil-BB_SPELL Demon Hit Long 02_RTSB_SRC.wav	SPELL BUILDING BLOCK DEMON HIT HEAVY; Fast, hard demonic vocal hits with long modulated vocal texture tail.	4
MAGEvil-BB_SPELL Demon Hit Long 03_RTSB_SRC.wav	SPELL BUILDING BLOCK DEMON HIT HEAVY; Fast, hard demonic vocal hits with long modulated vocal texture tail.	4
MAGEvil-BB_SPELL Demon Hit Short_RTSB_SRC.wav	SPELL BUILDING BLOCK DEMON HIT SHORT; Short demonic vocal hits with long modulated vocal texture tail.	3
MAGEvil-BB_SPELL Demon Whoosh Flyby Fast_RTSB_SRC.wav	SPELL BUILDING BLOCK DEMON WHOOSH FLYBY FAST; Short demonic vocal texture whoosh by with medium	6
MAGEvil-BB_SPELL Demon Whoosh Flyby Gutteral_RTSB_SRC.wav	modulated tail.  SPELL BUILDING BLOCK DEMON WHOOSH FLYBY GUTTERAL; Medium demonic gutteral snarly vocal texture	5
MAGEvil-BB_SPELL Demon Whoosh Flyby Long 01_RTSB_SRC.wav	whoosh by with long modulated tail.  SPELL BUILDING BLOCK DEMON WHOOSH FLYBY LONG; Long demonic vocal texture ramp leading to a large	5
MAGEvil-BB. SPELL Demon Whoosh Flyby Long 02. RTSB. SRC.wav	whoosh by with long modulated tail.  SPELL BUILDING BLOCK DEMON WHOOSH FLYBY LONG; Long demonic vocal texture ramp leading to a large	5
	whoosh by with long modulated tail.	
MAGEvil-BB_SPELL Demon Whoosh Flyby Long 03_RTSB_SRC.wav	SPELL BUILDING BLOCK DEMON WHOOSH FLYBY LONG; Long demonic vocal texture ramp leading to a large whoosh by with long modulated tail.	5
MAGEvil-BB_SPELL Demon Whoosh Flyby Long 04_RTSB_SRC.wav	SPELL BUILDING BLOCK DEMON WHOOSH FLYBY LONG; Long demonic vocal texture ramp leading to a large whoosh by with long modulated tail.	5
MAGEvil-BB_SPELL Demon Whoosh Flyby Medium_RTSB_SRC.wav	SPELL BUILDING BLOCK DEMON WHOOSH FLYBY MEDIUM; Medium demonic vocal texture ramp leading to a medium whoosh by with medium modulated tail.	4
MAGEvil-BB_SPELL Demon Whoosh Ramp 01_RTSB_SRC.wav	SPELL BUILDING BLOCK DEMON WHOOSH RAMP; Fast demonic vocal texture ramp or rise with short modulated tail.	6
MAGEvil-BB_SPELL Demon Whoosh Ramp 02_RTSB_SRC.wav	SPELL BUILDING BLOCK DEMON WHOOSH RAMP; Fast demonic vocal texture ramp with short modulated tail.	5
MAGElem-BB_SPELL Earth Hit Long_RTSB_SRC.wav	SPELL BUILDING BLOCK EARTH HIT LONG; Fast, earth and stone element hit with long modulated tail.	3
MAGElem-BB_SPELL Earth Hit Medium 01_RTSB_SRC.wav	SPELL BUILDING BLOCK EARTH HIT MEDIUM; Fast rise leading to heavy earth and stone element hit with short	4
MAGElem-BB_SPELL Earth Hit Medium 02_RTSB_SRC.wav	modulated tail.  SPELL BUILDING BLOCK EARTH HIT MEDIUM; Fast rise leading to heavy earth and stone element hit with short	4
MAGELem-BB_SPELL Earth Hit Stop Fast_RTSB_SRC.way	modulated tail.  SPELL BUILDING BLOCK EARTH HIT STOP FAST; Very fast rise leading to earth and stone element hit with short	6
MAGElem-BB_SPELL Earth Hit Stop Very Fast_RTSB_SRC.wav	modulated tail.  SPELL BUILDING BLOCK EARTH HIT STOP FAST; Super fast rise leading to earth and stone element hit with short	5
MAGElem-BB_SPELL Earth Whoosh Blast_RTSB_SRC.wav	modulated tail.  SPELL BUILDING BLOCK EARTH WHOOSH BLAST; Short earthy rise with rock and stone elements leading to large	- 5
	explosive hit with medium earth tail.	
MAGElem-BB_SPELL Earth Whoosh Flyby Fast_RTSB_SRC.wav	SPELL BUILDING BLOCK EARTH FLYBY FAST; Fast rise and whoosh leading to small earth hit.	5
MAGElem-BB_SPELL Earth Whoosh Flyby Medium 01_RTSB_SRC.wav	SPELL BUILDING BLOCK EARTH WHOOSH FLYBY MEDIUM; Medium rise and whoosh with short tail. Earth and debris elements.	4
MAGElem-BB_SPELL Earth Whoosh Flyby Medium 02_RTSB_SRC.wav	SPELL BUILDING BLOCK EARTH WHOOSH FLYBY MEDIUM; Medium rise and whoosh with short tail. Earth and debris elements.	3
MAGElem-BB_SPELL Earth Whoosh Flyby Medium_RTSB_SRC.wav	SPELL BUILDING BLOCK EARTH WHOOSH FLYBY MEDIUM; Medium rise and whoosh with short tail. Earth and debris elements.	5
MAGElem-BB_SPELL Earth Whoosh Ramp Fast 01_RTSB_SRC.wav	SPELL BUILDING BLOCK EARTH WHOOSH RAMP FAST; Fast rise or ramp with abrupt stop. Earth and debris	4
MAGElem-BB_SPELL Earth Whoosh Ramp Fast 02_RTSB_SRC.wav	elements.  SPELL BUILDING BLOCK EARTH WHOOSH RAMP FAST; Fast rise or ramp with abrupt stop. Earth and debris	4
MAGElem-BB_SPELL Earth Whoosh Ramp Medium_RTSB_SRC.wav	elements.  SPELL BUILDING BLOCK EARTH WHOOSH RAMP MEDIUM; Medium rise or ramp with abrupt stop. Earth and debris	5
MAGElem-BB_SPELL Earth Whoosh Spawn Long_RTSB_SRC.wav	elements.  SPELL BUILDING BLOCK EARTH WHOOSH SPAWN LONG; Quick apparition whoosh followed by medium rise or	6
MAGELem-BB. SPELL Earth Whoosh Vanish Medium_RTSB_SRC.wav	ramp ending in medium tail. Earth and debris elements.  SPELL BUILDING BLOCK EARTH VANISH MEDIUM; Fast, medium intesity whoosh with earth and debris elements.	3
	SPELL BUILDING BLOCK EARTH VANISH PIEDION, Fast, inequalitimessly wildust with electrical elements.  SPELL BUILDING BLOCK ELECTRICITY DEFLECT: Fast, hard hits with electrical elements. Modulated hits useful for	
MAGElem-BB_SPELL Electricity Deflect 01_RTSB_SRC.wav	spell deflects or blocks.	4
MAGElem-BB_SPELL Electricity Deflect 02_RTSB_SRC.wav	SPELL BUILDING BLOCK ELECTRICITY DEFLECT; Fast, hard hits with electrical elements. Modulated hits useful for spell deflects or blocks.	3
MAGElem-BB_SPELL Electricity Downlifter Deep 01_RTSB_SRC.wav	SPELL BUILDING BLOCK ELECTRICITY DOWNLIFTER DEEP; Medium downlifter of electrical elements. Deep, modulated descending character.	4
MAGElem-BB_SPELL Electricity Downlifter Deep 02_RTSB_SRC.wav	SPELL BUILDING BLOCK ELECTRICITY DOWNLIFTER DEEP; Short downlifter of electrical elements. Deep, modulated descending character.	4
MAGElem-BB_SPELL Electricity Hit Beam Large 01_RTSB_SRC.wav	SPELL BUILDING BLOCK ELECTRICITY BEAM LARGE; Electrical element hit with sustained constant electrical zap, spark or arcing. Useful for electrical beams.	4
MAGELem-BB_SPELL Electricity Hit Beam Large 02_RTSB_SRC.wav	SPELL BUILDING BLOCK ELECTRICITY BEAM LARGE; Electrical element hit with sustained constant electrical zap,	4
MAGElem-BB_SPELL Electricity Hit Beam Medium_RTSB_SRC.wav	spark or arcing. Useful for electrical beams.  SPELL BUILDING BLOCK ELECTRICITY BEAM MEDIUM; Electrical element hit with sustained constant electrical zap,	3
	spark or arcing. Useful for electrical beams.	



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MAGElam.RR SDETT Electricity Hit Dark 01 DTSR SDC user	SPELL BUILDING BLOCK ELECTRICITY HIT DARK; Medium evil electrical element hit with modulated tail.	5
MAGELem-BB_SPELL Electricity Hit Dark 01_RTSB_SRC.wav		5
MAGElem-BB_SPELL Electricity Hit Dark 02_RTSB_SRC.wav	SPELL BUILDING BLOCK ELECTRICITY HIT DARK; Medium evil electrical element hit with modulated tail.	
MAGElem-BB_SPELL Electricity Hit Hard 01_RTSB_SRC.wav	SPELL BUILDING BLOCK ELECTRICITY HIT HARD; Hard, heavy, explosive evil electrical element hit with modulated tail.	4
MAGElem-BB_SPELL Electricity Hit Hard 02_RTSB_SRC.wav	SPELL BUILDING BLOCK ELECTRICITY HIT HARD; Hard, heavy, explosive evil electrical element hit with modulated tail.	5
MAGElem-BB_SPELL Electricity Hit Light_RTSB_SRC.wav	SPELL BUILDING BLOCK ELECTRICITY HIT LIGHT; Light evil electrical element hit with modulated tail.	5
MAGElem-BB_SPELL Electricity Hit Long_RTSB_SRC.wav	SPELL BUILDING BLOCK ELECTRICITY HIT LONG; Light evil electrical element hit with long modulated tail.	5
MAGElem-BB_SPELL Electricity Hit Medium_RTSB_SRC.wav	SPELL BUILDING BLOCK ELECTRICITY HIT MEDIUM; Medium evil electrical element hit with medium modulated tail.	5
MAGElem-BB_SPELL Electricity Hit Very Long_RTSB_SRC.wav	SPELL BUILDING BLOCK ELECTRICITY HIT LONG; Medium evil electrical element hit with long modulated tail.	1
MAGElem-BB_SPELL Electricity Hit_RTSB_SRC.wav	SPELL BUILDING BLOCK ELECTRICITY HIT; Electrical element hit with short modulated tail.	6
MAGElem-BB_SPELL Electricity Ramp Amp Mod_RTSB_SRC.wav	SPELL BUILDING BLOCK ELECTRICITY RAMP AMP MOD; Medium electrical element rise or ramp with amplitude modulation over time.	5
MAGElem-BB_SPELL Electricity Ramp Long_RTSB_SRC.wav	SPELL BUILDING BLOCK ELECTRICITY RAMP LONG; Long electrical element rise or ramp.	4
MAGElem-BB_SPELL Electricity Ramp Up Short Suck Out_RTSB_SRC.wav	SPELL BUILDING BLOCK ELECTRICITY RAMP SHORT SUCTION; Short electrical element rise or ramp ending in a fast	6
MAGElem-BB_SPELL Electricity Ramp_RTSB_SRC.wav	suction character.  SPELL BUILDING BLOCK ELECTRICITY RAMP SHORT; Short electrical element rise or ramp.	6
MAGElem-BB_SPELL Electricity Static Long_RTSB_SRC.wav	SPELL BUILDING BLOCK ELECTRICITY RAMP STATIC LONG; Long mid range electrical static and hum element.	5
MAGElem-BB_SPELL Electricity Whoosh Transition Hard_RTSB_SRC.wav	SPELL BUILDING BLOCK ELECTRICITY RAMP WHOOSH TRANSITION HARD; Hard electrical whoosh transition.	2
FIREBrst-BB_SPELL Fire Burst Medium_RTSB_SRC.wav	SPELL BUILDING BLOCK FIRE BURST MEDIUM; Medium fireball burst or hit.	5
FIREBrst-BB_SPELL Fire Burst Short_RTSB_SRC.wav	SPELL BUILDING BLOCK FIRE BURST SHORT; Short fireball burst or hit.	5
FIREWhsh-BB_SPELL Fire By_RTSB_SRC.wav	SPELL BUILDING BLOCK FIRE BY; Short fireball whoosh by with short tail.	5
FIREIgn-BB SPELL Fire Ignite Large_RTSB_SRC.wav	SPELL BUILDING BLOCK FIRE IGNITE LARGE; Short, large fireball ignition.	4
	SPELL BUILDING BLOCK FIRE IGNITE MEDIUM; Short, medium fireball ignition.	4
FIREIgn-BB_SPELL Fire Ignite Medium_RTSB_SRC.wav		
FRWKMisc-BB_SPELL Fire Ramp Medium_RTSB_SRC.wav	SPELL BUILDING BLOCK FIRE IGNITE MEDIUM; Short, medium fireball ignition.	5
FIREWhsh-BB_SPELL Fire Ramp Short_RTSB_SRC.wav	SPELL BUILDING BLOCK FIRE RAMP SHORT; Short fireball ramp with abrupt end.	5
