CASUAL UI

FILENAME	DESCRIPTION
CLOTHImpt_IMPACT-Backpack_BOOM_CUCK.wav	Forceful thump as a fabric bag makes contact with a surface, accompanied by the distinct sound of a resonating zipper jingle.
CLOTHImpt_IMPACT-Large Thick Cloth_BOOM_CUCK.wav	Weighty impact as a substantial fabric material meets a surface, characterized by a texture reminiscent of thick cloth.
CLOTHImpt_IMPACT-Leather Backpack_BOOM_CUCK.wav	Forceful thump as a leather bag makes contact with a surface, accompanied by the distinct sound of a resonating zipper jingle.
CLOTHImpt_IMPACT-Leather Jacket_BOOM_CUCK.wav	Powerful collision between a textile material and a surface, distinguished by the fusion of plush fabric and the distinctive texture of leather.
CLOTHImpt_IMPACT-Nylon Jacket_BOOM_CUCK.wav	Powerful collision between a textile material and a surface, distinguished by the fusion of plush fabric and the durability of nylon fabric.
DIRTImpt_IMPACT-Sand Scratchy Debris_BOOM_CUCK.wav	Collision of loose dirt and sand upon striking the surface creates a scratchy debris effect.
DIRTImpt_IMPACT-Stone Sand Bucket Dull_BOOM_CUCK.wav	Heavy impact of a bucket against stone and sand debris, resulting in a dull and muffled effect upon colliding with a surface.
DSGNMisc_POOF-Boing_BOOM_CUCK.wav	Short, whimsical spell, brimming with playfulness.
DSGNMisc_POOF-Box Sizzle_BOOM_CUCK.wav	Short, whimsical spell, concluding with a sizzling effect evoking its aftermath.
DSGNMisc_POOF-Cloth And Mouth_BOOM_CUCK.wav	Weighty, whimsical spell that concludes with a high frequency texture.
DSGNMisc_POOF-Crunchy Gritty_BOOM_CUCK.wav	Short, whimsical spell characterized by its light and granular nature.
DSGNMisc_POOF-Crunchy leather Hit_BOOM_CUCK.wav	Short, whimsical spell with a light, granular impact.
DSGNMisc_POOF-Dark Hit_BOOM_CUCK.wav	Short, whimsical spell, imbued with a dark and foreboding quality.
DSGNMisc_POOF-Ignite_BOOM_CUCK.wav	Short, whimsical spell accompanied by the crackling sound of ignition.
DSGNMisc_POOF-Leather Hit_BOOM_CUCK.wav	Short, whimsical spell characterized by the texture of a leather hit.
DSGNMisc_POOF-Light Crackles_BOOM_CUCK.wav	Short, whimsical spell accompanied by subtle crackling noises.
DSGNMisc_POOF-Light Spray_BOOM_CUCK.wav	Short, whimsical spell accompanied by the gentle sound of a light spray.

CASUAL UI

FILENAME	DESCRIPTION
DSGNMisc_POOF-Light Transient_B00M_CUCK.wav	Short, whimsical spell accompanied by a fleeting and fading transient sound.
DSGNMisc_POOF-Noisy Sparks_B00M_CUCK.wav	Short, whimsical spell characterised by crackling sparks.
DSGNMisc_POOF-Noisy Wobble_B00M_CUCK.wav	Impactful, whimsical spell characterised by a deep wobbly thud.
DSGNMisc_POOF-Noisy_B00M_CUCK.wav	Vibrant and lively whimsical spell infused with high frequency textures.
DSGNMisc_POOF-Tiny Explosion_B00M_CUCK.wav	Dense, miniature whimsical explosion.
DSGNMisc_POOF-Tonal Rising_B00M_CUCK.wav	Short, whimsical spell accompanied by a dissonant, ascending element.
DSGNMisc_POOF-Tonal Zap_B00M_CUCK.wav	Short, whimsical spell accompanied by a distinctive tonal whizz.
DSGNMisc_POOF-Whistle_B00M_CUCK.wav	Short whimsical spell accompanied by a light and airy whistle.
DSGNMisc_POOF-White Noise Rising_B00M_CUCK.wav	Short, whimsical spell characterised by a dissonant, ascending hizz.
DSGNMisc_POOF-Wide Zap_B00M_CUCK.wav	Wide and expansive whimsical spell, accompanied by a broad whizzing element.
DSGNMisc_RATTLE-Bell Modulated_B00M_CUCK.wav	Movements of a bell, modulated to craft a unique and intriguing whimsical spell.
DSGNMisc_RATTLE-Granular Material_B00M_CUCK.wav	Granular material movements.
DSGNMisc_RATTLE-Granular Slide_B00M_CUCK.wav	Granular material sliding movement.
EXPLDsgn_POOF-Explosion Bright_B00M_CUCK.wav	Bright and energetic explosion, accompanied by dynamic and vibrant whimsical elements.
EXPLDsgn_POOF-Explosion Medium_B00M_CUCK.wav	Balanced and dynamic explosion, complimented by high frequency whimsical elements.
EXPLDsgn_POOF-Ignite Explosion Tail Fire_B00M_CUCK.wav	Ignition and explosion of a fiery and dynamic whimsical spell.
EXPLDsgn_POOF-Light Impact_B00M_CUCK.wav	Light and airey whimsical impact burst.

CASUAL UI

FILENAME	DESCRIPTION
EXPLDsgn_POOF-Noise Burst_B00M_CUCK.wav	Sudden and energetic whimsical burst.
EXPLDsgn_POOF-Short Impact_B00M_CUCK.wav	Brief yet impactful whimsical burst.
EXPLDsgn_POOF-Soft Explosion Chemical_B00M_CUCK.wav	Soft, whimsical explosion reminiscent of chemical reactions.
EXPLDsgn_POOF-Soft Explosion Long Tail_B00M_CUCK.wav	Soft and lingering whimsical explosion ending with a long tail.
EXPLDsgn_POOF-Soft Explosion Mid_B00M_CUCK.wav	Soft and moderate explosion, complemented by whimsical textures.
EXPLDsgn_POOF-Soft Explosion Tight_B00M_CUCK.wav	Soft, whimsical, controlled explosion with a tight and focused impact.
EXPLDsgn_POOF-Soft Explosion Water_B00M_CUCK.wav	Short and deep fluid explosion with water dispersing softly.
EXPLDsgn_POOF-Tail Noise_B00M_CUCK.wav	Dynamic and noisey whimsical explosion tail.
EXPLDsgn_POOF-Transient Explosion Cloth_B00M_CUCK.wav	Brief and sudden whimsical explosion, characterised by the sound of cloth being explosively disrupted.
FGHTImpt_IMPACT-Old School Punch_B00M_CUCK.wav	Classic, gritty and confrontational punch impact.
FGHTImpt_IMPACT-Old School Slap_B00M_CUCK.wav	Forceful impact of a classic and conventional slap.
GAMEMisc_CARD-Drag And Turn On Table_B00M_CUCK.wav	Motion of a card being dragged and turned on a table surface.
GAMEMisc_CARD-Draw Single_B00M_CUCK.wav	Action of drawing a singular card from a deck.
GAMEMisc_CARD-Draw Slide_B00M_CUCK.wav	Motion of drawing a card with a sliding movement.
GAMEMisc_CARD-Draw Snap_B00M_CUCK.wav	Action of drawing a card with a sharp, snappy motion.
GAMEMisc_CARD-Drop In Hand_B00M_CUCK.wav	Action of a card being dropped into a hand.
GAMEMisc_CARD-Drop Plastic Put Down Table_B00M_CUCK.wav	Plastic card being dropped onto a table surface.

CASUAL UI

FILENAME	DESCRIPTION
GAMEMisc_CARD-Drop Single_B00M_CUCK.wav	Motion of a single card being dropped onto a surface.
GAMEMisc_CARD-Drop Slide_B00M_CUCK.wav	Action of a card being dropped with a sliding motion onto a surface.
GAMEMisc_CARD-Knock Table_B00M_CUCK.wav	Action of knocking on a table, specifically tailored for use in card games or tabletop gaming scenarios.
GAMEMisc_CARD-Plastic Shuffle Rapid_B00M_CUCK.wav	Action of rapidly shuffling a deck of plastic cards.
GAMEMisc_CARD-Shuffle Brush Fast_B00M_CUCK.wav	Swift brushing motion used to shuffle cards.
GAMEMisc_CARD-Shuffle Brush_B00M_CUCK.wav	Brushing motion used to shuffle cards.
GAMEMisc_CARD-Shuffle Fast Thick_B00M_CUCK.wav	Rapid shuffling of cards with a thick and substantial feel.
GAMEMisc_CARD-Shuffle In Hands_B00M_CUCK.wav	Rhythmic shuffling of cards within hands.
GAMEMisc_CARD-Shuffle Plastic_B00M_CUCK.wav	Smooth and crisp shuffling of plastic cards.
GAMEMisc_CARD-Shuffle Short Swipe_B00M_CUCK.wav	Short and swift swipe shuffle of cards.
GAMEMisc_CARD-Shuffle Steady_B00M_CUCK.wav	Steady and consistent shuffle of cards.
GAMEMisc_CARD-Shuffle Wipe Table_B00M_CUCK.wav	Action of wiping cards across a table surface while shuffling.
GAMEMisc_CARD-Snap With Finger_B00M_CUCK.wav	A sharp and distinctive snap produced by snapping one's fingers alongside a plastic card.
GAMEMisc_DICE-Drop In Hand From Cup_B00M_CUCK.wav	Action of dropping dice into a hand from a cup, capturing the distinct noise of the dice falling and landing in the palm.
GAMEMisc_DICE-Fall On Wooden Box_B00M_CUCK.wav	Dice falling onto a wooden box surface, capturing the distinct noise as the dice make contact with the wood.
GAMEMisc_DICE-Grab Rustle_B00M_CUCK.wav	Action of grabbing a handful of dice, whilst the dice rustle within the grip.
GAMEMisc_DICE-Pick Up From Table_B00M_CUCK.wav	Action of picking up dice from a table surface.

