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FILENAME	DESCRIPTION	SOUNDS
BELLMisc-CK_SPECIFIC-Bell Medium Jingle_RTSB_INT.wav	TONAL CLATTER METAL Jingling small bell. Damped.	11
BELLMisc-CK_SPECIFIC-Bell Metal Brass Small Handheld Dual Clapper Continuous Various Speeds_RTSB_INT.wav	TONAL RING METAL Long sequences of steadily jingling small bell. High tone.	3
BELLMisc-CK_SPECIFIC-Bell Metal Brass Small Handheld Dual Clapper Ring Short_RTSB_INT.wav	TONAL RING METAL Long sequences of steadily jingling small bell. High tone.	6
BELLMisc-CK_SPECIFIC-Bell Metal Brass Small Handheld Ring Short_RTSB_INT.wav	TONAL RING METAL Jingling small bell. Long tail.	6
BELLMisc-CK_SPECIFIC-Bell Metal Brass Small Handheld Single_RTSB_INT.wav	TONAL RING METAL Single hit on small bell. Long tail.	6
BELLMisc-CK_SPECIFIC-Bell Metal Steel Small Handheld Ring Chime Continuous Various Speeds_RTSB_INT.wav	TONAL RING METAL Long sequences of steadily jingling small bell. Low tone.	3
BELLMisc-CK_SPECIFIC-Bell Metal Steel Small Handheld Ring Short Hard_RTSB_INT.wav	TONAL RING METAL Jingling small bell. Long tail with low tone.	6
BELLMisc-CK_SPECIFIC-Bell Small Bike_RTSB_INT.wav	TONAL RING METAL Single hit on small bike bell.	6
CHEMReac-CK_SPECIFIC-Alchemy Explosion Sizzle_RTSB_INT.wav	IGNITION FIRE CRACKLE Small chemical reaction with crackling and sizzling fire.	6
CHEMReac-CK_SPECIFIC-Alchemy Puff 01_RTSB_INT.wav	MAGIC FIRE PUFF Small chemical reaction with puffing air, then creaking.	6
CHEMReac-CK_SPECIFIC-Alchemy Puff 02_RTSB_INT.wav	MAGIC FIRE PUFF Small chemical reaction with puffing air.	6
CHEMReac-CK_SPECIFIC-Alchemy Puff 03_RTSB_INT.wav	MAGIC FIRE PUFF Small chemical reaction with puffing air.	6
CHEMReac-CK_SPECIFIC-Alchemy Sizzling Long_RTSB_INT.wav	MAGIC FIRE FIZZ Small chemical reaction with sizzling and crackling fire. Noisy and steady progress.	6
CHEMReac-CK_SPECIFIC-Alchemy Sizzling Short_RTSB_INT.wav	MAGIC FIRE FIZZ Small chemical reaction with sizzling and crackling fire. Noisy and steady progress. Short.	6
CHEMReac-CK_SPECIFIC-Alchemy Spray Can Propane Puff_RTSB_INT.wav	FIRE IGNITE PUFF Short, soft explosion of gas being ignited.	6
CHEMReac-CK_SPECIFIC-Alchemy Spray Flask Alcohol Puff_RTSB_INT.wav	FIRE IGNITE PUFF Short, soft explosion of gas being ignited.	6
CLOTHHndI-CK_SPECIFIC-Cloth Bag Open_RTSB_INT.wav	RUSTLE HANDLING MOVEMENT Short movements of cotton cloth bag. Sliding and flapping.	6
CRWDBatl-CK_SPECIFIC-Crowd Battle Training_RTSB_INT.wav	REACTION VOCAL HUMAN Short one shot wallahs of small crowd,'s fighting vocals. Resembling a battle training.	6
CRWDCher-CK_SPECIFIC-Crowd Cheer_RTSB_INT.wav	REACTION VOCAL HUMAN Short one shot wallahs of small cheering crowd.	6
CRWDLaff-CK_SPECIFIC-Crowd Laugh_RTSB_INT.wav	REACTION VOCAL HUMAN Short one shot wallahs of small laughing crowd.	6
CRWDWalla-CK_SPECIFIC-Crowd Cafe Chatter_RTSB_INT.wav	REACTION VOCAL HUMAN Short one shot wallahs of small talking crowd.	6
DOORAntq-CK_SPECIFIC-Door Old Wooden Close 01_RTSB_INT.wav	GATE WOOD SLAM Shutting medieval wooden door. Snappy mechanics and rattling wood.	6
DOORAntq-CK_SPECIFIC-Door Old Wooden Close 02_RTSB_INT.wav	GATE WOOD SLAM Shutting medieval wooden door. Rattling wood in tail.	6
DOORAntq-CK_SPECIFIC-Door Old Wooden Close 03_RTSB_INT.wav	GATE WOOD SLAM Shutting medieval wooden door. Rattling wood and squeaking mechanics.	6
DOORAntq-CK_SPECIFIC-Door Old Wooden Close 04_RTSB_INT.wav	GATE WOOD SLAM Shutting medieval wooden door. Rattling wood in tail.	6
DOORAntq-CK_SPECIFIC-Door Old Wooden Open 01_RTSB_INT.wav	GATE WOOD HANDLE Opening medieval wooden door. Snappy mechanics.	6
DOORAntq-CK_SPECIFIC-Door Old Wooden Open 02_RTSB_INT.wav	GATE WOOD HANDLE Opening medieval wooden door. Squeaking mechanics and rattling wood.	6
DOORAntq-CK_SPECIFIC-Door Old Wooden Open 03_RTSB_INT.wav	GATE WOOD HANDLE Opening medieval wooden door. Squeaking, sliding mechanics.	6
DOORAntq-CK_SPECIFIC-Door Old Wooden Open 04_RTSB_INT.wav	GATE WOOD HANDLE Opening medieval wooden door. Squeaking mechanics and rattling wood.	6
DOORAntq-CK_SPECIFIC-Door Wooden Squeak 01_RTSB_INT.wav	GATE WOOD HANDLE Moaning and squeaking old wooden door.	6
DOORAntq-CK_SPECIFIC-Door Wooden Squeak 02_RTSB_INT.wav	GATE WOOD HANDLE Squeaking hinge of old wooden door.	6
DOORAntq-CK_SPECIFIC-Door Wooden Squeak 03_RTSB_INT.wav	GATE WOOD HANDLE Squeaking hinge of old wooden door with rattling mechanics.	6
DSGNBass-CK_GENERIC-Sweetener Bass Drop 01_RTSB_INT.wav	SUB SYNTH FALL Deep bass drop, useful as layer for UI movements. Increasing pitch within variations.	6
DSGNBass-CK_GENERIC-Sweetener Bass Drop 02_RTSB_INT.wav	SUB SYNTH FALL Deep bass drop, useful as layer for UI movements. Increasing pitch within variations.	6
DSGNBass-CK_GENERIC-Sweetener Bass Drop Short 01_RTSB_INT.wav	SUB SYNTH FALL Very short and deep bass drop, useful as layer for UI movements. Increasing pitch within variations.	6
DSGNBass-CK_GENERIC-Sweetener Bass Drop Short 02_RTSB_INT.wav	SUB SYNTH FALL Very short and deep bass drop, useful as layer for UI movements. Increasing pitch within variations.	6
DSGNBass-CK_GENERIC-Sweetener Bass Rise_RTSB_INT.wav	SUB SYNTH RISE Deep bass rise, useful as layer for UI movements. Different pitch within variations.	6
DSGNBass-CK_GENERIC-Sweetener Bass Rise Short_RTSB_INT.wav	SUB SYNTH RISE Very short and deep bass rise, useful as layer for UI movements. Increasing pitch within variations.	6
DSGNGran-CK_GENERIC-Synth Constant Shimmering High_RTSB_INT.wav	ARTIFICIAL TEXTURE SHIMMER Constant synth bed with cold, metallic character.	1
DSGNGran-CK_GENERIC-Synth Constant Shimmering Magical Sand Flow High_RTSB_INT.wav	ARTIFICIAL TEXTURE SHIMMER Constant synth bed with cold, gritty and magic shimmering character.	1
DSGNGran-CK_GENERIC-Synth Constant Shimmering Noisy Shards_RTSB_INT.wav	ARTIFICIAL TEXTURE SHIMMER Constant synth bed with cold metallic or glassy shards.	1
DSGNGran-CK_GENERIC-Synth Constant Shimmering Wind Cold Modulated_RTSB_INT.wav	ARTIFICIAL TEXTURE SHIMMER Constant synth bed with mysterious, eerie and noisy character.	1
DSGNGran-CK_GENERIC-Synth Constant Shimmering Wind Cold_RTSB_INT.wav	ARTIFICIAL TEXTURE SHIMMER Constant synth bed with gritty, mysterious and noisy character.	1
DSGNWhsh-CK_GENERIC-Whoosh Synthetic Snap Impact_RTSB_INT.wav	MOVEMENT SWISH IMPACT Synthetic, impactful whoosh. Useful for short UI movements.	5
DSGNWhsh-CK_GENERIC-Whoosh Synthetic Snap Short 01_RTSB_INT.wav	MOVEMENT SWISH FAST Short and quick, snappy whoosh. Useful for short UI movements.	6
DSGNWhsh-CK_GENERIC-Whoosh Synthetic Snap Short 02_RTSB_INT.wav	MOVEMENT SWISH FAST Short and quick, snappy whoosh. Useful for short UI movements. Low.	6



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DSGNWhsh-CK_GENERIC-Whoosh Synthetic Snap Short Flutter_RTSB_INT.wav	MOVEMENT SWISH FAST Short and quick, snappy whoosh. Fluttering character. Useful for short UI movements.	3
DSGNWhsh-CK_GENERIC-Whoosh Synthetic Snap Short Grainy_RTSB_INT.wav	MOVEMENT SWISH FAST Short and quick, snappy whoosh. Fluttering, grainy character. Useful for short UI movements.	6
DSGNWhsh-CK_GENERIC-Whoosh Synthetic Snap Short Wobble_RTSB_INT.wav	MOVEMENT SWISH FAST Short and quick, snappy whoosh. Fluttering character. Useful for short UI movements.	6
DSGNWhsh-CK_GENERIC-Whoosh Synthetic Tonal Noisy Shards Gust_RTSB_INT.wav	MOVEMENT GLITTER SYNTHETIC Whoosh by of glassy shards. Gentle and warm.	6
DSGNWhsh-CK_GENERIC-Whoosh Synthetic Tonal Noisy Shards_RTSB_INT.wav	MOVEMENT GLITTER SYNTHETIC Fast whoosh by of glassy shards. Gentle and warm.	6
FIREIgn-CK_SPECIFIC-Alchemy Lighting Match_RTSB_INT.wav	IGNITION FIRE MATCH Igniting a small matchstick. Sizzling and crackling.	6
GLASHndi-CK_SPECIFIC-Alchemy Test Tubes Clink 01_RTSB_INT.wav	GLASS CHINKING BOTTLE Chemical bottles or tubes clinking against each other.	6
GLASHndi-CK_SPECIFIC-Alchemy Test Tubes Clink 02_RTSB_INT.wav	GLASS CHINKING BOTTLE Chemical bottles or tubes clinking and bouncing against each other.	6
GLASMisc-CK_GENERIC-Click Glass 01_RTSB_INT.wav	CLICK GLASS LIGHT Slightly rattling glassy click.	6
GLASMisc-CK_GENERIC-Click Glass 02_RTSB_INT.wav	CLICK GLASS LIGHT Simple glassy click produced by hit.	6
GLASMisc-CK_GENERIC-Click Glass 03_RTSB_INT.wav	CLICK GLASS LIGHT Simple glassy click of bumping glass object.	6
GLASMisc-CK_GENERIC-Click Glass 04_RTSB_INT.wav	CLICK GLASS HIT Simple glassy click of clattering glass object.	6
GLASMisc-CK_GENERIC-Click Glass 05_RTSB_INT.wav	CLICK GLASS HIT Simple glassy click of snapping glass object.	6
GLASMisc-CK_GENERIC-Click Glass 06_RTSB_INT.wav	CLICK GLASS HIT Simple glassy click of bumping glass object.	6
GLASMisc-CK_GENERIC-Click Glass Tonal 01_RTSB_INT.wav	CLICK GLASS TONAL Clattering yet light glassy click.	6
GLASMisc-CK_GENERIC-Click Glass Tonal 02_RTSB_INT.wav	CLICK GLASS TONAL Rattling yet light glassy click.	6
GLASMisc-CK_GENERIC-Click Glass Tonal 03_RTSB_INT.wav	CLICK GLASS TONAL Ringing glassy click of clinking glass.	6
GLASMisc-CK_GENERIC-Click Glass Tonal 04_RTSB_INT.wav	CLICK GLASS TONAL Glassy click of clinking glass.	6
LETHRCreak-CK_MATERIALS-Leather Creak High Heavy_RTSB_INT.wav	CLOTH BELT STRESS Heavily creaking leather belt.	6
LETHRCreak-CK_MATERIALS-Leather Creak High Short_RTSB_INT.wav	CLOTH BELT STRESS Softly creaking leather belt.	6
LETHRCreak-CK_MATERIALS-Leather Creak Low_RTSB_INT.wav	LEATHER CLOTH HANDLING Low creaking leather cloth.	6
LETHRCreak-CK_MATERIALS-Leather Creak Low Fast_RTSB_INT.wav	LEATHER CLOTH HANDLING Low creaking leather cloth. Short.	6
LETHRCreak-CK_MATERIALS-Leather Creak Medium_RTSB_INT.wav	LEATHER CLOTH HANDLING Heavily creaking and squeaking leather cloth under pressure.	6
LETHRImpt-CK_MATERIALS-Leather Drop 01_RTSB_INT.wav	LEATHER CLOTH FALL Leather cloth hitting the ground. Rustling and sliding.	6
LETHRImpt-CK_MATERIALS-Leather Drop 02_RTSB_INT.wav	LEATHER CLOTH FALL Leather cloth hitting the ground. Short, rustling snap.	6
LETHRImpt-CK_MATERIALS-Leather Grab 01_RTSB_INT.wav	LEATHER CLOTH FALL Forcefully grabbing leather cloth. Short, rustling clap.	6
LETHRImpt-CK_MATERIALS-Leather Grab 02_RTSB_INT.wav	LEATHER CLOTH FALL Forcefully grabbing leather cloth. Short, rustling clap.	6
LETHRMvmt-CK_MATERIALS-Leather Scrape_RTSB_INT.wav	LEATHER CLOTH FALL Sliding flap of leather cloth. Wrenching clap.	10
LETHRMvmt-CK_MATERIALS-Leather Whoosh_RTSB_INT.wav	LEATHER CLOTH FALL Short flap or whoosh of leather cloth. Rustling.	6
LETHRMvmt-CK_SPECIFIC-Leather Bag Open_RTSB_INT.wav	LEATHER CLOTH HANDLING Opening large leather bag. Creaking leather.	6
MECHClk-CK_GENERIC-Click Metal 01_RTSB_INT.wav	CLICK METAL LIGHT Snapping small metal object.	6
MECHClk-CK_GENERIC-Click Metal 02_RTSB_INT.wav	CLICK METAL LIGHT Snapping small metal object.	6
MECHClk-CK_GENERIC-Click Metal 03_RTSB_INT.wav	CLICK METAL LIGHT Snapping small metal object.	6
MECHClk-CK_GENERIC-Click Metal 04_RTSB_INT.wav	CLICK METAL LIGHT Snapping small metal object. Sliding character.	6
MECHClk-CK_GENERIC-Click Metal 05_RTSB_INT.wav	CLICK METAL LIGHT Snapping small metal object. Mechanical character.	6
MECHClk-CK_GENERIC-Click Metal 06_RTSB_INT.wav	CLICK METAL LIGHT Snapping small metal object. Sliding character.	6
MECHClk-CK_GENERIC-Click Metal 07_RTSB_INT.wav	CLICK METAL LIGHT Snapping small metal object. Resembling a tiny lever or clasp.	6
MECHClk-CK_GENERIC-Click Metal 08_RTSB_INT.wav	CLICK METAL LIGHT Snapping small metal object. Resembling a tiny lever or clasp.	6
MECHClk-CK_GENERIC-Click Metal 09_RTSB_INT.wav	CLICK METAL LIGHT Snapping small metal object. Resembling a switch.	7
MECHClk-CK_GENERIC-Click Metal 10_RTSB_INT.wav	CLICK METAL LIGHT Snapping small metal object. Resembling precision mechanics.	6
MECHClk-CK_GENERIC-Click Metal 11_RTSB_INT.wav	CLICK METAL MEDIUM Snapping and clattering metal object.	6
MECHClk-CK_GENERIC-Click Metal 12_RTSB_INT.wav	CLICK METAL MEDIUM Snapping metal object with resonance.	6
MECHClk-CK_GENERIC-Click Metal 13_RTSB_INT.wav	CLICK METAL MEDIUM Snapping metal object with resonance.	6
MECHClk-CK_GENERIC-Click Metal 14_RTSB_INT.wav	CLICK METAL MEDIUM Rattling metal toy with ringing bell.	6
MECHClk-CK_GENERIC-Click Metal 15_RTSB_INT.wav	CLICK METAL MEDIUM Snapping metal object with two bumps.	6
MECHClk-CK_GENERIC-Click Metal 16_RTSB_INT.wav	CLICK METAL MEDIUM Snapping metal object, locking character.	6