FIREWhsh-BB_SPELL Fire Vanish Fast_RTSB_SRC.wav	SPELL BUILDING BLOCK FIRE VANISH FAST; Short fireball ramp with abrupt end. Useful for vanishing or ending of fire spell.	5
FIREWhsh-BB_SPELL Fire Vanish_RTSB_SRC.wav	SPELL BUILDING BLOCK FIRE VANISH; Short fireball ramp with abrupt end. Useful for vanishing or ending of fire spell.	5
FIREWhsh-BB_SPELL Fire Whoosh By Large_RTSB_SRC.wav	SPELL BUILDING BLOCK FIRE WHOOSH BY LARGE; Short, large fireball whoosh by with short tail.	4
FIREWhsh-BB_SPELL Fire Whoosh Large_RTSB_SRC.wav	SPELL BUILDING BLOCK FIRE WHOOSH LARGE; Short, large fireball whoosh with short tail.	4
FIREWhsh-BB_SPELL Fire Whoosh Medium_RTSB_SRC.wav	SPELL BUILDING BLOCK FIRE WHOOSH MEDIUM; Short, medium fireball whoosh with short tail.	4
FIREWhsh-BB_SPELL Fire Whoosh Small_RTSB_SRC.wav	SPELL BUILDING BLOCK FIRE WHOOSH MEDIUM; Short, medium fireball whoosh with short tail.	3
MAGEvil-BB_SPELL Ghost Whoosh Bell Doppler Long 01_RTSB_SRC.wav	SPELL BUILDING BLOCK GHOST WHOOSH BELL DOPPLER LONG; Long dopplered ghostly bell elements. Spooky reverberant feel.	4
MAGEvil-BB_SPELL Ghost Whoosh Bell Doppler Long 02_RTSB_SRC.wav	SPELL BUILDING BLOCK GHOST WHOOSH BELL DOPPLER LONG; Long dopplered ghostly bell elements. Spooky	3
MAGEvil-BB_SPELL Ghost Whoosh Doppler Fast_RTSB_SRC.wav	reverberant feel.  SPELL BUILDING BLOCK GHOST WHOOSH BELL DOPPLER FAST; Fast dopplered ghostly elements. Reverberant tail.	5
MAGEvil-BB_SPELL Ghost Whoosh Doppler Long 01_RTSB_SRC.wav	SPELL BUILDING BLOCK GHOST WHOOSH DOPPLER LONG; Long, low dopplered ghostly metallic elements with	4
MAGEvil-BB_SPELL Ghost Whoosh Doppler Long 02_RTSB_SRC.wav	white noise element. Descending pitch with bassy tail.  SPELL BUILDING BLOCK GHOST WHOOSH DOPPLER LONG; Long, low dopplered ghostly metallic elements with	4
MAGEvil-BB_SPELL Ghost Whoosh Doppler Long 03_RTSB_SRC.wav	white noise element. Descending pitch with bassy tail.  SPELL BUILDING BLOCK GHOST WHOOSH DOPPLER LONG; Long, low dopplered ghostly metallic elements with	5
MAGEVII-BB_SPELL Ghost Whoosh Long 01_RTSB_SRC.wav	white noise element. Descending pitch with bassy tail.  SPELL BUILDING BLOCK GHOST WHOOSH LONG; Long, low ghostly metallic bell elements.	4
MAGEVII-BB_SPELL Ghost Whoosh Long 02_RTSB_SRC.wav	SPELL BUILDING BLOCK GHOST WHOOSH LONG; Long, low ghostly metallic bell elements.	4
MAGEVIL-BB_SPELL Ghost Whoosh Long 02_RTSB_SRC.wav	SPELL BUILDING BLOCK GHOST WHOOSH LONG, Long, low ghostly metallic bett elements.  SPELL BUILDING BLOCK GHOST WHOOSH LONG; Long, low ghostly metallic belt elements.	5
MAGEvil-BB_SPELL Hellspawn Hit Reaction_RTSB_SRC.wav	SPELL BUILDING BLOCK HELLSPAWN HIT REACTION; Demonic monster vocal hit or pain reaction. Short emote.	5
MAGEvil-BB_SPELL Hellspawn Whoosh Death_RTSB_SRC.wav	SPELL BUILDING BLOCK HELLSPAWN HIT REACTION DEATH; Demonic monster vocal death reaction. Long tail.	5
MAGEvil-BB_SPELL Hellspawn Whoosh Dissapear Fast_RTSB_SRC.wav	SPELL BUILDING BLOCK HELLSPAWN WHOOSH DISSAPEAR; Medium rise or ramp of demonic vocal texture ending abruptly.	3
MAGEvil-BB_SPELL Hellspawn Whoosh Fast Travel_RTSB_SRC.wav	SPELL BUILDING BLOCK HELLSPAWN WHOOSH FAST TRAVEL; Medium rise or ramp of demonic vocal texture ending abruptly.	5
MAGEvil-BB_SPELL Hellspawn Whoosh Flyby Fast 01_RTSB_SRC.wav	SPELL BUILDING BLOCK HELLSPAWN WHOOSH FLYBY FAST; Fast rise or ramp of demonic vocal with short tail.	4
MAGEvil-BB_SPELL Hellspawn Whoosh Flyby Fast 02_RTSB_SRC.wav	SPELL BUILDING BLOCK HELLSPAWN WHOOSH FLYBY FAST; Fast rise or ramp of demonic vocal with short tail.	3
MAGEvil-BB_SPELL Hellspawn Whoosh Flyby Medium_RTSB_SRC.wav	SPELL BUILDING BLOCK HELLSPAWN WHOOSH FLYBY MEDIUM; Medium rise or ramp of demonic vocal with heavy dopplered whoosh ending in a medium vocal tail.	5
MAGEvil-BB_SPELL Hellspawn Whoosh Flyby Slow_RTSB_SRC.wav	SPELL BUILDING BLOCK HELLSPAWN WHOOSH FLYBY SLOW; Slow rise or ramp of demonic vocal with long tail.	3
MAGEvil-BB_SPELL Hellspawn Whoosh Flyby Very Fast_RTSB_SRC.wav	SPELL BUILDING BLOCK HELLSPAWN WHOOSH FLYBY VERY FAST; Very fast rise or ramp of demonic vocal with	5
MAGEvil-BB_SPELL Hellspawn Whoosh React_RTSB_SRC.wav	short abruptly ending tail.  SPELL BUILDING BLOCK HELLSPAWN WHOOSH REACTION; Demonic monster vocal texture whoosh leading to a	2
	demonic vocal hit or pain reaction. Long emote with long tail.	



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MAGEvil-BB_SPELL Hellspawn Whoosh Release Short 01_RTSB_SRC.wav	SPELL BUILDING BLOCK HELLSPAWN WHOOSH RELEASE SHORT; Short modulated zap whooshes useful for end of	4
	spell events.	
MAGEvil-BB_SPELL Hellspawn Whoosh Release Short 02_RTSB_SRC.wav	SPELL BUILDING BLOCK HELLSPAWN WHOOSH RELEASE SHORT; Short modulated zap whooshes useful for end of spell events.	4
MAGEvil-BB_SPELL Hellspawn Whoosh Vanish_RTSB_SRC.wav	SPELL BUILDING BLOCK HELLSPAWN WHOOSH VANISH; Long demonic vocal texture rise or ramp leading to a large heavy vocal whoosh.	3
MAGEvil-BB_SPELL Hellspawn Whoosh Whoosh Long_RTSB_SRC.wav	SPELL BUILDING BLOCK HELLSPAWN WHOOSH VANISH; Long demonic vocal texture rise or ramp leading to a large heavy vocal whoosh and long tail.	4
MAGEvil-BB_SPELL Hellspawn Whoosh Zap Long 01_RTSB_SRC.wav	SPELL BUILDING BLOCK HELLSPAWN HIT LONG; Heavy demonic vocal texture hit with long reverberant tail.	3
MAGEvil-BB_SPELL Hellspawn Whoosh Zap Long 02_RTSB_SRC.wav	SPELL BUILDING BLOCK HELLSPAWN HIT LONG; Heavy demonic vocal texture hit with long reverberant tail.	3
MAGElem-BB_SPELL Ice Hit Light 01_RTSB_SRC.wav	SPELL BUILDING BLOCK ICE HIT LIGHT; Short, light ice element hit. Short squeal and stress tail, occasional wail.	6
MAGELem-BB_SPELL Ice Hit Light 02_RTSB_SRC.wav	SPELL BUILDING BLOCK ICE HIT LIGHT; Short, light ice element hit. Short squeal and stress tail, occasional wail.	5
MAGElem-BB_SPELL Ice Metal Ramp Fast 01_RTSB_SRC.wav	SPELL BUILDING BLOCK ICE METAL RAMP FAST; Fast ramp or rise of freezing metal and ice elements leading to an	6
MAGElem-BB_SPELL Ice Metal Ramp Fast 02_RTSB_SRC.wav	abrupt stop.  SPELL BUILDING BLOCK ICE METAL RAMP FAST; Fast ramp or rise of freezing metal and ice elements leading to	5
MAGElem-BB. SPELL Ice Metal Ramp Medium 01. RTSB. SRC.wav	waiting metal stress tail.  SPELL BUILDING BLOCK ICE METAL RAMP MEDIUM; Medium ramp or rise of freezing metal and ice elements with	3
	wailing tail.	
MAGElem-BB_SPELL Ice Metal Ramp Medium 02_RTSB_SRC.wav	SPELL BUILDING BLOCK ICE METAL RAMP MEDIUM, Medium ramp or rise of freezing metal and ice elements with walling tail.	3
MAGElem-BB_SPELL Ice Metal Ramp Very Fast 01_RTSB_SRC.wav	SPELL BUILDING BLOCK ICE METAL RAMP VERY FAST; Very Fast ramp or rise of freezing metal and ice elements leading to an abrupt stop.	3
MAGElem-BB_SPELL Ice Metal Ramp Very Fast 02_RTSB_SRC.wav	SPELL BUILDING BLOCK ICE METAL RAMP VERY FAST; Very Fast ramp or rise of freezing metal and ice elements leading to an abrupt stop.	4
MAGElem-BB_SPELL Ice Whoosh Doppler Medium 02_RTSB_SRC.wav	SPELL BUILDING BLOCK ICE WHOOSH DOPPLER MEDIUM; Medium dopplered whoosh consisting of freezing metal and ice elements.	3
MAGElem-BB_SPELL Ice Whoosh Doppler Medium_RTSB_SRC.wav	SPELL BUILDING BLOCK ICE WHOOSH DOPPLER MEDIUM; Medium dopplered whoosh consisting of freezing metal	3
MAGElem-BB_SPELL Ice Whoosh Doppler Short_RTSB_SRC.wav	and ice elements.  SPELL BUILDING BLOCK ICE WHOOSH DOPPLER SHORT; Short dopplered whoosh consisting of freezing metal and	3
MAGElem-BB_SPELL Ice Whoosh Flyby Fast_RTSB_SRC.wav	ice elements.  SPELL BUILDING BLOCK ICE WHOOSH FLYBY FAST; Fast fly by whoosh consisting of freezing metal and ice	4
MAGEtem-BB_SPELL Ice Whoosh Flyby Medium 01_RTSB_SRC.way	elements.  SPELL BUILDING BLOCK ICE WHOOSH FLYBY MEDIUM; Fast fly by whoosh consisting of freezing metal and ice	4
	elements.	
MAGElem-BB_SPELL Ice Whoosh Flyby Medium 02_RTSB_SRC.wav	SPELL BUILDING BLOCK ICE WHOOSH FLYBY MEDIUM; Fast fly by whoosh consisting of freezing metal and ice elements.	4
MAGElem-BB_SPELL Ice Whoosh Flyby Medium 03_RTSB_SRC.wav	SPELL BUILDING BLOCK ICE WHOOSH FLYBY MEDIUM; Fast fly by whoosh consisting of freezing metal and ice elements.	5
MAGElem-BB_SPELL Ice Whoosh Flyby Medium 04_RTSB_SRC.wav	SPELL BUILDING BLOCK ICE WHOOSH FLYBY MEDIUM; Fast fly by whoosh consisting of freezing metal and ice elements.	5
MAGElem-BB_SPELL Ice Whoosh Medium 01_RTSB_SRC.wav	SPELL BUILDING BLOCK ICE WHOOSH MEDIUM; Medium whoosh consisting of freezing metal and ice elements.	5
MAGElem-BB_SPELL Ice Whoosh Medium 02_RTSB_SRC.wav	SPELL BUILDING BLOCK ICE WHOOSH MEDIUM; Medium whoosh consisting of freezing metal and ice elements.	4
MAGMisc-BB_SPELL Mystery Downlifter Amp Mod Long_RTSB_SRC.wav	SPELL BUILDING BLOCK MYSTERY DOWNLIFTER AMP MOD LONG; Long downlifter. Descending pitch with	3
MAGMisc-BB_SPELL Mystery Downlifter Amp Mod Medium 01_RTSB_SRC.wav	amplitude modulation. Futuristic synthetic sci-fi feel.  SPELL BUILDING BLOCK MYSTERY DOWNLIFTER AMP MOD MEDIUM; Medium downlifter. Descending pitch with	3
MAGMisc-BB_SPELL Mystery Downlifter Amp Mod Medium 02_RTSB_SRC.wav	amplitude modulation. Futuristic synthetic sci-fi feel.  SPELL BUILDING BLOCK MYSTERY DOWNLIFTER AMP MOD MEDIUM; Medium downlifter. Descending pitch with	3
MAGMisc-BB_SPELL Mystery Hit 01_RTSB_SRC.wav	amplitude modulation. Futuristic synthetic sci-fi feel.  SPELL BUILDING BLOCK MYSTERY HIT; Short light hits akin to chord stabs. Musical chord like character.	5
	·	5
MAGMisc-BB_SPELL Mystery Hit 02_RTSB_SRC.wav	SPELL BUILDING BLOCK MYSTERY HIT; Short light hits akin to chord stabs. Musical chord like character.	
