

Horror Game SFX Bundle – Dark Ambiences, Jumpscares, Creatures, Gore & Haunted Foley

FileName	Channels	Duration	Format	UCS Category	UCS SubCategory
AMBDsgn_Ancient catacomb ambience_GfxSounds_HorrorGameBundle.wav	2	00:28	48 16	AMBIENCE	DESIGNED
AMBDsgn_Ancient catacomb tension ambience_GfxSounds_HorrorGameBundle.wav	2	00:28	48 16	AMBIENCE	DESIGNED
AMBDsgn_Creepy victorian mansion ambience_GfxSounds_HorrorGameBundle.wav	2	00:29	48 16	AMBIENCE	DESIGNED
AMBDsgn_Creepy victorian mansion tension ambience_GfxSounds_HorrorGameBundle.wav	2	00:29	48 16	AMBIENCE	DESIGNED
AMBDsgn_Cryptic sinister library ambience_GfxSounds_HorrorGameBundle.wav	2	00:29	48 16	AMBIENCE	DESIGNED
AMBDsgn_Cryptic sinister library tension ambience_GfxSounds_HorrorGameBundle.wav	2	00:26	48 16	AMBIENCE	DESIGNED
AMBDsgn_Dark ambience 2_GfxSounds_HorrorGameBundle.wav	2	00:59	96 24	AMBIENCE	DESIGNED
AMBDsgn_Dark ambience 3_GfxSounds_HorrorGameBundle.wav	2	00:58	96 24	AMBIENCE	DESIGNED
AMBDsgn_Dark ambience 4_GfxSounds_HorrorGameBundle.wav	2	00:54	96 24	AMBIENCE	DESIGNED
AMBDsgn_Dark ambience 5_GfxSounds_HorrorGameBundle.wav	2	01:50	96 24	AMBIENCE	DESIGNED
AMBDsgn_Dark ambience 6_GfxSounds_HorrorGameBundle.wav	2	03:12	96 24	AMBIENCE	DESIGNED
AMBDsgn_Dark ambience 7_GfxSounds_HorrorGameBundle.wav	2	03:18	96 24	AMBIENCE	DESIGNED
AMBDsgn_Dark ambience 8_GfxSounds_HorrorGameBundle.wav	2	03:12	96 24	AMBIENCE	DESIGNED
AMBDsgn_Dark ambience 9_GfxSounds_HorrorGameBundle.wav	2	02:35	96 24	AMBIENCE	DESIGNED
AMBDsgn_Dark ambience 10_GfxSounds_HorrorGameBundle.wav	2	02:35	96 24	AMBIENCE	DESIGNED
AMBDsgn_Dark ambience 11_GfxSounds_HorrorGameBundle.wav	2	02:43	96 24	AMBIENCE	DESIGNED
AMBDsgn_Dark ambience 12_GfxSounds_HorrorGameBundle.wav	2	02:42	96 24	AMBIENCE	DESIGNED
AMBDsgn_Dark ambience 13_GfxSounds_HorrorGameBundle.wav	2	02:42	96 24	AMBIENCE	DESIGNED
AMBDsgn_Dark ambience 14_GfxSounds_HorrorGameBundle.wav	2	02:43	96 24	AMBIENCE	DESIGNED
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AMBDsgn_Dark drone 2_GfxSounds_HorrorGameBundle.wav	2	00:40	44 16	AMBIENCE	DESIGNED
AMBDsgn_Dark drone_GfxSounds_HorrorGameBundle.wav	2	00:28	44 16	AMBIENCE	DESIGNED
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AMBDsgn_Foggy graveyard dark ambience_GfxSounds_HorrorGameBundle.wav	2	00:29	48 16	AMBIENCE	DESIGNED
AMBDsgn_Foggy graveyard tension ambience_GfxSounds_HorrorGameBundle.wav	2	00:27	48 16	AMBIENCE	DESIGNED
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AMBDsgn_Ghostly presence_GfxSounds_HorrorGameBundle.wav	2	00:12	48 16	AMBIENCE	DESIGNED
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CHAINImpt_Chain drop hard_GfxSounds_HorrorGameBundle.wav	2	00:01	48 16	CHAINS	IMPACT
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CHAINMvmt_Heavy chain drag_GfxSounds_HorrorGameBundle.wav	2	00:01	48 16	CHAINS	MOVEMENT
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COMRadio_Radio cassette insert 3_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	COMMUNICATIONS	RADIO
COMRadio_Radio cassette insert 4_GfxSounds_HorrorGameBundle.wav	2	00:02	48 24	COMMUNICATIONS	RADIO
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COMRadio_Radio interference_GfxSounds_HorrorGameBundle.wav	2	00:01	48 16	COMMUNICATIONS	RADIO
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COMStatic_Radio static 3_GfxSounds_HorrorGameBundle.wav	2	00:11	48 24	COMMUNICATIONS	STATIC
COMStatic_Radio static 4_GfxSounds_HorrorGameBundle.wav	2	00:18	48 24	COMMUNICATIONS	STATIC
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COMTran_Walkie talkie power beep 3_GfxSounds_HorrorGameBundle.wav	2	00:01	48 16	COMMUNICATIONS	TRANSCIVER
COMTran_Walkie talkie power beep 4_GfxSounds_HorrorGameBundle.wav	2	00:01	48 16	COMMUNICATIONS	TRANSCIVER
COMTran_Walkie talkie power beep 5_GfxSounds_HorrorGameBundle.wav	2	00:01	48 16	COMMUNICATIONS	TRANSCIVER
COMTran_Walkie talkie power beep 6_GfxSounds_HorrorGameBundle.wav	2	00:01	48 16	COMMUNICATIONS	TRANSCIVER
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COMTran_Walkie talkie power beep_GfxSounds_HorrorGameBundle.wav	2	00:01	48 16	COMMUNICATIONS	TRANSCIVER
COMTran_Walkie talkie power static_GfxSounds_HorrorGameBundle.wav	2	00:12	48 16	COMMUNICATIONS	TRANSCIVER
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COMType_Typeewriter typing 4_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	COMMUNICATIONS	TYPEWRITER
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COMType_Typeewriter typing 9_GfxSounds_HorrorGameBundle.wav	2	00:02	44 16	COMMUNICATIONS	TYPEWRITER
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CREABeast_Beast death pain_GfxSounds_HorrorGameBundle.wav	2	00:03	48 16	CREATURES	BEAST
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CREABeast_Beast growling_GfxSounds_HorrorGameBundle.wav	2	00:06	48 16	CREATURES	BEAST
CREABeast_Beast roar 2_GfxSounds_HorrorGameBundle.wav	2	00:04	48 16	CREATURES	BEAST
CREABeast_Beast roar_GfxSounds_HorrorGameBundle.wav	2	00:03	48 16	CREATURES	BEAST
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CREAEthr_Ghostly breath 3_GfxSounds_HorrorGameBundle.wav	2	00:05	44 16	CREATURES	ETHEREAL
CREAEthr_Ghostly breath_GfxSounds_HorrorGameBundle.wav	2	00:05	44 16	CREATURES	ETHEREAL
CREAEthr_Haunted voice 2_GfxSounds_HorrorGameBundle.wav	2	00:10	96 24	CREATURES	ETHEREAL
CREAEthr_Haunted voice 3_GfxSounds_HorrorGameBundle.wav	2	00:10	96 24	CREATURES	ETHEREAL
CREAEthr_Haunted voice 4_GfxSounds_HorrorGameBundle.wav	2	00:11	96 24	CREATURES	ETHEREAL
CREAEthr_Haunted voice 5_GfxSounds_HorrorGameBundle.wav	2	00:11	96 24	CREATURES	ETHEREAL
CREAEthr_Haunted voice 6_GfxSounds_HorrorGameBundle.wav	2	00:10	96 24	CREATURES	ETHEREAL
CREAEthr_Haunted voice 7_GfxSounds_HorrorGameBundle.wav	2	00:12	96 24	CREATURES	ETHEREAL
CREAEthr_Haunted voice 8_GfxSounds_HorrorGameBundle.wav	2	00:12	96 24	CREATURES	ETHEREAL
CREAEthr_Haunted voice 9_GfxSounds_HorrorGameBundle.wav	2	00:12	96 24	CREATURES	ETHEREAL
CREAEthr_Haunted voice 10_GfxSounds_HorrorGameBundle.wav	2	00:14	96 24	CREATURES	ETHEREAL
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CREAEthr_Haunted voice 12_GfxSounds_HorrorGameBundle.wav	2	00:13	96 24	CREATURES	ETHEREAL
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CREAEthr_Haunted voice 14_GfxSounds_HorrorGameBundle.wav	2	00:12	96 24	CREATURES	ETHEREAL

CREAEthr_Haunted voice 15_GfxSounds_HorrorGameBundle.wav	2	00:12	96 24	CREATURES	ETHEREAL
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CREAEthr_Haunted voice 25_GfxSounds_HorrorGameBundle.wav	2	00:18	96 24	CREATURES	ETHEREAL
CREAEthr_Haunted voice_GfxSounds_HorrorGameBundle.wav	2	00:10	96 24	CREATURES	ETHEREAL
CREAEthr_Slow ghost pass 2_GfxSounds_HorrorGameBundle.wav	2	00:04	44 16	CREATURES	ETHEREAL
CREAEthr_Slow ghost pass_GfxSounds_HorrorGameBundle.wav	2	00:05	44 16	CREATURES	ETHEREAL
CREAInsc_Insect monster call 2_GfxSounds_HorrorGameBundle.wav	2	00:01	48 16	CREATURES	INSECTOID
CREAInsc_Insect monster call_GfxSounds_HorrorGameBundle.wav	2	00:01	48 16	CREATURES	INSECTOID
CREAInsc_Insect monster chirping 2_GfxSounds_HorrorGameBundle.wav	2	00:02	48 16	CREATURES	INSECTOID
CREAInsc_Insect monster chirping_GfxSounds_HorrorGameBundle.wav	2	00:02	48 16	CREATURES	INSECTOID
CREAInsc_Insect monster flying wings 2_GfxSounds_HorrorGameBundle.wav	2	00:02	48 16	CREATURES	INSECTOID
CREAInsc_Insect monster flying wings 3_GfxSounds_HorrorGameBundle.wav	2	00:02	48 16	CREATURES	INSECTOID
CREAInsc_Insect monster flying wings_GfxSounds_HorrorGameBundle.wav	2	00:02	48 16	CREATURES	INSECTOID
CREAInsc_Insect monster scuttling tiny movement 2_GfxSounds_HorrorGameBundle.wav	2	00:02	48 16	CREATURES	INSECTOID
CREAInsc_Insect monster scuttling tiny movement 3_GfxSounds_HorrorGameBundle.wav	2	00:02	48 16	CREATURES	INSECTOID
CREAInsc_Insect monster scuttling tiny movement_GfxSounds_HorrorGameBundle.wav	2	00:02	48 16	CREATURES	INSECTOID
CREAMnstr_Monster attack 2_GfxSounds_HorrorGameBundle.wav	2	00:01	48 16	CREATURES	MONSTER
CREAMnstr_Monster attack 3_GfxSounds_HorrorGameBundle.wav	2	00:02	48 16	CREATURES	MONSTER
CREAMnstr_Monster attack_GfxSounds_HorrorGameBundle.wav	2	00:02	48 16	CREATURES	MONSTER
CREAMnstr_Monster death_GfxSounds_HorrorGameBundle.wav	2	00:01	48 16	CREATURES	MONSTER
CREAMnstr_Monster growl_GfxSounds_HorrorGameBundle.wav	2	00:02	48 16	CREATURES	MONSTER
CREAMnstr_Monster hiss 2_GfxSounds_HorrorGameBundle.wav	2	00:01	48 16	CREATURES	MONSTER
CREAMnstr_Monster hiss_GfxSounds_HorrorGameBundle.wav	2	00:01	48 16	CREATURES	MONSTER
CREAMnstr_Monster pain_GfxSounds_HorrorGameBundle.wav	2	00:01	48 16	CREATURES	MONSTER
DIRTCrsh_Dirt crack debris 2_GfxSounds_HorrorGameBundle.wav	2	00:01	48 16	DIRT & SAND	CRASH & DEBRIS

