

Gamemaster Audio - Pro Sound Collection

8076 Sounds! 3 hours and 9 minutes of audio (as of patch 1.3)

contact@gamemasteraudio.com

www.gamemasteraudio.com

Alarms / Beeps / Siren

Version Added

alarm_beep_clock_timer_01.wav	1.0
alarm_beep_warning_01.wav	1.0
alarm_siren_loop_01.wav	1.0
alarm_siren_loop_02.wav	1.0
alarm_siren_loop_03.wav	1.0
alarm_siren_loop_04.wav	1.0
alarm_siren_loop_05.wav	1.0
alarm_siren_loop_06.wav	1.0
alarm_siren_loop_07.wav	1.0
alarm_siren_loop_08.wav	1.0
alarm_siren_loop_09.wav	1.0
alarm_siren_loop_10.wav	1.0
alarm_siren_loop_11.wav	1.0
alarm_siren_loop_12.wav	1.1
alarm_siren_warning_01.wav	1.0
beep_01.wav	1.0
beep_02.wav	1.0
beep_03.wav	1.0
beep_04.wav	1.0
beep_05.wav	1.0
beep_06.wav	1.0
beep_07.wav	1.0
beep_08.wav	1.0
beep_09.wav	1.0
beep_10.wav	1.0
beep_11.wav	1.0
beep_12.wav	1.0
beep_13.wav	1.0
beep_14.wav	1.0
beep_15.wav	1.0
beep_16.wav	1.0
beep_17.wav	1.0
hospital_beep_alarm_01.wav	1.1
hospital_beep_alarm_02.wav	1.1
hospital_beep_alarm_loop_01.wav	1.1
hospital_beep_alarm_glitch_01.wav	1.3

Animal Impersonations

bear_pain_hurt_01.wav	1.3
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bear_pain_hurt_02.wav	1.3
bear_pain_hurt_03.wav	1.3
bear_pain_hurt_04.wav	1.3
bear_pain_hurt_groan_01.wav	1.3
bear_pain_hurt_groan_02.wav	1.3
bear_pain_hurt_groan_03.wav	1.3
bear_pain_hurt_groan_04.wav	1.3
bear_pain_hurt_groan_05.wav	1.3
bear_pain_hurt_groan_06.wav	1.3
bear_pain_hurt_groan_07.wav	1.3
bear_pain_hurt_groan_08.wav	1.3
bear_pain_whimper_01.wav	1.3
bear_pain_whimper_02.wav	1.3
bear_pain_whimper_03.wav	1.3
bear_pain_whimper_04.wav	1.3
bear_pain_whimper_05.wav	1.3
bear_pain_whimper_06.wav	1.3
bear_pain_whimper_07.wav	1.3
bear_pain_whimper_08.wav	1.3
bear_pain_whimper_09.wav	1.3
bear_pain_whimper_10.wav	1.3
bear_pain_whimper_11.wav	1.3
bear_pain_whimper_12.wav	1.3
bear_pain_whimper_13.wav	1.3
bear_pain_whimper_14.wav	1.3
bear_pain_whimper_15.wav	1.3
bear_pain_whimper_16.wav	1.3
bear_roar_01.wav	1.3
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bear_roar_03.wav	1.3
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bear_roar_07.wav	1.3
bear_roar_08.wav	1.3
bear_roar_09.wav	1.3
bear_roar_soft_01.wav	1.3
bear_roar_soft_02.wav	1.3
bear_roar_soft_03.wav	1.3
bear_roar_soft_04.wav	1.3
bear_roar_soft_05.wav	1.3
bear_roar_soft_06.wav	1.3
bear_roar_soft_07.wav	1.3
bear_roar_soft_08.wav	1.3
bear_roar_soft_09.wav	1.3
bear_roar_soft_10.wav	1.3
bear_roar_soft_11.wav	1.3
bear_roar_soft_12.wav	1.3
bear_roar_soft_13.wav	1.3
bear_roar_soft_14.wav	1.3
bird_large_squawk_01.wav	1.3
bird_large_squawk_02.wav	1.3
bird_large_squawk_03.wav	1.3
bird_large_squawk_04.wav	1.3
bird_large_squawk_05.wav	1.3
bird_large_squawk_06.wav	1.3
bird_large_squawk_07.wav	1.3

bird_peacock_hurt_01.wav	1.3
bird_peacock_hurt_02.wav	1.3
bird_peacock_hurt_03.wav	1.3
bird_peacock_scream_01.wav	1.3
bird_peacock_scream_02.wav	1.3
bird_peacock_squawk_03.wav	1.3
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bird_peacock_squawk_soft_02.wav	1.3
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bird_peacock_squawk_soft_08.wav	1.3
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bird_sparrow_2_tweet_single_01.wav	1.3
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bird_tweety_tweet_01.wav	1.3
bird_tweety_tweet_02.wav	1.3
bird_tweety_tweet_03.wav	1.3
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bird_vulture_croak_03.wav	1.3
bird_vulture_croak_04.wav	1.3

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bird_vulture_hurt_04.wav	1.3
bird_vulture_hurt_05.wav	1.3
bird_vulture_hurt_06.wav	1.3
bird_vulture_squawk_01.wav	1.3
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bird_vulture_squawk_03.wav	1.3
bird_vulture_squawk_04.wav	1.3
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cat_2_meow_long_01.wav	1.3
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cat_2_meow_long_03.wav	1.3
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cat_2_meow_long_07.wav	1.3
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cat_purr_low_01.wav	1.3
cat_purr_low_02.wav	1.3
cat_purr_low_03.wav	1.3
cat_scream_01.wav	1.3
cat_scream_02.wav	1.3

cat_scream_03.wav	1.3
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chicken_2_bwak_hurt_05.wav	1.3
chicken_2_bwak_hurt_06.wav	1.3
chicken_2_cluck_bwak_seq_01.wav	1.3
chicken_2_cluck_bwak_seq_02.wav	1.3
chicken_2_cluck_bwak_seq_03.wav	1.3
chicken_2_cluck_bwak_seq_04.wav	1.3
chicken_2_cluck_bwak_seq_05.wav	1.3
chicken_2_cluck_bwak_seq_06.wav	1.3
chicken_2_cluck_bwak_seq_07.wav	1.3
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chicken_2_cluck_bwak_seq_10.wav	1.3
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chicken_2_cluck_bwak_seq_12.wav	1.3
chicken_2_cluck_bwak_seq_13.wav	1.3
chicken_2_cluck_bwak_soft_01.wav	1.3
chicken_2_cluck_bwak_soft_02.wav	1.3
chicken_2_cluck_bwak_soft_03.wav	1.3
chicken_2_cluck_bwak_soft_04.wav	1.3
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chicken_2_cluck_bwak_soft_10.wav	1.3
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chicken_2_cluck_bwak_strong_01.wav	1.3
chicken_2_cluck_bwak_strong_02.wav	1.3
chicken_2_cluck_bwak_strong_03.wav	1.3
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chicken_cluck_to_scream_03.wav	1.3
chicken_cluck_to_scream_04.wav	1.3
cow_2_moo_01.wav	1.3
cow_2_moo_02.wav	1.3
cow_2_moo_03.wav	1.3
cow_2_moo_04.wav	1.3
cow_2_moo_05.wav	1.3
cow_2_moo_06.wav	1.3
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cow_moo_07.wav	1.3
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crow_raven_call_01.wav	1.3
crow_raven_call_02.wav	1.3
crow_raven_call_squawk_01.wav	1.3
crow_raven_call_squawk_02.wav	1.3
crow_raven_call_squawk_03.wav	1.3
crow_raven_call_squawk_04.wav	1.3
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crow_raven_squawk_03.wav	1.3
crow_raven_squawk_04.wav	1.3
crow_raven_squawk_05.wav	1.3
crow_raven_squawk_06.wav	1.3
crow_raven_squawk_07.wav	1.3
dog_2_breathig_01.wav	1.3
dog_2_breathig_02.wav	1.3
dog_2_growl_01.wav	1.3
dog_2_growl_02.wav	1.3
dog_2_growl_03.wav	1.3
dog_2_growl_04.wav	1.3
dog_2_growl_05.wav	1.3
dog_2_growl_06.wav	1.3
dog_2_growl_07.wav	1.3
dog_2_large_bark_01.wav	1.3
dog_2_large_bark_02.wav	1.3
dog_2_large_bark_03.wav	1.3
dog_2_large_bark_04.wav	1.3
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dog_2_large_bark_07.wav	1.3
dog_2_large_bark_08.wav	1.3
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dog_2_large_bark_deep_01.wav	1.3
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dog_2_small_bark_03.wav	1.3
dog_2_small_bark_04.wav	1.3
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dog_2_small_bark_06.wav	1.3
dog_2_small_bark_07.wav	1.3
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dog_2_small_bark_short_06.wav	1.3
dog_2_small_bark_short_07.wav	1.3
dog_2_small_bark_short_08.wav	1.3
dog_2_small_bark_short_09.wav	1.3
dog_growl_01.wav	1.3
dog_growl_02.wav	1.3
dog_growl_03.wav	1.3
dog_hurt_whimper_howl_01.wav	1.3
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dog_hurt_whimper_howl_long_04.wav	1.3
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dog_hurt_whimper_howl_long_06.wav	1.3
dog_hurt_whimper_howl_long_07.wav	1.3
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dog_large_bark_02.wav	1.3
dog_large_bark_03.wav	1.3
dog_large_bark_04.wav	1.3
dog_large_bark_05.wav	1.3
dog_large_bark_06.wav	1.3
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dog_lick_smell_02.wav	1.3
dog_lick_smell_03.wav	1.3
dog_lick_smell_04.wav	1.3
dog_small_bark_01.wav	1.3
dog_small_bark_02.wav	1.3
dog_small_bark_03.wav	1.3
dog_small_bark_04.wav	1.3
dog_small_bark_05.wav	1.3
dog_small_bark_06.wav	1.3
dog_small_bark_07.wav	1.3
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dog_sniff_breathe_02.wav	1.3
dog_sniff_breathe_03.wav	1.3
dog_sniff_breathe_04.wav	1.3
dog_sniff_breathe_05.wav	1.3
dog_whimper_cry_01.wav	1.3
dog_whimper_cry_02.wav	1.3
dog_whimper_cry_03.wav	1.3
dog_whimper_cry_04.wav	1.3
duck_2_quack_01.wav	1.3
duck_2_quack_02.wav	1.3
duck_2_quack_03.wav	1.3

duck_2_quack_04.wav	1.3
duck_2_quack_05.wav	1.3
duck_2_quack_06.wav	1.3
duck_2_quack_07.wav	1.3
duck_2_quack_08.wav	1.3
duck_2_quack_seq_01.wav	1.3
duck_2_quack_seq_02.wav	1.3
duck_2_quack_seq_03.wav	1.3
duck_2_quack_seq_04.wav	1.3
duck_2_quack_seq_05.wav	1.3
duck_quack_hurt_01.wav	1.3
duck_quack_hurt_02.wav	1.3
duck_quack_hurt_03.wav	1.3
duck_quack_hurt_04.wav	1.3
duck_quack_hurt_05.wav	1.3
duck_quack_hurt_06.wav	1.3
duck_quack_hurt_07.wav	1.3
duck_quack_hurt_08.wav	1.3
duck_quack_seq_long_01.wav	1.3
duck_quack_seq_long_02.wav	1.3
duck_quack_seq_long_03.wav	1.3
duck_quack_seq_long_04.wav	1.3
duck_quack_seq_short_01.wav	1.3
duck_quack_seq_short_02.wav	1.3
duck_quack_seq_short_03.wav	1.3
duck_quack_seq_short_04.wav	1.3
duck_quack_seq_short_05.wav	1.3
duck_quack_seq_short_06.wav	1.3
duck_quack_single_01.wav	1.3
duck_quack_single_02.wav	1.3
duck_quack_single_03.wav	1.3
duck_quack_single_04.wav	1.3
duck_quack_single_05.wav	1.3
duck_quack_single_06.wav	1.3
duck_quack_single_07.wav	1.3
duck_quack_single_08.wav	1.3
duck_quack_single_09.wav	1.3
duck_quack_single_10.wav	1.3
duck_quack_single_11.wav	1.3
duck_quack_single_12.wav	1.3
duck_quack_single_13.wav	1.3
duck_quack_single_14.wav	1.3
duck_quack_single_15.wav	1.3
duck_quack_single_deep_01.wav	1.3
duck_quack_single_deep_02.wav	1.3
duck_quack_single_deep_03.wav	1.3
frog_deep_croak_01.wav	1.3
frog_deep_croak_02.wav	1.3
frog_deep_croak_03.wav	1.3
frog_deep_croak_04.wav	1.3
goat_baa_calm_01.wav	1.3
goat_baa_calm_02.wav	1.3
goat_baa_calm_03.wav	1.3
goat_baa_calm_04.wav	1.3
goat_baa_calm_05.wav	1.3
goat_baa_calm_06.wav	1.3
goat_baa_calm_07.wav	1.3

goat_baa_calm_08.wav	1.3
goat_baa_calm_09.wav	1.3
goat_baa_stressed_hurt_01.wav	1.3
goat_baa_stressed_hurt_02.wav	1.3
goat_baa_stressed_hurt_03.wav	1.3
goat_baa_stressed_hurt_04.wav	1.3
goat_baa_stressed_hurt_05.wav	1.3
goat_baa_stressed_hurt_06.wav	1.3
goat_baa_stressed_hurt_07.wav	1.3
goat_baa_stressed_hurt_08.wav	1.3
goat_baa_stressed_hurt_09.wav	1.3
gorilla_angry_01.wav	1.3
gorilla_angry_02.wav	1.3
gorilla_angry_03.wav	1.3
gorilla_angry_04.wav	1.3
gorilla_angry_05.wav	1.3
gorilla_angry_06.wav	1.3
gorilla_angry_07.wav	1.3
gorilla_angry_08.wav	1.3
gorilla_chatter_01.wav	1.3
gorilla_chatter_02.wav	1.3
gorilla_chatter_03.wav	1.3
gorilla_chatter_04.wav	1.3
gorilla_chatter_05.wav	1.3
gorilla_chatter_06.wav	1.3
gorilla_chatter_07.wav	1.3
gorilla_chatter_08.wav	1.3
gorilla_chatter_09.wav	1.3
gorilla_chatter_10.wav	1.3
gorilla_growl_01.wav	1.3
gorilla_growl_02.wav	1.3
gorilla_growl_deep_01.wav	1.3
gorilla_growl_deep_02.wav	1.3
gorilla_growl_deep_03.wav	1.3
gorilla_growl_deep_04.wav	1.3
gorilla_growl_deep_05.wav	1.3
gorilla_hurt_01.wav	1.3
gorilla_hurt_02.wav	1.3
gorilla_hurt_03.wav	1.3
gorilla_hurt_04.wav	1.3
gorilla_hurt_05.wav	1.3
gorilla_hurt_06.wav	1.3
gorilla_hurt_07.wav	1.3
gorilla_hurt_08.wav	1.3
gorilla_hurt_09.wav	1.3
gorilla_hurt_10.wav	1.3
hippo_groan_01.wav	1.3
hippo_groan_02.wav	1.3
hippo_groan_03.wav	1.3
hippo_groan_04.wav	1.3
hippo_groan_05.wav	1.3
horse_2_breath_01.wav	1.3
horse_2_breath_02.wav	1.3
horse_2_breath_03.wav	1.3
horse_2_breath_04.wav	1.3
horse_2_breath_huff_01.wav	1.3
horse_2_breath_huff_02.wav	1.3

horse_2_breath_huff_03.wav	1.3
horse_2_breath_huff_04.wav	1.3
horse_2_breath_huff_05.wav	1.3
horse_2_breath_huff_06.wav	1.3
horse_2_breath_huff_07.wav	1.3
horse_2_breath_huff_08.wav	1.3
horse_2_breath_huff_09.wav	1.3
horse_2_breath_huff_10.wav	1.3
horse_2_breath_huff_11.wav	1.3
horse_2_breath_huff_12.wav	1.3
horse_2_neigh_light_01.wav	1.3
horse_2_neigh_light_02.wav	1.3
horse_2_neigh_light_03.wav	1.3
horse_2_neigh_light_04.wav	1.3
horse_2_neigh_light_05.wav	1.3
horse_2_neigh_light_06.wav	1.3
horse_2_neigh_med_01.wav	1.3
horse_2_neigh_med_02.wav	1.3
horse_2_neigh_med_03.wav	1.3
horse_2_neigh_med_04.wav	1.3
horse_2_neigh_med_05.wav	1.3
horse_2_neigh_med_06.wav	1.3
horse_2_neigh_med_07.wav	1.3
horse_2_neigh_strong_01.wav	1.3
horse_2_neigh_strong_02.wav	1.3
horse_2_neigh_strong_03.wav	1.3
horse_2_neigh_strong_04.wav	1.3
horse_2_neigh_strong_05.wav	1.3
horse_2_neigh_strong_06.wav	1.3
horse_2_neigh_strong_07.wav	1.3
horse_2_neigh_whine_01.wav	1.3
horse_2_neigh_whine_02.wav	1.3
horse_2_neigh_whine_03.wav	1.3
horse_breath_01.wav	1.3
horse_breath_02.wav	1.3
horse_breath_03.wav	1.3
horse_breath_04.wav	1.3
horse_neigh_01.wav	1.3
horse_neigh_02.wav	1.3
horse_neigh_03.wav	1.3
horse_neigh_04.wav	1.3
horse_neigh_05.wav	1.3
horse_neigh_calm_01.wav	1.3
horse_neigh_calm_02.wav	1.3
horse_neigh_calm_03.wav	1.3
hyena_hurt_01.wav	1.3
hyena_hurt_02.wav	1.3
hyena_hurt_03.wav	1.3
hyena_laugh_01.wav	1.3
hyena_laugh_02.wav	1.3
hyena_laugh_03.wav	1.3
hyena_laugh_04.wav	1.3
hyena_laugh_05.wav	1.3
hyena_laugh_short_01.wav	1.3
hyena_laugh_short_02.wav	1.3
hyena_laugh_short_03.wav	1.3
hyena_laugh_short_04.wav	1.3

hyena_laugh_short_05.wav	1.3
hyena_laugh_short_06.wav	1.3
hyena_laugh_short_07.wav	1.3
hyena_laugh_short_08.wav	1.3
hyena_laugh_short_09.wav	1.3
lizard_hurt_hiss_01.wav	1.3
lizard_hurt_hiss_02.wav	1.3
lizard_hurt_moan_01.wav	1.3
lizard_taunt_emote_01.wav	1.3
lizard_taunt_emote_02.wav	1.3
lizard_taunt_emote_03.wav	1.3
lizard_taunt_emote_04.wav	1.3
lizard_taunt_hiss_01.wav	1.3
lizard_taunt_hiss_02.wav	1.3
lizard_tongue_lick_01.wav	1.3
lizard_tongue_lick_02.wav	1.3
lizard_tongue_lick_03.wav	1.3
lizard_tongue_lick_04.wav	1.3
monkey_2_chatter_01.wav	1.3
monkey_2_chatter_02.wav	1.3
monkey_2_chatter_03.wav	1.3
monkey_2_chatter_04.wav	1.3
monkey_2_chatter_05.wav	1.3
monkey_2_chatter_06.wav	1.3
monkey_2_chatter_07.wav	1.3
monkey_2_chatter_08.wav	1.3
monkey_2_chatter_09.wav	1.3
monkey_2_chatter_10.wav	1.3
monkey_2_chatter_11.wav	1.3
monkey_2_chatter_12.wav	1.3
monkey_2_chatter_13.wav	1.3
monkey_2_chatter_14.wav	1.3
monkey_2_chatter_15.wav	1.3
monkey_2_chatter_16.wav	1.3
monkey_2_chatter_17.wav	1.3
monkey_2_chatter_scream_01.wav	1.3
monkey_2_chatter_scream_02.wav	1.3
monkey_2_chatter_scream_03.wav	1.3
monkey_2_chatter_scream_04.wav	1.3
monkey_2_chatter_scream_05.wav	1.3
monkey_2_chatter_scream_06.wav	1.3
monkey_2_chatter_scream_07.wav	1.3
monkey_2_chatter_scream_08.wav	1.3
monkey_2_chatter_scream_09.wav	1.3
monkey_2_scream_01.wav	1.3
monkey_2_scream_02.wav	1.3
monkey_2_scream_03.wav	1.3
monkey_2_scream_04.wav	1.3
monkey_2_scream_05.wav	1.3
monkey_2_scream_06.wav	1.3
monkey_2_scream_07.wav	1.3
monkey_chatter_01.wav	1.3
monkey_chatter_02.wav	1.3
monkey_chatter_03.wav	1.3
monkey_chatter_04.wav	1.3
monkey_chatter_05.wav	1.3
monkey_chatter_06.wav	1.3

monkey_chatter_07.wav	1.3
monkey_chatter_08.wav	1.3
monkey_chatter_09.wav	1.3
monkey_chatter_10.wav	1.3
monkey_chatter_11.wav	1.3
monkey_chatter_12.wav	1.3
monkey_chatter_13.wav	1.3
monkey_chatter_14.wav	1.3
monkey_chatter_15.wav	1.3
monkey_chatter_16.wav	1.3
monkey_chatter_17.wav	1.3
monkey_chatter_18.wav	1.3
monkey_chatter_angry_01.wav	1.3
monkey_chatter_angry_02.wav	1.3
monkey_chatter_angry_03.wav	1.3
monkey_chatter_angry_04.wav	1.3
monkey_chatter_angry_05.wav	1.3
monkey_chatter_angry_06.wav	1.3
monkey_chatter_angry_07.wav	1.3
monkey_chatter_angry_08.wav	1.3
monkey_chatter_angry_09.wav	1.3
monkey_chatter_angry_10.wav	1.3
monkey_chatter_angry_11.wav	1.3
monkey_chatter_angry_12.wav	1.3
monkey_chatter_angry_13.wav	1.3
monkey_hurt_scream_01.wav	1.3
monkey_hurt_scream_02.wav	1.3
monkey_hurt_scream_03.wav	1.3
monkey_hurt_scream_04.wav	1.3
monkey_hurt_scream_05.wav	1.3
monkey_hurt_scream_06.wav	1.3
monkey_hurt_scream_07.wav	1.3
monkey_hurt_scream_08.wav	1.3
monkey_hurt_slow_death_01.wav	1.3
monkey_hurt_slow_death_02.wav	1.3
monkey_hurt_slow_death_03.wav	1.3
mouse_eating_01.wav	1.3
mouse_eating_02.wav	1.3
mouse_eating_03.wav	1.3
mouse_eating_04.wav	1.3
mouse_emote_01.wav	1.3
mouse_emote_02.wav	1.3
mouse_emote_03.wav	1.3
mouse_emote_04.wav	1.3
mouse_emote_05.wav	1.3
mouse_emote_06.wav	1.3
mouse_emote_07.wav	1.3
mouse_emote_08.wav	1.3
mouse_emote_09.wav	1.3
mouse_emote_10.wav	1.3
owl_hoot_01.wav	1.3
owl_hoot_02.wav	1.3
owl_hoot_with_reverb_01.wav	1.3
owl_hoot_with_reverb_02.wav	1.3
pigeon_2_call_01.wav	1.3
pigeon_2_call_02.wav	1.3
pigeon_2_call_03.wav	1.3

pigeon_2_call_04.wav	1.3
pigeon_2_call_05.wav	1.3
pigeon_2_call_06.wav	1.3
pigeon_2_call_07.wav	1.3
pigeon_2_call_08.wav	1.3
pigeon_2_call_09.wav	1.3
pigeon_2_call_10.wav	1.3
pigeon_2_call_11.wav	1.3
pigeon_2_call_12.wav	1.3
pigeon_2_call_13.wav	1.3
pigeon_2_call_calm_01.wav	1.3
pigeon_2_call_calm_02.wav	1.3
pigeon_2_call_calm_03.wav	1.3
pigeon_2_call_calm_04.wav	1.3
pigeon_2_call_calm_05.wav	1.3
pigeon_2_call_calm_06.wav	1.3
pigeon_2_call_calm_07.wav	1.3
pigeon_2_call_calm_08.wav	1.3
pigeon_2_call_calm_09.wav	1.3
pigeon_2_emote_01.wav	1.3
pigeon_2_emote_02.wav	1.3
pigeon_2_emote_03.wav	1.3
pigeon_2_emote_04.wav	1.3
pigeon_2_emote_05.wav	1.3
pigeon_2_emote_06.wav	1.3
pigeon_2_emote_07.wav	1.3
pigeon_2_emote_08.wav	1.3
pigeon_2_emote_09.wav	1.3
pigeon_2_emote_10.wav	1.3
pigeon_2_emote_11.wav	1.3
pigeon_2_hurt_death_01.wav	1.3
pigeon_2_hurt_death_02.wav	1.3
pigeon_2_hurt_death_03.wav	1.3
pigeon_2_hurt_death_04.wav	1.3
pigeon_2_stress_01.wav	1.3
pigeon_2_stress_02.wav	1.3
pigeon_2_stress_03.wav	1.3
pigeon_2_stress_04.wav	1.3
pigeon_2_stress_05.wav	1.3
pigeon_call_angry_01.wav	1.3
pigeon_call_angry_02.wav	1.3
pigeon_call_angry_03.wav	1.3
pigeon_call_angry_04.wav	1.3
pigeon_call_angry_05.wav	1.3
pigeon_call_angry_06.wav	1.3
pigeon_call_angry_07.wav	1.3
pigeon_call_angry_08.wav	1.3
pigeon_call_angry_09.wav	1.3
pigeon_call_angry_10.wav	1.3
pigeon_call_angry_11.wav	1.3
pigeon_call_angry_12.wav	1.3
pigeon_call_angry_13.wav	1.3
pigeon_call_angry_14.wav	1.3
pigeon_call_angry_15.wav	1.3
pigeon_call_angry_16.wav	1.3
pigeon_call_angry_17.wav	1.3
pigeon_call_calm_01.wav	1.3

pigeon_call_calm_02.wav	1.3
pigeon_call_calm_03.wav	1.3
pigeon_call_calm_04.wav	1.3
pigeon_call_calm_05.wav	1.3
pigeon_call_calm_06.wav	1.3
pigeon_call_calm_07.wav	1.3
pigeon_call_calm_08.wav	1.3
pigeon_call_calm_09.wav	1.3
pigeon_call_sequence_01.wav	1.3
pigeon_call_sequence_02.wav	1.3
pigeon_call_sequence_03.wav	1.3
pigeon_call_sequence_04.wav	1.3
pigeon_call_sequence_05.wav	1.3
pig_2_hog_hurt_scream_01.wav	1.3
pig_2_hog_hurt_scream_02.wav	1.3
pig_2_hog_hurt_scream_03.wav	1.3
pig_2_hog_hurt_scream_04.wav	1.3
pig_2_hog_hurt_scream_05.wav	1.3
pig_2_hog_hurt_scream_06.wav	1.3
pig_2_hog_hurt_scream_07.wav	1.3
pig_2_hog_hurt_scream_08.wav	1.3
pig_2_hog_hurt_scream_09.wav	1.3
pig_2_hog_hurt_scream_10.wav	1.3
pig_2_hog_hurt_scream_11.wav	1.3
pig_2_hog_hurt_scream_12.wav	1.3
pig_2_hog_hurt_scream_13.wav	1.3
pig_2_hog_hurt_scream_14.wav	1.3
pig_2_hog_hurt_scream_15.wav	1.3
pig_2_hog_hurt_scream_16.wav	1.3
pig_2_hog_seq_01.wav	1.3
pig_2_hog_seq_02.wav	1.3
pig_2_hog_seq_03.wav	1.3
pig_2_hog_seq_04.wav	1.3
pig_2_hog_seq_05.wav	1.3
pig_2_hog_seq_06.wav	1.3
pig_2_hog_seq_07.wav	1.3
pig_2_hog_seq_08.wav	1.3
pig_2_hog_seq_09.wav	1.3
pig_2_hog_seq_10.wav	1.3
pig_2_hog_seq_11.wav	1.3
pig_2_hog_single_01.wav	1.3
pig_2_hog_single_02.wav	1.3
pig_2_hog_single_03.wav	1.3
pig_2_hog_single_04.wav	1.3
pig_2_hog_single_05.wav	1.3
pig_2_hog_single_06.wav	1.3
pig_2_hog_single_07.wav	1.3
pig_2_hog_single_08.wav	1.3
pig_scream_01.wav	1.3
pig_scream_02.wav	1.3
pig_scream_03.wav	1.3
pig_scream_04.wav	1.3
pig_scream_05.wav	1.3
pig_scream_short_01.wav	1.3
pig_scream_short_02.wav	1.3
pig_scream_short_03.wav	1.3
pig_scream_short_04.wav	1.3

pig_scream_short_05.wav	1.3
pig_sniff_01.wav	1.3
pig_sniff_02.wav	1.3
pig_sniff_03.wav	1.3
pig_sniff_04.wav	1.3
pig_sniff_05.wav	1.3
pig_sniff_06.wav	1.3
pig_sniff_07.wav	1.3
pig_sniff_deep_01.wav	1.3
pig_sniff_deep_02.wav	1.3
pig_sniff_deep_03.wav	1.3
pig_sniff_deep_04.wav	1.3
pig_sniff_deep_05.wav	1.3
pig_sniff_long_01.wav	1.3
pig_sniff_long_02.wav	1.3
rabbit_breathing_01.wav	1.3
rabbit_eating_01.wav	1.3
rabbit_eating_02.wav	1.3
rabbit_eating_03.wav	1.3
rabbit_squeak_01.wav	1.3
rabbit_squeak_02.wav	1.3
rabbit_squeak_03.wav	1.3
rabbit_squeak_04.wav	1.3
rabbit_squeak_angry_01.wav	1.3
rabbit_squeak_angry_02.wav	1.3
rabbit_squeak_angry_03.wav	1.3
rabbit_squeak_hurt_01.wav	1.3
rabbit_squeak_hurt_02.wav	1.3
seagul_squawk_deep_01.wav	1.3
seagul_squawk_deep_02.wav	1.3
seagul_squawk_deep_03.wav	1.3
seagul_squawk_deep_04.wav	1.3
seagul_squawk_hurt_01.wav	1.3
seagul_squawk_hurt_02.wav	1.3
seagul_squawk_hurt_03.wav	1.3
seagul_squawk_hurt_04.wav	1.3
seagul_squawk_hurt_05.wav	1.3
seagul_squawk_hurt_high1.wav	1.3
seagul_squawk_hurt_high2.wav	1.3
seagul_squawk_seq_01.wav	1.3
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Animals_Nature_Ambiences