MAGMisc-BB_SPELL Mystery Riser Amp Mod Short 01_RTSB_SRC.wav	SPELL BUILDING BLOCK MYSTERY RISER AMP MOD SHORT; Short riser. Ascending pitch with amplitude modulation. Futuristic synthetic sci-fi feel.	4
MAGMisc-BB_SPELL Mystery Riser Amp Mod Short 02_RTSB_SRC.wav	SPELL BUILDING BLOCK MYSTERY RISER AMP MOD SHORT; Short riser. Ascending pitch with amplitude modulation. Futuristic synthetic sci-fi feel.	3
MAGMisc-BB_SPELL Mystery Riser Short_RTSB_SRC.wav	SPELL BUILDING BLOCK MYSTERY RISER SHORT; Short riser. Ascending pitch. Futuristic synthetic sci-fi feel.	4
MAGMisc-BB_SPELL Mystery Swell Medium_RTSB_SRC.wav	SPELL BUILDING BLOCK MYSTERY SWELL MEDIUM; Medium metallic chord like swell. Descending pitch. Subtle	6
MAGMisc-BB_SPELL Mystery Swell Short 01_RTSB_SRC.wav	whoosh character with futuristic sci-fi synthetic feel.  SPELL BUILDING BLOCK MYSTERY SWELL SHORT; Short metallic chord like swell. Descending pitch. Subtle whoosh	5
MAGMisc-BB_SPELL Mystery Swell Short 02_RTSB_SRC.wav	character with futuristic sci-fi synthetic feel.  SPELL BUILDING BLOCK MYSTERY SWELL SHORT; Short metallic chord like swell. Descending pitch. Subtle whoosh	5
MAGMisc-BB_SPELL Mystery Whoosh Doppler Long 01_RTSB_SRC.wav	character with futuristic sci-fi synthetic feel.  SPELL BUILDING BLOCK MYSTERY WHOOSH DOPPLER LONG; Long dopplered whoosh with chord like, musical	5
MAGMisc-BB. SPELL Mystery Whoosh Doppler Long 02, RTSB, SRC.wav	character. Descending pitch followed by ascending pitch.  SPELL BUILDING BLOCK MYSTERY WHOOSH DOPPLER LONG; Long dopplered whoosh with chord like, musical	5
	character. Descending pitch followed by ascending pitch.	5
MAGMisc-BB_SPELL Mystery Whoosh Doppler Long 03_RTSB_SRC.wav	SPELL BUILDING BLOCK MYSTERY WHOOSH DOPPLER LONG; Long dopplered whoosh with chord like, musical character. Descending pitch followed by ascending pitch.	
MAGMisc-BB_SPELL Mystery Whoosh Doppler Long 04_RTSB_SRC.wav	SPELL BUILDING BLOCK MYSTERY WHOOSH DOPPLER LONG; Long dopplered whoosh with chord like, musical character. Descending pitch followed by ascending pitch.	5
MAGMisc-BB_SPELL Mystery Zap 01_RTSB_SRC.wav	SPELL BUILDING BLOCK MYSTERY ZAP; Short zap. Descending pitch. Futuristic sci-fi feel.	4
MAGMisc-BB_SPELL Mystery Zap 02_RTSB_SRC.wav	SPELL BUILDING BLOCK MYSTERY ZAP; Short zap. Descending pitch. Futuristic sci-fi feel.	4
MAGMisc-BB_SPELL Mystery Zap 03_RTSB_SRC.wav	SPELL BUILDING BLOCK MYSTERY ZAP; Short zap. Descending pitch. Futuristic sci-fi feel.	3
MAGMisc-BB_SPELL Mystery Zap Long_RTSB_SRC.wav	SPELL BUILDING BLOCK MYSTERY ZAP LONG; Long zap with long tail. Descending pitch. Futuristic sci-fi feel.	4
MAGMisc-BB_SPELL Tonal Whoosh Flyby Doppler Medium_RTSB_SRC.wav	SPELL BUILDING BLOCK TONAL WHOOSH FLYBY DOPPLER MEDIUM; Medium dopplered metallic tonal flyby	3
MAGMisc-BB_SPELL Tonal Whoosh Flyby Fast 01_RTSB_SRC.wav	whoosh.  SPELL BUILDING BLOCK TONAL WHOOSH FLYBY FAST; Fast metallic tonal flyby whoosh ending with a tight subtle	4
MAGMisc-BB_SPELL Tonal Whoosh Flyby Fast 02_RTSB_SRC.wav	tonal tail.  SPELL BUILDING BLOCK TONAL WHOOSH FLYBY FAST; Fast metallic tonal flyby whoosh ending with a tight subtle	4
	tonal tail.	3
MAGMisc-BB_SPELL Tonal Whoosh Flyby Long_RTSB_SRC.wav	SPELL BUILDING BLOCK TONAL FLYBY LONG; Long vocal texture rise leading to flyby whoosh.	3



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MAGMisc-BB SPELL Tonal Whoosh Flyby Medium, RTSB, SRC.way	SPELL BUILDING BLOCK TONAL WHOOSH FLYBY MEDIUM; Medium metallic tonal flyby whoosh ending with a	5
MAGMisc-BB_SPELL Tonal Whoosh Flyby Very Long 01_RTSB_SRC.wav	medium tonal tail.  SPELL BUILDING BLOCK TONAL FLYBY VERY LONG; Long vocal texture rise leading to flyby whoosh.	3
MAGMisc-BB_SPELL Tonal Whoosh Flyby Very Long 02_RTSB_SRC.wav	SPELL BUILDING BLOCK TONAL FLYBY VERY LONG; Long vocal texture rise leading to flyby whoosh.	4
	SPELL BUILDING BLOCK TONAL FLYBY VERY LONG; Long vocal texture rise leading to flyby whoosh.	3
MAGMisc-BB_SPELL Tonal Whoosh Flyby Very Long 03_RTSB_SRC.wav		
MAGMisc-BB_SPELL Tubular Downlifter Amp Mod Fast_RTSB_SRC.wav	SPELL BUILDING BLOCK TUBULAR DOWNLIFTER AMP MOD FAST; Fast downlifter. Descending pitch with amplitude modulation. Futuristic synthetic sci-fi feel.	5
MAGMisc-BB_SPELL Tubular Downlifter Fast 01_RTSB_SRC.wav	SPELL BUILDING BLOCK TUBULAR DOWNLIFTER FAST; Fast tubular downlifter. Futuristic synthetic sci-fi feel.	5
MAGMisc-BB_SPELL Tubular Downlifter Fast 02_RTSB_SRC.wav	SPELL BUILDING BLOCK TUBULAR DOWNLIFTER FAST; Fast tubular downlifter. Futuristic synthetic sci-fi feel.	6
MAGMisc-BB_SPELL Tubular Hit Amp Mod Short_RTSB_SRC.wav	SPELL BUILDING BLOCK TUBULAR HIT AMP MOD SHORT; Short light amplitude modulated hit. Descending pitch with amplitude modulation. Futuristic synthetic sci-fi feel.	3
MAGMisc-BB_SPELL Tubular Whoosh Doppler Descending Medium_RTSB_SRC.wav	SPELL BUILDING BLOCK TUBULAR WHOOSH DOPPLER DESCENDING MEDIUM; Short dopplered whoosh.  Descending pitch. Futuristic synthetic sci-fi feel.	5
MAGMisc-BB_SPELL Tubular Whoosh Doppler Sparkle Descending Medium_RTSB_SRC.wav	SPELL BUILDING BLOCK TUBULAR WHOOSH DOPPLER SPARKLE DESCENDING MEDIUM; Short sparkly dopplered	4
MAGMisc-BB_SPELL Tubular Whoosh Fast 01_RTSB_SRC.wav	whoosh. Descending pitch. Futuristic synthetic sci-fi feel.  SPELL BUILDING BLOCK TUBULAR WHOOSH FAST; Fast hollow metallic whoosh.	6
MAGMisc-BB_SPELL Tubular Whoosh Fast 02_RTSB_SRC.wav	SPELL BUILDING BLOCK TUBULAR WHOOSH FAST; Fast hollow metallic whoosh.	5
MAGMisc-BB_SPELL Tubular Whoosh Long 01_RTSB_SRC.wav	SPELL BUILDING BLOCK TUBULAR WHOOSH FAST; Long hollow metallic whoosh.	4
MAGMisc-BB_SPELL Tubular Whoosh Long 02_RTSB_SRC.wav	SPELL BUILDING BLOCK TUBULAR WHOOSH FAST; Long hollow metallic whoosh.	4
MAGMisc-BB SPELL Tubular Whoosh Long 03. RTSB SRC.way	SPELL BUILDING BLOCK TUBULAR WHOOSH FAST; Long hollow metallic whoosh.	3
MAGMisc-BB_SPELL Tubular Whoosh Medium 01_RTSB_SRC.way	SPELL BUILDING BLOCK TUBULAR WHOOSH MEDIUM; Medium hollow metallic whoosh.	4
MAGMisc-BB_SPELL Tubular Whoosh Metal Long_RTSB_SRC.wav	SPELL BUILDING BLOCK TUBULAR WHOOSH LONG; Long hollow metallic whoosh.	3
MAGElem-BB_SPELL Water Whoosh Fly By Fast 01_RTSB_SRC.wav	SPELL BUILDING BLOCK WATER WHOOSH FLY BY FAST; Light, short watery whoosh with a bubbly, liquidy tail.	4
MAGElem-BB_SPELL Water Whoosh Fly By Fast 02_RTSB_SRC.wav	SPELL BUILDING BLOCK WATER WHOOSH FLY BY FAST; Light, short watery whoosh with a bubbly, liquidy tail.	4
MAGElem-BB_SPELL Water Whoosh Fly By Medium_RTSB_SRC.wav	SPELL BUILDING BLOCK WATER WHOOSH FLY BY MEDIUM; Light, medium watery whoosh with a bubbly, liquidy tail.	4
MAGElem-BB_SPELL Water Whoosh Fly By Slow_RTSB_SRC.wav	SPELL BUILDING BLOCK WATER WHOOSH FLY BY SLOW; Light, long watery ramp or rise leading to an airy whoosh with a bubbly, liquidy tail.	3
MAGElem-BB_SPELL Water Whoosh Fly By Very Slow_RTSB_SRC.wav	SPELL BUILDING BLOCK WATER WHOOSH FLY BY VERY SLOW; Light, long watery ramp or rise leading to an airy	4
DSGNSynth-CK_SYNTH Noise Pink Sweep Long Various_RTSB_SRC.wav	whoosh with a bubbly, liquidy tail.  SYNTH NOISE WHITE SWEEP VARIOUS LONG; Long filtered white noise sweep. Whoosh character.	4
DSGNSynth-CK_SYNTH Noise Sweep Down Fast 01_RTSB_SRC.wav	SYNTH NOISE WHITE SWEEP DOWN FAST; Short filtered white noise sweep. Zap like character.	5
DSGNSynth-CK_SYNTH Noise Sweep Down Fast 02_RTSB_SRC.wav	SYNTH NOISE WHITE SWEEP DOWN FAST; Short filtered white noise sweep. Zap like character.	5
DSGNSynth-CK_SYNTH Noise Sweep Down Fast Record Stop_RTSB_SRC.wav	SYNTH NOISE WHITE SWEEP DOWN FAST STOP; Short filtered white noise sweep. Zap like character. Abrupt stop.	4
DSGNSynth-CK_SYNTH Noise Sweep Down Long_RTSB_SRC.wav	SYNTH NOISE WHITE SWEEP DOWN LONG; Long filtered white noise sweep. Useful as a downlifter.	1
DSGNSynth-CK_SYNTH Noise Sweep Down Medium 01_RTSB_SRC.wav	SYNTH NOISE WHITE SWEEP DOWN MEDIUM; Medium filtered white noise sweep. Useful as a downlifter.	5
DSGNSynth-CK_SYNTH Noise Sweep Down Medium 02_RTSB_SRC.wav	SYNTH NOISE WHITE SWEEP DOWN MEDIUM; Medium filtered white noise sweep. Useful as a downlifter.	5
DSGNSynth-CK. SYNTH Noise Sweep Down Various RTSB. SRC.way	SYNTH NOISE WHITE SWEEP DOWN VARIOUS: Various filtered white noise sweeps. Zap like character.	4
	SYNTH NOISE WHITE SWEEP DOWN VANIOUS, Validus littered white noise sweeps. 2ap like character.  SYNTH NOISE WHITE SWEEP UP SHORT: Short filtered white noise sweep.	5
DSGNSynth-CK_SYNTH Noise Sweep Up Fast Short 01_RTSB_SRC.wav		
DSGNSynth-CK_SYNTH Noise Sweep Up Fast Short 02_RTSB_SRC.wav	SYNTH NOISE WHITE SWEEP UP SHORT; Short filtered white noise sweep.	4
DSGNSynth-CK_SYNTH Noise Sweep Up Long_RTSB_SRC.wav	SYNTH NOISE WHITE SWEEP UP LONG; Long filtered white noise sweep.	1
DSGNSynth-CK_SYNTH Noise Sweep Up Various 01_RTSB_SRC.wav	SYNTH NOISE WHITE SWEEP UP VARIOUS; Various filtered white noise sweeps.	4
