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Carnival of Nightmares

UCS CATID	Vendor Category	Sample Name	Description
AMBDsgn	AMBIENCE LOOP	**Abandoned Carnival 01 Ambience**	Designed sequence of low-end atmospheric ambience.
AMBDsgn	AMBIENCE LOOP	**Abandoned Carnival 01 DESIGNED**	Full mix blending low-end atmospheric ambience, desolating metallic feedback, and a deep, modulating synth pad.
AMBMisc	AMBIENCE LOOP	**Abandoned Carnival 01 Elements**	Designed sequence of desolate ambience, reverberant metallic sounds, feedback, and delay effects.
DSGNDron	AMBIENCE LOOP	**Abandoned Carnival 01 Soundbed**	Deep synthesizer pad, low frequency focus, modulating filter resonance.
AMBDsgn	AMBIENCE LOOP	**Abandoned Carnival 02 Ambience**	Designed sequence of ambient winds rising and falling, rustle, and low-end presence.
AMBDsgn	AMBIENCE LOOP	**Abandoned Carnival 02 DESIGNED**	Full mix pairing rising wind ambience, distant calliope accents, creaking textures, and a sustained synth pad.
AMBAmus	AMBIENCE LOOP	**Abandoned Carnival 02 Elements**	Designed sequence of creaks, objects swinging, and distant calliope fading in and out.
DSGNDron	AMBIENCE LOOP	**Abandoned Carnival 02 Soundbed**	Sustained synthesizer drone pad, subtle modulation.
AMBDsgn	AMBIENCE LOOP	**Carnival Midway 01 Ambience**	Designed sequence of low-end ambience, strong low-end focus.
AMBDsgn	AMBIENCE LOOP	**Carnival Midway 01 DESIGNED**	Full mix combining low-end focus, dynamic carnival midway activity, and a modulating analog synth pad.
AMBAmus	AMBIENCE LOOP	**Carnival Midway 01 Elements**	Designed sequence of carnival midway, calliope melodies, crowds, carnival machinery, ride sounds.
DSGNDron	AMBIENCE LOOP	**Carnival Midway 01 Soundbed**	Sustained analog synthesizer pad drone, modulation effects, and filter automation.
AMBDsgn	AMBIENCE LOOP	**Carnival Midway 02 Ambience**	Designed sequence of distant indiscernible music alongside mid- and high-frequency focused ambiences.
AMBDsgn	AMBIENCE LOOP	**Carnival Midway 02 DESIGNED**	Full mix featuring mid/high ambience, active midway elements, and an ominous, distorted synth drone.
AMBAmus	AMBIENCE LOOP	**Carnival Midway 02 Elements**	Designed sequence of carnival midway, calliope melodies, crowds, carnival machinery, ride sounds.
DSGNDron	AMBIENCE LOOP	**Carnival Midway 02 Soundbed**	Sustained ominous analog synthesizer pad drone, distortion, modulation effects, and filter automation.
AMBDsgn	AMBIENCE LOOP	**Carnival Midway 03 Ambience**	Designed sequence of distant indiscernible music alongside low-end focused ambience.
AMBDsgn	AMBIENCE LOOP	**Carnival Midway 03 DESIGNED**	Full mix layering low-end ambience with detailed carnival elements over pulsating, resonant synth chords.
AMBAmus	AMBIENCE LOOP	**Carnival Midway 03 Elements**	Designed sequence of carnival midway, calliope melodies, crowds, carnival machinery, ride sounds.
DSGNDron	AMBIENCE LOOP	**Carnival Midway 03 Soundbed**	Sustained synthesizer chord layers, resonant layers, pulsating character.
AMBAmus	AMBIENCE LOOP	**Carousel Ambience**	Designed sequence of carousel, calliope, carousel mechanism, distant crowds.
AMBDsgn	AMBIENCE LOOP	**Carousel DESIGNED**	Full mix blending carousel ambience, detailed machinery clanking, crowds, and a dramatic synth drone base.
AMBAmus	AMBIENCE LOOP	**Carousel Elements**	Carousel close-up, machinery spinning, crowd noises, additional mechanisms clanking.
DSGNDron	AMBIENCE LOOP	**Carousel Soundbed**	Dramatic synthesizer chord layer drone, filter cutoff and resonance modulation.

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UCS CATID	Vendor Category	Sample Name	Description
AMBDsgn	AMBIENCE LOOP	**Fortune Teller Tent Ambience**	Designed sequence of low-end focus ambience, fire crackles, and object movements.
AMBDsgn	AMBIENCE LOOP	**Fortune Teller Tent DESIGNED**	Full mix combining fire crackles, reverberant sitar plucks, metallic feedback, and an ominous synth drone.
AMBMisc	AMBIENCE LOOP	**Fortune Teller Tent Elements**	Designed sequence of metallic feedback, sitar-style plucks, reverberant, pitch modulation throughout.
DSGNDron	AMBIENCE LOOP	**Fortune Teller Tent Soundbed**	Filtered and distorted pitch-modulated ominous synthesizer drone.