FILENAME	DESCRIPTION
GAMEMisc_DICE-Roll On Felt Board_B00M_CUCK.wav	Action of rolling dice on a felt board surface.
GAMEMisc_DICE-Roll On Game Board_B00M_CUCK.wav	Action of rolling dice on a game board surface.
GAMEMisc_DICE-Roll On Wooden Box_B00M_CUCK.wav	Action of rolling dice on a wooden box surface.
GAMEMisc_DICE-Roll On Wooden Table_B00M_CUCK.wav	Action of rolling dice on a wooden table surface.
GAMEMisc_DICE-Roll Out Wobble_B00M_CUCK.wav	Motion of a dice roll followed by a brief wobble as they come to a stop.
GAMEMisc_DICE-Rustle In Hand Constant_B00M_CUCK.wav	Continuous rustling noise produced by holding and manipulating dice in hand.
GAMEMisc_DICE-Shake Cup Hand Covered Single_B00M_CUCK.wav	Action of a singular shake of a cup containing dice while the hand is covered over the cup.
GAMEMisc_DICE-Shake Cup Hand Uncovered Single_B00M_CUCK.wav	Action of a singular shake of a cup containing dice while the hand is uncovered over the cup.
GAMEMisc_DICE-Shake Cup Hand Uncovered_B00M_CUCK.wav	Action of shaking a cup containing dice while the hand remains uncovered over the cup.
GAMEMisc_DICE-Shake Cup Hand Open_B00M_CUCK.wav	Action of shaking a cup containing dice while the hand remains uncovered over the cup.
GAMEMisc_DICE-Shake In Cup Fast_B00M_CUCK.wav	Rapid shaking of dice inside a cup.
GAMEMisc_DICE-Shake In Hand Closed_B00M_CUCK.wav	Motion of shaking dice in a closed hand.
GAMEMisc_DICE-Shake In Hand Open_B00M_CUCK.wav	Motion of shaking dice in an opened hand.
GAMEMisc_DICE-Shake In Hand_B00M_CUCK.wav	Motion of shaking dice in a hand.
GAMEMisc_DICE-Throw Into Cup_B00M_CUCK.wav	Action of throwing dice into a cup.
GAMEMisc_RATTLE-Backgammon Piece_B00M_CUCK.wav	Rattling noise produced by shaking a backgammon piece.
GLASMvmt_RATTLE-Glass Thick Ratchet_B00M_CUCK.wav	Rattling movement of a thick glass ratchet.

CASUAL UI

FILENAME	DESCRIPTION
GLASMvmt_RATTLE-Glass Thin Big Ratchet Long_B00M_CUCK.wav	Prolonged rattling movement of a large, thin glass ratchet.
GLASMvmt_RATTLE-Glass Thin Big Ratchet_B00M_CUCK.wav	Rattling movement of a large, thin glass ratchet.
GLASMvmt_RATTLE-Glass Thin Small Ratchet Long_B00M_CUCK.wav	Extended rattling movement of a small, thin glass ratchet.
GLASMvmt_RATTLE-Glass Thin Small Ratchet_B00M_CUCK.wav	Rattling movement of a small, thin glass ratchet.
GLASMvmt_RATTLE-Shard Tiny Hand Move Shake_B00M_CUCK.wav	Movement and shaking of tiny glass shards being held in hand.
GLASTonl_SHIMMER-Glass Champagne Ringout_B00M_CUCK.wav	Shimmering tone produced by a champagne glass when gently struck.
GLASTonl_SHIMMER-Glass Ringout_B00M_CUCK.wav	Shimmering tone produced by a glass when gently struck.
GLASTonl_SHIMMER-Glass Wine Ringout_B00M_CUCK.wav	Shimmering tone produced by a wine glass when gently struck.
GOREBone_RATTLE-Bones_B00M_CUCK.wav	Eerie, rattling noise produced by bones.
LIQBubl_MATERIAL LIQUID-Guts Mouth_B00M_CUCK.wav	Gurgling and bubbling noises made by liquid in the mouth.
LIQBubl_MATERIAL LIQUID-Plastic Bottle Turn Down_B00M_CUCK.wav	Action of turning down a plastic bottle filled with liquid, capturing the subtle bubbling and sloshing noises as the liquid settles inside the container.
LIQBubl_MATERIAL LIQUID-Rubber Drop Plop_B00M_CUCK.wav	Interaction between liquid dropping or plopping onto a rubber surface.
LIQMisc_MATERIAL LIQUID-Ceramic Ping_B00M_CUCK.wav	Clear, ringing as liquid comes into contact with a ceramic surface.
LIQMisc_MATERIAL LIQUID-Glass Bottle Olive Oil_B00M_CUCK.wav	Glugging and pouring noise of olive oil being dispensed from a glass bottle.
LIQMisc_MATERIAL LIQUID-Guts Rag_B00M_CUCK.wav	Soppy and squelching noises produced by a rag soaked in liquid.
MAGShim_SHIMMER-Bell Chime_B00M_CUCK.wav	Resonant and shimmering tone produced by a bell chime.
MAGShim_SHIMMER-Bell Dust_B00M_CUCK.wav	Gentle and mystical shimmering of bell dust being scattered or dispersed.

FILENAME	DESCRIPTION
MAGShim_SHIMMER-Brass Bell_B00M_CUCK.wav	Whimsical shimmering resonance of a brass bell.
MAGShim_SHIMMER-Brass Chime_B00M_CUCK.wav	Whimsical, resonant and shimmering tones produced by a brass chime
MAGShim_SHIMMER-Chime Downwards Fast_B00M_CUCK.wav	Rapid descent of a sorcery chime.
MAGShim_SHIMMER-Chime Downwards Slow_B00M_CUCK.wav	Slow descent of a sorcery chime.
MAGShim_SHIMMER-Chime Random Constant_B00M_CUCK.wav	Continuous and randomly occurring sorcery chime.
MAGShim_SHIMMER-Chime Tail_B00M_CUCK.wav	Lingering and fading tones of a sorcery chime.
MAGShim_SHIMMER-Chime Upwards Fast_B00M_CUCK.wav	Rapid ascent of a sorcery chime.
MAGShim_SHIMMER-Chime Upwards Slow_B00M_CUCK.wav	Slow ascent of a sorcery chime.
MAGShim_SHIMMER-Dreamy Chimes_B00M_CUCK.wav	Mystical and dreamy shimmering chimes.
MAGShim_SHIMMER-Fairy Dust Cold_B00M_CUCK.wav	Delicate and magical sound of cold fairy dust particles shimmering through the air.
MAGShim_SHIMMER-Fairy Dust Soft Light Noise_B00M_CUCK.wav	Gentle and ethereal noise of soft, light fairy dust particles.
MAGShim_SHIMMER-Fairy Dust Soft_B00M_CUCK.wav	Gentle and mystical shimmering of fairy dust particles.
MAGShim_SHIMMER-Fairy Dust_B00M_CUCK.wav	Mystical and enchanting shimmer of fairy dust particles.
MAGShim_SHIMMER-Fairy Flies Chime_B00M_CUCK.wav	Whimsical and enchanting flight of fairies, characterised by delicate chime movements.
MAGShim_SHIMMER-Flying Particles_B00M_CUCK.wav	Whimsical and mesmerizing movement of flying particles.
MAGShim_SHIMMER-Glass Bubbles_B00M_CUCK.wav	Whimsical and delicate shimmering of glass bubbles movement.
MAGShim_SHIMMER-Glass Chime Bright_B00M_CUCK.wav	Clear and resonant tones of a glass chime.

CASUAL UI

FILENAME	DESCRIPTION
MAGShim_SHIMMER-Glass Chime Reverse_B00M_CUCK.wav	Mystical and ethereal tones of a glass chime played in reverse.
MAGShim_SHIMMER-Glass Chime_B00M_CUCK.wav	Resonant and shimmering tones of a glass chime.
MAGShim_SHIMMER-Glass Fairytale_B00M_CUCK.wav	Magical essence of a fairytale with the shimmering resonance of glass.
MAGShim_SHIMMER-Glass Ringout High_B00M_CUCK.wav	Magical, high-pitched and resonant ring out of glass.
MAGShim_SHIMMER-Glass Ringout_B00M_CUCK.wav	Magical, resonant and shimmering tones of a glass ringout.
MAGShim_SHIMMER-Glassy Highlight Hit_B00M_CUCK.wav	Bright and textured highlight of a glass shimmer.
MAGShim_SHIMMER-Granular Sizzle_B00M_CUCK.wav	Sizzling and crackling of granular shimmering particles under pressure.
MAGShim_SHIMMER-Granular Tiny Movement_B00M_CUCK.wav	Subtle and delicate shimmering movement of granular particles.
MAGShim_SHIMMER-High Flutter Short_B00M_CUCK.wav	Brief, high-pitched, and fleeting fluttering shimmer.
MAGShim_SHIMMER-High Flutter_B00M_CUCK.wav	High-pitched and ethereal fluttering shimmer.
MAGShim_SHIMMER-High Reward Positive_B00M_CUCK.wav	Magical shimmer that signifies a positive and rewarding outcome.
MAGShim_SHIMMER-High Static_B00M_CUCK.wav	Magical shimmer that produces a high-pitched and crackling static noise.
MAGShim_SHIMMER-Magical Brass_B00M_CUCK.wav	Enchanting and mystical shimmer resonance of brass instruments.
MAGShim_SHIMMER-Mysterious_B00M_CUCK.wav	Magical shimmer that evokes a sense of mystery and intrigue.
MAGShim_SHIMMER-Neutral Magic Tonal Tail Long_B00M_CUCK.wav	Long, neutral-toned magical tail, characterized by a sorcery shimmer.
MAGShim_SHIMMER-Neutral Magic Tonal Tail Low_B00M_CUCK.wav	Low, neutral-toned magical tail, characterized by a sorcery shimmer.
MAGShim_SHIMMER-Neutral Magic Tonal Tail Short_B00M_CUCK.wav	Short, neutral-toned magical tail, characterized by a sorcery shimmer.

FILENAME	DESCRIPTION
MAGShim_SHIMMER-Neutral Spell Tonal Noise Tail Light_B00M_CUCK.wav	Light, neutral-toned sorcery spell tail, characterized by its subtle tonal noise.
MAGShim_SHIMMER-Neutral Tail Long_B00M_CUCK.wav	Long, neutral-toned tail, characterized by its subtle shimmer.
MAGShim_SHIMMER-Positive Highlight High_B00M_CUCK.wav	Magical high pitched shimmer that signifies a positive highlight.
MAGShim_SHIMMER-Positive Highlight Long_B00M_CUCK.wav	Magical, long shimmer that signifies a positive highlight.
MAGShim_SHIMMER-Positive Highlight_B00M_CUCK.wav	Magical shimmer that signifies a positive highlight.
MAGShim_SHIMMER-Reward Pop Positive_B00M_CUCK.wav	Positive reward pop, amplified by a mystical shimmer.
MAGShim_SHIMMER-Reward Positive Tonal_B00M_CUCK.wav	Positive reward shimmer with a tonal texture.
MAGShim_SHIMMER-Rising Element_B00M_CUCK.wav	Magical shimmer rising essence of an element.
MAGShim_SHIMMER-Rising Pitch_B00M_CUCK.wav	Rising pitch, enhanced by a mystical shimmer.
MAGShim_SHIMMER-Short Highlight Coin_B00M_CUCK.wav	Brief highlight similar to the shimmer of a coin.
MAGShim_SHIMMER-Short Highlight Sledge Bell_B00M_CUCK.wav	Brief highlight reminiscent of the resonant chime of a sledge bell.
MAGShim_SHIMMER-Short Highlight Sparkle Layer Dust_B00M_CUCK.wav	Brief sparkle shimmer highlight of magical dust particles.
MAGShim_SHIMMER-Short Highlight Sparkle Layer Impact_B00M_CUCK.wav	Brief sparkle shimmer highlight of an impact element.
MAGShim_SHIMMER-Short Highlight Sparkle Layer Spectral Metal_B00M_CUCK.wav	Brief sparkle shimmer highlight of a metal element.
MAGShim_SHIMMER-Short Highlight_B00M_CUCK.wav	Brief and intense shimmer highlight.
MAGShim_SHIMMER-Star Burst_B00M_CUCK.wav	Cartoon and dazzling star burst magical shimmer.
MAGShim_SHIMMER-Tonal Sizzle_B00M_CUCK.wav	Tonal sizzle, characterized by its shimmering resonance.