DSGNSynth-CK_SYNTH Noise Sweep Up Various 02_RTSB_SRC.wav	SYNTH NOISE WHITE SWEEP UP VARIOUS; Various filtered white noise sweeps.	5
MAGAngl-CK_SYNTH Pad EthereaL_RTSB_SRC.wav	SYNTH PAD ETHEREAL; Ethereal pad.	5
MAGMisc-CK_TAPE MEASURE Metal Tail Release 01_RTSB_SRC.wav	TAPE MEASURE RELEASE; Metal tape measure emulating electric zap or blast. Release element useful for end of spell or sequence.	6
MAGMisc-CK_TAPE MEASURE Metal Tail Release 02_RTSB_SRC.wav	TAPE MEASURE RELEASE; Metal tape measure emulating electric zap or blast. Release element useful for end of spell	6
MAGMisc-CK_TAPE MEASURE Metal Tail Release 03_RTSB_SRC.wav	or sequence.  TAPE MEASURE RELEASE; Metal tape measure emulating electric zap or blast. Release element useful for end of spell	6
MAGMisc-CK_TAPE MEASURE Metal Tail Release 04_RTSB_SRC.wav	or sequence.  TAPE MEASURE RELEASE; Metal tape measure emulating electric zap or blast. Release element useful for end of spell	6
MAGMisc-CK_TAPE MEASURE Metal Tail Release 05_RTSB_SRC.wav	or sequence.  TAPE MEASURE RELEASE; Metal tape measure emulating electric zap or blast. Release element useful for end of spell	5
MAGMisc-CK_TAPE MEASURE Metal Zap Mayhem_RTSB_SRC.wav	or sequence.  TAPE MEASURE ZAP MAYHEM; Compiled sequence of metal tape measure emulating electric zap or blast.	1
MAGMisc-CK_TAPE MEASURE Metal Zap Type A 01_RTSB_SRC.wav	TAPE MEASURE ZAP; Metal tape measure emulating electric zap or blast. Tape measure type A.	5
MAGMisc-CK, TAPE MEASURE Metal Zap Type A 02_RTSB_SRC.wav	TAPE MEASURE ZAP; Metal tape measure emulating electric zap or blast. Tape measure type A.	5
MAGMisc-CK_TAPE MEASURE Metal Zap Type A 03_RTSB_SRC.wav	TAPE MEASURE ZAP; Metal tape measure emulating electric zap or blast. Tape measure type A.	5
MAGMisc-CK_TAPE MEASURE Metal Zap Type B 01_RTSB_SRC.wav	TAPE MEASURE ZAP; Metal tape measure emulating electric zap or blast. Tape measure type B.	5
MAGMisc-CK_TAPE MEASURE Metal Zap Type B 02_RTSB_SRC.wav	TAPE MEASURE ZAP; Metal tape measure emulating electric zap or blast. Tape measure type B.	4



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MAGMisc-CK_TAPE MEASURE Metal Zap Type C 01_RTSB_SRC.wav	TADE MEASURE 7AD, Motel tong processes amulating algorities and the second seco	
	TAPE MEASURE ZAP; Metal tape measure emulating electric zap or blast. Tape measure type C.	6
TRNDiesI-CK_TRAIN Diesel By 01_RTSB_SRC.wav	TRAIN DIESEL BY LONG; Diesel train approaching and going by. Long attack with resonant rail ring.	1
TRNDiesI-CK_TRAIN Diesel By 02_RTSB_SRC.wav	TRAIN DIESEL BY LONG; Diesel train approaching and going by. Long attack with resonant rail ring.	1
TRNDiesl-CK_TRAIN Diesel Whoosh 01_RTSB_SRC.wav	TRAIN DIESEL WHOOSH; Fast diesel train whooshes. Whistly, airy character with reverberant tail.	5
TRNDiesl-CK_TRAIN Diesel Whoosh 02_RTSB_SRC.wav	TRAIN DIESEL WHOOSH; Fast diesel train whooshes. Whistly, airy character with reverberant tail.	5
CREAMnstr-CK_VOICE Demon Breath Long_RTSB_SRC.wav	VOICE DEMON BREATH LONG; Large demon, creature or monster breath vocalization.	2
CREAMnstr-CK_VOICE Demon Breath Low_RTSB_SRC.wav	VOICE DEMON BREATH LOW; Large demon, creature or monster low register breath vocalization.	4
CREAMnstr-CK_VOICE Demon Breath_RTSB_SRC.wav	VOICE DEMON BREATH; Large demon, creature or monster breath vocalization.	2
CREAMnstr-CK_VOICE Demon Growl Long_RTSB_SRC.wav	VOICE DEMON GROWL LONG; Large demon, creature or monster. Long growl vocalization.	1
CREAMnstr-CK_VOICE Demon Growl Medium_RTSB_SRC.wav	VOICE DEMON GROWL MEDIUM; Large demon, creature or monster. Medium growl vocalization.	5
CREAMnstr-CK_VOICE Demon Growl Short 01_RTSB_SRC.wav	VOICE DEMON GROWL SHORT; Large demon, creature or monster. Short growl vocalization.	5
CREAMnstr-CK_VOICE Demon Growl Short 02_RTSB_SRC.wav	VOICE DEMON GROWL SHORT; Large demon, creature or monster. Short growl vocalization.	5
CREAMnstr-CK_VOICE Demon Growl Very Long_RTSB_SRC.wav	VOICE DEMON GROWL VERY LONG; Large demon, creature or monster. Very long growl vocalization.	1
CREAMnstr-CK_VOICE Demon Gutteral Rambling_RTSB_SRC.wav	VOICE DEMON RAMBLE GUTTERAL; Large demon, creature or monster. Gutterasl rambling vocalization.	2
CREAMnstr-CK_VOICE Demon Rambling 01_RTSB_SRC.wav	VOICE DEMON RAMBLE; Large demon, creature or monster. Rambling vocalization.	5
CREAMnstr-CK_VOIGE Demon Rambling 02_RTSB_SRC.wav	VOICE DEMON RAMBLE; Large demon, creature or monster. Rambling vocalization.	5
CREAMnstr-CK_VOICE Demon Reaction Medium_RTSB_SRC.wav	VOICE DEMON REACTION MEDIUM; Large demon, creature or monster. Medium reaction vocalization.	4
CREAMnstr-CK_VOICE Demon Reaction Short_RTSB_SRC.wav	VOICE DEMON REACTION SHORT; Large demon, creature or monster. Short reaction vocalization.	5
CREAMnstr-CK_VOICE Demon Reaction Wheeze_RTSB_SRC.wav	VOICE DEMON REACTION WHEEZE; Large demon, creature or monster. Wheezy overtone reaction vocalization.	4
CREAMnstr-CK_VOICE Demon Snarl_RTSB_SRC.wav	VOICE DEMON SNARL; Large demon, creature or monster. Snarl vocalization.	6
MAGMisc-CK_VOICE Male Whisper Group Wind_RTSB_SRC.wav	VOICE MALE WHISPER GROUP WIND; Evil reverberant whispers with wind element.	4
MAGMisc-CK_VOICE Male Whisper Group_RTSB_SRC.wav	VOICE MALE WHISPER GROUP WIND; Evil reverberant whispers.	4
WATRBubl-CK_WATER Bubble Burst Short 01_RTSB_SRC.wav	WATER BUBBLE BURST SHORT; Short burst of air bubbles rising to the surface.	4
WATRBubl-CK_WATER Bubble Burst Short 02_RTSB_SRC.wav	WATER BUBBLE BURST SHORT; Short burst of air bubbles rising to the surface.	3
WATRBubl-CK_WATER Bubble Constant Heavy 01_RTSB_SRC.wav	WATER BUBBLE BURST CONSTANT HEAVY; Constant steady heavy bubbling as air bubbles rise to the surface.	1
WATRBubl-CK_WATER Bubble Constant Heavy 02_RTSB_SRC.wav	WATER BUBBLE BURST CONSTANT HEAVY; Constant steady heavy bubbling as air bubbles rise to the surface.	1
WATRBubl-CK_WATER Bubble Constant Heavy 03_RTSB_SRC.wav	WATER BUBBLE BURST CONSTANT HEAVY; Constant steady heavy bubbling as air bubbles rise to the surface.	1
WATRBubl-CK_WATER Bubble Constant Heavy 04_RTSB_SRC.wav	WATER BUBBLE BURST CONSTANT HEAVY; Constant steady heavy bubbling as air bubbles rise to the surface.	1
WATRBubl-CK_WATER Bubble Constant Light 01_RTSB_SRC.wav	WATER BUBBLE BURST CONSTANT LIGHT; Constant steady light bubbling as air bubbles rise to the surface.	1
		1
WATRBubl-CK_WATER Bubble Constant Light 02_RTSB_SRC.wav	WATER BUBBLE BURST CONSTANT LIGHT; Constant steady light bubbling as air bubbles rise to the surface.	·
WATRBubl-CK_WATER Bubble Constant Medium 01_RTSB_SRC.wav	WATER BUBBLE BURST CONSTANT MEDIUM; Constant steady bubbling as air bubbles rise to the surface. Medium intensity.	1
WATRBubl-CK_WATER Bubble Constant Medium 02_RTSB_SRC.wav	WATER BUBBLE BURST CONSTANT MEDIUM; Constant steady bubbling as air bubbles rise to the surface. Medium intensity.	1
WATRBubl-CK_WATER Bubble Constant Medium 03_RTSB_SRC.wav	WATER BUBBLE BURST CONSTANT MEDIUM; Constant steady bubbling as air bubbles rise to the surface. Medium intensity.	1
WATRBubl-CK_WATER Bubble Constant Medium 04_RTSB_SRC.wav	WATER BUBBLE BURST CONSTANT MEDIUM; Constant steady bubbling as air bubbles rise to the surface. Medium intensity.	1
WATRBubl-CK_WATER Bubble Constant Shallow 01_RTSB_SRC.wav	WATER BUBBLE BURST CONSTANT SHALLOW; Constant steady light bubbling as air bubbles rise to the surface.	1
WATRBubl-CK_WATER Bubble Constant Shallow 02_RTSB_SRC.wav	Shallow depth.  WATER BUBBLE BURST CONSTANT SHALLOW; Constant steady light bubbling as air bubbles rise to the surface.	1
WATRBubl-CK_WATER Bubble Constant Shallow 03_RTSB_SRC.wav	Shallow depth.  WATER BUBBLE BURST CONSTANT SHALLOW; Constant steady light bubbling as air bubbles rise to the surface.	1
WATRBubl-CK_WATER Bubble Single Hard_RTSB_SRC.wav	Shallow depth.  WATER BUBBLE SINGLE HARD; Single gust of air bubbling to the surface. Hard, heavy intensity.	5
WATRBubl-CK_WATER Bubble Single Light_RTSB_SRC.wav	WATER BUBBLE SINGLE LIGHT; Single gust of air bubbling to the surface.	6
WATRBubl-CK_WATER Bubble Single Medium 01_RTSB_SRC.wav	WATER BUBBLE SINGLE MEDIUM; Single gust of air bubbling to the surface. Medium intensity.	5
WATRBubl-CK_WATER Bubble Single Medium 02_RTSB_SRC.wav	WATER BUBBLE SINGLE MEDIUM; Single gust of air bubbling to the surface. Medium intensity.	4
WATRBubl-CK_WATER Bubble Single Mid Depth Light 01_RTSB_SRC.wav	WATER BUBBLE SINGLE MID DEPTH LIGHT; Single gust of air bubbling to the surface. Mid depth.	5
WATRBubl-CK_WATER Bubble Single Mid Depth Light 02_RTSB_SRC.wav	WATER BUBBLE SINGLE MID DEPTH LIGHT; Single gust of air bubbling to the surface. Mid depth.	3
	WATER BUBBLE SINGLE SHALLOW LIGHT; Single gust of air bubbling to the surface. Shallow bubbles with light	6
WATRBubl-CK_WATER Bubble Single Shallow Light 01_RTSB_SRC.wav	character.	