AMBDsgn	AMBIENCE LOOP	**Funhouse 01 Ambience**	Designed sequence of industrial-style ambience, low-end focused.
AMBDsgn	AMBIENCE LOOP	**Funhouse 01 DESIGNED**	Full mix featuring low-end industrial ambience, active funhouse music, and flanged, ringing analog synth layers.
AMBAmus	AMBIENCE LOOP	**Funhouse 01 Elements**	Designed sequence of funhouse rides, calliope and carnival music, crowds, games.
DSGNDron	AMBIENCE LOOP	**Funhouse 01 Soundbed**	Analog synthesizer drone layers, high ringing, flanger modulation on saw layers.
AMBDsgn	AMBIENCE LOOP	**Funhouse 02 Ambience**	Designed sequence of low-end mechanical ambience and resonances.
AMBDsgn	AMBIENCE LOOP	**Funhouse 02 DESIGNED**	Full mix pairing mechanical low-end resonances, funhouse ride elements, and a multi-octave synth pad drone.
AMBAmus	AMBIENCE LOOP	**Funhouse 02 Elements**	Designed sequence of funhouse rides, calliope and carnival music, crowds, games.
DSGNDron	AMBIENCE LOOP	**Funhouse 02 Soundbed**	Pitch-modulated sustained synthesizer pad drone, high and low octave layers.
AMBDsgn	AMBIENCE LOOP	**Hall of Mirrors Ambience**	Designed sequence of low-end focused, heavily processed environmental ambiences.
AMBDsgn	AMBIENCE LOOP	**Hall of Mirrors DESIGNED**	Full mix blending processed low-end ambience, chaotic feedback swells, and dissonant, pitch-modulated synth layers.
AMBMisc	AMBIENCE LOOP	**Hall of Mirrors Elements**	Designed sequence of chaotic feedback, swells, and dissonant layers.
DSGNDron	AMBIENCE LOOP	**Hall of Mirrors Soundbed**	Heavily processed synthesizer layers, heavy pitch modulation, resonant layers.
AMBDsgn	AMBIENCE LOOP	**Nightmare Carnival Ambience**	Designed sequence of heavily processed ambiences, indiscernible layers, midrange focused.
AMBDsgn	AMBIENCE LOOP	**Nightmare Carnival DESIGNED**	Full mix combining heavily processed mid-range ambience, chaotic carnival elements, and dramatic synth chord drones.
AMBAmus	AMBIENCE LOOP	**Nightmare Carnival Elements**	Multiple layers of interweaving audio, heavily processed carnival elements, heavy effects, and modulation.
DSGNDron	AMBIENCE LOOP	**Nightmare Carnival Soundbed**	Dramatic layers of sustained synthesizer pad chord drones, heavy pitch and layer volume modulation.
AMBDsgn	AMBIENCE LOOP	**Toy Store Ambience**	Designed sequence of indoor ambience, tonal elements.
AMBDsgn	AMBIENCE LOOP	**Toy Store DESIGNED**	Full mix pairing indoor tonal ambience, mechanical toy sounds, and an ominous, phaser-modulated synth drone.
TOYMech	AMBIENCE LOOP	**Toy Store Elements**	Designed sequence of wind-up toys, electronic toys, mechanical toys.
DSGNDron	AMBIENCE LOOP	**Toy Store Soundbed**	Ominous synthesizer drone layers, music box elements, delay and reverb, phaser modulation.

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UCS CATID	Vendor Category	Sample Name	Description
AMBDsgn	AMBIENCE LOOP	**Toy Workshop Ambience**	Designed sequence of processed indoor ambiences.
AMBDsgn	AMBIENCE LOOP	**Toy Workshop DESIGNED**	Full mix layering processed indoor ambience, wind-up toy mechanics, and a vintage synth bell drone base.
TOYMech	AMBIENCE LOOP	**Toy Workshop Elements**	Designed sequence of wind-up toys, electronic toys, and mechanical toys.
DSGNDron	AMBIENCE LOOP	**Toy Workshop Soundbed**	Vintage synthesizer sustained bell drone, light modulation, reverb, and modulation effects.
DSGNDron	AMBIENCE LOOP	**Calliope Organ Distant**	Designed sequence of heavily modulated calliope music, ambient layers.
AMBAmus	AMBIENCE LOOP	**Carnival Drone**	Designed sequence of wind-up toys, electronic toys, and mechanical toys.
AMBDsgn	AMBIENCE LOOP	**Carnival Wind**	Designed sequence of wind, metal creaking, object movement, paper rustle, reverb, and effect processing.
MACHAmus	AMBIENCE LOOP	**Carousel Rotation**	Designed sequence of carousel mechanism rotating, carousel horses rising and falling.
METLFric	AMBIENCE LOOP	**Ferris Wheel Creak**	Designed sequence of heavily rusted hinges and metallic resonances.
MACHAmus	AMBIENCE LOOP	**Funhouse Machinery**	Designed sequence of mechanized automation, plate reverb on ambient layer.