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ducks_birds_lake_ambience_low_wind_loop_02.wav	1.0
ducks_birds_lake_ambience_water_flowng_loop_01.wav	1.0
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fantasy_jungle_forrest_loop_02.wav	1.1
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rooster_crowing_03.wav	1.1
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swamp_ambience_frogs_03_loop.wav	1.0
swamp_bayou_frogs_birds_daytime_loop1.wav	1.3
swamp_bayou_frogs_birds_daytime_loop2.wav	1.3
swamp_night_frogs_crickets_ducks_loop_02.wav	1.0
swamp_night_frogs_crickets_insects_loop_01.wav	1.0
swamp_night_frogs_crickets_insects_loop_02.wav	1.0
swamp_night_frogs_crickets_loop_01.wav	1.0
thunder_lightning_strike_rumble_01.wav	1.0
thunder_lightning_strike_rumble_02.wav	1.0

thunder_lightning_strike_rumble_03.wav	1.0
thunder_lightning_strike_rumble_04.wav	1.0
thunder_lightning_strike_rumble_05.wav	1.0
wind_cold_howling_haunted_loop_01.wav	1.0
wind_cold_howling_haunted_loop_02.wav	1.0
wind_cold_howling_haunted_loop_03.wav	1.0
wind_cold_howling_haunted_night_loop_01.wav	1.0
wind_cold_howling_haunted_night_loop_02.wav	1.0
wind_general_gusty_high_loop_01.wav	1.3
wind_general_gusty_high_loop_02.wav	1.3
wind_general_gusty_high_loop_03.wav	1.3
wind_general_gusty_high_loop_04.wav	1.3
wind_general_gusty_low_loop_01.wav	1.3
wind_general_gusty_low_loop_02.wav	1.3
wind_general_gusty_low_loop_03.wav	1.3
wind_general_soft_low_loop_01.wav	1.3
wind_general_soft_low_loop_02.wav	1.3
wind_general_soft_low_loop_03.wav	1.3
wind_general_soft_low_loop_04.wav	1.3
wind_general_soft_low_loop_05.wav	1.3
wind_night_crickets_ambience_loop.wav	1.3

Backgrounds

background_air_compressor_pump_loop_01.wav	1.3
background_air_vent_fan_loop_01.wav	1.3
background_air_vent_fan_loop_02.wav	1.3
background_air_vent_fan_loop_03.wav	1.3
background_air_vent_vacumm_hum_motor_loop_01.wav	1.0
background_air_vent_vacumm_hum_motor_loop_02.wav	1.0
background_air_vent_vacumm_hum_motor_loop_03.wav	1.0
background_construction_building_loop.wav	1.3
background_construction_factory_warehouse_machine_loop_01.wav	1.0
background_construction_forklift_truck_lp.wav	1.3
background_construction_industrial_loop.wav	1.3
background_crowd_people_chatter_loop_01.wav	1.3
background_crowd_people_chatter_loop_02.wav	1.3
background_fan_air_vent_loop_01.wav	1.3
background_fan_air_vent_loop_02.wav	1.3
background_gas_air_vent_hiss_loop_01.wav	1.0
background_gas_air_vent_hiss_loop_02.wav	1.0
background_hum_air_fan_device_loop_01.wav	1.0
background_hum_air_fan_device_loop_02.wav	1.0
background_hum_engine_motor_ambience_01.wav	1.0
background_hum_engine_motor_ambience_02.wav	1.0
background_hum_engine_motor_ambience_03.wav	1.0
background_people_crowd_noisy_chatter_talking_mumble_loop_01.wav	1.0
background_people_crowd_noisy_chatter_talking_mumble_loop_02.wav	1.0
background_people_restaurant_cafe_noisy_chatter_talk_loop_01.wav	1.0
background_quiet_urban_park_loop_01.wav	1.3
background_quiet_urban_park_loop_02.wav	1.3
background_room_interior_hum_loop_01.wav	1.3
background_room_interior_hum_loop_02.wav	1.3
background_room_interior_hum_loop_03.wav	1.3
background_room_tone_loop_01.wav	1.0

background_room_tone_loop_02.wav	1.0
background_steam_boiler_room_machine_loop_01.wav	1.0
background_wind_chimes_loop.wav	1.3

Cinematic Sounds

cinematic_buildup_reverse_whoosh_01.wav	1.0
cinematic_buildup_reverse_whoosh_02.wav	1.0
cinematic_deep_bass_pass_whoosh_01.wav	1.0
cinematic_deep_bass_pass_whoosh_02.wav	1.0
cinematic_deep_bass_pass_whoosh_03.wav	1.0
cinematic_deep_bass_pass_whoosh_04.wav	1.0
cinematic_deep_bass_pass_whoosh_05.wav	1.0
cinematic_deep_bass_pass_whoosh_06.wav	1.0
cinematic_deep_bass_rumble_01.wav	1.0
cinematic_deep_bass_rumble_02.wav	1.1
cinematic_deep_boom_impact_01.wav	1.0
cinematic_deep_low_whoosh_impact_01.wav	1.0
cinematic_deep_low_whoosh_impact_02.wav	1.0
cinematic_deep_low_whoosh_impact_03.wav	1.0
cinematic_deep_low_whoosh_impact_04.wav	1.0
cinematic_deep_low_whoosh_impact_05.wav	1.0
cinematic_LowDrone1.wav	1.3

Collectibles / Items / Powerup

cash_register_open_coins_cha_ching_01.wav	1.0
chime_bell_positive_ring_01.wav	1.0
chime_bell_positive_ring_02.wav	1.0
chime_bell_positive_ring_03.wav	1.0
chime_tinkle_wood_bell_positive_01.wav	1.0
chime_tinkle_wood_bell_positive_02.wav	1.0
chime_tinkle_wood_bell_positive_03.wav	1.0
chime_tinkle_wood_bell_positive_04.wav	1.0
chime_tinkle_wood_bell_positive_05.wav	1.0
chime_tinkle_wood_bell_positive_06.wav	1.0
chime_tinkle_wood_bell_positive_07.wav	1.0
chime_tinkle_wood_bell_positive_08.wav	1.0
coin_bag_ring_gemstone_item_01.wav	1.0
coin_bag_ring_gemstone_item_02.wav	1.0
coin_bag_ring_gemstone_item_03.wav	1.0
coin_bag_ring_gemstone_item_04.wav	1.0
coin_bag_ring_gemstone_item_05.wav	1.0
coin_bag_ring_gemstone_item_06.wav	1.0
coin_bag_ring_gemstone_item_07.wav	1.0
coin_bag_ring_gemstone_item_08.wav	1.0
coin_bag_ring_gemstone_item_09.wav	1.0
coin_bag_ring_gemstone_item_10.wav	1.0
coin_bag_ring_gemstone_item_11.wav	1.0
coin_bag_ring_gemstone_item_12.wav	1.0
coin_bag_ring_gemstone_item_13.wav	1.0
coin_bag_ring_gemstone_item_14.wav	1.0
coin_bag_ring_gemstone_item_15.wav	1.0
coin_ring_gemstone_item_01.wav	1.0

coin_ring_gemstone_item_02.wav	1.0
collectable_item_bonus_01.wav	1.1
collectable_item_bonus_02.wav	1.1
collectable_item_bonus_03.wav	1.1
collect_coin_01.wav	1.0
collect_coin_02.wav	1.0
collect_coin_03.wav	1.0
collect_coin_04.wav	1.0
collect_coin_05.wav	1.0
collect_item_01.wav	1.0
collect_item_02.wav	1.0
collect_item_03.wav	1.0
collect_item_04.wav	1.0
collect_item_05.wav	1.0
collect_item_06.wav	1.0
collect_item_07.wav	1.0
collect_item_08.wav	1.0
collect_item_09.wav	1.0
collect_item_10.wav	1.0
collect_item_11.wav	1.0
collect_item_12.wav	1.0
collect_item_13.wav	1.0
collect_item_14.wav	1.0
collect_item_15.wav	1.0
collect_item_16.wav	1.0
collect_item_17.wav	1.0
collect_item_18.wav	1.0
collect_item_19.wav	1.0
collect_item_20.wav	1.0
collect_item_21.wav	1.0
collect_item_22.wav	1.0
collect_item_23.wav	1.0
collect_item_25.wav	1.0
collect_item_chime_01.wav	1.0
collect_item_chime_02.wav	1.0
collect_item_chime_03.wav	1.0
collect_item_chime_04.wav	1.0
collect_item_hurry_out_of_time_01.wav	1.0
collect_item_hurry_up_alarm_warning_01.wav	1.0
collect_item_jingle_01.wav	1.0
collect_item_jingle_02.wav	1.0
collect_item_jingle_03.wav	1.0
collect_item_jingle_04.wav	1.0
collect_item_jingle_05.wav	1.0
collect_item_jingle_06.wav	1.0
collect_item_jingle_fail_01.wav	1.0
collect_item_jingle_fail_02.wav	1.0
collect_item_retro_jingle_01.wav	1.0
collect_item_sparkle_pop_01.wav	1.0
collect_item_sparkle_pop_02.wav	1.0
collect_item_sparkle_pop_03.wav	1.0
collect_item_sparkle_pop_04.wav	1.0
collect_item_sparkle_pop_05.wav	1.0
collect_item_sparkle_pop_06.wav	1.0
collect_item_sparkle_pop_07.wav	1.0
collect_item_sparkle_pop_08.wav	1.0
collect_item_sparkle_pop_09.wav	1.0

collect_item_sparkle_pop_10.wav	1.0
collect_item_sparkle_pop_11.wav	1.0
collect_item_sparkle_pop_12.wav	1.0
collect_item_sparkle_pop_13.wav	1.0
collect_item_sparkle_pop_14.wav	1.0
collect_item_sparkle_pop_15.wav	1.0
game_over_dark_bell_chime_01.wav	1.0
happy_collect_item_01.wav	1.1
happy_collect_item_02.wav	1.1
happy_collect_item_03.wav	1.1
happy_collect_item_04.wav	1.1
happy_collect_item_05.wav	1.1
happy_collect_item_06.wav	1.1
happy_collect_item_07.wav	1.1
happy_collect_item_08.wav	1.1
happy_collect_item_09.wav	1.1
happy_collect_item_10.wav	1.1
happy_collect_item_11.wav	1.1
happy_collect_item_12.wav	1.1
item_pickup_swipe_01.wav	1.0
jingle_chime_01_positive.wav	1.0
jingle_chime_02_positive.wav	1.0
jingle_chime_03_positive.wav	1.0
jingle_chime_04_positive.wav	1.0
jingle_chime_05_positive.wav	1.0
jingle_chime_06_positive.wav	1.0
jingle_chime_07_positive.wav	1.0
jingle_chime_08_positive.wav	1.0
jingle_chime_09_positive.wav	1.0
jingle_chime_10_positive.wav	1.0
jingle_chime_11_positive.wav	1.0
jingle_chime_12_positive.wav	1.0
jingle_chime_13_positive.wav	1.0
jingle_chime_14_positive.wav	1.0
jingle_chime_15_positive.wav	1.0
jingle_chime_16_negative.wav	1.0
jingle_chime_17_negative.wav	1.0
jingle_chime_18_negative.wav	1.0
jingle_chime_19_negative.wav	1.0
jingle_chime_20_negative.wav	1.0
jingle_chime_21_negative.wav	1.0
jingle_chime_22_negative.wav	1.0
jingle_chime_23_negative.wav	1.0
jingle_chime_24_negative.wav	1.0
jingle_chime_25_negative.wav	1.0
points_horror_negative_loop.wav	1.3
points_ticker_bonus_no_score_01.wav	1.0
points_ticker_bonus_score_reward_jingle_01.wav	1.0
points_ticker_bonus_score_reward_jingle_02.wav	1.0
points_ticker_bonus_score_reward_jingle_03.wav	1.0
points_ticker_bonus_score_reward_jingle_04.wav	1.0
points_ticker_bonus_score_reward_jingle_05.wav	1.0
points_ticker_bonus_score_reward_loop_01.wav	1.0
points_ticker_bonus_score_reward_loop_02.wav	1.0
points_ticker_bonus_score_reward_loop_03.wav	1.0
points_ticker_bonus_score_reward_many_01.wav	1.0
points_ticker_bonus_score_reward_single_01.wav	1.0

points_ticker_bonus_score_reward_single_02.wav	1.0
points_ticker_bonus_score_reward_single_03.wav	1.0
points_ticker_bonus_score_reward_single_04.wav	1.0
points_ticker_bonus_score_reward_single_05.wav	1.0
points_ticker_bonus_score_reward_single_06.wav	1.3
powerup_whiz_nightvision_goggles_on_01.wav	1.0

Comedy / Cartoon

battle_viking_horn_call_close_01.wav	1.1
battle_viking_horn_call_close_02.wav	1.1
battle_viking_horn_call_close_03.wav	1.1
battle_viking_horn_call_close_04.wav	1.1
battle_viking_horn_call_far_01.wav	1.1
battle_viking_horn_call_far_02.wav	1.1
battle_viking_horn_call_far_03.wav	1.1
battle_viking_horn_call_far_04.wav	1.1
battle_viking_horn_call_far_05.wav	1.1
beep_funny_scanning_targeting_01.wav	1.0
beep_funny_scanning_targeting_02.wav	1.0
beep_zap_fun_01.wav	1.0
beep_zap_fun_02.wav	1.0
beep_zap_fun_03.wav	1.0
boat_small_cartoon_propeller_01_loop.wav	1.0
boat_small_cartoon_propeller_02_loop.wav	1.0
boat_small_cartoon_propeller_stuttering.wav	1.0
bubble_effect_01.wav	1.0
bubble_effect_02.wav	1.0
bubble_effect_03.wav	1.0
bubble_effect_04.wav	1.0
cartoon_boing_climb_run_01.wav	1.0
cartoon_boing_climb_run_02.wav	1.0
cartoon_boing_climb_run_03.wav	1.0
cartoon_boing_jump_01.wav	1.0
cartoon_boing_jump_02.wav	1.0
cartoon_boing_jump_03.wav	1.0
cartoon_boing_jump_04.wav	1.0
cartoon_boing_jump_05.wav	1.0
cartoon_boing_jump_06.wav	1.0
cartoon_boing_jump_07.wav	1.0
cartoon_boing_jump_08.wav	1.0
cartoon_boing_jump_09.wav	1.0
cartoon_boing_jump_10.wav	1.0
cartoon_boing_jump_11.wav	1.0
cartoon_boing_jump_12.wav	1.0
cartoon_boing_jump_13.wav	1.0
cartoon_boing_jump_14.wav	1.0
cartoon_boing_jump_15.wav	1.1
cartoon_boing_retro_jump_01.wav	1.0
cartoon_boing_retro_jump_02.wav	1.0
cartoon_boing_retro_jump_03.wav	1.0
cartoon_electronic_computer_code_01.wav	1.0
cartoon_electronic_computer_code_02.wav	1.0
cartoon_electronic_computer_code_03.wav	1.0
cartoon_electronic_computer_code_04.wav	1.0
cartoon_electronic_computer_code_05.wav	1.0
cartoon_electronic_computer_code_06.wav	1.0

cartoon_electronic_computer_code_07.wav	1.0
cartoon_electronic_computer_code_08.wav	1.0
cartoon_electronic_computer_code_09.wav	1.0
cartoon_electronic_computer_code_10.wav	1.0
cartoon_electronic_computer_code_11.wav	1.0
cartoon_electronic_computer_code_12.wav	1.0
cartoon_funny_warp_01.wav	1.0
cartoon_funny_wrong_answer_01.wav	1.0
cartoon_squirt_01.wav	1.0
cartoon_squirt_02.wav	1.0
cartoon_squirt_03.wav	1.0
cartoon_squirt_04.wav	1.0
comedy_bite_chew_01.wav	1.0
comedy_bite_chew_02.wav	1.0
comedy_bite_chew_03.wav	1.0
comedy_bite_chew_04.wav	1.0
comedy_bite_chew_05.wav	1.0
comedy_bite_chew_06.wav	1.0
comedy_bite_creature_eating_01.wav	1.0
comedy_bite_creature_eating_02.wav	1.0
comedy_bite_creature_eating_03.wav	1.0
comedy_bite_creature_eating_04.wav	1.0
comedy_bite_creature_eating_05.wav	1.0
comedy_bite_creature_eating_06.wav	1.0
comedy_bite_creature_eating_07.wav	1.0
comedy_bite_creature_eating_08.wav	1.0
comedy_burp_01.wav	1.0
comedy_burp_02.wav	1.1
comedy_burp_03.wav	1.1
comedy_burp_04.wav	1.1
comedy_creature_human_slurp_food_drink_01.wav	1.0
cartoon_squeaky_cleaning_loop_01.wav	1.3
cartoon_squeaky_cleaning_loop_02.wav	1.3
cartoon_squeaky_cleaning_loop_03.wav	1.3
cartoon_squeaky_cleaning_loop_04.wav	1.3
cartoon_squeaky_cleaning_loop_05.wav	1.3
cartoon_squeaky_cleaning_loop_06.wav	1.3
cartoon_squeaky_cleaning_loop_07.wav	1.3
comedy_siren_whistle_fun_down_01.wav	1.0
comedy_siren_whistle_fun_down_02.wav	1.0
comedy_siren_whistle_fun_down_03.wav	1.0
comedy_siren_whistle_fun_down_04.wav	1.0
comedy_siren_whistle_fun_sounds_01.wav	1.0
comedy_siren_whistle_fun_sounds_02.wav	1.0
comedy_siren_whistle_fun_sounds_03.wav	1.0
comedy_siren_whistle_fun_sounds_04.wav	1.0
comedy_siren_whistle_fun_sounds_05.wav	1.0
comedy_siren_whistle_fun_sounds_06.wav	1.0
comedy_siren_whistle_fun_sounds_07.wav	1.0
comedy_siren_whistle_fun_sounds_08.wav	1.0
comedy_siren_whistle_fun_sounds_09.wav	1.0
comedy_siren_whistle_fun_up_01.wav	1.0
comedy_siren_whistle_fun_up_02.wav	1.0
comedy_siren_whistle_fun_up_03.wav	1.0
comedy_siren_whistle_fun_up_04.wav	1.0
comedy_siren_whistle_fun_up_05.wav	1.0
comedy_siren_whistle_fun_up_06.wav	1.0

comedy_siren_whistle_fun_up_07.wav	1.0
cork_pop_open_bottle_boing_01.wav	1.0
fart_squirt_01.wav	1.0
fart_squirt_02.wav	1.0
fart_squirt_03.wav	1.0
fart_squirt_04.wav	1.0
fart_squirt_05.wav	1.0
fart_squirt_06.wav	1.0
fart_squirt_07.wav	1.0
fart_squirt_08.wav	1.0
fart_squirt_09.wav	1.1
fart_squirt_10.WAV	1.1
fart_squirt_11.wav	1.1
fart_squirt_12.WAV	1.1
fart_squirt_13.wav	1.1
fart_squirt_14.wav	1.1
fart_squirt_15.WAV	1.1
fart_squirt_16.WAV	1.1
fart_squirt_17.WAV	1.1
fart_squirt_18.wav	1.1
fun_wobble_effect_01.wav	1.0
squeaky_rubber_toy_cartoon_01.wav	1.3
squeaky_rubber_toy_cartoon_02.wav	1.3
squeaky_rubber_toy_cartoon_03.wav	1.3
squeaky_rubber_toy_cartoon_04.wav	1.3
squeaky_rubber_toy_cartoon_05.wav	1.3
whistle_slide_down_01.wav	1.0
whistle_slide_down_02.wav	1.0
whistle_slide_down_03.wav	1.0
whistle_slide_down_04.wav	1.0
whistle_slide_straight_tone_med_01.wav	1.0
whistle_slide_straight_tone_med_02.wav	1.0
whistle_slide_straight_tone_med_03.wav	1.0
whistle_slide_straight_tone_med_04.wav	1.0
whistle_slide_straight_tone_short_01.wav	1.0
whistle_slide_straight_tone_short_02.wav	1.0
whistle_slide_straight_tone_short_03.wav	1.0
whistle_slide_straight_tone_short_04.wav	1.0
whistle_slide_straight_tone_short_05.wav	1.0
whistle_slide_up_01.wav	1.0
whistle_slide_up_02.wav	1.0
whistle_slide_up_03.wav	1.0
whistle_slide_up_04.wav	1.0
whistle_slide_up_05.wav	1.0
whistle_slide_up_06.wav	1.0
whistle_slide_up_07.wav	1.0
whistle_slide_wobble_notes_long_01.wav	1.0
whistle_slide_wobble_notes_long_02.wav	1.0
whistle_slide_wobble_notes_long_03.wav	1.0
whistle_slide_wobble_notes_short_01.wav	1.0
whistle_slide_wobble_notes_short_02.wav	1.0
whistle_slide_wobble_notes_short_03.wav	1.0
whistle_slide_wobble_notes_short_04.wav	1.0
whistle_slide_wobble_notes_short_05.wav	1.0
whistle_slide_wobble_notes_short_06.wav	1.0
whistle_slide_wobble_notes_short_07.wav	1.0
whistle_slide_wobble_notes_short_08.wav	1.0

wood_vibraslap_hit_01.wav	1.0
wood_vibraslap_hit_02.wav	1.0
wood_vibraslap_hit_03.wav	1.0
wood_vibraslap_hit_04.wav	1.0
wood_vibraslap_hit_05.wav	1.0

Doors

door_A_creak_01.wav	1.1
door_A_creak_02.wav	1.1
door_A_creak_03.wav	1.1
door_A_creak_04.wav	1.1
door_A_creak_05.wav	1.1
door_A_creak_06.wav	1.1
door_A_creak_07.wav	1.1
door_A_creak_08.wav	1.1
door_A_creak_09.wav	1.1
door_A_creak_10.wav	1.1
door_A_creak_11.wav	1.1
door_bell_ring_01_single.wav	1.1
door_bell_ring_02_single.wav	1.1
door_bell_ring_03_double.wav	1.1
door_bell_ring_04_double.wav	1.1
door_bell_ring_05_tripple.wav	1.1
door_close_slam_01.wav	1.1
door_close_slam_02.wav	1.1
door_close_slam_03.wav	1.1
door_close_slam_slow_01.wav	1.1
door_close_slam_slow_02.wav	1.1
door_close_slam_slow_03.wav	1.1
door_creak_long_01.wav	1.0
door_creak_long_02.wav	1.0
door_creak_long_03.wav	1.0
door_creak_long_04.wav	1.0
door_creak_med_01.wav	1.0
door_creak_med_02.wav	1.0
door_creak_short_01.wav	1.0
door_creak_short_02.wav	1.0
door_creak_short_03.wav	1.0
door_creak_short_04.wav	1.0
door_creak_short_05.wav	1.0
door_creak_short_06.wav	1.0
door_hatch_squeak_close_01.wav	1.1
door_hatch_squeak_close_02.wav	1.1
door_hatch_squeak_open_01.wav	1.1
door_hatch_squeak_open_02.wav	1.1
door_hatch_squeak_open_03.wav	1.1
door_lock_close_01.wav	1.0
door_lock_close_02.wav	1.0
door_lock_fail_01.wav	1.0
door_lock_fail_02.wav	1.0
door_lock_fail_03.wav	1.0
door_lock_fail_04.wav	1.0
door_lock_fail_05.wav	1.0
door_lock_handle_locked_01.wav	1.1
door_lock_handle_locked_02.wav	1.1
door_lock_open_01.wav	1.0

door_lock_open_02.wav	1.0
door_lock_open_03.wav	1.1
door_lock_open_04.wav	1.1
door_lock_picking_keyhole_01.wav	1.1
door_lock_picking_keyhole_02.wav	1.1
door_lock_picking_keyhole_03.wav	1.1
door_lock_picking_keyhole_04.wav	1.1
door_lock_slide_01.wav	1.1
door_lock_slide_02.wav	1.1
door_lock_slide_03.wav	1.1
door_lock_slide_04.wav	1.1
door_lock_slide_05.wav	1.1
door_lock_turn_01.wav	1.1
door_lock_turn_02.wav	1.1
door_metal_draw_slide_close_01.wav	1.3
door_metal_draw_slide_close_02.wav	1.3
door_metal_draw_slide_open_01.wav	1.3
door_old_wooden_close_thud_01.wav	1.3
door_old_wooden_close_thud_02.wav	1.3
door_old_wooden_close_thud_03.wav	1.3
door_old_wooden_close_thud_04.wav	1.3
door_old_wooden_close_thud_05.wav	1.3
door_old_wooden_squeak_01.wav	1.3
door_old_wooden_squeak_02.wav	1.3
door_old_wooden_squeak_03.wav	1.3
door_old_wooden_squeak_04.wav	1.3
door_old_wooden_squeak_05.wav	1.3
door_old_wooden_squeak_06.wav	1.3
door_old_wooden_squeak_07.wav	1.3
hydraulic_strut_air_gas_shock_door_01.wav	1.3
hydraulic_strut_air_gas_shock_door_02.wav	1.3
hydraulic_strut_air_gas_shock_door_03.wav	1.3
hydraulic_strut_air_gas_shock_door_04.wav	1.3
hydraulic_strut_air_gas_shock_door_05.wav	1.3
manhole_metal_door_lid_impact_01.wav	1.3
manhole_metal_door_lid_impact_02.wav	1.3
manhole_metal_door_lid_impact_03.wav	1.3
manhole_metal_door_lid_impact_04.wav	1.3
manhole_metal_door_lid_impact_05.wav	1.3
manhole_metal_slide_door_open_close_1.wav	1.3
manhole_metal_slide_door_open_close_1v2.wav	1.3
manhole_metal_slide_door_open_close_2.wav	1.3
manhole_metal_slide_door_open_close_2v2.wav	1.3
manhole_metal_slide_door_open_close_3.wav	1.3
manhole_metal_slide_door_open_close_4.wav	1.3
manhole_metal_slide_door_open_close_5.wav	1.3
metal_door_hatch_close_slam_01.wav	1.1
metal_door_hatch_close_slam_02.wav	1.1
metal_door_hatch_close_slam_03.wav	1.1
metal_door_hatch_close_slam_04.wav	1.1
metal_door_hatch_close_slam_05.wav	1.1
metal_door_hatch_open_squeak_01.wav	1.1
metal_door_hatch_open_squeak_02.wav	1.1
metal_door_hatch_open_squeak_03.wav	1.1
metal_gate_automatic_door_squeak_01.wav	1.0
metal_gate_automatic_door_squeak_02.wav	1.0

metal_gate_automatic_door_squeak_03.wav	1.0
metal_gate_automatic_door_squeak_04.wav	1.0
metal_gate_automatic_door_squeak_05.wav	1.0
metal_gate_automatic_door_squeak_06.wav	1.0
metal_gate_fence_impact_01.wav	1.1
metal_gate_fence_impact_02.wav	1.1
metal_gate_fence_impact_03.wav	1.1
metal_gate_fence_impact_04.wav	1.1
rock_door_slide_block_move_drag_01.wav	1.3
rock_door_slide_block_move_drag_02.wav	1.3
rock_door_slide_block_move_drag_03.wav	1.3
rock_door_slide_block_move_drag_04.wav	1.3
rock_door_slide_block_move_drag_05.wav	1.3
rock_door_slide_block_move_drag_06.wav	1.3
rock_door_slide_block_move_drag_07.wav	1.3
rock_door_slide_block_move_drag_08.wav	1.3
rock_door_slide_block_move_drag_loop1.wav	1.3
rock_door_slide_block_move_drag_loop2.wav	1.3
small_box_close_01.wav	1.0
small_box_close_02.wav	1.0
small_box_close_03.wav	1.0
small_box_close_04.wav	1.0
small_box_close_05.wav	1.0
small_box_open_01.wav	1.0
small_box_open_02.wav	1.0
small_box_open_03.wav	1.0
small_box_open_04.wav	1.0