WATRBubl-CK_WATER Bubble Single Shallow Light 01_RTSB_SRC.wav  WATRBubl-CK_WATER Bubble Single Shallow Light 02_RTSB_SRC.wav	WATER BUBBLE SINGLE SHALLOW LIGHT; Single gust of air bubbling to the surface. Shallow bubbles with light	4
		1



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WATRSplsh-CK_WATER Splash Dive 02_RTSB_SRC.wav	WATER SPLASH DIVE; Diving into a pool. Occasional bubbling and splashing.	4
WATRSpish-CK_WATER Spiash Emerge_RTSB_SRC.wav	WATER SPLASH DIVE; Emerging from underwater. Occasional bubbling and splashing.	4
WATRLap-CK_WATER Splash Lap Heavy 01_RTSB_SRC.wav	WATER SPLASH LAP HEAVY; Short water lap in lake. Splashing still water by hand. Heavy splash or lap.	5
WATRLap-CK_WATER Splash Lap Heavy 02_RTSB_SRC.wav	WATER SPLASH LAP HEAVY; Short water lap in lake. Splashing still water by hand. Heavy splash or lap.	5
WATRLap-CK_WATER Splash Lap Light 01_RTSB_SRC.wav	WATER SPLASH LAP LIGHT; Short water lap in lake. Splashing still water by hand. Light splash or lap.	5
WATRLap-CK_WATER Splash Lap Light 02_RTSB_SRC.wav	WATER SPLASH LAP LIGHT; Short water lap in lake. Splashing still water by hand. Light splash or lap.	4
WATRLap-CK_WATER Splash Lap Light 03_RTSB_SRC.wav	WATER SPLASH LAP LIGHT; Short water lap in lake. Splashing still water by hand. Light splash or lap.	5
WATRLap-CK_WATER Splash Lap Light 04_RTSB_SRC.wav	WATER SPLASH LAP LIGHT; Short water lap in lake. Splashing still water by hand. Light splash or lap.	1
WATRLap-CK_WATER Splash Lap Medium 01_RTSB_SRC.wav	WATER SPLASH LAP MEDIUM; Short water lap in lake. Splashing still water by hand. Medium splash or lap.	4
WATRLap-CK_WATER Splash Lap Medium 02_RTSB_SRC.wav	WATER SPLASH LAP MEDIUM; Short water lap in lake. Splashing still water by hand. Medium splash or lap.	5
WATRLap-CK_WATER Splash Lap Medium 03_RTSB_SRC.wav	WATER SPLASH LAP MEDIUM; Short water lap in lake. Splashing still water by hand. Medium splash or lap.	4
WATRLap-CK_WATER Splash Lap Medium 04_RTSB_SRC.wav	WATER SPLASH LAP MEDIUM; Short water lap in lake. Splashing still water by hand. Medium splash or lap.	4
MUSCInst-CK_WATERPHONE Articulation 01_RTSB_SRC.wav	WATERPHONE; Bowed waterphone articulation. Creepy spooky character.	4
MUSCInst-CK_WATERPHONE Articulation 02_RTSB_SRC.wav	WATERPHONE; Bowed waterphone articulation. Creepy spooky character.	4
DSGNDron-CK_WATERPHONE Pad 01_RTSB_SRC.wav	WATERPHONE; Processed waterphone pad. Long, spooky and hollow character.	1
DSGNDron-CK_WATERPHONE Pad 02_RTSB_SRC.wav	WATERPHONE; Processed waterphone pad. Long, spooky and hollow character.	1
DSGNDron-CK_WATERPHONE Pad 03_RTSB_SRC.wav	WATERPHONE; Processed waterphone pad. Long, spooky and hollow character.	1
DSGNDron-CK_WATERPHONE Pad 04_RTSB_SRC.wav	WATERPHONE; Processed waterphone pad. Long, spooky and hollow character.	1
MUSCChim-CK_WINDCHIME Aluminum Movement Random 01_RTSB_SRC.wav	WINDCHIME ALUMINUM; Random light movement. Light ringing of aluminum windchime as it moves.	1
MUSCChim-CK_WINDCHIME Aluminum Movement Random 02_RTSB_SRC.wav	WINDCHIME ALUMINUM; Random light movement. Light ringing of aluminum windchime as it moves.	1
MUSCChim-CK_WINDCHIME Aluminum Movement Random 03_RTSB_SRC.wav	WINDCHIME ALUMINUM; Random light movement. Light ringing of aluminum windchime as it moves.	1
MUSCChim-CK_WINDCHIME Aluminum Movement Random 04_RTSB_SRC.wav	WINDCHIME ALUMINUM; Random light movement. Light ringing of aluminum windchime as it moves.	1
MUSCChim-CK_WINDCHIME Aluminum Movement Random 05_RTSB_SRC.wav	WINDCHIME ALUMINUM; Random light movement. Light ringing of aluminum windchime as it moves.	1
MUSCChim-CK_WINDCHIME Aluminum Movement Random 06_RTSB_SRC.way	WINDCHIME ALUMINUM; Random light movement. Light ringing of aluminum windchime as it moves.	1
MUSCChim-CK_WINDCHIME Aluminum Movement Random 07_RTSB_SRC.wav	WINDCHIME ALUMINUM; Random light movement. Light ringing of aluminum windchime as it moves.	1
MUSCChim-CK_WINDCHIME Aluminum Movement Random 08_RTSB_SRC.wav	WINDCHIME ALUMINUM; Random light movement. Light ringing of aluminum windchime as it moves.	1
MUSCChim-CK_WINDCHIME Aluminum Movement Random Long 01_RTSB_SRC.wav	WINDCHIME ALUMINUM; Random light movement. Light ringing of aluminum windchime as it moves. Long performance.	1
MUSCChim-CK_WINDCHIME Aluminum Movement Random Long 02_RTSB_SRC.wav	WINDCHIME ALUMINUM; Random light movement. Light ringing of aluminum windchime as it moves. Long performance.	1
MUSCChim-CK_WINDCHIME Aluminum Movement Random Short_RTSB_SRC.wav	WINDCHIME ALUMINUM; Random light movement. Light ringing of aluminum windchime as it moves. Short performance.	2
MUSCChim-CK_WINDCHIME Aluminum Single Note A#4_RTSB_SRC.wav	WINDCHIME ALUMINUM; Single note. A#4 Key.	3
MUSCChim-CK_WINDCHIME Aluminum Single Note C4_RTSB_SRC.wav	WINDCHIME ALUMINUM; Single note. C4 Key.	3
MUSCChim-CK_WINDCHIME Aluminum Single Note C5_RTSB_SRC.wav	WINDCHIME ALUMINUM; Single note. C5 Key.	3
MUSCChim-CK_WINDCHIME Aluminum Single Note C#_RTSB_SRC.wav	WINDCHIME ALUMINUM; Single note. C# Key.	3
MUSCChim-CK_WINDCHIME Aluminum Single Note D5_RTSB_SRC.wav	WINDCHIME ALUMINUM; Single note. D5 Key.	3
MUSCChim-CK_WINDCHIME Aluminum Single Note D#4_RTSB_SRC.wav	WINDCHIME ALUMINUM; Single note. D#4 Key.	1
MUSCChim-CK_WINDCHIME Aluminum Single Note E4_RTSB_SRC.wav	WINDCHIME ALUMINUM; Single note. E4 Key.	3
MUSCChim-CK_WINDCHIME Rods And Bells Movement Random 01_RTSB_SRC.wav	WINDCHIME RODS AND BELLS; Random light movement. Bells and metal rods ringing as they move.	1
MUSCChim-CK_WINDCHIME Rods And Bells Movement Random 02_RTSB_SRC.wav	WINDCHIME RODS AND BELLS; Random light movement. Bells and metal rods ringing as they move.	1
MUSCChim-CK_WINDCHIME Rods And Bells Movement Random 03_RTSB_SRC.wav	WINDCHIME RODS AND BELLS; Random light movement. Bells and metal rods ringing as they move.	5
MUSCChim-CK_WINDCHIME Rods And Bells Movement Random 04_RTSB_SRC.wav	WINDCHIME RODS AND BELLS; Random light movement. Bells and metal rods ringing as they move.	3
MUSCChim-CK_WINDCHIME Rods No Bells Movement Random 01_RTSB_SRC.wav	WINDCHIME RODS; Random light movement. Metal rods ringing as they move.	1
MUSCChim-CK_WINDCHIME Rods No Bells Movement Random 02_RTSB_SRC.wav	WINDCHIME RODS; Random light movement. Metal rods ringing as they move.	1
MUSCChim-CK_WINDCHIME Rods No Bells Movement Random 03_RTSB_SRC.wav	WINDCHIME RODS; Random light movement. Metal rods ringing as they move.	1
MUSCChim-CK_WINDCHIME Wood And Metal Movement Constant Busy 01_RTSB_SRC.wav	WINDCHIME WOOD AND METAL; Constant steady random movement and ringing. Busy, long performance.	1
MUSCChim-CK_WINDCHIME Wood And Metal Movement Constant Busy 02_RTSB_SRC.wav	WINDCHIME WOOD AND METAL; Constant steady random movement and ringing. Busy, long performance.	1
MUSCChim-CK_WINDCHIME Wood And Metal Movement Constant Busy +24_RTSB_SRC.way	WINDCHIME WOOD AND METAL; Steady constant pad like ethereal ringing of windchime. Pitched up 2 octaves.	2
MUSCChim-CK_WINDCHIME Wood And Metal Movement Constant Mild +24_RTSB_SRC.wav	WINDCHIME WOOD AND METAL; Steady, constant mild pad like ethereal ringing of windchime. Pitched up 2 octaves.	1
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MUSCChim-CK_WINDCHIME Wood And Metal Movement Constant Mild_RTSB_SRC.wav	WINDCHIME WOOD AND METAL; Constant steady random movement and ringing. Light, mild, and long performance.	1
MUSCChim-CK_WINDCHIME Wood And Metal Shake A +24_RTSB_SRC.wav	WINDCHIME WOOD AND METAL; Single shakes of windchime. Long ring out. A key. Pitched up 2 octaves.	5
MUSCChim-CK_WINDCHIME Wood And Metal Shake A_RTSB_SRC.wav	WINDCHIME WOOD AND METAL; Single shakes of windchime. Long ring out. A key.	5
MUSCChim-CK_WINDCHIME Wood And Metal Shake C+24_RTSB_SRC.wav	WINDCHIME WOOD AND METAL; Single shakes of windchime. Long ring out. C key. Pitched up 2 octaves.	6
MUSCChim-CK_WINDCHIME Wood And Metal Shake C_RTSB_SRC.wav	WINDCHIME WOOD AND METAL; Single shakes of windchime. Long ring out. C key.	6
MUSCChim-CK_WINDCHIME Wood And Metal Shake F +24_RTSB_SRC.wav	WINDCHIME WOOD AND METAL; Single shakes of windchime. Long ring out. F key. Pitched up 2 octaves.	6
MUSCChim-CK, WINDCHIME Wood And Metal Shake F. RTSB, SRC, way	WINDCHIME WOOD AND METAL; Single shakes of windchime. Long ring out. F key.	6
MUSCChim-CK WINDCHIME Wood And Metal Shake G +24 RTSB SRC.way		5
	WINDCHIME WOOD AND METAL; Single shakes of windchime. Long ring out. G key. Pitched up 2 octaves.	
MUSCChim-CK_WINDCHIME Wood And Metal Shake G_RTSB_SRC.wav	WINDCHIME WOOD AND METAL; Single shakes of windchime. Long ring out. G key.	5
MUSCChim-CK_WINDCHIME Wood And Metal Shake Random +24_RTSB_SRC.wav	WINDCHIME WOOD AND METAL; Single shakes of windchime. Long ring out. Random key. Pitched up 2 octaves.	5
MUSCChim-CK_WINDCHIME Wood And Metal Shake Random_RTSB_SRC.wav	WINDCHIME WOOD AND METAL; Single shakes of windchime. Long ring out. Random key.	5
MUSCChim-CK_WINDCHIME Wood And Metal Shake Short A 01_RTSB_SRC.wav	WINDCHIME WOOD AND METAL; Single shakes of windchime. Short performance with ring out. A key.	5
MUSCChim-CK_WINDCHIME Wood And Metal Shake Short A 02_RTSB_SRC.wav	WINDCHIME WOOD AND METAL; Single shakes of windchime. Short performance with ring out. A key.	4
MUSCChim-CK_WINDCHIME Wood And Metal Shake Short Muted A_RTSB_SRC.way	WINDCHIME WOOD AND METAL; Single shakes of windchime. Short muted performance. A key.	2
PLASImpt-CK_WRAP PLASTIC Bend Hit Low_RTSB_SRC.wav	PLASTIC WRAP HIT LOW; Low frequency plastic wrap hits. Low hollow bouncy character.	3
PLASImpt-CK_WRAP PLASTIC Bend Hit Mid_RTSB_SRC.wav	PLASTIC WRAP HIT MID; Midrange plastic wrap hits. Hollow bouncy character.	3
DSGNSrce-CK_WRAP PLASTIC Stretch Fast 01_RTSB_SRC.wav	PLASTIC WRAP STRETCH FAST; Deep fast pulls of packing plastic wrap with descending pitch.	5
DSGNSrce-CK_WRAP PLASTIC Stretch Fast 02_RTSB_SRC.wav	PLASTIC WRAP STRETCH FAST; Deep fast pulls of packing plastic wrap with descending pitch.	4
DSGNSrce-CK_WRAP PLASTIC Stretch Fast 03_RTSB_SRC.wav	PLASTIC WRAP STRETCH FAST; Deep fast pulls of packing plastic wrap with descending pitch.	5
PLASFric-CK_WRAP PLASTIC Stretch Long_RTSB_SRC.wav	PLASTIC WRAP STRETCH LONG; Deep long pulls of packing plastic wrap with descending pitch.	1
PLASFric-CK_WRAP PLASTIC Stretch Medium 01_RTSB_SRC.wav	PLASTIC WRAP STRETCH MEDIUM; Deep medium pulls of packing plastic wrap with descending pitch.	5
PLASFric-CK_WRAP PLASTIC Stretch Medium 02_RTSB_SRC.wav	PLASTIC WRAP STRETCH MEDIUM; Deep medium pulls of packing plastic wrap with descending pitch.	4
		4
PLASFric-CK WRAP PLASTIC Stretch Medium 03 RTSB SRC.way	PLASTIC WRAP STRETCH MEDIUM: Deep medium pulls of packing plastic wrap with descending pitch.	
PLASFric-CK_WRAP PLASTIC Stretch Medium 03_RTSB_SRC.way	PLASTIC WRAP STRETCH MEDIUM; Deep medium pulls of packing plastic wrap with descending pitch.  MACIC ACID CASTLAPCE: Costing and phosping off a large paid eneal. Short this rise leading to a beautiful with house.	
MAGSpel-DS_MAGIC ACID Cast Large 01_RTSB_SRC.wav	MAGIC ACID CAST LARGE; Casting and shooting off a large acid spell. Short thin rise leading to a heavy hit with heavy sizzle and crackle.	4
	MAGIC ACID CAST LARGE; Casting and shooting off a large acid spell. Short thin rise leading to a heavy hit with heavy sizzle and crackle.  MAGIC ACID CAST LARGE; Casting and shooting off a large acid spell. Sizzling rise followed by a heavy hit with heavy sizzle and crackle.	