FILENAME	DESCRIPTION
METLHndl_RATTLE-Espresso Machine Assemble_B00M_CUCK.wav	Movement of a metal handle during the assembly of an espresso machine.
METLHndl_RATTLE-Rusty Hook With Chains_B00M_CUCK.wav	Rattling of an old, and weathered rusty metal handle attached to chains.
METLImpt_IMPACT-Button Box Case Hit_B00M_CUCK.wav	Impact of a metal object striking a button box case.
METLImpt_IMPACT-Iron Case_B00M_CUCK.wav	Heavy or weighted impact on an iron case.
METLImpt_IMPACT-Metal Box_B00M_CUCK.wav	Metallic impact and metallic jiggles as an object strikes the surface of the box.
METLImpt_IMPACT-Metal Latch_B00M_CUCK.wav	Metallic movement of a metal latch being operated or used.
METLImpt_IMPACT-Screws Cup Metallic Stand_B00M_CUCK.wav	Impact on a metallic stand that is holding screws in a container.
METLMvmt_RATTLE-Metal Clip Drops_B00M_CUCK.wav	Rattling movement of metal clips as they drop or fall.
METLMvmt_RATTLE-Metal Clip Plastic Shake_B00M_CUCK.wav	Rattling movement of metal clips within a plastic container.
METLMvmt_RATTLE-Metal Clip Wooden Drops_B00M_CUCK.wav	Rattling movement of metal clips as they drop onto a wooden surface.
METLMvmt_RATTLE-Metal Cutlery Drop On Cardboard_B00M_CUCK.wav	Rattling movement of metal cutlery items as they drop onto a cardboard surface.
METLMvmt_RATTLE-Metal Keys On Box Pickup_B00M_CUCK.wav	Rattling movement of metal keys as they are picked up from a box or container.
METLMvmt_RATTLE-Metal Keys On Box_B00M_CUCK.wav	Rattling movement of metal keys as they rest on a box or container surface.
METLMvmt_RATTLE-Metal Keys Rattle_B00M_CUCK.wav	Rattling movement of metal keys.
METLMvmt_RATTLE-Pencils Pile Drops_B00M_CUCK.wav	Rattling movement of pencils as they drop onto a surface in a pile.
METLTonl_SHIMMER-Metal Candlestick Holder Ringout_B00M_CUCK.wav	Shimmering resonance of a metal candlestick holder as it rings out.
MUSCBell_RATTLE-Hand Bell_B00M_CUCK.wav	Resonant rattle of a hand bell's movements.

FILENAME	DESCRIPTION
MUSCBell_RATTLE-Iron Bell_B00M_CUCK.wav	Resonant rattle of an iron bell's movements.
MUSCBell_RATTLE-Macara_B00M_CUCK.wav	Rhythmic rattling of a maraca's movements.
MUSCBell_RATTLE-Sleigh Bells Large_B00M_CUCK.wav	Resonant rattle of large sleigh bell movements.
MUSCBell_RATTLE-Sleigh Bells_B00M_CUCK.wav	Resonant rattle of sleigh bell's movements.
MUSCChim_SHIMMER-Chimes Ascending Long Slow_B00M_CUCK.wav	Enchanting shimmer of chimes ascending slowly.
MUSCChim_SHIMMER-Chimes Constant Ring Soft_B00M_CUCK.wav	Gentle shimmer of chimes producing a soft, constant ringing.
MUSCChim_SHIMMER-Chimes Descending Long Slow_B00M_CUCK.wav	Enchanting shimmer of chimes descending slowly.
MUSCPerc_RATTLE-Macara Wood_B00M_CUCK.wav	Rhythmic rattle of a wooden maraca.
MUSCPerc_RATTLE-Shaker_B00M_CUCK.wav	Rhythmic rattling of a shaker instrument.
OBJBook_IMPACT-Book Drop Low_B00M_CUCK.wav	Low-frequency impact of a book being dropped.
OBJCoin_COIN-Big Silver Drop High_B00M_CUCK.wav	Clang and resonance as a large coin impacts a surface from a large distance.
OBJCoin_COIN-Big Silver Drop Small_B00M_CUCK.wav	Gentle clang and metallic resonance as a large coin impacts a surface from a short distance.
OBJCoin_COIN-Big Silver Drop_B00M_CUCK.wav	Clang and resonance as a large coin impacts a surface from a distance.
OBJCoin_COIN-Big Silver Spin High_B00M_CUCK.wav	Metallic whir and resonance as a copper coin spins rapidly through the air.
OBJCoin_COIN-Copper Screws Drop Glass Rain_B00M_CUCK.wav	Shower of copper screws colliding with a glass surface.
OBJCoin_COIN-Copper Screws Drop Glass Single_B00M_CUCK.wav	Copper screws colliding with a glass surface.
OBJCoin_COIN-Copper Tiny Hand Move Medium_B00M_CUCK.wav	Gentle clinks and shuffles as the coins are shifted or moved in a hand.

FILENAME	DESCRIPTION
OBJCoin_COIN-Copper Tiny Hand Move Scrape_B00M_CUCK.wav	Gentle scraping and movement of copper coins being handled by hand.
OBJCoin_COIN-Copper Tiny Hand Move Single_B00M_CUCK.wav	Singular clinks and shuffles as the coins are shifted or moved in a hand.
OBJCoin_COIN-Drop Hand_B00M_CUCK.wav	Tactile interaction of a coin being dropped into a hand.
OBJCoin_COIN-Drop Multiple Leather Case_B00M_CUCK.wav	Metallic clinks as multiple coins hit the surface of the leather surface.
OBJCoin_COIN-Drop Single Leather Case_B00M_CUCK.wav	Metallic clinks as a singular coin hits the surface of the leather surface.
OBJCoin_COIN-Drop Single Plastic Case_B00M_CUCK.wav	Metallic clink as the coin makes contact with the plastic surface.
OBJCoin_COIN-Flow Light_B00M_CUCK.wav	Light movement of coins, producing metallic clinks.
OBJCoin_COIN-Flow Tight Constant_B00M_CUCK.wav	Steady and controlled movement of the coins, producing consistent metallic clinks.
OBJCoin_COIN-Glass Coins Coffee Cup Complex_B00M_CUCK.wav	Delicate clinks and tinkles as the coins collide with each other and the ceramic surface of the cup.
OBJCoin_COIN-Glass Coins Coffee Cup Single_B00M_CUCK.wav	Singular clinks and tinkles as the coin collides with the ceramic surface of the cup.
OBJCoin_COIN-Glass Coins Glass Complex_B00M_CUCK.wav	Delicate clinks and tinkles as the coins collide with each other and the glass surface of the cup.
OBJCoin_COIN-Glass Coins Glass Single_B00M_CUCK.wav	Singular clinks and tinkles as the coin collides with the glass surface of the cup.
OBJCoin_COIN-Glass Money Rain Long_B00M_CUCK.wav	Prolonged shower of coins colliding with a glass surface, producing steady tingling and clunking as the coins fall.
OBJCoin_COIN-Glass Money Rain Short_B00M_CUCK.wav	Brief shower of coins colliding with a glass surface, producing quick tingling and clunking as the coins fall.
OBJCoin_COIN-Glass Screws Drop Coffee Cup Double_B00M_CUCK.wav	Clinks and clatters as screws are dropped twice in quick succession and make contact with the ceramic surface of the cup.
OBJCoin_COIN-Glass Screws Drop Coffee Cup Rain_B00M_CUCK.wav	Continuous tingling and clinking as the screws fall into the ceramic surface of the cup.
OBJCoin_COIN-Glass Screws Drop Glass Complex_B00M_CUCK.wav	Detailed clinks, clatters, and reverberations as the screws collide with the smooth surface of the glass

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FILENAME	DESCRIPTION
OBJCoin_COIN-Glass Screws Drop Glass Impact_B00M_CUCK.wav	Sharp clinks and reverberations as the screws collide with the smooth glass surface.
OBJCoin_COIN-Impact Treasure Basic_B00M_CUCK.wav	Metallic clink and resonance as many coins make contact with other treasures.
OBJCoin_COIN-Impact Treasure Gem_B00M_CUCK.wav	Metallic clink of coins as it lands among sparkling gems.
OBJCoin_COIN-Impact Treasure Light_B00M_CUCK.wav	Light metallic clinks and resonance as many coins make contact with other treasures.
OBJCoin_COIN-Impact Treasure_B00M_CUCK.wav	Metallic clink as the coin makes contact with other valuable objects.
OBJCoin_COIN-Sack Drop In Hand_B00M_CUCK.wav	Weighty thud of a sack of coins landing in the palm of a hand.
OBJCoin_COIN-Sack Drop On Table Metal Loose_B00M_CUCK.wav	Weighty thud of a sack of coins hitting the surface of a table, followed by the metallic clinks and rolling sounds as the coins spread out.
OBJCoin_COIN-Sack Drop On Table Tight_B00M_CUCK.wav	Controlled, weighty thud of a sack of coins colliding on a table's surface.
OBJCoin_COIN-Sack Move Rattle_B00M_CUCK.wav	Rustling of a sack material as it is moved, accompanied by the metallic clinks and jingles of coins.
OBJCoin_COIN-Several Drop On Coins On Table_B00M_CUCK.wav	Sequential impacts of multiple coins hitting the table surface, creating a series of metallic clinks and clatters.
OBJCoin_COIN-Several Drop On Table_B00M_CUCK.wav	Simultaneous impact of multiple coins hitting the table, creating a series of metallic clinks and clatters.
OBJCoin_COIN-Several Move In Hands_B00M_CUCK.wav	Clinking and rustling as the coins shift position within the hands.
OBJCoin_COIN-Single Drop On Table_B00M_CUCK.wav	Distinct metallic clink as the coin makes contact with the table.
OBJCoin_COIN-Washer Double Ringout_B00M_CUCK.wav	Metallic clinks and doubling of the reverberation as the coin is being tossed.
OBJCoin_COIN-Washer Fall On Pile Single_B00M_CUCK.wav	Metallic impact and clatter as a singular washer lands among the coins.
OBJCoin_COIN-Washer Fall On Pile_B00M_CUCK.wav	Metallic impact and subsequent rattling as the washer joins the coin pile
OBJCoin_COIN-Washer Jingle In Hand_B00M_CUCK.wav	Metallic clunks and rattles as the washer move in the palm of a hand.