MECHClk-CK_GENERIC-Click Metal 17_RTSB_INT.wav	CLICK METAL MEDIUM Clicking metal object with ringing resonance.	6



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MECHClk-CK_GENERIC-Click Metal 18_RTSB_INT.wav	CLICK METAL MEDIUM Clicking metal object with high ringing resonance.	6
MECHRtch-CK_GENERIC-Scroll Keyboard Fast_RTSB_INT.wav	RATTLE PAGER SCROLL Short mechanical rattle produced by swiping over flat keyboard. Fast.	6
MECHRtch-CK_GENERIC-Scroll Keyboard Slow_RTSB_INT.wav	RATTLE PAGER SCROLL Mechanical rattle produced by swiping over flat keyboard. Slow.	6
MECHRtch-CK_GENERIC-Scroll Metal 01_RTSB_INT.wav	RATTLE METAL MECHANICAL Slow mechanical rattle movements of metal object.	6
MECHRtch-CK_GENERIC-Scroll Metal 02_RTSB_INT.wav	RATTLE METAL MECHANICAL Slow mechanical rattle movements of metal object.	6
MECHRtch-CK_GENERIC-Scroll Metal 03_RTSB_INT.wav	RATTLE METAL MECHANICAL Slow mechanical rattle movements of metal object. High resonating.	6
MECHRtch-CK_GENERIC-Scroll Metal 04_RTSB_INT.wav	RATTLE METAL MECHANICAL Slow mechanical rattle movements of metal object. Complex mechanics.	6
MECHRtch-CK_GENERIC-Scroll Metal 05_RTSB_INT.wav	RATTLE METAL MECHANICAL Slow mechanical rattle movements. Winding up small metal object.	6
MECHRtch-CK_GENERIC-Scroll Metal 06_RTSB_INT.wav	RATTLE METAL MECHANICAL Slow mechanical rattle movements. Winding up large metal object.	1
MECHRtch-CK_GENERIC-Scroll Metal 07_RTSB_INT.wav	RATTLE METAL MECHANICAL Steady, mechanical rattle sequence of metal and plastic object.	6
MECHRtch-CK_GENERIC-Scroll Plastic 01_RTSB_INT.wav	RATTLE PLASTIC MECHANICAL Mechanical rattle movements of tiny metal object. Fast.	6
MECHRtch-CK_GENERIC-Scroll Plastic 02_RTSB_INT.wav	RATTLE PLASTIC MECHANICAL Short mechanical rattle movement of plastic object.	6
MECHRtch-CK_GENERIC-Scroll Plastic 03_RTSB_INT.wav	RATTLE PLASTIC MECHANICAL Mechanical rattle movement of old dial telephone.	6
MECHRtch-CK_GENERIC-Scroll Plastic 04_RTSB_INT.wav	RATTLE PLASTIC MECHANICAL Short, sliding mechanical rattle movement of plastic object.	6
MECHRtch-CK_GENERIC-Scroll Plastic 05_RTSB_INT.wav	RATTLE PLASTIC MECHANICAL Short, sliding mechanical rattle movement of plastic object.	6
METLFric-CK_MATERIALS-Metal Scrape Roll_RTSB_INT.wav	METAL MOVEMENT SLIDE Continuous and steady sequence of grinding metal objects. Rattling and scraping.	6
METLFric-CK_MATERIALS-Metal Slide 01_RTSB_INT.wav	METAL SCRAPE ZING Scraping metal objects with light ringing tail. Short.	6
METLFric-CK_MATERIALS-Metal Slide 02_RTSB_INT.wav	METAL SCRAPE ZING Scraping metal objects with light ringing tail.	6
METLFric-CK_MATERIALS-Metal Slide 03_RTSB_INT.wav	METAL SCRAPE ZING Scraping metal objects with light ringing tail. Short.	6
METLFric-CK_MATERIALS-Metal Slide 04_RTSB_INT.wav	METAL SCRAPE ZING Scraping metal objects with light ringing tail.	6
METLFric-CK_MATERIALS-Metal Slide 05_RTSB_INT.wav	METAL SCRAPE ZING Scraping metal objects with light ringing tail. Short.	6
METLFric-CK_MATERIALS-Metal Slide 06_RTSB_INT.wav	METAL SCRAPE ZING Scraping metal objects with light ringing tail. Noisy.	6
METLFric-CK_MATERIALS-Metal Slide 08_RTSB_INT.wav	METAL SCRAPE ZING Scraping metal objects with bell-like ringing tail.	6
METLmpt-CK_MATERIALS-Metal Impact Bar 01_RTSB_INT.wav	METAL HIT CLANG Clinking metal object with ringing tail.	6
METLmpt-CK_MATERIALS-Metal Impact Bar 02_RTSB_INT.wav	METAL HIT CLANG Clinking metal object with ringing tail.	6
METLmpt-CK_MATERIALS-Metal Impact High_RTSB_INT.wav	METAL HIT CLANG High, clinking metal object with short ringing tail.	6
METLmpt-CK_MATERIALS-Metal Impact Plate 01_RTSB_INT.wav	METAL HIT CLANG Hitting metal plate with ringing tail.	6
METLmpt-CK_MATERIALS-Metal Impact Plate 02_RTSB_INT.wav	METAL HIT CLANG Hitting metal plate with low, bell-like ringing tail.	6
METLmpt-CK_MATERIALS-Metal Impact Plate 03_RTSB_INT.wav	METAL HIT CLANG Hitting metal plate with low, bell-like ringing tail.	6
METLmpt-CK_MATERIALS-Metal Impact Sheet 01_RTSB_INT.wav	METAL HIT IMPACT Hitting metal sheet with low, gong-like ringing tail.	6
METLmpt-CK_MATERIALS-Metal Impact Sheet 02_RTSB_INT.wav	METAL HIT IMPACT Hitting metal sheet with low, gong-like ringing tail.	6
METLmpt-CK_MATERIALS-Metal Impact Sheet 03_RTSB_INT.wav	METAL HIT IMPACT Hitting metal sheet with low, gong-like ringing tail.	6
METLmpt-CK_MATERIALS-Metal Impact Sheet 04_RTSB_INT.wav	METAL HIT IMPACT Hitting metal sheet with low, gong-like ringing tail. Soft.	6
METLmpt-CK_MATERIALS-Metal Impact Small Cymbal Tonal On Glass Hard_RTSB_INT.wav	METAL RING HIT Heavy hit of small metal cymbal hit and glass. Long, high ringing tail.	6
METLmpt-CK_MATERIALS-Metal Impact Tub 01_RTSB_INT.wav	METAL HIT CLANG Hitting metal object with low dissonant ringing tail. Slightly damped.	6
METLmpt-CK_MATERIALS-Metal Impact Tub 02_RTSB_INT.wav	METAL HIT CLANG Hitting metal object with low dissonant ringing tail.	6
METLmpt-CK_MATERIALS-Metal Impact Vessel 01_RTSB_INT.wav	METAL HIT CLANG Hitting metal object with dissonant ringing tail.	6
METLmpt-CK_MATERIALS-Metal Impact Vessel 02_RTSB_INT.wav	METAL HIT CLANG Hitting metal object with low, dissonant ringing tail.	6
METLmpt-CK_SPECIFIC-Forge Anvil Hammer Sequence_RTSB_INT.wav	METAL CLINK CLANG Typical hammering on anvil by smith.	6
METLmpt-CK_SPECIFIC-Forge Anvil Hammer_RTSB_INT.wav	METAL CLINK CLANG Typical hammering on anvil by smith. Single hits.	6
METLmmt-CK_MATERIALS-Metal Chest Rattle Sequence_RTSB_INT.wav	METAL CONTINUOUS MOVEMENT Continuous and steady sequence of rattling metal chest.	1
MUSCBrass-CK_MUSICAL-Tonal Orchestra Brass Horn Maccato Hard_RTSB_INT.wav	MUSICAL ORCHESTRAL BRASS Horns playing in maccato. Different notes. High intensity. Starting on note G.	6
MUSCBrass-CK_MUSICAL-Tonal Orchestra Brass Horn Maccato Soft_RTSB_INT.wav	MUSICAL ORCHESTRAL BRASS Horns playing in maccato. Different notes. Low intensity. Starting on note G.	6
MUSCBrass-CK_MUSICAL-Tonal Orchestra Brass Horn Sustain Hard_RTSB_INT.wav	MUSICAL ORCHESTRAL BRASS Horns playing sustained notes. Different notes. High intensity. Starting on note G.	6
MUSCBrass-CK_MUSICAL-Tonal Orchestra Brass Horn Sustain Soft_RTSB_INT.wav	MUSICAL ORCHESTRAL BRASS Horns playing sustained notes. Different notes. Low intensity. Starting on note G.	6
MUSCBrass-CK_MUSICAL-Tonal Orchestra Brass Trombone Staccato Hard_RTSB_INT.wav	MUSICAL ORCHESTRAL BRASS Trombones playing in staccato. Different notes. High intensity. Starting on note C.	6
MUSCBrass-CK_MUSICAL-Tonal Orchestra Brass Trombone Staccato Soft_RTSB_INT.wav	MUSICAL ORCHESTRAL BRASS Trombones playing in staccato. Different notes. Low intensity. Starting on note C.	6



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MUSCBrass-CK_MUSICAL-Tonal Orchestra Brass Trombone Sustain Hard_RTSB_INT.wav	MUSICAL ORCHESTRAL BRASS Trombones playing sustained notes. Different notes. High intensity. Starting on note C.	6
MUSCBrass-CK_MUSICAL-Tonal Orchestra Brass Trombone Sustain Soft_RTSB_INT.wav	MUSICAL ORCHESTRAL BRASS Trombones playing sustained notes. Different notes. Low intensity. Starting on note C.	6
MUSCBrass-CK_MUSICAL-Tonal Orchestra Brass Tuba Staccato Hard_RTSB_INT.wav	MUSICAL ORCHESTRAL BRASS Tubas playing in staccato. Different notes. High intensity. Starting on note C.	6
MUSCBrass-CK_MUSICAL-Tonal Orchestra Brass Tuba Staccato Soft_RTSB_INT.wav	MUSICAL ORCHESTRAL BRASS Tubas playing in staccato. Different notes. Low intensity. Starting on note C.	6
MUSCBrass-CK_MUSICAL-Tonal Orchestra Brass Tuba Sustain Hard_RTSB_INT.wav	MUSICAL ORCHESTRAL BRASS Tubas playing sustained notes. Different notes. High intensity. Starting on note C.	6
MUSCBrass-CK_MUSICAL-Tonal Orchestra Brass Tuba Sustain Soft_RTSB_INT.wav	MUSICAL ORCHESTRAL BRASS Tubas playing sustained notes. Different notes. Low intensity. Starting on note C.	6
MUSCChim-CK_MUSICAL-Percussive Metal Chimes Chaos_RTSB_INT.wav	MUSICAL PERCUSSION CHIMES Sequence of chaotically swiping on chimes.	6
MUSCChim-CK_MUSICAL-Percussive Metal Chimes Hits_RTSB_INT.wav	MUSICAL PERCUSSION CHIMES Single hits on chimes. Damped.	6
MUSCChim-CK_MUSICAL-Percussive Metal Chimes Movement_RTSB_INT.wav	MUSICAL PERCUSSION CHIMES Sequence of ringing chimes.	6
MUSCChim-CK_MUSICAL-Percussive Metal Chimes Scroll Down_RTSB_INT.wav	MUSICAL PERCUSSION CHIMES Downward movements of ringing chimes.	6
MUSCChim-CK_MUSICAL-Percussive Metal Chimes Scroll Up_RTSB_INT.wav	MUSICAL PERCUSSION CHIMES Upward movements of ringing chimes.	6
MUSCChim-CK_MUSICAL-Percussive Metal Chimes Texture_RTSB_INT.wav	MUSICAL PERCUSSION CHIMES Continuous and steady sequence of ringing chimes.	1
MUSCChor-CK_MUSICAL-Tonal Orchestra Choir Female Sustain Long Ah_RTSB_INT.wav	MUSICAL ORCHESTRAL CHOIR Female choir singing 'ah'. Different sustained notes. Starting on note C.	6
MUSCChor-CK_MUSICAL-Tonal Orchestra Choir Female Sustain Long Oh_RTSB_INT.wav	MUSICAL ORCHESTRAL CHOIR Female choir singing 'oh'. Different sustained notes. Starting on note C.	6
MUSCChor-CK_MUSICAL-Tonal Orchestra Choir Male Sustain Long Ah_RTSB_INT.wav	MUSICAL ORCHESTRAL CHOIR Male choir singing 'ah'. Different sustained notes. Starting on note C.	6
MUSCChor-CK_MUSICAL-Tonal Orchestra Choir Male Sustain Long Oh_RTSB_INT.wav	MUSICAL ORCHESTRAL CHOIR Male choir singing 'oh'. Different sustained notes. Starting on note C.	6
MUSCKeyd-CK_MUSICAL-Tonal Piano Single Note Classic C3_RTSB_INT.wav	MUSICAL HAMMER PIANO Single, sustained note C3 on classical piano. Increasing intensity within variations.	6
MUSCKeyd-CK_MUSICAL-Tonal Piano Single Note Classic C5_RTSB_INT.wav	MUSICAL HAMMER PIANO Single, sustained note C5 on classical piano. Increasing intensity within variations.	6
MUSCKeyd-CK_MUSICAL-Tonal Piano Single Note Classic G3_RTSB_INT.wav	MUSICAL HAMMER PIANO Single, sustained note G3 on classical piano. Increasing intensity within variations.	6
MUSCKeyd-CK_MUSICAL-Tonal Piano Single Note Classic G5_RTSB_INT.wav	MUSICAL HAMMER PIANO Single, sustained note G5 on classical piano. Increasing intensity within variations.	4
MUSCKeyd-CK_MUSICAL-Tonal Piano Single Note Muted C3_RTSB_INT.wav	MUSICAL HAMMER PIANO Single, muted note C3 on classical piano. Increasing intensity within variations.	6
MUSCKeyd-CK_MUSICAL-Tonal Piano Single Note Muted C5_RTSB_INT.wav	MUSICAL HAMMER PIANO Single, muted note C5 on classical piano. Increasing intensity within variations.	6
MUSCKeyd-CK_MUSICAL-Tonal Piano Single Note Muted G3_RTSB_INT.wav	MUSICAL HAMMER PIANO Single, muted note G3 on classical piano. Increasing intensity within variations.	6
MUSCKeyd-CK_MUSICAL-Tonal Piano Single Note Muted G5_RTSB_INT.wav	MUSICAL HAMMER PIANO Single, muted note G5 on classical piano. Increasing intensity within variations.	6
MUSCKeyd-CK_MUSICAL-Tonal Spheric Metal Glow Single High Long_RTSB_INT.wav	MUSICAL TONAL PIANO Reverberant, metallic rattling piano note with echoes. Starting on note G.	6
MUSCKeyd-CK_MUSICAL-Tonal Spheric Subdued Glow Single High Long_RTSB_INT.wav	MUSICAL TONAL PIANO Reverberant, dull piano note with echoes. Starting on note G.	6
MUSCPerc-CK_MUSICAL-Percussive Big Drum Cinematic Hits_RTSB_INT.wav	MUSICAL PERCUSSION ORCHESTRAL Big cinematic drum hits.	3
MUSCPerc-CK_MUSICAL-Percussive Big Drum Deep Hits_RTSB_INT.wav	MUSICAL PERCUSSION ORCHESTRAL Low boom-like drum hit.	3
MUSCPerc-CK_MUSICAL-Percussive Big Drum Dull_RTSB_INT.wav	MUSICAL PERCUSSION ORCHESTRAL Deep tonal hits of large drums.	5
MUSCPerc-CK_MUSICAL-Percussive Big Drum Epic Hit_RTSB_INT.wav	MUSICAL PERCUSSION ORCHESTRAL Low, tonal hits of large drums. Soft.	5
MUSCPerc-CK_MUSICAL-Percussive Big Drum Loud Hard_RTSB_INT.wav	MUSICAL PERCUSSION ORCHESTRAL Low, tonal hits of large drums. Tom-like	5
MUSCPerc-CK_MUSICAL-Percussive Big Drum Loud Soft_RTSB_INT.wav	MUSICAL PERCUSSION ORCHESTRAL Low, tonal hits of large drums. Tom-like. Soft.	5
MUSCPerc-CK_MUSICAL-Percussive Big Drum Roll Hard_RTSB_INT.wav	MUSICAL PERCUSSION ORCHESTRAL Low, tonal roll of large drums.	1
MUSCPerc-CK_MUSICAL-Percussive Big Drum Roll Soft_RTSB_INT.wav	MUSICAL PERCUSSION ORCHESTRAL Low, tonal roll of large drums. Soft.	1
MUSCPerc-CK_MUSICAL-Percussive Big Drum Timpani Hit Hard_RTSB_INT.wav	MUSICAL PERCUSSION ORCHESTRAL Low, tonal hits of Timpani drums.	6
MUSCPerc-CK_MUSICAL-Percussive Big Drum Timpani Hit Soft_RTSB_INT.wav	MUSICAL PERCUSSION ORCHESTRAL Low, tonal hits of Timpani drums. Soft.	6