MAGSpel-DS_MAGIC ACID Cast Large 01_RTSB_SRC.wav	MAGIC ACID CAST LARGE; Casting and shooting off a large acid spell. Short thin rise leading to a heavy hit with heavy sizzle and crackle.  MAGIC ACID CAST LARGE; Casting and shooting off a large acid spell. Sizzling rise followed by a heavy hit with heavy	4
MAGSpel-DS_MAGIC ACID Cast Large 01_RTSB_SRC.wav  MAGSpel-DS_MAGIC ACID Cast Large 02_RTSB_SRC.wav	MAGIC ACID CAST LARGE; Casting and shooting off a large acid spell. Short thin rise leading to a heavy hit with heavy sizzle and crackle.  MAGIC ACID CAST LARGE; Casting and shooting off a large acid spell. Sizzling rise followed by a heavy hit with heavy sizzle and crackle.  MAGIC ACID CAST MEDIUM; Casting and shooting off a medium acid spell. Sizzling rise with granular and zap element followed by a heavy hit with liquidy sizzle tail.  MAGIC ACID CAST SMALL; Casting and shooting off a small acid spell. Short thin rise leading to a bubbly liquid pre	4
MAGSpel-DS_MAGIC ACID Cast Large 01_RTSB_SRC.wav  MAGSpel-DS_MAGIC ACID Cast Large 02_RTSB_SRC.wav  MAGSpel-DS_MAGIC ACID Cast Medium 01_RTSB_SRC.wav	MAGIC ACID CAST LARGE; Casting and shooting off a large acid spell. Short thin rise leading to a heavy hit with heavy sizzle and crackle.  MAGIC ACID CAST LARGE; Casting and shooting off a large acid spell. Sizzling rise followed by a heavy hit with heavy sizzle and crackle.  MAGIC ACID CAST MEDIUM; Casting and shooting off a medium acid spell. Sizzling rise with granular and zap element followed by a heavy hit with liquidy sizzle tail.	4 4
MAGSpel-DS_MAGIC ACID Cast Large 01_RTSB_SRC.wav  MAGSpel-DS_MAGIC ACID Cast Large 02_RTSB_SRC.wav  MAGSpel-DS_MAGIC ACID Cast Medium 01_RTSB_SRC.wav  MAGSpel-DS_MAGIC ACID Cast Small_RTSB_SRC.wav	MAGIC ACID CAST LARGE; Casting and shooting off a large acid spell. Short thin rise leading to a heavy hit with heavy sizzle and crackle.  MAGIC ACID CAST LARGE; Casting and shooting off a large acid spell. Sizzling rise followed by a heavy hit with heavy sizzle and crackle.  MAGIC ACID CAST MEDIUM; Casting and shooting off a medium acid spell. Sizzling rise with granular and zap element followed by a heavy hit with liquidy sizzle tail.  MAGIC ACID CAST SMALL; Casting and shooting off as mail acid spell. Short thin rise leading to a bubbly liquid pre hit, followed by a short heavy hit with sizzle and crackle.  MAGIC ACID HIT; Acid projectile impact. Whoosh followed by subtle hit with sizzle and crackle.  MAGIC ACID BEAM; Casting and shooting off an acid beam. Large black magic beam. Ripping midrange texture	4 4
MAGSpet-DS_MAGIC ACID Cast Large 01_RTSB_SRC.wav  MAGSpet-DS_MAGIC ACID Cast Large 02_RTSB_SRC.wav  MAGSpet-DS_MAGIC ACID Cast Medium 01_RTSB_SRC.wav  MAGSpet-DS_MAGIC ACID Cast Small_RTSB_SRC.wav  MAGSpet-DS_MAGIC ACID Hit_RTSB_SRC.wav	MAGIC ACID CAST LARGE; Casting and shooting off a large acid spell. Short thin rise leading to a heavy hit with heavy sizzle and crackle.  MAGIC ACID CAST LARGE; Casting and shooting off a large acid spell. Sizzling rise followed by a heavy hit with heavy sizzle and crackle.  MAGIC ACID CAST MEDIUM; Casting and shooting off a medium acid spell. Sizzling rise with granular and zap element followed by a heavy hit with liquidy sizzle tail.  MAGIC ACID CAST SMALL; Casting and shooting off a small acid spell. Short thin rise leading to a bubbly liquid pre hit, followed by a short heavy hit with sizzle and crackle.  MAGIC ACID HIT; Acid projectile impact. Whoosh followed by subtle hit with sizzle and crackle.	4 4 4
MAGSpel-DS_MAGIC ACID Cast Large 01_RTSB_SRC.wav  MAGSpel-DS_MAGIC ACID Cast Large 02_RTSB_SRC.wav  MAGSpel-DS_MAGIC ACID Cast Medium 01_RTSB_SRC.wav  MAGSpel-DS_MAGIC ACID Cast Small_RTSB_SRC.wav  MAGSpel-DS_MAGIC ACID Hit_RTSB_SRC.wav  MAGSpel-DS_MAGIC ACID Massive Beam_RTSB_SRC.wav  MAGSpel-DS_MAGIC ACID Massive Beam_RTSB_SRC.wav	MAGIC ACID CAST LARGE; Casting and shooting off a large acid spell. Short thin rise leading to a heavy hit with heavy sizzle and crackle.  MAGIC ACID CAST LARGE; Casting and shooting off a large acid spell. Sizzling rise followed by a heavy hit with heavy sizzle and crackle.  MAGIC ACID CAST MEDIUM; Casting and shooting off a medium acid spell. Sizzling rise with granular and zap element followed by a heavy hit with liquidy sizzle tail.  MAGIC ACID CAST SMALL; Casting and shooting off a small acid spell. Short thin rise leading to a bubbly liquid pre hit, followed by a short heavy hit with sizzle and crackle.  MAGIC ACID HIT; Acid projectile impact. Whoosh followed by subtle hit with sizzle and crackle.  MAGIC ACID BEAM; Casting and shooting off an acid beam. Large black magic beam. Ripping midrange texture leading to a large heavy hit. Deep complex beam with sizzle and crackle elements ending with an evil textured, watery MAGIC BLACK CAST LARGE HEX SPELL; Casting and shooting off a large black magic spell. Long Hex spell. Long complex texture rise followed by heavy demonic whoosh, subtle modulated tail and reverberant whisper.	4 4 4 1
MAGSpel-DS_MAGIC ACID Cast Large 01_RTSB_SRC.wav  MAGSpel-DS_MAGIC ACID Cast Large 02_RTSB_SRC.wav  MAGSpel-DS_MAGIC ACID Cast Medium 01_RTSB_SRC.wav  MAGSpel-DS_MAGIC ACID Cast Small_RTSB_SRC.wav  MAGSpel-DS_MAGIC ACID Hit_RTSB_SRC.wav  MAGSpel-DS_MAGIC ACID Massive Beam_RTSB_SRC.wav  MAGSpel-DS_MAGIC ACID Massive Beam_RTSB_SRC.wav  MAGEvil-DS_MAGIC BLACK Cast Large Hex Spell_RTSB_SRC.wav	MAGIC ACID CAST LARGE; Casting and shooting off a large acid spell. Short thin rise leading to a heavy hit with heavy sizzle and crackle.  MAGIC ACID CAST LARGE; Casting and shooting off a large acid spell. Sizzling rise followed by a heavy hit with heavy sizzle and crackle.  MAGIC ACID CAST MEDIUM; Casting and shooting off a medium acid spell. Sizzling rise with granular and zap element followed by a heavy hit with liquidy sizzle tail.  MAGIC ACID CAST SMALL; Casting and shooting off a small acid spell. Short thin rise leading to a bubbly liquid pre hit, followed by a short heavy hit with sizzle and crackle.  MAGIC ACID AIT; Acid projectile impact. Whoosh followed by subtle hit with sizzle and crackle.  MAGIC ACID BEAM; Casting and shooting off an acid beam. Large black magic beam. Ripping midrange texture leading to a large heavy hit. Deep complex beam with sizzle and crackle elements ending with an evil textured, watery MAGIC BLACK CAST LARGE HEX SPELI; Casting and shooting off a large black magic spell. Long Hex spell. Long complex texture rise followed by heavy demonic whoosh, subtle modulated tail and reverberant whisper.  MAGIC BLACK CAST LARGE; Casting and shooting off a large black magic spell. Long the spell. Long watery and the substance of the subst	4 4 4 1 1 3 4 4
MAGSpel-DS_MAGIC ACID Cast Large 01_RTSB_SRC.wav  MAGSpel-DS_MAGIC ACID Cast Large 01_RTSB_SRC.wav  MAGSpel-DS_MAGIC ACID Cast Medium 01_RTSB_SRC.wav  MAGSpel-DS_MAGIC ACID Cast Small_RTSB_SRC.wav  MAGSpel-DS_MAGIC ACID Hit_RTSB_SRC.wav  MAGSpel-DS_MAGIC ACID Massive Beam_RTSB_SRC.wav  MAGSpel-DS_MAGIC ACID Massive Beam_RTSB_SRC.wav  MAGEvil-DS_MAGIC BLACK Cast Large Hex Spell_RTSB_SRC.wav  MAGEvil-DS_MAGIC BLACK Cast Large_RTSB_SRC.wav	MAGIC ACID CAST LARGE; Casting and shooting off a large acid spell. Short thin rise leading to a heavy hit with heavy sizzle and crackle.  MAGIC ACID CAST LARGE; Casting and shooting off a large acid spell. Sizzling rise followed by a heavy hit with heavy sizzle and crackle.  MAGIC ACID CAST MEDIUM; Casting and shooting off a medium acid spell. Sizzling rise with granular and zap element followed by a heavy hit with liquidy sizzle tail.  MAGIC ACID CAST SMALL; Casting and shooting off a small acid spell. Short thin rise leading to a bubbly liquid pre hit, followed by a short heavy hit with sizzle and crackle.  MAGIC ACID HIT; Acid projectile impact. Whoosh followed by subtle hit with sizzle and crackle.  MAGIC ACID BEAM; Casting and shooting off an acid beam. Large black magic beam. Ripping midrange texture leading to a large heavy hit. Deep complex beam with sizzle and crackle elements ending with an evil textured, watery MAGIC BLACK CAST LARGE HEX SPELL; Casting and shooting off a large black magic spell. Long thex spell. Long complex texture rise followed by heavy demonic whoosh, subtle modulated tail and reverberant whisper.  MAGIC BLACK CAST LARGE; Casting and shooting off a large black magic spell. Medium whisper rise, wind and vocat textures followed by a heavy whoosh and reverberant whisper tail.  MAGIC BLACK CAST MEDIUM; Casting and shooting off a medium black magic spell. Medium evil whoosh. Low bassy element with metallic texture leading to a fast demonic whoosh.	4 4 1 3 4 4
MAGSpel-DS_MAGIC ACID Cast Large 01_RTSB_SRC.wav  MAGSpel-DS_MAGIC ACID Cast Large 02_RTSB_SRC.wav  MAGSpel-DS_MAGIC ACID Cast Medium 01_RTSB_SRC.wav  MAGSpel-DS_MAGIC ACID Cast Small_RTSB_SRC.wav  MAGSpel-DS_MAGIC ACID Hit_RTSB_SRC.wav  MAGSpel-DS_MAGIC ACID Massive Beam_RTSB_SRC.wav  MAGSpel-DS_MAGIC ACID Massive Beam_RTSB_SRC.wav  MAGEvil-DS_MAGIC BLACK Cast Large Hex Spell_RTSB_SRC.wav  MAGEVIL-DS_MAGIC BLACK Cast Medium_RTSB_SRC.wav  MAGEVIL-DS_MAGIC BLACK Cast Medium_RTSB_SRC.wav	MAGIC ACID CAST LARGE; Casting and shooting off a large acid spell. Short thin rise leading to a heavy hit with heavy sizzle and crackle.  MAGIC ACID CAST LARGE; Casting and shooting off a large acid spell. Sizzling rise followed by a heavy hit with heavy sizzle and crackle.  MAGIC ACID CAST MEDIUM; Casting and shooting off a medium acid spell. Sizzling rise with granular and zap element followed by a heavy hit with liquidy sizzle tail.  MAGIC ACID CAST SMALL; Casting and shooting off a small acid spell. Short thin rise leading to a bubbly liquid pre hit, followed by a short heavy hit with sizzle and crackle.  MAGIC ACID HIT; Acid projectile impact. Whoosh followed by subtle hit with sizzle and crackle.  MAGIC ACID BEAM; Casting and shooting off an acid beam. Large black magic beam. Ripping midrange texture leading to a large heavy hit. Deep complex beam with sizzle and crackle elements ending with an evit textured, watery MAGIC BLACK CAST LARGE HEX SPELL; Casting and shooting off a large black magic spell. Long Hex spell. Long complex texture rise followed by heavy demonic whoosh, subtle modulated tail and reverberant whisper middle stextures followed by a heavy demonic whoosh, subtle modulated tail and reverberant whisper tail.  MAGIC BLACK CAST LARGE; Casting and shooting off a large black magic spell. Medium whisper rise, wind and vocal textures followed by a heavy whoosh and reverberant whisper tail.  MAGIC BLACK CAST HARGE; Casting and shooting off a medium black magic spell. Medium evil whoosh. Low bassy	4 4 4 1 1 3 4 4
MAGSpel-DS_MAGIC ACID Cast Large 01_RTSB_SRC.wav  MAGSpel-DS_MAGIC ACID Cast Large 02_RTSB_SRC.wav  MAGSpel-DS_MAGIC ACID Cast Medium 01_RTSB_SRC.wav  MAGSpel-DS_MAGIC ACID Cast Small_RTSB_SRC.wav  MAGSpel-DS_MAGIC ACID Hit_RTSB_SRC.wav  MAGSpel-DS_MAGIC ACID Massive Beam_RTSB_SRC.wav  MAGSpel-DS_MAGIC ACID Massive Beam_RTSB_SRC.wav  MAGEvil-DS_MAGIC BLACK Cast Large Hex Spell_RTSB_SRC.wav  MAGEvil-DS_MAGIC BLACK Cast Medium_RTSB_SRC.wav	MAGIC ACID CAST LARGE; Casting and shooting off a large acid spell. Short thin rise leading to a heavy hit with heavy sizzle and crackle.  MAGIC ACID CAST LARGE; Casting and shooting off a large acid spell. Sizzling rise followed by a heavy hit with heavy sizzle and crackle.  MAGIC ACID CAST MEDIUM; Casting and shooting off a medium acid spell. Sizzling rise with granular and zap element followed by a heavy hit with liquidy sizzle tail.  MAGIC ACID CAST SMALL; Casting and shooting off a small acid spell. Short thin rise leading to a bubbly liquid pre hit, followed by a short heavy hit with sizzle and crackle.  MAGIC ACID AIT; Acid projectile impact. Whoosh followed by subtle hit with sizzle and crackle.  MAGIC ACID BEAM; Casting and shooting off an acid beam. Large black magic beam. Ripping midrange texture leading to a large heavy hit. Deep complex beam with sizzle and crackle elements ending with an evil textured, watery MAGIC BLACK CAST LARGE HEX SPELI; Casting and shooting off a large black magic spell. Long Hex spell. Long complex texture rise followed by heavy demonic whoosh, subtle modulated tail and reverberant whisper.  MAGIC BLACK CAST LARGE; Casting and shooting off a large black magic spell. Medium evil whoosh. Low bassy element with metallile texture leading to a fast demonic whoosh.  MAGIC BLACK CAST MEDIUM; Casting and shooting off a medium black magic spell. Medium evil whoosh. Low bassy element with metallile texture leading to a fast demonic whoosh.  MAGIC BLACK CAST SMALL; Casting and shooting off a small black magic spell. Medium evil whoosh with dopplered	4 4 1 3 4 4