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FILENAME	DESCRIPTION
OBJCoin_COIN-Washer Many Jingle On Cable_B00M_CUCK.wav	Metallic clinks and rattles as the washers roll along a cable.
OBJCoin_COIN-Washer Sack Drop_B00M_CUCK.wav	Light impact and subsequent rattling as the sack hits the ground, dispersing the washers.
OBJCoin_COIN-Washer Slide On Pile Impact Jingle_B00M_CUCK.wav	Metallic slide, impact, and jingle as the washer interacts with the coin pile.
OBJCoin_COIN-Washer Triple Ringout_B00M_CUCK.wav	Metallic clinks and tripling of the reverberation as the coin is being tossed.
OBJCoin_RATTLE-Coin On Cell Phone Flip_B00M_CUCK.wav	Metallic clinks and rattles as a coin interacts with the smooth surface of a plastic phone.
OBJCoin_RATTLE-Coin On Cell Phone Rotate_B00M_CUCK.wav	Metallic clinks and rattles as a coin moves around on the smooth surface of a plastic phone.
OBJKey_RATTLE-Keychain With Bell_B00M_CUCK.wav	Metallic jingles and rattles as keys move, accompanied by the gentle chime of the bell.
OBJKey_RATTLE-Small Metal Chain With Keys_B00M_CUCK.wav	Metallic clinks and rattles as the keys move along the chain.
OBJLug_IMPACT-Plastic Box On Suitcase Tight_B00M_CUCK.wav	Firm thud as a box is firmly placed on a travel bag.
OBJLug_IMPACT-Suitcase Fall On Ground Open_B00M_CUCK.wav	Firm thud as a travel bag hits the ground and opens.
OBJLug_IMPACT-Suitcase Fall On Ground_B00M_CUCK.wav	Firm thud as a travel bag hits the ground.
OBJLug_IMPACT-Suitcase Latch Snap_B00M_CUCK.wav	Crisp click as the latch of a travel bag securely fastens.
OBJLug_IMPACT-Suitcase Lock Snap_B00M_CUCK.wav	Firm click as the lock of a travel bag securely snaps.
PAPRFric_MATERIAL PAPER-Several Layers Handling Close_B00M_CUCK.wav	Gentle rustling and friction as the layers of paper are manipulated and pressed together.
PAPRFric_WHOOSH-Cardboard Swipe Bright_B00M_CUCK.wav	Crisp movement and friction of a cardboard material as it moves rapidly.
PAPRHndl_MATERIAL PAPER-A4 Crumple Aggressive_B00M_CUCK.wav	Intense rustling and tearing as a paper is forcefully crumpled.
PAPRHndl_MATERIAL PAPER-Book Close Tight_B00M_CUCK.wav	Firm pressing together of the book's pages and cover, resulting in a weighty thud.

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FILENAME	DESCRIPTION
PAPRHndl_MATERIAL PAPER-Book Close_B00M_CUCK.wav	Gentle rustling and thud as the pages and cover come together.
PAPRHndl_MATERIAL PAPER-Book Open Rapidly_B00M_CUCK.wav	Quick rustling and flipping of pages as the book is opened swiftly.
PAPRHndl_MATERIAL PAPER-Book Page Brush Fast_B00M_CUCK.wav	Quick and light rustling as pages are flicked through swiftly.
PAPRHndl_MATERIAL PAPER-Book Page Brush Long_B00M_CUCK.wav	Continuous rustling and flipping of pages as they are brushed through methodically.
PAPRHndl_MATERIAL PAPER-Booklet Moves_B00M_CUCK.wav	Gentle rustling and shifting as a booklet is handled or repositioned.
PAPRHndl_MATERIAL PAPER-Crumble Page_B00M_CUCK.wav	Delicate rustling and tearing as a page is gently crumpled.
PAPRHndl_MATERIAL PAPER-Fast Wave Single_B00M_CUCK.wav	Swift movement and rustling of paper as it is waved quickly through the air.
PAPRHndl_MATERIAL PAPER-Flip Multiple_B00M_CUCK.wav	Rapid rustling and flipping of pages as they are turned quickly.
PAPRHndl_MATERIAL PAPER-Flip Single_B00M_CUCK.wav	Gentle rustling and turning as a page is flipped over.
PAPRHndl_MATERIAL PAPER-Magazine Close_B00M_CUCK.wav	Smooth rustling and thud as a magazine is gently closed shut.
PAPRHndl_MATERIAL PAPER-Magazine Page Turn_B00M_CUCK.wav	Smooth rustling and flipping as a page is turned over.
PAPRHndl_MATERIAL PAPER-Parcel Moves_B00M_CUCK.wav	Gentle rustling and shifting as a parcel is handled or repositioned.
PAPRHndl_MATERIAL PAPER-Tear Page_B00M_CUCK.wav	Sharp rip and crumpling of a paper as it is torn apart.
PAPRHndl_MATERIAL PAPER-Thin Crunches_B00M_CUCK.wav	Delicate rustling and crunching as a thin paper is manipulated or crumpled.
PAPRHndl_MATERIAL PAPER-Turn Page Flip_B00M_CUCK.wav	Smooth rustling as a page is flipped over.
PAPRHndl_MATERIAL PAPER-Turn Page Slide_B00M_CUCK.wav	Smooth rustling and shifting as the page is slid across a surface.
PAPRHndl_MATERIAL PAPER-Turn Page Tight_B00M_CUCK.wav	Subtle rustling and friction as the page is turned firmly.

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FILENAME	DESCRIPTION
PAPRImpt_IMPACT-Book Large Flick Fast Impact_B00M_CUCK.wav	Rapid flick motion and impact of a large book's pages, resulting in a crisp thud.
PAPRImpt_IMPACT-Parcel Moves Impact_B00M_CUCK.wav	Rustling and shifting as the parcel makes contact with another surface or object.
PAPRMisc_WHOOSH-Magazine Fast Wave_B00M_CUCK.wav	Captures the swift movement and rustling of paper as the magazine is waved quickly through the air.
PAPRMisc_MATERIAL PAPER-Page Thin_B00M_CUCK.wav	Sound captures the light and airy swoosh as the page moves swiftly through the air.
PLASFric_IMPACT-Shopping Bag Crunchy Hard_B00M_CUCK.wav	Sharp and crunchy impact as a grocery bag is compressed forcefully.
PLASImpt_IMPACT-Makeup Case On Plastic Bucket_B00M_CUCK.wav	Solid thud and resonant reverberations as a case collides with a plastic bucket.
PLASImpt_IMPACT-Plastic Box Close Snap_B00M_CUCK.wav	Sharp and crisp click as the lid of a plastic box securely seals.
PLASMvmt_RATTLE-Board Game Shake_B00M_CUCK.wav	Rattling and clinking as a board game pieces move within its case.
PLASMvmt_RATTLE-Plastic Pieces Tiny Drop On Board_B00M_CUCK.wav	Light clinking and rattling as plastic pieces make contact with the board.
PLASMvmt_RATTLE-Plastic Pieces Tiny Pile Drops_B00M_CUCK.wav	Light clinking and rattling as plastic pieces come to rest.
PLASMvmt_RATTLE-Shard Tiny Cardboard Drops_B00M_CUCK.wav	Light tapping and rustling as plastic shards land and scatter.
ROCKBrk_MATERIAL STONE-Crispbread Crack_B00M_CUCK.wav	Sharp and brittle break as a crispbread fractures from friction and pressure.
ROCKBrk_MATERIAL STONE-Nachos Crack_B00M_CUCK.wav	Crisp and brittle break as some nachos fracture from friction and pressure.
ROCKBrk_MATERIAL STONE-Peanut Crack_B00M_CUCK.wav	Sharp and brittle break as the peanuts fracture from friction and pressure.
ROCKBrk_MATERIAL STONE-Rice Waffle Crack_B00M_CUCK.wav	Crisp and brittle break as the rice waffle fractures from friction and pressure.
ROCKCrsh_MATERIAL STONE-Gravel Fall On Gravel_B00M_CUCK.wav	Cascading impact and subsequent scattering of gravel particles.
ROCKCrsh_MATERIAL STONE-Gravel Fall On Suitcase_B00M_CUCK.wav	Impact and scattering of gravel particles against the hard surface of a travel bag.

FILENAME	DESCRIPTION
ROCKHndl_MATERIAL STONE-Clay Balls Movement_B00M_CUCK.wav	Rolling, shifting, or tumbling of clay balls as they interact with each other or a surface.
ROCKImpt_IMPACT-Sweetener Rock Rubber_B00M_CUCK.wav	Solid thud and bouncing resonance as a stone hits the rubber.
ROCKImpt_MATERIAL STONE-Break Mining Crystals_B00M_CUCK.wav	Sharp crack and shattering as a crystal stone fractures upon impact.
ROCKImpt_MATERIAL STONE-Crack Mining Crystals_B00M_CUCK.wav	Rugged crack and fracture as a stone breaks upon impact.
ROCKImpt_MATERIAL STONE-Break Small_B00M_CUCK.wav	Sharp crack and fracture as a small stone breaks upon impact.
ROCKImpt_MATERIAL STONE-Hit Rock Small_B00M_CUCK.wav	Sharp crack and scattering as a small stone comes to rest on a pile.
ROCKImpt_MATERIAL STONE-Collide In Hands_B00M_CUCK.wav	Solid impact and clinking as stones come into contact with each other.
ROCKImpt_MATERIAL STONE-Collision On Suitcase Dull_B00M_CUCK.wav	Muffled impact and thud as a stone makes contact with the sturdy surface of a travel bag.
ROCKImpt_MATERIAL STONE-Collision on Suitcase_B00M_CUCK.wav	Solid impact as a stone strikes the hard surface of a travel bag.
ROCKImpt_MATERIAL STONE-Hammer Hit_B00M_CUCK.wav	Solid impact as a hammer hits the hard surface of a stone.
ROCKImpt_MATERIAL STONE-Rock Hit Solid_B00M_CUCK.wav	Solid impact as stones make contact with each other.
ROCKMvmt_MATERIAL STONE-Debris Mining_B00M_CUCK.wav	Shifting, falling, and scattering of rocks and stones as they are disturbed during mining activities.
ROCKMvmt_MATERIAL STONE-Gravel Drop_B00M_CUCK.wav	Sharp impacts and rolling sounds as gravel stones hit the ground and scatter.
ROCKMvmt_MATERIAL STONE-Gravel Scrape_B00M_CUCK.wav	Gritty texture and irregular movements as stones are dragged or pushed along the ground.
ROCKMvmt_MATERIAL STONE-Gravel Drop Gritty_B00M_CUCK.wav	Sharp impacts and rolling sounds as stones hit the ground and scatter.
ROCKMvmt_MATERIAL STONE-Gravel Drop Tiny_B00M_CUCK.wav	Subtle impacts and gentle rolling sounds as small stones hit the ground.
ROCKMvmt_MATERIAL STONE-Pile Scrape_B00M_CUCK.wav	Gritty texture and irregular movements as rocks are shifted or disturbed within the pile.