MACHAmus	AMBIENCE LOOP	**Ghost Train Tracks**	Designed sequence of rumbling cart on rails, clattering wheels on tracks.
DSGNDron	AMBIENCE LOOP	**Mirror Maze Air Tone**	Designed sequence of resonant metallic and synthesized elements.
DSGNDron	AMBIENCE LOOP	**Nightmare Ambience 01**	Designed sequence of heavily processed indiscernible elements, ambiences, and resonant synthesizer layers.
DSGNDron	AMBIENCE LOOP	**Nightmare Ambience 02**	Designed sequence of heavily processed indiscernible elements, ambiences, and choir layers.
DSGNDron	AMBIENCE LOOP	**Nightmare Ambience 03**	Designed sequence of heavily processed indiscernible elements, ambiences, modulated note layers.
DSGNDron	AMBIENCE LOOP	**Nightmare Ambience 04**	Designed sequence of heavily processed indiscernible ambience, processed shrill synthesizer layers.
DSGNDron	AMBIENCE LOOP	**Nightmare Ambience 05**	Designed sequence of heavily processed indiscernible elements, heavily modulated synthesizer layers.
TOYMech	AMBIENCE LOOP	**Toy Shop Activation**	Designed sequence of small mechanical motors, mechanized toys, and mechanized toy voice boxes.
DSGNDron	DRONE TONAL	**Calliope Drone 01**	Processed sustained calliope organ chord, additional modulated synthesizer layers.
DSGNDron	DRONE TONAL	**Calliope Drone 02**	Processed sustained calliope organ chord, additional modulated synthesizer layers.
DSGNDron	DRONE TONAL	**Calliope Drone 03**	Processed sustained calliope organ chord, additional modulated synthesizer layers.
DSGNDron	DRONE TONAL	**Calliope Drone 04**	Processed and modulated sustained calliope organ chord, additional modulated synthesizer layers.
DSGNDron	DRONE TONAL	**Children's Choir 01**	Sustained children's choir chord drone, heavily processed and modulated.
DSGNDron	DRONE TONAL	**Children's Choir 02**	Sustained children's choir chord drone, heavily processed and modulated.

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UCS CATID	Vendor Category	Sample Name	Description
DSGNDron	DRONE TONAL	**Children's Choir 03**	Sustained children's choir chord drone, heavily processed and modulated.
DSGNDron	DRONE TONAL	**Music Box 01**	Designed sequence of processed music box notes and ambient layers.
DSGNDron	DRONE TONAL	**Music Box 02**	Designed sequence of heavily processed music box notes, synthesized ambient layers.
DSGNDron	DRONE TONAL	**Music Box 03**	Designed sequence of heavily processed music box notes, synthesized ambient layers.
DSGNDron	DRONE TONAL	**Nightmare Realm 01**	Designed sequence of pitch-modulated music box notes, modulating ambience, reverb, and delay effects.
DSGNDron	DRONE TONAL	**Nightmare Realm 02**	Designed sequence of dissonant synthesizer and violin chords, heavy pitch modulation, and ambient layers.
DSGNDron	DRONE TONAL	**Nightmare Realm 03**	Designed sequence of indiscernible ambiences and heavily processed ethereal carnival elements.
DSGNDron	DRONE TONAL	**Nightmare Realm 04**	Designed sequence of heavily processed indiscernible elements, ambiences, modulated note layers.
DSGNDron	DRONE TONAL	**String Cluster 01**	Sustained string cluster of synthesized and recorded violin notes alongside processed ambiences.
DSGNDron	DRONE TONAL	**String Cluster 02**	Sustained string cluster of synthesized and recorded violin notes alongside processed ambiences.
DSGNDron	DRONE TONAL	**String Cluster 03**	Sustained string cluster of synthesized and recorded violin notes alongside processed ambiences.
DSGNDron	DRONE TONAL	**String Cluster 04**	Sustained string cluster of synthesized and recorded violin notes alongside processed ambiences.
DSGNDron	DRONE TONAL	**String Cluster 05**	Sustained string cluster of synthesized and recorded violin notes alongside processed ambiences.
DSGNDron	DRONE TONAL	**Synth Drone 01**	Sustained synthesizer pad, heavy pitch modulation and processing, additional ambient layers.
DSGNDron	DRONE TONAL	**Synth Drone 02**	Sustained synthesizer pad, heavy processing, and additional ambient layers.
DSGNDron	DRONE TONAL	**Synth Drone 03**	Sustained synthesizer pad, multiple layers, heavy processing, additional ambient layers.
DSGNDron	DRONE TONAL	**Synth Drone 04**	Sustained synthesizer pad layers, heavy pitch modulation and processing, additional ambient layers.
DSGNDron	DRONE TONAL	**Synth Drone 05**	Sustained synthesizer pad with repeating chord, multiple layers, heavy processing, additional ambient layers.
DSGNDron	DRONE TONAL	**Synth Drone 06**	Sustained synthesizer pad, distorted, multiple layers, heavy processing, additional ambient layers.
