

FILENAME	DESCRIPTION
CTDS2 BOOM Abort.wav	HIT EXPLOSIVE LOW Tubby impact with explosion echoes in tail. Last three variations with double impact.
CTDS2 BOOM Baxster.wav	HIT SCIENCE FICTION LOW Deep impact with evolving tail and dull, shattering elements.
CTDS2 BOOM Blackstar.wav	HIT LOW Fast attack with synth bass followed by deep, echoing impact.
CTDS2 BOOM Critical Mass.wav	HIT LOW Kick drum impact with resonating tail and subtle tonal elements. Reverberant.
CTDS2 BOOM Hollow Cube.wav	HIT LOW Very deep impact with short attack and long, spacious reverb tail.
CTDS2 BOOM Lowerload.wav	HIT METAL LOW Deep impact with clanging elements. Reverberant.
CTDS2 BOOM Never Forget.wav	HIT LOW Subtle impact with long, rumbling tail. Reverberant with tonal, lingering element.
CTDS2 BOOM Surprise.wav	HIT LOW Deep impact with airy and very low, rumbling tail. Reverberant.
CTDS2 BOOM Unexpected.wav	HIT LOW Deep and subtle impact with soft, high element. Reverberant.
CTDS2 BOOM United.wav	HIT EXPLOSIVE LOW Soft impact followed by deep impact with long, reverberating tail.
CTDS2 BOOM Universal.wav	HIT LOW Deep and rich impact. Heavy, rumbling tail. Reverberant.
CTDS2 DROP Cleaner.wav	DOWNER BASS Very low but crisp, descending with light reverberation. Varying in length and speed.
CTDS2 DROP Denial.wav	DOWNER BASS Distorted bass with falling pitch and soft impact. Different lengths and speeds.
CTDS2 DROP Fury.wav	DOWNER WHOOSH Whooshy prelude followed by soft hit and down sweeping element. Reverberant.
CTDS2 DROP Going South.wav	DOWNER BASS Slowly descending bass and high element with falling pitch. Reverberant.
CTDS2 DROP Invasion.wav	DOWNER BASS Wobbling, slightly distorted, descending bass with soft impact. Two variations with shorter attack.
CTDS2 DROP Jump Start.wav	DOWNER BASS Fast, swirling noise followed by descending bass with filter modulation.
CTDS2 DROP Shutdown.wav	DOWNER WHOOSH Short whoosh followed by rumbling and falling pitch, slightly distorted element. Last two variations with soft, metallic impact.
CTDS2 DROP Space Avalanche.wav	DOWNER SCIENCE FICTION Soft, evolving, scifi-ish drop with falling pitch. Different in lengths and pitches.
CTDS2 DROP Turn It Down.wav	DOWNER SCIENCE FICTION Tubby impact with strong, blasting synth and descending, high elements. Last two variations with stutter effect. Reverberant.
CTDS2 DROP Underworlds.wav	DOWNER BASS Screaming, descending bass followed by slightly distorted element. Varying in length and pitch.
CTDS2 HEAVY TRANSITION Dark Jungle.wav	BLENDER Eerie attack with futuristic cannon shot and bass drop in the end. One variation with roaring creature voice.
CTDS2 HEAVY TRANSITION Distortality.wav	BLENDER SCIENCE FICTION LOW Rolling element in the beginning followed by deep hit and reverberating tail.
CTDS2 HEAVY TRANSITION Eat my dust.wav	BLENDER SCIENCE FICTION LOW Short prelude impact followed by scifi firearm shot. Very deep with much low end.
CTDS2 HEAVY TRANSITION Head Pounder.wav	BLENDER SCIENCE FICTION LOW Scifi grenade launcher like impact with howling and very low, wobbling elements.
CTDS2 HEAVY TRANSITION Inflated.wav	BLENDER SCIENCE FICTION Short whoosh followed by echoing impact with high, scattering and creature voice elements. Reverberant.