FILENAME	DESCRIPTION
ROCKMvmt_MATERIAL STONE-Pile Tiny Impacts_B00M_CUCK.wav	Gentle clinks and rattles as small rocks shift and settle within the pile.
ROCKMvmt_MATERIAL STONE-Shard Tiny Cardboard Slide Noisy_B00M_CUCK.wav	Gritty texture and sharp, scraping movements as rock shards move across the surface of the cardboard.
ROCKMvmt_MATERIAL STONE-Rocks Hit Resonant_B00M_CUCK.wav	Deep reverberations and echoes generated by stones as they make contact with a surface.
ROCKMvmt_MATERIAL STONE-Rocks Hit Surface_B00M_CUCK.wav	Distinct thuds and reverberations generated by each stone as it makes contact with a surface.
ROCKMvmt_MATERIAL STONE-Rocks Hit_B00M_CUCK.wav	Thuds and reverberations generated as multiple stones make contact with a surface.
ROCKMvmt_MATERIAL STONE-Thin Scrape_B00M_CUCK.wav	Subtle friction and irregular movements as a rock is dragged or slid across a surface.
ROCKMvmt_WHOOSH-Gravel Foot Scrape Fast_B00M_CUCK.wav	Rapid friction and gritty texture as a foot moves across a gravel surface.
ROCKMvmt_WHOOSH-Gravel Foot Scrape_B00M_CUCK.wav	Friction and gritty texture as a foot moves across a gravel surface.
SPRTSkate_RATTLE-Roller Skate Old_B00M_CUCK.wav	Distinct metallic rattles and clinks as a roller skate moves along a smooth surface.
SWSH_WHOOSH-Airy Light Movement Descend Long_B00M_CUCK.wav	Airy, smooth and light whoosh descending.
SWSH_WHOOSH-Badminton Racket Up_B00M_CUCK.wav	Sharp, cutting sound as a racket cuts upwards through the air.
SWSH_WHOOSH-Badminton Racket_B00M_CUCK.wav	Sharp, cutting sound as a racket moves through the air.
SWSH_WHOOSH-Blow In Fingers Long_B00M_CUCK.wav	Prolonged whooshing sound as air is blown through fingers.
SWSH_WHOOSH-Blow In Fingers Medium_B00M_CUCK.wav	Moderate whooshing sound as air is blown through fingers.
SWSH_WHOOSH-Blow In Fingers Short_B00M_CUCK.wav	Brief whooshing sound as air is blown through fingers.
SWSH_WHOOSH-Blow Through Mouth_B00M_CUCK.wav	Air being blown forcefully through the mouth characterized by an airy, swishing motion created by breath.
SWSH_WHOOSH-Blow Through Nose Long_B00M_CUCK.wav	Air being blown through the nose characterized by steady airflow produced by exhalation, prolonged in length.

FILENAME	DESCRIPTION
SWSH_WHOOSH-Blow Through Nose Medium_B00M_CUCK.wav	Air being blown through the nose characterized by steady airflow produced by exhalation, moderate in length.
SWSH_WHOOSH-Blow Through Nose Short_B00M_CUCK.wav	Air being blown through the nose characterized by steady airflow produced by exhalation, brief in length.
SWSH_WHOOSH-Designed Doppler Automation On Scrape Long_B00M_CUCK.wav	Designed doppler whoosh effect combined with prolonged scraping.
SWSH_WHOOSH-Designed Doppler Automation On Scrape Medium_B00M_CUCK.wav	Designed doppler whoosh effect combined with moderate scraping.
SWSH_WHOOSH-Designed Doppler Automation On Scrape Short_B00M_CUCK.wav	Designed doppler whoosh effect combined with brief scraping.
SWSH_WHOOSH-Designed Filter Movement Long_B00M_CUCK.wav	Prolonged duration of an intricately crafted filtered whoosh movement.
SWSH_WHOOSH-Designed Filter Movement Medium_B00M_CUCK.wav	Moderate duration of an intricately crafted filtered whoosh movement.
SWSH_WHOOSH-Designed Filter Movement Short_B00M_CUCK.wav	Brief duration of an intricately crafted filtered whoosh movement.
SWSH_WHOOSH-Designed Snappy Freq Modulation Long_B00M_CUCK.wav	Extended duration of a snappy frequency whoosh modulation.
SWSH_WHOOSH-Designed Snappy Freq Modulation Medium_B00M_CUCK.wav	Moderate duration of a snappy frequency whoosh modulation.
SWSH_WHOOSH-Designed Snappy Freq Modulation Short_B00M_CUCK.wav	Brief duration of a snappy frequency whoosh modulation.
SWSH_WHOOSH-Designed Tonal Swirl Long_B00M_CUCK.wav	Prolonged duration of an intricately crafted tonal swirl whoosh.
SWSH_WHOOSH-Designed Tonal Swirl Medium_B00M_CUCK.wav	Moderate duration of an intricately crafted tonal swirl whoosh.
SWSH_WHOOSH-Designed Tonal Swirl Short_B00M_CUCK.wav	Brief duration of an intricately crafted tonal swirl whoosh.
SWSH_WHOOSH-Hand Rub Complex_B00M_CUCK.wav	Hand rubbing against a surface, producing a complex and varied swishing noise.
SWSH_WHOOSH-Hand Rub Constant_B00M_CUCK.wav	Steady and continuous swishing noise created by a rhythmic rubbing of hands on a surface.
SWSH_WHOOSH-Hand Rub Double_B00M_CUCK.wav	Hand rubbing against a surface with a double swish movement.

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FILENAME	DESCRIPTION
SWSH_WHOOSH-Hand Rub Single_B00M_CUCK.wav	Hand rubbing against a surface with a single swish movement.
SWSH_WHOOSH-Mouth Doppler Fast_B00M_CUCK.wav	Swift and dynamic doppler effect created by mouth movements, resulting in a fast-paced whooshing noise.
SWSH_WHOOSH-Mouth Doppler Soft_B00M_CUCK.wav	Gentle doppler effect created by mouth movements, resulting in a gentle whooshing noise.
SWSH_WHOOSH-Mouth Doppler_B00M_CUCK.wav	Doppler effect generated by mouth movements, resulting in a subtle and fluid whooshing noise.
SWSH_WHOOSH-Mouth Short High_B00M_CUCK.wav	Brief and high-pitched whooshing noise produced by mouth movements.
SWSH_WHOOSH-Swell Screechy Tonal_B00M_CUCK.wav	Dramatic whoosh swell characterized by a screechy and tonal quality.
SWSH_WHOOSH-Swish Bamboo Stick Airy_B00M_CUCK.wav	Swishing noise created by the movement of a bamboo stick through the air.
SWSH_WHOOSH-Swish Bamboo Stick Thin_B00M_CUCK.wav	Airy and light swishing produced by a bamboo stick cutting through the air.
SWSH_WHOOSH-Swish Bamboo Stick_B00M_CUCK.wav	Swishing motion of a bamboo stick as it moves through the air.
SWSH_WHOOSH-Whip Bamboo Stick Short High_B00M_CUCK.wav	Quick and high-pitched whooshing noise produced by a bamboo stick being whipped through the air.
SWSH_WHOOSH-Whip Bamboo Stick Short_B00M_CUCK.wav	Swift whooshing noise generated by a bamboo stick being whipped through the air in a short motion.
TOONImpt_IMPACT-Rubber Cup Hit Hand_B00M_CUCK.wav	Animated impact of a hand slapping against a rubber cup.
TOONImpt_PLOP-Hand Hit Cup Damped_B00M_CUCK.wav	Hand hitting a cup with a dampened impactful thud.
TOONImpt_PLOP-Hand Hit Cup Plop_B00M_CUCK.wav	Hand hitting a cup with a ploped impactful thud.
TOONPop_PLOP-Click Mouth Snap_B00M_CUCK.wav	Lips or tongue making contact with each other, resulting in a quick and percussive snappy pop.
TOONPop_PLOP-Click Mouth_B00M_CUCK.wav	Sharp and distinct noise created by the movement of the lips or tongue.
TOONPop_PLOP-Cup Hit Hand_B00M_CUCK.wav	Animated impact between a hand and a cup.

FILENAME	DESCRIPTION
TOONPop_PLOP-Drip_B00M_CUCK.wav	Gentle falling of liquid followed by a subtle popping sound upon impact.
TOONPop_PLOP-Finger In Mouth_B00M_CUCK.wav	Finger releasing from the mouth, resulting in a playful and comical pop.
TOONPop_PLOP-Finger Snap On Cheek_B00M_CUCK.wav	Quick and percussive noise created by a finger hitting skin.
TOONPop_PLOP-Hand Hit Bottle Long_B00M_CUCK.wav	Animated impact between the hand and the bottle, generating a sustained and lively pop sound.
TOONPop_PLOP-Hand Hit Cup_B00M_CUCK.wav	Animated impact between the hand and the cup, resulting in a lively and percussive sound.
TOONPop_PLOP-In_B00M_CUCK.wav	A whimsical and lively animated pop.
TOONPop_PLOP-Lip Pop_B00M_CUCK.wav	Playful and percussive quality of the lip movement, resulting in an animated and lively pop sound.
TOONPop_PLOP-Lip Smack_B00M_CUCK.wav	Playful lip smack, characterized by the sound of lips coming together.
TOONPop_PLOP-Mouth Basic_B00M_CUCK.wav	Simple and straightforward pop sound produced by a mouth.
TOONPop_PLOP-Mouth Classic_B00M_CUCK.wav	Timeless and classic pop sound produced by a mouth.
TOONPop_PLOP-Mouth Flick_B00M_CUCK.wav	Quick and snappy flick produced by a mouth.
TOONPop_PLOP-Mouth Hollow_B00M_CUCK.wav	Hollow pop sound produced by a mouth.
TOONPop_PLOP-Mouth Resonant_B00M_CUCK.wav	Resonant pop sound produced by a mouth.
TOONPop_PLOP-Mouth Tight_B00M_CUCK.wav	Precise and controlled pop produced by a mouth.
TOONPop_PLOP-Multiple Pitch Up_B00M_CUCK.wav	Series of mouth pops with progressively increasing pitch.
TOONPop_PLOP-Multiple_B00M_CUCK.wav	Sequence of rapid and successive mouth pops.
TOONPop_PLOP-Plastic Box Open_B00M_CUCK.wav	Plastic box being opened with a popping motion.