DIRTCrsh_Dirt crack debris_GfxSounds_HorrorGameBundle.wav	2	00:02	48 16	DIRT & SAND	CRASH & DEBRIS
DIRTCrsh_Small debris fall 2_GfxSounds_HorrorGameBundle.wav	2	00:04	48 16	DIRT & SAND	CRASH & DEBRIS
DIRTCrsh_Small debris fall 3_GfxSounds_HorrorGameBundle.wav	2	00:04	48 24	DIRT & SAND	CRASH & DEBRIS
DIRTCrsh_Small debris fall_GfxSounds_HorrorGameBundle.wav	2	00:02	48 16	DIRT & SAND	CRASH & DEBRIS
DIRTDust_Dirt dust wood fall 2_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	DIRT & SAND	DUST
DIRTDust_Dirt dust wood fall 3_GfxSounds_HorrorGameBundle.wav	2	00:02	48 24	DIRT & SAND	DUST
DIRTDust_Dirt dust wood fall_GfxSounds_HorrorGameBundle.wav	2	00:02	48 24	DIRT & SAND	DUST
DOORCreak_Slow squeaky door_GfxSounds_HorrorGameBundle.wav	2	00:02	44 16	DOORS	CREAK
DOORCreak_Squeaky wood door 2_GfxSounds_HorrorGameBundle.wav	2	00:09	96 24	DOORS	CREAK
DOORCreak_Squeaky wood door_GfxSounds_HorrorGameBundle.wav	2	00:03	96 24	DOORS	CREAK
DOORKnck_Hard door knock 2_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	DOORS	KNOCK
DOORKnck_Hard door knock_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	DOORS	KNOCK
DOORKnck_Soft door knocks 2_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	DOORS	KNOCK
DOORKnck_Soft door knocks_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	DOORS	KNOCK
DOORMetl_Metal door open_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	DOORS	METAL
DOORMetl_Metal door slam 2_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	DOORS	METAL
DOORMetl_Metal door slam 3_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	DOORS	METAL
DOORMetl_Metal door slam_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	DOORS	METAL
DOORWood_Cottage door close_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	DOORS	WOOD
DOORWood_Cottage door open_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	DOORS	WOOD
DOORWood_Heavy cottage door close_GfxSounds_HorrorGameBundle.wav	2	00:02	48 24	DOORS	WOOD
DOORWood_Heavy cottage door open_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	DOORS	WOOD
DOORWood_House door close_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	DOORS	WOOD
DOORWood_House door open_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	DOORS	WOOD
DOORWood_Wood door slam 2_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	DOORS	WOOD
DOORWood_Wood door slam_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	DOORS	WOOD
DOORWood_Wooden door close_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	DOORS	WOOD
DOORWood_Wooden door open 2_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	DOORS	WOOD
DOORWood_Wooden door open_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	DOORS	WOOD
DSGNBram_Cinematic braam hit 2_GfxSounds_HorrorGameBundle.wav	2	00:10	48 24	DESIGNED	BRAAM
DSGNBram_Cinematic braam hit 3_GfxSounds_HorrorGameBundle.wav	2	00:10	48 24	DESIGNED	BRAAM
DSGNBram_Cinematic braam hit 4_GfxSounds_HorrorGameBundle.wav	2	00:08	48 24	DESIGNED	BRAAM
DSGNBram_Cinematic braam hit 5_GfxSounds_HorrorGameBundle.wav	2	00:09	48 24	DESIGNED	BRAAM

DSGNBram_Cinematic braam hit 6_GfxSounds_HorrorGameBundle.wav	2	00:09	48 24	DESIGNED	BRAAM
DSGNBram_Cinematic braam hit_GfxSounds_HorrorGameBundle.wav	2	00:10	48 24	DESIGNED	BRAAM
DSGNMorph_Dark transition 2_GfxSounds_HorrorGameBundle.wav	2	00:07	96 24	DESIGNED	MORPH
DSGNMorph_Dark transition 3_GfxSounds_HorrorGameBundle.wav	2	00:08	96 24	DESIGNED	MORPH
DSGNMorph_Dark transition 4_GfxSounds_HorrorGameBundle.wav	2	00:07	96 24	DESIGNED	MORPH
DSGNMorph_Dark transition 5_GfxSounds_HorrorGameBundle.wav	2	00:07	96 24	DESIGNED	MORPH
DSGNMorph_Dark transition 6_GfxSounds_HorrorGameBundle.wav	2	00:07	96 24	DESIGNED	MORPH
DSGNMorph_Dark transition 7_GfxSounds_HorrorGameBundle.wav	2	00:07	96 24	DESIGNED	MORPH
DSGNMorph_Dark transition 8_GfxSounds_HorrorGameBundle.wav	2	00:11	96 24	DESIGNED	MORPH
DSGNMorph_Dark transition 9_GfxSounds_HorrorGameBundle.wav	2	00:08	96 24	DESIGNED	MORPH
DSGNMorph_Dark transition 10_GfxSounds_HorrorGameBundle.wav	2	00:03	96 24	DESIGNED	MORPH
DSGNMorph_Dark transition 11_GfxSounds_HorrorGameBundle.wav	2	00:03	96 24	DESIGNED	MORPH
DSGNMorph_Dark transition 12_GfxSounds_HorrorGameBundle.wav	2	00:04	96 24	DESIGNED	MORPH
DSGNMorph_Dark transition 13_GfxSounds_HorrorGameBundle.wav	2	00:04	96 24	DESIGNED	MORPH
DSGNMorph_Dark transition_GfxSounds_HorrorGameBundle.wav	2	00:06	96 24	DESIGNED	MORPH
DSGNRise_Cinematic tension riser 2_GfxSounds_HorrorGameBundle.wav	2	00:10	48 16	DESIGNED	RISER
DSGNRise_Cinematic tension riser 3_GfxSounds_HorrorGameBundle.wav	2	00:09	48 16	DESIGNED	RISER
DSGNRise_Cinematic tension riser_GfxSounds_HorrorGameBundle.wav	2	00:07	48 16	DESIGNED	RISER
DSGNRise_Dark suspense riser 2_GfxSounds_HorrorGameBundle.wav	2	00:15	48 24	DESIGNED	RISER
DSGNRise_Dark suspense riser 3_GfxSounds_HorrorGameBundle.wav	2	00:06	48 24	DESIGNED	RISER
DSGNRise_Dark suspense riser 4_GfxSounds_HorrorGameBundle.wav	2	00:08	48 24	DESIGNED	RISER
DSGNRise_Dark suspense riser 5_GfxSounds_HorrorGameBundle.wav	2	00:08	48 24	DESIGNED	RISER
DSGNRise_Dark suspense riser 6_GfxSounds_HorrorGameBundle.wav	2	00:03	48 24	DESIGNED	RISER
DSGNRise_Dark suspense riser 7_GfxSounds_HorrorGameBundle.wav	2	00:02	48 24	DESIGNED	RISER
DSGNRise_Dark suspense riser_GfxSounds_HorrorGameBundle.wav	2	00:02	48 24	DESIGNED	RISER
DSGNRise_String riser 2_GfxSounds_HorrorGameBundle.wav	2	00:10	48 16	DESIGNED	RISER
DSGNRise_String riser 3_GfxSounds_HorrorGameBundle.wav	2	00:11	48 16	DESIGNED	RISER
DSGNRise_String riser 4_GfxSounds_HorrorGameBundle.wav	2	00:05	48 16	DESIGNED	RISER
DSGNRise_String riser_GfxSounds_HorrorGameBundle.wav	2	00:07	48 16	DESIGNED	RISER
DSGNRise_String suspense build 2_GfxSounds_HorrorGameBundle.wav	2	00:09	48 16	DESIGNED	RISER
DSGNRise_String suspense build 3_GfxSounds_HorrorGameBundle.wav	2	00:09	48 16	DESIGNED	RISER
DSGNRise_String suspense build_GfxSounds_HorrorGameBundle.wav	2	00:05	48 16	DESIGNED	RISER
DSGNRise_Tension riser 2_GfxSounds_HorrorGameBundle.wav	2	00:04	48 16	DESIGNED	RISER