Electricity / Hums

hum_electric_light_neon_loop_01.wav	1.1
hum_electric_light_neon_loop_02.wav	1.1
hum_electric_neon_light_01.wav	1.0
hum_electric_neon_light_loop_01.wav	1.0
hum_electric_sparks_interference_loop_01.wav	1.0
hum_motor_elec_neon_loop_01.wav	1.0
hum_motor_elec_neon_loop_02.wav	1.0
hum_motor_elec_neon_loop_03.wav	1.0
radio_tv_electronic_device_turn_on_01.wav	1.0
radio_tv_electronic_static_01.wav	1.0
radio_tv_electronic_static_02.wav	1.0
radio_tv_electronic_static_03.wav	1.0
radio_tv_electronic_static_04.wav	1.0
radio_tv_electronic_static_05.wav	1.0
radio_tv_electronic_static_06.wav	1.0
radio_tv_electronic_static_07.wav	1.0
radio_tv_electronic_static_08.wav	1.0
radio_tv_electronic_static_09.wav	1.0
radio_tv_electronic_static_10.wav	1.0
radio_tv_electronic_static_11.wav	1.0
radio_tv_electronic_static_12.wav	1.0
radio_tv_electronic_static_13.wav	1.0
radio_tv_electronic_static_14.wav	1.0
radio_tv_electronic_static_15.wav	1.0
radio_tv_electronic_static_16.wav	1.0
radio_tv_electronic_static_17.wav	1.0
radio_tv_electronic_static_18.wav	1.0

radio_tv_electronic_static_19.wav	1.0
radio_tv_electronic_static_20.wav	1.0
radio_tv_electronic_static_hum_loop_01.wav	1.0
radio_tv_electronic_static_hum_loop_02.wav	1.0
radio_tv_electronic_static_hum_loop_03.wav	1.0
radio_walkie_talkie_static_01.wav	1.0
radio_walkie_talkie_static_02.wav	1.0
radio_walkie_talkie_static_03.wav	1.0
radio_walkie_talkie_static_04.wav	1.0

Explosion / Fire / Gas

explosion_deep_low_1.wav	1.0
explosion_far_distant_01.wav	1.0
explosion_far_distant_02.wav	1.0
explosion_far_distant_03.wav	1.0
explosion_far_distant_04.wav	1.0
explosion_far_distant_05.wav	1.0
explosion_far_distant_06.wav	1.0
explosion_far_distant_07.wav	1.0
explosion_far_distant_08.wav	1.0
explosion_large_01.wav	1.0
explosion_large_02.wav	1.0
explosion_large_03.wav	1.0
explosion_large_04.wav	1.0
explosion_large_05.wav	1.0
explosion_large_06.wav	1.1
explosion_large_07.wav	1.1
explosion_large_08.wav	1.2
explosion_large_09.wav	1.2
explosion_large_10.wav	1.2
explosion_large_no_tail_01.wav	1.2
explosion_large_no_tail_02.wav	1.2
explosion_large_no_tail_03.wav	1.2
explosion_large_no_tail_04.wav	1.2
explosion_large_no_tail_05.wav	1.2
explosion_large_no_tail_06.wav	1.2
explosion_med_long_tail_01.wav	1.0
explosion_med_long_tail_02.wav	1.0
explosion_small_01.wav	1.0
explosion_small_02.wav	1.0
explosion_small_03.wav	1.0
explosion_small_04.wav	1.0
explosion_small_no_tail_01.wav	1.2
explosion_small_no_tail_02.wav	1.2
explosion_small_no_tail_03.wav	1.2
explosion_small_no_tail_04.wav	1.2
explosion_small_short_01.wav	1.0
explosion_small_short_02.wav	1.2
fire_burning_flames_crackle_loop_01.wav	1.1
fire_burning_flames_crackle_loop_02.wav	1.1
fire_burning_flames_crackle_loop_03.wav	1.1
fire_making_grind_stone_flint_spark_01.wav	1.0
fire_making_grind_stone_flint_spark_02.wav	1.0
fire_making_grind_stone_flint_spark_03.wav	1.0
fire_making_grind_stone_flint_spark_04.wav	1.0
fire_making_grind_stone_flint_spark_05.wav	1.0

fire_making_grind_stone_flint_spark_06.wav	1.0
fire_making_grind_stone_flint_spark_07.wav	1.0
fire_making_grind_stone_flint_spark_08.wav	1.0
fire_making_grind_stone_flint_spark_09.wav	1.0
fire_making_grind_stone_flint_spark_10.wav	1.0
fire_making_grind_stone_flint_spark_loop_01.wav	1.0
fire_start_light_flame_ignite_01.wav	1.0
fuse_burning_bomb_dynamite_loop_01.wav	1.0
fuse_stop_burn_out_bomb_dynamite_01.wav	1.0
fuse_stop_burn_out_bomb_dynamite_02.wav	1.0
fuse_stop_burn_out_bomb_dynamite_03.wav	1.0
fuse_stop_burn_out_bomb_dynamite_04.wav	1.0
fuse_stop_burn_out_bomb_dynamite_05.wav	1.0
gas_large_flame_ignite_01.wav	1.0
gas_large_flame_ignite_02.wav	1.0
gas_leak_01_loop.wav	1.0
gas_leak_02_loop.wav	1.0
gas_leak_03_loop.wav	1.0
gas_leak_04_loop.wav	1.0
gas_leak_long_burst_01.wav	1.0
gas_leak_med_burst_01.wav	1.0
gas_leak_med_burst_02.wav	1.0
gas_leak_short_burst_01.wav	1.0
gas_leak_short_burst_02.wav	1.0
gas_leak_short_burst_03.wav	1.0
gas_med_flame_ignite_01.wav	1.0
gas_med_flame_ignite_02.wav	1.0
gas_small_flame_ignite_01.wav	1.0
gas_small_flame_ignite_02.wav	1.0
lighter_gas_01.wav	1.0
lighter_gas_02.wav	1.0
lighter_gas_03.wav	1.0
lighter_gas_04.wav	1.0
lighter_gas_flame_ignite_01.wav	1.0
lighter_gas_flame_ignite_02.wav	1.0
lighter_gas_sparks_flame_01.wav	1.0
lighter_gas_sparks_flame_02.wav	1.0
lighter_gas_sparks_flame_03.wav	1.0
lighter_gas_sparks_flame_04.wav	1.0
lighter_gas_sparks_flame_05.wav	1.0
lighter_gas_sparks_flame_06.wav	1.0

Foley

bone_break_neck_snap_crack_01.wav	1.1
bone_break_neck_snap_crack_02.wav	1.1
bone_break_neck_snap_crack_03.wav	1.1
bone_break_neck_snap_crack_04.wav	1.1
foley_cloth_light_fast_movement_01.wav	1.0
foley_cloth_light_fast_movement_02.wav	1.0
foley_cloth_light_fast_movement_03.wav	1.0
foley_cloth_light_fast_movement_04.wav	1.0
foley_cloth_light_fast_movement_05.wav	1.0
foley_cloth_light_fast_movement_06.wav	1.0
foley_cloth_light_fast_movement_07.wav	1.0
foley_cloth_light_fast_movement_08.wav	1.0
foley_cloth_light_fast_movement_09.wav	1.0

foley_cloth_light_fast_movement_10.wav	1.0
foley_cloth_light_fast_movement_11.wav	1.0
foley_cloth_light_fast_movement_12.wav	1.0
foley_cloth_light_fast_movement_13.wav	1.1
foley_cloth_light_fast_movement_14.wav	1.1
foley_cloth_light_fast_movement_15.wav	1.1
foley_cloth_light_fast_movement_16.wav	1.1
foley_cloth_sports_glove_catch_01.wav	1.0
foley_cloth_sports_glove_catch_02.wav	1.0
foley_cloth_sports_glove_catch_03.wav	1.0
foley_cloth_sports_glove_catch_04.wav	1.0
foley_cloth_sports_glove_catch_05.wav	1.0
foley_cloth_sports_glove_catch_06.wav	1.0
foley_cloth_sports_glove_catch_07.wav	1.0
foley_combat_fight_grab_throw_01.wav	1.3
foley_combat_fight_grab_throw_02.wav	1.3
foley_combat_fight_grab_throw_03.wav	1.3
foley_combat_fight_grab_throw_04.wav	1.3
foley_combat_fight_grab_throw_05.wav	1.3
foley_combat_fight_grab_throw_06.wav	1.3
foley_combat_fight_grab_throw_07.wav	1.3
foley_combat_fight_grab_throw_08.wav	1.3
foley_combat_fight_grab_throw_09.wav	1.3
foley_combat_fight_grab_throw_10.wav	1.3
foley_jump_movement_throw_01.wav	1.3
foley_jump_movement_throw_02.wav	1.3
foley_jump_movement_throw_03.wav	1.3
foley_jump_movement_throw_04.wav	1.3
foley_jump_movement_throw_05.wav	1.3
foley_jump_movement_throw_06.wav	1.3
foley_jump_movement_throw_07.wav	1.3
foley_jump_movement_throw_08.wav	1.3
foley_keys_belt_metal_jingle_01.wav	1.3
foley_keys_belt_metal_jingle_02.wav	1.3
foley_keys_belt_metal_jingle_03.wav	1.3
foley_keys_belt_metal_jingle_04.wav	1.3
foley_keys_belt_metal_jingle_05.wav	1.3
foley_keys_belt_metal_jingle_06.wav	1.3
foley_keys_belt_metal_jingle_07.wav	1.3
foley_keys_belt_metal_jingle_08.wav	1.3
foley_keys_belt_metal_jingle_09.wav	1.3
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foley_keys_belt_metal_jingle_11.wav	1.3
foley_keys_belt_metal_jingle_12.wav	1.3
foley_keys_belt_metal_jingle_13.wav	1.3
foley_keys_belt_metal_jingle_14.wav	1.3
foley_keys_belt_metal_jingle_15.wav	1.3
foley_keys_belt_metal_jingle_16.wav	1.3
foley_leather_stretch_couch_chair_01.wav	1.0
foley_leather_stretch_couch_chair_02.wav	1.0
foley_leather_stretch_couch_chair_03.wav	1.0
foley_leather_stretch_couch_chair_04.wav	1.0
foley_leather_stretch_couch_chair_05.wav	1.0
foley_leather_stretch_couch_chair_06.wav	1.0
foley_leather_stretch_couch_chair_08.wav	1.0
foley_leather_stretch_couch_chair_09.wav	1.0
foley_leather_stretch_couch_chair_10.wav	1.0

foley_leather_stretch_couch_chair_11.wav	1.0
foley_leather_stretch_couch_chair_12.wav	1.0
foley_leather_stretch_couch_chair_13.wav	1.0
foley_leather_stretch_couch_chair_14.wav	1.0
foley_leather_stretch_couch_chair_15.wav	1.0
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foley_leather_stretch_couch_chair_18.wav	1.0
foley_leather_stretch_couch_chair_19.wav	1.0
foley_leather_stretch_couch_chair_20.wav	1.0
foley_leather_stretch_couch_chair_21.wav	1.0
foley_leather_stretch_couch_chair_22.wav	1.0
foley_leather_stretch_couch_chair_23.wav	1.0
foley_leather_stretch_couch_chair_24.wav	1.0
foley_leather_stretch_couch_chair_25.wav	1.0
foley_leather_stretch_couch_chair_26.wav	1.0
foley_leather_stretch_couch_chair_27.wav	1.0
foley_object_grab_pickup_01.wav	1.3
foley_object_grab_pickup_02.wav	1.3
foley_object_grab_pickup_03.wav	1.3
foley_object_grab_pickup_04.wav	1.3
foley_object_grab_pickup_05.wav	1.3
foley_object_grab_pickup_rough_01.wav	1.3
foley_object_grab_pickup_rough_02.wav	1.3
foley_object_grab_pickup_rough_03.wav	1.3
foley_object_grab_pickup_rough_04.wav	1.3
foley_object_grab_pickup_rough_05.wav	1.3
foley_object_grab_pickup_rough_06.wav	1.3
foley_object_push_pull_move_01.wav	1.3
foley_object_push_pull_move_02.wav	1.3
foley_object_push_pull_move_03.wav	1.3
foley_object_push_pull_move_04.wav	1.3
foley_object_push_pull_move_05.wav	1.3
foley_object_push_pull_move_06.wav	1.3
foley_object_push_pull_move_07.wav	1.3
foley_object_throw_move_01.wav	1.3
foley_object_throw_move_02.wav	1.3
foley_object_throw_move_03.wav	1.3
foley_object_throw_move_04.wav	1.3
foley_object_throw_move_05.wav	1.3
foley_soldier_gear_equipment_metal_clip_movement_01.wav	1.0
foley_soldier_gear_equipment_metal_clip_movement_02.wav	1.0
foley_soldier_gear_equipment_metal_clip_movement_03.wav	1.0
foley_soldier_gear_equipment_metal_clip_movement_04.wav	1.0
foley_soldier_gear_equipment_metal_cloth_heavy_movement_light_01.wav	1.0
foley_soldier_gear_equipment_metal_cloth_heavy_movement_light_02.wav	1.0
foley_soldier_gear_equipment_metal_cloth_heavy_movement_light_03.wav	1.0
foley_soldier_gear_equipment_metal_cloth_heavy_movement_light_04.wav	1.0
foley_soldier_gear_equipment_metal_cloth_heavy_movement_light_05.wav	1.0
foley_soldier_gear_equipment_metal_cloth_heavy_movement_light_06.wav	1.0
foley_soldier_gear_equipment_metal_cloth_heavy_movement_light_07.wav	1.0
foley_soldier_gear_equipment_metal_cloth_heavy_movement_light_08.wav	1.0
foley_soldier_gear_equipment_metal_cloth_heavy_movement_med_01.wav	1.0
foley_soldier_gear_equipment_metal_cloth_heavy_movement_med_02.wav	1.0
foley_soldier_gear_equipment_metal_cloth_heavy_movement_med_03.wav	1.0
foley_soldier_gear_equipment_metal_cloth_heavy_movement_med_04.wav	1.0
foley_soldier_gear_equipment_metal_cloth_heavy_movement_med_05.wav	1.0
foley_soldier_gear_equipment_metal_cloth_heavy_movement_med_06.wav	1.0

foley_soldier_gear_equipment_metal_cloth_heavy_movement_med_07.wav	1.0
foley_soldier_gear_equipment_metal_cloth_heavy_movement_med_08.wav	1.0
foley_soldier_gear_equipment_metal_cloth_heavy_movement_strong_01.wav	1.0
foley_soldier_gear_equipment_metal_cloth_heavy_movement_strong_02.wav	1.0
foley_soldier_gear_equipment_metal_cloth_heavy_movement_strong_03.wav	1.0
foley_soldier_gear_equipment_metal_cloth_heavy_movement_strong_04.wav	1.0
foley_soldier_gear_equipment_metal_cloth_heavy_movement_strong_05.wav	1.0
foley_soldier_gear_equipment_metal_cloth_heavy_movement_strong_06.wav	1.0
foley_soldier_gear_equipment_metal_cloth_heavy_movement_strong_07.wav	1.0
foley_soldier_gear_equipment_metal_cloth_heavy_movement_strong_08.wav	1.0
foley_soldier_gear_equipment_movement_grab_item_01.wav	1.0
foley_soldier_gear_equipment_movement_grab_item_02.wav	1.0
foley_soldier_gear_equipment_movement_grab_item_03.wav	1.0
foley_soldier_gear_equipment_movement_grab_item_04.wav	1.0
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Footsteps

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footstep_metal_land_v2_03.wav	1.2
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footstep_mud_walk_09.wav	1.1
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footstep_sand_run_04.wav	1.3
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--- Guns Weapons ---

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Guns

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Knife / Sword / Pick

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knife_sharpen_12.wav	1.0
knife_unsheathe_01.wav	1.0
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knife_unsheathe_03.wav	1.0
knife_unsheathe_04_with_ring.wav	1.0
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pick_axe_stone_small_hit_mine_impact_02.wav	1.0
pick_axe_stone_small_hit_mine_impact_03.wav	1.0
sword_hit_impact_01.wav	1.0
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sword_hit_impact_heavy_05.wav	1.1
sword_hit_impact_ringing_01.wav	1.0
sword_impact_body.wav	
unsheathe_sword_with_ringout.wav	

Taser

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taser_stun_gun_zap_electricity_04.wav	1.0

Fun Weapons

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weapon_fun_pea_shooter_03.wav	1.0
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weapon_fun_small_zapper_02.wav	1.0
weapon_fun_small_zapper_03.wav	1.0

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casting_charge_matter_grow_03.wav	1.3
casting_charge_matter_grow_04.wav	1.3
casting_charge_whoosh_buildup1.wav	1.3
casting_charge_whoosh_buildup2.wav	1.3
casting_charge_whoosh_buildup3.wav	1.3
casting_charge_whoosh_buildup4.wav	1.3
casting_charge_whoosh_buildup5.wav	1.3
casting_charge_whoosh_buildup6.wav	1.3
casting_charge_whoosh_buildup7.wav	1.3
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chimes_magic_bell_ding_2.wav	1.3
chimes_magic_bell_ding_3.wav	1.3
chimes_magic_bell_ding_4.wav	1.3
chimes_magic_bell_ding_5.wav	1.3
chimes_magical_bells_01.wav	1.3
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fireball_conjure_05.wav	1.3
fireball_impact_burn_01.wav	1.3
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fireball_impact_burn_04.wav	1.3
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magic_sparkle_gem_loop_04.wav	1.3
magic_sparkle_gem_loop_05.wav	1.3
magic_spell_book_page_flips_01.wav	1.3
magic_spell_book_page_flips_02.wav	1.3
magic_spell_book_page_flips_03.wav	1.3
magic_spell_book_page_flips_04.wav	1.3
magic_spell_book_page_flips_05.wav	1.3
magic_spell_book_page_flips_06.wav	1.3
magic_spell_book_page_flips_07.wav	1.3
magic_spell_book_page_flips_08.wav	1.3
magic_spell_book_page_flips_09.wav	1.3
magic_spell_book_page_flips_10.wav	1.3
magic_spell_book_page_flips_11.wav	1.3
magic_spell_book_page_flips_12.wav	1.3
magic_spell_book_page_flips_13.wav	1.3
magic_spell_book_page_flips_14.wav	1.3
magic_spell_book_page_turn_01.wav	1.3
magic_spell_book_page_turn_02.wav	1.3
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Miscellaneous

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shaker_sprinkle_seeds_cook_garden_09	1.0
shaker_sprinkle_seeds_cook_garden_10	1.0
shaker_sprinkle_seeds_cook_garden_11	1.0
shaker_sprinkle_seeds_cook_garden_12	1.0
shaker_sprinkle_seeds_cook_garden_13	1.0

shaker_sprinkle_seeds_cook_garden_14	1.0
shaker_sprinkle_seeds_cook_garden_15	1.0
shaker_sprinkle_seeds_cook_garden_16	1.0
shaker_sprinkle_seeds_cook_garden_17	1.0
shaker_sprinkle_seeds_cook_garden_18	1.0
shaker_sprinkle_seeds_cook_garden_loop_01	1.0
tape_gun_dispenser_streching_taping_sealing_01.wav	1.0
tape_gun_dispenser_streching_taping_sealing_02.wav	1.0
tape_gun_dispenser_streching_taping_sealing_03.wav	1.0
tape_gun_dispenser_streching_taping_sealing_04.wav	1.0
tape_gun_dispenser_streching_taping_sealing_05.wav	1.0
tape_gun_dispenser_streching_taping_sealing_06.wav	1.0
toliet_flush_lever_water_gurgle_01.wav	1.1
toliet_flush_lever_water_gurgle_02.wav	1.1
typing_keystroke_sequence_01.wav	1.3
typing_keystroke_sequence_02.wav	1.3
typing_keystroke_sequence_03.wav	1.3
typing_keystroke_sequence_04.wav	1.3
typing_keystroke_sequence_05.wav	1.3
typing_keystroke_sequence_06.wav	1.3
typing_keystroke_sequence_07.wav	1.3
typing_keystroke_sequence_08.wav	1.3
typing_keystroke_sequence_09.wav	1.3
typing_keystroke_sequence_10.wav	1.3
typing_keystroke_sequence_11.wav	1.3
typing_keystroke_sequence_12.wav	1.3
typing_keystroke_sequence_13.wav	1.3
typing_keystroke_sequence_14.wav	1.3
typing_keystroke_sequence_15.wav	1.3
typing_keystroke_sequence_16.wav	1.3
typing_keystroke_sequence_18.wav	1.3
typing_keystroke_sequence_19.wav	1.3
typing_keystroke_sequence_20.wav	1.3
typing_keystroke_single_hard_01.wav	1.3
typing_keystroke_single_hard_02.wav	1.3
typing_keystroke_single_hard_03.wav	1.3
typing_keystroke_single_hard_04.wav	1.3
typing_keystroke_single_hard_05.wav	1.3
typing_keystroke_single_hard_06.wav	1.3
typing_keystroke_single_hard_07.wav	1.3
typing_keystroke_single_hard_08.wav	1.3
typing_keystroke_single_hard_09.wav	1.3
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typing_keystroke_single_hard_12.wav	1.3
typing_keystroke_single_hard_13.wav	1.3
typing_keystroke_single_hard_14.wav	1.3
typing_keystroke_single_hard_15.wav	1.3
typing_keystroke_single_soft_01.wav	1.3
typing_keystroke_single_soft_02.wav	1.3
typing_keystroke_single_soft_03.wav	1.3
typing_keystroke_single_soft_04.wav	1.3
typing_keystroke_single_soft_05.wav	1.3
wood_block_rattle_movement_01.wav	1.0
wood_block_rattle_movement_02.wav	1.0
wood_block_rattle_movement_03.wav	1.0
wood_block_rattle_movement_04.wav	1.0

wood_block_sticks_hit_clap_01.wav	1.0
wood_block_sticks_hit_clap_02.wav	1.0
wood_block_sticks_hit_clap_03.wav	1.0
wood_block_sticks_hit_clap_04.wav	1.0
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wood_block_sticks_hit_clap_06.wav	1.0
wood_block_sticks_hit_clap_07.wav	1.0
wood_block_sticks_hit_clap_08.wav	1.0
wood_block_sticks_hit_clap_09.wav	1.0
wood_block_sticks_hit_clap_10.wav	1.0
wood_block_sticks_hit_clap_11.wav	1.0
wood_block_sticks_hit_clap_12.wav	1.0
wood_block_sticks_hit_clap_rattle_01.wav	1.0
wood_block_sticks_hit_clap_rattle_02.wav	1.0
wood_block_sticks_hit_clap_rattle_03.wav	1.0
wood_block_sticks_hit_clap_rattle_04.wav	1.0
wood_block_sticks_hit_clap_rattle_05.wav	1.0
wood_block_sticks_hit_clap_rattle_06.wav	1.0
wood_spring_pogo_stick_bounce_01.wav	1.0
wood_spring_pogo_stick_bounce_02.wav	1.0
wood_spring_pogo_stick_bounce_03.wav	1.0
wood_spring_pogo_stick_bounce_04.wav	1.0
wood_spring_pogo_stick_bounce_05.wav	1.0
wood_spring_pogo_stick_bounce_06.wav	1.0
wood_spring_pogo_stick_bounce_07.wav	1.0
wood_tree_branch_break_01.wav	1.0
wood_tree_branch_break_02.wav	1.0
wood_tree_branch_break_03.wav	1.0
wood_tree_branch_move_01.wav	1.0
wood_tree_branch_move_02.wav	1.0
wood_tree_branch_move_03.wav	1.0
wood_tree_branch_move_04.wav	1.0
wood_tree_branch_move_05.wav	1.0
wood_tree_branch_move_06.wav	1.0
wood_tree_branch_move_07.wav	1.0
wood_tree_branch_move_08.wav	1.0
wood_tree_branch_move_09.wav	1.0
wood_tree_branch_move_10.wav	1.0
wood_tree_branch_move_11.wav	1.0
wood_tree_branch_move_12.wav	1.0
wood_tree_branch_move_13.wav	1.0
wood_tree_branch_move_14.wav	1.0
wood_tree_branch_move_15.wav	1.0
wood_tree_branch_move_16.wav	1.0
wood_tree_branch_move_17.wav	1.0
wood_tree_branch_move_18.wav	1.0
wood_tree_branch_move_19.wav	1.0
wood_tree_branch_move_20.wav	1.0