CTDS2 HEAVY TRANSITION Interstellar.wav	BLENDER SCIENCE FICTION MULTIPLE Piercing interlude followed by deep hit. Very different variations with some squished filtering, blasting synth elements and creepy breaths.
CTDS2 HEAVY TRANSITION Mad Demon.wav	BLENDER CREATURE Creepy, roaring creatures with soft, low hits. Reverberant.
CTDS2 HEAVY TRANSITION Main Frame.wav	BLENDER SCIENCE FICTION MULTIPLE Several processed elements with filter modulation and squishy wobbling LFO effects. Deep and rumbling.
CTDS2 HEAVY TRANSITION Nine Days.wav	BLENDER SCIENCE FICTION MULTIPLE Several synthetic elements passing by. Some high, shiny parts.
CTDS2 HEAVY TRANSITION Parallel Dimension.wav	BLENDER SCIENCE FICTION Modulated synths in the beginning followed by dull impact with several other synthetic elements on top.
CTDS2 HEAVY TRANSITION Squashed Filter.wav	BLENDER MULTIPLE DISTORTION Distorted, short build up followed by deep, subtle impact with low, rumbling reverb tail.
CTDS2 HEAVY TRANSITION Tonal Sweeper.wav	BLENDER SCIENCE FICTION Deep crawling in the beginning with high and noisy element passing by.

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CTDS2 HEAVY TRANSITION Up and away.wav	BLENDER CREATURE MULTIPLE Monster voice hissing and roaring in the beginning followed by explosive impact with bass drop in the end.
CTDS2 HIT DRUM EPIC Godslayer.wav	HIT DRUMS SLAM Deep impact with much low end. Reverberant.
CTDS2 HIT DRUM EPIC In Your Face.wav	HIT DRUMS SLAM Deep impact with heavy low end and reverberation.
CTDS2 HIT DRUM EPIC New Horizon.wav	HIT DRUMS SLAM Short snare roll followed by low impact. Reverberant.
CTDS2 HIT DRUM EPIC Shallow Loose.wav	HIT DRUMS SLAM Several high impacts with low hit. Reverberant.
CTDS2 HIT DRUM EPIC Shallow Tight.wav	HIT DRUMS SLAM Dense and hard impact with much low end. Reverberant.
CTDS2 HIT DRUM EPIC Shotdrum.wav	HIT DRUMS SLAM Snappy and reverberant impact. Deep echoing tail.
CTDS2 HIT DRUM EPIC Titan Clash.wav	HIT DRUMS SLAM Giant impact with long and reverberating tail.
CTDS2 HIT DRUM SOFT Attack the Master.wav	HIT DRUMS LIGHT Hollow impact with rattling elements. Lingering mystically.
CTDS2 HIT DRUM SOFT Beef Muncher.wav	HIT DRUMS LIGHT Short impact followed by low, rumbling, reverberating tail.
CTDS2 HIT DRUM SOFT Flutes.wav	HIT DRUMS LIGHT Eerie impact with slightly tonal, ringing element. Reverberant.
CTDS2 HIT DRUM SOFT Get Out.wav	HIT DRUMS LIGHT Dull, scraping and shattering elements in the beginning followed by heavy, explosive impact and thunderous echo.
CTDS2 HIT DRUM SOFT Low Punch.wav	HIT DRUMS LIGHT Very deep impact with much low end and long, remaining reverb.
CTDS2 HIT DRUM SOFT Orc Feast.wav	HIT DRUMS LIGHT Detonating impact with sibilant attack and echoing tail.
CTDS2 HIT DRUM SOFT Red Eyes.wav	HIT DRUMS LIGHT Clear impact with slightly hollow and tonal element. Long, reverberating tail.
CTDS2 HIT DRUM SOFT Shallow.wav	HIT DRUMS LIGHT Tight impact with heavy, rumbling low end. Reverberant.