MAGSpel-DS_MAGIC ACID Cast Large 01_RTSB_SRC.wav  MAGSpel-DS_MAGIC ACID Cast Large 02_RTSB_SRC.wav  MAGSpel-DS_MAGIC ACID Cast Medium 01_RTSB_SRC.wav  MAGSpel-DS_MAGIC ACID Cast Smatt_RTSB_SRC.wav  MAGSpel-DS_MAGIC ACID Hit_RTSB_SRC.wav  MAGSpel-DS_MAGIC ACID Massive Beam_RTSB_SRC.wav  MAGSpel-DS_MAGIC ACID Massive Beam_RTSB_SRC.wav  MAGEvil-DS_MAGIC BLACK Cast Large Hex Spelt_RTSB_SRC.wav  MAGEvil-DS_MAGIC BLACK Cast Medium_RTSB_SRC.wav  MAGEvil-DS_MAGIC BLACK Cast Medium_RTSB_SRC.wav	MAGIC ACID CAST LARGE; Casting and shooting off a large acid spell. Short thin rise leading to a heavy hit with heavy sizzle and crackle.  MAGIC ACID CAST LARGE; Casting and shooting off a large acid spell. Sizzling rise followed by a heavy hit with heavy sizzle and crackle.  MAGIC ACID CAST MEDIUM; Casting and shooting off a medium acid spell. Sizzling rise with granular and zap element followed by a heavy hit with liquidy sizzle tail.  MAGIC ACID CAST SMALL; Casting and shooting off a small acid spell. Short thin rise leading to a bubbly liquid pre hit, followed by a short heavy hit with sizzle and crackle.  MAGIC ACID EAST SMALL; Casting and shooting off a small acid spell. Short thin rise leading to a bubbly liquid pre hit, followed by a short heavy hit with sizzle and crackle.  MAGIC ACID BEAM; Casting and shooting off an acid beam. Large black magic beam. Ripping midrange texture leading to a large heavy hit. Deep complex beam with sizzle and crackle elements ending with an evil textured, watery MAGIC BLACK CAST LARGE HEX SPELL; Casting and shooting off a large black magic spell. Long thex spell. Long complex texture rise followed by heavy demonic whoosh, subtle modulated tail and reverbersant whisper.  MAGIC BLACK CAST LARGE; Casting and shooting off a large black magic spell. Medium whisper rise, wind and vocat textures followed by a heavy whoosh and reverberant whisper tail.  MAGIC BLACK CAST MEDIUM; Casting and shooting off a medium black magic spell. Medium evil whoosh. Low bassy element with metallic texture leading to a fast demonic whoosh.  MAGIC BLACK CAST SMALL; Casting and shooting off a small black magic spell. Medium evil whoosh with dopplered texture and demonic voice element.  MAGIC BLACK DEFLECT; Deflecting or blocking a black magic spell. Tight quick whoosh followed by an evil, heavy ring	4 4 4 4 4 4 4 4
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MAGSpel-DS_MAGIC ACID Cast Large 01_RTSB_SRC.wav  MAGSpel-DS_MAGIC ACID Cast Large 02_RTSB_SRC.wav  MAGSpel-DS_MAGIC ACID Cast Medium 01_RTSB_SRC.wav  MAGSpel-DS_MAGIC ACID Cast Small_RTSB_SRC.wav  MAGSpel-DS_MAGIC ACID Cast Small_RTSB_SRC.wav  MAGSpel-DS_MAGIC ACID Hit_RTSB_SRC.wav  MAGSpel-DS_MAGIC ACID Massive Beam_RTSB_SRC.wav  MAGEVIL-DS_MAGIC BLACK Cast Large Hex Spell_RTSB_SRC.wav  MAGEVIL-DS_MAGIC BLACK Cast Large_RTSB_SRC.wav  MAGEVIL-DS_MAGIC BLACK Cast Medium_RTSB_SRC.wav  MAGEVIL-DS_MAGIC BLACK Cast Small_RTSB_SRC.wav  MAGEVIL-DS_MAGIC BLACK Cast Small_RTSB_SRC.wav  MAGEVIL-DS_MAGIC BLACK Summon Large 01_RTSB_SRC.wav  MAGEVIL-DS_MAGIC BLACK Summon Large 02_RTSB_SRC.wav  MAGEVIL-DS_MAGIC BLACK Summon Large 03_RTSB_SRC.wav  MAGEVIL-DS_MAGIC BLACK Summon Large 03_RTSB_SRC.wav  MAGEVIL-DS_MAGIC BLACK Summon Medium 01_RTSB_SRC.wav  MAGEVIL-DS_MAGIC BLACK Summon Medium 01_RTSB_SRC.wav  MAGEVIL-DS_MAGIC BLACK Summon Medium 01_RTSB_SRC.wav  MAGEVIL-DS_MAGIC BLACK Summon Medium 02_RTSB_SRC.wav  MAGEVIL-DS_MAGIC BLACK Summon Medium 02_RTSB_SRC.wav  MAGEVIL-DS_MAGIC BLACK Summon Medium 02_RTSB_SRC.wav	MAGIC ACID CAST LARGE; Casting and shooting off a large acid spell. Short thin rise leading to a heavy hit with heavy sizzle and crackle.  MAGIC ACID CAST LARGE; Casting and shooting off a large acid spell. Sizzling rise followed by a heavy hit with heavy sizzle and crackle.  MAGIC ACID CAST LARGE; Casting and shooting off a medium acid spell. Sizzling rise with granular and zap element followed by a heavy hit with liquidy sizzle tail.  MAGIC ACID CAST SMALL; Casting and shooting off a small acid spell. Short thin rise leading to a bubbly liquid pre hit, followed by a short heavy hit with sizzle and crackle.  MAGIC ACID HIT; Acid projectile impact. Whoosh followed by subtle hit with sizzle and crackle.  MAGIC ACID BEAM; Casting and shooting off an acid beam. Large black magic beam. Ripping midrange texture leading to a large heavy hit. Deep complex beam with sizzle and crackle elements ending with an evil textured, watery MAGIC BLACK CAST LARGE HEX SPELL; Casting and shooting off a large black magic spell. Long Hex spell. Long complex texture rise followed by heavy demonic whoosh, subtle modulated tail and reverberant whisper.  MAGIC BLACK CAST LARGE; Casting and shooting off a large black magic spell. Medium whisper rise, wind and vocal textures followed by a heavy whoosh and reverberant whisper tail.  MAGIC BLACK CAST HEDIUM; Casting and shooting off a large black magic spell. Medium evil whoosh. Low bassy element with metallic texture leading to a fast demonic whoosh.  MAGIC BLACK CAST SMALL; Casting and shooting off a small black magic spell. Medium evil whoosh whoosh clowed by an evil, heavy ring modulated hit, ending in a low modulated tail.  MAGIC BLACK SUMMON LARGE DEMON; Large, long panned evil demonic vocal whooshes.  MAGIC BLACK SUMMON LARGE DEMON; Large, long panned evil demonic vocal whooshes.  MAGIC BLACK SUMMON LARGE DEMON; Large, long panned evil demonic vocal whooshes.  MAGIC BLACK SUMMON LARGE DEMON; Hedium panned evil demonic vocal whooshes.  MAGIC BLACK SUMMON NEDIUM DEMON; Medium panned evi	4 4 4 1 1 1 3 3 1 1 1 1 1 1 1
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MAGSpel-DS_MAGIC ACID Cast Large 01_RTSB_SRC.wav  MAGSpel-DS_MAGIC ACID Cast Large 02_RTSB_SRC.wav  MAGSpel-DS_MAGIC ACID Cast Medium 01_RTSB_SRC.wav  MAGSpel-DS_MAGIC ACID Cast Medium 01_RTSB_SRC.wav  MAGSpel-DS_MAGIC ACID Hit_RTSB_SRC.wav  MAGSpel-DS_MAGIC ACID Hit_RTSB_SRC.wav  MAGSpel-DS_MAGIC ACID Massive Beam_RTSB_SRC.wav  MAGSpel-DS_MAGIC BLACK Cast Large Hex Spell_RTSB_SRC.wav  MAGEvil-DS_MAGIC BLACK Cast Large_RTSB_SRC.wav  MAGEvil-DS_MAGIC BLACK Cast Large_RTSB_SRC.wav  MAGEvil-DS_MAGIC BLACK Cast Medium_RTSB_SRC.wav  MAGEvil-DS_MAGIC BLACK Cast Small_RTSB_SRC.wav  MAGEvil-DS_MAGIC BLACK Summon Large 01_RTSB_SRC.wav  MAGEvil-DS_MAGIC BLACK Summon Large 02_RTSB_SRC.wav  MAGEvil-DS_MAGIC BLACK Summon Large 03_RTSB_SRC.wav  MAGEvil-DS_MAGIC BLACK Summon Large 03_RTSB_SRC.wav  MAGEvil-DS_MAGIC BLACK Summon Large 03_RTSB_SRC.wav  MAGEvil-DS_MAGIC BLACK Summon Medium 01_RTSB_SRC.wav  MAGEvil-DS_MAGIC BLACK Summon Medium 01_RTSB_SRC.wav  MAGEvil-DS_MAGIC BLACK Summon Medium 02_RTSB_SRC.wav  MAGEvil-DS_MAGIC BLACK Summon Necromancer_RTSB_SRC.wav  MAGEvil-DS_MAGIC BLACK Whoosh Large_RTSB_SRC.wav	MAGIC ACID CAST LARGE; Casting and shooting off a large acid spell. Short thin rise leading to a heavy hit with heavy sizzle and crackle.  MAGIC ACID CAST LARGE; Casting and shooting off a large acid spell. Sizzling rise followed by a heavy hit with heavy sizzle and crackle.  MAGIC ACID CAST MEDIUM; Casting and shooting off a medium acid spell. Sizzling rise with granular and zap element followed by a heavy hit with liquidy sizzle tail.  MAGIC ACID CAST SMALL; Casting and shooting off a small acid spell. Short thin rise leading to a bubbly liquid pre hit, followed by a short heavy hit with sizzle and crackle.  MAGIC ACID HIT; Acid projectile impact. Whoosh followed by subtle hit with sizzle and crackle.  MAGIC ACID BEAM; Casting and shooting off an acid beam. Large black magic beam. Ripping midrange texture leading to a large heavy hit. Deep complex beam with sizzle and crackle elements ending with an evit textured, watery MAGIC BLACK CAST LARGE; Exsting and shooting off a large black magic spell. Long Hex spell. Long complex texture rise followed by heavy demonic whoosh, subtle modulated tail and reverberant whisper.  MAGIC BLACK CAST LARGE; Casting and shooting off a large black magic spell. Medium whisper rise, wind and vocal textures followed by a heavy whoosh and reverberant whisper tail.  MAGIC BLACK CAST MEDIUM; Casting and shooting off a medium black magic spell. Medium evil whoosh. Low bassy element with metallic texture leading to a fast demonic whoosh.  MAGIC BLACK CAST MEDIUM; Casting and shooting off as mall black magic spell. Medium evil whoosh with dopplered texture and demonic voice element.  MAGIC BLACK DEFLECT; Deflecting or blocking a black magic spell. Tight quick whoosh followed by an evil, heavy ring modulated hit, ending in a low modulated tail.  MAGIC BLACK SUMMON LARGE DEMON; Large, long panned evil demonic vocal whooshes.  MAGIC BLACK SUMMON LARGE DEMON; Large, long panned evil demonic vocal whooshes.  MAGIC BLACK SUMMON NEGROMANCER; Necromancer summoning evil. Zap and textured metalli	4 4 4 4 1 1 3 4 4 1 1 1 1 1 1 1 1 1 1 1
MAGSpel-DS_MAGIC ACID Cast Large 01_RTSB_SRC.wav  MAGSpel-DS_MAGIC ACID Cast Large 02_RTSB_SRC.wav  MAGSpel-DS_MAGIC ACID Cast Medium 01_RTSB_SRC.wav  MAGSpel-DS_MAGIC ACID Cast Small_RTSB_SRC.wav  MAGSpel-DS_MAGIC ACID Hit_RTSB_SRC.wav  MAGSpel-DS_MAGIC ACID Hit_RTSB_SRC.wav  MAGSpel-DS_MAGIC ACID Massive Beam_RTSB_SRC.wav  MAGSpel-DS_MAGIC BLACK Cast Large Hex Spell_RTSB_SRC.wav  MAGEvil-DS_MAGIC BLACK Cast Large_RTSB_SRC.wav  MAGEvil-DS_MAGIC BLACK Cast Large_RTSB_SRC.wav  MAGEvil-DS_MAGIC BLACK Cast Medium_RTSB_SRC.wav  MAGEvil-DS_MAGIC BLACK Cast Medium_RTSB_SRC.wav  MAGEvil-DS_MAGIC BLACK Deflect Spell_RTSB_SRC.wav  MAGEvil-DS_MAGIC BLACK Summon Large 01_RTSB_SRC.wav  MAGEvil-DS_MAGIC BLACK Summon Large 02_RTSB_SRC.wav  MAGEvil-DS_MAGIC BLACK Summon Large 03_RTSB_SRC.wav  MAGEvil-DS_MAGIC BLACK Summon Medium 01_RTSB_SRC.wav  MAGEvil-DS_MAGIC BLACK Summon Medium 01_RTSB_SRC.wav  MAGEvil-DS_MAGIC BLACK Summon Medium 02_RTSB_SRC.wav  MAGEvil-DS_MAGIC BLACK Summon Necromancer_RTSB_SRC.wav  MAGEvil-DS_MAGIC BLACK Summon Necromancer_RTSB_SRC.wav  MAGEvil-DS_MAGIC BLACK Summon Necromancer_RTSB_SRC.wav  MAGEvil-DS_MAGIC BLACK Whoosh Large_RTSB_SRC.wav  MAGEvil-DS_MAGIC BLACK Whoosh Small_RTSB_SRC.wav  MAGEVil-DS_MAGIC BLACK Whoosh Small_RTSB_SRC.wav  MAGEVIl-DS_MAGIC BLACK Whoosh Small_RTSB_SRC.wav	MAGIC ACID CAST LARGE; Casting and shooting off a large acid spell. Short thin rise leading to a heavy hit with heavy sizzle and crackle.  MAGIC ACID CAST LARGE; Casting and shooting off a large acid spell. Sizzling rise followed by a heavy hit with heavy sizzle and crackle.  MAGIC ACID CAST MEDIUM; Casting and shooting off a medium acid spell. Sizzling rise with granular and zap element followed by a heavy hit with liquidy sizzle tail.  MAGIC ACID CAST SMALL; Casting and shooting off a small acid spell. Short thin rise leading to a bubbly liquid pre hit, followed by a short heavy hit with sizzle and crackle.  MAGIC ACID ACID TAIL; Acid projectile impact. Whoosh followed by subtle hit with sizzle and crackle.  MAGIC ACID BEAM; Casting and shooting off an acid beam. Large black magic spell. Long midrange texture leading to a large heavy hit. Deep complex beam with sizzle and crackle elements ending with an evil textured, watery MAGIC BLACK CAST LARGE TEX SPELL. Casting and shooting off a large black magic spell. Long Hex spell. Long complex texture rise followed by heavy demonic whoosh, subtle modulated tail and reverberant whisper.  MAGIC BLACK CAST LARGE; Casting and shooting off a large black magic spell. Medium evil whoosh. Low bassy element with metallic texture leading to a fast demonic whoosh.  MAGIC BLACK CAST MEDIUM; Casting and shooting off a medium black magic spell. Medium evil whoosh with dopplered texture and demonic voice element.  MAGIC BLACK SCAST MEDIUM; Casting and shooting off a small black magic spell. Medium evil whoosh with dopplered texture and demonic voice element.  MAGIC BLACK SCAST MEDIUM; Casting and shooting off a small black magic spell. Medium evil whoosh with dopplered texture and demonic voice element.  MAGIC BLACK SUMMON LARGE DEMON; Large, long panned evil demonic vocal whooshes.  MAGIC BLACK SUMMON LARGE DEMON; Large, long panned evil demonic vocal whooshes.  MAGIC BLACK SUMMON LARGE DEMON; Large, long panned evil demonic vocal whooshes.  MAGIC BLACK SUMMON NECROMANCER; Necro	4 4 4 4 4 1 1 3 4 4 4 1 1 1 1 1 1 1 1 1



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MAGELem-DS_MAGIC ELECTRIC Cast Medium Bolt_RTSB_SRC.wav	MAGIC ELECTRIC CAST MEDIUM BOLT; Casting and shooting off a medium electrical spell. Fast whoosh and hit	1
MAGELem-DS_MAGIC ELECTRIC Cast Medium_RTSB_SRC.wav	leading to steady voltage hum with static electrical arcing elements, followed by an amplitude modulated rise and a  MAGIC ELECTRIC CAST MEDIUM; Casting and shooting off a medium electrical spell. Medium electrical sparking rise	4
	ascending in pitch leading to a heavy zap hit.	