Metal

chair_frame_metal_creak_squeak_01.wav	1.3
chair_frame_metal_creak_squeak_02.wav	1.3
chair_frame_metal_creak_squeak_03.wav	1.3
chair_frame_metal_creak_squeak_04.wav	1.3
chair_frame_metal_creak_squeak_05.wav	1.3
chair_frame_metal_creak_squeak_06.wav	1.3

chair_frame_metal_creak_squeak_07.wav	1.3
chair_frame_metal_creak_squeak_08.wav	1.3
chair_frame_metal_creak_squeak_09.wav	1.3
chair_frame_metal_creak_squeak_10.wav	1.3
chair_frame_metal_creak_squeak_11.wav	1.3
chair_frame_metal_creak_squeak_12.wav	1.3
chair_frame_metal_creak_squeak_13.wav	1.3
chair_frame_metal_creak_squeak_14.wav	1.3
chair_frame_metal_creak_squeak_15.wav	1.3
chair_frame_metal_creak_squeak_loop.wav	1.3
metal_drum_impact_thud_01.wav	1.1
metal_drum_impact_thud_02.wav	1.1
metal_drum_impact_thud_03.wav	1.1
metal_drum_impact_thud_04.wav	1.1
metal_drum_impact_thud_05.wav	1.1
metal_drum_impact_thud_06.wav	1.1
metal_drum_impact_thud_07.wav	1.1
metal_drum_impact_thud_08.wav	1.2
metal_hit_small_01.wav	1.0
metal_hit_small_02.wav	1.0
metal_hit_small_03.wav	1.0
metal_hit_small_04.wav	1.0
metal_hit_small_05.wav	1.0
metal_hit_small_06.wav	1.0
metal_hit_small_07.wav	1.0
metal_hit_small_08.wav	1.0
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metal_impact_light_01.wav	1.1
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metal_impact_light_04.wav	1.1
metal_impact_light_05.wav	1.1
metal_impact_light_06.wav	1.1
metal_impact_light_07.wav	1.1
metal_impact_light_08.wav	1.1
metal_impact_light_thud_01.wav	1.1
metal_impact_light_thud_02.wav	1.1
metal_impact_light_thud_03.wav	1.1
metal_impact_light_thud_04.wav	1.1
metal_lid_movement_impact_01.wav	1.1
metal_lid_movement_impact_02.wav	1.1
metal_lid_movement_impact_03.wav	1.1
metal_lid_movement_impact_04.wav	1.1
metal_lid_movement_impact_05.wav	1.1
metal_lid_movement_impact_06.wav	1.1
metal_lid_movement_impact_07.wav	1.1
metal_lid_movement_impact_08.wav	1.1
metal_lid_movement_impact_09.wav	1.1
metal_lid_movement_impact_10.wav	1.1
metal_lid_movement_impact_11.wav	1.1
metal_lid_movement_impact_12.wav	1.1
metal_lid_movement_impact_13.wav	1.1
metal_lid_movement_impact_14.wav	1.1
metal_low_creak_squeak_01.wav	1.3
metal_low_creak_squeak_02.wav	1.3
metal_low_creak_squeak_03.wav	1.3

metal_low_creak_squeak_04.wav	1.3
metal_low_creak_squeak_05.wav	1.3
metal_low_creak_squeak_06.wav	1.3
metal_low_creak_squeak_07.wav	1.3
metal_low_creak_squeak_08.wav	1.3
metal_low_creaking_ship_structure_01.wav	1.3
metal_low_creaking_ship_structure_02.wav	1.3
metal_low_creaking_ship_structure_03.wav	1.3
metal_low_creaking_ship_structure_04.wav	1.3
metal_low_creaking_ship_structure_05.wav	1.3
metal_low_creaking_ship_structure_06.wav	1.3
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metal_low_creaking_ship_structure_08.wav	1.3
metal_low_creaking_ship_structure_09.wav	1.3
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metal_low_creaking_ship_structure_loop.wav	1.3
metal_med_impact_01.wav	1.0
metal_med_impact_02.wav	1.0
metal_med_impact_03.wav	1.0
metal_object_small_move_impact_01.wav	1.1
metal_object_small_move_impact_02.wav	1.1
metal_object_small_move_impact_03.wav	1.1
metal_on_wood_rolling_ball_loop_01.wav	1.3
metal_on_wood_rolling_ball_loop_02.wav	1.3
metal_rattle_spin_med_01.wav	1.0
metal_rattle_spin_med_02.wav	1.0
metal_rattle_spin_med_03.wav	1.0
metal_rattle_spin_small_01.wav	1.0
metal_rattle_spin_small_02.wav	1.0
metal_rattle_spin_small_03.wav	1.0
metal_rattle_spin_small_04.wav	1.0
metal_robot_impact_med_step_01.wav	1.0
metal_robot_large_impact_step_01.wav	1.0
metal_scrape_deep_grind_squeak_01.wav	1.3
metal_scrape_deep_grind_squeak_02.wav	1.3
metal_scrape_deep_grind_squeak_03.wav	1.3
metal_scrape_deep_grind_squeak_04.wav	1.3
metal_scrape_deep_grind_squeak_05.wav	1.3
metal_scrape_deep_grind_squeak_06.wav	1.3
metal_scrape_deep_grind_squeak_07.wav	1.3
metal_sheet_impacts_01.wav	1.0
metal_sheet_impacts_02.wav	1.0
metal_sheet_impacts_03.wav	1.0
metal_sheet_impacts_04.wav	1.0
metal_sheet_impacts_05.wav	1.0
metal_sheet_impacts_06.wav	1.0
metal_sheet_impacts_07.wav	1.0
metal_sheet_impacts_08.wav	1.0
metal_sheet_impacts_09.wav	1.0
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metal_sheet_impacts_11.wav	1.0
metal_sheet_impacts_12.wav	1.0
metal_sheet_impacts_13.wav	1.0
metal_sheet_impacts_14.wav	1.0
metal_sheet_impacts_15.wav	1.0

metal_sheet_impacts_16.wav	1.0
metal_sheet_impacts_17.wav	1.0
metal_sheet_impacts_18.wav	1.0
metal_small_impact_01.wav	1.0
metal_small_impact_shake_01.wav	1.0
metal_small_impact_shake_02.wav	1.0
metal_small_movement_01.wav	1.0
metal_small_movement_02.wav	1.0
metal_small_movement_03.wav	1.0
metal_small_movement_04.wav	1.0
metal_small_movement_05.wav	1.0
metal_small_movement_06.wav	1.0
metal_small_movement_07.wav	1.0
metal_small_movement_08.wav	1.0
metal_small_movement_09.wav	1.0
metal_small_movement_10.wav	1.0
metal_small_movement_11.wav	1.0
metal_small_movement_12.wav	1.0
metal_small_movement_13.wav	1.0
metal_small_movement_14.wav	1.0
metal_small_movement_15.wav	1.0
metal_small_movement_16.wav	1.0
metal_small_movement_17.wav	1.0
metal_small_movement_18.wav	1.0
metal_tin_impacts_deep_01.wav	1.0
metal_tin_impacts_deep_02.wav	1.0
metal_tin_impacts_deep_03.wav	1.0
metal_tin_impacts_deep_04.wav	1.0
metal_tin_impacts_deep_05.wav	1.0
metal_tin_impacts_deep_06.wav	1.0
metal_tin_impacts_hit_hard_01.wav	1.0
metal_tin_impacts_hit_hard_02.wav	1.0
metal_tin_impacts_hit_hard_04.wav	1.0
metal_tin_impacts_hit_hard_05.wav	1.0
metal_tin_impacts_hit_hard_06.wav	1.0
metal_tin_impacts_hit_hardt_03.wav	1.0
metal_tin_impacts_movement_rattle_01.wav	1.0
metal_tin_impacts_movement_rattle_02.wav	1.0
metal_tin_impacts_movement_rattle_03.wav	1.0
metal_tin_impacts_movement_rattle_04.wav	1.0
metal_tin_impacts_movement_rattle_05.wav	1.0
metal_tin_impacts_movement_rattle_06.wav	1.0
metal_tin_impacts_movement_rattle_07.wav	1.0
metal_tin_impacts_movement_wobble_01.wav	1.0
metal_tin_impacts_movement_wobble_02.wav	1.0
metal_tin_impacts_soft_01.wav	1.0
metal_tin_impacts_soft_02.wav	1.0
metal_tin_impacts_soft_03.wav	1.0
metal_tin_impacts_soft_04.wav	1.0
metal_tin_impacts_soft_05.wav	1.0
metal_tin_impacts_soft_06.wav	1.0
metal_tin_impacts_soft_07.wav	1.0
metal_tin_impacts_wobble_bend_01.wav	1.0
metal_tin_impacts_wobble_bend_02.wav	1.0
metal_tin_impacts_wobble_bend_03.wav	1.0
metal_tin_impacts_wobble_bend_04.wav	1.0
metal_tin_impacts_wobble_bend_05.wav	1.0

metal_tin_impacts_wobble_bend_06.wav	1.0
metal_tiny_hit_impact_01.wav	1.0

Impacts and Smashables

glass_smashable_debris_fall_01.wav	1.3
glass_smashable_debris_fall_02.wav	1.3
glass_smashable_debris_fall_03.wav	1.3
glass_smashable_debris_fall_04.wav	1.3
glass_smashable_debris_fall_05.wav	1.3
glass_smashable_large_break_01.wav	1.3
glass_smashable_large_break_02.wav	1.3
glass_smashable_large_break_03.wav	1.3
glass_smashable_large_break_04.wav	1.3
glass_smashable_small_break_01.wav	1.3
glass_smashable_small_break_02.wav	1.3
glass_smashable_small_break_03.wav	1.3
rock_avalanche_landslide_debris_01.wav	1.3
rock_avalanche_landslide_debris_02.wav	1.3
rock_avalanche_landslide_debris_03.wav	1.3
rock_blast_impact_projectile_01.wav	1.3
rock_blast_impact_projectile_02.wav	1.3
rock_earthquake_impact_01.wav	1.3
rock_earthquake_impact_02.wav	1.3
rock_impact_spike_trap_01.wav	1.3
rock_impact_spike_trap_02.wav	1.3
rock_impact_spike_trap_03.wav	1.3
rock_impact_heavy_slam_01.wav	1.3
rock_impact_heavy_slam_02.wav	1.3
rock_impact_heavy_slam_03.wav	1.3
rock_impact_heavy_slam_04.wav	1.3
rock_impact_small_hit_01.wav	1.3
rock_impact_small_hit_02.wav	1.3
rock_impact_small_hit_03.wav	1.3
rock_smashable_falling_debris_01.wav	1.3
rock_smashable_falling_debris_02.wav	1.3
rock_smashable_falling_debris_03.wav	1.3
rock_smashable_falling_debris_04.wav	1.3
rock_smashable_hit_impact_01.wav	1.3
rock_smashable_hit_impact_02.wav	1.3
rock_smashable_hit_impact_03.wav	1.3
rock_smashable_hit_impact_large_01.wav	1.3
rock_smashable_hit_impact_large_02.wav	1.3
rock_smashable_hit_impact_large_03.wav	1.3

Punches

punch_blocked_01.wav	1.0
punch_blocked_02.wav	1.0
punch_blocked_03.wav	1.0
punch_blocked_04.wav	1.0
punch_general_body_impact_01.wav	1.0
punch_general_body_impact_02.wav	1.0
punch_general_body_impact_03.wav	1.0
punch_general_body_impact_04.wav	1.0
punch_general_body_impact_05.wav	1.0

punch_general_body_impact_06.wav	1.0
punch_general_body_impact_07.wav	1.0
punch_general_body_impact_08.wav	1.0
punch_grit_wet_impact_01.wav	1.0
punch_grit_wet_impact_02.wav	1.0
punch_grit_wet_impact_03.wav	1.0
punch_grit_wet_impact_04.wav	1.0
punch_grit_wet_impact_05.wav	1.0
punch_grit_wet_impact_06.wav	1.0
punch_grit_wet_impact_07.wav	1.0
punch_grit_wet_impact_08.wav	1.0
punch_grit_wet_impact_09.wav	1.0
punch_grit_wet_impact_10.wav	1.0
punch_head_weapon_bat_impact_01.wav	1.0
punch_head_weapon_bat_impact_02.wav	1.0
punch_head_weapon_bat_impact_03.wav	1.0
punch_head_weapon_bat_impact_04.wav	1.0
punch_head_weapon_bat_impact_05.wav	1.0
punch_heavy_huge_distorted_01.wav	1.0
punch_heavy_huge_distorted_02.wav	1.0
punch_heavy_huge_distorted_03.wav	1.0
punch_heavy_huge_distorted_04.wav	1.0
punch_low_deep_impact_01.wav	1.0
punch_low_deep_impact_02.wav	1.0
punch_low_deep_impact_03.wav	1.0
punch_low_deep_impact_04.wav	1.0
punch_low_deep_impact_05.wav	1.0
punch_low_deep_impact_06.wav	1.0
punch_low_deep_impact_07.wav	1.0
punch_low_deep_impact_08.wav	1.0
punch_low_deep_impact_09.wav	1.0
punch_low_deep_impact_10.wav	1.0
punch_slap_whack_hit_01.wav	1.0
punch_slap_whack_hit_02.wav	1.0
punch_slap_whack_hit_03.wav	1.0
punch_slap_whack_hit_04.wav	1.0
kick_hard_impact_01.wav	1.3
kick_hard_impact_02.wav	1.3
kick_hard_impact_03.wav	1.3
kick_hard_impact_04.wav	1.3
kick_hard_impact_05.wav	1.3
kick_hard_impact_06.wav	1.3
kick_hard_impact_07.wav	1.3
kick_hard_impact_08.wav	1.3
kick_heavy_impact_01.wav	1.3
kick_heavy_impact_02.wav	1.3
kick_heavy_impact_03.wav	1.3
kick_heavy_impact_04.wav	1.3
kick_heavy_impact_05.wav	1.3
kick_heavy_impact_06.wav	1.3
kick_heavy_impact_07.wav	1.3
kick_soft_jab_impact_01.wav	1.3
kick_soft_jab_impact_02.wav	1.3
kick_soft_jab_impact_03.wav	1.3
kick_soft_jab_impact_04.wav	1.3
kick_soft_jab_impact_05.wav	1.3
kick_soft_jab_impact_06.wav	1.3

kick_soft_jab_impact_07.wav	1.3
kick_soft_jab_impact_08.wav	1.3

Retro Classic

retro_alarm_siren_loop_01.wav	1.3
retro_alarm_siren_loop_02.wav	1.3
retro_alarm_siren_loop_03.wav	1.3
retro_alarm_siren_loop_04.wav	1.3
retro_alarm_siren_loop_05.wav	1.3
retro_alarm_siren_loop_06.wav	1.3
retro_alarm_siren_loop_07.wav	1.3
retro_alarm_siren_loop_08.wav	1.3
retro_alarm_siren_loop_09.wav	1.3
retro_alarm_siren_loop_10.wav	1.3
retro_alarm_siren_loop_11.wav	1.3
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retro_teleport_warp_effect_41.wav	1.3
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retro_teleport_warp_effect_43.wav	1.3
retro_teleport_warp_effect_44.wav	1.3
retro_teleport_warp_effect_45.wav	1.3
retro_teleport_warp_effect_46.wav	1.3
retro_ui_menu_blip_click_01.wav	1.3
retro_ui_menu_blip_click_02.wav	1.3
retro_ui_menu_blip_click_03.wav	1.3
retro_ui_menu_blip_click_04.wav	1.3
retro_ui_menu_blip_click_05.wav	1.3
retro_ui_menu_blip_click_06.wav	1.3
retro_ui_menu_blip_click_07.wav	1.3

retro_ui_menu_blip_click_08.wav	1.3
retro_ui_menu_blip_click_09.wav	1.3
retro_ui_menu_blip_click_10.wav	1.3
retro_ui_menu_blip_click_11.wav	1.3
retro_ui_menu_blip_click_12.wav	1.3
retro_ui_menu_blip_click_13.wav	1.3
retro_ui_menu_blip_click_14.wav	1.3
retro_ui_menu_blip_click_15.wav	1.3
retro_ui_menu_blip_click_16.wav	1.3
retro_ui_menu_blip_click_17.wav	1.3
retro_ui_menu_blip_click_18.wav	1.3
retro_ui_menu_blip_click_19.wav	1.3
retro_ui_menu_blip_click_20.wav	1.3
retro_ui_menu_error_01.wav	1.3
retro_ui_menu_error_02.wav	1.3
retro_ui_menu_error_03.wav	1.3
retro_ui_menu_error_04.wav	1.3
retro_ui_menu_error_05.wav	1.3
retro_ui_menu_error_06.wav	1.3
retro_ui_menu_error_07.wav	1.3
retro_ui_menu_error_08.wav	1.3
retro_ui_menu_error_09.wav	1.3
retro_ui_menu_error_10.wav	1.3
retro_ui_menu_error_11.wav	1.3
retro_ui_menu_error_12.wav	1.3
retro_ui_menu_error_13.wav	1.3
retro_ui_menu_error_14.wav	1.3
retro_ui_menu_popup_01.wav	1.3
retro_ui_menu_popup_02.wav	1.3
retro_ui_menu_popup_03.wav	1.3
retro_ui_menu_popup_04.wav	1.3
retro_ui_menu_popup_05.wav	1.3
retro_ui_menu_popup_06.wav	1.3
retro_ui_menu_popup_07.wav	1.3
retro_ui_menu_popup_08.wav	1.3
retro_ui_menu_popup_09.wav	1.3
retro_ui_menu_popup_10.wav	1.3
retro_ui_menu_popup_11.wav	1.3
retro_ui_menu_popup_12.wav	1.3
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retro_ui_menu_popup_14.wav	1.3
retro_ui_menu_popup_15.wav	1.3
retro_ui_menu_scroll_01.wav	1.3
retro_ui_menu_scroll_ticker_01.wav	1.3
retro_ui_menu_short_beep_01.wav	1.3
retro_ui_menu_short_beep_02.wav	1.3
retro_ui_menu_short_beep_03.wav	1.3
retro_ui_menu_short_beep_04.wav	1.3
retro_ui_menu_short_beep_05.wav	1.3
retro_ui_menu_short_beep_06.wav	1.3
retro_ui_menu_short_beep_07.wav	1.3
retro_ui_menu_short_beep_08.wav	1.3
retro_ui_menu_short_beep_09.wav	1.3
retro_ui_menu_short_beep_10.wav	1.3
retro_ui_menu_short_beep_11.wav	1.3
retro_ui_menu_short_beep_12.wav	1.3
retro_ui_menu_short_beep_13.wav	1.3

retro_ui_menu_short_beep_14.wav	1.3
retro_ui_menu_short_beep_15.wav	1.3
retro_ui_menu_short_beep_16.wav	1.3
retro_ui_menu_short_beep_17.wav	1.3
retro_ui_menu_short_beep_18.wav	1.3
retro_ui_menu_short_beep_19.wav	1.3
retro_ui_menu_simple_click_01.wav	1.3
retro_ui_menu_simple_click_02.wav	1.3
retro_ui_menu_simple_click_03.wav	1.3
retro_ui_menu_simple_click_04.wav	1.3
retro_ui_menu_simple_click_05.wav	1.3
retro_ui_menu_simple_click_06.wav	1.3
retro_ui_menu_simple_click_07.wav	1.3
retro_ui_menu_simple_click_08.wav	1.3
retro_ui_menu_simple_click_09.wav	1.3
retro_ui_menu_simple_click_10.wav	1.3
retro_ui_menu_simple_click_11.wav	1.3
retro_ui_menu_simple_click_12.wav	1.3
retro_vehicle_choppy_engine_01.wav	1.3
retro_vehicle_choppy_engine_02.wav	1.3
retro_weapon_gun_misc_shot_01.wav	1.3
retro_weapon_gun_misc_shot_02.wav	1.3
retro_weapon_gun_misc_shot_03.wav	1.3
retro_weapon_gun_misc_shot_04.wav	1.3
retro_weapon_gun_misc_shot_05.wav	1.3
retro_weapon_gun_misc_shot_06.wav	1.3
retro_weapon_gun_misc_shot_07.wav	1.3
retro_weapon_gun_misc_shot_08.wav	1.3

Retro

retro__musical_stinger_01.wav	1.1
retro__musical_stinger_02.wav	1.1
retro__musical_stinger_03.wav	1.1
retro_beeps_collect_item_01.wav	1.1
retro_beeps_collect_item_02.wav	1.1
retro_beeps_collect_item_03.wav	1.1
retro_beeps_collect_item_04.wav	1.1
retro_beeps_collect_item_05.wav	1.1
retro_beeps_collect_item_06.wav	1.1
retro_beeps_collect_item_07.wav	1.1
retro_beeps_collect_item_08.wav	1.1
retro_beeps_success_01.wav	1.1
retro_beeps_success_02.wav	1.1
retro_beeps_success_03.wav	1.1
retro_beeps_success_04.wav	1.1
retro_beeps_success_05.wav	1.1
retro_collect_item_stinger_01.wav	1.1
retro_collect_item_stinger_02.wav	1.1
retro_collect_item_stinger_03.wav	1.1
retro_collect_item_stinger_04.wav	1.1
retro_enemy_attack_01.wav	1.1
retro_enemy_attack_02.wav	1.1
retro_enemy_attack_03.wav	1.1
retro_fail_alarm_01.wav	1.1
retro_fail_sound_01.wav	1.1
retro_fail_sound_02.wav	1.1

retro_fail_sound_03.wav	1.1
retro_fail_sound_04.wav	1.1
retro_fail_sound_05.wav	1.1
retro_jump_collect_bonus_01.wav	1.1
retro_jump_collect_bonus_02.wav	1.1
retro_jump_collect_bonus_03.wav	1.1
retro_jump_dizzy_spin_01.wav	1.1
retro_synth_beeps_01.wav	1.3
retro_synth_beeps_02.wav	1.3
retro_synth_beeps_03.wav	1.3
retro_synth_beeps_04.wav	1.3
retro_synth_beeps_05.wav	1.3
retro_synth_beeps_06.wav	1.3
retro_synth_beeps_07.wav	1.3
retro_synth_beeps_08.wav	1.3
retro_synth_beeps_09.wav	1.3
retro_synth_beeps_10.wav	1.3
retro_synth_beeps_fast_01.wav	1.3
retro_synth_beeps_fast_02.wav	1.3
retro_synth_beeps_fast_03.wav	1.3
retro_synth_beeps_fast_04.wav	1.3
retro_synth_beeps_fast_05.wav	1.3
retro_synth_beeps_groove_01.wav	1.3
retro_synth_beeps_groove_02.wav	1.3
retro_synth_beeps_groove_03.wav	1.3
retro_synth_beeps_groove_04.wav	1.3
retro_synth_beeps_groove_05.wav	1.3
retro_synth_beeps_groove_06.wav	1.3
retro_synth_beeps_groove_07.wav	1.3
retro_synth_beeps_groove_08.wav	1.3
retro_synth_wobble_01.wav	1.3
retro_synth_wobble_02.wav	1.3
retro_synth_wobble_03.wav	1.3
retro_synth_wobble_04.wav	1.3
retro_synth_wobble_05.wav	1.3
retro_synth_wobble_06.wav	1.3
retro_synth_wobble_07.wav	1.3
retro_synth_wobble_08.wav	1.3

Sci-Fi

sci-fi_alarm_siren_loop_01.wav	1.1
sci-fi_alarm_siren_object_pass_01.wav	1.0
sci-fi_alarm_warning_loop_01.wav	1.0
sci-fi_alarm_warning_loop_02.wav	1.0
sci-fi_alarm_warning_loop_03.wav	1.0
sci-fi_alarm_warning_loop_04.wav	1.0
sci-fi_beep_computer_ui_01.wav	1.1
sci-fi_beep_computer_ui_02.wav	1.1
sci-fi_beep_computer_ui_03.wav	1.1
sci-fi_beep_computer_ui_04.wav	1.1
sci-fi_beep_computer_ui_05.wav	1.1
sci-fi_beep_computer_ui_06.wav	1.1
sci-fi_beep_computer_ui_07.wav	1.1
sci-fi_beep_computer_ui_08.wav	1.1
sci-fi_cockpit_computer_problem_01.wav	1.1

sci-fi_code_fail_01.wav	1.0
sci-fi_code_fail_02.wav	1.0
sci-fi_code_fail_03.wav	1.0
sci-fi_code_fail_04.wav	1.0
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sci-fi_code_fail_10.wav	1.0
sci-fi_code_fail_11.wav	1.0
sci-fi_code_fail_12.wav	1.0
sci-fi_code_fail_13.wav	1.0
sci-fi_code_fail_14.wav	1.0
sci-fi_computer_running_code_01.wav	1.0
sci-fi_computer_running_code_02.wav	1.0
sci-fi_deep_electric_hum_loop_01.wav	1.1
sci-fi_device_item_power_up_flash_01.wav	1.0
sci-fi_device_item_power_up_flash_02.wav	1.0
sci-fi_device_item_power_up_flash_03.wav	1.0
sci-fi_driod_robot_emote_01.wav	1.1
sci-fi_driod_robot_emote_02.wav	1.1
sci-fi_driod_robot_emote_03.wav	1.1
sci-fi_driod_robot_emote_04.wav	1.1
sci-fi_driod_robot_emote_05.wav	1.1
sci-fi_driod_robot_emote_06.wav	1.1
sci-fi_driod_robot_emote_07.wav	1.1
sci-fi_driod_robot_emote_08.wav	1.1
sci-fi_driod_robot_emote_09.wav	1.1
sci-fi_driod_robot_emote_10.wav	1.1
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sci-fi_driod_robot_emote_12.wav	1.1
sci-fi_driod_robot_emote_13.wav	1.1
sci-fi_driod_robot_emote_14.wav	1.1
sci-fi_driod_robot_emote_15.wav	1.1
sci-fi_driod_robot_emote_16.wav	1.1
sci-fi_driod_robot_emote_17.wav	1.1
sci-fi_driod_robot_emote_18.wav	1.1
sci-fi_driod_robot_emote_19.wav	1.1
sci-fi_driod_robot_emote_20.wav	1.1
sci-fi_driod_robot_emote_21.wav	1.1
sci-fi_driod_robot_emote_22.wav	1.1
sci-fi_driod_robot_emote_23.wav	1.1
sci-fi_driod_robot_emote_24.wav	1.1
sci-fi_driod_robot_emote_25.wav	1.1
sci-fi_driod_robot_emote_26.wav	1.1
sci-fi_driod_robot_emote_27.wav	1.1
sci-fi_driod_robot_emote_beeps_01.wav	1.1
sci-fi_driod_robot_emote_beeps_02.wav	1.1
sci-fi_driod_robot_emote_beeps_03.wav	1.1
sci-fi_driod_robot_emote_beeps_04.wav	1.1
sci-fi_driod_robot_emote_beeps_05.wav	1.1
sci-fi_driod_robot_emote_beeps_06.wav	1.1
sci-fi_driod_robot_emote_beeps_07.wav	1.1
sci-fi_driod_robot_emote_beeps_08.wav	1.1
sci-fi_driod_robot_emote_neg_01.wav	1.1
sci-fi_driod_robot_emote_neg_02.wav	1.1

sci-fi_driod_robot_emote_neg_03.wav	1.1
sci-fi_driod_robot_emote_neg_04.wav	1.1
sci-fi_driod_robot_emote_neg_05.wav	1.1
sci-fi_driod_robot_emote_neg_06.wav	1.1
sci-fi_driod_robot_emote_neg_07.wav	1.1
sci-fi_electric_pulse_hum_01.wav	1.1
sci-fi_electric_pulse_hum_02.wav	1.1
sci-fi_electric_pulse_hum_03.wav	1.1
sci-fi_electric_pulse_hum_04.wav	1.1
sci-fi_electric_pulse_hum_05.wav	1.1
sci-fi_electric_pulse_hum_06.wav	1.1
sci-fi_electric_pulse_hum_07.wav	1.1
sci-fi_electric_pulse_hum_08.wav	1.1
sci-fi_electric_pulse_hum_09.wav	1.1
sci-fi_electric_pulse_power_down_01.wav	1.1
sci-fi_electric_pulse_power_down_02.wav	1.1
sci-fi_electric_pulse_power_down_03.wav	1.1
sci-fi_explosion_01.wav	1.1
sci-fi_explosion_02.wav	1.1
sci-fi_explosion_03.wav	1.1
sci-fi_explosion_04.wav	1.1
sci-fi_explosion_05.wav	1.1
sci-fi_explosion_06.wav	1.1
sci-fi_flash_item_light_power_zap_down_large_01.wav	1.0
sci-fi_flash_item_light_power_zap_down_small_01.wav	1.0
sci-fi_forcefield_holo_power_down_01.wav	1.0
sci-fi_forcefield_hum_loop_01.wav	1.0
sci-fi_forcefield_hum_loop_02.wav	1.0
sci-fi_forcefield_hum_loop_03.wav	1.0
sci-fi_forcefield_hum_loop_04.wav	1.0
sci-fi_forcefield_hum_loop_05.wav	1.0
sci-fi_forcefield_hum_loop_06.wav	1.0
sci-fi_forcefield_hum_loop_07.wav	1.0
sci-fi_forcefield_hum_loop_08.wav	1.0
sci-fi_forcefield_hum_loop_09.wav	1.0
sci-fi_forcefield_hum_loop_10.wav	1.0
sci-fi_hacking_alien_01.wav	1.0
sci-fi_hacking_alien_02.wav	1.0
sci-fi_hacking_alien_03.wav	1.0
sci-fi_hacking_alien_04.wav	1.0
sci-fi_hologram_electric_buzz_01.wav	1.1
sci-fi_power_down_01.wav	1.0
sci-fi_power_down_02.wav	1.0
sci-fi_power_down_03.wav	1.0
sci-fi_power_down_object_01.wav	1.0
sci-fi_power_on_rise_beep_01.wav	1.0
sci-fi_power_up_01.wav	1.0
sci-fi_power_up_02.wav	1.0
sci-fi_power_up_03.wav	1.0
sci-fi_power_up_04.wav	1.0
sci-fi_power_up_05.wav	1.0
sci-fi_power_up_06.wav	1.0
sci-fi_power_up_07.wav	1.0
sci-fi_power_up_08.wav	1.0
sci-fi_power_up_09.wav	1.0
sci-fi_power_up_10.wav	1.0
sci-fi_power_up_11.wav	1.0

sci-fi_power_up_12.wav	1.0
sci-fi_power_up_object_01.wav	1.0
sci-fi_radar_ui_scan_01.wav	1.0
sci-fi_radar_ui_scan_02.wav	1.0
sci-fi_scan_target_01.wav	1.0
sci-fi_scan_target_02.wav	1.0
sci-fi_scan_target_03.wav	1.0
sci-fi_scan_target_04.wav	1.0
sci-fi_scan_target_05.wav	1.0
sci-fi_shield_device_power_up_01.wav	1.1
sci-fi_shield_device_small_01.wav	1.1
sci-fi_shield_device_small_02.wav	1.1
sci-fi_shield_device_small_03.wav	1.1
sci-fi_shield_power_deflect_block_01.wav	1.1
sci-fi_shield_power_deflect_block_02.wav	1.1
sci-fi_shield_power_deflect_block_03.wav	1.1
sci-fi_shield_power_deflect_boom_01.wav	1.1
sci-fi_shield_power_deflect_boom_02.wav	1.1
sci-fi_shield_power_deflect_boom_03.wav	1.1
sci-fi_shield_power_on_impact_01.wav	1.1
sci-fi_shield_power_on_impact_02.wav	1.1
sci-fi_small_spaceship_jet_blast_01.wav	1.0
sci-fi_small_spaceship_jet_blast_02.wav	1.0
sci-fi_small_warp_machine_01.wav	1.0
sci-fi_spaceship_background_room_tone_hum_loop_01.wav	1.0
sci-fi_spaceship_background_room_tone_hum_loop_02.wav	1.0
sci-fi_spaceship_background_room_tone_hum_loop_03.wav	1.0
sci-fi_spark_electric_device_active_01.wav	1.1
sci-fi_spark_electric_device_active_02.wav	1.1
sci-fi_spark_electric_device_active_03.wav	1.1
sci-fi_spark_electric_device_hum_01.wav	1.1
sci-fi_spark_electric_device_hum_02.wav	1.1
sci-fi_sub_bass_rumble_01.wav	1.1
sci-fi_sub_bass_rumble_loop.wav	1.1
sci-fi_vehicle_pass_01.wav	1.1
sci-fi_vehicle_pass_02.wav	1.1
sci-fi_vehicle_thrusters_engage_01.wav	1.1
sci-fi_vehicle_thrusters_engage_02.wav	1.1
sci-fi_vehicle_thrusters_engage_large_01.wav	1.1
sci-fi_vehicle_thrusters_fail_01.wav	1.1
sci-fi_vehicle_thrusters_pass_01.wav	1.1
sci-fi_vehicle_spaceship_jet_engine_loop1.wav	1.3
sci-fi_vehicle_spaceship_jet_engine_loop2.wav	1.3
sci-fi_vehicle_spaceship_jet_engine_loop3.wav	1.3