DSGNDron	DRONE TONAL	**Terror Drone 01**	Designed sequence of string clusters, ambiences, and synthesizer layers.
DSGNDron	DRONE TONAL	**Terror Drone 02**	Designed sequence of string clusters, ambiences, and synthesizer layers.
DSGNDron	DRONE TONAL	**Terror Drone 03**	Designed sequence of string clusters, ambiences, and synthesizer layers.
DSGNDron	DRONE TONAL	**Terror Drone 04**	Designed sequence of string clusters, ambiences, and synthesizer layers.
DSGNDron	DRONE TONAL	**Terror Drone 05**	Designed sequence of string clusters, ambiences, and synthesizer layers.

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UCS CATID	Vendor Category	Sample Name	Description
DSGNDron	DRONE TONAL	**Twisted Feedback 01**	Designed sequence of distorted synthesizers, heavy resonance distortions, additional ambient layers.
DSGNDron	DRONE TONAL	**Twisted Feedback 02**	Designed sequence of distorted synthesizers, heavy resonance distortions, additional ambient layers.
MUSCTnprc	PULSE	**Calliope Loop 01**	Short calliope melody sequence looped.
MUSCTnprc	PULSE	**Calliope Loop 02**	Short calliope melody sequence looped.
DSGNRythm	PULSE	**Carnival Machinery 01**	Designed sequence of machines, cogs, and automated processes looped.
DSGNRythm	PULSE	**Carnival Machinery 02**	Designed sequence of machines, cogs, and automated processes looped.
DSGNRythm	PULSE	**Carnival Machinery 03**	Designed sequence of machines, cogs, and automated processes looped.
MACHAmus	PULSE	**Carousel Motor**	Designed sequence of strained carousel motor and carousel spin mechanics looped.
DSGNRythm	PULSE	**Celesta Loop 01**	Ethereal short celesta sequence with pitch modulation, additional synthesizer pad layers, looped.
DSGNRythm	PULSE	**Celesta Loop 02**	Short celesta arpeggio sequence with pizzicato layer looped.
MUSCPerc	PULSE	**Circus Snare Roll**	Fast snare roll loop.
DSGNRythm	PULSE	**Nightmare Calliope**	Heavily processed calliope chords with ominous rhythmic thump.
MUSCStr	PULSE	**Pizzicato 01**	Short pizzicato pluck sequence loop.
MUSCInst	PULSE	**Pizzicato 02**	Short pizzicato pluck sequence loop with hard attack.
MACHAmus	PULSE	**Roller Coaster Chug 01**	Ride train-track and machinery movement loop.
MACHAmus	PULSE	**Roller Coaster Chug 02**	Ride cart clattering and machinery movement loop.
MACHAmus	PULSE	**Roller Coaster Chug 03**	Ride cart clattering and machinery movement loop with synthesizer shots.
MUSCStr	PULSE	**Strings 01**	String cluster with cello and string bass loop.
MUSCStr	PULSE	**Strings 02**	Short string section sequence loop.
MUSCStr	PULSE	**Strings 03**	Heavily processed string cluster with synthesizer arpeggio bass sequence.
DSGNRythm	PULSE	**Ticking Clock**	Heavily processed clock ticks, heavy reverb, and delay.
DSGNRythm	PULSE	**Ticking Windup Toys 01**	Wind-up toy and mechanized toy processed loop.
DSGNRythm	PULSE	**Ticking Windup Toys 02**	Wind-up cymbal toy and mechanized toy processed loop.
DSGNRise	RISER	**Calliope Chaos 01**	Warped processed calliope, rising ambient effects, and resonant rise.

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UCS CATID	Vendor Category	Sample Name	Description
DSGNRise	RISER	**Calliope Chaos 02**	Warped distant calliope, emergent ambience, and metallic sounds.
DSGNRise	RISER	**Carnival Arrival 01**	Distant circus music rising in volume with string cluster and other elements in rise.
DSGNRise	RISER	**Carnival Arrival 02**	Processed emerging carnival atmosphere layers with a noise riser.
DSGNRise	RISER	**Clock Ticking Tension**	Processed clock ticks with increase of processing and additional riser layers.
DSGNRise	RISER	**Clown Emergence 01**	Distant clown horns and rattles followed by riser layers.
DSGNRise	RISER	**Clown Emergence 02**	Warped carnival layers modulating alongside riser layers.
DSGNRise	RISER	**Doll Possession 01**	Warped voice box layers alongside modulated synthesizer layers.
DSGNRise	RISER	**Doll Possession 02**	Warped voice box and music box layers alongside string clusters and additional riser layers.
DSGNRise	RISER	**Dream Collapse 01**	Heavily processed indiscernible sounds, drop to high string layer before main rise.
DSGNRise	RISER	**Dream Collapse 02**	Heavily processed indiscernible sounds, music box and voice hints before riser.
DSGNRise	RISER	**Funhouse Reveal 01**	Heavily processed indiscernible carnival and voice sounds, increase in processing alongside rise.