MAGElem-DS_MAGIC ELECTRIC Cast Small_RTSB_SRC.wav	MAGIC ELECTRIC CAST SMALL; Casting and shooting off a small electrical spell. Small abrasive electrical arcing zap element followed by a heavy zap hit.	4
MAGElem-DS_MAGIC ELECTRIC Deflect Spell_RTSB_SRC.wav	MAGIC ELECTRIC DEFLECT; Deflecting or blocking an electric magic spell. Tight quick whoosh followed by a heavy electrical zap hit.	4
MAGEtem-DS_MAGIC FIRE Beam_RTSB_SRC.wav	MAGIC FIRE BEAM; Casting and shooting off a fire beam. Large flame whoosh followed by a heavy, busy beam of	1
MAGElem-DS_MAGIC FIRE Cast Large Frenzy_RTSB_SRC.wav	flame. Panned fire whooshes and movement leading to a rise and modulated flame tail.  MAGIC FIRE CAST LARGE FRENZY; Casting and shooting off a large fire spell. Large fiery whoosh leading to large	3
MAGEtem-DS_MAGIC FIRE Cast Large Whiplash_RTSB_SRC.wav	fireball hit with modulated tail.  MAGIC FIRE CAST LARGE WHIPLASH; Casting and shooting off a large fire spell. Fast large whoosh leading to a	4
	whiplashed large fireball hit, ending in a small subtle whoosh with mild flame tail.	
MAGElem-DS_MAGIC FIRE Cast Large_RTSB_SRC.wav	MAGIC FIRE CAST LARGE; Casting and shooting off a large fire spell. Medium fire whoosh with flame burning in the wind leading to large fireball whoosh with subtle reverberant tail.	4
MAGEtem-DS_MAGIC FIRE Cast Medium_RTSB_SRC.wav	MAGIC FIRE CAST MEDIUM; Casting and shooting off a medium fire spell. Large fireball whoosh with modulated tail.	4
MAGELem-DS_MAGIC FIRE Cast Small_RTSB_SRC.wav	MAGIC FIRE CAST SMALL; Casting and shooting off a small fire spell. Quick small whoosh followed by a metallic	4
MAGElem-DS_MAGIC FIRE Deflect Spell_RTSB_SRC.wav	texture leading to a large fireball whoosh and burning tail.  MAGIC FIRE DEFLECT; Deflecting or blocking a fire spell. Tight quick whoosh followed by an heavy fire hit and quick	4
MAGElem-DS_MAGIC FIRE Summon 01_RTSB_SRC.wav	flame tail.  MAGIC FIRE SUMMON; Large fireball whoosh leading to a steady constant large burning flame inferno with volcal	1
	texture elements ending in a large fireball whoosh with bassy reverberant tail.	
MAGElem-DS_MAGIC FIRE Summon 02_RTSB_SRC.wav	MAGIC FIRE SUMMON; Large fireball whoosh leading to a steady constant large burning flame inferno with volcal texture elements ending in a large fireball whoosh with bassy reverberant tail.	1
MAGElem-DS_MAGIC ICE Beam_RTSB_SRC.wav	MAGIC ICE BEAM; Casting and shooting off an ice beam. Long modulated ascending rise with sparkly elements leading to a heavy hit and sustained beam with modulated elemnts and glass or bell like texture ending in reverberant	1
MAGELem-DS_MAGIC ICE Break Out Of Spell_RTSB_SRC.wav	MAGIC ICE BREAK SPELL; Breaking out of an icy spell. Ice crackling and stress leading to a cold metallic textured and reverberant tail.	4
MAGELem-DS_MAGIC ICE Cast Large Frost_RTSB_SRC.wav	MAGIC ICE CAST LARGE FROST; Casting and shooting off a large ice spell. Cold icy whoosh leading to ice crackling	4
MAGELem-DS MAGIC ICE Deflect Spell RTSB SRC.way	and ending in a cold metallic reverberant tail.  MAGIC ICE DEFLECT; Deflecting or blocking an ice spell. Tight quick whoosh followed by a heavy hit and cold icy tail.	4
MASS. DO MASSISSE. O. H. A. REED DEG		
MAGElem-DS_MAGIC ICE Freeze Cast Large_RTSB_SRC.wav	MAGIC ICE CAST LARGE; Casting and shooting off a large ice spell. Long cold wind and sparkly rise with ice crackling leading to a large ice whoosh.	4
MAGElem-DS_MAGIC ICE Freeze Cast Medium_RTSB_SRC.wav	MAGIC ICE CAST MEDIUM; Casting and shooting off a medium ice spell. Medium ice crackling rise leading to reverberant metallic tail.	4
MAGELem-DS_MAGIC ICE Freeze Cast Small_RTSB_SRC.wav	MAGIC ICE CAST SMALL; Casting and shooting off a small ice spell. Small ice crackling with sparkly element rise	3
MAGElem-DS_MAGIC WATER Cast Large_RTSB_SRC.wav	leading to reverberant metallic tail.  MAGIC WATER CAST LARGE; Casting and shooting off a large water spell. Bubbling water and metallic shimmer rise	4
MAGElem-DS_MAGIC WATER Cast Medium_RTSB_SRC.wav	leading to a large sparkly whoosh with water elements.  MAGIC WATER CAST MEDIUM; Casting and shooting off a medium water spell. Bubbling water rise leading to a heavy	4
MAGElem-DS_MAGIC WATER Deflect Spell_RTSB_SRC.wav	whoosh ending with a bassy watery tail.  MAGIC WATER DEFLECT; Deflecting or blocking a water spell. Tight quick whoosh followed by an heavy watery hit	4
	ending with a water liquid tail.	
MAGAngl-DS_MAGIC WHITE Cast Large 01_RTSB_SRC.wav	MAGIC WHITE CAST LARGE; Casting and shooting off a large white magic spell. Long metallic rise leading to a textured vocal hit with long tail.	4
MAGAngl-DS_MAGIC WHITE Cast Large 02_RTSB_SRC.wav	MAGIC WHITE CAST LARGE; Casting and shooting off a large white magic spell. Long bassy and sparkly rise leading to a heavy whoosh with sparkly tail.	4
MAGAngl-DS_MAGIC WHITE Cast Medium 01_RTSB_SRC.wav	MAGIC WHITE CAST MEDIUM; Casting and shooting off a medium white magic spell. Medium tonal rise leading to	3
MAGAngl-DS_MAGIC WHITE Cast Medium 02_RTSB_SRC.wav	amplitude modulated riser element, hollow pad and high frequency sizzle, ending in a whoosh followed by a long  MAGIC WHITE CAST MEDIUM; Casting and shooting off a medium white magic spell. Medium tonal rise leading to	3
MAGAngl-DS_MAGIC WHITE Cast Medium 03_RTSB_SRC.way	amplitude modulated riser element, hollow pad and high frequency sizzle, ending in a whoosh followed by a long  MAGIC WHITE CAST MEDIUM; Casting and shooting off a medium white magic spell. Medium tonal rise leading to an	4
	airy whoosh with reverberant sparkly tail.	
MAGAngl-DS_MAGIC WHITE Cast Medium 04_RTSB_SRC.wav	MAGIC WHITE CAST MEDIUM; Casting and shooting off a medium white magic spell. Medium tonal rise leading to an airy whoosh with reverberant hollow sparkly tail.	4
MAGAngl-DS_MAGIC WHITE Cast Medium 05_RTSB_SRC.wav	MAGIC WHITE CAST MEDIUM; Casting and shooting off a medium white magic spell. Fast amplitude modulated rise with quick dopplered whoosh and reverberant tail.	4
MAGAngl-DS_MAGIC WHITE Cast Medium Energy_RTSB_SRC.wav	MAGIC WHITE CAST MEDIUM ENERGY; Casting and shooting off a medium white magic spell. Medium metallic rise	4
MAGAngl-DS_MAGIC WHITE Cast Small 01_RTSB_SRC.wav	leading to an medium whoosh with reverberant sparkly pad tail.  MAGIC WHITE CAST SMALL; Casting and shooting off a small white magic spell. Quick airy whoosh leading to a tonal	4
MAGAngl-DS_MAGIC WHITE Cast Small 02_RTSB_SRC.way	reverberant sparkly pad tail.  MAGIC WHITE CAST SMALL; Casting and shooting off a small white magic spell. Quick airy whoosh leading to a tonal	4
	reverberant sparkly pad tail.	
MAGAngl-DS_MAGIC WHITE Deflect Spell 01_RTSB_SRC.wav	MAGIC WHITE DEFLECT; Deflecting or blocking a white magic spell. Tight hit followed by long textured vocal and metallic reveberant tail.	3
MAGAngl-DS_MAGIC WHITE Deflect Spell 02_RTSB_SRC.wav	MAGIC WHITE DEFLECT; Deflecting or blocking a white magic spell. Tight hit followed by long textured vocal and metallic reveberant tail.	4
MAGAngl-DS_MAGIC WHITE Pad Angelic_RTSB_SRC.wav	MAGIC WHITE PAD; Angelic sparkly ethereal pad with subtle reverse metallic ramps.	1
MAGAngl-DS_MAGIC WHITE Summon Meditative_RTSB_SRC.wav	MAGIC WHITE SUMMON MEDITATIVE; Fast, heavy whoosh leading to subtle tonal pad with sparkly elements rising to	1
MAGAngl-DS_MAGIC WHITE Summon_RTSB_SRC.wav	a heavy vocal whoosh and reverberant tail.  MAGIC WHITE SUMMON; Fast, heavy whoosh leading to a hollow bassy tonal pad with sizzly elements rising to a	3
	metallic whoosh and reverberant tail.	
MAGAngl-DS_MAGIC WHITE Whoosh Mystical 01_RTSB_SRC.wav	MAGIC WHITE WHOOSH MYSTICAL; Medium dopplered pad like whooshes with long reverberant tail.	4
MAGAngl-DS_MAGIC WHITE Whoosh Mystical 02_RTSB_SRC.wav	MAGIC WHITE WHOOSH MYSTICAL; Medium dopplered pad like whooshes with long reverberant tail.	5
MAGAngl-DS_MAGIC WHITE Whoosh Mystical 03_RTSB_SRC.wav	MAGIC WHITE WHOOSH MYSTICAL; Medium dopplered pad like whooshes with long reverberant tail.	5