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FILENAME	DESCRIPTION
TOONPop_PLOP-Plop Bottle Small_B00M_CUCK.wav	Bottle being opened or closed with a soft, miniature plop.
TOONPop_PLOP-Plop Bottle_B00M_CUCK.wav	Bottle being opened or closed with a plop.
TOONPop_PLOP-Plop Glass Jar Lid_B00M_CUCK.wav	Glass jar lid being removed or replaced with a satisfying plop.
TOONPop_PLOP-Plop Gum Pot Lid_B00M_CUCK.wav	Gum pot lid being opened or closed with a satisfying plop.
TOONPop_PLOP-Plop Plunger_B00M_CUCK.wav	Plunger being lifted or pushed down with a satisfying plop.
TOONPop_PLOP-Plop Toy Gun Fire_B00M_CUCK.wav	Toy gun being discharged with a distinctive plop.
UIClick_CLICK DIGITAL-Tonal Accept_B00M_CUCK.wav	Digital tick sound associated with confirming or accepting an action.
UIClick_CLICK DIGITAL-Tonal Cute Plop_B00M_CUCK.wav	Endearing, tonal plop rendition of a digital tick.
UIClick_CLICK DIGITAL-Tonal Cute_B00M_CUCK.wav	Charming and adorable rendition of a digital tick.
UIClick_CLICK DIGITAL-Tonal Glassy_B00M_CUCK.wav	Distinctive, glassy, and tonal rendition of a digital tick.
UIClick_CLICK DIGITAL-Tonal Plop Zip_B00M_CUCK.wav	Tonal plop with a subtle zip rendition of a digital tick.
UIClick_CLICK DIGITAL-Tonal Plop_B00M_CUCK.wav	Tonal resonance with a soft plop rendition of a digital tick.
UIClick_CLICK DIGITAL-Tonal Positive_B00M_CUCK.wav	Digital tick that conveys a sense of affirmation and positivity.
UIClick_CLICK DIGITAL-Tonal Rise_B00M_CUCK.wav	Digital tick that creates a sense of upward movement and advancement.
UIClick_CLICK DIGITAL-Tonal Small_B00M_CUCK.wav	Digital tick characterized by a compact and subtle tone.
UIClick_CLICK DIGITAL-Tonal Tail Echo_B00M_CUCK.wav	Digital tick characterized by a distinctive tonal quality and trailing echo.
UIClick_CLICK DIGITAL-Tonal Whoosh_B00M_CUCK.wav	Digital tick characterized by a click and whoosh element.

FILENAME	DESCRIPTION
UIClick_CLICK DIGITAL-Tonal Zappy_B00M_CUCK.wav	Digital tick characterized by a sharp click and an electric zap.
UIClick_CLICK DIGITAL-Tonal Zippy Movement_B00M_CUCK.wav	Digital tick characterized by a sharp click with a zippy movement.
UIClick_CLICK DIGITAL-Tonal Zippy_B00M_CUCK.wav	Digital tick characterized by a zippy tone with a sharp click.
UIClick_CLICK GLASS-Base Flat_B00M_CUCK.wav	Crisp and clear digital tick that conveys the interaction of tapping on a smooth glass tabletop or panel.
UIClick_CLICK GLASS-Base Swipe_B00M_CUCK.wav	Digital tick that conveys the swiping or sliding of a finger across a smooth glass surface.
UIClick_CLICK GLASS-Basic Subtle_B00M_CUCK.wav	Gentle and subtle high frequency digital tick that conveys the interaction of tapping on a smooth glass tabletop or panel.
UIClick_CLICK GLASS-Bottle Basic_B00M_CUCK.wav	Digital tick that conveys the interaction of tapping on a smooth glass tabletop or panel.
UIClick_CLICK GLASS-Friction Scrape Flam_B00M_CUCK.wav	Digital tick characterized by a sharp, resonant sound.
UIClick_CLICK GLASS-Friction Scrape_B00M_CUCK.wav	Digital click characterized by a tactile sensation of glass friction, producing a distinctive scraping sound.
UIClick_CLICK GLASS-Jar Lid Drop Complex_B00M_CUCK.wav	Digital tick characterized by a blend of high-frequency tinkling and low-frequency thuds.
UIClick_CLICK GLASS-Jar Tiny Clang On Box_B00M_CUCK.wav	Digital tick characterized by a high-pitched, metallic tone, reminiscent of two solid objects meeting.
UIClick_CLICK GLASS-Pipette Drop In Shot Glass_B00M_CUCK.wav	Digital tick characterized by a soft, resonant tone.
UIClick_CLICK GLASS-Screws Drop Coffee Cup Single_B00M_CUCK.wav	Digital tick characterized by a sharp and defined rhythmic pattern.
UIClick_CLICK GLASS-Screws Drop Impact Tonal_B00M_CUCK.wav	Digital tick characterized by a sharp, percussive and sustained tonal resonance.
UIClick_CLICK GLASS-Shot Collide Ringout_B00M_CUCK.wav	Digital tick characterized by a sharp, percussive impact followed by a resonant ring-out that gradually fades away.
UIClick_CLICK GLASS-Spoon Coffee Cup Drop Thin_B00M_CUCK.wav	Digital tick characterized by a soft, tinkling noise that has a thin and crisp quality.
UIClick_CLICK GLASS-Spoon Coffee Cup Drop_B00M_CUCK.wav	Digital tick characterized by a subtle thud followed by a brief resonance.

CASUAL UI

FILENAME	DESCRIPTION
UIClick_CLICK GLASS-Spoon Drop_B00M_CUCK.wav	Digital tick characterized by a sharp and resonant qualities.
UIClick_CLICK GLASS-Threesome Ringout_B00M_CUCK.wav	Digital tick characterized by a triple sustained melodic resonance.
UIClick_CLICK METAL-Basic Case_B00M_CUCK.wav	Metal tick characterized by its crisp click.
UIClick_CLICK METAL-Basic Heavy_B00M_CUCK.wav	Metal tick characterized by deep resonance and a weighty click.
UIClick_CLICK METAL-Basic Latch Tonal_B00M_CUCK.wav	Metal tick characterized by a distinct high frequency click.
UIClick_CLICK METAL-Basic Light_B00M_CUCK.wav	Metal tick characterized by a subtle and gentle metallic click.
UIClick_CLICK METAL-Basic Modern_B00M_CUCK.wav	Metal tick characterized by a clean click.
UIClick_CLICK METAL-Candlestick Holder Clang_B00M_CUCK.wav	Metal tick characterized by a metallic and deep click.
UIClick_CLICK METAL-Cap Grind_B00M_CUCK.wav	Metal tick characterized by a series of metallic clicks and grinds.
UIClick_CLICK METAL-Cap Tonal_B00M_CUCK.wav	Metal tick characterized by a metallic resonant tone.
UIClick_CLICK METAL-Cutlery Single_B00M_CUCK.wav	Metal tick characterized by a distinct metallic clang or clink.
UIClick_CLICK METAL-Cutlery Slide Snap_B00M_CUCK.wav	Metal tick characterized by a series of metallic clicks and snaps.
UIClick_CLICK METAL-Glass Preserving Jar Latch Flam_B00M_CUCK.wav	Metal tick characterized by a rapid succession of distinct clicks.
UIClick_CLICK METAL-Gun Bolt Move Latch_B00M_CUCK.wav	Metal tick characterized by metallic clicks and a solid latch.
UIClick_CLICK METAL-Gun Button Press Complex_B00M_CUCK.wav	Metal tick characterized by a series of nuanced clicks and metallic taps.
UIClick_CLICK METAL-Gun Button Press_B00M_CUCK.wav	Metal tick characterized by a tactile sensation of a precise click.
UIClick_CLICK METAL-Gun Mag In Latch Rattle_B00M_CUCK.wav	Metal tick characterized by a series of metallic clicks and rattles.

CASUAL UI

FILENAME	DESCRIPTION
UIClick_CLICK METAL-Knife Swipe On Portafilter_BOOM_CUCK.wav	Metal swipe characterized by its precision and tactile quality.
UIClick_CLICK METAL-Lid Bottle_BOOM_CUCK.wav	Metal tick characterized by a distinctive metallic movement.
UIClick_CLICK METAL-Lid Glass_BOOM_CUCK.wav	Metallic clinks and rattles as the washer move in the palm of a hand.
UIClick_CLICK METAL-Measure Tape Latch_BOOM_CUCK.wav	Metal tick characterized by its precision and mechanical nature.
UIClick_CLICK METAL-Measure Tape Short Latch_BOOM_CUCK.wav	Metal tick characterized by its brief, sharp and precise click.
UIClick_CLICK ORGANIC-Cheek_BOOM_CUCK.wav	Soft and subtle organic smack created when the tongue is pressed against the roof of the mouth and released.
UIClick_CLICK ORGANIC-Finger Snip_BOOM_CUCK.wav	Sharp and distinct organic smack produced when a finger is quickly flicked against the thumb.
UIClick_CLICK ORGANIC-Fingernail On Tooth_BOOM_CUCK.wav	Subtle, organic smack produced when a fingernail lightly grazes against a tooth.
UIClick_CLICK ORGANIC-Handclap_BOOM_CUCK.wav	Sharp, percussion produced when two hands come together forcefully.
UIClick_CLICK ORGANIC-Tongue Flam_BOOM_CUCK.wav	Soft, organic smack made when the tongue quickly strikes the roof of the mouth.
UIClick_CLICK ORGANIC-Tongue_BOOM_CUCK.wav	Soft, organic smack made when the tongue quickly strikes the roof of the mouth.
UIClick_CLICK PLASTIC-Arcade Stick_BOOM_CUCK.wav	Distinctive click produced when pressing a button on an arcade controller or joystick.
UIClick_CLICK PLASTIC-Basic Bottle Slide_BOOM_CUCK.wav	Plastic tick characterized by a brief and crunch sliding noise.
UIClick_CLICK PLASTIC-Button Press Squeak Chunky_BOOM_CUCK.wav	Plastic tick characterized by a distinctive squeak and chunky click.
UIClick_CLICK PLASTIC-Closure On Cellphone_BOOM_CUCK.wav	Plastic tick characterized by a distinct click or snap.
UIClick_CLICK PLASTIC-Closure On Table_BOOM_CUCK.wav	Plastic tick characterized by a sharp and solid click.
UIClick_CLICK PLASTIC-Cup Button_BOOM_CUCK.wav	Plastic tick characterized by a soft and springy click.