MUSCPerc-CK_MUSICAL-Percussive Big Drum Timpani Tremolo Hard_RTSB_INT.wav	MUSICAL PERCUSSION ORCHESTRAL Low, tonal rolls of Timpani drums.	6
MUSCPerc-CK_MUSICAL-Percussive Big Drum Timpani Tremolo Soft_RTSB_INT.wav	MUSICAL PERCUSSION ORCHESTRAL Low, tonal rolls of Timpani drums. Soft.	6
MUSCPerc-CK_MUSICAL-Percussive Ethnic Conga Hit Muted_RTSB_INT.wav	MUSICAL PERCUSSION DRUM Hit on Conga drum. Muted.	6
MUSCPerc-CK_MUSICAL-Percussive Ethnic Conga Hit_RTSB_INT.wav	MUSICAL PERCUSSION DRUM Hit on Conga drum.	6
MUSCPerc-CK_MUSICAL-Percussive Ethnic Drum Hit Muted_RTSB_INT.wav	MUSICAL PERCUSSION DRUM Hit on Djembe drum. Muted.	6
MUSCPerc-CK_MUSICAL-Percussive Ethnic Drum Hit_RTSB_INT.wav	MUSICAL PERCUSSION DRUM Hit on Djembe drum.	6
MUSCPerc-CK_MUSICAL-Percussive Ethnic Shaker Fast_RTSB_INT.wav	MUSICAL PERCUSSION RATTLE Fast rattling of shakers.	6
MUSCPerc-CK_MUSICAL-Percussive Ethnic Shaker Hit_RTSB_INT.wav	MUSICAL PERCUSSION SHAKE Fast, impactful movement of shakers.	6
MUSCPerc-CK_MUSICAL-Percussive Ethnic Shaker Movement Fast_RTSB_INT.wav	MUSICAL PERCUSSION SHAKE Fast movement of shakers.	6
MUSCPerc-CK_MUSICAL-Percussive Ethnic Shaker Movement Slow_RTSB_INT.wav	MUSICAL PERCUSSION SHAKE Slow movement of shakers.	6
MUSCPerc-CK_MUSICAL-Percussive Ethnic Shaker Shake 01_RTSB_INT.wav	MUSICAL PERCUSSION SHAKE Shaking movement of shakers.	6

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MUSCPerc-CK_MUSICAL-Percussive Ethnic Shaker Shake 02_RTSB_INT.wav	MUSICAL PERCUSSION SHAKE Shaking movement of shakers.	6
MUSCPerc-CK_MUSICAL-Percussive Ethnic Shaker Texture_RTSB_INT.wav	MUSICAL PERCUSSION SHAKE Continuous and steady movement of shakers.	1
MUSCPerc-CK_MUSICAL-Percussive Ethnic Small Drum Hit Double_RTSB_INT.wav	MUSICAL PERCUSSION DRUM Bouncy hit on small ethnical drums.	6
MUSCPerc-CK_MUSICAL-Percussive Ethnic Small Drum Hit Single_RTSB_INT.wav	MUSICAL PERCUSSION DRUM Single hit on small ethnical drums.	6
MUSCPerc-CK_MUSICAL-Percussive Metal Cymbal Hit Hard_RTSB_INT.wav	MUSICAL PERCUSSION ORCHESTRAL Heavy hit on large cymbals.	5
MUSCPerc-CK_MUSICAL-Percussive Metal Cymbal Hit Soft_RTSB_INT.wav	MUSICAL PERCUSSION ORCHESTRAL Soft hit on large cymbals.	5
MUSCPerc-CK_MUSICAL-Percussive Metal Cymbal Hit_RTSB_INT.wav	MUSICAL PERCUSSION ORCHESTRAL Hit of large piattl.	5
MUSCPerc-CK_MUSICAL-Percussive Metal Cymbal Swell_RTSB_INT.wav	MUSICAL PERCUSSION ORCHESTRAL Swell or crescendo of large cymbals.	4
MUSCPerc-CK_MUSICAL-Percussive Metal Finger Cymbal_RTSB_INT.wav	MUSICAL PERCUSSION ORCHESTRAL Hit on small finger cymbals.	4
MUSCPerc-CK_MUSICAL-Percussive Metal Gong Hit Hard_RTSB_INT.wav	MUSICAL PERCUSSION ORCHESTRAL Hit on large gong. Long decay.	5
MUSCPerc-CK_MUSICAL-Percussive Metal Gong Hit Soft_RTSB_INT.wav	MUSICAL PERCUSSION ORCHESTRAL Soft hit on large gong. Long decay.	5
MUSCPerc-CK_MUSICAL-Percussive Metal Toy Xylo Hit Sustain_RTSB_INT.wav	MUSICAL PERCUSSION JINGLE Hit on small toy Xylophone. Open.	6
MUSCPerc-CK_MUSICAL-Percussive Tambourine Drum Hit_RTSB_INT.wav	MUSICAL PERCUSSION ORCHESTRAL Hit on Tambourine Drum.	6
MUSCPerc-CK_MUSICAL-Percussive Tambourine High Hit_RTSB_INT.wav	MUSICAL PERCUSSION ORCHESTRAL Single hit on small Tambourine. Belts jingling.	6
MUSCPerc-CK_MUSICAL-Percussive Tambourine High Shake_RTSB_INT.wav	MUSICAL PERCUSSION ORCHESTRAL Shaking movements of small Tambourine. Belts jingling.	6
MUSCPerc-CK_MUSICAL-Percussive Tambourine Hit_RTSB_INT.wav	MUSICAL PERCUSSION ORCHESTRAL Short, single Tambourine hit. Belts jingling.	6
MUSCPerc-CK_MUSICAL-Percussive Tambourine Shake_RTSB_INT.wav	MUSICAL PERCUSSION ORCHESTRAL Shaking Tambourine movements. Belts jingling.	6
MUSCPerc-CK_MUSICAL-Percussive Tambourine Small Hit_RTSB_INT.wav	MUSICAL PERCUSSION ORCHESTRAL Single hit on small Tambourine. Belts jingling.	6
MUSCPerc-CK_MUSICAL-Percussive Tambourine Small Shake_RTSB_INT.wav	MUSICAL PERCUSSION ORCHESTRAL Shaking movements of small Tambourine. Belts jingling.	6
MUSCPerc-CK_MUSICAL-Percussive Wood Castanet Continuous Fast_RTSB_INT.wav	MUSICAL PERCUSSION WOOD Continuous, rhythmical clattering of castanets.	1
MUSCPerc-CK_MUSICAL-Percussive Wood Castanet Multiple_RTSB_INT.wav	MUSICAL PERCUSSION WOOD Rhythmical clattering of castanets.	6
MUSCPerc-CK_MUSICAL-Percussive Wood Guiro Scroll High_RTSB_INT.wav	MUSICAL PERCUSSION ORCHESTRAL Short slide on Guayo or Ralabzo. High.	6
MUSCPerc-CK_MUSICAL-Percussive Wood Guiro Scroll Low_RTSB_INT.wav	MUSICAL PERCUSSION ORCHESTRAL Short slide on Guayo or Ralabzo. Low.	6
MUSCPerc-CK_MUSICAL-Percussive Wood Mbira Hit Sustain_RTSB_INT.wav	MUSICAL PERCUSSION WOOD Hit on wooden Mbira. Multiple tones ringing.	6
MUSCPerc-CK_MUSICAL-Percussive Wood Rattle Clatter 01_RTSB_INT.wav	MUSICAL PERCUSSION WOOD Wooden rattle clattering or rattling.	6
MUSCPerc-CK_MUSICAL-Percussive Wood Rattle Clatter 02_RTSB_INT.wav	MUSICAL PERCUSSION WOOD Wooden rattle clattering or rattling.	6
MUSCPerc-CK_MUSICAL-Percussive Wood Rattle Continuous 01_RTSB_INT.wav	MUSICAL PERCUSSION WOOD Continuous movements of wooden rattle. Noisy rattling.	1
MUSCPerc-CK_MUSICAL-Percussive Wood Rattle Continuous 02_RTSB_INT.wav	MUSICAL PERCUSSION WOOD Continuous movements of wooden rattle. Shaking and rattling.	1
MUSCPerc-CK_MUSICAL-Percussive Wood Rattle Continuous 03_RTSB_INT.wav	MUSICAL PERCUSSION WOOD Continuous movements of wooden rattle. Clattering and rattling.	1
MUSCPerc-CK_MUSICAL-Percussive Wood Rattle Hit 01_RTSB_INT.wav	MUSICAL PERCUSSION WOOD Hit of wooden rattle, rattling tail.	6
MUSCPerc-CK_MUSICAL-Percussive Wood Rattle Hit 02_RTSB_INT.wav	MUSICAL PERCUSSION WOOD Hit of wooden rattle, rattling tail.	6
MUSCPerc-CK_MUSICAL-Percussive Wood Rattle Scrape 01_RTSB_INT.wav	MUSICAL PERCUSSION WOOD Scrape of wooden rattle. Noisy.	6
MUSCPerc-CK_MUSICAL-Percussive Wood Rattle Scrape 02_RTSB_INT.wav	MUSICAL PERCUSSION WOOD Scrape of wooden rattle. Noisy.	6
MUSCPerc-CK_MUSICAL-Percussive Wood Rattle Scroll_RTSB_INT.wav	MUSICAL PERCUSSION WOOD Rhythmical rattling of wooden rattle. Slowing down.	6
MUSCPerc-CK_MUSICAL-Percussive Wood Rattle Shake_RTSB_INT.wav	MUSICAL PERCUSSION WOOD Shaking a wooden rattle multiple times.	6
MUSCPerc-CK_MUSICAL-Percussive Wood Tonewoods Multiple_RTSB_INT.wav	MUSICAL PERCUSSION WOOD Bouncy hit on tonewood.	6
MUSCPerc-CK_MUSICAL-Tonal Percussion Bell Hard_RTSB_INT.wav	BELL RING METAL Hit on small tonal bell with long ring out.	6
MUSCPerc-CK_MUSICAL-Tonal Percussion Bell Low Damped_RTSB_INT.wav	BELL RING METAL Hit on small tonal bell. Damped.	6
MUSCPerc-CK_MUSICAL-Tonal Percussion Bell Low Hard_RTSB_INT.wav	BELL RING METAL Hit on small tonal bell with low, long ring out.	6
MUSCPerc-CK_MUSICAL-Tonal Percussion Bell Texture_RTSB_INT.wav	BELL RING METAL Continuous and steady sequence of multiple small bells being hit permanently.	1
MUSCPluck-CK_MUSICAL-Tonal Percussion Musicbox Single High_RTSB_INT.wav	MUSICAL PLUCKED METAL Single high notes being played on a Musicbox. Starting on note G#.	6
MUSCPluck-CK_MUSICAL-Tonal Percussion Musicbox Single Low_RTSB_INT.wav	MUSICAL PLUCKED METAL Single lower notes being played on a Musicbox. Starting on note C.	6
MUSCStr-CK_MUSICAL-Tonal Orchestra Strings Bass Spiccato_RTSB_INT.wav	MUSICAL ORCHESTRAL STRINGS Double basses playing in spiccato. Different notes and high intensity. Starting on note C.	6
MUSCStr-CK_MUSICAL-Tonal Orchestra Strings Bass Sustain_RTSB_INT.wav	MUSICAL ORCHESTRAL STRINGS Double basses playing different sustained notes on high intensity. Starting on note C.	6
MUSCStr-CK_MUSICAL-Tonal Orchestra Strings Cello Pizzicato_RTSB_INT.wav	MUSICAL ORCHESTRAL STRINGS Cellos playing in pizzicato. Different notes and high intensity. Starting on note C.	6
MUSCStr-CK_MUSICAL-Tonal Orchestra Strings Cello Sustain_RTSB_INT.wav	MUSICAL ORCHESTRAL STRINGS Cellos playing different sustained notes on high intensity. Starting on note C.	6
MUSCStr-CK_MUSICAL-Tonal Orchestra Strings Viola Pizzicato_RTSB_INT.wav	MUSICAL ORCHESTRAL STRINGS Violas playing in pizzicato. Different notes and high intensity. Starting on note G.	6

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MUSCStr-CK_MUSICAL-Tonal Orchestra Strings Viola Sustain_RTSB_INT.wav	MUSICAL ORCHESTRAL STRINGS Violas playing different sustained notes on high intensity. Starting on note G.	6
MUSCStr-CK_MUSICAL-Tonal Orchestra Strings Violin Pizzicato_RTSB_INT.wav	MUSICAL ORCHESTRAL STRINGS Violins playing in pizzicato. Different notes and high intensity. Starting on note G.	6
MUSCStr-CK_MUSICAL-Tonal Orchestra Strings Violin Sustain_RTSB_INT.wav	MUSICAL ORCHESTRAL STRINGS Violins playing different sustained notes on high intensity. Starting on note G.	6
MUSCStr-CK_MUSICAL-Tonal Strings Harp Plucked Single Note_RTSB_INT.wav	MUSICAL ORCHESTRAL WOOD Single notes of harp. Played with high intensity, starting on high note G	6
MUSCStr-CK_MUSICAL-Tonal Strings Harp Plucked Stroke Down Harmonics_RTSB_INT.wav	MUSICAL ORCHESTRAL WOOD Single downward stroke played on harp with artificial produced harmonics. Quick.	6
MUSCStr-CK_MUSICAL-Tonal Strings Harp Plucked Stroke Down_RTSB_INT.wav	MUSICAL ORCHESTRAL WOOD Single downward stroke played on harp. Quick.	6
MUSCStr-CK_MUSICAL-Tonal Strings Harp Plucked Stroke Up Harmonics_RTSB_INT.wav	MUSICAL ORCHESTRAL WOOD Single upward stroke played on harp with artificial produced harmonics. Quick.	6
MUSCStr-CK_MUSICAL-Tonal Strings Harp Plucked Stroke Up_RTSB_INT.wav	MUSICAL ORCHESTRAL WOOD Single upward stroke played on harp. Quick.	6
MUSCSynth-CK_MUSICAL-Synth Bed Wind Granular Cold Distant Constant_RTSB_INT.wav	ARTIFICIAL TEXTURE SHIMMER Constant synth bed with cold shimmering character.	1
MUSCSynth-CK_MUSICAL-Synth Constant Shimmering Gem_RTSB_INT.wav	ARTIFICIAL TEXTURE SHIMMER Constant synth bed with cold, metallic character.	1
MUSCSynth-CK_MUSICAL-Synth Constant Shimmering Glitter Treasure_RTSB_INT.wav	ARTIFICIAL TEXTURE SHIMMER Constant synth bed with metallic shimmering and glittering character.	1
MUSCSynth-CK_MUSICAL-Synth Constant Shimmering Magical Mirror_RTSB_INT.wav	ARTIFICIAL TEXTURE SHIMMER Constant synth bed with cold metallic and magic shimmering character.	1
MUSCSynth-CK_MUSICAL-Synth Constant Shimmering Magical Sand Flow_RTSB_INT.wav	ARTIFICIAL TEXTURE SHIMMER Constant synth bed with cold metallic and magic glittering character.	1
MUSCSynth-CK_MUSICAL-Synth Constant Shimmering Mysterious Water Twinkle High_RTSB_INT.wav	ARTIFICIAL TEXTURE SHIMMER Constant synth bed with cold metallic squeaking and mysterious, shimmering character.	1
MUSCSynth-CK_MUSICAL-Synth Constant Shimmering Mystic Gold_RTSB_INT.wav	ARTIFICIAL TEXTURE SHIMMER Constant synth bed with cold metallic squeaking and mysterious, glowing character.	1
MUSCSynth-CK_MUSICAL-Tonal Synth Accent Cold Short High_RTSB_INT.wav	MUSICAL SYNTHESIZER COLD High, shrill and metallic sounding synth. Reverberant and shiny.	6
MUSCSynth-CK_MUSICAL-Tonal Synth Accent Cold Short_RTSB_INT.wav	MUSICAL SYNTHESIZER COLD Shrill and metallic sounding synth in GMaj. Reverberant and shiny.	6
MUSCSynth-CK_MUSICAL-Tonal Synth Accent Glassy Atonal_RTSB_INT.wav	MUSICAL SYNTHESIZER COLD Shrill, glassy and dissonant sounding synth. Reverberant and shiny.	6
MUSCSynth-CK_MUSICAL-Tonal Synth Accent Glassy Friendly_RTSB_INT.wav	MUSICAL SYNTHESIZER WARM Shrill, glassy yet friendly sounding synth in GMaj. Reverberant and shiny.	6
MUSCSynth-CK_MUSICAL-Tonal Synth Accent Glassy Short Shrill_RTSB_INT.wav	MUSICAL SYNTHESIZER COLD Shrill, glassy sounding synth. Shiny.	6
MUSCSynth-CK_MUSICAL-Tonal Synth Accent Glassy Short_RTSB_INT.wav	MUSICAL SYNTHESIZER COLD Shrill, glassy yet friendly sounding synth in GMaj. Shiny.	6
MUSCSynth-CK_MUSICAL-Tonal Synth Accent Glow Atonal Short_RTSB_INT.wav	MUSICAL SYNTHESIZER COLD Shrill, glassy and dissonant synth. Shiny.	6
MUSCSynth-CK_MUSICAL-Tonal Synth Accent Metal_RTSB_INT.wav	MUSICAL SYNTHESIZER COLD Metallic and atonal synth. Resembling tonal scraping metal.	6
MUSCSynth-CK_MUSICAL-Tonal Synth Accent Shimmer Atonal_RTSB_INT.wav	MUSICAL SYNTHESIZER COLD Shrill, shimmering and dissonant synth Reverberant and shiny.	6
MUSCSynth-CK_MUSICAL-Tonal Synth Accent Shimmering Atmo Light_RTSB_INT.wav	MUSICAL SYNTHESIZER COLD Metallic and atonal synth. Swiping and shimmering.	6