CTDS2 HIT DRUM SOFT Wargasm.wav	HIT DRUMS LIGHT Several dub impacts with tap delay and big reverberation.
CTDS2 HIT EXPLOSION Bamm Youre Dead.wav	HIT EXPLOSIVE Gunshot like impact with bullet ping, short ricochet and echoing tail.
CTDS2 HIT EXPLOSION Black Pearl.wav	HIT EXPLOSIVE Detonating impact with vastly echoing tail.
CTDS2 HIT EXPLOSION Camera Obscura.wav	HIT EXPLOSIVE Synthetic build up followed by heavy impact with closing shutter and multiple other elements. Hollow reverb tail.
CTDS2 HIT EXPLOSION Dynax.wav	HIT EXPLOSIVE Short, whooshy attack followed by explosive impact with short echo. Reverberant.
CTDS2 HIT EXPLOSION Fight The Machine.wav	HIT EXPLOSIVE Multiple, pneumatic like whooshes with sizzling and burning elements and crashing, explosive impacts. Echoing tail.
CTDS2 HIT EXPLOSION Hard Rock.wav	HIT EXPLOSIVE Massive detonation with breaking and squishy elements and long, hollow reverb tail.
CTDS2 HIT EXPLOSION Implosion.wav	HIT EXPLOSIVE Starting with short flame followed by snappy impact with bass drop.
CTDS2 HIT EXPLOSION Lethal.wav	HIT EXPLOSIVE Shot like impact with mechanical elements. Long, reverberating tail.
CTDS2 HIT EXPLOSION Reloader.wav	HIT EXPLOSIVE Harsh attack followed by explosive impact and echoing tail. Some variations with swirling synth and mechanical elements.
CTDS2 HIT EXPLOSION Taiko Bomb.wav	HIT EXPLOSIVE Massive, explosive impact with rattling elements and echoing tail.
CTDS2 HIT EXPLOSION Thunder Snare.wav	HIT EXPLOSIVE Fast attack with airy elements followed by explosive impact. Indistinct snare roll in the beginning. Echoing tail.
CTDS2 HIT EXPLOSION Tick Tock.wav	HIT EXPLOSIVE Grenade launcher attack followed by explosive impact with fuzzing elements.
CTDS2 HIT METAL Aura Punch.wav	HIT METAL Metallic, mechanical impact with shiny, tonal, reverberating and atmospheric elements in the end.
CTDS2 HIT METAL Big Bang.wav	HIT METAL Enormous, deep impact with long, reverberating tail.
CTDS2 HIT METAL Call Of The Sword.wav	HIT METAL Scraping build up followed by deep impact with high, metallic, clanging impact.
CTDS2 HIT METAL Clash of Swords.wav	HIT METAL Clanging and rattling impact with several ringing elements. Reverberant.

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CTDS2 HIT METAL Clash.wav	HIT METAL Massive impact with rattling and tremolo. Reverberant.
CTDS2 HIT METAL Doomhammer.wav	HIT METAL Short whoosh followed by clanging impact with tonally ringing reverb tail.
CTDS2 HIT METAL Entropia.wav	HIT METAL Sizzling, ringing and rattling elements. Slightly tonal.
CTDS2 HIT METAL Eternal Chain.wav	HIT METAL Rattling and clattering metallic impact with long, airy reverb tail.
CTDS2 HIT METAL Gyrapl.wav	HIT METAL Rattling and clattering impact. Reverberant.
CTDS2 HIT METAL Hallow.wav	HIT METAL Strong impact with slightly ringing metallic elements. Echoing explosion like tail.
CTDS2 HIT METAL Hypershock.wav	HIT METAL Massive impact like smiting on the anvil. Reverberant.
CTDS2 HIT METAL Locked Up.wav	HIT METAL MECHANICAL Snappy impact with clicking into place like elements. Reverberant.
CTDS2 HIT METAL Low Can Go.wav	HIT METAL LIGHT Short whoosh followed by metallic impact and wobbling synth. Reverberant.