CASUAL UI

FILENAME	DESCRIPTION
UIClick_CLICK PLASTIC-Ice Mold Open_B00M_CUCK.wav	Plastic tick characterized by a light and crisp snapping or clicking noise.
UIClick_CLICK PLASTIC-Large Button Press Chunky_B00M_CUCK.wav	Plastic tick characterized by a weighty and resonant click.
UIClick_CLICK PLASTIC-Large Button Release Chunky_B00M_CUCK.wav	Plastic tick characterized by its robust and tactile nature.
UIClick_CLICK PLASTIC-Latch Forward Rattle Chunky_B00M_CUCK.wav	Plastic tick characterized by a distinct rattle and chunky texture.
UIClick_CLICK PLASTIC-Latch Simple Flam_B00M_CUCK.wav	Plastic tick characterized by its sharp and percussive nature.
UIClick_CLICK PLASTIC-Modern Light_B00M_CUCK.wav	Plastic tick characterized by a subtle and thin click.
UIClick_CLICK PLASTIC-Small Latch Button Release_B00M_CUCK.wav	Plastic tick characterized by its subtle click and compactness
UIClick_CLICK PLASTIC-Small Latch Button_B00M_CUCK.wav	Plastic tick characterized by its crisp click and compactness.
UIClick_CLICK PLASTIC-Solid Pad_B00M_CUCK.wav	Plastic tick characterized by robust and reliable nature.
UIClick_CLICK PLASTIC-Spoon Slide On Espresso Machine_B00M_CUCK.wav	Plastic tick characterized by a gentle and fluid movement.
UIClick_CLICK PLASTIC-Tripod Latch Close_B00M_CUCK.wav	Plastic tick characterized by its precise and mechanical nature.
UIClick_CLICK PLASTIC-Tripod Latch Open_B00M_CUCK.wav	Plastic tick characterized by its precise and mechanical nature.
UIClick_CLICK PLASTIC-Two Spoons_B00M_CUCK.wav	Plastic tick characterized by its thin charm and gentle nature.
UIClick_CLICK WOOD-Block Hit Small_B00M_CUCK.wav	Wooden tick characterized by its sharp and percussive nature.
UIClick_CLICK WOOD-Bone_B00M_CUCK.wav	Wooden tick characterized by its organic and resonant quality.
UIClick_CLICK WOOD-Castanets Low_B00M_CUCK.wav	Wooden tick characterized by its distinct, low percussive nature, reminiscent of the traditional instrument.
UIClick_CLICK WOOD-Castanets_B00M_CUCK.wav	Wooden tick characterized by its distinct, percussive nature, reminiscent of the traditional instrument.

CASUAL UI

FILENAME	DESCRIPTION
UIClick_CLICK WOOD-Chess Figure On Ceramic Bowl_B00M_CUCK.wav	Wooden tick characterized by its soft and delicate nature.
UIClick_CLICK WOOD-Classic_B00M_CUCK.wav	Wooden tick characterized by its organic and resonant quality.
UIClick_CLICK WOOD-Clave Stick_B00M_CUCK.wav	Wooden tick characterized by its sharp and rhythmic nature.
UIClick_CLICK WOOD-Slide Tonal_B00M_CUCK.wav	Wooden tick characterized by its fluidity and clarity.
UIClick_CLICK WOOD-Stick On Ceramic Bowl_B00M_CUCK.wav	Wooden tick characterized by its gentle and delicate nature.
UIClick_CLICK WOOD-Three Sticks_B00M_CUCK.wav	Wooden tick characterized by its percussive nature.
UIClick_CLICK WOOD-Whistles In Box_B00M_CUCK.wav	Wooden tick characterized by its subtle and delicate nature.
UIClick_CLICK WOOD-Wood Tiny Rattle_B00M_CUCK.wav	Wooden tick characterized by its gentle and faint rattling.
UIMisc_EFFECT-Bubble Phase Snap_B00M_CUCK.wav	Distinct snap or pop sound associated with the phase transition of a bubble.
UIMisc_EFFECT-Bubble Rope Long_B00M_CUCK.wav	Atmospheric effect of a long bubble rope being formed and manipulated.
UIMisc_EFFECT-Bubble Rope Short_B00M_CUCK.wav	Atmospheric effect of a short bubble rope forming and dissipating.
UIMisc_EFFECT-Bubble Swish_B00M_CUCK.wav	Gentle swishing movement of bubbles with an airy nature.
UIMisc_EFFECT-Bubble Up Short_B00M_CUCK.wav	Swift and brief upward movement of bubbles with an airy nature.
UIMisc_EFFECT-Bubble Up Tight_B00M_CUCK.wav	Tight and rapid upward movement of bubbles with an airy nature.
UIMisc_EFFECT-Clicky Wobble Phase_B00M_CUCK.wav	Clicky effect characterized by its oscillating and rhythmic nature.
UIMisc_EFFECT-Delay Wobble Rising_B00M_CUCK.wav	Delayed wobble characterized by a gradual increase in frequency modulation over time.
UIMisc_EFFECT-Filter Movement Shimmer Modulated_B00M_CUCK.wav	Shimmer effect characterized by its shifting frequencies and evolving nature.

CASUAL UI

FILENAME	DESCRIPTION
UIMisc_EFFECT-Filter Resonance Wobble_B00M_CUCK.wav	Resonant and oscillating effect of a filter resonance wobble.
UIMisc_EFFECT-Modulated Noise_B00M_CUCK.wav	Modulated noise, featuring dynamic and evolving variations.
UIMisc_EFFECT-Particles Filter Modulation High_B00M_CUCK.wav	High-frequency particle filter modulation characterized by its dynamic and textured nature.
UIMisc_EFFECT-Particles Filter Modulation Slower_B00M_CUCK.wav	Slow particle filter modulation characterized by its gradual and evolving nature.
UIMisc_EFFECT-Particles Filter Modulation Zappy_B00M_CUCK.wav	Zappy particle filter modulation characterized by its sharp and erratic nature.
UIMisc_EFFECT-Plop Suction Large_B00M_CUCK.wav	Large plop of a substantial object being rapidly pulled or stretched.
UIMisc_EFFECT-Plop Suction Slow_B00M_CUCK.wav	Slow plop of a substantial object being rapidly pulled or stretched.
UIMisc_EFFECT-Plop Suction_B00M_CUCK.wav	Plop of a substantial object being rapidly pulled or stretched.
UIMisc_EFFECT-Pop Delay Frequency Shift_B00M_CUCK.wav	Delayed pop with frequency shifting characterized by its dynamic and evolving nature.
UIMisc_EFFECT-Pop Delay Rising_B00M_CUCK.wav	Delayed pop rising characterized by its gradual increase in intensity and pitch.
UIMisc_EFFECT-Pop_B00M_CUCK.wav	Popping characterized by its weighty and sudden burst.
UIMisc_EFFECT-Reverse Blow_B00M_CUCK.wav	Reverse blow, characterized by a unique reversal of air movement.
UIMisc_EFFECT-Rising Delay Filter Tail_B00M_CUCK.wav	Rising delay filter tail, characterized by a gradual increase in intensity and modulation over time.
UIMisc_EFFECT-Snap Bubble Short_B00M_CUCK.wav	Short snap bubble, characterized by a brief and sharp burst.
UIMisc_EFFECT-Snap Liquid Bubble_B00M_CUCK.wav	Liquid bubble snapping, characterized by a distinct and resonant burst.
UIMisc_EFFECT-Snap Sharp Bubble_B00M_CUCK.wav	Sharp and distinct auditory effect of a snapping bubble characterized by its sudden and percussive nature.
UIMisc_EFFECT-Snap Shifter_B00M_CUCK.wav	Snap shifter, characterized by a sharp and distinctive shift in frequency.

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FILENAME	DESCRIPTION
UIMisc_EFFECT-Snap Whistle Bubble_B00M_CUCK.wav	Snap whistle bubble, characterized by a sharp and high frequency burst.
UIMisc_EFFECT-Squeeze Basic_B00M_CUCK.wav	Liquid interaction, characterized by a gentle compression or pressure.
UIMisc_EFFECT-Squeeze Button_B00M_CUCK.wav	Liquid button interaction, characterized by a distinct and tactile compression.
UIMisc_EFFECT-Squeeze High Fast_B00M_CUCK.wav	High-speed liquid interaction, characterized by a rapid and energetic compression.
UIMisc_EFFECT-Squeeze Long_B00M_CUCK.wav	Prolonged liquid interaction, characterized by a sustained compression sound.
UIMisc_EFFECT-Squeeze Tight_B00M_CUCK.wav	Tight liquid interaction, characterized by a firm and intense compression.
UIMisc_EFFECT-Swipe Plop Mouth_B00M_CUCK.wav	Swipey mouth action with the characteristic sound of a plop.
UIMisc_EFFECT-Synth Accept_B00M_CUCK.wav	Synthesized sound designed to convey acceptance or confirmation in user interface interactions.
UIMisc_EFFECT-Synth High Accept_B00M_CUCK.wav	Synthesized sound designed to convey acceptance or confirmation, characterized by a high frequency synth.
UIMisc_EFFECT-Synth Tonal Accept_B00M_CUCK.wav	Synthesized sound designed to convey acceptance or confirmation, characterized by a high tonal quality.
UIMisc_EFFECT-Synth Wobble Ride_B00M_CUCK.wav	Synthesized sound featuring a wobbling or oscillating tone that creates a sense of movement or vibration.
UIMisc_EFFECT-Tonal Bubble Snap_B00M_CUCK.wav	Tonal bubble snap, characterized by a distinct and resonant burst.
UIMisc_EFFECT-Tonal Filter Zap_B00M_CUCK.wav	Tonal filter zap, characterized by a distinct and resonant burst.
UIMisc_EFFECT-Tonal Laser Zap_B00M_CUCK.wav	Tonal laser zap, characterized by a sharp and resonant burst.
UIMisc_EFFECT-Tonal Rise Long_B00M_CUCK.wav	Long tonal rise, characterized by a gradual increase in pitch and intensity over time.
UIMisc_EFFECT-Tonal Rise Short_B00M_CUCK.wav	Short tonal rise, characterized by a quick increase in pitch and intensity.
UIMisc_EFFECT-Tonal Rising Sweep_B00M_CUCK.wav	Tonal rising sweep, characterized by a gradual increase in pitch and intensity over time.