MUSCSynth-CK_MUSICAL-Tonal Synth Accent Shimmering Crystals Impact_RTSB_INT.wav	MUSICAL SYNTHESIZER COLD Shimmering, metallic and glittery atonal synth.	6
MUSCSynth-CK_MUSICAL-Tonal Synth Accent Shimmering Glitter Treasure Reveal_RTSB_INT.wav	MUSICAL SYNTHESIZER COLD Shimmering, metallic and glittery atonal synth. Swelling.	6
MUSCSynth-CK_MUSICAL-Tonal Synth Accent Shimmering Stone Whoosh_RTSB_INT.wav	MUSICAL SYNTHESIZER WARM Shimmering, shiny synth.	6
MUSCSynth-CK_MUSICAL-Tonal Synth Accent Slide Confirm_RTSB_INT.wav	MUSICAL SYNTHESIZER WARM Glowing and shiny synth with some sliding elements.	6
MUSCSynth-CK_MUSICAL-Tonal Synth Bed Crystal Ball Stone Granular Constant_RTSB_INT.wav	MUSICAL SYNTHESIZER TEXTURE Metallic, shrill synth texture. Shiny but cold. Occasional tonal elements.	1
MUSCSynth-CK_MUSICAL-Tonal Synth Bed Granular Constant_RTSB_INT.wav	MUSICAL SYNTHESIZER WARM Shimmering, glittering and shiny synth with friendly tonal sparkling elements.	1
MUSCSynth-CK_MUSICAL-Tonal Synth Bed Shimmering Crystals_RTSB_INT.wav	MUSICAL SYNTHESIZER TEXTURE Metallic, shrill synth texture. Shiny but cold.	1
MUSCSynth-CK_MUSICAL-Tonal Synth Bed Shimmering Stone_RTSB_INT.wav	MUSICAL SYNTHESIZER TEXTURE Metallic, shiny synth texture. Friendly but cold.	1
MUSCSynth-CK_MUSICAL-Tonal Synth Bed Wind Granular Constant_RTSB_INT.wav	MUSICAL SYNTHESIZER TEXTURE Slowly evolving, metallic synth texture with noise resembling wind.	1
MUSCSynth-CK_MUSICAL-Tonal Synth Swell Glow Atonal_RTSB_INT.wav	MUSICAL SYNTHESIZER COLD Glowing but dissonant, swelling synth.	6
MUSCSynth-CK_MUSICAL-Tonal Synth Swell Glow Friendly_RTSB_INT.wav	MUSICAL SYNTHESIZER WARM Glowing and shining synth in GMaj. Swelling.	6
MUSCSynth-CK_MUSICAL-Tonal Synth Swell Glow Single Note_RTSB_INT.wav	MUSICAL SYNTHESIZER WARM Glowing and shining synth in GMaj. Swelling.	6
MUSCSynth-CK_MUSICAL-Tonal Synth Swell Shimmering Crystals_RTSB_INT.wav	MUSICAL SYNTHESIZER WARM Glowing and shining synth, single note starting on C. Swelling.	6
MUSCSynth-CK_MUSICAL-Tonal Synth Swell Shimmering Warm Calm_RTSB_INT.wav	MUSICAL SYNTHESIZER WARM Shiny but atonal synth. Swelling.	6
MUSCSynth-CK_MUSICAL-Tonal Synth Swell Shimmering Warm Generic_RTSB_INT.wav	MUSICAL SYNTHESIZER WARM Glowing, low synth in C. Swelling.	6
MUSCSynth-CK_MUSICAL-Tonal Synth Swell Whoosh Shimmering High Stable_RTSB_INT.wav	MUSICAL SYNTHESIZER COLD Shimmering and glittering synth in C. Swelling and fluttering.	6
MUSCSynth-CK_MUSICAL-Tonal Synth Swell Whoosh Shimmering Warm Subtle Joy_RTSB_INT.wav	MUSICAL SYNTHESIZER WARM Metallic shimmering, high synth in C. Swelling.	6
MUSCTnprc-CK_MUSICAL-Percussive Metal Triangle Hit_RTSB_INT.wav	MUSICAL PERCUSSION ORCHESTRAL Hit on triangle. Sustained.	6
MUSCTnprc-CK_MUSICAL-Percussive Metal Tubular Bells Hit_RTSB_INT.wav	MUSICAL PERCUSSION ORCHESTRAL Hit on tubular bells.	6
MUSCTnprc-CK_MUSICAL-Percussive Wood Tonewood High Hard_RTSB_INT.wav	MUSICAL PERCUSSION WOOD Hit on tonewood. High.	6
MUSCTnprc-CK_MUSICAL-Percussive Wood Tonewood High Soft_RTSB_INT.wav	MUSICAL PERCUSSION WOOD Soft hit on tonewood. High.	6
MUSCTnprc-CK_MUSICAL-Percussive Wood Tonewood Low Hard_RTSB_INT.wav	MUSICAL PERCUSSION WOOD Hit on tonewood. Low.	6

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MUSCTnprc-CK_MUSICAL-Percussive Wood Tonewood Low Soft_RTSB_INT.wav	MUSICAL PERCUSSION WOOD Soft hit on tonewood. Low.	6
MUSCTnprc-CK_MUSICAL-Tonal Percussion Glockenspiel Scroll Down 01_RTSB_INT.wav	MUSICAL ORCHESTRAL GLOCKENSPIEL Slide down on a Glockenspiel. Ending on note C.	6
MUSCTnprc-CK_MUSICAL-Tonal Percussion Glockenspiel Scroll Down 02_RTSB_INT.wav	MUSICAL ORCHESTRAL GLOCKENSPIEL Slide down on a Glockenspiel. Ending on note C.	6
MUSCTnprc-CK_MUSICAL-Tonal Percussion Glockenspiel Scroll Up 01_RTSB_INT.wav	MUSICAL ORCHESTRAL GLOCKENSPIEL Slide up on a Glockenspiel. Ending on note C.	6
MUSCTnprc-CK_MUSICAL-Tonal Percussion Glockenspiel Scroll Up 02_RTSB_INT.wav	MUSICAL ORCHESTRAL GLOCKENSPIEL Slide up on a Glockenspiel.	6
MUSCTnprc-CK_MUSICAL-Tonal Percussion Glockenspiel Single Note Damped_RTSB_INT.wav	MUSICAL ORCHESTRAL GLOCKENSPIEL Single note C being hit on a Glockenspiel.	6
MUSCTnprc-CK_MUSICAL-Tonal Percussion Glockenspiel Single Note Sustain_RTSB_INT.wav	MUSICAL ORCHESTRAL GLOCKENSPIEL Single notes being hit on a Glockenspiel. Starting on note G.	6
MUSCTnprc-CK_MUSICAL-Tonal Percussion Marimba Hard_RTSB_INT.wav	MUSICAL ORCHESTRAL WOOD Single notes being hit on a Marimba. Starting on note G. High intensity.	6
MUSCTnprc-CK_MUSICAL-Tonal Percussion Marimba Soft_RTSB_INT.wav	MUSICAL ORCHESTRAL WOOD Single notes being hit on a Marimba. Starting on note G. Low intensity.	6
MUSCTnprc-CK_MUSICAL-Tonal Percussion Mbira Mallet Arpeggio Gmaj Fast_RTSB_INT.wav	MUSICAL PLUCKED WOOD Various sequences in Gmaj being played on a Mbira.	6
MUSCTnprc-CK_MUSICAL-Tonal Percussion Mbira Mallet Arpeggio Gmaj Simple_RTSB_INT.wav	MUSICAL PLUCKED WOOD Various sequences in Gmaj being played on a Mbira.	6
MUSCTnprc-CK_MUSICAL-Tonal Percussion Mbira Mallet Arpeggio Gmaj Soft_RTSB_INT.wav	MUSICAL PLUCKED WOOD Various sequences in Gmaj being played on a Mbira.	6
MUSCTnprc-CK_MUSICAL-Tonal Percussion Mbira Pluck Arpeggio Tight Sustain_RTSB_INT.wav	MUSICAL PLUCKED WOOD Various arpeggios being played on a Mbira.	6
MUSCTnprc-CK_MUSICAL-Tonal Percussion Mbira Single Note_RTSB_INT.wav	MUSICAL PLUCKED WOOD Single notes being hit on a Mbira.	6
MUSCTnprc-CK_MUSICAL-Tonal Percussion Tonewood Low C Cork Beater_RTSB_INT.wav	MUSICAL WOOD PERCUSSION Hit on large tonewood with cork beater. Note C.	6
MUSCTnprc-CK_MUSICAL-Tonal Percussion Tonewood Low C Plastic Beater_RTSB_INT.wav	MUSICAL WOOD PERCUSSION Hit on large tonewood with plastic beater. Note C.	6
MUSCTnprc-CK_MUSICAL-Tonal Percussion Tonewood Low G Cork Beater_RTSB_INT.wav	MUSICAL WOOD PERCUSSION Hit on large tonewood with cork beater. Note G.	6
MUSCTnprc-CK_MUSICAL-Tonal Percussion Tonewood Low G Plastic Beater_RTSB_INT.wav	MUSICAL WOOD PERCUSSION Hit on large tonewood with plastic beater. Note G.	6
MUSCTnprc-CK_MUSICAL-Tonal Percussion Xylophone Metal Scroll Down_RTSB_INT.wav	MUSICAL ORCHESTRA MALLET Downward slide on metal xylophone. High intensity.	6
MUSCTnprc-CK_MUSICAL-Tonal Percussion Xylophone Metal Scroll Up_RTSB_INT.wav	MUSICAL ORCHESTRA MALLET Upward slide on metal xylophone. High intensity.	6
MUSCTnprc-CK_MUSICAL-Tonal Percussion Xylophone Metal Single Note Hard_RTSB_INT.wav	MUSICAL ORCHESTRA MALLET Single note played on metal xylophone. Starting on note C#.	6
MUSCTnprc-CK_MUSICAL-Tonal Percussion Xylophone Metal Single Note Soft_RTSB_INT.wav	MUSICAL ORCHESTRA MALLET Single note played on metal xylophone. Starting on note C#.	6
MUSCTnprc-CK_MUSICAL-Tonal Percussion Xylophone Wood Scroll Down_RTSB_INT.wav	MUSICAL ORCHESTRA MALLET Downward slide on metal xylophone. High intensity.	6
MUSCTnprc-CK_MUSICAL-Tonal Percussion Xylophone Wood Scroll Up_RTSB_INT.wav	MUSICAL ORCHESTRA MALLET Upward slide on metal xylophone. High intensity.	6
MUSCTnprc-CK_MUSICAL-Tonal Percussion Xylophone Wood Single Note Hard_RTSB_INT.wav	MUSICAL ORCHESTRA MALLET Single note played on metal xylophone. Starting on note C.	6
MUSCTnprc-CK_MUSICAL-Tonal Percussion Xylophone Wood Single Note Soft_RTSB_INT.wav	MUSICAL ORCHESTRA MALLET Single note played on metal xylophone. Starting on note C.	6
MUSCToy-CK_MUSICAL-Percussive Metal Chime Toy Rattle_RTSB_INT.wav	MUSICAL PERCUSSION BELL Jingling and rattling chimes of a toy.	6
MUSCWind-CK_MUSICAL-Tonal Orchestra Woodwinds Flute Staccato_RTSB_INT.wav	MUSICAL ORCHESTRAL WOODWINDS Flutes playing in staccato. Different notes and high intensity. Starting on note G.	6
MUSCWind-CK_MUSICAL-Tonal Orchestra Woodwinds Flute Sustain_RTSB_INT.wav	MUSICAL ORCHESTRAL WOODWINDS Flutes playing different sustained notes on high intensity. Starting on note G.	6
MUSCWind-CK_MUSICAL-Tonal Orchestra Woodwinds Piccolo Staccato_RTSB_INT.wav	MUSICAL ORCHESTRAL WOODWINDS Piccolo flute playing in staccato. Different notes and high intensity. Starting on note G.	6
OBJBook-CK_SPECIFIC-Paper Book Close 01_RTSB_INT.wav	BOOK SHUT SNAP Short snap of closing book. Rustling and wobbling pages.	6
OBJBook-CK_SPECIFIC-Paper Book Close 02_RTSB_INT.wav	BOOK SHUT SNAP Short snap of closing book. Sliding and wobbling pages.	6
OBJBook-CK_SPECIFIC-Paper Book Close 03_RTSB_INT.wav	BOOK SHUT RUSTLE Rustling paper followed by clappy thud of closing book.	9
OBJBook-CK_SPECIFIC-Paper Book Drop Single_RTSB_INT.wav	BOOK FALL HIT Dropping book on surface. Rustling paper and flappy impact.	6
OBJBook-CK_SPECIFIC-Paper Book Open 01_RTSB_INT.wav	BOOK MOVEMENT HANDLING Opening book. Rustling and wobbling papers.	9
OBJBook-CK_SPECIFIC-Paper Book Open 02_RTSB_INT.wav	BOOK MOVEMENT HANDLING Opening book. Rustling and wobbling papers.	6
OBJBook-CK_SPECIFIC-Paper Book Open 03_RTSB_INT.wav	BOOK PAPER HANDLING Opening book. Rustling and flapping papers.	6
OBJBook-CK_SPECIFIC-Paper Book Page Wobble_RTSB_INT.wav	BOOK MOVEMENT HANDLING Wobbling sounds of single BOOK MOVEMENT.	6
OBJBook-CK_SPECIFIC-Paper Book Scroll 01_RTSB_INT.wav	BOOK BROWSE FLAP Flapping papers of book while scrolling.	6
OBJBook-CK_SPECIFIC-Paper Book Scroll 02_RTSB_INT.wav	BOOK BROWSE FLAP Flapping papers of book while scrolling.	6
OBJBook-CK_SPECIFIC-Paper Book Scroll Single 01_RTSB_INT.wav	BOOK MOVEMENT HANDLING Turning the page of a book. Sliding and wobbling.	6
OBJBook-CK_SPECIFIC-Paper Book Scroll Single 02_RTSB_INT.wav	BOOK MOVEMENT HANDLING Turning the page of a book. Sliding and wobbling. Soft.	6
OBJBook-CK_SPECIFIC-Paper Book Scroll Single 03_RTSB_INT.wav	BOOK MOVEMENT HANDLING Turning the page of a book. Wobbling.	6
OBJBook-CK_SPECIFIC-Paper Book Scroll Steady 01_RTSB_INT.wav	BOOK FLIP FLAP Continuous and steady sequences of quickly turning pages of a book. Increasing speed within variations.	3
OBJBook-CK_SPECIFIC-Paper Book Scroll Steady 02_RTSB_INT.wav	BOOK FLIP FLAP Continuous and steady sequences of quickly turning pages of a book. Increasing speed within variations.	3
OBJBook-CK_SPECIFIC-Paper Book Scroll Steady 03_RTSB_INT.wav	BOOK FLIP FLAP Continuous and steady sequences of quickly turning pages of a book. Increasing speed within variations.	4
OBJCoin-CK_SPECIFIC-Coin Stinger Shimmer Granular Delay_RTSB_INT.wav	SWEETENER RATTLE COIN Artificial, whoosh-like movement of clattering coins.	6

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OBJCoin-CK_SPECIFIC-Coins Bag Handling Short_RTSB_INT.wav	RATTLE CLATTER METAL Short sequences of rattling coins in cloth bag.	6
OBJCoin-CK_SPECIFIC-Coins Bag Impact_RTSB_INT.wav	RATTLE CLATTER METAL Dropping or hitting bag filled with coins.	6
OBJCoin-CK_SPECIFIC-Coins Bag Leather Open_RTSB_INT.wav	RATTLE CLATTER METAL Opening a bag filled with coins. Handling movements.	6
OBJCoin-CK_SPECIFIC-Coins Bag Rattling_RTSB_INT.wav	RATTLE CLATTER METAL Soft handling movements of bag filled with coins.	6
OBJCoin-CK_SPECIFIC-Coins Drop 01_RTSB_INT.wav	RATTLE CLATTER METAL Dropping multiple coins on surface. Rattling, clattering and wobbling coins.	6
OBJCoin-CK_SPECIFIC-Coins Drop 02_RTSB_INT.wav	RATTLE CLATTER METAL Dropping multiple coins on surface. Rattling and clattering coins.	6
OBJCoin-CK_SPECIFIC-Coins Drop Long_RTSB_INT.wav	RATTLE CLATTER METAL Slowly dropping a few coins on surface. Rattling and clattering coins.	6
OBJCoin-CK_SPECIFIC-Coins Drop Short_RTSB_INT.wav	RATTLE CLATTER METAL Dropping a few coins on surface. Rattling and clattering coins.	6
OBJCoin-CK_SPECIFIC-Coins Drop Single_RTSB_INT.wav	RATTLE CLATTER METAL Dropping a single coins on surface. Bouncing and rattling.	6
OBJCoin-CK_SPECIFIC-Coins Grab_RTSB_INT.wav	RATTLE CLATTER METAL Grabbing a few coins by hand.	6
OBJCoin-CK_SPECIFIC-Coins Handle Long_RTSB_INT.wav	RATTLE CLATTER METAL Handling sounds of a few coins.	6
OBJCoin-CK_SPECIFIC-Coins Large Movement_RTSB_INT.wav	RATTLE CHAIN METAL Short movements of chain lock, resembling large clattering coins.	12
OBJCoin-CK_SPECIFIC-Coins Large Movement Sequence_RTSB_INT.wav	RATTLE CHAIN METAL Long, continuous sequence chain lock handling, resembling large clattering coins in bag.	1
OBJCoin-CK_SPECIFIC-Coins Rattling_RTSB_INT.wav	RATTLE CLATTER METAL Handling sounds of a few coins in hand. Hand is being closed.	6
OBJCoin-CK_SPECIFIC-Coins Shake in Leather Pouch_RTSB_INT.wav	RATTLE CLATTER METAL Shaking a few coins inside open leather bag.	6