DSGNRise	RISER	**Funhouse Reveal 02**	Heavily processed indiscernible carnival and ride sounds, increasing in processing alongside rise.
DSGNRise	RISER	**Haunted Arcade 01**	Heavily processed arcade sounds, increase in processing alongside rise.
DSGNRise	RISER	**Haunted Arcade 02**	Heavily processed retro arcade sounds, modulation effects alongside rise.
DSGNRise	RISER	**Nightmare Build 01**	Heavily processed string clusters, heavily modulated music box and celeste notes, and additional layers.
DSGNRise	RISER	**Nightmare Build 02**	Heavily processed indiscernible elements alongside reverberant layers alongside rise.
DSGNRise	RISER	**Toy Awakens 01**	Heavily processed mechanized toy layers, rattling, and mechanisms increasing in intensity.
DSGNRise	RISER	**Toy Awakens 02**	Heavily processed mechanized toy layers and mechanisms increasing in intensity alongside rise.
DSGNRise	RISER	**Riser 01**	Smooth, low-end metallic whoosh rising in volume and pitch into a sharp, airy rush.
DSGNRise	RISER	**Riser 02**	Dark synth drone ascending alongside a tense, airy choir pad that swells into a climax.
DSGNRise	RISER	**Riser 03**	Gritty, distorted bass sweep intensifying with harsh industrial white noise and pitch-shifting sub-rumble.
DSGNRise	RISER	**Riser 04**	Eerie, low hum building with ominous pitch ascension and crackling, heavily compressed wind-like static.
DSGNRise	RISER	**Riser 05**	Low, mechanical roar building in pitch and rushing wind volume.
DSGNRise	RISER	**Riser 06**	Eerie, pitch-shifting vocal and calliope swell rising steadily alongside a heavy, jet-like engine sweep.

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UCS CATID	Vendor Category	Sample Name	Description
DSGNRise	RISER	**Riser 07**	Sub-heavy rumble ascending into a wide, bright white-noise swooshing tension builder.
DSGNRise	RISER	**Riser 08**	Dark, filtering wind drone steadily intensifying into a metallic, high-frequency air rush.
DSGNStngr	IMPACT ATONAL	**Stinger 01**	Explosive sci-fi impact with a heavy sub-boom and a sweeping metallic laser ring-out.
DSGNStngr	IMPACT ATONAL	**Stinger 02**	Massive cinematic thud accompanied by low-end rumble and a crisp, airy trailing dissipation.
DSGNStngr	IMPACT ATONAL	**Stinger 03**	Sharp, punchy metallic strike followed by a deep sub bass drop and subtle echo.
DSGNStngr	IMPACT ATONAL	**Stinger 04**	Heavy, resonant industrial impact with a prominent low-frequency boom and a long tail.
DSGNStngr	IMPACT ATONAL	**Stinger 05**	Deep, resonant sub-bass impact followed by a lingering, metallic airy trail.
DSGNStngr	IMPACT ATONAL	**Stinger 06**	Sharp, punchy low-end thud with a quick, clean sub release.
DSGNStngr	IMPACT ATONAL	**Stinger 07**	Heavy metallic crash coupled with a short, sweeping low-frequency impact.
DSGNStngr	IMPACT ATONAL	**Stinger 08**	Explosive cinematic hit featuring a heavy bass thump and a wide white-noise tail.
DSGNImpt	IMPACT TONAL	**Calliope Hit 01 DESIGNED**	Short calliope melody followed by heavily processed calliope chord shot with atmospheric and distortion layers.
DSGNImpt	IMPACT TONAL	**Calliope Hit 01 RAW**	Heavily processed calliope chord shot with pitch modulation.
DSGNImpt	IMPACT TONAL	**Calliope Hit 02 DESIGNED**	Short calliope melody followed by heavily processed calliope chord shot with additional distorted layers.
DSGNImpt	IMPACT TONAL	**Calliope Hit 02 RAW**	Heavily processed calliope chord shot with pitch modulation.
DSGNImpt	IMPACT TONAL	**Calliope Hit 03 DESIGNED**	Short calliope melody followed by heavily processed calliope chord shot with additional debris and distortion layers.
DSGNImpt	IMPACT TONAL	**Calliope Hit 03 RAW**	Heavily processed calliope chord shot with pitch modulation.
DSGNImpt	IMPACT TONAL	**Calliope Hit 04 DESIGNED**	Short calliope melody followed by heavily processed calliope chord shot with additional distortion and debris layers.
DSGNImpt	IMPACT TONAL	**Calliope Hit 04 RAW**	Heavily processed calliope chord shot with pitch modulation.
DSGNImpt	IMPACT TONAL	**Carnival Game 01 DESIGNED**	Heavily processed impact thud with a heavily processed bell impact alongside additional heavily processed layers.
DSGNImpt	IMPACT TONAL	**Carnival Game 01 RAW**	Impact thud followed by a ringing bell.
DSGNImpt	IMPACT TONAL	**Carnival Game 02 DESIGNED**	Mechanical game sequence followed by a heavily processed impact sequence including bell and mechanical elements.