Sci-Fi Weapons

sci-fi_weapon_auto_turret_loop.wav	1.1
sci-fi_weapon_auto_turret_release_01.wav	1.1
sci-fi_weapon_auto_turret_release_02.wav	1.1
sci-fi_weapon_blaster_laser_boom_01.wav	1.0
sci-fi_weapon_blaster_laser_boom_02.wav	1.0
sci-fi_weapon_blaster_laser_boom_03.wav	1.0
sci-fi_weapon_blaster_laser_boom_04.wav	1.0
sci-fi_weapon_blaster_laser_boom_heavy_01.wav	1.0
sci-fi_weapon_blaster_laser_boom_heavy_02.wav	1.0
sci-fi_weapon_blaster_laser_boom_heavy_03.wav	1.0

sci-fi_weapon_blaster_laser_boom_heavy_04.wav	1.0
sci-fi_weapon_blaster_laser_boom_heavy_05.wav	1.0
sci-fi_weapon_blaster_laser_boom_heavy_06.wav	1.0
sci-fi_weapon_blaster_laser_boom_heavy_07.wav	1.0
sci-fi_weapon_blaster_laser_boom_heavy_08.wav	1.0
sci-fi_weapon_blaster_laser_boom_small_01.wav	1.0
sci-fi_weapon_blaster_laser_boom_small_02.wav	1.0
sci-fi_weapon_blaster_laser_boom_small_03.wav	1.0
sci-fi_weapon_blaster_laser_boom_small_04.wav	1.0
sci-fi_weapon_blaster_laser_boom_zap_01.wav	1.0
sci-fi_weapon_blaster_laser_boom_zap_02.wav	1.0
sci-fi_weapon_blaster_laser_boom_zap_03.wav	1.0
sci-fi_weapon_blaster_laser_boom_zap_04.wav	1.0
sci-fi_weapon_blaster_laser_boom_zap_05.wav	1.0
sci-fi_weapon_blaster_laser_boom_zap_06.wav	1.0
sci-fi_weapon_blaster_laser_boom_zap_07.wav	1.0
sci-fi_weapon_blaster_laser_boom_zap_08.wav	1.0
sci-fi_weapon_blaster_laser_deep_drone_01.wav	1.0
sci-fi_weapon_blaster_laser_deep_drone_02.wav	1.0
sci-fi_weapon_blaster_laser_deep_drone_03.wav	1.0
sci-fi_weapon_blaster_laser_deep_drone_04.wav	1.0
sci-fi_weapon_blaster_laser_fun_01.wav	1.0
sci-fi_weapon_blaster_laser_fun_02.wav	1.0
sci-fi_weapon_blaster_laser_fun_03.wav	1.0
sci-fi_weapon_blaster_laser_fun_04.wav	1.0
sci-fi_weapon_deep_blaster_shot_01.wav	1.1
sci-fi_weapon_deep_blaster_shot_02.wav	1.1
sci-fi_weapon_laser_small_01.wav	1.0
sci-fi_weapon_laser_small_02.wav	1.0
sci-fi_weapon_laser_small_03.wav	1.0
sci-fi_weapon_laser_small_04.wav	1.0
sci-fi_weapon_laser_small_05.wav	1.1
sci-fi_weapon_laser_small_06.wav	1.1
sci-fi_weapon_laser_small_fun_01.wav	1.0
sci-fi_weapon_laser_small_fun_02.wav	1.0
sci-fi_weapon_laser_small_fun_03.wav	1.0
sci-fi_weapon_laser_small_fun_04.wav	1.0
sci-fi_weapon_laser_small_fun_05.wav	1.0
sci-fi_weapon_pistol_shot_01.wav	1.1
sci-fi_weapon_pistol_shot_02.wav	1.1
sci-fi_weapon_pistol_shot_03.wav	1.1
sci-fi_weapon_plasma_pistol_01.wav	1.1
sci-fi_weapon_plasma_pistol_02.wav	1.1
sci-fi_weapon_plasma_pistol_03.wav	1.1
sci-fi_weapon_plasma_pistol_04.wav	1.1
sci-fi_weapon_plasma_pistol_05.wav	1.1
sci-fi_weapon_plasma_pistol_06.wav	1.1
sci-fi_weapon_ray_gun_laser_small_fun_01.wav	1.0
sci-fi_weapon_ray_gun_laser_small_fun_02.wav	1.0
sci-fi_weapon_reload_01.wav	1.1
sci-fi_weapon_reload_02.wav	1.1
sci-fi_weapon_reload_03.wav	1.1
sci-fi_weapon_reload_04.wav	1.1
sci-fi_weapon_reload_05.wav	1.1
sci-fi_weapon_reload_06.wav	1.1
sci-fi_weapon_reload_07.wav	1.1
sci-fi_weapon_reload_08.wav	1.1

sci-fi_weapon_reload_09.wav	1.1
sci-fi_weapon_reload_10.wav	1.1
sci-fi_weapon_reload_11.wav	1.1
sci-fi_weapon_rifle_bolt_shot_01.wav	1.1
sci-fi_weapon_rifle_boomer_01.wav	1.1
sci-fi_weapon_rifle_large_shot_01.wav	1.1
sci-fi_weapon_rifle_large_shot_02.wav	1.1
sci-fi_weapon_rifle_large_shot_03.wav	1.1
sci-fi_weapon_rifle_large_shot_04.wav	1.1
sci-fi_weapon_rifle_large_shot_05.wav	1.1
sci-fi_weapon_rifle_laser_shot_01.wav	1.1
sci-fi_weapon_rifle_laser_shot_02.wav	1.1
sci-fi_weapon_rifle_med_shot_01.wav	1.1

Snow / Ice

ice_cracking_melting_01.wav	1.0
ice_cracking_melting_02.wav	1.0
ice_cracking_melting_03.wav	1.0
ice_cracking_melting_04.wav	1.0
ice_cracking_melting_05.wav	1.0
ice_cracking_melting_06.wav	1.0
snowball_hit_impact_01.wav	1.0
snowball_hit_impact_02.wav	1.0
snowball_hit_impact_03.wav	1.0
snowball_hit_impact_04.wav	1.0
snowball_hit_impact_05.wav	1.0
snowball_hit_impact_06.wav	1.0
snowball_hit_impact_07.wav	1.0
snowball_hit_impact_08.wav	1.0
snowball_hit_impact_09.wav	1.0
snowball_hit_impact_10.wav	1.0
snowball_hit_impact_hard_01.wav	1.0
snowball_hit_impact_hard_02.wav	1.0
snowball_hit_impact_hard_03.wav	1.0
snowball_pickup_scoop_01.wav	1.0
snowball_pickup_scoop_02.wav	1.0
snowball_pickup_scoop_03.wav	1.0
snowball_pickup_scoop_04.wav	1.0
snowball_pickup_scoop_05.wav	1.0
snowball_pickup_scoop_06.wav	1.0
snowball_pickup_scoop_07.wav	1.0
snowball_pickup_scoop_08.wav	1.0
snowball_pickup_scoop_09.wav	1.0
snow_digging_scooping_shoveling_01.wav	1.0
snow_digging_scooping_shoveling_02.wav	1.0
snow_digging_scooping_shoveling_03.wav	1.0
snow_digging_scooping_shoveling_04.wav	1.0
snow_digging_scooping_shoveling_05.wav	1.0
snow_digging_scooping_shoveling_06.wav	1.0
snow_digging_scooping_shoveling_07.wav	1.0
snow_digging_scooping_shoveling_08.wav	1.0
snow_digging_scooping_shoveling_09.wav	1.0
snow_digging_scooping_shoveling_10.wav	1.0
snow_digging_scooping_shoveling_11.wav	1.0
snow_digging_scooping_shoveling_12.wav	1.0
snow_digging_scooping_shoveling_13.wav	1.0

snow_digging_scooping_shoveling_14.wav	1.0
snow_digging_scooping_shoveling_15.wav	1.0
snow_digging_scooping_shoveling_16.wav	1.0
snow_digging_scooping_shoveling_loop_01.wav	1.0
snow_ice_digging_scooping_shoveling_01.wav	1.0
snow_ice_digging_scooping_shoveling_02.wav	1.0
snow_ice_digging_scooping_shoveling_03.wav	1.0
snow_ice_digging_scooping_shoveling_04.wav	1.0
snow_ice_digging_scooping_shoveling_05.wav	1.0
snow_ice_digging_scooping_shoveling_06.wav	1.0

Switches / Buttons / Gears / Levers

electric_toothbrush_small_motor_whir_01.wav	1.0
electric_toothbrush_small_motor_whir_02.wav	1.0
elevator_loop_01.wav	1.0
elevator_loop_02.wav	1.0
gear_drill_turn_01.wav	1.0
gear_drill_turn_02.wav	1.0
gear_drill_turn_03.wav	1.0
gear_drill_turn_04.wav	1.0
gear_drill_turn_05.wav	1.0
gear_drill_windup_01.wav	1.0
gear_drill_windup_02.wav	1.0
gear_drill_windup_03.wav	1.0
gear_drill_windup_04.wav	1.0
gear_drill_windup_05.wav	1.0
gear_drill_windup_06.wav	1.0
gear_drill_windup_07.wav	1.0
gear_drill_windup_08.wav	1.0
gear_drill_windup_09.wav	1.0
gear_drill_windup_10.wav	1.0
gear_drill_windup_11.wav	1.0
gear_drill_windup_12.wav	1.0
gear_drill_windup_13.wav	1.0
gear_drill_windup_14.wav	1.0
gear_drill_windup_15.wav	1.0
gear_drill_windup_16.wav	1.0
gear_drill_windup_17.wav	1.0
gear_drill_windup_18.wav	1.0
hyro_whir_01_start.wav	1.0
hyro_whir_01_stop.wav	1.0
hyro_whir_loop_01.wav	1.0
lever_small_winding_01.wav	1.0
lever_small_winding_02.wav	1.0
lever_small_winding_03.wav	1.0
lever_small_winding_04.wav	1.0
lever_small_winding_05.wav	1.0
lever_small_wooden_01.wav	1.0
lever_small_wooden_02.wav	1.0
lever_turn_push_crank_handle_med_01.wav	1.0
lever_turn_push_crank_handle_med_02.wav	1.0
lever_turn_push_crank_handle_med_03.wav	1.0
lever_turn_push_crank_handle_med_04.wav	1.0
lever_turn_push_crank_handle_med_05.wav	1.0
lever_turn_push_crank_handle_small_01.wav	1.0
lever_turn_push_crank_handle_small_02.wav	1.0

lever_turn_push_crank_handle_small_03.wav	1.0
lever_turn_push_crank_handle_small_04.wav	1.0
lever_turn_push_crank_handle_small_05.wav	1.0
lever_turn_push_crank_handle_small_06.wav	1.0
lever_turn_push_crank_handle_small_07.wav	1.0
lever_turn_push_crank_handle_small_08.wav	1.0
lever_turn_push_crank_handle_small_09.wav	1.0
lever_turn_push_crank_handle_small_10.wav	1.0
lever_turn_push_crank_handle_small_11.wav	1.0
lever_turn_push_crank_handle_small_12.wav	1.0
lever_turn_push_crank_handle_small_13.wav	1.0
lever_turn_push_crank_handle_small_14.wav	1.0
lever_turn_push_crank_handle_small_15.wav	1.0
lever_turn_push_crank_handle_small_16.wav	1.0
lever_turn_push_crank_handle_small_17.wav	1.0
lever_turn_push_crank_handle_small_18.wav	1.0
lever_turn_push_crank_handle_small_19.wav	1.0
lever_turn_push_crank_handle_small_20.wav	1.0
metal_small_gear_lever_winding_01.wav	1.0
metal_small_gear_lever_winding_02.wav	1.0
metal_small_gear_lever_winding_03.wav	1.0
metal_small_gear_lever_winding_04.wav	1.0
metal_small_gear_lever_winding_05.wav	1.0
metal_small_gear_lever_winding_06.wav	1.0
metal_small_gear_lever_winding_07.wav	1.0
metal_small_gear_lever_winding_08.wav	1.0
metal_small_gear_lever_winding_09.wav	1.0
metal_small_gear_lever_winding_10.wav	1.0
printer_scanner_labler_01.wav	1.0
printer_scanner_labler_02.wav	1.0
printer_scanner_labler_03.wav	1.0
small_object_close_lid_01.wav	1.0
switch_button_push_on_off_01.wav	1.0
switch_button_push_on_off_02.wav	1.0
switch_button_push_on_off_03.wav	1.0
switch_button_push_on_off_04.wav	1.0
switch_button_push_on_off_05.wav	1.0
switch_button_push_on_off_06.wav	1.0
switch_button_push_on_off_07.wav	1.0
switch_button_push_on_off_08.wav	1.0
switch_button_push_on_off_09.wav	1.0
switch_button_push_on_off_10.wav	1.0
switch_button_push_on_off_11.wav	1.0
switch_button_push_on_off_12.wav	1.0
switch_button_push_on_off_13.wav	1.0
switch_button_push_on_off_14.wav	1.0
switch_button_push_on_off_15.wav	1.0
switch_button_push_on_off_16.wav	1.0
switch_button_push_on_off_17.wav	1.0
switch_button_push_on_off_18.wav	1.0
switch_button_push_on_off_19.wav	1.0
switch_button_push_on_off_20.wav	1.0
switch_button_push_on_off_21.wav	1.0
switch_button_push_on_off_22.wav	1.0
switch_button_push_on_off_23.wav	1.0
switch_button_push_on_off_24.wav	1.0
switch_button_push_small_01.wav	1.0

switch_button_push_small_02.wav	1.0
switch_button_push_small_03.wav	1.0
switch_button_push_small_04.wav	1.0
switch_button_push_small_05.wav	1.0
switch_button_push_small_06.wav	1.0
switch_button_push_small_07.wav	1.0

User / Interface / Menu

ui_button_simple_click_01.wav	1.3
ui_button_simple_click_02.wav	1.3
ui_button_simple_click_03.wav	1.3
ui_button_simple_click_04.wav	1.3
ui_button_simple_click_05.wav	1.3
ui_button_simple_click_06.wav	1.3
ui_button_simple_click_07.wav	1.3
ui_button_socket_movement_01.wav	1.3
ui_button_socket_movement_02.wav	1.3
ui_button_socket_movement_03.wav	1.3
ui_button_socket_movement_04.wav	1.3
ui_button_socket_movement_05.wav	1.3
ui_fail_01.wav	1.3
ui_menu_button_beep_01.wav	1.0
ui_menu_button_beep_02.wav	1.0
ui_menu_button_beep_03.wav	1.0
ui_menu_button_beep_04.wav	1.0
ui_menu_button_beep_05.wav	1.0
ui_menu_button_beep_06.wav	1.0
ui_menu_button_beep_07.wav	1.0
ui_menu_button_beep_08.wav	1.0
ui_menu_button_beep_10.wav	1.0
ui_menu_button_beep_11.wav	1.0
ui_menu_button_beep_12.wav	1.0
ui_menu_button_beep_13.wav	1.0
ui_menu_button_beep_14.wav	1.0
ui_menu_button_beep_15.wav	1.0
ui_menu_button_beep_16.wav	1.0
ui_menu_button_beep_17.wav	1.0
ui_menu_button_beep_18.wav	1.0
ui_menu_button_beep_19.wav	1.0
ui_menu_button_beep_20.wav	1.0
ui_menu_button_beep_21.wav	1.0
ui_menu_button_beep_22.wav	1.0
ui_menu_button_beep_23.wav	1.0
ui_menu_button_beep_24.wav	1.0
ui_menu_button_beep_25.wav	1.0
ui_menu_button_cancel_01.wav	1.0
ui_menu_button_cancel_02.wav	1.0
ui_menu_button_click_01.wav	1.0
ui_menu_button_click_02.wav	1.0
ui_menu_button_click_03.wav	1.0
ui_menu_button_click_04.wav	1.0
ui_menu_button_click_05.wav	1.0
ui_menu_button_click_06.wav	1.0
ui_menu_button_click_07.wav	1.0
ui_menu_button_click_08.wav	1.0
ui_menu_button_click_09.wav	1.0

ui_menu_button_click_10.wav	1.0
ui_menu_button_click_11.wav	1.0
ui_menu_button_click_12.wav	1.0
ui_menu_button_click_13.wav	1.0
ui_menu_button_click_14.wav	1.0
ui_menu_button_click_15.wav	1.0
ui_menu_button_click_16.wav	1.0
ui_menu_button_click_17.wav	1.0
ui_menu_button_click_18.wav	1.0
ui_menu_button_click_19.wav	1.0
ui_menu_button_click_20.wav	1.0
ui_menu_button_click_21.wav	1.0
ui_menu_button_click_22.wav	1.1
ui_menu_button_click_23.wav	1.1
ui_menu_button_click_24.wav	1.2
ui_menu_button_click_25.wav	1.3
ui_menu_button_click_26.wav	1.3
ui_menu_button_confirm_01.wav	1.0
ui_menu_button_confirm_02.wav	1.0
ui_menu_button_confirm_03.wav	1.0
ui_menu_button_confirm_04.wav	1.0
ui_menu_button_confirm_05.wav	1.0
ui_menu_button_confirm_06.wav	1.0
ui_menu_button_confirm_07.wav	1.0
ui_menu_button_confirm_08.wav	1.0
ui_menu_button_confirm_09.wav	1.0
ui_menu_button_confirm_10.wav	1.0
ui_menu_button_confirm_11.wav	1.0
ui_menu_button_confirm_12.wav	1.0
ui_menu_button_confirm_13.wav	1.0
ui_menu_button_confirm_14.wav	1.0
ui_menu_button_confirm_15.wav	1.0
ui_menu_button_confirm_16.wav	1.0
ui_menu_button_error_01.wav	1.0
ui_menu_button_error_02.wav	1.0
ui_menu_button_error_03.wav	1.0
ui_menu_button_error_04.wav	1.0
ui_menu_button_error_05.wav	1.0
ui_menu_button_error_06.wav	1.0
ui_menu_button_error_07.wav	1.0
ui_menu_button_error_message_01.wav	1.0
ui_menu_button_keystroke_01.wav	1.0
ui_menu_button_scroll_01.wav	1.0
ui_menu_button_scroll_02.wav	1.0
ui_menu_button_scroll_03.wav	1.0
ui_menu_button_scroll_04.wav	1.0
ui_menu_button_scroll_05.wav	1.0
ui_menu_button_scroll_06.wav	1.0
ui_menu_button_scroll_07.wav	1.0
ui_menu_button_scroll_08.wav	1.0
ui_menu_button_scroll_09.wav	1.0
ui_menu_button_scroll_10.wav	1.0
ui_menu_button_scroll_11.wav	1.0
ui_menu_button_scroll_12.wav	1.0
ui_menu_button_scroll_13.wav	1.0
ui_menu_button_scroll_14.wav	1.0
ui_menu_button_scroll_15.wav	1.0

ui_menu_button_scroll_16.wav	1.0
ui_menu_button_scroll_17.wav	1.0
ui_menu_button_scroll_18.wav	1.0
ui_menu_button_scroll_19.wav	1.0
ui_menu_button_scroll_20.wav	1.0
ui_menu_button_scroll_21.wav	1.0
ui_menu_button_scroll_22.wav	1.3
ui_menu_button_scroll_back_01.wav	1.0
ui_menu_button_scroll_back_02.wav	1.0
ui_menu_button_scroll_back_03.wav	1.0
ui_menu_button_scroll_back_04.wav	1.0
ui_menu_button_scroll_back_05.wav	1.0
ui_menu_button_scroll_back_06.wav	1.0
ui_menu_button_scroll_back_07.wav	1.0
ui_menu_button_scroll_back_08.wav	1.0
ui_menu_button_scroll_page_01.wav	1.0
ui_menu_button_scroll_page_02.wav	1.0
ui_menu_button_scroll_page_03.wav	1.0
ui_menu_button_scroll_page_04.wav	1.0
ui_menu_button_scroll_page_05.wav	1.0
ui_menu_button_scroll_tone_01.wav	1.0
ui_menu_button_scroll_whoosh_01.wav	1.0
ui_menu_harsh_transition_01.wav	1.0
ui_menu_popup_01.wav	1.3
ui_menu_popup_02.wav	1.3
ui_menu_popup_03.wav	1.3
ui_menu_popup_04.wav	1.3
ui_menu_popup_message_01.wav	1.0
ui_menu_popup_message_02.wav	1.0
ui_menu_popup_message_03.wav	1.0
ui_menu_popup_message_04.wav	1.0
ui_menu_popup_message_05.wav	1.0
ui_menu_popup_message_06.wav	1.0
ui_menu_popup_message_07.wav	1.0
ui_menu_popup_message_reward_01.wav	1.0
ui_menu_scan_01.wav	1.0
ui_menu_scan_02.wav	1.0
ui_stamp_01.wav	1.3
ui_stamp_02.wav	1.3
ui_text_appear_scroll_effect_01.wav	1.0
ui_text_scroll_points_ticker_01.wav	1.0
ui_text_type_epic_effect_01.wav	1.0
ui_text_type_scroll_effect_01.wav	1.0
ui_text_type_scroll_effect_02.wav	1.0
ui_text_type_scroll_effect_03.wav	1.0
ui_text_type_scroll_effect_04.wav	1.0
ui_text_type_scroll_effect_05.wav	1.0

Vehicles / Engines / Motors

boat_ship_large_horn_01.wav	1.0
car_window_open_close_whir_01.wav	1.0
car_window_open_close_whir_02.wav	1.0
car_window_open_close_whir_03.wav	1.0
car_window_open_close_whir_04.wav	1.0
car_window_open_close_whir_05.wav	1.0
car_window_open_close_whir_06.wav	1.0

car_window_open_close_whir_07.wav	1.0
car_window_open_close_whir_08.wav	1.0
car_windscreen_windshield_wiper_01.wav	1.0
car_windscreen_windshield_wiper_02.wav	1.0
car_windscreen_windshield_wiper_03.wav	1.0
car_windscreen_windshield_wiper_04.wav	1.0
car_windscreen_windshield_wiper_05.wav	1.0
car_windscreen_windshield_wiper_06.wav	1.0
car_windscreen_windshield_wiper_fast_loop_01.wav	1.0
car_windscreen_windshield_wiper_slow_loop_01.wav	1.0
engine_dying_slow_loop_01.wav	1.0
engine_dying_slow_loop_02.wav	1.0
engine_generator_loop_01.wav	1.0
engine_generator_loop_02.wav	1.0
engine_generator_loop_03.wav	1.0
engine_generator_loop_04.wav	1.0
engine_ticking_hum_generator_small_loop_01.wav	1.0
engine_ticking_hum_generator_small_loop_02.wav	1.0
helicopter_blades_spinning_loop_01.wav	1.0
helicopter_chopper_idle_takeoff_pass_01.wav	1.0
helicopter_chopper_idle_takeoff_pass_02.wav	1.0
mine_cart_wheels_metal_rail_tracks_toboggan_loop_01.wav	1.0
mine_cart_wheels_metal_rail_tracks_toboggan_loop_02.wav	1.0
steam_engine_loop_01.wav	1.0
train_crossing_bells_chimes_alarm_siren_loop_01.wav	1.0
train_crossing_bells_chimes_alarm_siren_loop_02.wav	1.0
train_horn_01.wav	1.0
train_horn_02.wav	1.0
train_steam_engine_whistle_01.wav	1.0
train_tracks_loop_01.wav	1.0
train_tracks_loop_02.wav	1.0
train_traintracks_pass_crossing_01.wav	1.0
train_traintracks_pass_crossing_02.wav	1.0
truck_low_engine_rattle_loop.wav	1.0
truck_reverse_beep_warning_01.wav	1.0
tyre_skid_01.wav	1.0
tyre_skid_02.wav	1.0
tyre_skid_03.wav	1.0
tyre_skid_04.wav	1.0
tyre_skid_05.wav	1.0
tyre_skid_06.wav	1.0
tyre_skid_loop_01.wav	1.0

Voice (Fun and Various)

announcer_voice_classic_FPS_style_crazy.wav	1.0
announcer_voice_classic_FPS_style_defeat.wav	1.0
announcer_voice_classic_FPS_style_dominating.wav	1.0
announcer_voice_classic_FPS_style_doublekill.wav	1.0
announcer_voice_classic_FPS_style_fight.wav	1.0
announcer_voice_classic_FPS_style_frenzy.wav	1.0
announcer_voice_classic_FPS_style_fury.wav	1.0
announcer_voice_classic_FPS_style_gameover.wav	1.0
announcer_voice_classic_FPS_style_headshot.wav	1.0
announcer_voice_classic_FPS_style_humiliation.wav	1.0
announcer_voice_classic_FPS_style_killingspree.wav	1.0

announcer_voice_classic_FPS_style_maniac.wav	1.0
announcer_voice_classic_FPS_style_one.wav	1.0
announcer_voice_classic_FPS_style_rampage.wav	1.0
announcer_voice_classic_FPS_style_three.wav	1.0
announcer_voice_classic_FPS_style_tripplekill.wav	1.0
announcer_voice_classic_FPS_style_two.wav	1.0
announcer_voice_classic_FPS_style_victory.wav	1.0
voice_baby_cry_funny_01.wav	1.0
voice_baby_cry_funny_02.wav	1.0
voice_baby_cry_funny_03.wav	1.0
voice_baby_cry_funny_04.wav	1.0
voice_baby_cry_funny_scream_01.wav	1.0
voice_baby_cry_funny_scream_02.wav	1.0
voice_fun_character_cute_cartoon_01.wav	1.0
voice_fun_character_cute_cartoon_02.wav	1.0
voice_fun_character_cute_cartoon_03.wav	1.0
voice_fun_character_cute_cartoon_04.wav	1.0
voice_fun_character_cute_cartoon_05.wav	1.0
voice_fun_character_cute_cartoon_06.wav	1.0
voice_fun_character_cute_cartoon_07.wav	1.0
voice_fun_character_cute_cartoon_08.wav	1.0
voice_fun_character_cute_cartoon_09.wav	1.0
voice_fun_character_cute_cartoon_10.wav	1.0
voice_fun_character_cute_cartoon_11.wav	1.0
voice_fun_character_cute_cartoon_12.wav	1.0
voice_fun_character_cute_cartoon_13.wav	1.0
voice_fun_character_cute_cartoon_14.wav	1.0
voice_fun_character_cute_cartoon_15.wav	1.0
voice_fun_character_cute_cartoon_16.wav	1.0
voice_fun_character_cute_cartoon_17.wav	1.0
voice_fun_character_cute_cartoon_18.wav	1.0
voice_fun_character_cute_cartoon_19.wav	1.0
voice_fun_character_cute_cartoon_20.wav	1.0
voice_fun_character_cute_cartoon_21.wav	1.0
voice_fun_character_cute_cartoon_22.wav	1.0
voice_fun_character_cute_cartoon_23.wav	1.0
voice_fun_character_cute_cartoon_24.wav	1.0
voice_fun_character_cute_cartoon_25.wav	1.0
voice_fun_character_cute_cartoon_26.wav	1.0
voice_fun_character_cute_cartoon_27.wav	1.0
voice_fun_character_flutter_man_01.wav	1.0
voice_fun_character_flutter_man_02.wav	1.0
voice_fun_character_flutter_man_03.wav	1.0
voice_fun_character_flutter_man_04.wav	1.0
voice_fun_character_flutter_man_05.wav	1.0
voice_fun_character_flutter_man_06.wav	1.0
voice_fun_character_flutter_man_07.wav	1.0
voice_fun_character_flutter_man_08.wav	1.0
voice_fun_character_flutter_man_09.wav	1.0
voice_fun_character_flutter_man_10.wav	1.0
voice_fun_character_flutter_man_11.wav	1.0
voice_fun_character_flutter_man_12.wav	1.0
voice_fun_character_flutter_man_13.wav	1.0
voice_fun_character_flying_cartoon_01.wav	1.0
voice_fun_character_flying_cartoon_02.wav	1.0
voice_fun_character_vocal_crazy_01.wav	1.0
voice_fun_character_vocal_crazy_02.wav	1.0