OBJCoin-CK_SPECIFIC-Coins Tonal Bling 01_RTSB_INT.wav	RATTLE CLATTER METAL Clinking hit on single coin.	6
OBJCoin-CK_SPECIFIC-Coins Tonal Bling 02_RTSB_INT.wav	RATTLE CLATTER METAL Clinking hit on single coin. Clear, tonal bling.	6
OBJMisc-CK_MATERIALS-Seashells Rattle 01_RTSB_INT.wav	CLAM CONCH CLATTER Short clattering of multiple seashells.	12
OBJMisc-CK_MATERIALS-Seashells Rattle 02_RTSB_INT.wav	CLAM CONCH CLATTER Short clattering of multiple seashells.	6
PAPRFric-CK_SPECIFIC-Paper Newsletter Slide_RTSB_INT.wav	SHEET HANDLING RUSTLE Smoothing down rustling newsletter.	6
PAPRHndI-CK_SPECIFIC-Paper Letter Open 01_RTSB_INT.wav	PAPER SHEET HANDLING Opening letter. Rustling and rattling paper.	6
PAPRHndI-CK_SPECIFIC-Paper Letter Open 02_RTSB_INT.wav	PAPER SHEET HANDLING Opening letter. Rustling and sliding paper.	9
PAPRHndI-CK_SPECIFIC-Paper Map Close 02_RTSB_INT.wav	PAPER SHEET HANDLING Folding map. Rustling and sliding paper.	6
PAPRHndI-CK_SPECIFIC-Paper Map Open 01_RTSB_INT.wav	PAPER SHEET HANDLING Unfolding map. Rustling and sliding paper.	6
PAPRHndI-CK_SPECIFIC-Paper Newsletter Crumple 01_RTSB_INT.wav	PAPER SHEET HANDLING Long crumpling sounds of newsletter. Rustling paper.	6
PAPRHndI-CK_SPECIFIC-Paper Newsletter Crumple 02_RTSB_INT.wav	PAPER SHEET HANDLING Short crumpling sounds of newsletter. Rustling paper.	6
PAPRHndI-CK_SPECIFIC-Paper Newsletter Texture Continuous Small_RTSB_INT.wav	PAPER SHEET HANDLING Continuous and steady sequence of rustling newsletter.	1
PAPRHndI-CK_SPECIFIC-Paper Newsletter Wrench_RTSB_INT.wav	PAPER SHEET HANDLING Straighten a sheet of newsletter. Rustling and flapping paper.	6
PAPRHndI-CK_SPECIFIC-Paper Playing Cards Draw_RTSB_INT.wav	PAPER POKER PLAYING Taking a playing card from the surface. Flapping.	6
PAPRHndI-CK_SPECIFIC-Paper Playing Cards Flip_RTSB_INT.wav	PAPER POKER PLAYING Turning over a playing card. Flapping and clicking.	6
PAPRHndI-CK_SPECIFIC-Paper Playing Cards Place_RTSB_INT.wav	PAPER POKER PLAYING Placing a playing card on a surface. Short sliding and clicking.	6
PAPRHndI-CK_SPECIFIC-Paper Playing Cards Shuffle_RTSB_INT.wav	PAPER POKER PLAYING Shuffling playing cards. Short rattling.	6
PAPRlmpT-CK_SPECIFIC-Paper Newsletter Grab 01_RTSB_INT.wav	PAPER SHEET HANDLING Grabbing newsletter. Noisy, rustling paper.	6
PAPRlmpT-CK_SPECIFIC-Paper Newsletter Grab 02_RTSB_INT.wav	PAPER SHEET HANDLING Grabbing newsletter. Rustling paper.	6
PAPRlmpT-CK_SPECIFIC-Paper Newsletter Impact_RTSB_INT.wav	PAPER SHEET HANDLING Hit on newsletter. Noisy, rustling paper.	6
PAPRMisc-CK_GENERIC-Click Paper 01_RTSB_INT.wav	CLICK BOOK SCROLL Closing book quickly.	6
PAPRMisc-CK_GENERIC-Click Paper 02_RTSB_INT.wav	CLICK BOOK SCROLL Single, clicky paging sound of book.	6
PAPRMisc-CK_GENERIC-Click Paper 03_RTSB_INT.wav	CLICK BOOK SCROLL Single, clicky paging sound of book.	6
PLAMisc-CK_GENERIC-Click Plastic 01_RTSB_INT.wav	CLICK SWITCH SNAP Snapping plastic object resembling a switch with tight resonance.	6
PLAMisc-CK_GENERIC-Click Plastic 02_RTSB_INT.wav	CLICK SWITCH SNAP Snapping plastic object resembling a switch.	6
PLAMisc-CK_GENERIC-Click Plastic 03_RTSB_INT.wav	CLICK SMALL SNAP Snappy hit of small plastic object.	6
PLAMisc-CK_GENERIC-Click Plastic 04_RTSB_INT.wav	CLICK SMALL SNAP Snapping plastic object, with sliding character.	6
PLAMisc-CK_GENERIC-Click Plastic 05_RTSB_INT.wav	CLICK SMALL SNAP Snapping plastic object, hollow character.	6
PLAMisc-CK_GENERIC-Click Plastic 06_RTSB_INT.wav	CLICK SMALL SNAP Snapping plastic object, resembling a small case.	6
PLAMisc-CK_GENERIC-Click Plastic 07_RTSB_INT.wav	CLICK SMALL SNAP Snapping plastic object, resembling a spectacles case.	6
PLAMisc-CK_GENERIC-Click Plastic 08_RTSB_INT.wav	CLICK SMALL SNAP Snapping plastic object.	6
PLAMisc-CK_GENERIC-Click Plastic 09_RTSB_INT.wav	CLICK SMALL SNAP Snapping plastic object. Resembling a switch.	6

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PLASMisc-CK_GENERIC-Click Plastic 10_RTSB_INT.wav	CLICK SMALL SNAP Snapping plastic object. Clicky character..	6
PLASMisc-CK_GENERIC-Click Plastic 11_RTSB_INT.wav	CLICK SMALL SNAP Snapping plastic object with bounding tail.	6
ROCKCrsh-CK_MATERIALS-Stone Break Large_RTSB_INT.wav	ROCK CRASH DROP Large stones falling on the ground and cracking. Heavy impact.	6
ROCKCrsh-CK_MATERIALS-Stone Break Small_RTSB_INT.wav	ROCK CRASH DROP Smaller stones falling on the ground and cracking. Heavy impact.	6
ROCKCrsh-CK_MATERIALS-Stone Crash Brick_RTSB_INT.wav	ROCK BREAK IMPACT Cracking stone brick.	6
ROCKCrsh-CK_MATERIALS-Stone Crash Plate_RTSB_INT.wav	ROCK BREAK IMPACT Stone plate cracking with lots of debris.	6
ROCKCrsh-CK_MATERIALS-Stone Crash Rock_RTSB_INT.wav	HIT BREAK IMPACT Stone cracking with lots of debris.	6
ROCKFric-CK_MATERIALS-Stone Gravel Crunch Sequence_RTSB_INT.wav	ROCK GRAVEL GRIND Continuous sequence of grinding small stones.	4
ROCKFric-CK_MATERIALS-Stone Gravel Crunch Short_RTSB_INT.wav	ROCK GRAVEL GRIND Grinding small stones. Short movements.	6
ROCKFric-CK_MATERIALS-Stone Scrape Brick Loop_RTSB_INT.wav	ROCK HANDLING SCRAPE Continuous and steady sequences of scraping brick.	6
ROCKFric-CK_MATERIALS-Stone Scrape Brick_RTSB_INT.wav	ROCK HANDLING SCRAPE Short slide movements of scraping brick.	6
ROCKFric-CK_MATERIALS-Stone Scrape Piece Sequence_RTSB_INT.wav	ROCK GRIND SLIDE Continuous and steady sequence of stone piece grinding on stone surface.	6
ROCKFric-CK_MATERIALS-Stone Scrape Piece Short_RTSB_INT.wav	ROCK GRIND SLIDE Short movement of stone piece grinding on stone surface.	6
ROCKFric-CK_MATERIALS-Stone Scrape Rock Loop_RTSB_INT.wav	ROCK HANDLING SCRAPE Continuous and steady sequences of scraping rock.	6
ROCKFric-CK_MATERIALS-Stone Scrape Rock_RTSB_INT.wav	ROCK HANDLING SCRAPE Short slide movements of scraping rock.	6
ROCKImpt-CK_MATERIALS-Stone Gravel Drop_RTSB_INT.wav	ROCK GRAVEL DEBRIS Falling small gravel stones.	6
ROCKImpt-CK_MATERIALS-Stone Impact Large_RTSB_INT.wav	ROCK HIT DROP Large stone falling on the ground producing some debris.	6
ROCKImpt-CK_MATERIALS-Stone Impact Small 01_RTSB_INT.wav	ROCK HIT DROP Small stone falling on the ground and rolling.	6
ROCKImpt-CK_MATERIALS-Stone Impact Small 02_RTSB_INT.wav	ROCK HIT DEBRIS Small stone hitting on other stones. Rolling and rattling debris.	6
ROCKMisc-CK_GENERIC-Click Stone 01_RTSB_INT.wav	CLICK SMALL RATTLE Small clattering gravel.	6
ROCKMisc-CK_GENERIC-Click Stone 02_RTSB_INT.wav	CLICK SMALL RATTLE Small clattering stones. Crunching and releasing.	6
ROCKMisc-CK_GENERIC-Click Stone 03_RTSB_INT.wav	CLICK SMALL RATTLE Small clattering stones.	6
ROCKMisc-CK_GENERIC-Click Stone 04_RTSB_INT.wav	CLICK SMALL RATTLE Tiny, clicky hit of small stone.	6
ROCKMisc-CK_GENERIC-Click Stone 05_RTSB_INT.wav	CLICK SMALL RATTLE Small hitting stones.	6
ROCKMisc-CK_GENERIC-Click Stone 06_RTSB_INT.wav	CLICK SMALL RATTLE Small hitting stones.	6
ROCKMisc-CK_GENERIC-Click Stone 07_RTSB_INT.wav	CLICK SMALL RATTLE Small hitting stones.	6
ROCKMisc-CK_GENERIC-Click Stone 08_RTSB_INT.wav	CLICK SMALL RATTLE Small hitting stones with light clattering.	6
ROCKMisc-CK_GENERIC-Click Stone 09_RTSB_INT.wav	CLICK SMALL RATTLE Small hitting stones with light, bouncy clattering.	6
ROCKMvmt-CK_MATERIALS-Stone Gravel Movement Sequence_RTSB_INT.wav	ROCK GRAVEL MOVEMENT Sequence of rattling small gravel stones.	1
ROCKMvmt-CK_MATERIALS-Stone Movement Brick Loop_RTSB_INT.wav	ROCK HANDLING ROLL Continuous stone movements. Rolling and rattling.	6
ROCKMvmt-CK_MATERIALS-Stone Movement Stone Loop_RTSB_INT.wav	ROCK HANDLING ROLL Continuous stone movements. Rattling and hitting.	6
SWSH-CK_GENERIC-Whoosh Foley Long 01_RTSB_INT.wav	WHOOSH SWHOOSH MOVEMENT Heavy, airy whoosh.	6
SWSH-CK_GENERIC-Whoosh Foley Long 02_RTSB_INT.wav	WHOOSH SWHOOSH MOVEMENT Heavy, airy whoosh produced by cloth.	6
SWSH-CK_GENERIC-Whoosh Foley Long Low 01_RTSB_INT.wav	WHOOSH SWHOOSH MOVEMENT Low whoosh produced by cloth.	6
SWSH-CK_GENERIC-Whoosh Foley Long Low 02_RTSB_INT.wav	WHOOSH SWHOOSH MOVEMENT Low whoosh produced by cloth.	6
SWSH-CK_GENERIC-Whoosh Foley Short Medium 01_RTSB_INT.wav	WHOOSH SWISH MOVEMENT Short airy whoosh.	6
SWSH-CK_GENERIC-Whoosh Foley Short Medium 02_RTSB_INT.wav	WHOOSH SWISH MOVEMENT Short airy whoosh. Fast.	6
SWSH-CK_GENERIC-Whoosh Foley Short Medium 03_RTSB_INT.wav	WHOOSH SWISH MOVEMENT Short airy whoosh. High whistling.	6
SWSH-CK_GENERIC-Whoosh Foley Short Medium 04_RTSB_INT.wav	WHOOSH SWISH MOVEMENT Short airy whoosh. Hissing.	6
SWSH-CK_GENERIC-Whoosh Foley Short Medium 05_RTSB_INT.wav	WHOOSH SWISH MOVEMENT Short airy whoosh. Fast.	6
SWSH-CK_GENERIC-Whoosh Foley Short Medium 06_RTSB_INT.wav	WHOOSH SWISH MOVEMENT Short airy whoosh.	6
SWSH-CK_GENERIC-Whoosh Foley Short Medium 07_RTSB_INT.wav	WHOOSH SWISH MOVEMENT Short airy whoosh. High whistling.	6
SWSH-CK_GENERIC-Whoosh Foley Short Medium 08_RTSB_INT.wav	WHOOSH SWISH MOVEMENT Short airy whoosh. Low whistling.	6
SWSH-CK_GENERIC-Whoosh Foley Short Medium Low 01_RTSB_INT.wav	WHOOSH SWISH MOVEMENT Short and low airy whoosh.	5
SWSH-CK_GENERIC-Whoosh Foley Short Medium Low 02_RTSB_INT.wav	WHOOSH SWISH MOVEMENT Short and low airy whoosh.	6
SWSH-CK_GENERIC-Whoosh Foley Short Small 01_RTSB_INT.wav	WHOOSH SWISH MOVEMENT Short airy whoosh produced by small object.	6
SWSH-CK_GENERIC-Whoosh Foley Short Small 02_RTSB_INT.wav	WHOOSH SWISH MOVEMENT Short airy whoosh produced by small object.	6

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SWSH-CK_GENERIC-Whoosh Foley Short Small 03_RTSB_INT.wav	WHOOSH SWISH MOVEMENT Short airy whoosh produced by small object.	6
SWSH-CK_GENERIC-Whoosh Foley Short Small 04_RTSB_INT.wav	WHOOSH SWISH MOVEMENT Short airy whoosh produced by small object.	6
SWSH-CK_GENERIC-Whoosh Foley Spiral Continuous_RTSB_INT.wav	WHOOSH STEADY SWIRL Continuous, whirling whoosh movement.	1
SWSH-CK_GENERIC-Whoosh Foley Swirl_RTSB_INT.wav	WHOOSH STEADY SWIRL Whirling whoosh movement.	6
TOONPluk-CK_GENERIC-Click Tonal 01_RTSB_INT.wav	CLICK TOONY CHIRP Short tonal click with quickly falling pitch. Produced by string instrument.	6
TOONPluk-CK_GENERIC-Click Tonal 02_RTSB_INT.wav	CLICK TOONY CHIRP Short tonal click with, produced by string instrument.	6
TOONPop-CK_GENERIC-Plop Bottle 01_RTSB_INT.wav	OBJECT POP TONAL Low, tonal resonating pop sound produced by bottle.	6
TOONPop-CK_GENERIC-Plop Bottle 02_RTSB_INT.wav	OBJECT POP TONAL Tonal resonating pop sound produced by bottle.	6
TOONPop-CK_GENERIC-Plop Glass_RTSB_INT.wav	OBJECT POP TONAL Tonal pop sound produced by glass with quickly rising pitch.	6
TOONPop-CK_GENERIC-Plop Metal_RTSB_INT.wav	OBJECT POP TONAL Pop sound produced by metal object with noisy clattering character.	6
TOONPop-CK_GENERIC-Plop Mouth Hard 01_RTSB_INT.wav	POP MOUTH TOONY Pop sound produced by human mouth. Low.	6
TOONPop-CK_GENERIC-Plop Mouth Hard 02_RTSB_INT.wav	POP MOUTH TOONY Pop sound produced by human mouth.	6
TOONPop-CK_GENERIC-Plop Mouth Hard 03_RTSB_INT.wav	POP MOUTH TOONY Pop sound produced by human mouth. High.	6
TOONPop-CK_GENERIC-Plop Mouth Soft 01_RTSB_INT.wav	POP MOUTH TOONY Soft pop sound produced by human mouth.	6
TOONPop-CK_GENERIC-Plop Mouth Soft 02_RTSB_INT.wav	POP MOUTH TOONY Soft pop sound produced by human mouth. Low.	6
TOONPop-CK_GENERIC-Plop Wood Pluck_RTSB_INT.wav	POP TONAL PLUCK Soft pop sound produced by plucking on pine cone. Low.	6
UIMvmt-CK_GENERIC-Click Synth Soft Coin Stutter_RTSB_INT.wav	CLICK MOVEMENT SYNTH Fluttering, short and synthetic movement. Useful for small UI movements.	6
UIMvmt-CK_GENERIC-Click Synth Soft Coin_RTSB_INT.wav	CLICK MOVEMENT SYNTH Fluttering, short and synthetic movement. Useful for small UI movements.	6
UIMvmt-CK_GENERIC-Click Synth Soft Grain Metal Long_RTSB_INT.wav	CLICK MOVEMENT SYNTH Fluttering, short and synthetic movement with grainy character. Useful for small UI movements.	6
UIMvmt-CK_GENERIC-Click Synth Soft Grain Metal_RTSB_INT.wav	CLICK MOVEMENT SYNTH Fluttering, short and synthetic movement. Useful for small UI movements.	6
UIMvmt-CK_GENERIC-Click Synth Soft Slide Tonal_RTSB_INT.wav	CLICK MOVEMENT SYNTH Metallic, short synthetic movement. Useful for small UI movements.	6
UIMvmt-CK_GENERIC-Click Synth Soft Stutter Mid_RTSB_INT.wav	CLICK MOVEMENT SYNTH Fluttering, short and synthetic movement. Useful for small UI movements.	6