FILENAME	DESCRIPTION
UIMisc_EFFECT-Tonal Whooshy_B00M_CUCK.wav	Tonal whoosh, characterized by a smooth and sweeping modulation of frequencies.
UIMisc_EFFECT-Vocoder Pitch Rise_B00M_CUCK.wav	Vocoder pitch rise, characterized by a gradual increase in pitch modulation over time.
UIMisc_EFFECT-Wobbly Filter Pitch_B00M_CUCK.wav	Wobbly filter pitch, characterized by a modulated and oscillating change in frequency over time.
UIMisc_EFFECT-Zap Fast_B00M_CUCK.wav	Fast zap, characterized by a sudden and sharp burst of sound.
UIMisc_EFFECT-Zippy Fast_B00M_CUCK.wav	Fast, zippy action, characterized by a rapid and energetic burst of sound.
UIMisc_EFFECT-Zippy Fluctuate_B00M_CUCK.wav	Fast, zippy fluctuation action, characterized by a rapid and energetic burst of sound.
WATRBubl_MATERIAL LIQUID-Bubble Long_B00M_CUCK.wav	Long-lasting bubble effect in a liquid medium.
WATRBubl_MATERIAL LIQUID-Bubble Multiple_B00M_CUCK.wav	Multiple bubbles forming and rising in a liquid medium.
WATRBubl_MATERIAL LIQUID-Bubble Single_B00M_CUCK.wav	Single bubble forming and rising in a liquid medium.
WATRBubl_MATERIAL LIQUID-Glass Air Release Tonal_B00M_CUCK.wav	Tonal air release from glass submerged in a liquid medium.
WATRDrip_MATERIAL LIQUID-Drop Tonal_B00M_CUCK.wav	Tonal water droplet characterized by its distinct tonality and resonance.
WATRDrip_MATERIAL LIQUID-Pour Tiny_B00M_CUCK.wav	Tiny pour of liquid characterized by its gentle and delicate nature.
WATRImpt_MATERIAL LIQUID-Glass Surface Plop_B00M_CUCK.wav	Glass surface plop characterized by its distinct and resonant nature.
WATRImpt_MATERIAL LIQUID-Glass Surface Tonal Pop Ascending_B00M_CUCK.wav	Liquid colliding with a glass surface, producing a tonal ascending pop.
WATRImpt_MATERIAL LIQUID-Glass Surface_B00M_CUCK.wav	Liquid interacting with a glass surface.
WHSH_WHOOSH-Acorn Leaves Fast_B00M_CUCK.wav	Swift and rustling movement of acorn leaves, producing a fast whooshing sound.
WHSH_WHOOSH-Chime Noise Long_B00M_CUCK.wav	Long whooshing sound combined with chime-like noises.

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FILENAME	DESCRIPTION
WHSH_WHOOSH-Chime Noise Short_B00M_CUCK.wav	Short whooshing sound combined with chime-like noises.
WHSH_WHOOSH-Dry Grass Short_B00M_CUCK.wav	Short whooshing noise resembling the rustling of dry grass.
WHSH_WHOOSH-Mouth Complex Modulated_B00M_CUCK.wav	Complex, modulated whooshing generated by mouth actions.
WHSH_WHOOSH-Mouth Medium_B00M_CUCK.wav	Medium-intensity whooshing noise similar to air movement created by mouth actions.
WHSH_WHOOSH-Mouth Single Modulated_B00M_CUCK.wav	Single, modulated whooshing noise reminiscent of air movement produced by mouth actions.
WHSH_WHOOSH-Mouth Wind_B00M_CUCK.wav	Airflow created by exhaling or inhaling through the mouth with a whooshing character.
WHSH_WHOOSH-Noise Low_B00M_CUCK.wav	Low-intensity whooshing noise, characterized by a subtle and gentle airflow.
WHSH_WHOOSH-Noise Mid_B00M_CUCK.wav	Moderate-intensity whooshing noise, featuring a moderate intensity airflow.
WHSH_WHOOSH-Rope Suction Basic_B00M_CUCK.wav	An airy rope suction, characterized by a swift whooshing noise.
WHSH_WHOOSH-Rope Suction Complex_B00M_CUCK.wav	Complex airy rope suction, featuring a nuanced and layered whooshing noise.
WHSH_WHOOSH-Rope Suction Heavy_B00M_CUCK.wav	Heavy rope suction, characterized by a powerful and resonant whooshing noise.
WHSH_WHOOSH-Soft Basic Modulated Rope Soft_B00M_CUCK.wav	Soft, basic modulated whooshing noise associated with a soft rope's movement.
WHSH_WHOOSH-Swipe Fast Basic_B00M_CUCK.wav	Fast, basic whooshing noise, resembling the swift movement of a swipe gesture.
WHSH_WHOOSH-Swipe Fast Short Air_B00M_CUCK.wav	Short and fast whooshing noise, resembling the swift movement of air produced by a quick swipe gesture.
WHSH_WHOOSH-Swipe Fast Short Filter_B00M_CUCK.wav	Short and fast whooshing noise with a filtered effect, resembling the swift movement of air produced by a quick swipe gesture.
WHSH_WHOOSH-Swipe Fast Short Low_B00M_CUCK.wav	Low-frequency whooshing noise characterized by its subtle and gentle nature.
WHSH_WHOOSH-Synth Laser Down_B00M_CUCK.wav	Synthetic laser descending with a whooshing motion.

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FILENAME	DESCRIPTION
WHSH_WHOOSH-Synth Laser Up_B00M_CUCK.wav	Synthetic laser ascending with a whooshing motion.
WHSH_WHOOSH-Synth Moog Long_B00M_CUCK.wav	Long synth whoosh characterized by its deep and resonant nature.
WHSH_WHOOSH-Synth Saturated_B00M_CUCK.wav	Saturated synth whoosh characterized by its rich and intense nature.
WHSH_WHOOSH-Synth Space Robot_B00M_CUCK.wav	Space robot whoosh generated by a synthesizer.
WHSH_WHOOSH-Towel Short_B00M_CUCK.wav	Short towel whoosh characterized by its brisk and swishing nature.
WHSH_WHOOSH-Zap Bell_B00M_CUCK.wav	Zap bell whoosh characterized by its sharp and resonant nature.
WHSH_WHOOSH-Zap Chime Tiny_B00M_CUCK.wav	Tiny zap chime whoosh characterized by its sharp and delicate nature.
WHSH_WHOOSH-Zap Noise_B00M_CUCK.wav	Zap noise whoosh characterized by its sharp and dynamic nature.
WHSH_WHOOSH-Zap Ping Modulated_B00M_CUCK.wav	Modulated zap ping characterized by its sharp and resonant nature.
WOODBrk_MATERIAL WOOD-Crack Fruit Box_B00M_CUCK.wav	Wooden fruit box cracking characterized by its sharp and splintering nature.
WOODHandl_RATTLE-Box With Wooden Whistles_B00M_CUCK.wav	Wooden whistles rattling inside a box characterized by its rhythmic and resonant nature.
WOODHandl_RATTLE-Three Sticks_B00M_CUCK.wav	Three wooden sticks rattling against each other.
WOODImpt_CLICK WOOD-Pieces Small Low_B00M_CUCK.wav	Small wooden pieces impacting each other with low intensity.
WOODImpt_CLICK WOOD-Pieces Small Stack Single_B00M_CUCK.wav	Single small wooden piece being stacked onto others.
WOODImpt_IMPACT-Wood Case_B00M_CUCK.wav	Wooden case impact characterized by its resonant and percussive nature.
WOODImpt_MATERIAL WOOD-Drop Logs Pile Small_B00M_CUCK.wav	Small logs being dropped onto a pile.
WOODImpt_MATERIAL WOOD-Drop Logs Pile_B00M_CUCK.wav	Logs being dropped onto a pile.

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DATA SHEET

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FILENAME	DESCRIPTION
WOODImpt_MATERIAL WOOD-Drop Logs Sharp_BOOM_CUCK.wav	Sharp logs being dropped onto a hard surface.
WOODImpt_MATERIAL WOOD-Firewood Several Fall On Ground_BOOM_CUCK.wav	Several pieces of firewood falling onto the ground.
WOODImpt_MATERIAL WOOD-Firewood Single Fall On Firewood_BOOM_CUCK.wav	Single piece of firewood falling onto a stack of firewood.
WOODImpt_MATERIAL WOOD-Log Fall On Log_BOOM_CUCK.wav	Wood colliding with another piece of wood.
WOODImpt_MATERIAL WOOD-Plank Drop Large_BOOM_CUCK.wav	Large wooden plank being dropped creating a resonant impact.
WOODImpt_MATERIAL WOOD-Plank Drop Small_BOOM_CUCK.wav	Small wooden plank being dropped creating a resonant impact.
WOODImpt_MATERIAL WOOD-Plank Drop_BOOM_CUCK.wav	Wooden plank being dropped creating a resonant impact.
WOODImpt_MATERIAL WOOD-Plank Hit_BOOM_CUCK.wav	Wooden plank being struck creating a resonant impact upon making contact with another surface.
WOODImpt_MATERIAL WOOD-Plank Small Drop_BOOM_CUCK.wav	Small wooden plank being dropped creating a resonant impact.
WOODImpt_MATERIAL WOOD-Scrape Hits _BOOM_CUCK.wav	Wooden objects scraping against each other with hits.
WOODImpt_MATERIAL WOOD-Small Rock Roll_BOOM_CUCK.wav	Small rock rolling on a wooden surface characterized by its irregular nature.
WOODMvmt_CLICK WOOD-Pieces Small Double_BOOM_CUCK.wav	Movement of wooden objects, such as small blocks or pieces of furniture, colliding or being manipulated in a double clicking manner.
WOODMvmt_CLICK WOOD-Pieces Small Pile Drops_BOOM_CUCK.wav	Wooden objects hitting each other on a surface, resulting in a series of sharp, percussive clicks.
WOODMvmt_RATTLE-Wood Pieces Small On Table_BOOM_CUCK.wav	Wooden objects being shifted or manipulated on a surface, producing a series of rapid, irregular rattling noises.
WOODMvmt_RATTLE-Wooden Stick Roll On Wooden Box_BOOM_CUCK.wav	Wooden stick rolling across a wooden surface, capturing the rhythmic rattling and tapping produced as the stick moves along the textured surface.
WOODTonl_CLICK WOOD-Block One Shot_BOOM_CUCK.wav	Impact of a wooden block being struck once, producing a percussive collision.