CTDS2 HIT METAL Mageblade.wav	HIT METAL Scrape followed by clanging impact. Subtle bass drop and distorted, tonal elements. Echoing reverb tail.
CTDS2 HIT METAL Megazord Punsh.wav	HIT METAL ROBOTIC Beginning with creature intro followed by stomping impact. Processed synthesizer.
CTDS2 HIT METAL Metallico.wav	HIT METAL Heavy clanging impact like striking with swords. Reverberant.
CTDS2 HIT METAL Miner.wav	HIT METAL Giant impact with clanging and rattling elements. Thunder like echoing reverb tail.
CTDS2 HIT METAL Perfect Crash.wav	HIT METAL Multiple rattling, chattering and clanging elements with extreme long, airy reverb tail.
CTDS2 HIT METAL Power Trip.wav	HIT METAL Whooshy attack with metallic impact and dropping bass. Some distorting and clanging elements. Echoing tail.
CTDS2 HIT METAL Promise.wav	HIT METAL MECHANICAL Snappy impact followed by rattling elements. Deep, reverberating tail.
CTDS2 HIT METAL Shock Me Baby.wav	HIT METAL Roaring, motorized attack leading into massive impact with sizzling and hissing and a high, trembling element.
CTDS2 HIT METAL Slam Dunk.wav	HIT METAL Heavy firearm like impact with tonal, ringing element. Very long reverb tail.
CTDS2 HIT METAL Starstruck.wav	HIT METAL Heavy, clanging impact with high, ringing element.
CTDS2 HIT METAL Strategic Upgrade.wav	HIT METAL Massive, slamming impact with long, lowly rumbling tail.
CTDS2 HIT METAL The Latch.wav	HIT METAL Tight and snappy impact like slamming a gate. Reverberant.
CTDS2 HIT SCIFI Arc Enemy.wav	HIT SCIENCE FICTION BLAST Deep impact and roaring synth with filter modulation.
CTDS2 HIT SCIFI Arcane.wav	HIT SCIENCE FICTION Shattering impact. Hollow with some metallic elements. Reverberant.
CTDS2 HIT SCIFI Breakout.wav	HIT SCIENCE FICTION LOW Roaring and distorting with modulated low end in tail.
CTDS2 HIT SCIFI Buzz Kill.wav	HIT SCIENCE FICTION BLAST Hissing elements with subtle impact. Slightly screaming.
CTDS2 HIT SCIFI Lost Homes.wav	HIT SCIENCE FICTION SCREAMING Short whoosh followed by harsh and piercing element. Last variation with falling pitch. Reverberant.
CTDS2 HIT SCIFI Murder On The Dancefloor.wav	HIT SCIENCE FICTION DISTORTION Piercing impact with stuttering element. Reverberant.
CTDS2 HIT SCIFI Optrimus Revenge.wav	HIT SCIENCE FICTION Robot like, mechanical movements with deep impacts.
CTDS2 HIT SCIFI Pit Crusher.wav	HIT SCIENCE FICTION BLAST Distorting synth with deep impact. Reverberant.
CTDS2 HIT SCIFI Roarer.wav	HIT SCIENCE FICTION CREATURE Short monster voice followed by long growling voice. Last variation with short scream.
CTDS2 HIT SCIFI Satanic Siren.wav	HIT SCIENCE FICTION SCREAMING Low impact followed by heavy metallic hit with screaming voice. Last variation with multiple hits.
CTDS2 HIT SCIFI Speed Race.wav	HIT SCIENCE FICTION Starting with fast and roaring rise, ending with heavy explosive impact featuring mechanical, weapon reloading elements. High reverb tail.
CTDS2 HIT SCIFI Step Down.wav	HIT SCIENCE FICTION DISTORTION Gigantic impact with heavy rumbling low end. Some variation with mystic, shimmering elements and stuttering effects.