DSGNRise_Tension riser_GfxSounds_HorrorGameBundle.wav	2	00:05	48 16	DESIGNED	RISER
DSGNRise_Trailer tension build 2_GfxSounds_HorrorGameBundle.wav	2	00:06	48 16	DESIGNED	RISER
DSGNRise_Trailer tension build 3_GfxSounds_HorrorGameBundle.wav	2	00:05	48 16	DESIGNED	RISER
DSGNRise_Trailer tension build_GfxSounds_HorrorGameBundle.wav	2	00:08	48 16	DESIGNED	RISER
DSGNStngr_Dramatic scare impact 2_GfxSounds_HorrorGameBundle.wav	2	00:10	48 24	DESIGNED	STINGER
DSGNStngr_Dramatic scare impact 3_GfxSounds_HorrorGameBundle.wav	2	00:07	48 24	DESIGNED	STINGER
DSGNStngr_Dramatic scare impact 4_GfxSounds_HorrorGameBundle.wav	2	00:06	48 24	DESIGNED	STINGER
DSGNStngr_Dramatic scare impact 5_GfxSounds_HorrorGameBundle.wav	2	00:06	48 24	DESIGNED	STINGER
DSGNStngr_Dramatic scare impact_GfxSounds_HorrorGameBundle.wav	2	00:07	48 24	DESIGNED	STINGER
DSGNStngr_Eerie hiss accent 2_GfxSounds_HorrorGameBundle.wav	2	00:03	48 16	DESIGNED	STINGER
DSGNStngr_Eerie hiss accent 3_GfxSounds_HorrorGameBundle.wav	2	00:04	48 16	DESIGNED	STINGER
DSGNStngr_Eerie hiss accent 4_GfxSounds_HorrorGameBundle.wav	2	00:02	48 16	DESIGNED	STINGER
DSGNStngr_Eerie hiss accent 5_GfxSounds_HorrorGameBundle.wav	2	00:03	48 16	DESIGNED	STINGER
DSGNStngr_Eerie hiss accent 6_GfxSounds_HorrorGameBundle.wav	2	00:03	48 16	DESIGNED	STINGER
DSGNStngr_Eerie hiss accent_GfxSounds_HorrorGameBundle.wav	2	00:04	48 16	DESIGNED	STINGER
DSGNStngr_Ghost pass accent_GfxSounds_HorrorGameBundle.wav	2	00:03	44 16	DESIGNED	STINGER
DSGNStngr_Granular jumpscare impact 2_GfxSounds_HorrorGameBundle.wav	2	00:05	48 16	DESIGNED	STINGER
DSGNStngr_Granular jumpscare impact 3_GfxSounds_HorrorGameBundle.wav	2	00:04	48 16	DESIGNED	STINGER
DSGNStngr_Granular jumpscare impact_GfxSounds_HorrorGameBundle.wav	2	00:04	48 16	DESIGNED	STINGER
DSGNStngr_Jumpscare horror 2_GfxSounds_HorrorGameBundle.wav	2	00:06	48 16	DESIGNED	STINGER
DSGNStngr_Jumpscare horror 3_GfxSounds_HorrorGameBundle.wav	2	00:05	48 16	DESIGNED	STINGER
DSGNStngr_Jumpscare horror 4_GfxSounds_HorrorGameBundle.wav	2	00:04	48 16	DESIGNED	STINGER
DSGNStngr_Jumpscare horror_GfxSounds_HorrorGameBundle.wav	2	00:06	48 16	DESIGNED	STINGER
DSGNStngr_Short jumpscare accent 2_GfxSounds_HorrorGameBundle.wav	2	00:03	48 16	DESIGNED	STINGER
DSGNStngr_Short jumpscare accent 3_GfxSounds_HorrorGameBundle.wav	2	00:02	48 16	DESIGNED	STINGER
DSGNStngr_Short jumpscare accent_GfxSounds_HorrorGameBundle.wav	2	00:03	48 16	DESIGNED	STINGER
DSGNStngr_Suspense accent 2_GfxSounds_HorrorGameBundle.wav	2	00:08	48 16	DESIGNED	STINGER
DSGNStngr_Suspense accent_GfxSounds_HorrorGameBundle.wav	2	00:06	48 16	DESIGNED	STINGER
DSGNWhsh_Suspense whoosh impact_GfxSounds_HorrorGameBundle.wav	2	00:07	44 16	DESIGNED	WHOOSH
DSGNWhsh_Whisper whoosh transition 2_GfxSounds_HorrorGameBundle.wav	2	00:15	48 24	DESIGNED	WHOOSH
DSGNWhsh_Whisper whoosh transition 3_GfxSounds_HorrorGameBundle.wav	2	00:07	48 24	DESIGNED	WHOOSH
DSGNWhsh_Whisper whoosh transition 4_GfxSounds_HorrorGameBundle.wav	2	00:12	48 24	DESIGNED	WHOOSH
DSGNWhsh_Whisper whoosh transition 5_GfxSounds_HorrorGameBundle.wav	2	00:04	48 24	DESIGNED	WHOOSH

DSGNWhsh_Whisper whoosh transition_GfxSounds_HorrorGameBundle.wav	2	00:07	48 24	DESIGNED	WHOOSH
ELECArc_Broken lamp buzz 2_GfxSounds_HorrorGameBundle.wav	2	00:30	48 24	ELECTRICITY	ARC
ELECArc_Broken lamp buzz 3_GfxSounds_HorrorGameBundle.wav	2	00:34	48 24	ELECTRICITY	ARC
ELECArc_Broken lamp buzz 4_GfxSounds_HorrorGameBundle.wav	2	00:44	48 24	ELECTRICITY	ARC
ELECArc_Broken lamp buzz_GfxSounds_HorrorGameBundle.wav	2	00:23	48 24	ELECTRICITY	ARC
ELECArc_Neon buzz flicker 2_GfxSounds_HorrorGameBundle.wav	2	00:29	48 24	ELECTRICITY	ARC
ELECArc_Neon buzz flicker 3_GfxSounds_HorrorGameBundle.wav	2	00:17	48 24	ELECTRICITY	ARC
ELECArc_Neon buzz flicker 4_GfxSounds_HorrorGameBundle.wav	2	00:17	48 24	ELECTRICITY	ARC
ELECArc_Neon buzz flicker 5_GfxSounds_HorrorGameBundle.wav	2	00:24	48 24	ELECTRICITY	ARC
ELECArc_Neon buzz flicker_GfxSounds_HorrorGameBundle.wav	2	00:24	48 24	ELECTRICITY	ARC
ELECMisc_Electrical plug insert 2_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	ELECTRICITY	MISC
ELECMisc_Electrical plug insert 3_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	ELECTRICITY	MISC
ELECMisc_Electrical plug insert_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	ELECTRICITY	MISC
FEETHmn_Carpet footsteps jump 2_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FOOTSTEPS	HUMAN
FEETHmn_Carpet footsteps jump 3_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FOOTSTEPS	HUMAN
FEETHmn_Carpet footsteps jump 4_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FOOTSTEPS	HUMAN
FEETHmn_Carpet footsteps jump 5_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FOOTSTEPS	HUMAN
FEETHmn_Carpet footsteps jump_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FOOTSTEPS	HUMAN
FEETHmn_Carpet footsteps walk 2_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FOOTSTEPS	HUMAN
FEETHmn_Carpet footsteps walk 3_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FOOTSTEPS	HUMAN
FEETHmn_Carpet footsteps walk 4_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FOOTSTEPS	HUMAN
FEETHmn_Carpet footsteps walk 5_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FOOTSTEPS	HUMAN
FEETHmn_Carpet footsteps walk_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FOOTSTEPS	HUMAN
FEETHmn_Concrete footsteps jump 2_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FOOTSTEPS	HUMAN
FEETHmn_Concrete footsteps jump 3_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FOOTSTEPS	HUMAN
FEETHmn_Concrete footsteps jump 4_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FOOTSTEPS	HUMAN
FEETHmn_Concrete footsteps jump 5_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FOOTSTEPS	HUMAN
FEETHmn_Concrete footsteps jump_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FOOTSTEPS	HUMAN
FEETHmn_Concrete footsteps walk 2_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FOOTSTEPS	HUMAN
FEETHmn_Concrete footsteps walk 3_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FOOTSTEPS	HUMAN
FEETHmn_Concrete footsteps walk 4_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FOOTSTEPS	HUMAN
FEETHmn_Concrete footsteps walk 5_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FOOTSTEPS	HUMAN
FEETHmn_Concrete footsteps walk_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FOOTSTEPS	HUMAN

[illegible]

[illegible]

[illegible]

FEETHmn_Water footsteps walk_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FOOTSTEPS	HUMAN
FEETHmn_Wood footsteps jump 2_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FOOTSTEPS	HUMAN
FEETHmn_Wood footsteps jump 3_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FOOTSTEPS	HUMAN
FEETHmn_Wood footsteps jump 4_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FOOTSTEPS	HUMAN
FEETHmn_Wood footsteps jump 5_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FOOTSTEPS	HUMAN
FEETHmn_Wood footsteps jump_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FOOTSTEPS	HUMAN
FEETHmn_Wood footsteps walk 2_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FOOTSTEPS	HUMAN
FEETHmn_Wood footsteps walk 3_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FOOTSTEPS	HUMAN
FEETHmn_Wood footsteps walk 4_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FOOTSTEPS	HUMAN
FEETHmn_Wood footsteps walk 5_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FOOTSTEPS	HUMAN
FEETHmn_Wood footsteps walk_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FOOTSTEPS	HUMAN
FGHTBf_Concrete body fall 2_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FIGHT	BODYFALL
FGHTBf_Concrete body fall_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FIGHT	BODYFALL
FGHTBf_Grass body fall 2_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FIGHT	BODYFALL
FGHTBf_Grass body fall_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FIGHT	BODYFALL
FGHTBf_Gravel body fall 2_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FIGHT	BODYFALL
FGHTBf_Gravel body fall_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FIGHT	BODYFALL
FGHTBf_Leaf body fall 2_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FIGHT	BODYFALL
FGHTBf_Leaf body fall_GfxSounds_HorrorGameBundle.wav	2	00:02	96 24	FIGHT	BODYFALL
FGHTBf_Mud body fall 2_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FIGHT	BODYFALL
FGHTBf_Mud body fall_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FIGHT	BODYFALL
FGHTBf_Sand body fall 2_GfxSounds_HorrorGameBundle.wav	2	00:02	96 24	FIGHT	BODYFALL
FGHTBf_Sand body fall_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FIGHT	BODYFALL
FGHTBf_Snow body fall 2_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FIGHT	BODYFALL
FGHTBf_Snow body fall_GfxSounds_HorrorGameBundle.wav	2	00:02	96 24	FIGHT	BODYFALL
FGHTBf_Water body fall 2_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FIGHT	BODYFALL
FGHTBf_Water body fall_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FIGHT	BODYFALL
FGHTBf_Wood body fall 2_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FIGHT	BODYFALL
FGHTBf_Wood body fall_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FIGHT	BODYFALL
FGHTImpt_Bloody body hit 2_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	FIGHT	IMPACT
FGHTImpt_Bloody body hit 3_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	FIGHT	IMPACT
FGHTImpt_Bloody body hit 4_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	FIGHT	IMPACT
FGHTImpt_Bloody body hit_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	FIGHT	IMPACT

FGHTImpt_Dry punch impact 2_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FIGHT	IMPACT
FGHTImpt_Dry punch impact 3_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FIGHT	IMPACT
FGHTImpt_Dry punch impact 4_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FIGHT	IMPACT
FGHTImpt_Dry punch impact_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FIGHT	IMPACT
FGHTImpt_Hard punch impact 2_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FIGHT	IMPACT
FGHTImpt_Hard punch impact 3_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FIGHT	IMPACT
FGHTImpt_Hard punch impact 4_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FIGHT	IMPACT
FGHTImpt_Hard punch impact 5_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FIGHT	IMPACT
FGHTImpt_Hard punch impact 6_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FIGHT	IMPACT
FGHTImpt_Hard punch impact 7_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FIGHT	IMPACT
FGHTImpt_Hard punch impact 8_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FIGHT	IMPACT
FGHTImpt_Hard punch impact_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FIGHT	IMPACT
FGHTImpt_Slap impact 2_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FIGHT	IMPACT
FGHTImpt_Slap impact 3_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FIGHT	IMPACT
FGHTImpt_Slap impact 4_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FIGHT	IMPACT
FGHTImpt_Slap impact 5_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FIGHT	IMPACT
FGHTImpt_Slap impact 6_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FIGHT	IMPACT
FGHTImpt_Slap impact 7_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FIGHT	IMPACT
FGHTImpt_Slap impact 8_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FIGHT	IMPACT
FGHTImpt_Slap impact_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FIGHT	IMPACT
FGHTImpt_Wet punch impact 2_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FIGHT	IMPACT
FGHTImpt_Wet punch impact 3_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FIGHT	IMPACT
FGHTImpt_Wet punch impact 4_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FIGHT	IMPACT
FGHTImpt_Wet punch impact 5_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FIGHT	IMPACT
FGHTImpt_Wet punch impact 6_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FIGHT	IMPACT
FGHTImpt_Wet punch impact 7_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FIGHT	IMPACT
FGHTImpt_Wet punch impact_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	FIGHT	IMPACT
FIRETrch_Burning torch extinguish fire_GfxSounds_HorrorGameBundle.wav	2	00:03	44 16	FIRE	TORCH
FIRETrch_Burning torch fire crackling_GfxSounds_HorrorGameBundle.wav	2	00:08	44 16	FIRE	TORCH
FIRETrch_Burning torch hand movement 2_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	FIRE	TORCH
FIRETrch_Burning torch hand movement_GfxSounds_HorrorGameBundle.wav	2	00:02	44 16	FIRE	TORCH
FIRETrch_Burning torch lighting_GfxSounds_HorrorGameBundle.wav	2	00:08	44 16	FIRE	TORCH
GLASBrk_Heavy window break 2_GfxSounds_HorrorGameBundle.wav	2	00:02	44 16	GLASS	BREAK