UIMvmt-CK_GENERIC-Click Synth Soft Tonal Grain_RTSB_INT.wav	CLICK MOVEMENT SYNTH Short synthetic movement, metallic stuttering. Useful for small UI movements.	6
UIMvmt-CK_GENERIC-Click Synth Soft_RTSB_INT.wav	CLICK MOVEMENT SYNTH Short synthetic movement, metallic stuttering. Useful for small UI movements.	6
UIMvmt-CK_GENERIC-Whoosh Synthetic Swipe High Tech Slow Soft Delay_RTSB_INT.wav	MOVEMENT SWISH SYNTHETIC Fluttering, modern sounding UI movement.	6
UIMvmt-CK_GENERIC-Whoosh Synthetic Swipe High Tech Soft Pitch Envelope_RTSB_INT.wav	MOVEMENT SWISH SYNTHETIC Quickly swiping, modern sounding UI movement.	6
VEGELeaf-CK_MATERIALS-Organic Foliage Hit 01_RTSB_INT.wav	VEGETATION LEAVES RUSTLE Short impact on rustling leaves.	6
VEGELeaf-CK_MATERIALS-Organic Foliage Hit 02_RTSB_INT.wav	VEGETATION LEAVES RUSTLE Short impact on rustling leaves.	6
VEGELeaf-CK_MATERIALS-Organic Foliage Leaves Rattling Continuous_RTSB_INT.wav	VEGETATION LEAVES RUSTLE Continuous and steady sequence of rustling leaves.	1
VEGELeaf-CK_MATERIALS-Organic Foliage Leaves Rattling Soft_RTSB_INT.wav	VEGETATION LEAVES RUSTLE Soft sequences of rustling leaves.	6
VEGELeaf-CK_MATERIALS-Organic Foliage Organic Leaves Squash_RTSB_INT.wav	VEGETATION LEAVES RUSTLE Short, rustling sequences of crumpling leaves.	6
VEGELeaf-CK_MATERIALS-Organic Foliage Scrape_RTSB_INT.wav	VEGETATION LEAVES RUSTLE Slide or swipe on rustling leaves.	6
VEGELeaf-CK_MATERIALS-Organic Foliage Whoosh_RTSB_INT.wav	VEGETATION LEAVES RUSTLE Short rustling whoosh of leaves.	6
VEGEMisc-CK_GENERIC-Click Organic 01_RTSB_INT.wav	CLICK VEGETATION SOLID Snapping organic object of solid matter.	6
VEGEMisc-CK_GENERIC-Click Organic 02_RTSB_INT.wav	CLICK VEGETATION RUSTLE Clicking and rustling of dry vegetation object. Noisy character.	6
VEGEMisc-CK_GENERIC-Click Organic 03_RTSB_INT.wav	CLICK VEGETATION RUSTLE Short rustling of dry vegetation object. Crackling.	6
VEGEMisc-CK_GENERIC-Click Organic 04_RTSB_INT.wav	CLICK VEGETATION RUSTLE Rustling hit of dry vegetation object. Noisy character.	6
VEGEMisc-CK_GENERIC-Click Organic 05_RTSB_INT.wav	CLICK VEGETATION RUSTLE Wooden hit of dry vegetation object resembling branch.	6
VEGEMisc-CK_MATERIALS-Organic Vegetation Dry Crumple Long_RTSB_INT.wav	PAPER RUSTLE MOVEMENT Dry, paper-like flakes being crumpled. Rattling and creaking.	6
VEGEMisc-CK_MATERIALS-Organic Vegetation Dry Crumple Short_RTSB_INT.wav	PAPER RUSTLE MOVEMENT Dry, paper-like flakes being crumpled. Short rattling.	6
VEGEMisc-CK_MATERIALS-Organic Vegetation Dry Hit_RTSB_INT.wav	PAPER RUSTLE MOVEMENT Hit on dry, paper-like flakes. Rattling and rustling.	6
VEGEMisc-CK_MATERIALS-Organic Vegetation Dry Movement Continuous_RTSB_INT.wav	PAPER RUSTLE MOVEMENT Continuous and steady sequences of dry, paper-like flakes rustling.	5
VEGEMisc-CK_MATERIALS-Organic Vegetation Dry Movement Short_RTSB_INT.wav	PAPER RUSTLE MOVEMENT Rustling movements of dry, paper-like flakes.	6
VEGEMisc-CK_MATERIALS-Organic Vegetation Plant 1 Hit_RTSB_INT.wav	LEAVES RUSTLE MOVEMENT Hit on plant with large leaves. Rustling and rattling.	6
VEGEMisc-CK_MATERIALS-Organic Vegetation Plant 1 Movement_RTSB_INT.wav	LEAVES RUSTLE MOVEMENT Quickly moving, large leaves of plant. Rustling and rattling.	6
VEGEMisc-CK_MATERIALS-Organic Vegetation Plant 1 Movement Continuous_RTSB_INT.wav	LEAVES RUSTLE MOVEMENT Continuous and steady sequences of rustling large leaves of plant. Slightly squeaking	5
VEGEMisc-CK_MATERIALS-Organic Vegetation Plant 1 Movement Short_RTSB_INT.wav	LEAVES RUSTLE MOVEMENT Quickly moving, large leaves of plant. Rustling and rattling. Short, impactful movements.	6

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WATRBubI-CK_MATERIALS-Water Bubbles Deep Long_RTSB_INT.wav	LIQUID GURGLE BUBBLE Gurgling and bubbling water. Sequences.	6
WATRBubI-CK_MATERIALS-Water Bubbles Deep Short_RTSB_INT.wav	LIQUID GURGLE BUBBLE Gurgling and bubbling water. Short one shots.	6
WATRBubI-CK_MATERIALS-Water Bubbles Shallow Long_RTSB_INT.wav	LIQUID GURGLE BUBBLE Sequence of steadily gurgling and bubbling water.	6
WATRBubI-CK_MATERIALS-Water Bubbles Shallow Short_RTSB_INT.wav	LIQUID GURGLE BUBBLE Short thrusts of gurgling and bubbling water.	6
WATRBubI-CK_MATERIALS-Water Bubbly_RTSB_INT.wav	LIQUID GURGLE BUBBLE Bubbling water. Short sequences.	6
WATRBubI-CK_SPECIFIC-Alchemy Liquid Empty_RTSB_INT.wav	MAGIC BUBBLING BOTTLE Emptying a chemical glass bottle. Bubbling water. Useful for alchemy sounds.	6
WATRFizz-CK_SPECIFIC-Alchemy Liquid Shake Sizzle 01_RTSB_INT.wav	MAGIC BUBBLING BOTTLE Shaking and opening a chemical glass bottle. Rippling and sizzling liquid. Useful for alchemy sounds.	6
WATRFizz-CK_SPECIFIC-Alchemy Liquid Shake Sizzle 02_RTSB_INT.wav	MAGIC BUBBLING BOTTLE Shaking and opening a chemical glass bottle. Rippling and sizzling liquid. Useful for alchemy sounds.	6
WATRFizz-CK_SPECIFIC-Forge Hot Metal Sizzle_RTSB_INT.wav	WATER SIZZLE STEAM Putting a hot metal object into water.	6
WATRFlow-CK_MATERIALS-Water Flow Hard_RTSB_INT.wav	LIQUID SPLASH POUR Pouring water on water surface. Splashing and rippling.	6
WATRFlow-CK_MATERIALS-Water Flow Soft_RTSB_INT.wav	LIQUID SPLASH POUR Pouring water on water surface. Splashing and rippling.	6
WATRImpI-CK_MATERIALS-Water Impact 01_RTSB_INT.wav	LIQUID SPLASH HIT Soft impact on water surface. Gurgling and rippling.	6
WATRMisc-CK_SPECIFIC-Alchemy Liquid Shake 01_RTSB_INT.wav	MAGIC BUBBLING BOTTLE Shaking a chemical glass bottle. Rippling and splashing water. Useful for alchemy sounds.	6
WATRMisc-CK_SPECIFIC-Alchemy Liquid Shake 02_RTSB_INT.wav	MAGIC BUBBLING BOTTLE Shaking a chemical glass bottle. Heavily rippling and splashing water. Useful for alchemy sounds.	6
WATRMvmt-CK_MATERIALS-Water Swirl Fast_RTSB_INT.wav	LIQUID RIPPLE SPLASH Continuous and steady sequences of water swirl.	6
WATRMvmt-CK_MATERIALS-Water Swirl Fast Continuous_RTSB_INT.wav	LIQUID RIPPLE SPLASH Long, continuous and steady sequence of water swirl.	1
WATRMvmt-CK_MATERIALS-Water Swirl Slow Continuous_RTSB_INT.wav	LIQUID RIPPLE SPLASH Long, continuous and steady sequence of slow water swirl.	1
WATRPour-CK_SPECIFIC-Alchemy Liquid Empty_RTSB_INT.wav	MAGIC BUBBLING BOTTLE Emptying a chemical glass bottle. Rippling and splashing water. Useful for alchemy sounds.	6
WATRPour-CK_SPECIFIC-Alchemy Liquid Fill In 01_RTSB_INT.wav	MAGIC BUBBLING BOTTLE Filling a chemical glass bottle. Gurgling and gugging water. Useful for alchemy sounds.	6
WATRPour-CK_SPECIFIC-Alchemy Liquid Fill In 02_RTSB_INT.wav	MAGIC BUBBLING BOTTLE Filling a chemical glass bottle. Flowing water. Short action. Useful for alchemy sounds.	6
WEAPArm-CK_SPECIFIC-Armor Metal Chestplate Drop_RTSB_INT.wav	ARMOR FIGHT MEDIEVAL Handling sounds of metal chestplate of a plate armor.	6
WEAPArm-CK_SPECIFIC-Armor Metal Chestplate Hit_RTSB_INT.wav	ARMOR FIGHT MEDIEVAL Handling sounds of metal chestplate of a plate armor. Light hits.	6
WEAPArm-CK_SPECIFIC-Armor Metal Chestplate Open_RTSB_INT.wav	ARMOR FIGHT MEDIEVAL Handling sounds of metal chestplate of a plate armor.	6
WEAPArm-CK_SPECIFIC-Armor Metal Helmet Close_RTSB_INT.wav	ARMOR FIGHT MEDIEVAL Handling sounds of metal helmet from a plate armor. Opening.	6
WEAPArm-CK_SPECIFIC-Armor Metal Helmet Drop_RTSB_INT.wav	ARMOR FIGHT MEDIEVAL Handling sounds of metal helmet from a plate armor. Dropping.	6
WEAPArm-CK_SPECIFIC-Armor Metal Helmet Hit_RTSB_INT.wav	ARMOR FIGHT MEDIEVAL Handling sounds of metal helmet from a plate armor. Light hits.	6
WEAPAx-CK_SPECIFIC-Weapon Axe Impact 01_RTSB_INT.wav	BATTLE MEDIEVAL FIGHT Impact on blade of an axe. Clinking with ringing tail.	6
WEAPAx-CK_SPECIFIC-Weapon Axe Impact 02_RTSB_INT.wav	BATTLE MEDIEVAL FIGHT Impact on blade of an axe. Clinking with ringing tail.	6
WEAPAx-CK_SPECIFIC-Weapon Axe Scrape Fast_RTSB_INT.wav	BATTLE MEDIEVAL FIGHT Scraping blade of an axe with ringing tail.	6
WEAPAx-CK_SPECIFIC-Weapon Axe Scrape Slow_RTSB_INT.wav	BATTLE MEDIEVAL FIGHT Slowly scraping blade of an axe with ringing tail.	6
WEAPKnif-CK_SPECIFIC-Weapon Knife Impact_RTSB_INT.wav	BATTLE MEDIEVAL FIGHT Impact on blade of a knife. Clinking with ringing tail.	6
WEAPKnif-CK_SPECIFIC-Weapon Knife Scrape_RTSB_INT.wav	BATTLE MEDIEVAL FIGHT Scraping blade of a knife with short ringing tail.	6
WEAPSwrd-CK_SPECIFIC-Weapon Sword Drop 01_RTSB_INT.wav	BATTLE MEDIEVAL FIGHT Dropping and clattering sword.	6
WEAPSwrd-CK_SPECIFIC-Weapon Sword Drop 02_RTSB_INT.wav	BATTLE MEDIEVAL FIGHT Dropping and clattering sword.	6
WEAPSwrd-CK_SPECIFIC-Weapon Sword Hit Clang_RTSB_INT.wav	BATTLE MEDIEVAL FIGHT Impact on blade of a sword. Damped clattering.	6
WEAPSwrd-CK_SPECIFIC-Weapon Sword Hit Ring_RTSB_INT.wav	BATTLE MEDIEVAL FIGHT Impact on blade of a sword. Ringing tail.	6
WEAPSwrd-CK_SPECIFIC-Weapon Sword Hit Slide_RTSB_INT.wav	BATTLE FIGHT MEDIEVAL Two swords hitting against each other with some light clattering and sliding.	6
WEAPSwrd-CK_SPECIFIC-Weapon Sword Sheathe_RTSB_INT.wav	BATTLE MEDIEVAL FIGHT Putting blade of a sword into scabbard.	6
WEAPSwrd-CK_SPECIFIC-Weapon Sword Unsheathe Long 01_RTSB_INT.wav	BATTLE MEDIEVAL FIGHT Slowly pulling blade of a sword out of scabbard.	6
WEAPSwrd-CK_SPECIFIC-Weapon Sword Unsheathe Long 02_RTSB_INT.wav	BATTLE MEDIEVAL FIGHT Slowly pulling blade of a sword out of scabbard.	6
WEAPSwrd-CK_SPECIFIC-Weapon Sword Unsheathe Short_RTSB_INT.wav	BATTLE MEDIEVAL FIGHT Quickly pulling blade of a sword out of scabbard.	6
WHSH-CK_GENERIC-Whoosh Generic Airy Long Gust 01_RTSB_INT.wav	WHOOSH SYNTHETIC AIR Long artificial whoosh by, resembling wind gust.	6
WHSH-CK_GENERIC-Whoosh Generic Airy Long Gust 02_RTSB_INT.wav	WHOOSH SYNTHETIC AIR Long artificial whoosh by, resembling wind gust. Howling.	6
WHSH-CK_GENERIC-Whoosh Generic Airy Long Gust 03_RTSB_INT.wav	WHOOSH SYNTHETIC AIR Long artificial whoosh by, resembling wind gust.	6
WHSH-CK_GENERIC-Whoosh Generic Airy Long Gust Low 01_RTSB_INT.wav	WHOOSH SYNTHETIC AIR Long and low artificial whoosh by. Slow and large.	6
WHSH-CK_GENERIC-Whoosh Generic Airy Long Gust Low 02_RTSB_INT.wav	WHOOSH SYNTHETIC AIR Long and low artificial whoosh by. Massive and large.	6
WHSH-CK_GENERIC-Whoosh Generic Airy Medium 01_RTSB_INT.wav	WHOOSH SYNTHETIC AIR Heavy and airy artificial whoosh by.	6

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WHSK-CK_GENERIC-Whoosh Generic Airy Medium 02_RTSB_INT.wav	WHOOSH SYNTHETIC AIR Airy artificial whoosh by with noisy elements.	6
WHSK-CK_GENERIC-Whoosh Generic Airy Medium 03_RTSB_INT.wav	WHOOSH SYNTHETIC AIR Heavy, airy artificial whoosh by.	6
WHSK-CK_GENERIC-Whoosh Generic Airy Medium Gust 01_RTSB_INT.wav	WHOOSH SYNTHETIC AIR Heavy, airy artificial whoosh by resembling a wind gust.	6
WHSK-CK_GENERIC-Whoosh Generic Airy Medium Gust 02_RTSB_INT.wav	WHOOSH SYNTHETIC AIR Heavy, airy artificial whoosh by resembling a wind gust. Noisy.	6
WHSK-CK_GENERIC-Whoosh Generic Airy Medium Low 01_RTSB_INT.wav	WHOOSH SYNTHETIC AIR Low, airy artificial whoosh by. Fast and intense.	6
WHSK-CK_GENERIC-Whoosh Generic Airy Medium Low 02_RTSB_INT.wav	WHOOSH SYNTHETIC AIR Low, airy artificial whoosh by. Slow and howling.	6
WHSK-CK_GENERIC-Whoosh Generic Airy Medium Low 03_RTSB_INT.wav	WHOOSH SYNTHETIC AIR Low, airy artificial whoosh by. Slow.	6
WHSK-CK_GENERIC-Whoosh Generic Airy Short 01_RTSB_INT.wav	WHOOSH SYNTHETIC AIR Short, airy artificial whoosh by.	6
WHSK-CK_GENERIC-Whoosh Generic Airy Short 02_RTSB_INT.wav	WHOOSH SYNTHETIC AIR Short, airy artificial whoosh by.	6
WHSK-CK_GENERIC-Whoosh Generic Airy Short 03_RTSB_INT.wav	WHOOSH SYNTHETIC AIR Short, airy artificial whoosh by. Forceful.	6
WHSK-CK_GENERIC-Whoosh Generic Airy Short 04_RTSB_INT.wav	WHOOSH SYNTHETIC AIR Short, airy artificial whoosh by. Low and forceful.	6
WHSK-CK_GENERIC-Whoosh Generic Airy Short 05_RTSB_INT.wav	WHOOSH SYNTHETIC AIR Short, airy artificial whoosh by. Fast.	6
WHSK-CK_GENERIC-Whoosh Generic Airy Short 06_RTSB_INT.wav	WHOOSH SYNTHETIC AIR Short, airy artificial whoosh by. Fast.	6
WHSK-CK_GENERIC-Whoosh Generic Airy Short 07_RTSB_INT.wav	WHOOSH SYNTHETIC AIR Short, airy artificial whoosh by. Low and fast.	6
WHSK-CK_GENERIC-Whoosh Generic Airy Short 08_RTSB_INT.wav	WHOOSH SYNTHETIC AIR Short, airy artificial whoosh by. Fast.	6
WHSK-CK_GENERIC-Whoosh Generic Airy Short 09_RTSB_INT.wav	WHOOSH SYNTHETIC AIR Short, airy artificial whoosh by. Fast.	6
WINDsgn-CK_GENERIC-Whoosh Generic Wind Blow Continuous_RTSB_INT.wav	WIND STEADY NOISE Continuous and steady sequence of whoosh bys. Artificial.	1