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CTDS2 HIT SCIFI Survivor.wav	HIT SCIENCE FICTION Distorted elements in the beginning followed by deep impact with synth elements on top.
CTDS2 HIT SCIFI Tightrope.wav	HIT SCIENCE FICTION SCREAMING Huge, dirty impact with distorting and hissing elements and descending bass.
CTDS2 HIT SCIFI Ulysses.wav	HIT SCIENCE FICTION LOW Snappy, detonation like impact. Shattering element with falling pitch. Reverberant.
CTDS2 RISE Deception.wav	RISER SYNTHETIC Subtle low hits with slowly evolving synth. Ascending in pitch. Some variations without low hits. Slightly distorting.
CTDS2 RISE Le Bruit.wav	RISER ORCHESTRAL Stringed instruments and synth elements building up. Some variations with stutter and swirling effect.
CTDS2 RISE Mayday.wav	RISER SCIENCE FICTION Synthetic build up with high noise and some low rumbling. Variations change in length and speed.
CTDS2 RISE No Safe House.wav	RISER ORCHESTRAL Prominent violin build up with synthetic layers. Changing in length and speed.
CTDS2 RISE Train Strike.wav	RISER SYNTHETIC Beginning with dark rumbling followed by ascending bass synth with some high, hollow and swirling elements.
CTDS2 RISE Turbine to Valhalla.wav	RISER TURBINE Very intense and long build ups like starting jet engine. Some swirling and hissing elements.
CTDS2 WHOOSH Accelerator.wav	SWOOSH Fast, evolving transition with slightly tonal and some sizzling elements.
CTDS2 WHOOSH Firetiger.wav	SWOOSH CREATURE FIRE Starts with monster voice like attack, then hissing and sizzling burning elements. Reverberant.
CTDS2 WHOOSH Hope.wav	SWOOSH ORCHESTRAL Slowly ascending with orchestral elements. Reverberant.
CTDS2 WHOOSH On Fire.wav	SWOOSH FIRE Burning and striking like a thunder. Some variations move multiple times. Echoing reverb.
CTDS2 WHOOSH Round UP.wav	SWOOSH Airy and low, rumbling whoosh rising up and ending with indistinct but tight impact. Reverberant.
CTDS2 WHOOSH Shingapore.wav	SWOOSH METAL High sizzling and slightly ringing and scraping elements. Very fast with echoing tail.
CTDS2 WHOOSH SOFT Mind The Gap.wav	SWOOSH LIGHT Harsh, buzzing and fast passing by with indistinct voices and light Doppler effect.
CTDS2 WHOOSH SOFT Neon Gazing.wav	SWOOSH SCIENCE FICTION LIGHT Slow evolving synths passing by like a space ship.
CTDS2 WHOOSH SOFT Orbis.wav	SWOOSH SCIENCE FICTION LIGHT Mystic and slowly approaching with several high and shiny elements. Last variation with thunderous echo tail.
CTDS2 WHOOSH SOFT Premonition.wav	SWOOSH FIRE LIGHT Fast and massive burning elements like moving torch with a long and rumbling reverb tail.
CTDS2 WHOOSH SOFT Short Wave.wav	SWOOSH CREATURE LIGHT Dark and airy with a monster like breath. Reverberant.
CTDS2 WHOOSH The Comet.wav	SWOOSH TURBINE Approaching jet with burning elements. Long echoing tail.
CTDS2 WHOOSH The Swarm.wav	SWOOSH MULTIPLE Airy, fast elements passing by several times.
CTDS2 WHOOSH Transformer.wav	SWOOSH SCIENCE FICTION Shiny interlude followed by sizzling and airy whoosh. Some variation with tonally shimmering elements.
CTDS2 WHOOSH Tremble Squad.wav	SWOOSH SCIENCE FICTION Swirling intro followed by noisy and distorted whoosh. Last variation with more distortion. Hissing and piercing.