GLASBrk_Heavy window break_GfxSounds_HorrorGameBundle.wav	2	00:03	44 16	GLASS	BREAK
GLASBrk_Lightbulb shatter 2_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Lightbulb shatter 3_GfxSounds_HorrorGameBundle.wav	2	00:02	48 24	GLASS	BREAK
GLASBrk_Lightbulb shatter 4_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Lightbulb shatter 5_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Lightbulb shatter 6_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Lightbulb shatter 7_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Lightbulb shatter_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	GLASS	BREAK
GLASBrk_Window glass smash 2_GfxSounds_HorrorGameBundle.wav	2	00:04	48 24	GLASS	BREAK
GLASBrk_Window glass smash_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	GLASS	BREAK
GLASCrsh_Deep glass hit 2_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Deep glass hit 3_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Deep glass hit_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Glass bottle break 2_GfxSounds_HorrorGameBundle.wav	2	00:03	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Glass bottle break_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Glass breaking small 2_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	GLASS	CRASH & DEBRIS
GLASCrsh_Glass breaking small 3_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	GLASS	CRASH & DEBRIS
GLASCrsh_Glass breaking small_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	GLASS	CRASH & DEBRIS
GLASCrsh_Glass crash reverb_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	GLASS	CRASH & DEBRIS
GLASCrsh_Glass hard impact 2_GfxSounds_HorrorGameBundle.wav	2	00:02	44 16	GLASS	CRASH & DEBRIS
GLASCrsh_Glass hard impact 3_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	GLASS	CRASH & DEBRIS
GLASCrsh_Glass hard impact 4_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	GLASS	CRASH & DEBRIS
GLASCrsh_Glass hard impact_GfxSounds_HorrorGameBundle.wav	2	00:02	44 16	GLASS	CRASH & DEBRIS
GLASCrsh_Glass hit no break 2_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Glass hit no break 3_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Glass hit no break_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	GLASS	CRASH & DEBRIS
GLASCrsh_Glass pressure break 2_GfxSounds_HorrorGameBundle.wav	2	00:07	48 16	GLASS	CRASH & DEBRIS
GLASCrsh_Glass pressure break_GfxSounds_HorrorGameBundle.wav	2	00:03	48 16	GLASS	CRASH & DEBRIS
GLASCrsh_Glass shard smash 2_GfxSounds_HorrorGameBundle.wav	2	00:02	44 16	GLASS	CRASH & DEBRIS
GLASCrsh_Glass shard smash_GfxSounds_HorrorGameBundle.wav	2	00:02	44 16	GLASS	CRASH & DEBRIS
GLASCrsh_Metal glass shatter_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	GLASS	CRASH & DEBRIS
GLASFric_Glass friction movement_GfxSounds_HorrorGameBundle.wav	2	00:04	48 16	GLASS	FRICTION
GLASFric_Glass shard debris 2_GfxSounds_HorrorGameBundle.wav	2	00:02	48 24	GLASS	FRICTION

GLASFrict_Glass shard debris 3_GfxSounds_HorrorGameBundle.wav	2	00:03	48 24	GLASS	FRICTION
GLASFrict_Glass shard debris_GfxSounds_HorrorGameBundle.wav	2	00:03	48 24	GLASS	FRICTION
GLASFrict_Glass shard rattle 2_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	GLASS	FRICTION
GLASFrict_Glass shard rattle 3_GfxSounds_HorrorGameBundle.wav	2	00:04	48 24	GLASS	FRICTION
GLASFrict_Glass shard rattle 4_GfxSounds_HorrorGameBundle.wav	2	00:02	48 24	GLASS	FRICTION
GLASFrict_Glass shard rattle 5_GfxSounds_HorrorGameBundle.wav	2	00:03	48 24	GLASS	FRICTION
GLASFrict_Glass shard rattle_GfxSounds_HorrorGameBundle.wav	2	00:03	48 24	GLASS	FRICTION
GLASMvmt_Glass debris rummage 2_GfxSounds_HorrorGameBundle.wav	2	00:03	48 24	GLASS	MOVEMENT
GLASMvmt_Glass debris rummage 3_GfxSounds_HorrorGameBundle.wav	2	00:03	48 24	GLASS	MOVEMENT
GLASMvmt_Glass debris rummage 4_GfxSounds_HorrorGameBundle.wav	2	00:03	48 24	GLASS	MOVEMENT
GLASMvmt_Glass debris rummage_GfxSounds_HorrorGameBundle.wav	2	00:02	48 24	GLASS	MOVEMENT
GOREBlood_Blood drip hard 2_GfxSounds_HorrorGameBundle.wav	2	00:04	96 24	GORE	BLOOD
GOREBlood_Blood drip hard 3_GfxSounds_HorrorGameBundle.wav	2	00:04	96 24	GORE	BLOOD
GOREBlood_Blood drip hard 4_GfxSounds_HorrorGameBundle.wav	2	00:05	96 24	GORE	BLOOD
GOREBlood_Blood drip hard 5_GfxSounds_HorrorGameBundle.wav	2	00:03	96 24	GORE	BLOOD
GOREBlood_Blood drip hard 6_GfxSounds_HorrorGameBundle.wav	2	00:03	96 24	GORE	BLOOD
GOREBlood_Blood drip hard 7_GfxSounds_HorrorGameBundle.wav	2	00:04	96 24	GORE	BLOOD
GOREBlood_Blood drip hard_GfxSounds_HorrorGameBundle.wav	2	00:05	96 24	GORE	BLOOD
GOREBlood_Blood drip single 2_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	GORE	BLOOD
GOREBlood_Blood drip single 3_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	GORE	BLOOD
GOREBlood_Blood drip single 4_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	GORE	BLOOD
GOREBlood_Blood drip single 5_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	GORE	BLOOD
GOREBlood_Blood drip single 6_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	GORE	BLOOD
GOREBlood_Blood drip single 7_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	GORE	BLOOD
GOREBlood_Blood drip single_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	GORE	BLOOD
GOREBlood_Blood drip soft 2_GfxSounds_HorrorGameBundle.wav	2	00:02	96 24	GORE	BLOOD
GOREBlood_Blood drip soft 3_GfxSounds_HorrorGameBundle.wav	2	00:02	96 24	GORE	BLOOD
GOREBlood_Blood drip soft 4_GfxSounds_HorrorGameBundle.wav	2	00:02	96 24	GORE	BLOOD
GOREBlood_Blood drip soft 5_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	GORE	BLOOD
GOREBlood_Blood drip soft_GfxSounds_HorrorGameBundle.wav	2	00:02	96 24	GORE	BLOOD
GOREBlood_Blood floor drip 2_GfxSounds_HorrorGameBundle.wav	2	00:02	44 16	GORE	BLOOD
GOREBlood_Blood floor drip 3_GfxSounds_HorrorGameBundle.wav	2	00:02	44 16	GORE	BLOOD
GOREBlood_Blood floor drip 4_GfxSounds_HorrorGameBundle.wav	2	00:03	44 16	GORE	BLOOD

GOREBlood_Blood floor drip_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	GORE	BLOOD
GOREBlood_Blood spill drip 2_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	GORE	BLOOD
GOREBlood_Blood spill drip_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	GORE	BLOOD
GOREBlood_Blood spit 2_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	GORE	BLOOD
GOREBlood_Blood spit_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	GORE	BLOOD
GOREBone_Bone break 2_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	GORE	BONE
GOREBone_Bone break 3_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	GORE	BONE
GOREBone_Bone break large 2_GfxSounds_HorrorGameBundle.wav	2	00:05	96 24	GORE	BONE
GOREBone_Bone break large 3_GfxSounds_HorrorGameBundle.wav	2	00:02	96 24	GORE	BONE
GOREBone_Bone break large 4_GfxSounds_HorrorGameBundle.wav	2	00:02	96 24	GORE	BONE
GOREBone_Bone break large_GfxSounds_HorrorGameBundle.wav	2	00:02	96 24	GORE	BONE
GOREBone_Bone break small 2_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	GORE	BONE
GOREBone_Bone break small 3_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	GORE	BONE
GOREBone_Bone break small 4_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	GORE	BONE
GOREBone_Bone break small_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	GORE	BONE
GOREBone_Bone break_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	GORE	BONE
GOREBone_Bone crack light 2_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	GORE	BONE
GOREBone_Bone crack light 3_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	GORE	BONE
GOREBone_Bone crack light 4_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	GORE	BONE
GOREBone_Bone crack light 5_GfxSounds_HorrorGameBundle.wav	2	00:02	44 16	GORE	BONE
GOREBone_Bone crack light_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	GORE	BONE
GOREBone_Dry skull break 2_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	GORE	BONE
GOREBone_Dry skull break 3_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	GORE	BONE
GOREBone_Dry skull break 4_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	GORE	BONE
GOREBone_Dry skull break 5_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	GORE	BONE
GOREBone_Dry skull break_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	GORE	BONE
GOREBone_Finger bone snap 2_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	GORE	BONE
GOREBone_Finger bone snap 3_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	GORE	BONE
GOREBone_Finger bone snap 4_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	GORE	BONE
GOREBone_Finger bone snap_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	GORE	BONE
GOREBone_Joint break 2_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	GORE	BONE
GOREBone_Joint break 3_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	GORE	BONE
GOREBone_Joint break 4_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	GORE	BONE