voice_fun_character_vocal_crazy_03.wav	1.0
voice_fun_character_vocal_crazy_04.wav	1.0
voice_fun_character_vocal_crazy_05.wav	1.0
voice_fun_character_vocal_crazy_06.wav	1.0
voice_fun_character_vocal_crazy_07.wav	1.0
voice_fun_character_vocal_crazy_08.wav	1.0
voice_fun_character_vocal_crazy_09.wav	1.0
voice_fun_character_vocal_crazy_10.wav	1.0
voice_fun_character_vocal_crazy_11.wav	1.0
voice_fun_character_vocal_crazy_12.wav	1.0
voice_fun_character_vocal_crazy_13.wav	1.0
voice_fun_character_vocal_crazy_14.wav	1.0
voice_fun_character_vocal_crazy_15.wav	1.0
voice_fun_character_vocal_crazy_16.wav	1.0
voice_fun_character_vocal_crazy_17.wav	1.0
voice_fun_character_vocal_crazy_18.wav	1.0
voice_fun_character_vocal_crazy_hurt_01.wav	1.0
voice_fun_character_vocal_crazy_hurt_02.wav	1.0
voice_fun_character_vocal_crazy_hurt_03.wav	1.0
voice_fun_character_vocal_crazy_snore_01.wav	1.0
voice_fun_character_vocal_crazy_snore_02.wav	1.0
voice_fun_character_vocal_crazy_snore_03.wav	1.0
voice_fun_man_character_deep_laugh_01.wav	1.0
voice_fun_man_character_deep_laugh_02.wav	1.0
voice_fun_man_character_deep_laugh_03.wav	1.0
voice_fun_man_character_deep_laugh_04.wav	1.0
voice_fun_man_character_deep_laugh_05.wav	1.0
voice_fun_man_character_deep_laugh_06.wav	1.0
voice_fun_man_character_deep_laugh_07.wav	1.0
voice_fun_man_character_deep_laugh_08.wav	1.0
voice_fun_man_character_deep_laugh_09.wav	1.0
voice_fun_man_character_deep_laugh_10.wav	1.0
voice_fun_man_character_deep_laugh_11.wav	1.0
voice_fun_man_character_deep_laugh_12.wav	1.0
voice_fun_man_character_deep_laugh_13.wav	1.0
voice_fun_man_character_deep_laugh_14.wav	1.0
voice_fun_man_character_deep_laugh_15.wav	1.0
voice_fun_man_character_deep_laugh_16.wav	1.0
voice_fun_small_character_emote_angry_01.wav	1.0
voice_fun_small_character_emote_angry_02.wav	1.0
voice_fun_small_character_emote_angry_03.wav	1.0
voice_fun_small_character_emote_angry_04.wav	1.0
voice_fun_small_character_emote_angry_05.wav	1.0
voice_fun_small_character_emote_angry_06.wav	1.0
voice_fun_small_character_emote_angry_07.wav	1.0
voice_fun_small_character_emote_happy_01.wav	1.0
voice_fun_small_character_emote_happy_02.wav	1.0
voice_fun_small_character_emote_happy_03.wav	1.0
voice_fun_small_character_emote_happy_04.wav	1.0
voice_fun_small_character_emote_happy_05.wav	1.0
voice_fun_small_character_emote_interested_01.wav	1.0
voice_fun_small_character_emote_interested_02.wav	1.0
voice_fun_small_character_emote_interested_03.wav	1.0
voice_fun_small_character_emote_interested_04.wav	1.0
voice_fun_small_character_emote_interested_05.wav	1.0
voice_fun_small_character_emote_interested_06.wav	1.0
voice_fun_small_character_emote_interested_07.wav	1.0

voice_fun_small_character_emote_interested_08.wav	1.0
voice_fun_small_character_emote_interested_09.wav	1.0
voice_fun_small_character_emote_interested_10.wav	1.0
voice_fun_small_character_emote_sad_01.wav	1.0
voice_fun_small_character_emote_sad_02.wav	1.0
voice_fun_small_character_emote_sad_03.wav	1.0
voice_fun_small_character_emote_sad_04.wav	1.0
voice_fun_small_character_emote_scared_01.wav	1.0
voice_fun_small_character_emote_scared_02.wav	1.0
voice_fun_small_character_emote_scared_03.wav	1.0
voice_fun_small_character_emote_scared_04.wav	1.0
voice_fun_small_character_emote_scared_05.wav	1.0
voice_fun_small_character_emote_surprised_01.wav	1.0
voice_fun_small_character_emote_surprised_02.wav	1.0
voice_fun_small_character_emote_surprised_03.wav	1.0
voice_fun_small_character_emote_surprised_04.wav	1.0
voice_fun_small_character_emote_surprised_05.wav	1.0
voice_fun_small_character_emote_surprised_06.wav	1.0
voice_fun_small_character_emote_surprised_07.wav	1.0
voice_funny_cartoon_misc_01.wav	1.0
voice_funny_cartoon_misc_02.wav	1.0
voice_funny_cartoon_misc_03.wav	1.0
voice_funny_cartoon_misc_04.wav	1.0
voice_funny_cartoon_misc_05.wav	1.0
voice_funny_cartoon_misc_06.wav	1.0
voice_funny_cartoon_misc_07.wav	1.0
voice_fun_ant_creature_01.wav	1.0
voice_fun_ant_creature_02.wav	1.0
voice_fun_ant_creature_03.wav	1.0
voice_fun_ant_creature_04.wav	1.0
voice_fun_ant_creature_05.wav	1.0
voice_fun_ant_creature_06.wav	1.0
voice_fun_ant_creature_07.wav	1.0
voice_fun_ant_creature_08.wav	1.0
voice_fun_creature_small_mutant_voice_emotes_01.wav	1.0
voice_fun_creature_small_mutant_voice_emotes_02.wav	1.0
voice_fun_creature_small_mutant_voice_emotes_03.wav	1.0
voice_fun_creature_small_mutant_voice_emotes_04.wav	1.0
voice_fun_creature_small_mutant_voice_emotes_05.wav	1.0
voice_fun_creature_small_mutant_voice_emotes_06.wav	1.0
voice_fun_creature_small_mutant_voice_emotes_07.wav	1.0
voice_fun_creature_small_mutant_voice_emotes_08.wav	1.0
voice_fun_creature_small_mutant_voice_emotes_09.wav	1.0
voice_fun_creature_small_mutant_voice_emotes_10.wav	1.0
voice_fun_creature_squirrel_01.wav	1.0
voice_fun_creature_squirrel_02.wav	1.0
voice_fun_creature_squirrel_03.wav	1.0
voice_fun_creature_squirrel_04.wav	1.0
voice_fun_creature_squirrel_05.wav	1.0
voice_fun_creature_squirrel_06.wav	1.0
voice_fun_creature_squirrel_07.wav	1.0
voice_fun_creature_squirrel_08.wav	1.0
voice_fun_creature_squirrel_09.wav	1.0
voice_fun_creature_squirrel_10.wav	1.0
voice_fun_mouse_01.wav	1.0
voice_fun_mouse_02.wav	1.0
voice_fun_mouse_03.wav	1.0

voice_fun_mouse_04.wav	1.0
voice_fun_mouse_05.wav	1.0
voice_fun_mouse_06.wav	1.0
voice_fun_mouse_high_01.wav	1.0
voice_fun_mouse_high_02.wav	1.0
voice_fun_mouse_high_03.wav	1.0
voice_fun_small_creature_movement_01.wav	1.0
voice_fun_small_creature_sniff_01.wav	1.0
voice_fun_small_creature_sniff_02.wav	1.0
voice_fun_small_creature_sniff_03.wav	1.0
ghost_witch_voice_hiss_01.wav	1.0
ghost_witch_voice_hiss_02.wav	1.0
ghost_witch_voice_hiss_03.wav	1.0
ghost_witch_voice_hiss_04.wav	1.0
ghost_witch_voice_hiss_05.wav	1.0
ghost_witch_voice_hiss_06.wav	1.0
ghost_witch_voice_hiss_07.wav	1.0
ghost_witch_voice_hiss_08.wav	1.0
ghost_witch_voice_hiss_09.wav	1.0
ghost_witch_voice_hiss_10.wav	1.0
ghost_witch_voice_hiss_11.wav	1.0
ghost_witch_voice_hiss_12.wav	1.0
voice_orc_grunt_01.wav	1.0
voice_monster_roar_growl_groan_distant_01.wav	1.0
voice_monster_roar_growl_groan_distant_02.wav	1.0
voice_monster_roar_growl_groan_distant_03.wav	1.0
voice_orc_grunt_01.wav	1.0

Human Male A

voice_male_breathing_mask_loop_jog_01.wav	1.2
voice_male_breathing_mask_loop_jog_02.wav	1.2
voice_male_breathing_mask_loop_run_01.wav	1.2
voice_male_breathing_mask_loop_run_02.wav	1.2
voice_male_breathing_mask_loop_walk_jog_01.wav	1.2
voice_male_breathing_mask_loop_walk_jog_02.wav	1.2
voice_male_coughing_01.wav	1.0
voice_male_coughing_02.wav	1.0
voice_male_coughing_03.wav	1.0
voice_male_coughing_04.wav	1.0
voice_male_coughing_05.wav	1.0
voice_male_coughing_06.wav	1.0
voice_male_coughing_07.wav	1.0
voice_male_coughing_08.wav	1.0
voice_male_coughing_09.wav	1.0
voice_male_coughing_10.wav	1.0
voice_male_coughing_11.wav	1.0
voice_male_coughing_12.wav	1.0
voice_male_coughing_13.wav	1.0
voice_male_coughing_14.wav	1.0
voice_male_coughing_15.wav	1.0
voice_male_coughing_choking_01.wav	1.0
voice_male_effort_grunt_01.wav	1.0
voice_male_effort_grunt_02.wav	1.0
voice_male_effort_grunt_03.wav	1.0
voice_male_effort_grunt_04.wav	1.0

voice_male_effort_grunt_05.wav	1.0
voice_male_effort_grunt_06.wav	1.0
voice_male_effort_grunt_long_01.wav	1.0
voice_male_effort_grunt_long_02.wav	1.0
voice_male_effort_grunt_long_03.wav	1.0
voice_male_groan_01.wav	1.0
voice_male_groan_02.wav	1.0
voice_male_groan_03.wav	1.0
voice_male_groan_04.wav	1.0
voice_male_grunt_pain_01.wav	1.0
voice_male_grunt_pain_02.wav	1.0
voice_male_grunt_pain_03.wav	1.0
voice_male_grunt_pain_04.wav	1.0
voice_male_grunt_pain_05.wav	1.0
voice_male_grunt_pain_06.wav	1.0
voice_male_grunt_pain_07.wav	1.0
voice_male_grunt_pain_08.wav	1.0
voice_male_grunt_pain_09.wav	1.0
voice_male_grunt_pain_10.wav	1.0
voice_male_grunt_pain_11.wav	1.0
voice_male_grunt_pain_12.wav	1.0
voice_male_grunt_pain_13.wav	1.0
voice_male_grunt_pain_14.wav	1.0
voice_male_grunt_pain_15.wav	1.0
voice_male_grunt_pain_16.wav	1.0
voice_male_grunt_pain_17.wav	1.0
voice_male_grunt_pain_18.wav	1.0
voice_male_grunt_pain_death_01.wav	1.0
voice_male_grunt_pain_death_02.wav	1.0
voice_male_grunt_pain_death_03.wav	1.0
voice_male_grunt_pain_death_04.wav	1.0
voice_male_grunt_pain_death_05.wav	1.0
voice_male_grunt_pain_death_06.wav	1.0
voice_male_grunt_pain_death_07.wav	1.0
voice_male_grunt_pain_death_08.wav	1.0
voice_male_grunt_pain_death_09.wav	1.0
voice_male_grunt_pain_death_10.wav	1.0
voice_male_soldier_attack_01.wav	1.0
voice_male_soldier_contact_01.wav	1.0
voice_male_soldier_cover_me_01.wav	1.0
voice_male_soldier_enemy_down_01.wav	1.0
voice_male_soldier_enemy_inbound_01.wav	1.0
voice_male_soldier_enemy_spotted_01.wav	1.0
voice_male_soldier_fire_01.wav	1.0
voice_male_soldier_fire_02.wav	1.0
voice_male_soldier_genade_01.wav	1.0
voice_male_soldier_genade_02.wav	1.0
voice_male_soldier_get_down_01.wav	1.0
voice_male_soldier_go_01.wav	1.0
voice_male_soldier_go_go_go_01.wav	1.0
voice_male_soldier_go_go_go_02.wav	1.0
voice_male_soldier_go_go_go_03.wav	1.0
voice_male_soldier_go_go_go_04.wav	1.0
voice_male_soldier_hold_01.wav	1.0
voice_male_soldier_i've_been_hit_01.wav	1.0
voice_male_soldier_i've_been_hit_02.wav	1.0
voice_male_soldier_move_out_01.wav	1.0

voice_male_soldier_move_out_02.wav	1.0
voice_male_soldier_retreat_01.wav	1.0
voice_male_soldier_retreat_02.wav	1.0
voice_male_soldier_we're_being_overrun_01.wav	1.0

Human Male B

voice_male_b_attack_set1_01.wav	1.2
voice_male_b_attack_set1_02.wav	1.2
voice_male_b_attack_set1_03.wav	1.2
voice_male_b_attack_set1_04.wav	1.2
voice_male_b_attack_set1_05.wav	1.2
voice_male_b_attack_set1_06.wav	1.2
voice_male_b_attack_set1_07.wav	1.2
voice_male_b_attack_set2_01.wav	1.2
voice_male_b_attack_set2_02.wav	1.2
voice_male_b_attack_set2_03.wav	1.2
voice_male_b_attack_set2_04.wav	1.2
voice_male_b_attack_set2_05.wav	1.2
voice_male_b_attack_set2_06.wav	1.2
voice_male_b_attack_set2_07.wav	1.2
voice_male_b_attack_set2_08.wav	1.2
voice_male_b_attack_set3_01.wav	1.2
voice_male_b_attack_set3_02.wav	1.2
voice_male_b_attack_set3_03.wav	1.2
voice_male_b_attack_set3_04.wav	1.2
voice_male_b_attack_set3_05.wav	1.2
voice_male_b_attack_set3_06.wav	1.2
voice_male_b_attack_set3_07.wav	1.2
voice_male_b_attack_set3_08.wav	1.2
voice_male_b_attack_set4_01.wav	1.2
voice_male_b_attack_set4_02.wav	1.2
voice_male_b_attack_set4_03.wav	1.2
voice_male_b_attack_set4_04.wav	1.2
voice_male_b_attack_set4_05.wav	1.2
voice_male_b_attack_set4_06.wav	1.2
voice_male_b_attack_set4_07.wav	1.2
voice_male_b_battle_laugh_01.wav	1.2
voice_male_b_battle_laugh_02.wav	1.2
voice_male_b_battle_shout_long_01.wav	1.2
voice_male_b_battle_shout_long_02.wav	1.2
voice_male_b_battle_shout_long_03.wav	1.2
voice_male_b_battle_shout_long_04.wav	1.2
voice_male_b_battle_shout_long_05.wav	1.2
voice_male_b_battle_shout_long_06.wav	1.2
voice_male_b_battle_shout_long_07.wav	1.2
voice_male_b_battle_shout_long_08.wav	1.2
voice_male_b_battle_shout_long_09.wav	1.2
voice_male_b_battle_shout_long_10.wav	1.2
voice_male_b_battle_shout_long_11.wav	1.2
voice_male_b_battle_shout_long_12.wav	1.2
voice_male_b_battle_shout_long_13.wav	1.2
voice_male_b_battle_shout_long_14.wav	1.2
voice_male_b_battle_shout_long_15.wav	1.2
voice_male_b_battle_shout_short_01.wav	1.2
voice_male_b_battle_shout_short_02.wav	1.2

voice_male_b_battle_shout_short_03.wav	1.2
voice_male_b_battle_shout_short_04.wav	1.2
voice_male_b_battle_shout_short_05.wav	1.2
voice_male_b_battle_shout_short_06.wav	1.2
voice_male_b_battle_shout_short_07.wav	1.2
voice_male_b_battle_shout_short_08.wav	1.2
voice_male_b_battle_shout_short_09.wav	1.2
voice_male_b_battle_shout_short_10.wav	1.2
voice_male_b_battle_shout_short_11.wav	1.2
voice_male_b_battle_shout_short_12.wav	1.2
voice_male_b_battle_shout_short_13.wav	1.2
voice_male_b_battle_shout_short_14.wav	1.2
voice_male_b_battle_shout_short_15.wav	1.2
voice_male_b_breathing_08_sequence_long_01.wav	1.2
voice_male_b_breathing_08_sequence_long_02.wav	1.2
voice_male_b_breathing_08_sequence_short_01.wav	1.2
voice_male_b_breathing_08_sequence_short_02.wav	1.2
voice_male_b_breathing_08_sequence_short_03.wav	1.2
voice_male_b_breathing_08_sequence_short_04.wav	1.2
voice_male_b_breathing_08_sequence_short_05.wav	1.2
voice_male_b_breath_pant_01.wav	1.2
voice_male_b_breath_pant_02.wav	1.2
voice_male_b_breath_pant_03.wav	1.2
voice_male_b_breath_pant_04.wav	1.2
voice_male_b_breath_quick_01.wav	1.2
voice_male_b_breath_quick_02.wav	1.2
voice_male_b_breath_quick_03.wav	1.2
voice_male_b_breath_quick_04.wav	1.2
voice_male_b_breath_quick_05.wav	1.2
voice_male_b_breath_quick_06.wav	1.2
voice_male_b_breath_quick_07.wav	1.2
voice_male_b_breath_quick_08.wav	1.2
voice_male_b_breath_quick_09.wav	1.2
voice_male_b_breath_quick_10.wav	1.2
voice_male_b_breath_shock_alert_01.wav	1.2
voice_male_b_breath_shock_alert_02.wav	1.2
voice_male_b_breath_sigh_01.wav	1.2
voice_male_b_breath_sigh_02.wav	1.2
voice_male_b_breath_sigh_03.wav	1.2
voice_male_b_breath_sigh_04.wav	1.2
voice_male_b_breath_sigh_05.wav	1.2
voice_male_b_breath_sigh_06.wav	1.2
voice_male_b_breath_sigh_07.wav	1.2
voice_male_b_breath_sigh_08.wav	1.2
voice_male_b_breath_sigh_09.wav	1.2
voice_male_b_breath_struggle_01.wav	1.2
voice_male_b_breath_struggle_02.wav	1.2
voice_male_b_breath_struggle_03.wav	1.2
voice_male_b_breath_wheeze_01.wav	1.2
voice_male_b_breath_wheeze_02.wav	1.2
voice_male_b_breath_wheeze_03.wav	1.2
voice_male_b_breath_wheeze_04.wav	1.2
voice_male_b_cough_interrupt_01.wav	1.2
voice_male_b_cough_interrupt_02.wav	1.2
voice_male_b_cough_interrupt_03.wav	1.2
voice_male_b_cough_interrupt_04.wav	1.2
voice_male_b_cough_long_01.wav	1.2

voice_male_b_cough_long_02.wav	1.2
voice_male_b_cough_long_03.wav	1.2
voice_male_b_cough_long_04.wav	1.2
voice_male_b_cough_long_05.wav	1.2
voice_male_b_cough_short_01.wav	1.2
voice_male_b_cough_short_02.wav	1.2
voice_male_b_cough_short_03.wav	1.2
voice_male_b_cough_short_04.wav	1.2
voice_male_b_cough_short_05.wav	1.2
voice_male_b_cough_short_06.wav	1.2
voice_male_b_cough_short_07.wav	1.2
voice_male_b_cough_short_08.wav	1.2
voice_male_b_cough_short_09.wav	1.2
voice_male_b_cough_short_10.wav	1.2
voice_male_b_cough_short_croak_01.wav	1.2
voice_male_b_cough_short_croak_02.wav	1.2
voice_male_b_cry_high_01.wav	1.2
voice_male_b_cry_high_02.wav	1.2
voice_male_b_cry_high_03.wav	1.2
voice_male_b_cry_high_04.wav	1.2
voice_male_b_cry_high_05.wav	1.2
voice_male_b_cry_high_06.wav	1.2
voice_male_b_cry_low_01.wav	1.2
voice_male_b_cry_low_02.wav	1.2
voice_male_b_cry_low_03.wav	1.2
voice_male_b_cry_low_04.wav	1.2
voice_male_b_cry_low_05.wav	1.2
voice_male_b_cry_low_06.wav	1.2
voice_male_b_cry_low_07.wav	1.2
voice_male_b_cry_low_08.wav	1.2
voice_male_b_cry_snort_01.wav	1.2
voice_male_b_cry_snort_02.wav	1.2
voice_male_b_cry_whimper_01.wav	1.2
voice_male_b_cry_whimper_02.wav	1.2
voice_male_b_cry_whimper_03.wav	1.2
voice_male_b_cry_whimper_04.wav	1.2
voice_male_b_cry_whimper_high_01.wav	1.2
voice_male_b_cry_whimper_high_02.wav	1.2
voice_male_b_cry_whimper_high_03.wav	1.2
voice_male_b_cry_whimper_high_04.wav	1.2
voice_male_b_cry_whimper_high_05.wav	1.2
voice_male_b_death_high_01.wav	1.2
voice_male_b_death_high_02.wav	1.2
voice_male_b_death_high_03.wav	1.2
voice_male_b_death_high_04.wav	1.2
voice_male_b_death_high_05.wav	1.2
voice_male_b_death_high_06.wav	1.2
voice_male_b_death_high_07.wav	1.2
voice_male_b_death_low_01.wav	1.2
voice_male_b_death_low_02.wav	1.2
voice_male_b_death_low_03.wav	1.2
voice_male_b_death_low_04.wav	1.2
voice_male_b_death_low_05.wav	1.2
voice_male_b_death_low_06.wav	1.2
voice_male_b_death_low_07.wav	1.2
voice_male_b_death_low_08.wav	1.2
voice_male_b_death_low_09.wav	1.2

voice_male_b_death_low_10.wav	1.2
voice_male_b_death_torture_01.wav	1.2
voice_male_b_death_torture_02.wav	1.2
voice_male_b_death_torture_03.wav	1.2
voice_male_b_death_torture_04.wav	1.2
voice_male_b_death_torture_05.wav	1.2
voice_male_b_death_torture_06.wav	1.2
voice_male_b_death_torture_07.wav	1.2
voice_male_b_death_torture_08.wav	1.2
voice_male_b_death_torture_09.wav	1.2
voice_male_b_death_torture_10.wav	1.2
voice_male_b_death_torture_11.wav	1.2
voice_male_b_death_torture_12.wav	1.2
voice_male_b_death_torture_13.wav	1.2
voice_male_b_effort_action_release_01.wav	1.2
voice_male_b_effort_action_release_02.wav	1.2
voice_male_b_effort_action_release_03.wav	1.2
voice_male_b_effort_action_release_04.wav	1.2
voice_male_b_effort_action_release_05.wav	1.2
voice_male_b_effort_action_release_06.wav	1.2
voice_male_b_effort_action_release_07.wav	1.2
voice_male_b_effort_action_release_08.wav	1.2
voice_male_b_effort_action_release_09.wav	1.2
voice_male_b_effort_breath_lift_01.wav	1.2
voice_male_b_effort_breath_lift_02.wav	1.2
voice_male_b_effort_breath_lift_03.wav	1.2
voice_male_b_effort_jump_01.wav	1.2
voice_male_b_effort_jump_02.wav	1.2
voice_male_b_effort_jump_03.wav	1.2
voice_male_b_effort_jump_04.wav	1.2
voice_male_b_effort_jump_05.wav	1.2
voice_male_b_effort_jump_06.wav	1.2
voice_male_b_effort_jump_07.wav	1.2
voice_male_b_effort_jump_08.wav	1.2
voice_male_b_effort_jump_09.wav	1.2
voice_male_b_effort_push_fast_01.wav	1.2
voice_male_b_effort_push_fast_02.wav	1.2
voice_male_b_effort_push_fast_03.wav	1.2
voice_male_b_effort_push_fast_04.wav	1.2
voice_male_b_effort_push_fast_05.wav	1.2
voice_male_b_effort_push_slow_01.wav	1.2
voice_male_b_effort_push_slow_02.wav	1.2
voice_male_b_effort_push_slow_03.wav	1.2
voice_male_b_effort_push_slow_04.wav	1.2
voice_male_b_effort_push_slow_05.wav	1.2
voice_male_b_effort_push_slow_06.wav	1.2
voice_male_b_effort_push_slow_07.wav	1.2
voice_male_b_effort_push_slow_08.wav	1.2
voice_male_b_effort_push_slow_09.wav	1.2
voice_male_b_effort_push_slow_10.wav	1.2
voice_male_b_effort_push_slow_11.wav	1.2
voice_male_b_effort_push_slow_12.wav	1.2
voice_male_b_effort_quick_action_01.wav	1.2
voice_male_b_effort_quick_action_02.wav	1.2
voice_male_b_effort_quick_action_03.wav	1.2
voice_male_b_effort_quick_action_04.wav	1.2
voice_male_b_effort_quick_action_05.wav	1.2

voice_male_b_effort_quick_action_06.wav	1.2
voice_male_b_effort_quick_action_07.wav	1.2
voice_male_b_effort_struggle_01.wav	1.2
voice_male_b_effort_struggle_02.wav	1.2
voice_male_b_effort_struggle_03.wav	1.2
voice_male_b_growl_01.wav	1.2
voice_male_b_growl_02.wav	1.2
voice_male_b_growl_03.wav	1.2
voice_male_b_growl_04.wav	1.2
voice_male_b_growl_05.wav	1.2
voice_male_b_growl_06.wav	1.2
voice_male_b_growl_07.wav	1.2
voice_male_b_growl_08.wav	1.2
voice_male_b_growl_09.wav	1.2
voice_male_b_growl_10.wav	1.2
voice_male_b_growl_11.wav	1.2
voice_male_b_growl_12.wav	1.2
voice_male_b_growl_effort_01.wav	1.2
voice_male_b_growl_effort_02.wav	1.2
voice_male_b_growl_effort_03.wav	1.2
voice_male_b_hurt_pain_comedy_01.wav	1.2
voice_male_b_hurt_pain_comedy_02.wav	1.2
voice_male_b_hurt_pain_set_1_01.wav	1.2
voice_male_b_hurt_pain_set_1_02.wav	1.2
voice_male_b_hurt_pain_set_1_03.wav	1.2
voice_male_b_hurt_pain_set_1_04.wav	1.2
voice_male_b_hurt_pain_set_1_05.wav	1.2
voice_male_b_hurt_pain_set_1_06.wav	1.2
voice_male_b_hurt_pain_set_1_07.wav	1.2
voice_male_b_hurt_pain_set_2_01.wav	1.2
voice_male_b_hurt_pain_set_2_02.wav	1.2
voice_male_b_hurt_pain_set_2_03.wav	1.2
voice_male_b_hurt_pain_set_2_04.wav	1.2
voice_male_b_hurt_pain_set_2_05.wav	1.2
voice_male_b_hurt_pain_set_2_06.wav	1.2
voice_male_b_hurt_pain_set_2_07.wav	1.2
voice_male_b_hurt_pain_set_2_08.wav	1.2
voice_male_b_hurt_pain_set_2_09.wav	1.2
voice_male_b_hurt_pain_set_2_10.wav	1.2
voice_male_b_hurt_pain_set_2_11.wav	1.2
voice_male_b_hurt_pain_set_2_12.wav	1.2
voice_male_b_hurt_pain_set_2_13.wav	1.2
voice_male_b_hurt_pain_set_2_14.wav	1.2
voice_male_b_hurt_pain_set_3_01.wav	1.2
voice_male_b_hurt_pain_set_3_02.wav	1.2
voice_male_b_hurt_pain_set_3_03.wav	1.2
voice_male_b_hurt_pain_set_3_04.wav	1.2
voice_male_b_hurt_pain_set_3_05.wav	1.2
voice_male_b_hurt_pain_set_3_06.wav	1.2
voice_male_b_hurt_pain_set_3_07.wav	1.2
voice_male_b_hurt_pain_set_3_08.wav	1.2
voice_male_b_hurt_pain_set_4_01.wav	1.2
voice_male_b_hurt_pain_set_4_02.wav	1.2
voice_male_b_hurt_pain_set_4_03.wav	1.2
voice_male_b_hurt_pain_set_4_04.wav	1.2
voice_male_b_hurt_pain_set_4_05.wav	1.2
voice_male_b_hurt_pain_set_5_01.wav	1.2

voice_male_b_hurt_pain_set_5_02.wav	1.2
voice_male_b_hurt_pain_set_5_03.wav	1.2
voice_male_b_hurt_pain_set_5_04.wav	1.2
voice_male_b_hurt_pain_set_5_05.wav	1.2
voice_male_b_hurt_pain_set_5_06.wav	1.2
voice_male_b_hurt_pain_set_5_07.wav	1.2
voice_male_b_hurt_pain_set_5_08.wav	1.2
voice_male_b_hurt_pain_set_5_09.wav	1.2
voice_male_b_hurt_pain_set_5_10.wav	1.2
voice_male_b_hurt_pain_set_5_11.wav	1.2
voice_male_b_hurt_pain_set_5_12.wav	1.2
voice_male_b_hurt_pain_set_5_13.wav	1.2
voice_male_b_hurt_pain_set_5_14.wav	1.2
voice_male_b_hurt_pain_set_5_15.wav	1.2
voice_male_b_hurt_pain_set_5_16.wav	1.2
voice_male_b_hurt_pain_set_5_17.wav	1.2
voice_male_b_hurt_pain_set_5_18.wav	1.2
voice_male_b_hurt_pain_set_5_19.wav	1.2
voice_male_b_hurt_pain_set_5_20.wav	1.2
voice_male_b_hurt_pain_set_5_21.wav	1.2
voice_male_b_laugh_01.wav	1.2
voice_male_b_laugh_02.wav	1.2
voice_male_b_laugh_03.wav	1.2
voice_male_b_laugh_04.wav	1.2
voice_male_b_laugh_05.wav	1.2
voice_male_b_laugh_06.wav	1.2
voice_male_b_laugh_07.wav	1.2
voice_male_b_laugh_crazy_01.wav	1.2
voice_male_b_laugh_high_long_01.wav	1.2
voice_male_b_laugh_high_long_02.wav	1.2
voice_male_b_laugh_high_long_03.wav	1.2
voice_male_b_laugh_high_long_04.wav	1.2
voice_male_b_laugh_high_long_05.wav	1.2
voice_male_b_laugh_high_long_06.wav	1.2
voice_male_b_laugh_high_short_01.wav	1.2
voice_male_b_laugh_high_short_02.wav	1.2
voice_male_b_laugh_high_short_03.wav	1.2
voice_male_b_laugh_high_short_04.wav	1.2
voice_male_b_laugh_high_short_05.wav	1.2
voice_male_b_laugh_high_short_06.wav	1.2
voice_male_b_laugh_intense_01.wav	1.2
voice_male_b_laugh_intense_02.wav	1.2
voice_male_b_laugh_intense_03.wav	1.2
voice_male_b_laugh_intense_04.wav	1.2
voice_male_b_laugh_short_01.wav	1.2
voice_male_b_laugh_short_02.wav	1.2
voice_male_b_laugh_short_03.wav	1.2
voice_male_b_laugh_short_04.wav	1.2
voice_male_b_laugh_short_05.wav	1.2
voice_male_b_laugh_short_06.wav	1.2
voice_male_b_laugh_short_07.wav	1.2
voice_male_b_laugh_short_08.wav	1.2
voice_male_b_laugh_short_09.wav	1.2
voice_male_b_laugh_short__10.wav	1.2