DSGNImpt	IMPACT TONAL	**Carnival Game 02 RAW**	Mechanical game switches and levers followed by a small bell and indiscernible mechanical voice.
DSGNImpt	IMPACT TONAL	**Carnival Game 03 DESIGNED**	Mechanical game sequence followed by heavily processed impact with electronic game alarm.
DSGNImpt	IMPACT TONAL	**Carnival Game 03 RAW**	Mechanical game sequence, indiscernible voice box, and electronic game alarm.

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UCS CATID	Vendor Category	Sample Name	Description
DSGNImpt	IMPACT TONAL	**Carnival Game 04 DESIGNED**	Mechanical game switches followed by deep, heavily processed electronic beeping alarm.
DSGNImpt	IMPACT TONAL	**Carnival Game 04 RAW**	Mechanical game switches followed by small bell and electronic beeping alarm.
DSGNImpt	IMPACT TONAL	**Children Choir 01 DESIGNED**	Processed short children's choir chord swell shot with a short explosive impact.
DSGNImpt	IMPACT TONAL	**Children Choir 01 RAW**	Short children's choir chord swell shot.
DSGNImpt	IMPACT TONAL	**Children Choir 02 DESIGNED**	Processed short children's choir chord swell shot with a heavily processed synthesizer impact.
DSGNImpt	IMPACT TONAL	**Children Choir 02 RAW**	Short children's choir chord swell shot.
DSGNImpt	IMPACT TONAL	**Children Choir 03 DESIGNED**	Short children's choir chord swell shot with a heavily processed resonance and machinery impact.
DSGNImpt	IMPACT TONAL	**Children Choir 03 RAW**	Short children's choir chord swell shot.
DSGNImpt	IMPACT TONAL	**Children Choir 04 DESIGNED**	Short children's choir chord swell shot with a heavily processed resonance and machinery impact.
DSGNImpt	IMPACT TONAL	**Children Choir 04 RAW**	Short children's choir chord swell shot.
DSGNImpt	IMPACT TONAL	**Funhouse Chaos 01 DESIGNED**	Deep, unsettling, distorted tonal impact with a metallic clang and lingering resonance, evoking a chaotic funhouse.
DSGNImpt	IMPACT TONAL	**Funhouse Chaos 01 RAW**	Raw, deep, resonant metallic thud, echoing with a slightly distorted, unsettling quality, like a large impact.
DSGNImpt	IMPACT TONAL	**Funhouse Chaos 02 DESIGNED**	Piercing, high-pitched screeching impact with a metallic, resonant tail, creating a distorted, chaotic, and dramatic sound.
DSGNImpt	IMPACT TONAL	**Funhouse Chaos 02 RAW**	Raw, metallic screeching impact, with a sharp, high-pitched resonance, suggesting a violent, chaotic event.
DSGNImpt	IMPACT TONAL	**Funhouse Chaos 03 DESIGNED**	Deep, booming, resonant tonal impact with a pronounced metallic clang and an unsettling, descending glissando.
DSGNImpt	IMPACT TONAL	**Funhouse Chaos 03 RAW**	Raw, deep, metallic impact with a loud, resonant clang and a subtle, unsettling tonal quality.
DSGNImpt	IMPACT TONAL	**Orchestral 01 DESIGNED**	Powerful, dramatic orchestral impact with a deep, resonant boom and a sustained, tense, evolving tonal element.
DSGNImpt	IMPACT TONAL	**Orchestral 01 RAW**	Raw, deep orchestral hit, featuring a powerful, resonant low-end thump, creating a dramatic, impactful moment.
DSGNImpt	IMPACT TONAL	**Orchestral 02 DESIGNED**	Swelling, dramatic orchestral impact with a rising tension, culminating in a powerful, resonant hit and lingering decay.
DSGNImpt	IMPACT TONAL	**Orchestral 02 RAW**	Raw, swelling orchestral impact, building tension to a strong, resonant hit, followed by a brief, dramatic decay.
DSGNImpt	IMPACT TONAL	**Orchestral 03 DESIGNED**	Deep, resonant orchestral boom with a rich, sustained tonal quality and a dramatic, lingering decay, creating a heavy impact.
DSGNImpt	IMPACT TONAL	**Orchestral 03 RAW**	Raw, deep, resonant orchestral impact, with a strong, low-frequency thud and a rich, sustained tonal hum.
DSGNImpt	IMPACT TONAL	**Orchestral 04 DESIGNED**	Expansive, dramatic orchestral hit, featuring a deep, resonant boom and a complex, evolving harmonic texture.
DSGNImpt	IMPACT TONAL	**Orchestral 04 RAW**	Raw, deep orchestral impact, with a powerful, resonant low-end and a lingering, slightly dissonant tonal quality.

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UCS CATID	Vendor Category	Sample Name	Description
GORESqsh	IMPACT ATONAL	**Body Horror Impact 01 DESIGNED**	Wet, squishy, and visceral impact with a sickening thud, suggesting a grotesque body horror effect.