GOREBone_Joint break_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	GORE	BONE
GOREBone_Limb bone break 2_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	GORE	BONE
GOREBone_Limb bone break 3_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	GORE	BONE
GOREBone_Limb bone break_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	GORE	BONE
GOREBone_Muffled bone break_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	GORE	BONE
GOREBone_Slow bone break 2_GfxSounds_HorrorGameBundle.wav	2	00:03	44 16	GORE	BONE
GOREBone_Slow bone break 3_GfxSounds_HorrorGameBundle.wav	2	00:02	44 16	GORE	BONE
GOREBone_Slow bone break_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	GORE	BONE
GOREBone_Wet bone break 2_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	GORE	BONE
GOREBone_Wet bone break 3_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	GORE	BONE
GOREBone_Wet bone break 4_GfxSounds_HorrorGameBundle.wav	2	00:03	44 16	GORE	BONE
GOREBone_Wet bone break_GfxSounds_HorrorGameBundle.wav	2	00:02	44 16	GORE	BONE
GOREBone_Wet skull break 2_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	GORE	BONE
GOREBone_Wet skull break 3_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	GORE	BONE
GOREBone_Wet skull break 4_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	GORE	BONE
GOREBone_Wet skull break 5_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	GORE	BONE
GOREBone_Wet skull break 6_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	GORE	BONE
GOREBone_Wet skull break_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	GORE	BONE
GOREFlesh_Bloody flesh movement 2_GfxSounds_HorrorGameBundle.wav	2	00:03	48 24	GORE	FLESH
GOREFlesh_Bloody flesh movement 3_GfxSounds_HorrorGameBundle.wav	2	00:08	48 24	GORE	FLESH
GOREFlesh_Bloody flesh movement 4_GfxSounds_HorrorGameBundle.wav	2	00:08	48 24	GORE	FLESH
GOREFlesh_Bloody flesh movement_GfxSounds_HorrorGameBundle.wav	2	00:04	48 24	GORE	FLESH
GOREFlesh_Body gore 2_GfxSounds_HorrorGameBundle.wav	2	00:02	44 16	GORE	FLESH
GOREFlesh_Body gore 3_GfxSounds_HorrorGameBundle.wav	2	00:02	44 16	GORE	FLESH
GOREFlesh_Body gore_GfxSounds_HorrorGameBundle.wav	2	00:03	44 16	GORE	FLESH
GOREFlesh_Creature eating flesh 2_GfxSounds_HorrorGameBundle.wav	2	00:03	48 16	GORE	FLESH
GOREFlesh_Creature eating flesh 3_GfxSounds_HorrorGameBundle.wav	2	00:03	48 16	GORE	FLESH
GOREFlesh_Creature eating flesh_GfxSounds_HorrorGameBundle.wav	2	00:07	48 16	GORE	FLESH
GOREFlesh_Flesh drop large 2_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	GORE	FLESH
GOREFlesh_Flesh drop large 3_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	GORE	FLESH
GOREFlesh_Flesh drop large 4_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	GORE	FLESH
GOREFlesh_Flesh drop large 5_GfxSounds_HorrorGameBundle.wav	2	00:03	96 24	GORE	FLESH
GOREFlesh_Flesh drop large_GfxSounds_HorrorGameBundle.wav	2	00:03	96 24	GORE	FLESH

GOREFlesh_Flesh drop small 2_GfxSounds_HorrorGameBundle.wav	2	00:02	96 24	GORE	FLESH
GOREFlesh_Flesh drop small 3_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	GORE	FLESH
GOREFlesh_Flesh drop small 4_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	GORE	FLESH
GOREFlesh_Flesh drop small_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	GORE	FLESH
GOREFlesh_Flesh movement 2_GfxSounds_HorrorGameBundle.wav	2	00:03	96 24	GORE	FLESH
GOREFlesh_Flesh movement 3_GfxSounds_HorrorGameBundle.wav	2	00:02	96 24	GORE	FLESH
GOREFlesh_Flesh movement 4_GfxSounds_HorrorGameBundle.wav	2	00:02	96 24	GORE	FLESH
GOREFlesh_Flesh movement_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	GORE	FLESH
GOREFlesh_Gore cut 2_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	GORE	FLESH
GOREFlesh_Gore cut_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	GORE	FLESH
GORESplt_Blood fabric splatter 2_GfxSounds_HorrorGameBundle.wav	2	00:03	48 24	GORE	SPLAT
GORESplt_Blood fabric splatter_GfxSounds_HorrorGameBundle.wav	2	00:02	48 24	GORE	SPLAT
GORESplt_Blood floor splatter 2_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	GORE	SPLAT
GORESplt_Blood floor splatter_GfxSounds_HorrorGameBundle.wav	2	00:03	48 24	GORE	SPLAT
GORESplt_Blood glass splatter 2_GfxSounds_HorrorGameBundle.wav	2	00:02	48 24	GORE	SPLAT
GORESplt_Blood glass splatter_GfxSounds_HorrorGameBundle.wav	2	00:03	48 24	GORE	SPLAT
GORESplt_Blood plastic splatter 2_GfxSounds_HorrorGameBundle.wav	2	00:02	48 24	GORE	SPLAT
GORESplt_Blood plastic splatter_GfxSounds_HorrorGameBundle.wav	2	00:03	48 24	GORE	SPLAT
GORESplt_Blood small splatter 2_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	GORE	SPLAT
GORESplt_Blood small splatter_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	GORE	SPLAT
GORESplt_Blood splash large 2_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	GORE	SPLAT
GORESplt_Blood splash large 3_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	GORE	SPLAT
GORESplt_Blood splash large_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	GORE	SPLAT
GORESplt_Blood splash small 2_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	GORE	SPLAT
GORESplt_Blood splash small 3_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	GORE	SPLAT
GORESplt_Blood splash small_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	GORE	SPLAT
GORESplt_Wet flesh impact 2_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	GORE	SPLAT
GORESplt_Wet flesh impact 3_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	GORE	SPLAT
GORESplt_Wet flesh impact 4_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	GORE	SPLAT
GORESplt_Wet flesh impact 5_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	GORE	SPLAT
GORESplt_Wet flesh impact 6_GfxSounds_HorrorGameBundle.wav	2	00:02	96 24	GORE	SPLAT
GORESplt_Wet flesh impact_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	GORE	SPLAT
GORESqsh_Flesh squish 2_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	GORE	SQUISH

GORESqsh_Flesh squish 3_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	GORE	SQUISH
GORESqsh_Flesh squish 4_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	GORE	SQUISH
GORESqsh_Flesh squish 5_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	GORE	SQUISH
GORESqsh_Flesh squish 6_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	GORE	SQUISH
GORESqsh_Flesh squish 7_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	GORE	SQUISH
GORESqsh_Flesh squish_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	GORE	SQUISH
GORESqsh_Gore squirt 2_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	GORE	SQUISH
GORESqsh_Gore squirt 3_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	GORE	SQUISH
GORESqsh_Gore squirt_GfxSounds_HorrorGameBundle.wav	2	00:02	44 16	GORE	SQUISH
GORESqsh_Guts slosh 2_GfxSounds_HorrorGameBundle.wav	2	00:02	48 24	GORE	SQUISH
GORESqsh_Guts slosh 3_GfxSounds_HorrorGameBundle.wav	2	00:02	48 24	GORE	SQUISH
GORESqsh_Guts slosh 4_GfxSounds_HorrorGameBundle.wav	2	00:02	48 24	GORE	SQUISH
GORESqsh_Guts slosh 5_GfxSounds_HorrorGameBundle.wav	2	00:02	48 24	GORE	SQUISH
GORESqsh_Guts slosh 6_GfxSounds_HorrorGameBundle.wav	2	00:02	48 24	GORE	SQUISH
GORESqsh_Guts slosh 7_GfxSounds_HorrorGameBundle.wav	2	00:02	48 24	GORE	SQUISH
GORESqsh_Guts slosh_GfxSounds_HorrorGameBundle.wav	2	00:02	48 24	GORE	SQUISH
GOREStab_Knife flesh movement 2_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	GORE	STAB
GOREStab_Knife flesh movement 3_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	GORE	STAB
GOREStab_Knife flesh movement_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	GORE	STAB
GOREStab_Knife slide stab 2_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	GORE	STAB
GOREStab_Knife slide stab 3_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	GORE	STAB
GOREStab_Knife slide stab 4_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	GORE	STAB
GOREStab_Knife slide stab 5_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	GORE	STAB
GOREStab_Knife slide stab 6_GfxSounds_HorrorGameBundle.wav	2	00:02	48 24	GORE	STAB
GOREStab_Knife slide stab 7_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	GORE	STAB
GOREStab_Knife slide stab 8_GfxSounds_HorrorGameBundle.wav	2	00:02	48 24	GORE	STAB
GOREStab_Knife slide stab 9_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	GORE	STAB
GOREStab_Knife slide stab_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	GORE	STAB
GOREStab_Knife throw stab 2_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	GORE	STAB
GOREStab_Knife throw stab 3_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	GORE	STAB
GOREStab_Knife throw stab 4_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	GORE	STAB
GOREStab_Knife throw stab_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	GORE	STAB
GOREStab_Spear gore hit 2_GfxSounds_HorrorGameBundle.wav	2	00:01	48 16	GORE	STAB

GOREstab_Spear gore hit_GfxSounds_HorrorGameBundle.wav	2	00:01	48 16	GORE	STAB
GOREstab_Sword gore stab 2_GfxSounds_HorrorGameBundle.wav	2	00:01	48 16	GORE	STAB
GOREstab_Sword gore stab 3_GfxSounds_HorrorGameBundle.wav	2	00:01	48 16	GORE	STAB
GOREstab_Sword gore stab_GfxSounds_HorrorGameBundle.wav	2	00:01	48 16	GORE	STAB
GOREstab_Sword stab movement_GfxSounds_HorrorGameBundle.wav	2	00:01	48 16	GORE	STAB
MACHMech_Generator start_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	MACHINES	MECHANISM
MACHMech_Heater pressure rattle_GfxSounds_HorrorGameBundle.wav	2	00:09	48 24	MACHINES	MECHANISM
MAGElem_Earth impact large_GfxSounds_HorrorGameBundle.wav	2	00:03	48 16	MAGIC	ELEMENTAL
MAGElem_Earth impact small_GfxSounds_HorrorGameBundle.wav	2	00:02	48 16	MAGIC	ELEMENTAL
MAGElem_Earth shake spell_GfxSounds_HorrorGameBundle.wav	2	00:07	48 16	MAGIC	ELEMENTAL
MAGElem_Earth shield spell_GfxSounds_HorrorGameBundle.wav	2	00:03	48 16	MAGIC	ELEMENTAL
MAGElem_Earth terrain spell 2_GfxSounds_HorrorGameBundle.wav	2	00:11	48 16	MAGIC	ELEMENTAL
MAGElem_Earth terrain spell_GfxSounds_HorrorGameBundle.wav	2	00:02	48 16	MAGIC	ELEMENTAL
MAGElem_Fire attack double_GfxSounds_HorrorGameBundle.wav	2	00:03	48 16	MAGIC	ELEMENTAL
MAGElem_Fire attack short 2_GfxSounds_HorrorGameBundle.wav	2	00:03	48 16	MAGIC	ELEMENTAL
MAGElem_Fire attack short 3_GfxSounds_HorrorGameBundle.wav	2	00:03	48 16	MAGIC	ELEMENTAL
MAGElem_Fire attack short_GfxSounds_HorrorGameBundle.wav	2	00:01	48 16	MAGIC	ELEMENTAL
MAGElem_Fireball hit 2_GfxSounds_HorrorGameBundle.wav	2	00:01	33 16	MAGIC	ELEMENTAL
MAGElem_Fireball hit 3_GfxSounds_HorrorGameBundle.wav	2	00:02	44 16	MAGIC	ELEMENTAL
MAGElem_Fireball hit_GfxSounds_HorrorGameBundle.wav	2	00:01	33 16	MAGIC	ELEMENTAL
MAGElem_Firewall spell_GfxSounds_HorrorGameBundle.wav	2	00:04	48 16	MAGIC	ELEMENTAL
MAGEvil_Curse mark spell_GfxSounds_HorrorGameBundle.wav	2	00:02	48 16	MAGIC	EVIL
MAGEvil_Dark orb spell_GfxSounds_HorrorGameBundle.wav	2	00:03	48 16	MAGIC	EVIL
MAGEvil_Demon imp spell cast 2_GfxSounds_HorrorGameBundle.wav	2	00:04	48 24	MAGIC	EVIL
MAGEvil_Demon imp spell cast 3_GfxSounds_HorrorGameBundle.wav	2	00:03	48 24	MAGIC	EVIL
MAGEvil_Demon imp spell cast 4_GfxSounds_HorrorGameBundle.wav	2	00:05	48 24	MAGIC	EVIL
MAGEvil_Demon imp spell cast 5_GfxSounds_HorrorGameBundle.wav	2	00:05	48 24	MAGIC	EVIL
MAGEvil_Demon imp spell cast_GfxSounds_HorrorGameBundle.wav	2	00:03	48 24	MAGIC	EVIL
MAGEvil_Demon lord spell cast 2_GfxSounds_HorrorGameBundle.wav	2	00:03	48 24	MAGIC	EVIL
MAGEvil_Demon lord spell cast 3_GfxSounds_HorrorGameBundle.wav	2	00:03	48 24	MAGIC	EVIL
MAGEvil_Demon lord spell cast 4_GfxSounds_HorrorGameBundle.wav	2	00:04	48 24	MAGIC	EVIL
MAGEvil_Demon lord spell cast 5_GfxSounds_HorrorGameBundle.wav	2	00:05	48 24	MAGIC	EVIL
MAGEvil_Demon lord spell cast_GfxSounds_HorrorGameBundle.wav	2	00:03	48 24	MAGIC	EVIL