WINDsgn-CK_GENERIC-Whoosh Generic Wind Flow Soft Continuous_RTSB_INT.wav	WIND STEADY NOISE Continuous sequence of artificial wind or storm.	1
WINDsgn-CK_GENERIC-Whoosh Generic Wind Round Rumbling Continuous_RTSB_INT.wav	WIND STEADY NOISE Continuous sequence of low rumbling, artificial wind.	1
WOODFric-CK_MATERIALS-Wood Chest Rattle Single_RTSB_INT.wav	WOOD CREAK OLD Sequence of rattling and creaking medieval wooden chest.	6
WOODFric-CK_MATERIALS-Wood Creak Long Stutter_RTSB_INT.wav	WOOD CREAK STRESS Sequence of squeaking and creaking wood. Moaning and stuttering.	6
WOODFric-CK_MATERIALS-Wood Creak Medium_RTSB_INT.wav	WOOD CREAK STRESS Squeaking and creaking wood.	6
WOODFric-CK_MATERIALS-Wood Floor Scrape Squeak Short_RTSB_INT.wav	WOOD CREAK PLANK Squeaking and creaking wooden floor.	6
WOODFric-CK_MATERIALS-Wood Slide Medium High_RTSB_INT.wav	WOOD SLIDE SCRAPE Sliding wooden stick.	6
WOODFric-CK_MATERIALS-Wood Slide Sticks_RTSB_INT.wav	WOOD SLIDE SCRAPE Sliding small wooden stick.	6
WOODFric-CK_MATERIALS-Wood Slide Whoosh_RTSB_INT.wav	WOOD SLIDE SCRAPE Sliding wooden object.	6
WOODlmt-CK_MATERIALS-Wood Sticks Fall Natural_RTSB_INT.wav	WOOD STICK DROP Falling and bouncing wooden sticks.	6
WOODlmt-CK_MATERIALS-Wood Toy Blocks Small Drop Debris Icy_RTSB_INT.wav	WOOD PIECES HIT Wooden toy blocks falling, moving and rattling.	6
WOODMisc-CK_GENERIC-Click Wood 01_RTSB_INT.wav	CLICK HIT TONAL Click of wooden object, resembling tone woods. High pitch.	6
WOODMisc-CK_GENERIC-Click Wood 02_RTSB_INT.wav	CLICK HIT TONAL Click of wooden object, resembling tone woods.	6
WOODMisc-CK_GENERIC-Click Wood 03_RTSB_INT.wav	CLICK HIT TONAL Click of wooden object, resembling tone woods. Lower pitch.	6
WOODMisc-CK_GENERIC-Click Wood 04_RTSB_INT.wav	CLICK HIT TONAL Click of wooden object. Slightly clattering.	6
WOODMisc-CK_GENERIC-Click Wood 05_RTSB_INT.wav	CLICK HIT TONAL Click of wooden stick.	6
WOODMisc-CK_GENERIC-Click Wood 06_RTSB_INT.wav	CLICK FALL TONAL Click of wooden stick with clattering tail. Dropping on surface.	6
WOODMisc-CK_GENERIC-Click Wood 07_RTSB_INT.wav	CLICK HIT SMALL Simple snap of wooden object.	6
WOODMisc-CK_GENERIC-Click Wood 08_RTSB_INT.wav	CLICK CLATTER SMALL Clattering clicks of multiple wooden sticks.	6
WOODMisc-CK_GENERIC-Click Wood 09_RTSB_INT.wav	CLICK HIT SMALL Snappy hit of small wooden object. Noisy character.	6
WOODMisc-CK_GENERIC-Click Wood 10_RTSB_INT.wav	CLICK SNAP LOCK Locking snap of clasps on wooden object.	6
WOODMvmt-CK_MATERIALS-Wood and Seashells_RTSB_INT.wav	WOOD CLAM HIT Rattling hit of seashell and wood object.	12
WOODMvmt-CK_MATERIALS-Wood Toy Blocks Small Drop Debris Icy Long_RTSB_INT.wav	WOOD PIECES HIT Wooden toy blocks falling, moving and rattling.	6
WOODMvmt-CK_MATERIALS-Wood Toy Blocks Small Movement Sweep Icy Short_RTSB_INT.wav	WOOD PIECES HIT Short, rattling movements of wooden toy blocks.	6
WOODMvmt-CK_MATERIALS-Wood Toy Blocks Small Movement Sweep Icy_RTSB_INT.wav	WOOD PIECES HIT Long, rattling movements of wooden toy blocks.	6
UIClick-BB_CLICK-Light Mechanical_RTSB_INT.wav	METAL SNAP SELECT Mechanical UI click. Useful for menu clicks.	6
UIClick-BB_CLICK-Light Snappy Tonal_RTSB_INT.wav	POP SNAP SELECT Mechanical, tonal popping UI click. Useful for menu clicks.	6
UIClick-BB_CLICK-Light Swish_RTSB_INT.wav	SYNTH MODERN SELECT Futuristic, swishy UI click. Useful for menu clicks.	6
UIClick-BB_CLICK-Light Wooden_RTSB_INT.wav	WOOD SNAP SELECT Toony, wooden UI click. Useful for menu clicks.	6
UIClick-BB_CLICK-Metal Clicky_RTSB_INT.wav	METAL SNAP SELECT Mechanical, complex UI click. Useful for menu clicks.	6

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UIClick-BB_CLICK-Synthetic_RTSB_INT.wav	SYNTH MODERN SELECT Futuristic, fluttering UI click. Useful for menu clicks.	6
UIClick-BB_CLICK-Metal Plug_RTSB_INT.wav	METAL SNAP SELECT Mechanical, clattering UI click. Useful for menu clicks.	6
UIClick-BB_CLICK-Sci-Fi_RTSB_INT.wav	SYNTH MODERN SELECT Futuristic, punchy UI click. Useful for menu clicks.	6
UIClick-BB_CLICK-Toggle_RTSB_INT.wav	METAL SNAP SELECT Metallic, resonant UI click. Useful for menu clicks.	6
UIClick-BB_CLICK-Tappet_RTSB_INT.wav	METAL SNAP SELECT Mechanical, scratchy and squeaky UI click. Useful for menu clicks.	6
UIClick-BB_CLICK-Metal Basic_RTSB_INT.wav	METAL SNAP SELECT Metallic, scratchy UI click. Useful for menu clicks.	6
UIClick-BB_CLICK-Plastic Bump_RTSB_INT.wav	PLASTIC SNAP SELECT Snappy, slightly reverberant UI click. Useful for menu clicks.	6
UIMvmt-BB_WHOOSH-Medium Swipe_RTSB_INT.wav	MOVEMENT SWISH AIR Simple airy, swiping UI movement.	6
UIMvmt-BB_WHOOSH-Light Tonal Slide_RTSB_INT.wav	MOVEMENT SWISH TONAL Swiping, positive UI movement. Metallically glowing.	6
UIMvmt-BB_WHOOSH-Light Tonal Shimmer Long_RTSB_INT.wav	MOVEMENT GLOW TONAL Low, shiny and positive UI movement with some light shimmering.	6
UIMvmt-BB_WHOOSH-Light Tonal Shimmer_RTSB_INT.wav	MOVEMENT GLOW TONAL Shiny and positive UI movement. Playful and sparkling.	6
UIMvmt-BB_WHOOSH-Light Coin Stutter_RTSB_INT.wav	MOVEMENT MODERN FLUTTER Metallic, stuttering UI movement produced with by synth.	6
UIMvmt-BB_WHOOSH-Light Tonal Zap_RTSB_INT.wav	MOVEMENT METAL TONAL Low, swiping UI movement.	6
UIMvmt-BB_WHOOSH-Medium_RTSB_INT.wav	MOVEMENT GLOW TONAL Low, shiny, airy and positive UI movement.	6
UIMvmt-BB_WHOOSH-Medium Resonant Zap_RTSB_INT.wav	MOVEMENT GRITTY LOW Resonant, droning and rumbling UI movement.	6
UIMvmt-BB_WHOOSH-Medium Tonal Zap_RTSB_INT.wav	MOVEMENT GRIND LOW Resonant, grinding UI movement.	6
UIMvmt-BB_WHOOSH-Medium Swiff_RTSB_INT.wav	MOVEMENT FAST SHOT Impactful, noisy UI movement.	6
UIMvmt-BB_WHOOSH-Heavy Glass Shards_RTSB_INT.wav	MAGIC SWOOSH WIND Airy, gusty whoosh with glittering, shard-like elements.	6
UIMvmt-BB_WHOOSH-Heavy Glitter_RTSB_INT.wav	MAGIC SWOOSH WIND Airy whoosh with shiny, tonal elements.	6
UIMvmt-BB_WHOOSH-Heavy Shiny_RTSB_INT.wav	MAGIC SWOOSH SHIMMER Airy whoosh with friendly, shimmering tonal elements.	6
UIMvmt-BB_WHOOSH-Heavy Gnarly Rock Scrape_RTSB_INT.wav	SWOOSH GRIND GRITTY Rumbling whoosh by with scraping character resembling stone or rock surface.	6
UIMvmt-BB_HOVER-Click_RTSB_INT.wav	MENU MOVEMENT FLOAT Short, swishing and clicking UI movement. Useful for hovering over interactive element.	6
UIMvmt-BB_HOVER-Metal Shine_RTSB_INT.wav	MENU MOVEMENT FLOAT Short, metallically ringing UI movement. Useful for hovering over interactive element.	6
UIMvmt-BB_HOVER-Metal High_RTSB_INT.wav	MENU MOVEMENT FLOAT Short, metallically glowing UI movement. Useful for hovering over interactive element.	6
UIMvmt-BB_HOVER-Metallic Zing 01_RTSB_INT.wav	MENU MOVEMENT FLOAT Short, metallically zinging UI movement. Useful for hovering over interactive element.	6
UIMvmt-BB_HOVER-Metallic Zing 02_RTSB_INT.wav	MENU MOVEMENT FLOAT Short, metallically zinging UI movement. Useful for hovering over interactive element.	6
UIMvmt-BB_HOVER-Tonal Glow_RTSB_INT.wav	MENU MOVEMENT FLOAT Short, modern glowing UI movement. Useful for hovering over interactive element.	6
UIMvmt-BB_HOVER-Tonal Low Piano_RTSB_INT.wav	MENU MOVEMENT FLOAT Short, glowing UI movement, resembling the tone of a piano. Useful for hovering over interactive element.	6
UIMvmt-BB_HOVER-Tonal Low_RTSB_INT.wav	MENU MOVEMENT FLOAT Short, droning UI movement. Useful for hovering over interactive element.	6
UIMvmt-BB_HOVER-Synthetic Slide_RTSB_INT.wav	MENU MOVEMENT FLOAT Short, airy UI movement. Swishing whoosh. Useful for hovering over interactive element.	6
UIMvmt-BB_HOVER-Synthetic Push_RTSB_INT.wav	MENU MOVEMENT FLOAT Short, airy UI movement. Thick whoosh. Useful for hovering over interactive element.	6
DSGNimpt-BB_IMPACT-Heavy Game Over_RTSB_INT.wav	HIT CINEMATIC HARSH Heavy, cinematic and saturated impact. Echoing and stuttering tail.	6
DSGNimpt-BB_IMPACT-Heavy Decline_RTSB_INT.wav	HIT CINEMATIC GLITTER Heavy, cinematic and saturated impact with glittering, echoing elements.	6
DSGNimpt-BB_IMPACT-Heavy Character Death_RTSB_INT.wav	HIT CINEMATIC DRONE Heavy, cinematic and dramatic impact with echoing tail.	6
DSGNimpt-BB_IMPACT-Heavy Drum Click_RTSB_INT.wav	HIT CINEMATIC DRUM Heavy, cinematic, drum-like impact. Classic with long rumbling tail and clicky transient.	6
DSGNimpt-BB_IMPACT-Heavy Gust_RTSB_INT.wav	HIT CINEMATIC WIND Heavy cinematic impact. Dropping transient with gust-like tail.	6
DSGNimpt-BB_IMPACT-Heavy Metal Bell_RTSB_INT.wav	HIT CINEMATIC CLANG Heavy cinematic metal impact. Stuttering transient and bell-like tail.	6
DSGNimpt-BB_IMPACT-Light Glass Bell_RTSB_INT.wav	HIT PUNCH GLASS Heavy, punchy impact with glassy, clattering and ringing.	6
DSGNimpt-BB_IMPACT-Heavy Metal Resonance_RTSB_INT.wav	HIT CINEMATIC DRONE Heavy, cinematic metal impact with glassy, shimmering and droning tail.	6
DSGNimpt-BB_IMPACT-Heavy Bell Shimmer_RTSB_INT.wav	HIT CINEMATIC SHINE Heavy, cinematic and bell-like impact with glittering tail.	6
DSGNimpt-BB_IMPACT-Light Mechanical Sci Fi_RTSB_INT.wav	HIT PUNCH MECHANICAL Punchy impact with futuristic character.	6
DSGNimpt-BB_IMPACT-Light Shiny_RTSB_INT.wav	HIT PUNCH MODERN Punchy impact with deep bass and shiny, sparkling elements in tail.	6
DSGNimpt-BB_IMPACT-Light Glow_RTSB_INT.wav	HIT PUNCH MODERN Punchy impact with glassy, glowing tail	6
DSGNimpt-BB_IMPACT-Light Smack 01_RTSB_INT.wav	HIT PUNCH DROP Simple, punchy impact with organic, smacky character.	6
DSGNimpt-BB_IMPACT-Light Smack 02_RTSB_INT.wav	HIT PUNCH DROP Simple, punchy impact with organic, smacky character. Slightly rumbling tail.	6
DSGNimpt-BB_IMPACT-Light Snap 01_RTSB_INT.wav	HIT PUNCH BASS Punchy and snappy impact with deep rumbling bass.	6
DSGNimpt-BB_IMPACT-Light Snap 02_RTSB_INT.wav	HIT PUNCH DROP Punchy and fluttering impact with gust-like tail.	6

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UIAlert-BB_TONAL-Warning Small_RTSB_INT.wav	FEEDBACK ALARM MINOR Short UI alarm for minor risky situations.	6
UIAlert-BB_TONAL-Warning Medium_RTSB_INT.wav	FEEDBACK ALARM HARSH Heavy, impactful alarm. Short, distorted strings for threatening situations.	6
UIAlert-BB_TONAL-Warning Large_RTSB_INT.wav	FEEDBACK ALARM BIG Dramatic, alarming event. Distorted instruments with long, echoing tail. For fatal crises and threatening situations.	6
UIMisc-BB_TONAL-Positive Small 01_RTSB_INT.wav	FEEDBACK OPTIMISTIC FRIENDLY Tiny, affirmative sound with upwards melody. Metallic clicking.	6
UIMisc-BB_TONAL-Positive Small 02_RTSB_INT.wav	FEEDBACK OPTIMISTIC FRIENDLY Classical, affirmative sound with upwards melody, played by Xylophone.	6
UIMisc-BB_TONAL-Positive Small 03_RTSB_INT.wav	FEEDBACK OPTIMISTIC FRIENDLY Classical, affirmative sound with upwards melody, played by Xylophone with light shimmering.	6
UIMisc-BB_TONAL-Positive Medium_RTSB_INT.wav	FEEDBACK OPTIMISTIC FRIENDLY Soft, satisfying orchestral jingle. Useful for achievements and other rewarding situations.	6
UIMisc-BB_TONAL-Positive Large_RTSB_INT.wav	FEEDBACK OPTIMISTIC FRIENDLY Epic and satisfying orchestral jingle. Useful for major achievements and other rewarding situations.	6
UIMisc-BB_TONAL-Rewarding Small_RTSB_INT.wav	FEEDBACK EXCITING SPARKLING Shiny and playful stinger with glittering and shimmering elements. Happy and friendly.	6
UIMisc-BB_TONAL-Rewarding Large_RTSB_INT.wav	FEEDBACK EXCITING SPARKLING Shiny and exciting stinger with glittering and shimmering elements. Happy and satisfying.	6
UIMisc-BB_TONAL-Negative Small 01_RTSB_INT.wav	FEEDBACK REJECT DENY Short, downward movement of piano, giving negative feedback.	6
UIMisc-BB_TONAL-Negative Small 02_RTSB_INT.wav	FEEDBACK REJECT DENY Short, trilling marimba, giving negative feedback. Cartoonish	6
UIMisc-BB_TONAL-Negative Small 03_RTSB_INT.wav	FEEDBACK REJECT DENY Short, dissonant intervals of marimba, giving negative feedback. Useful when something is locked.	6
UIMisc-BB_TONAL-Negative Small 04_RTSB_INT.wav	FEEDBACK REJECT DENY Short, downward movement of Xylophone, giving negative feedback. Cartoonish	6
UIMisc-BB_TONAL-Negative Medium_RTSB_INT.wav	FEEDBACK REJECT BAD Shril stinger for something that went wrong. Double hit of drum and dissonant synths.	6
UIMisc-BB_TONAL-Negative Large_RTSB_INT.wav	FEEDBACK DRAMATIC BAD Dramatic, orchestral jingle with downward movements of brass and dissonant, metallic synths. Useful for deaths, defeats, losses and other major situations went wrong.	6