Human Male C

voice_male_c_attack_01.wav	1.2
voice_male_c_attack_02.wav	1.2
voice_male_c_attack_03.wav	1.2
voice_male_c_attack_04.wav	1.2
voice_male_c_attack_05.wav	1.2
voice_male_c_attack_06.wav	1.2
voice_male_c_attack_07.wav	1.2
voice_male_c_attack_08.wav	1.2
voice_male_c_attack_10.wav	1.2
voice_male_c_attack_11.wav	1.2
voice_male_c_attack_12.wav	1.2
voice_male_c_attack_13.wav	1.2
voice_male_c_attack_14.wav	1.2
voice_male_c_battle_shout_01.wav	1.2
voice_male_c_battle_shout_02.wav	1.2
voice_male_c_battle_shout_03.wav	1.2
voice_male_c_battle_shout_04.wav	1.2
voice_male_c_battle_shout_05.wav	1.2
voice_male_c_battle_shout_06.wav	1.2
voice_male_c_battle_shout_07.wav	1.2
voice_male_c_battle_shout_charge_01.wav	1.2
voice_male_c_breath_fast_single_01.wav	1.2
voice_male_c_breath_fast_single_02.wav	1.2
voice_male_c_breath_fast_single_03.wav	1.2
voice_male_c_breath_gasp_01.wav	1.2
voice_male_c_breath_gasp_02.wav	1.2
voice_male_c_breath_loop_01.wav	1.2
voice_male_c_breath_loop_01_single_01.wav	1.2
voice_male_c_breath_loop_01_single_02.wav	1.2
voice_male_c_breath_loop_01_single_03.wav	1.2
voice_male_c_breath_single_01.wav	1.2
voice_male_c_breath_single_02.wav	1.2
voice_male_c_coughing_01.wav	1.2
voice_male_c_coughing_02.wav	1.2
voice_male_c_cry_01.wav	1.2
voice_male_c_cry_02.wav	1.2
voice_male_c_death_01.wav	1.2
voice_male_c_death_02.wav	1.2
voice_male_c_death_03.wav	1.2
voice_male_c_death_04.wav	1.2
voice_male_c_death_05.wav	1.2
voice_male_c_death_06.wav	1.2
voice_male_c_death_07.wav	1.2
voice_male_c_death_08.wav	1.2
voice_male_c_death_09.wav	1.2
voice_male_c_death_10.wav	1.2
voice_male_c_death_11.wav	1.2
voice_male_c_death_12.wav	1.2
voice_male_c_death_13.wav	1.2
voice_male_c_death_14.wav	1.2
voice_male_c_death_15.wav	1.2
voice_male_c_death_16.wav	1.2
voice_male_c_death_17.wav	1.2
voice_male_c_death_18.wav	1.3
voice_male_c_death_19.wav	1.3
voice_male_c_effort_long_01.wav	1.2

voice_male_c_effort_long_02.wav	1.2
voice_male_c_effort_long_03.wav	1.2
voice_male_c_effort_long_04.wav	1.2
voice_male_c_effort_long_05.wav	1.2
voice_male_c_effort_long_06.wav	1.2
voice_male_c_effort_long_07.wav	1.2
voice_male_c_effort_short_01.wav	1.2
voice_male_c_effort_short_02.wav	1.2
voice_male_c_effort_short_03.wav	1.2
voice_male_c_effort_short_04.wav	1.2
voice_male_c_effort_short_05.wav	1.2
voice_male_c_effort_short_06.wav	1.2
voice_male_c_effort_short_07.wav	1.2
voice_male_c_effort_short_08.wav	1.2
voice_male_c_effort_short_jump_01.wav	1.2
voice_male_c_effort_short_jump_02.wav	1.2
voice_male_c_effort_short_jump_03.wav	1.2
voice_male_c_effort_short_jump_04.wav	1.2
voice_male_c_effort_short_jump_05.wav	1.2
voice_male_c_growl_01.wav	1.2
voice_male_c_growl_02.wav	1.2
voice_male_c_growl_03.wav	1.2
voice_male_c_growl_04.wav	1.2
voice_male_c_growl_05.wav	1.2
voice_male_c_hurt_pain_01.wav	1.2
voice_male_c_hurt_pain_02.wav	1.2
voice_male_c_hurt_pain_03.wav	1.2
voice_male_c_hurt_pain_04.wav	1.2
voice_male_c_hurt_pain_05.wav	1.2
voice_male_c_hurt_pain_06.wav	1.2
voice_male_c_hurt_pain_07.wav	1.2
voice_male_c_hurt_pain_08.wav	1.2
voice_male_c_hurt_pain_09.wav	1.2
voice_male_c_hurt_pain_10.wav	1.3
voice_male_c_hurt_pain_11.wav	1.3
voice_male_c_hurt_pain_13.wav	1.3
voice_male_c_laugh_01.wav	1.2
voice_male_c_laugh_01_short_01.wav	1.2
voice_male_c_laugh_01_short_02.wav	1.2
voice_male_c_laugh_02.wav	1.2
voice_male_c_laugh_03.wav	1.2
voice_male_c_laugh_04.wav	1.2

Human Male D

voice_male_d_attack_groan_01.wav	1.2
voice_male_d_attack_groan_02.wav	1.2
voice_male_d_attack_groan_03.wav	1.2
voice_male_d_attack_groan_04.wav	1.2
voice_male_d_attack_groan_05.wav	1.2
voice_male_d_attack_groan_06.wav	1.2
voice_male_d_attack_groan_07.wav	1.2
voice_male_d_attack_groan_08.wav	1.2
voice_male_d_attack_groan_09.wav	1.2
voice_male_d_attack_groan_10.wav	1.2
voice_male_d_battle_shout_01.wav	1.2

voice_male_d_battle_shout_02.wav	1.2
voice_male_d_battle_shout_03.wav	1.2
voice_male_d_battle_shout_04.wav	1.2
voice_male_d_battle_shout_05.wav	1.2
voice_male_d_battle_shout_06.wav	1.2
voice_male_d_battle_shout_07.wav	1.2
voice_male_d_battle_shout_08.wav	1.2
voice_male_d_battle_shout_09.wav	1.2
voice_male_d_battle_shout_10.wav	1.2
voice_male_d_battle_shout_11.wav	1.2
voice_male_d_battle_shout_12.wav	1.2
voice_male_d_battle_shout_13.wav	1.2
voice_male_d_battle_shout_14.wav	1.2
voice_male_d_battle_shout_15.wav	1.2
voice_male_d_death_01.wav	1.2
voice_male_d_death_02.wav	1.2
voice_male_d_death_03.wav	1.2
voice_male_d_death_04.wav	1.2
voice_male_d_death_05.wav	1.2
voice_male_d_death_06.wav	1.2
voice_male_d_death_07.wav	1.2
voice_male_d_death_08.wav	1.2
voice_male_d_death_09.wav	1.2
voice_male_d_death_10.wav	1.2
voice_male_d_death_11.wav	1.2
voice_male_d_death_12.wav	1.2
voice_male_d_hurt_pain_01.wav	1.2
voice_male_d_hurt_pain_02.wav	1.2
voice_male_d_hurt_pain_03.wav	1.2
voice_male_d_hurt_pain_04.wav	1.2
voice_male_d_hurt_pain_05.wav	1.2
voice_male_d_hurt_pain_06.wav	1.2
voice_male_d_hurt_pain_07.wav	1.2
voice_male_d_hurt_pain_08.wav	1.2
voice_male_d_hurt_pain_09.wav	1.2
voice_male_d_hurt_pain_10.wav	1.2
voice_male_d_hurt_pain_11.wav	1.2
voice_male_d_hurt_pain_low_01.wav	1.2
voice_male_d_hurt_pain_low_02.wav	1.2

Human Female A

voice_female_a_attack_01.wav	1.2
voice_female_a_attack_02.wav	1.2
voice_female_a_attack_03.wav	1.2
voice_female_a_attack_04.wav	1.2
voice_female_a_attack_05.wav	1.2
voice_female_a_attack_06.wav	1.2
voice_female_a_attack_07.wav	1.2
voice_female_a_attack_08.wav	1.2
voice_female_a_attack_09.wav	1.2
voice_female_a_attack_10.wav	1.2
voice_female_a_attack_11.wav	1.2
voice_female_a_attack_12.wav	1.2
voice_female_a_attack_13.wav	1.2
voice_female_a_attack_14.wav	1.2

voice_female_a_battle_shout_01.wav	1.2
voice_female_a_battle_shout_02.wav	1.2
voice_female_a_battle_shout_03.wav	1.2
voice_female_a_battle_shout_04.wav	1.2
voice_female_a_battle_shout_05.wav	1.2
voice_female_a_battle_shout_06.wav	1.2
voice_female_a_battle_shout_07.wav	1.2
voice_female_a_battle_shout_08.wav	1.2
voice_female_a_battle_shout_09.wav	1.2
voice_female_a_battle_shout_10.wav	1.2
voice_female_a_battle_shout_11.wav	1.2
voice_female_a_battle_shout_12.wav	1.2
voice_female_a_battle_shout_forward_01.wav	1.2
voice_female_a_battle_shout_forward_02.wav	1.2
voice_female_a_battle_shout_to_war_01.wav	1.2
voice_female_a_battle_shout_to_war_02.wav	1.2
voice_female_a_breath_blow_01.wav	1.2
voice_female_a_breath_blow_02.wav	1.2
voice_female_a_breath_deep_01.wav	1.2
voice_female_a_breath_deep_02.wav	1.2
voice_female_a_breath_deep_03.wav	1.2
voice_female_a_breath_deep_loop.wav	1.2
voice_female_a_breath_deep_out_01.wav	1.2
voice_female_a_breath_exhausted_01.wav	1.2
voice_female_a_breath_exhausted_02.wav	1.2
voice_female_a_breath_exhausted_03.wav	1.2
voice_female_a_breath_jog_01.wav	1.2
voice_female_a_breath_jog_02.wav	1.2
voice_female_a_breath_jog_03.wav	1.2
voice_female_a_breath_jog_04.wav	1.2
voice_female_a_breath_jog_05.wav	1.2
voice_female_a_breath_jog_06.wav	1.2
voice_female_a_breath_jog_07.wav	1.2
voice_female_a_breath_jog_08.wav	1.2
voice_female_a_breath_jog_loop.wav	1.2
voice_female_a_breath_out_of_air_01.wav	1.2
voice_female_a_breath_out_of_air_01_short.wav	1.2
voice_female_a_breath_quick_01.wav	1.2
voice_female_a_breath_quick_02.wav	1.2
voice_female_a_breath_run2_01.wav	1.2
voice_female_a_breath_run2_03.wav	1.2
voice_female_a_breath_run2_04.wav	1.2
voice_female_a_breath_run2_loop.wav	1.2
voice_female_a_breath_run_01.wav	1.2
voice_female_a_breath_run_02.wav	1.2
voice_female_a_breath_run_03.wav	1.2
voice_female_a_breath_run_04.wav	1.2
voice_female_a_breath_run_05.wav	1.2
voice_female_a_breath_run_06.wav	1.2
voice_female_a_breath_run_07.wav	1.2
voice_female_a_breath_run_loop.wav	1.2
voice_female_a_breath_tired_01.wav	1.2
voice_female_a_breath_tired_02.wav	1.2
voice_female_a_breath_tired_03.wav	1.2
voice_female_a_breath_tired_04.wav	1.2
voice_female_a_cough_01.wav	1.2
voice_female_a_cough_02.wav	1.2

voice_female_a_cough_03.wav	1.2
voice_female_a_cough_04.wav	1.2
voice_female_a_cough_05.wav	1.2
voice_female_a_cough_06.wav	1.2
voice_female_a_cough_07.wav	1.2
voice_female_a_cough_08.wav	1.2
voice_female_a_cough_09.wav	1.2
voice_female_a_cough_interrupt_01.wav	1.2
voice_female_a_cough_interrupt_02.wav	1.2
voice_female_a_cough_interrupt_03.wav	1.2
voice_female_a_cough_interrupt_04.wav	1.2
voice_female_a_cough_short_01.wav	1.2
voice_female_a_cough_short_02.wav	1.2
voice_female_a_cough_short_03.wav	1.2
voice_female_a_cough_short_04.wav	1.2
voice_female_a_cough_short_05.wav	1.2
voice_female_a_cry_01.wav	1.2
voice_female_a_cry_02.wav	1.2
voice_female_a_cry_03.wav	1.2
voice_female_a_cry_04.wav	1.2
voice_female_a_cry_05.wav	1.2
voice_female_a_cry_06.wav	1.2
voice_female_a_cry_07.wav	1.2
voice_female_a_cry_08.wav	1.2
voice_female_a_cry_09.wav	1.2
voice_female_a_cry_10.wav	1.2
voice_female_a_cry_11.wav	1.2
voice_female_a_death_01.wav	1.2
voice_female_a_death_02.wav	1.2
voice_female_a_death_03.wav	1.2
voice_female_a_death_04.wav	1.2
voice_female_a_death_05.wav	1.2
voice_female_a_death_06.wav	1.2
voice_female_a_death_07.wav	1.2
voice_female_a_death_08.wav	1.2
voice_female_a_death_09.wav	1.2
voice_female_a_death_10.wav	1.2
voice_female_a_death_11.wav	1.2
voice_female_a_death_12.wav	1.2
voice_female_a_death_13.wav	1.2
voice_female_a_effort_jump_action_01.wav	1.2
voice_female_a_effort_jump_action_02.wav	1.2
voice_female_a_effort_jump_action_03.wav	1.2
voice_female_a_effort_jump_action_04.wav	1.2
voice_female_a_effort_jump_action_05.wav	1.2
voice_female_a_effort_jump_action_06.wav	1.2
voice_female_a_effort_jump_action_07.wav	1.2
voice_female_a_effort_jump_action_08.wav	1.2
voice_female_a_effort_jump_action_09.wav	1.2
voice_female_a_effort_jump_action_10.wav	1.2
voice_female_a_effort_push_01.wav	1.2
voice_female_a_effort_push_02.wav	1.2
voice_female_a_effort_push_03.wav	1.2
voice_female_a_effort_push_04.wav	1.2
voice_female_a_effort_push_05.wav	1.2
voice_female_a_effort_push_06.wav	1.2
voice_female_a_effort_push_07.wav	1.2

voice_female_a_effort_push_08.wav	1.2
voice_female_a_effort_push_09.wav	1.2
voice_female_a_effort_push_fast_01.wav	1.2
voice_female_a_effort_push_fast_02.wav	1.2
voice_female_a_effort_push_fast_03.wav	1.2
voice_female_a_effort_push_fast_04.wav	1.2
voice_female_a_effort_push_fast_05.wav	1.2
voice_female_a_effort_push_fast_06.wav	1.2
voice_female_a_effort_push_fast_07.wav	1.2
voice_female_a_effort_quick_action_01.wav	1.2
voice_female_a_effort_quick_action_02.wav	1.2
voice_female_a_effort_quick_action_03.wav	1.2
voice_female_a_effort_quick_action_04.wav	1.2
voice_female_a_effort_quick_action_05.wav	1.2
voice_female_a_effort_quick_action_06.wav	1.2
voice_female_a_effort_quick_action_07.wav	1.2
voice_female_a_effort_tired_01.wav	1.2
voice_female_a_effort_tired_02.wav	1.2
voice_female_a_effort_tired_03.wav	1.2
voice_female_a_effort_tired_04.wav	1.2
voice_female_a_expression_emote_01.wav	1.2
voice_female_a_expression_emote_02.wav	1.2
voice_female_a_expression_emote_03.wav	1.2
voice_female_a_expression_emote_04.wav	1.2
voice_female_a_expression_emote_05.wav	1.2
voice_female_a_expression_emote_06.wav	1.2
voice_female_a_expression_emote_07.wav	1.2
voice_female_a_expression_emote_08.wav	1.2
voice_female_a_expression_emote_09.wav	1.2
voice_female_a_expression_emote_10.wav	1.2
voice_female_a_expression_emote_11.wav	1.2
voice_female_a_expression_emote_sigh.wav	1.2
voice_female_a_growl_01.wav	1.2
voice_female_a_growl_02.wav	1.2
voice_female_a_growl_03.wav	1.2
voice_female_a_growl_04.wav	1.2
voice_female_a_growl_05.wav	1.2
voice_female_a_growl_06.wav	1.2
voice_female_a_growl_frustrated_01.wav	1.2
voice_female_a_growl_frustrated_02.wav	1.2
voice_female_a_growl_frustrated_03.wav	1.2
voice_female_a_growl_frustrated_04.wav	1.2
voice_female_a_growl_frustrated_05.wav	1.2
voice_female_a_growl_frustrated_06.wav	1.2
voice_female_a_growl_frustrated_07.wav	1.2
voice_female_a_hurt_pain_01.wav	1.2
voice_female_a_hurt_pain_02.wav	1.2
voice_female_a_hurt_pain_03.wav	1.2
voice_female_a_hurt_pain_04.wav	1.2
voice_female_a_hurt_pain_05.wav	1.2
voice_female_a_hurt_pain_06.wav	1.2
voice_female_a_hurt_pain_07.wav	1.2
voice_female_a_hurt_pain_08.wav	1.2
voice_female_a_hurt_pain_09.wav	1.2
voice_female_a_hurt_pain_10.wav	1.2
voice_female_a_hurt_pain_11.wav	1.2
voice_female_a_hurt_pain_12.wav	1.2

voice_female_a_hurt_pain_13.wav	1.2
voice_female_a_hurt_pain_14.wav	1.2
voice_female_a_hurt_pain_15.wav	1.2
voice_female_a_hurt_pain_16.wav	1.2
voice_female_a_hurt_pain_17.wav	1.2
voice_female_a_hurt_pain_18.wav	1.2
voice_female_a_hurt_pain_intense_01.wav	1.2
voice_female_a_hurt_pain_intense_02.wav	1.2
voice_female_a_hurt_pain_intense_03.wav	1.2
voice_female_a_laugh_01.wav	1.2
voice_female_a_laugh_02.wav	1.2
voice_female_a_laugh_03.wav	1.2
voice_female_a_laugh_04.wav	1.2
voice_female_a_laugh_05.wav	1.2
voice_female_a_laugh_06.wav	1.2
voice_female_a_laugh_07.wav	1.2
voice_female_a_laugh_08.wav	1.2
voice_female_a_laugh_09.wav	1.2
voice_female_a_laugh_10.wav	1.2
voice_female_a_laugh_11.wav	1.2
voice_female_a_laugh_12.wav	1.2
voice_female_a_laugh_13.wav	1.2
voice_female_a_laugh_14.wav	1.2

Human Female B

voice_female_b_attack_set1_01.wav	1.2
voice_female_b_attack_set1_02.wav	1.2
voice_female_b_attack_set1_03.wav	1.2
voice_female_b_attack_set1_04.wav	1.2
voice_female_b_attack_set1_05.wav	1.2
voice_female_b_attack_set1_06.wav	1.2
voice_female_b_attack_set1_07.wav	1.2
voice_female_b_attack_set2_01.wav	1.2
voice_female_b_attack_set2_02.wav	1.2
voice_female_b_attack_set2_03.wav	1.2
voice_female_b_attack_set2_04.wav	1.2
voice_female_b_attack_set2_05.wav	1.2
voice_female_b_attack_set2_06.wav	1.2
voice_female_b_attack_set2_07.wav	1.2
voice_female_b_attack_set3_01.wav	1.2
voice_female_b_attack_set3_02.wav	1.2
voice_female_b_attack_set3_03.wav	1.2
voice_female_b_attack_set3_04.wav	1.2
voice_female_b_attack_set3_05.wav	1.2
voice_female_b_attack_set3_06.wav	1.2
voice_female_b_attack_set4_01.wav	1.2
voice_female_b_attack_set4_02.wav	1.2
voice_female_b_attack_set4_03.wav	1.2
voice_female_b_attack_set4_04.wav	1.2
voice_female_b_attack_set4_05.wav	1.2
voice_female_b_attack_set4_06.wav	1.2
voice_female_b_attack_set5_01.wav	1.2
voice_female_b_attack_set5_02.wav	1.2
voice_female_b_attack_set5_03.wav	1.2
voice_female_b_attack_set5_04.wav	1.2

voice_female_b_attack_set5_05.wav	1.2
voice_female_b_attack_set5_06.wav	1.2
voice_female_b_battle_shout_01.wav	1.2
voice_female_b_battle_shout_02.wav	1.2
voice_female_b_battle_shout_03.wav	1.2
voice_female_b_battle_shout_04.wav	1.2
voice_female_b_death_01.wav	1.2
voice_female_b_death_02.wav	1.2
voice_female_b_death_03.wav	1.2
voice_female_b_death_04.wav	1.2
voice_female_b_death_05.wav	1.2
voice_female_b_death_06.wav	1.2
voice_female_b_death_07.wav	1.2
voice_female_b_death_08.wav	1.2
voice_female_b_death_09.wav	1.2
voice_female_b_death_10.wav	1.2
voice_female_b_death_11.wav	1.2
voice_female_b_death_12.wav	1.2
voice_female_b_death_13.wav	1.2
voice_female_b_death_14.wav	1.2
voice_female_b_death_intense_01.wav	1.2
voice_female_b_death_intense_02.wav	1.2
voice_female_b_death_intense_03.wav	1.2
voice_female_b_death_intense_04.wav	1.2
voice_female_b_death_intense_05.wav	1.2
voice_female_b_death_intense_06.wav	1.2
voice_female_b_death_intense_07.wav	1.2
voice_female_b_death_intense_08.wav	1.2
voice_female_b_death_torture_01.wav	1.2
voice_female_b_death_torture_02.wav	1.2
voice_female_b_death_torture_03.wav	1.2
voice_female_b_death_torture_04.wav	1.2
voice_female_b_death_torture_05.wav	1.2
voice_female_b_death_torture_06.wav	1.2
voice_female_b_death_torture_07.wav	1.2
voice_female_b_death_torture_08.wav	1.2
voice_female_b_effort_growl_01.wav	1.2
voice_female_b_effort_growl_02.wav	1.2
voice_female_b_effort_growl_03.wav	1.2
voice_female_b_effort_growl_04.wav	1.2
voice_female_b_effort_growl_05.wav	1.2
voice_female_b_effort_jump_action_01.wav	1.2
voice_female_b_effort_jump_action_02.wav	1.2
voice_female_b_effort_jump_action_03.wav	1.2
voice_female_b_effort_jump_action_04.wav	1.2
voice_female_b_effort_jump_action_05.wav	1.2
voice_female_b_effort_jump_action_06.wav	1.2
voice_female_b_effort_jump_action_07.wav	1.2
voice_female_b_effort_jump_action_08.wav	1.2
voice_female_b_effort_jump_action_09.wav	1.2
voice_female_b_effort_jump_action_10.wav	1.2
voice_female_b_effort_jump_action_11.wav	1.2
voice_female_b_effort_jump_action_12.wav	1.2
voice_female_b_effort_jump_action_13.wav	1.2
voice_female_b_effort_jump_action_14.wav	1.2
voice_female_b_effort_push_01.wav	1.2
voice_female_b_effort_push_02.wav	1.2

voice_female_b_effort_push_03.wav	1.2
voice_female_b_effort_push_04.wav	1.2
voice_female_b_effort_push_05.wav	1.2
voice_female_b_effort_push_06.wav	1.2
voice_female_b_effort_push_07.wav	1.2
voice_female_b_effort_push_08.wav	1.2
voice_female_b_effort_push_09.wav	1.2
voice_female_b_effort_push_10.wav	1.2
voice_female_b_effort_push_fast_01.wav	1.2
voice_female_b_effort_push_fast_02.wav	1.2
voice_female_b_effort_push_fast_03.wav	1.2
voice_female_b_effort_push_fast_04.wav	1.2
voice_female_b_effort_quick_action_01.wav	1.2
voice_female_b_effort_quick_action_02.wav	1.2
voice_female_b_effort_quick_action_03.wav	1.2
voice_female_b_effort_quick_action_04.wav	1.2
voice_female_b_effort_quick_action_05.wav	1.2
voice_female_b_growl_groan_01.wav	1.2
voice_female_b_growl_groan_02.wav	1.2
voice_female_b_growl_groan_03.wav	1.2
voice_female_b_growl_groan_04.wav	1.2
voice_female_b_growl_groan_05.wav	1.2
voice_female_b_growl_groan_06.wav	1.2
voice_female_b_growl_groan_07.wav	1.2
voice_female_b_growl_grunt_01.wav	1.2
voice_female_b_growl_grunt_02.wav	1.2
voice_female_b_growl_grunt_03.wav	1.2
voice_female_b_growl_grunt_04.wav	1.2
voice_female_b_growl_grunt_05.wav	1.2
voice_female_b_growl_grunt_06.wav	1.2
voice_female_b_growl_grunt_07.wav	1.2
voice_female_b_growl_grunt_08.wav	1.2
voice_female_b_growl_hiss_01.wav	1.2
voice_female_b_growl_hiss_02.wav	1.2
voice_female_b_growl_hiss_03.wav	1.2
voice_female_b_growl_hiss_04.wav	1.2
voice_female_b_growl_hiss_05.wav	1.2
voice_female_b_growl_hiss_06.wav	1.2
voice_female_b_hurt_pain_01.wav	1.2
voice_female_b_hurt_pain_02.wav	1.2
voice_female_b_hurt_pain_03.wav	1.2
voice_female_b_hurt_pain_04.wav	1.2
voice_female_b_hurt_pain_05.wav	1.2
voice_female_b_hurt_pain_06.wav	1.2
voice_female_b_hurt_pain_07.wav	1.2
voice_female_b_hurt_pain_08.wav	1.2
voice_female_b_hurt_pain_09.wav	1.2
voice_female_b_hurt_pain_10.wav	1.2
voice_female_b_hurt_pain_11.wav	1.2
voice_female_b_hurt_pain_12.wav	1.2
voice_female_b_hurt_pain_13.wav	1.2
voice_female_b_hurt_pain_14.wav	1.2
voice_female_b_hurt_pain_15.wav	1.2
voice_female_b_hurt_pain_16.wav	1.2
voice_female_b_hurt_pain_17.wav	1.2
voice_female_b_hurt_pain_18.wav	1.2
voice_female_b_hurt_pain_choke_01.wav	1.2

voice_female_b_hurt_pain_choke_02.wav	1.2
voice_female_b_hurt_pain_choke_03.wav	1.2
voice_female_b_hurt_pain_choke_04.wav	1.2
voice_female_b_hurt_pain_choke_05.wav	1.2
voice_female_b_hurt_pain_choke_06.wav	1.2
voice_female_b_hurt_pain_choke_07.wav	1.2
voice_female_b_hurt_pain_choke_08.wav	1.2
voice_female_b_hurt_pain_choke_09.wav	1.2
voice_female_b_hurt_pain_choke_10.wav	1.2
voice_female_b_hurt_pain_choke_11.wav	1.2
voice_female_b_hurt_pain_choke_12.wav	1.2
voice_female_b_hurt_pain_choke_13.wav	1.2
voice_female_b_hurt_pain_choke_14.wav	1.2
voice_female_b_hurt_pain_choke_15.wav	1.2
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voice_female_b_hurt_pain_high_03.wav	1.2
voice_female_b_hurt_pain_high_04.wav	1.2
voice_female_b_hurt_pain_high_05.wav	1.2
voice_female_b_hurt_pain_high_06.wav	1.2
voice_female_b_hurt_pain_high_07.wav	1.2
voice_female_b_hurt_pain_low_01.wav	1.2
voice_female_b_hurt_pain_low_02.wav	1.2
voice_female_b_hurt_pain_low_03.wav	1.2
voice_female_b_hurt_pain_low_04.wav	1.2
voice_female_b_hurt_pain_low_05.wav	1.2
voice_female_b_hurt_pain_low_06.wav	1.2
voice_female_b_hurt_pain_low_07.wav	1.2
voice_female_b_hurt_pain_low_08.wav	1.2
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voice_female_b_hurt_pain_mild2_07.wav	1.2
voice_female_b_hurt_pain_mild2_08.wav	1.2
voice_female_b_hurt_pain_mild2_09.wav	1.2
voice_female_b_hurt_pain_mild2_10.wav	1.2
voice_female_b_hurt_pain_mild2_11.wav	1.2
voice_female_b_hurt_pain_mild2_12.wav	1.2
voice_female_b_hurt_pain_mild2_13.wav	1.2
voice_female_b_hurt_pain_mild2_14.wav	1.2
voice_female_b_hurt_pain_mild_01.wav	1.2
voice_female_b_hurt_pain_mild_02.wav	1.2
voice_female_b_hurt_pain_mild_03.wav	1.2
voice_female_b_hurt_pain_mild_04.wav	1.2
voice_female_b_hurt_pain_mild_05.wav	1.2
voice_female_b_hurt_pain_mild_06.wav	1.2
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voice_female_b_laugh_evil_02.wav	1.2
voice_female_b_scream_01.wav	1.2
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voice_female_b_scream_07.wav	1.2
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voice_female_b_scream_low_05.wav	1.2
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Human Female C