MAGEvil_Druid spell cast 2_GfxSounds_HorrorGameBundle.wav	2	00:02	28 16	MAGIC	EVIL
MAGEvil_Druid spell cast 3_GfxSounds_HorrorGameBundle.wav	2	00:03	28 16	MAGIC	EVIL
MAGEvil_Druid spell cast 4_GfxSounds_HorrorGameBundle.wav	2	00:03	28 16	MAGIC	EVIL
MAGEvil_Druid spell cast_GfxSounds_HorrorGameBundle.wav	2	00:03	28 16	MAGIC	EVIL
MAGEvil_Life drain spell_GfxSounds_HorrorGameBundle.wav	2	00:01	33 16	MAGIC	EVIL
MAGEvil_Shadow whisper spell_GfxSounds_HorrorGameBundle.wav	2	00:02	48 16	MAGIC	EVIL
MAGEvil_Sorcery cast_GfxSounds_HorrorGameBundle.wav	2	00:03	48 16	MAGIC	EVIL
MAGSpel_Arcane summon spell 2_GfxSounds_HorrorGameBundle.wav	2	00:07	48 24	MAGIC	SPELL
MAGSpel_Arcane summon spell 3_GfxSounds_HorrorGameBundle.wav	2	00:07	48 24	MAGIC	SPELL
MAGSpel_Arcane summon spell 4_GfxSounds_HorrorGameBundle.wav	2	00:12	48 24	MAGIC	SPELL
MAGSpel_Arcane summon spell_GfxSounds_HorrorGameBundle.wav	2	00:04	48 24	MAGIC	SPELL
MECHGear_Gear ticking 2_GfxSounds_HorrorGameBundle.wav	2	00:01	48 16	MECHANICAL	GEARS
MECHGear_Gear ticking 3_GfxSounds_HorrorGameBundle.wav	2	00:02	48 16	MECHANICAL	GEARS
MECHGear_Gear ticking_GfxSounds_HorrorGameBundle.wav	2	00:01	48 16	MECHANICAL	GEARS
MECHGear_Heavy gear movement 2_GfxSounds_HorrorGameBundle.wav	2	00:06	48 16	MECHANICAL	GEARS
MECHGear_Heavy gear movement 3_GfxSounds_HorrorGameBundle.wav	2	00:05	48 16	MECHANICAL	GEARS
MECHGear_Heavy gear movement 4_GfxSounds_HorrorGameBundle.wav	2	00:05	48 16	MECHANICAL	GEARS
MECHGear_Heavy gear movement 5_GfxSounds_HorrorGameBundle.wav	2	00:04	48 16	MECHANICAL	GEARS
MECHGear_Heavy gear movement_GfxSounds_HorrorGameBundle.wav	2	00:05	48 16	MECHANICAL	GEARS
MECHGear_Wooden gear mechanism 2_GfxSounds_HorrorGameBundle.wav	2	00:04	48 24	MECHANICAL	GEARS
MECHGear_Wooden gear mechanism 3_GfxSounds_HorrorGameBundle.wav	2	00:03	48 24	MECHANICAL	GEARS
MECHGear_Wooden gear mechanism_GfxSounds_HorrorGameBundle.wav	2	00:06	48 24	MECHANICAL	GEARS
MECHLock_Cottage door lock_GfxSounds_HorrorGameBundle.wav	2	00:02	48 24	MECHANICAL	LOCK
MECHLock_Door lock open 2_GfxSounds_HorrorGameBundle.wav	2	00:03	48 16	MECHANICAL	LOCK
MECHLock_Door lock open 3_GfxSounds_HorrorGameBundle.wav	2	00:04	48 16	MECHANICAL	LOCK
MECHLock_Door lock open 4_GfxSounds_HorrorGameBundle.wav	2	00:04	48 16	MECHANICAL	LOCK
MECHLock_Door lock open_GfxSounds_HorrorGameBundle.wav	2	00:04	48 16	MECHANICAL	LOCK
MECHLock_House door lock_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	MECHANICAL	LOCK
MECHLock_Key door unlock_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	MECHANICAL	LOCK
MECHLock_Metal door unlock open 2_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	MECHANICAL	LOCK
MECHLock_Metal door unlock open_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	MECHANICAL	LOCK
MECHLock_Metal lock large close 2_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	MECHANICAL	LOCK
MECHLock_Metal lock large close_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	MECHANICAL	LOCK

MECHLock_Metal lock large open 2_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	MECHANICAL	LOCK
MECHLock_Metal lock large open_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	MECHANICAL	LOCK
MECHLock_Metal lock small close 2_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	MECHANICAL	LOCK
MECHLock_Metal lock small close 3_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	MECHANICAL	LOCK
MECHLock_Metal lock small close 4_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	MECHANICAL	LOCK
MECHLock_Metal lock small close_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	MECHANICAL	LOCK
MECHLock_Metal lock small open 2_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	MECHANICAL	LOCK
MECHLock_Metal lock small open 3_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	MECHANICAL	LOCK
MECHLock_Metal lock small open 4_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	MECHANICAL	LOCK
MECHLock_Metal lock small open_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	MECHANICAL	LOCK
MECHSwch_Dynamo torch charge 2_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	MECHANICAL	SWITCH
MECHSwch_Dynamo torch charge 3_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	MECHANICAL	SWITCH
MECHSwch_Dynamo torch charge_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	MECHANICAL	SWITCH
MECHSwch_Flashlight button 2_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	MECHANICAL	SWITCH
MECHSwch_Flashlight button 3_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	MECHANICAL	SWITCH
MECHSwch_Flashlight button 4_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	MECHANICAL	SWITCH
MECHSwch_Flashlight button_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	MECHANICAL	SWITCH
MECHSwch_Flashlight off 2_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	MECHANICAL	SWITCH
MECHSwch_Flashlight off_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	MECHANICAL	SWITCH
MECHSwch_Flashlight on 2_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	MECHANICAL	SWITCH
MECHSwch_Flashlight on 3_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	MECHANICAL	SWITCH
MECHSwch_Flashlight on off 2_GfxSounds_HorrorGameBundle.wav	2	00:03	44 16	MECHANICAL	SWITCH
MECHSwch_Flashlight on off 3_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	MECHANICAL	SWITCH
MECHSwch_Flashlight on off 4_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	MECHANICAL	SWITCH
MECHSwch_Flashlight on off 5_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	MECHANICAL	SWITCH
MECHSwch_Flashlight on off_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	MECHANICAL	SWITCH
MECHSwch_Flashlight on_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	MECHANICAL	SWITCH
MECHSwch_Light cord pull_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	MECHANICAL	SWITCH
MECHSwch_Light switch toggle 2_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	MECHANICAL	SWITCH
MECHSwch_Light switch toggle 3_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	MECHANICAL	SWITCH
MECHSwch_Light switch toggle_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	MECHANICAL	SWITCH
MECHSwch_Metal flashlight button 2_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	MECHANICAL	SWITCH
MECHSwch_Metal flashlight button 3_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	MECHANICAL	SWITCH

MECHSwch_Metal flashlight button 4_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	MECHANICAL	SWITCH
MECHSwch_Metal flashlight button 5_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	MECHANICAL	SWITCH
MECHSwch_Metal flashlight button_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	MECHANICAL	SWITCH
METLImp_Metal bash thud 2_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	METAL	IMPACT
METLImp_Metal bash thud_GfxSounds_HorrorGameBundle.wav	2	00:02	44 16	METAL	IMPACT
METLImp_Metal hard hit 2_GfxSounds_HorrorGameBundle.wav	2	00:06	44 16	METAL	IMPACT
METLImp_Metal hard hit 3_GfxSounds_HorrorGameBundle.wav	2	00:06	44 16	METAL	IMPACT
METLImp_Metal hard hit_GfxSounds_HorrorGameBundle.wav	2	00:03	44 16	METAL	IMPACT
METLImp_Metal hollow hit_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	METAL	IMPACT
METLImp_Metal impact large 2_GfxSounds_HorrorGameBundle.wav	2	00:02	96 24	METAL	IMPACT
METLImp_Metal impact large_GfxSounds_HorrorGameBundle.wav	2	00:02	96 24	METAL	IMPACT
METLImp_Metal impact small 2_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	METAL	IMPACT
METLImp_Metal impact small_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	METAL	IMPACT
METLImp_Metal items drop_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	METAL	IMPACT
METLImp_Metal object drop 2_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	METAL	IMPACT
METLImp_Metal object drop_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	METAL	IMPACT
METLImp_Metal ring hit 2_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	METAL	IMPACT
METLImp_Metal ring hit 3_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	METAL	IMPACT
METLImp_Metal ring hit 4_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	METAL	IMPACT
METLImp_Metal ring hit_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	METAL	IMPACT
METLImp_Metal sharp knock_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	METAL	IMPACT
METLImp_Metal tool drop 2_GfxSounds_HorrorGameBundle.wav	2	00:02	48 24	METAL	IMPACT
METLImp_Metal tool drop 3_GfxSounds_HorrorGameBundle.wav	2	00:02	48 24	METAL	IMPACT
METLImp_Metal tool drop_GfxSounds_HorrorGameBundle.wav	2	00:02	48 24	METAL	IMPACT
METLImp_Metal wire impact 2_GfxSounds_HorrorGameBundle.wav	2	00:01	48 16	METAL	IMPACT
METLImp_Metal wire impact 3_GfxSounds_HorrorGameBundle.wav	2	00:01	48 16	METAL	IMPACT
METLImp_Metal wire impact_GfxSounds_HorrorGameBundle.wav	2	00:02	48 16	METAL	IMPACT
METLTonl_Metal creak high 2_GfxSounds_HorrorGameBundle.wav	2	00:07	96 24	METAL	TONAL
METLTonl_Metal creak high_GfxSounds_HorrorGameBundle.wav	2	00:06	96 24	METAL	TONAL
METLTonl_Metal creak low 2_GfxSounds_HorrorGameBundle.wav	2	00:09	96 24	METAL	TONAL
METLTonl_Metal creak low_GfxSounds_HorrorGameBundle.wav	2	00:08	96 24	METAL	TONAL
METLTonl_Metal scrape 2_GfxSounds_HorrorGameBundle.wav	2	00:02	96 24	METAL	TONAL
METLTonl_Metal scrape 3_GfxSounds_HorrorGameBundle.wav	2	00:02	96 24	METAL	TONAL