GORESqsh	IMPACT ATONAL	**Body Horror Impact 01 RAW**	Raw, wet, squishy thud, with a distinct, unsettling organic quality, evoking a visceral body horror impact.
GOREBone	IMPACT ATONAL	**Body Horror Impact 02 DESIGNED**	Sharp, cracking impact with a wet, bone-breaking crunch, creating a disturbing body horror sound effect.
GOREBone	IMPACT ATONAL	**Body Horror Impact 02 RAW**	Raw, sharp, wet crack, followed by a crunchy, bone-like sound, suggesting a painful body horror impact.
GORESqsh	IMPACT ATONAL	**Body Horror Impact 03 DESIGNED**	Gory, wet impact with a squishy, tearing sound and a deep, unsettling thud, perfect for body horror.
GORESqsh	IMPACT ATONAL	**Body Horror Impact 03 RAW**	Raw, wet, squelching impact with a heavy, organic thud, creating a disturbing, visceral body horror effect.
GORESqsh	IMPACT ATONAL	**Body Horror Impact 04 DESIGNED**	Sharp, piercing impact with a gruesome wet tear and a heavy, squishy thud, ideal for body horror.
GORESqsh	IMPACT ATONAL	**Body Horror Impact 04 RAW**	Raw, sharp, wet impact with a distinct tearing sound, followed by a squishy, organic thud.
DSGNStngr	IMPACT ATONAL	**Jack in the Box 01 DESIGNED 01**	Whirring, winding build-up culminating in a sudden, jarring musical sting, like a jack-in-the-box release.
DSGNStngr	IMPACT ATONAL	**Jack in the Box 01 DESIGNED 02**	Rapid, tense winding sound followed by a sudden, chaotic spring release and a distorted, unsettling musical burst.
TOYMech	IMPACT ATONAL	**Jack in the Box 01 RAW**	Raw, mechanical winding sound, followed by a quick spring release, capturing the essence of a jack-in-the-box.
DSGNStngr	IMPACT ATONAL	**Jack in the Box 02 DESIGNED 01**	Creepy, distorted winding sound with a suspenseful build-up, culminating in an unsettling, chaotic musical release.
DSGNStngr	IMPACT ATONAL	**Jack in the Box 02 DESIGNED 02**	Extended, eerie winding sound, building tension to a sudden, chaotic, and distorted musical sting, very unsettling.
TOYMech	IMPACT ATONAL	**Jack in the Box 02 RAW**	Raw, extended mechanical winding sound, followed by a sharp spring release, creating a classic jack-in-the-box effect.
GLASCrsh	IMPACT ATONAL	**Mirror Implosion Large 01 DESIGNED**	Massive, shattering glass implosion with deep, resonant debris, creating a dramatic, destructive large mirror effect.
GLASCrsh	IMPACT ATONAL	**Mirror Implosion Large 01 RAW**	Raw, large glass shattering, followed by heavy debris falling, capturing the violent implosion of a mirror.
GLASCrsh	IMPACT ATONAL	**Mirror Implosion Large 02 DESIGNED**	Deep, explosive glass implosion with scattered, sharp debris and a lingering, unsettling metallic resonance.
GLASCrsh	IMPACT ATONAL	**Mirror Implosion Large 02 RAW**	Raw, explosive glass shatter, followed by a cascade of debris and a deep, resonant aftermath.
GLASCrsh	IMPACT ATONAL	**Mirror Implosion Large 03 DESIGNED**	Violent, shattering glass implosion with a powerful, deep thud and widespread, sharp, metallic debris.
GLASCrsh	IMPACT ATONAL	**Mirror Implosion Large 03 RAW**	Raw, massive glass shattering, accompanied by a heavy thud and a flurry of sharp, metallic debris.
GLASCrsh	IMPACT ATONAL	**Mirror Implosion Medium 01 DESIGNED**	Sharp, cracking glass implosion with a resonant, mid-range shatter and scattered, falling debris.
GLASCrsh	IMPACT ATONAL	**Mirror Implosion Medium 01 RAW**	Raw, sharp glass crack and shatter, followed by a scattering of debris, indicating a medium-sized mirror implosion.
GLASCrsh	IMPACT ATONAL	**Mirror Implosion Medium 02 DESIGNED**	Explosive glass shatter with a distinct, sharp crack and a resonant, echoing debris fall.
GLASCrsh	IMPACT ATONAL	**Mirror Implosion Medium 02 RAW**	Raw, explosive glass shatter, followed by a sharp, resonant crack and scattered debris.

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UCS CATID	Vendor Category	Sample Name	Description
GLASCrsh	IMPACT ATONAL	**Mirror Implosion Medium 03 DESIGNED**	Intense, sharp glass implosion with a powerful, resonant break and a cascade of shimmering, metallic debris.
GLASCrsh	IMPACT ATONAL	**Mirror Implosion Medium 03 RAW**	Raw, intense glass shatter with a sharp, resonant break and a scattering of metallic debris.