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voice_female_c_attack_03.wav	1.2
voice_female_c_attack_04.wav	1.2
voice_female_c_attack_05.wav	1.2
voice_female_c_attack_06.wav	1.2
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voice_female_c_attack_10.wav	1.2
voice_female_c_battle_shout_01.wav	1.2
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voice_female_c_battle_shout_short_03.wav	1.2
voice_female_c_death_01.wav	1.2
voice_female_c_death_02.wav	1.2
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voice_female_c_death_06.wav	1.2
voice_female_c_death_07.wav	1.2
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voice_female_c_effort_jump_01.wav	1.2
voice_female_c_effort_push_01.wav	1.2
voice_female_c_effort_push_02.wav	1.2
voice_female_c_hurt_pain_01.wav	1.2

voice_female_c_hurt_pain_02.wav	1.2
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Goblin Fairy

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goblin_fairy_attack_low_10.wav	1.2

goblin_fairy_attack_low_11.wav	1.2
goblin_fairy_attack_low_12.wav	1.2
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goblin_fairy_attack_special_06.wav	1.2
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goblin_fairy_battle_shout_03.wav	1.2
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goblin_fairy_cry_04.wav	1.2
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goblin_fairy_cry_low_02.wav	1.2
goblin_fairy_cry_low_03.wav	1.2
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goblin_fairy_cry_whimper_high_02.wav	1.2
goblin_fairy_death_01.wav	1.2
goblin_fairy_death_02.wav	1.2
goblin_fairy_death_03.wav	1.2
goblin_fairy_death_04.wav	1.2
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goblin_fairy_death_07.wav	1.2
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goblin_fairy_effort_jump_action_07.wav	1.2
goblin_fairy_effort_jump_action_08.wav	1.2
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goblin_fairy_hurt_pain_01.wav	1.2
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goblin_fairy_hurt_pain_04.wav	1.2

goblin_fairy_hurt_pain_05.wav	1.2
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goblin_fairy_hurt_pain_choke_05.wav	1.2
goblin_fairy_hurt_pain_choke_06.wav	1.2
goblin_fairy_laugh_angry_01.wav	1.2
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goblin_fairy_laugh_angry_03.wav	1.2
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goblin_fairy_laugh_deep_01.wav	1.2
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goblin_fairy_laugh_high_04.wav	1.2
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goblin_fairy_laugh_high_07.wav	1.2
goblin_fairy_laugh_high_08.wav	1.2
goblin_fairy_laugh_high_09.wav	1.2
goblin_fairy_laugh_intense_01.wav	1.2
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goblin_fairy_laugh_intense_03.wav	1.2
goblin_fairy_laugh_intense_04.wav	1.2
goblin_fairy_laugh_intense_05.wav	1.2
goblin_fairy_laugh_low_01.wav	1.2
goblin_fairy_laugh_low_02.wav	1.2
goblin_fairy_laugh_low_03.wav	1.2
goblin_fairy_laugh_low_04.wav	1.2
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goblin_fairy_laugh_low_07.wav

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Troll Monster

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troll_monster_attack_fast_02.wav

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troll_monster_attack_fast_03.wav

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troll_monster_battle_groan_01.wav

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troll_monster_battle_grunt_01.wav

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troll_monster_breath_01.wav

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troll_monster_breath_growl.wav

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troll_monster_breath_wobble.wav

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troll_monster_cough_01.wav

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troll_monster_cry_01.wav

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troll_monster_death_01.wav

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troll_monster_death_02.wav

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troll_monster_death_04.wav

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troll_monster_death_05.wav

1.2

troll_monster_death_06.wav	1.2
troll_monster_death_07.wav	1.2
troll_monster_death_08.wav	1.2
troll_monster_death_09.wav	1.2
troll_monster_death_croak_01.wav	1.2
troll_monster_death_croak_02.wav	1.2
troll_monster_death_croak_03.wav	1.2
troll_monster_death_croak_04.wav	1.2
troll_monster_death_low_01.wav	1.2
troll_monster_death_low_02.wav	1.2
troll_monster_death_low_03.wav	1.2
troll_monster_death_low_04.wav	1.2
troll_monster_death_slow_01.wav	1.2
troll_monster_death_slow_02.wav	1.2
troll_monster_death_slow_03.wav	1.2
troll_monster_death_slow_04.wav	1.2
troll_monster_death_slow_05.wav	1.2
troll_monster_death_slow_06.wav	1.2
troll_monster_death_slow_07.wav	1.2
troll_monster_death_slow_08.wav	1.2
troll_monster_death_slow_09.wav	1.2
troll_monster_effort_action_release_01.wav	1.2
troll_monster_effort_action_release_02.wav	1.2
troll_monster_effort_action_release_03.wav	1.2
troll_monster_effort_action_release_04.wav	1.2
troll_monster_effort_action_release_05.wav	1.2
troll_monster_effort_action_release_06.wav	1.2
troll_monster_effort_growl_small_01.wav	1.2
troll_monster_effort_growl_small_02.wav	1.2
troll_monster_effort_growl_small_03.wav	1.2
troll_monster_effort_growl_small_04.wav	1.2
troll_monster_effort_growl_small_05.wav	1.2
troll_monster_effort_growl_small_06.wav	1.2
troll_monster_effort_growl_small_07.wav	1.2
troll_monster_effort_growl_small_08.wav	1.2
troll_monster_effort_growl_small_09.wav	1.2
troll_monster_effort_growl_small_10.wav	1.2
troll_monster_effort_growl_small_11.wav	1.2
troll_monster_effort_growl_small_12.wav	1.2
troll_monster_effort_growl_small_13.wav	1.2
troll_monster_effort_struggle_01.wav	1.2
troll_monster_effort_struggle_02.wav	1.2
troll_monster_effort_struggle_03.wav	1.2
troll_monster_effort_struggle_05.wav	1.2
troll_monster_effort_struggle_06.wav	1.2
troll_monster_effort_struggle_07.wav	1.2
troll_monster_effort_tired_01.wav	1.2
troll_monster_effort_tired_02.wav	1.2
troll_monster_growl_01.wav	1.2
troll_monster_growl_02.wav	1.2
troll_monster_growl_03.wav	1.2
troll_monster_growl_04.wav	1.2
troll_monster_growl_05.wav	1.2
troll_monster_growl_06.wav	1.2
troll_monster_growl_07.wav	1.2
troll_monster_growl_08.wav	1.2
troll_monster_growl_09.wav	1.2

troll_monster_growl_10.wav	1.2
troll_monster_growl_11.wav	1.2
troll_monster_growl_12.wav	1.2
troll_monster_growl_13.wav	1.2
troll_monster_growl_14.wav	1.2
troll_monster_growl_15.wav	1.2
troll_monster_growl_16.wav	1.2
troll_monster_growl_17.wav	1.2
troll_monster_growl_18.wav	1.2
troll_monster_growl_long_01.wav	1.2
troll_monster_growl_long_02.wav	1.2
troll_monster_growl_long_03.wav	1.2
troll_monster_growl_long_04.wav	1.2
troll_monster_growl_long_05.wav	1.2
troll_monster_growl_long_06.wav	1.2
troll_monster_growl_long_07.wav	1.2
troll_monster_growl_long_08.wav	1.2
troll_monster_growl_long_09.wav	1.2
troll_monster_growl_long_10.wav	1.2
troll_monster_growl_long_11.wav	1.2
troll_monster_growl_long_12.wav	1.2
troll_monster_growl_slow_01.wav	1.2
troll_monster_growl_slow_02.wav	1.2
troll_monster_growl_slow_03.wav	1.2
troll_monster_growl_slow_04.wav	1.2
troll_monster_hurt_pain_01.wav	1.2
troll_monster_hurt_pain_02.wav	1.2
troll_monster_hurt_pain_03.wav	1.2
troll_monster_hurt_pain_04.wav	1.2
troll_monster_hurt_pain_05.wav	1.2
troll_monster_hurt_pain_06.wav	1.2
troll_monster_hurt_pain_07.wav	1.2
troll_monster_hurt_pain_long_01.wav	1.2
troll_monster_hurt_pain_long_02.wav	1.2
troll_monster_hurt_pain_long_03.wav	1.2
troll_monster_hurt_pain_long_04.wav	1.2
troll_monster_hurt_pain_long_05.wav	1.2
troll_monster_hurt_pain_long_06.wav	1.2
troll_monster_hurt_pain_long_07.wav	1.2
troll_monster_hurt_pain_long_08.wav	1.2
troll_monster_hurt_pain_long_09.wav	1.2
troll_monster_hurt_pain_long_10.wav	1.2
troll_monster_hurt_pain_short_01.wav	1.2
troll_monster_hurt_pain_short_02.wav	1.2
troll_monster_hurt_pain_short_03.wav	1.2
troll_monster_hurt_pain_short_04.wav	1.2
troll_monster_hurt_pain_short_05.wav	1.2
troll_monster_hurt_pain_short_06.wav	1.2
troll_monster_hurt_pain_short_07.wav	1.2
troll_monster_hurt_pain_short_08.wav	1.2
troll_monster_hurt_pain_short_09.wav	1.2
troll_monster_hurt_pain_short_10.wav	1.2
troll_monster_hurt_pain_short_11.wav	1.2
troll_monster_hurt_pain_short_12.wav	1.2
troll_monster_hurt_pain_short_13.wav	1.2
troll_monster_hurt_pain_short_14.wav	1.2
troll_monster_hurt_pain_short_15.wav	1.2

troll_monster_hurt_pain_short_16.wav	1.2
troll_monster_hurt_pain_short_17.wav	1.2
troll_monster_hurt_pain_short_18.wav	1.2
troll_monster_hurt_pain_short_19.wav	1.2
troll_monster_hurt_pain_short_20.wav	1.2
troll_monster_hurt_pain_short_21.wav	1.2
troll_monster_hurt_pain_short_22.wav	1.2
troll_monster_hurt_pain_short_23.wav	1.2
troll_monster_laugh_01.wav	1.2
troll_monster_laugh_02.wav	1.2
troll_monster_laugh_03.wav	1.2
troll_monster_laugh_04.wav	1.2
troll_monster_laugh_05.wav	1.2
troll_monster_laugh_06.wav	1.2
troll_monster_laugh_07.wav	1.2
troll_monster_laugh_08.wav	1.2
troll_monster_laugh_09.wav	1.2
troll_monster_laugh_10.wav	1.2
troll_monster_laugh_11.wav	1.2
troll_monster_laugh_12.wav	1.2
troll_monster_laugh_high_01.wav	1.2
troll_monster_laugh_high_02.wav	1.2
troll_monster_laugh_high_03.wav	1.2
troll_monster_laugh_high_04.wav	1.2
troll_monster_taunt_01.wav	1.2
troll_monster_taunt_02.wav	1.2
troll_monster_taunt_03.wav	1.2
troll_monster_taunt_04.wav	1.2

Human Radio

radio_voice_male_soldier_attack_01.wav	1.0
radio_voice_male_soldier_contact_01.wav	1.0
radio_voice_male_soldier_cover_me_01.wav	1.0
radio_voice_male_soldier_enemy_down_01.wav	1.0
radio_voice_male_soldier_enemy_inbound_01.wav	1.0
radio_voice_male_soldier_enemy_spotted_01.wav	1.0
radio_voice_male_soldier_fire_01.wav	1.0
radio_voice_male_soldier_fire_02.wav	1.0
radio_voice_male_soldier_genade_01.wav	1.0
radio_voice_male_soldier_genade_02.wav	1.0
radio_voice_male_soldier_get_down_01.wav	1.0
radio_voice_male_soldier_go_01.wav	1.0
radio_voice_male_soldier_go_go_go_01.wav	1.0
radio_voice_male_soldier_go_go_go_02.wav	1.0
radio_voice_male_soldier_go_go_go_03.wav	1.0
radio_voice_male_soldier_go_go_go_04.wav	1.0
radio_voice_male_soldier_hold_01.wav	1.0
radio_voice_male_soldier_i've_been_hit_01.wav	1.0
radio_voice_male_soldier_i've_been_hit_02.wav	1.0
radio_voice_male_soldier_move_out_01.wav	1.0
radio_voice_male_soldier_move_out_02.wav	1.0
radio_voice_male_soldier_move_out_03.wav	1.0
radio_voice_male_soldier_retreat_01.wav	1.0
radio_voice_male_soldier_retreat_02.wav	1.0
radio_voice_male_soldier_we're_being_overrun_01.wav	1.0

voice_monster_roar_growl_groan_distant_01.wav	1.0
voice_monster_roar_growl_groan_distant_02.wav	1.0
voice_monster_roar_growl_groan_distant_03.wav	1.0
voice_orc_grunt_01.wav	1.0

Water

boilding_water_gas_01_loop.wav	1.0
boiling_bubbling_water_gurgle_01.WAV	1.0
boiling_bubbling_water_gurgle_02.WAV	1.0
underwater_sea_diving_bubbles_loop_01.wav	1.3
underwater_sea_diving_bubbles_loop_02.wav	1.3
underwater_sea_diving_bubbles_loop_03.wav	1.3
underwater_sea_diving_bubbles_loop_04.wav	1.3
water_bubbling_01_loop.wav	1.0
water_bubbling_01_loop_short.wav	1.0
water_bubbling_02_loop.wav	1.0
water_bubbling_03_loop.wav	1.0
water_dripping_running_01_loop.wav	1.0
water_dripping_running_02_loop.wav	1.0
water_drops_drips_multiple_01.wav	1.0
water_drops_drips_multiple_02.wav	1.0
water_drops_drips_multiple_03.wav	1.0
water_drops_drips_multiple_04.wav	1.0
water_drops_drips_multiple_05.wav	1.0
water_drops_drips_multiple_06.wav	1.0
water_drops_drips_multiple_07.wav	1.0
water_drops_drips_multiple_08.wav	1.0
water_drops_drips_multiple_09.wav	1.0
water_drops_drips_multiple_10.wav	1.0
water_drops_drips_multiple_11.wav	1.0
water_drops_drips_multiple_12.wav	1.0
water_drops_drips_multiple_13.wav	1.0
water_drops_drips_multiple_14.wav	1.0
water_drops_drips_multiple_15.wav	1.0
water_drops_drips_multiple_16.wav	1.0
water_drops_drips_multiple_17.wav	1.0
water_drops_drips_multiple_18.wav	1.0
water_drops_drips_multiple_19.wav	1.0
water_drops_drips_multiple_20.wav	1.0
water_drop_drip_single_01.wav	1.0
water_drop_drip_single_02.wav	1.0
water_drop_drip_single_03.wav	1.0
water_drop_drip_single_04.wav	1.0
water_drop_drip_single_05.wav	1.0
water_drop_drip_single_06.wav	1.0
water_drop_drip_single_07.wav	1.0
water_drop_drip_single_08.wav	1.0
water_drop_drip_single_09.wav	1.0
water_drop_drip_single_10.wav	1.0
water_drop_drip_single_11.wav	1.0
water_drop_drip_single_12.wav	1.0
water_drop_drip_single_13.wav	1.0
water_drop_drip_single_14.wav	1.0
water_drop_drip_single_15.wav	1.0
water_drop_drip_single_16.wav	1.0
water_drop_drip_single_17.wav	1.0

water_drop_drip_single_18.wav	1.0
water_drop_drip_single_19.wav	1.0
water_drop_drip_single_20.wav	1.0
water_drop_drip_single_21.wav	1.0
water_drop_drip_single_22.wav	1.0
water_drop_drip_single_23.wav	1.0
water_drop_drip_single_24.wav	1.0
water_drop_drip_single_25.wav	1.0
water_drop_drip_single_26.wav	1.0
water_running_dripping_wee_loop_01.wav	1.0
water_running_dripping_wee_loop_02.wav	1.0
water_running_shower_dripping_loop_01.wav	1.0
water_running_shower_dripping_loop_02.wav	1.0
water_running_shower_dripping_loop_03.wav	1.0
water_running_shower_dripping_loop_04.wav	1.0
water_splash_object_body_01.wav	1.3
water_splash_object_body_02.wav	1.3
water_splash_object_body_03.wav	1.3
water_splash_object_body_04.wav	1.3
water_splash_object_body_05.wav	1.3
water_splash_small_item_01.wav	1.3
water_splash_small_item_02.wav	1.3
water_splash_small_item_03.wav	1.3
water_splash_small_item_04.wav	1.3
water_splash_small_item_05.wav	1.3

Whooshes

fan_spin_whoosh_01.wav	1.0
fan_spin_whoosh_02.wav	1.0
fan_spin_whoosh_03.wav	1.0
fan_spin_whoosh_04.wav	1.0
whoosh_low_deep_01.wav	1.0
whoosh_low_deep_02.wav	1.0
whoosh_low_deep_03.wav	1.0
whoosh_low_deep_04.wav	1.0
whoosh_low_deep_05.wav	1.0
whoosh_low_deep_06.wav	1.0
whoosh_low_deep_07.wav	1.0
whoosh_low_deep_08.wav	1.0
whoosh_low_deep_09.wav	1.0
whoosh_low_deep_soft_01.wav	1.0
whoosh_low_deep_soft_02.wav	1.0
whoosh_low_deep_soft_03.wav	1.0
whoosh_object_pass_large_to_left_01.wav	1.0
whoosh_object_pass_large_to_right_01.wav	1.0
whoosh_object_pass_small_left_01.wav	1.0
whoosh_object_pass_small_right_01.wav	1.0
whoosh_slow_deep_01.wav	1.0
whoosh_slow_deep_02.wav	1.0
whoosh_slow_deep_03.wav	1.0
whoosh_slow_deep_04.wav	1.0
whoosh_slow_deep_05.wav	1.0
whoosh_slow_deep_06.wav	1.0
whoosh_slow_deep_07.wav	1.0
whoosh_slow_deep_08.wav	1.0
whoosh_slow_deep_09.wav	1.0

whoosh_slow_deep_10.wav	1.0
whoosh_slow_deep_11.wav	1.0
whoosh_slow_deep_12.wav	1.0
whoosh_swish_high_big_01.wav	1.1
whoosh_swish_high_big_02.wav	1.1
whoosh_swish_high_big_03.wav	1.1
whoosh_swish_high_big_04.wav	1.1
whoosh_swish_high_big_05.wav	1.1
whoosh_swish_high_fast_01.wav	1.0
whoosh_swish_high_fast_02.wav	1.0
whoosh_swish_high_fast_03.wav	1.0
whoosh_swish_high_fast_04.wav	1.0
whoosh_swish_med_01.wav	1.0
whoosh_swish_med_02.wav	1.0
whoosh_swish_med_03.wav	1.0
whoosh_swish_med_04.wav	1.0
whoosh_swish_med_05.wav	1.0
whoosh_swish_med_fast_01.wav	1.0
whoosh_swish_med_fast_02.wav	1.0
whoosh_swish_med_fast_03.wav	1.0
whoosh_swish_med_fast_04.wav	1.0
whoosh_swish_small_01.wav	1.0
whoosh_swish_small_02.wav	1.0
whoosh_swish_small_03.wav	1.0
whoosh_swish_small_04.wav	1.0
whoosh_swish_small_05.wav	1.0
whoosh_swish_small_06.wav	1.0
whoosh_swish_small_07.wav	1.0
whoosh_swish_small_08.wav	1.0
whoosh_swish_small_09.wav	1.0
whoosh_swish_small_10.wav	1.0
whoosh_swish_small_11.wav	1.0
whoosh_swish_small_12.wav	1.0
whoosh_swish_small_13.wav	1.0
whoosh_swish_small_14.wav	1.0
whoosh_swish_small_15.wav	1.0
whoosh_swish_small_16.wav	1.0
whoosh_swish_small_17.wav	1.0
whoosh_swish_small_18.wav	1.0
whoosh_swish_small_19.wav	1.0
whoosh_swish_small_20.wav	1.0
whoosh_swish_small_harsh_01.wav	1.0
whoosh_swish_small_harsh_02.wav	1.0
whoosh_swish_small_harsh_03.wav	1.0
whoosh_swish_small_harsh_04.wav	1.0
whoosh_swish_small_harsh_05.wav	1.0
whoosh_weapon_knife_swing_01.wav	1.3
whoosh_weapon_knife_swing_02.wav	1.3
whoosh_weapon_knife_swing_03.wav	1.3
whoosh_weapon_knife_swing_04.wav	1.3
whoosh_weapon_spin_01.wav	1.3
whoosh_weapon_spin_02.wav	1.3

Zombie

zombie_eating_chewing_01.wav	1.0
zombie_eating_chewing_02.wav	1.0

zombie_eating_chewing_03.wav	1.0
zombie_eating_chewing_04.wav	1.0
zombie_eating_chewing_05.wav	1.0
zombie_eating_chewing_06.wav	1.0
zombie_eating_chewing_07.wav	1.0
zombie_eating_chewing_08.wav	1.0
zombie_eating_chewing_09.wav	1.0
zombie_eating_chewing_10.wav	1.0
zombie_eating_slurp_blood_01.wav	1.0
zombie_voice_attack_grunt_01.wav	1.0
zombie_voice_attack_grunt_02.wav	1.0
zombie_voice_brains_01.wav	1.0
zombie_voice_brains_02.wav	1.0
zombie_voice_brains_03.wav	1.0
zombie_voice_brains_04.wav	1.0
zombie_voice_brains_05.wav	1.0
zombie_voice_brains_06.wav	1.0
zombie_voice_brains_07.wav	1.0
zombie_voice_brains_08.wav	1.0
zombie_voice_brains_09.wav	1.0
zombie_voice_breathing_01.wav	1.0
zombie_voice_comedy_01.wav	1.0
zombie_voice_eating_chewing_01.wav	1.0
zombie_voice_eating_chewing_02.wav	1.0
zombie_voice_eating_chewing_03.wav	1.0
zombie_voice_eating_chewing_04.wav	1.0
zombie_voice_eating_chewing_05.wav	1.0
zombie_voice_eating_slurping_blood_01.wav	1.0
zombie_voice_general_emote_01.wav	1.0
zombie_voice_general_emote_02.wav	1.0
zombie_voice_general_emote_03.wav	1.0
zombie_voice_general_emote_04.wav	1.0
zombie_voice_general_emote_05.wav	1.0
zombie_voice_general_emote_06.wav	1.0
zombie_voice_general_emote_07.wav	1.0
zombie_voice_general_emote_08.wav	1.0
zombie_voice_general_emote_09.wav	1.0
zombie_voice_general_emote_10.wav	1.0
zombie_voice_general_emote_11.wav	1.0
zombie_voice_general_emote_12.wav	1.0
zombie_voice_general_emote_13.wav	1.0
zombie_voice_general_emote_14.wav	1.0
zombie_voice_groan_01.wav	1.0
zombie_voice_groan_02.wav	1.0
zombie_voice_groan_03.wav	1.0
zombie_voice_groan_04.wav	1.0
zombie_voice_groan_05.wav	1.0
zombie_voice_groan_06.wav	1.0
zombie_voice_groan_07.wav	1.0
zombie_voice_groan_08.wav	1.0
zombie_voice_groan_09.wav	1.0
zombie_voice_groan_10.wav	1.0
zombie_voice_groan_11.wav	1.0
zombie_voice_groan_12.wav	1.0
zombie_voice_groan_13.wav	1.0
zombie_voice_groan_croak_01.wav	1.0
zombie_voice_groan_croak_02.wav	1.0

zombie_voice_groan_croak_03.wav	1.0
zombie_voice_groan_croak_04.wav	1.0
zombie_voice_groan_croak_05.wav	1.0
zombie_voice_groan_croak_06.wav	1.0
zombie_voice_groan_croak_07.wav	1.0
zombie_voice_groan_croak_08.wav	1.0
zombie_voice_groan_croak_09.wav	1.0
zombie_voice_grunt_01.wav	1.3
zombie_voice_grunt_02.wav	1.3
zombie_voice_grunt_03.wav	1.3
zombie_voice_grunt_04.wav	1.3
zombie_voice_grunt_05.wav	1.3
zombie_voice_grunt_06.wav	1.3
zombie_voice_grunt_07.wav	1.3
zombie_voice_grunt_08.wav	1.3
zombie_voice_grunt_09.wav	1.3
zombie_voice_grunt_10.wav	1.3
zombie_voice_grunt_11.wav	1.3
zombie_voice_grunt_12.wav	1.3
zombie_voice_grunt_13.wav	1.3
zombie_voice_grunt_14.wav	1.3
zombie_voice_grunt_15.wav	1.3
zombie_voice_grunt_16.wav	1.3
zombie_voice_grunt_17.wav	1.3
zombie_voice_grunt_18.wav	1.3
zombie_voice_grunt_19.wav	1.3
zombie_voice_grunt_20.wav	1.3
zombie_voice_grunt_21.wav	1.3
zombie_voice_grunt_22.wav	1.3
zombie_voice_hiss_01.wav	1.0
zombie_voice_hiss_02.wav	1.0
zombie_voice_hiss_03.wav	1.0
zombie_voice_hiss_04.wav	1.0
zombie_voice_hiss_05.wav	1.0
zombie_voice_hiss_06.wav	1.0
zombie_voice_zombie_01.wav	1.0

Bonus Music

music_8bit_jammer.wav	1.3
music_bytes_the_retro_adventure.wav	1.0
music_bytes_the_retro_adventure.wav	1.3
music_calm_green_lake_serenade.wav	1.3
music_calm_tree_of_life.wav	1.3
music_candyland.wav	1.2
music_cinematic_darkness_falls.wav	1.3
music_cinematic_reveal.wav	1.3
music_comedy_quirky_fun_knockout.wav	1.0
music_epic_fallen_empire.wav	1.3
music_epic_heroes_story.wav	1.3
music_epic_orchestral_background_underscore.wav	1.0
music_fun_crazy_circus.wav	1.0
music_fun_funky_gnome.wav	1.2
music_fun_funky_mushroom.wav	1.2
music_fun_funky_toadstool.wav	1.2
music_fun_funky_whistle_groove_loop.wav	1.0
music_happy_bounce.wav	1.2

music_happy_high_pop_advertising_jingle.wav	1.0
music_harp_peaceful_loop.wav	1.0
music_journey_to_the_battlefield.wav	1.3
music_kids_picnic_fun_loop.wav	1.0
music_kids_play_loop_01.wav	1.2
music_kids_play_loop_02.wav	1.2
music_kids_play_loop_03.wav	1.2
music_magical_story_intro.wav	1.3
music_misty_woods_calling.wav	1.3
music_modern_war.wav	1.3
music_mountainous_journey.wav	1.3
music_oriental_sunrise.wav	1.3
music_sting_short_groovy_flute_01.wav	1.0
music_sting_short_groovy_flute_02.wav	1.0
music_sting_short_groovy_flute_03.wav	1.0