METLTonl_Metal scrape 4_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	METAL	TONAL
METLTonl_Metal scrape_GfxSounds_HorrorGameBundle.wav	2	00:02	96 24	METAL	TONAL
METLTonl_Metal screech long 2_GfxSounds_HorrorGameBundle.wav	2	00:06	96 24	METAL	TONAL
METLTonl_Metal screech long_GfxSounds_HorrorGameBundle.wav	2	00:05	96 24	METAL	TONAL
METLTonl_Metal screech short 2_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	METAL	TONAL
METLTonl_Metal screech short_GfxSounds_HorrorGameBundle.wav	2	00:02	96 24	METAL	TONAL
METLTonl_Metal sheet screech_GfxSounds_HorrorGameBundle.wav	2	00:04	48 24	METAL	TONAL
METLTonl_Metal stress texture 2_GfxSounds_HorrorGameBundle.wav	2	00:04	48 16	METAL	TONAL
METLTonl_Metal stress texture 3_GfxSounds_HorrorGameBundle.wav	2	00:06	48 16	METAL	TONAL
METLTonl_Metal stress texture 4_GfxSounds_HorrorGameBundle.wav	2	00:03	48 16	METAL	TONAL
METLTonl_Metal stress texture_GfxSounds_HorrorGameBundle.wav	2	00:02	48 16	METAL	TONAL
METLTonl_Spring drag scrape_GfxSounds_HorrorGameBundle.wav	2	00:07	48 24	METAL	TONAL
METLTonl_Squeaky metal fence 2_GfxSounds_HorrorGameBundle.wav	2	00:02	48 16	METAL	TONAL
METLTonl_Squeaky metal fence 3_GfxSounds_HorrorGameBundle.wav	2	00:03	48 16	METAL	TONAL
METLTonl_Squeaky metal fence 4_GfxSounds_HorrorGameBundle.wav	2	00:04	48 16	METAL	TONAL
METLTonl_Squeaky metal fence 5_GfxSounds_HorrorGameBundle.wav	2	00:06	48 16	METAL	TONAL
METLTonl_Squeaky metal fence 6_GfxSounds_HorrorGameBundle.wav	2	00:03	48 16	METAL	TONAL
METLTonl_Squeaky metal fence_GfxSounds_HorrorGameBundle.wav	2	00:03	48 16	METAL	TONAL
MUSCStngr_Eerie violin suspense 2_GfxSounds_HorrorGameBundle.wav	2	00:09	48 16	MUSICAL	STINGER
MUSCStngr_Eerie violin suspense 3_GfxSounds_HorrorGameBundle.wav	2	00:09	48 16	MUSICAL	STINGER
MUSCStngr_Eerie violin suspense 4_GfxSounds_HorrorGameBundle.wav	2	00:09	48 16	MUSICAL	STINGER
MUSCStngr_Eerie violin suspense_GfxSounds_HorrorGameBundle.wav	2	00:09	48 16	MUSICAL	STINGER
MUSCStngr_Haunted piano crash 2_GfxSounds_HorrorGameBundle.wav	2	00:06	48 24	MUSICAL	STINGER
MUSCStngr_Haunted piano crash 3_GfxSounds_HorrorGameBundle.wav	2	00:06	48 24	MUSICAL	STINGER
MUSCStngr_Haunted piano crash 4_GfxSounds_HorrorGameBundle.wav	2	00:06	48 24	MUSICAL	STINGER
MUSCStngr_Haunted piano crash 5_GfxSounds_HorrorGameBundle.wav	2	00:07	48 24	MUSICAL	STINGER
MUSCStngr_Haunted piano crash_GfxSounds_HorrorGameBundle.wav	2	00:06	48 24	MUSICAL	STINGER
MUSCStngr_Haunted piano hit 2_GfxSounds_HorrorGameBundle.wav	2	00:05	48 24	MUSICAL	STINGER
MUSCStngr_Haunted piano hit 3_GfxSounds_HorrorGameBundle.wav	2	00:04	48 24	MUSICAL	STINGER
MUSCStngr_Haunted piano hit 4_GfxSounds_HorrorGameBundle.wav	2	00:06	48 24	MUSICAL	STINGER
MUSCStngr_Haunted piano hit 5_GfxSounds_HorrorGameBundle.wav	2	00:06	48 24	MUSICAL	STINGER
MUSCStngr_Haunted piano hit 6_GfxSounds_HorrorGameBundle.wav	2	00:03	48 24	MUSICAL	STINGER
MUSCStngr_Haunted piano hit 7_GfxSounds_HorrorGameBundle.wav	2	00:06	48 24	MUSICAL	STINGER

MUSCStngr_Haunted piano hit_GfxSounds_HorrorGameBundle.wav	2	00:06	48 24	MUSICAL	STINGER
MUSCStngr_Spooky piano strings 2_GfxSounds_HorrorGameBundle.wav	2	00:05	44 16	MUSICAL	STINGER
MUSCStngr_Spooky piano strings 3_GfxSounds_HorrorGameBundle.wav	2	00:06	44 16	MUSICAL	STINGER
MUSCStngr_Spooky piano strings_GfxSounds_HorrorGameBundle.wav	2	00:04	44 16	MUSICAL	STINGER
MUSCToy_Eerie music box 2_GfxSounds_HorrorGameBundle.wav	2	00:14	48 16	MUSICAL	TOY
MUSCToy_Eerie music box 3_GfxSounds_HorrorGameBundle.wav	2	00:14	48 16	MUSICAL	TOY
MUSCToy_Eerie music box_GfxSounds_HorrorGameBundle.wav	2	00:14	48 16	MUSICAL	TOY
MUSCToy_Music box distortion 2_GfxSounds_HorrorGameBundle.wav	2	00:19	48 16	MUSICAL	TOY
MUSCToy_Music box distortion 3_GfxSounds_HorrorGameBundle.wav	2	00:09	48 16	MUSICAL	TOY
MUSCToy_Music box distortion_GfxSounds_HorrorGameBundle.wav	2	00:09	48 16	MUSICAL	TOY
OBJBag_Bag close 2_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	OBJECTS	BAG
OBJBag_Bag close 3_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	OBJECTS	BAG
OBJBag_Bag close_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	OBJECTS	BAG
OBJBag_Bag open 2_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	OBJECTS	BAG
OBJBag_Bag open 3_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	OBJECTS	BAG
OBJBag_Bag open_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	OBJECTS	BAG
OBJKey_House key insert 2_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	OBJECTS	KEYS
OBJKey_House key insert_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	OBJECTS	KEYS
OBJMisc_Item pickup 2_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	OBJECTS	MISC
OBJMisc_Item pickup 3_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	OBJECTS	MISC
OBJMisc_Item pickup 4_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	OBJECTS	MISC
OBJMisc_Item pickup_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	OBJECTS	MISC
OBJWrite_Pen underline paper 2_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	OBJECTS	WRITING
OBJWrite_Pen underline paper_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	OBJECTS	WRITING
OBJWrite_Pen writing paper 2_GfxSounds_HorrorGameBundle.wav	2	00:03	48 24	OBJECTS	WRITING
OBJWrite_Pen writing paper 3_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	OBJECTS	WRITING
OBJWrite_Pen writing paper 4_GfxSounds_HorrorGameBundle.wav	2	00:03	48 24	OBJECTS	WRITING
OBJWrite_Pen writing paper 5_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	OBJECTS	WRITING
OBJWrite_Pen writing paper_GfxSounds_HorrorGameBundle.wav	2	00:03	48 24	OBJECTS	WRITING
PAPRHndl_Book page flick 2_GfxSounds_HorrorGameBundle.wav	2	00:02	44 16	PAPER	HANDLE
PAPRHndl_Book page flick_GfxSounds_HorrorGameBundle.wav	2	00:02	44 16	PAPER	HANDLE
PAPRHndl_Book shelf return 2_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	PAPER	HANDLE
PAPRHndl_Book shelf return_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	PAPER	HANDLE

PAPRHndl_Diary page turn 2_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	PAPER	HANDLE
PAPRHndl_Diary page turn 3_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	PAPER	HANDLE
PAPRHndl_Diary page turn 4_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	PAPER	HANDLE
PAPRHndl_Diary page turn_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	PAPER	HANDLE
PAPRHndl_Large book page turn 2_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	PAPER	HANDLE
PAPRHndl_Large book page turn 3_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	PAPER	HANDLE
PAPRHndl_Large book page turn_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	PAPER	HANDLE
PAPRHndl_Magazine page flip 2_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	PAPER	HANDLE
PAPRHndl_Magazine page flip 3_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	PAPER	HANDLE
PAPRHndl_Magazine page flip_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	PAPER	HANDLE
PAPRHndl_Newspaper page turn_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	PAPER	HANDLE
PAPRHndl_Soft book page turn 2_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	PAPER	HANDLE
PAPRHndl_Soft book page turn 3_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	PAPER	HANDLE
PAPRHndl_Soft book page turn 4_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	PAPER	HANDLE
PAPRHndl_Soft book page turn_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	PAPER	HANDLE
RAINglas_Rain window hit 2_GfxSounds_HorrorGameBundle.wav	2	00:13	44 16	RAIN	GLASS
RAINglas_Rain window hit_GfxSounds_HorrorGameBundle.wav	2	00:04	44 16	RAIN	GLASS
TOOLGrdn_Shovel dirt dig 2_GfxSounds_HorrorGameBundle.wav	2	00:02	48 16	TOOLS	GARDEN
TOOLGrdn_Shovel dirt dig 3_GfxSounds_HorrorGameBundle.wav	2	00:02	48 16	TOOLS	GARDEN
TOOLGrdn_Shovel dirt dig_GfxSounds_HorrorGameBundle.wav	2	00:02	48 16	TOOLS	GARDEN
UIClick_Mechanical UI click 2_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	USER INTERFACE	CLICK
UIClick_Mechanical UI click 3_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	USER INTERFACE	CLICK
UIClick_Mechanical UI click 4_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	USER INTERFACE	CLICK
UIClick_Mechanical UI click 5_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	USER INTERFACE	CLICK
UIClick_Mechanical UI click 6_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	USER INTERFACE	CLICK
UIClick_Mechanical UI click 7_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	USER INTERFACE	CLICK
UIClick_Mechanical UI click 8_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	USER INTERFACE	CLICK
UIClick_Mechanical UI click 9_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	USER INTERFACE	CLICK
UIClick_Mechanical UI click 10_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	USER INTERFACE	CLICK
UIClick_Mechanical UI click 11_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	USER INTERFACE	CLICK
UIClick_Mechanical UI click 12_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	USER INTERFACE	CLICK
UIClick_Mechanical UI click 13_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	USER INTERFACE	CLICK
UIClick_Mechanical UI click 14_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	USER INTERFACE	CLICK