UIMisc-BB_TONAL-Holy Small_RTSB_INT.wav	FEEDBACK FAIRY CONTEMPLATION Short magic choir for minor, magic moments. Useful for healing or resurrection.	6
UIMisc-BB_TONAL-Holy Large_RTSB_INT.wav	FEEDBACK EPIC CONTEMPLATION Long and epic choir for major, magic moments. Useful for resurrections or finding legendary loot.	6
UIMisc-BB_TONAL-Triumphal Small_RTSB_INT.wav	FEEDBACK SUCCESS POSITIVE Encouraging and triumphal jingle with brass. Upward interval of trumpets.	6
UIMisc-BB_TONAL-Triumphal Large_RTSB_INT.wav	FEEDBACK SUCCESS EPIC Encouraging, triumphal and full jingle with brass and glittering chimes. Upward interval of trumpets.	6
UIMvmt-BB_SPECIFIC-Stone Rumbling_RTSB_INT.wav	ROCK MOVEMENT LOW Steady sequences of rumbling stone debris.	6
UIMvmt-BB_SPECIFIC-Stone Impact_RTSB_INT.wav	ROCK HIT CRASH Heavy stone impact with rolling debris.	6
UIMvmt-BB_SPECIFIC-Water Whoosh Large_RTSB_INT.wav	LIQUID MOVEMENT SWOOSH Large, long water whoosh with rippling and gurgling liquid.	6
UIMvmt-BB_SPECIFIC-Water Whoosh Small_RTSB_INT.wav	LIQUID MOVEMENT SWOOSH Short water whoosh with rippling and gurgling liquid.	6
UIMvmt-BB_SPECIFIC-Mud Whoosh Fast_RTSB_INT.wav	LIQUID MOVEMENT SWOOSH Muddy, slimy liquid swishing by.	6
UIMvmt-BB_SPECIFIC-Water Whoosh Bubbling Small_RTSB_INT.wav	LIQUID MOVEMENT SWOOSH Short water whoosh. Rippling and gurgling.	6
UIMvmt-BB_SPECIFIC-Water Impact Large_RTSB_INT.wav	LIQUID SPLASH LAP Heavy water splash. Gurgling, lapping and rippling.	6
UIMvmt-BB_SPECIFIC-Water Impact Small_RTSB_INT.wav	LIQUID SPLASH LAP Light water splash. Soft gurgling, lapping and rippling.	6
UIMvmt-BB_SPECIFIC-Organic Growing_RTSB_INT.wav	WOOD PLANT TREE Heavily creaking, bubbling and bending organic structure while growing.	6
UIMvmt-BB_SPECIFIC-Organic Impact_RTSB_INT.wav	VEGETATION PLANT HIT Heavy hit on organic structure. Rustling and crumbling.	6
UIMvmt-BB_SPECIFIC-Electricity Sparks Long_RTSB_INT.wav	SPARK HUM BUZZ Heavy electric buzzing, sparkling and humming.	6
UIMvmt-BB_SPECIFIC-Electricity Sparks Short_RTSB_INT.wav	SPARK HUM BUZZ Short electric sparks with buzzing and crackling.	6
UIMvmt-BB_SPECIFIC-Coins Impact_RTSB_INT.wav	METAL MONEY RATTLE Impact or drop of many coins with jingling tail.	6
UIMvmt-BB_SPECIFIC-Coins Whoosh Small_RTSB_INT.wav	METAL MONEY RATTLE Light whoosh of many coins rattling and jingling.	6
UIMvmt-BB_SPECIFIC-Coins Whoosh Large_RTSB_INT.wav	METAL MONEY RATTLE Heavy whoosh of many coins rattling and jingling.	6
UIMvmt-BB_SPECIFIC-Sword Clang_RTSB_INT.wav	METAL SWORD RING Sword movement resembling the action of being unsheathed and ringing.	6
UIMvmt-BB_SPECIFIC-Armour_RTSB_INT.wav	FIGHT BATTLE EQUIPMENT Iconic rattling armour, useful for equipping armor.	6
UIMvmt-BB_SPECIFIC-Door Slam_RTSB_INT.wav	WOOD GATE SLAM Iconic and cinematic sound of shutting medieval door.	6
UIMvmt-BB_SPECIFIC-Alchemy Potion_RTSB_INT.wav	CHEMICAL BREW MAGIC Complex sequences of brewing a magical potion. Popping bottle, pouring and bubbling liquid, chemical reactions and magical shimmering.	6
UIMvmt-BB_SPECIFIC-Fire Ignite_RTSB_INT.wav	BURN INFLAME KINDLE Igniting large fire with crackling and sizzling elements and thick, whooshing flash.	6
UIMvmt-BB_SPECIFIC-Paper Movement_RTSB_INT.wav	BOOK MENU MAP Rustling papers of book. Useful for opening specific menus like maps or quests.	6
DSGNBoom-BB_IMPACT-Boom Bell Character_RTSB_INT.wav	BOOM DEEP LOW Deep drum-like hit resembling a very low bell.	6
DSGNBoom-BB_IMPACT-Boom Deep Sea Sub Kick_RTSB_INT.wav	BOOM DEEP LOW Deep, rumbling and droning sub hit. Resembling sonar.	6
DSGNBoom-BB_IMPACT-Boom Percussive_RTSB_INT.wav	BOOM DEEP LOW Deep drum-like hit, resembling giant Timpani.	6
DSGNBoom-BB_IMPACT-Boom Simple Sub Kick_RTSB_INT.wav	BOOM DEEP LOW Low sub kick with long, droning tail.	6
DSGNBoom-BB_IMPACT-Boom Synthetic Reverb Kick Whistle Tail_RTSB_INT.wav	BOOM DEEP LOW Low sub kick with long, rumbling tail.	6
DSGNBoom-BB_IMPACT-Boom Synthetic Reverb Kick_RTSB_INT.wav	BOOM DEEP LOW Very deep sub kick with long, reverberant tail.	6



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DSGNBoom-BB_IMPACT-Boom Synthetic Wobble_RTSB_INT.wav	BOOM DEEP LOW Deep, rumbling and droning sub hit. Resembling a braam.	6
DSGNBoom-BB_IMPACT-Boom Taiko Synth Low Woody_RTSB_INT.wav	BOOM DEEP LOW Deep drum-like, wooden hit. Resembling a giant Taiko.	6
UIMisc-DS_CASUAL-Positive Light_RTSB_INT.wav	BRIGHT ENCOURAGEMENT Cheerful tone for minor victories, conveying optimism and progress to a slight degree. Useful for UI in casual mobile games.	4
UIMisc-DS_CASUAL-Positive Heavy_RTSB_INT.wav	INTENSE TRIUMPH Robust affirmation for significant achievements, radiating confidence for winning a game or match. Useful for UI in casual mobile games.	4
UIMisc-DS_CASUAL-Negative Light_RTSB_INT.wav	MILD SETBACK Subdued tones for gentle warnings or setbacks, offering constructive feedback without overwhelming negativity. Useful for UI in casual mobile games.	4
UIMisc-DS_CASUAL-Negative Heavy_RTSB_INT.wav	SEVERE DEFEAT Weighty disapproval for substantial setbacks, communicating seriousness and deviation from desired outcomes. Useful for UI in casual mobile games.	4
UIAlert-DS_CASUAL-Notification_RTSB_INT.wav	UPDATE SIGNAL Informative chime for important notifications, ensuring timely awareness without disruption in casual contexts. Useful for UI in casual mobile games.	4
UIMisc-DS_CASUAL-Purchase_RTSB_INT.wav	BUYING SUCCESS Satisfying jingle marking successful purchases, enhancing the buying experience with a touch of delight in casual settings. Useful for UI in casual mobile games.	4
UIMvmt-DS_CASUAL-Menu Open_RTSB_INT.wav	ENTER UI MENU Inviting sound signaling menu openings, encouraging crafting and engagement with items in a casual setting. Useful for UI in casual mobile games.	4
UIMvmt-DS_CASUAL-Menu Close_RTSB_INT.wav	SHUTTING UI MENU Concluding closure indicating the end of menu interactions, guiding users back to the main interface or main screen in casual games. Useful for UI in casual mobile games.	4
UIClick-DS_CASUAL-Select_RTSB_INT.wav	SPECIFIC OPTION Precise selection sound for user actions, enhancing responsiveness and engagement in casual user interfaces. Useful for UI in casual mobile games.	4
UIMisc-DS_CASUAL-Confirm_RTSB_INT.wav	DEFINITIVE APPROVAL Definitive confirmation sound affirming user decisions, providing reassurance and closure in user interactions. Useful for UI in casual mobile games.	4
UIMisc-DS_DARK-Positive Light_RTSB_INT.wav	REWARDING OPTIMISTIC Stinger for minor positive feedback. Harmonic, tonal elements with pleasing character. Useful for UI in dark fantasy setting.	4
UIMisc-DS_DARK-Positive Heavy_RTSB_INT.wav	REWARDING EPIC Heavy stinger for positive feedback. Pleasing choir with impactful elements and drums. Useful for UI in dark fantasy setting.	4
UIMisc-DS_DARK-Negative Light_RTSB_INT.wav	ALARMING DENY SMALL Stinger for minor negative feedback in game with warning character. Stuttering, high frequency tonal elements. Useful for UI in dark fantasy setting.	4
UIMisc-DS_DARK-Negative Heavy_RTSB_INT.wav	ALARMING EPIC DEFEAT Heavy stinger for negative feedback in game with alarming character. Mechanical clicking and dissonant instrumental elements. Useful for UI in dark fantasy setting.	4
UIAlert-DS_DARK-Notification_RTSB_INT.wav	INFORMATIVE MESSAGE Rattling and whoosh-like sound for informations coming in with partially tonal elements. Useful for UI in dark fantasy setting.	4
UIMisc-DS_DARK-Purchase_RTSB_INT.wav	BUY SHOP Impactful UI sound for purchasing something in game. Rattling and clattering coins. Useful for UI in dark fantasy setting.	4
UIMvmt-DS_DARK-Menu Open_RTSB_INT.wav	FORWARD ENTER MENU UI sound for opening menu with rustling, whooshing movements and full, reverberant hit. Useful for UI in dark fantasy setting.	4
UIMvmt-DS_DARK-Menu Close_RTSB_INT.wav	BACKWARD LEAVE SHUT UI sound for closing menu with rustling, whooshing movements, drum hit, and low humming, tonal elements. Useful for UI in dark fantasy setting.	4
UIClick-DS_DARK-Select_RTSB_INT.wav	MENU SNAP OPTION Impactful click sound with powerful low end and artificial rattling. Useful for UI in dark fantasy setting.	4
UIMisc-DS_DARK-Confirm_RTSB_INT.wav	ENTER AFFIRMATIVE Impactful confirmation sound with tonal elements. Useful for UI in dark fantasy setting.	4
UIMisc-DS_MODERN-Positive Light_RTSB_INT.wav	REWARDING SMALL Slight, pleasing feedback with instrumental elements, subtle sparkling synths and soft glassy clicks. Useful for modern and sleek game UI.	4
UIMisc-DS_MODERN-Positive Heavy_RTSB_INT.wav	REWARDING LARGE Heavy stinger with pleasing instrumental elements and intense impact. Useful for modern and sleek game UI.	4
UIMisc-DS_MODERN-Negative Light_RTSB_INT.wav	ALARMING DENY SMALL Short, tonal or percussive sounds for minor negative feedback. Echoing and reverberant. Useful for modern and sleek game UI.	4
UIMisc-DS_MODERN-Negative Heavy_RTSB_INT.wav	ALARMING LOSS LARGE Stinger with dramatic tonal elements and heavy impacts for major negative feedback. Echoing and reverberant. Useful for modern and sleek game UI.	4
UIAlert-DS_MODERN-Notification_RTSB_INT.wav	INFORMATION MESSAGE PING Short informative stinger with tonal pings. Echoing and reverberant. Useful for modern and sleek game UI.	4
UIMisc-DS_MODERN-Purchase_RTSB_INT.wav	BUY SHOP REWARDING Shiny and rewarding feedback for buying something in game. Clattering coins and sparkling synth. Useful for modern and sleek game UI.	4
UIMvmt-DS_MODERN-Menu Open_RTSB_INT.wav	FORWARD ENTER MENU Fluttering, whooshing movement for opening menus. Echoing and reverberant. Useful for modern and sleek game UI.	4
UIMvmt-DS_MODERN-Menu Close_RTSB_INT.wav	BACKWARD LEAVE SHUT whooshing movement for closing menus with dropping bass. Echoing and reverberant. Useful for modern and sleek game UI.	4
UIClick-DS_MODERN-Select_RTSB_INT.wav	MENU SNAP OPTION Subtle, mechanical clicks of different materials. Echoing and reverberant. Useful for modern and sleek game UI.	4
UIMisc-DS_MODERN-Confirm_RTSB_INT.wav	MENU ENTER AFFIRMATIVE Whooshing movement with subtle sparkling synth for confirming action. Echoing and reverberant. Useful for modern and sleek game UI.	4
UIMisc-DS_MEDIEVAL-Positive Light_RTSB_INT.wav	GENTLE POSITIVITY, An encouraging sound evoking small victories, imbued with optimism and progress within ancient realms. Useful for medieval game UI.	4
UIMisc-DS_MEDIEVAL-Positive Heavy_RTSB_INT.wav	POWERFUL ELATION, A resounding affirmation celebrating notable accomplishments, resonating with confidence and joy in historical environments. Useful for medieval game UI.	4
UIMisc-DS_MEDIEVAL-Negative Light_RTSB_INT.wav	SOFT WARNING Subdued tones conveying caution or setbacks, providing constructive feedback amidst antiquated ambiance without overwhelming pessimism. Useful for medieval game UI.	4
UIMisc-DS_MEDIEVAL-Negative Heavy_RTSB_INT.wav	SERIOUS MISFORTUNE Weighty disapproval for significant challenges, signaling seriousness and deviation from desired outcomes within ancient contexts. Useful for medieval game UI.	4
UIAlert-DS_MEDIEVAL-Notification_RTSB_INT.wav	MESSAGE INDICATOR Historically inspired alert for users to important updates, ensuring timely awareness without disrupting the ancient setting. Useful for medieval game UI.	4
UIMisc-DS_MEDIEVAL-Purchase_RTSB_INT.wav	ORDER CONFIRMATION Satisfying tune marking successful transactions, enriching the historical shopping experience with a touch of delight. Useful for medieval game UI.	4
UIMvmt-DS_MEDIEVAL-Menu Open_RTSB_INT.wav	MENU UNLOCKED Distinct sound heralding menu openings, inviting exploration and engagement within antique themed interfaces. Useful for medieval game UI.	4
UIMvmt-DS_MEDIEVAL-Menu Close_RTSB_INT.wav	MENU DISABLED Conclusive signal indicating menu closure, guiding users seamlessly back to the main interface in historical settings. Useful for medieval game UI.	4
UIClick-DS_MEDIEVAL-Select_RTSB_INT.wav	TARGETED SELECTION Precise sound cue for user selections, enhancing responsiveness and immersion within ancient interfaces. Useful for medieval game UI.	4
UIMisc-DS_MEDIEVAL-Confirm_RTSB_INT.wav	VERIFIED AFFIRMATION Definitive signal affirming user choices, providing confidence and closure amidst the ancient backdrop. Useful for medieval game UI.	4