

Ambient Puzzle SFX Pack

Filename	Description	BitDepth	SampleRate	Channels	Duration
Collide 1.wav		16	44100	2	00:02
Collide 2.wav		16	44100	2	00:02
Collide 3.wav		16	44100	2	00:02
Collide 4.wav		16	44100	2	00:02
Defeat Jingle.wav		16	44100	2	00:07
Fail 1a.wav		16	44100	2	00:02
Fail 1b.wav		16	44100	2	00:02
Fail 1c.wav		16	44100	2	00:02
Fail 1d.wav		16	44100	2	00:02
Fail 2a.wav		16	44100	2	00:02
Fail 2b.wav		16	44100	2	00:02
Fail 2c.wav		16	44100	2	00:02
Fail 2d.wav		16	44100	2	00:02
Fail 3a.wav		16	44100	2	00:02
Fail 3b.wav		16	44100	2	00:02
Fail 4a.wav		16	44100	2	00:02
Fail 3d.wav		16	44100	2	00:02
Fail 4b.wav		16	44100	2	00:02
Fail 3c.wav		16	44100	2	00:02
Fail 4c.wav		16	44100	2	00:02
Fail 4d.wav		16	44100	2	00:02
Flip 1.wav		16	44100	2	00:02
Flip 2.wav		16	44100	2	00:02
Flip 3.wav		16	44100	2	00:02
Flip 4.wav		16	44100	2	00:02

Menu Cancel.wav	16	44100	2	00:01
Menu Close.wav	16	44100	2	00:01
Menu Confirm.wav	16	44100	2	00:01
Menu Navigate 1.wav	16	44100	2	00:02
Menu Navigate 2.wav	16	44100	2	00:02
Menu Open.wav	16	44100	2	00:01
Menu Reject.wav	16	44100	2	00:01
Slide 1.wav	16	44100	2	00:01
Slide 2.wav	16	44100	2	00:01
Slide 3.wav	16	44100	2	00:01
Slide 4.wav	16	44100	2	00:01
Success 1a.wav	16	44100	2	00:03
Success 1b.wav	16	44100	2	00:03
Success 1c.wav	16	44100	2	00:03
Success 1d.wav	16	44100	2	00:03
Success 2d.wav	16	44100	2	00:03
Success 2b.wav	16	44100	2	00:03
Success 2c.wav	16	44100	2	00:03
Success 2a.wav	16	44100	2	00:03
Success 3a.wav	16	44100	2	00:03
Success 3b.wav	16	44100	2	00:03
Success 3c.wav	16	44100	2	00:03
Success 3d.wav	16	44100	2	00:03
Success 4a.wav	16	44100	2	00:03
Success 4b.wav	16	44100	2	00:03
Success 4c.wav	16	44100	2	00:03
Success 4d.wav	16	44100	2	00:03
Victory Jingle.wav	16	44100	2	00:07