UIClick_Mechanical UI click 15_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	USER INTERFACE	CLICK
UIClick_Mechanical UI click 16_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	USER INTERFACE	CLICK
UIClick_Mechanical UI click 17_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	USER INTERFACE	CLICK
UIClick_Mechanical UI click 18_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	USER INTERFACE	CLICK
UIClick_Mechanical UI click 19_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	USER INTERFACE	CLICK
UIClick_Mechanical UI click 20_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	USER INTERFACE	CLICK
UIClick_Mechanical UI click 21_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	USER INTERFACE	CLICK
UIClick_Mechanical UI click 22_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	USER INTERFACE	CLICK
UIClick_Mechanical UI click 23_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	USER INTERFACE	CLICK
UIClick_Mechanical UI click 24_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	USER INTERFACE	CLICK
UIClick_Mechanical UI click 25_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	USER INTERFACE	CLICK
UIClick_Mechanical UI click_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	USER INTERFACE	CLICK
UIClick_Menu confirm 2_GfxSounds_HorrorGameBundle.wav	2	00:01	48 16	USER INTERFACE	CLICK
UIClick_Menu confirm 3_GfxSounds_HorrorGameBundle.wav	2	00:01	48 16	USER INTERFACE	CLICK
UIClick_Menu confirm_GfxSounds_HorrorGameBundle.wav	2	00:01	48 16	USER INTERFACE	CLICK
UIClick_Menu select 2_GfxSounds_HorrorGameBundle.wav	2	00:01	48 16	USER INTERFACE	CLICK
UIClick_Menu select 3_GfxSounds_HorrorGameBundle.wav	2	00:01	48 16	USER INTERFACE	CLICK
UIClick_Menu select_GfxSounds_HorrorGameBundle.wav	2	00:01	48 16	USER INTERFACE	CLICK
UIMisc_Menu clear 2_GfxSounds_HorrorGameBundle.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Menu clear 3_GfxSounds_HorrorGameBundle.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Menu clear_GfxSounds_HorrorGameBundle.wav	2	00:03	48 16	USER INTERFACE	MISC
UIMisc_Menu error 2_GfxSounds_HorrorGameBundle.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Menu error 3_GfxSounds_HorrorGameBundle.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMisc_Menu error_GfxSounds_HorrorGameBundle.wav	2	00:01	48 16	USER INTERFACE	MISC
UIMvmt_Menu scroll 2_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	USER INTERFACE	MOTION
UIMvmt_Menu scroll 3_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	USER INTERFACE	MOTION
UIMvmt_Menu scroll 4_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	USER INTERFACE	MOTION
UIMvmt_Menu scroll 5_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	USER INTERFACE	MOTION
UIMvmt_Menu scroll_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	USER INTERFACE	MOTION
UIMvmt_Menu short scroll 2_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	USER INTERFACE	MOTION
UIMvmt_Menu short scroll 3_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	USER INTERFACE	MOTION
UIMvmt_Menu short scroll 4_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	USER INTERFACE	MOTION
UIMvmt_Menu short scroll 5_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	USER INTERFACE	MOTION

UIMvmt_Menu short scroll_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	USER INTERFACE	MOTION
UIMvmt_Menu tab 2_GfxSounds_HorrorGameBundle.wav	2	00:01	48 16	USER INTERFACE	MOTION
UIMvmt_Menu tab 3_GfxSounds_HorrorGameBundle.wav	2	00:01	48 16	USER INTERFACE	MOTION
UIMvmt_Menu tab_GfxSounds_HorrorGameBundle.wav	2	00:01	48 16	USER INTERFACE	MOTION
UIMvmt_Menu unlock 2_GfxSounds_HorrorGameBundle.wav	2	00:01	48 16	USER INTERFACE	MOTION
UIMvmt_Menu unlock 3_GfxSounds_HorrorGameBundle.wav	2	00:01	48 16	USER INTERFACE	MOTION
UIMvmt_Menu unlock_GfxSounds_HorrorGameBundle.wav	2	00:01	48 16	USER INTERFACE	MOTION
WEAPKnif_Knife handling_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	WEAPONS	KNIFE
WEAPKnif_Knife metal clash_GfxSounds_HorrorGameBundle.wav	2	00:02	48 24	WEAPONS	KNIFE
WEAPKnif_Knife throw miss 2_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	WEAPONS	KNIFE
WEAPKnif_Knife throw miss_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	WEAPONS	KNIFE
WEAPMisc_Guillotine blade drop 2_GfxSounds_HorrorGameBundle.wav	2	00:02	48 24	WEAPONS	MISC
WEAPMisc_Guillotine blade drop 3_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	WEAPONS	MISC
WEAPMisc_Guillotine blade drop 4_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	WEAPONS	MISC
WEAPMisc_Guillotine blade drop 5_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	WEAPONS	MISC
WEAPMisc_Guillotine blade drop 5b_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	WEAPONS	MISC
WEAPMisc_Guillotine blade drop 6_GfxSounds_HorrorGameBundle.wav	2	00:02	48 24	WEAPONS	MISC
WEAPMisc_Guillotine blade drop 7_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	WEAPONS	MISC
WEAPMisc_Guillotine blade drop_GfxSounds_HorrorGameBundle.wav	2	00:01	48 24	WEAPONS	MISC
WHSH_Whoosh high 2_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	SWOOSHES	WHOOSH
WHSH_Whoosh high 3_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	SWOOSHES	WHOOSH
WHSH_Whoosh high 4_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	SWOOSHES	WHOOSH
WHSH_Whoosh high_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	SWOOSHES	WHOOSH
WHSH_Whoosh low 2_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	SWOOSHES	WHOOSH
WHSH_Whoosh low 3_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	SWOOSHES	WHOOSH
WHSH_Whoosh low 4_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	SWOOSHES	WHOOSH
WHSH_Whoosh low_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	SWOOSHES	WHOOSH
WNDWCover_Beaded curtain rattle 2_GfxSounds_HorrorGameBundle.wav	2	00:02	48 16	WINDOWS	COVERING
WNDWCover_Beaded curtain rattle_GfxSounds_HorrorGameBundle.wav	2	00:02	48 16	WINDOWS	COVERING
WNDWCover_Blind lower_GfxSounds_HorrorGameBundle.wav	2	00:01	48 16	WINDOWS	COVERING
WNDWCover_Blind raise 2_GfxSounds_HorrorGameBundle.wav	2	00:01	48 16	WINDOWS	COVERING
WNDWCover_Blind raise_GfxSounds_HorrorGameBundle.wav	2	00:01	48 16	WINDOWS	COVERING
WNDWCover_Curtain soft slide 2_GfxSounds_HorrorGameBundle.wav	2	00:01	48 16	WINDOWS	COVERING

WNDWCover_Curtain soft slide 3_GfxSounds_HorrorGameBundle.wav	2	00:01	48 16	WINDOWS	COVERING
WNDWCover_Curtain soft slide_GfxSounds_HorrorGameBundle.wav	2	00:01	48 16	WINDOWS	COVERING
WNDWKnck_Hard window knock 2_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	WINDOWS	KNOCK
WNDWKnck_Hard window knock_GfxSounds_HorrorGameBundle.wav	2	00:01	48 16	WINDOWS	KNOCK
WNDWKnck_Window knock 2_GfxSounds_HorrorGameBundle.wav	2	00:01	48 16	WINDOWS	KNOCK
WNDWKnck_Window knock 3_GfxSounds_HorrorGameBundle.wav	2	00:01	48 16	WINDOWS	KNOCK
WNDWKnck_Window knock_GfxSounds_HorrorGameBundle.wav	2	00:01	48 16	WINDOWS	KNOCK
WNDWMisc_Old wood window 2_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	WINDOWS	MISC
WNDWMisc_Old wood window_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	WINDOWS	MISC
WNDWMisc_Sliding metal window 2_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	WINDOWS	MISC
WNDWMisc_Sliding metal window_GfxSounds_HorrorGameBundle.wav	2	00:01	48 16	WINDOWS	MISC
WNDWMisc_Sliding window close 2_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	WINDOWS	MISC
WNDWMisc_Sliding window close_GfxSounds_HorrorGameBundle.wav	2	00:02	44 16	WINDOWS	MISC
WNDWMisc_Sliding window open_GfxSounds_HorrorGameBundle.wav	2	00:01	44 16	WINDOWS	MISC
WOODFric_Wood creak 2_GfxSounds_HorrorGameBundle.wav	2	00:05	96 24	WOOD	FRICTION
WOODFric_Wood creak_GfxSounds_HorrorGameBundle.wav	2	00:05	96 24	WOOD	FRICTION
WOODFric_Wood groan creak 2_GfxSounds_HorrorGameBundle.wav	2	00:04	96 24	WOOD	FRICTION
WOODFric_Wood groan creak_GfxSounds_HorrorGameBundle.wav	2	00:05	96 24	WOOD	FRICTION
WOODImpt_Wood impact large 2_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	WOOD	IMPACT
WOODImpt_Wood impact large_GfxSounds_HorrorGameBundle.wav	2	00:02	96 24	WOOD	IMPACT
WOODImpt_Wood impact small 2_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	WOOD	IMPACT
WOODImpt_Wood impact small_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	WOOD	IMPACT
WOODImpt_Wood object drop 2_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	WOOD	IMPACT
WOODImpt_Wood object drop 3_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	WOOD	IMPACT
WOODImpt_Wood object drop_GfxSounds_HorrorGameBundle.wav	2	00:01	96 24	WOOD	IMPACT
WOODImpt_Wood pallet drop 2_GfxSounds_HorrorGameBundle.wav	2	00:02	96 24	WOOD	IMPACT
WOODImpt_Wood pallet drop_GfxSounds_HorrorGameBundle.wav	2	00:02	96 24	WOOD	IMPACT