GLASBrk	IMPACT ATONAL	**Mirror Implosion Small 01 DESIGNED**	Quick, sharp glass shatter with a high-pitched tinkling and a brief, resonant decay.
GLASBrk	IMPACT ATONAL	**Mirror Implosion Small 01 RAW**	Raw, quick, sharp glass shatter, followed by a brief tinkling sound, indicating a small mirror implosion.
GLASBrk	IMPACT ATONAL	**Mirror Implosion Small 02 DESIGNED**	Crisp, high-pitched glass break with a rapid, sharp crack and a scattering of tiny fragments.
GLASBrk	IMPACT ATONAL	**Mirror Implosion Small 02 RAW**	Raw, crisp, high-pitched glass break, with a sharp crack and a brief scattering of tiny fragments.
GLASBrk	IMPACT ATONAL	**Mirror Implosion Small 03 DESIGNED**	Sudden, sharp glass crack and shatter with a delicate, high-pitched tinkling, suggesting a small mirror.
GLASBrk	IMPACT ATONAL	**Mirror Implosion Small 03 RAW**	Raw, sudden, sharp glass crack and shatter, followed by a delicate, high-pitched tinkling.
METLCrsh	IMPACT ATONAL	**Roller Coaster Smash 01 DESIGNED**	Intense, metallic roller coaster smash with a grinding, tearing sound and a heavy, crushing impact.
METLCrsh	IMPACT ATONAL	**Roller Coaster Smash 01 RAW**	Raw, metallic roller coaster smash, featuring a grinding, tearing sound followed by a heavy, crushing impact.
METLCrsh	IMPACT ATONAL	**Roller Coaster Smash 02 DESIGNED**	Violent, screeching metallic crash with a deep, crushing impact and a chaotic, mechanical aftermath.
METLCrsh	IMPACT ATONAL	**Roller Coaster Smash 02 RAW**	Raw, violent metallic screech and crash, with a heavy, crushing impact and chaotic, mechanical debris.
TOYMisc	IMPACT ATONAL	**Toy Swarm Impact 01 DESIGNED**	Chaotic, rattling toy swarm impact with a dense, clattering sound and a brief, energetic burst.
TOYMisc	IMPACT ATONAL	**Toy Swarm Impact 01 RAW**	Raw, chaotic rattling sound, like a dense swarm of toys clattering together, energetic and brief.
TOYMisc	IMPACT ATONAL	**Toy Swarm Impact 02 DESIGNED**	Intense, clattering toy swarm impact with a sustained, buzzing energy and a chaotic, dense rattling.
TOYMisc	IMPACT ATONAL	**Toy Swarm Impact 02 RAW**	Raw, intense clattering sound, like a large swarm of toys impacting, with sustained, chaotic rattling.
DSGNWhsh	MOTION	**Carnival Whoosh Calliope Long 01**	Extended, sweeping air whoosh blending into a swirling organ calliope phrase.
DSGNWhsh	MOTION	**Carnival Whoosh Calliope Long 02**	Extended, sweeping air whoosh blending into a swirling organ calliope phrase.
DSGNWhsh	MOTION	**Carnival Whoosh Calliope Long 03**	Extended, sweeping air whoosh blending into a swirling organ calliope phrase.
DSGNWhsh	MOTION	**Carnival Whoosh Calliope Long 04**	Extended, sweeping air whoosh blending into a swirling organ calliope phrase.
DSGNWhsh	MOTION	**Carnival Whoosh Calliope Medium 01**	Medium-length dynamic air transition accompanied by a bright calliope flourish.
DSGNWhsh	MOTION	**Carnival Whoosh Calliope Medium 02**	Medium-length dynamic air transition accompanied by a bright calliope flourish.
DSGNWhsh	MOTION	**Carnival Whoosh Calliope Medium 03**	Medium-length dynamic air transition accompanied by a bright calliope flourish.
DSGNWhsh	MOTION	**Carnival Whoosh Calliope Medium 04**	Medium-length dynamic air transition accompanied by a bright calliope flourish.

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UCS CATID	Vendor Category	Sample Name	Description
DSGNWhsh	MOTION	**Carnival Whoosh Calliope Medium 05**	Medium-length dynamic air transition accompanied by a bright calliope flourish.
DSGNWhsh	MOTION	**Carnival Whoosh Calliope Short 01**	Quick, punchy air whoosh accented with a brief calliope chord pitch-bend.
DSGNWhsh	MOTION	**Carnival Whoosh Calliope Short 02**	Quick, punchy air whoosh accented with a brief calliope chord pitch-bend.
DSGNWhsh	MOTION	**Carnival Whoosh Calliope Short 03**	Quick, punchy air whoosh accented with a brief calliope chord pitch-bend.
DSGNWhsh	MOTION	**Carnival Whoosh Calliope Short 04**	Quick, punchy air whoosh accented with a brief calliope chord pitch-bend.
SWSH	MOTION	**Carnival Whoosh Dart 01**	Sharp, whipping air whoosh simulating a dart flying rapidly past.
SWSH	MOTION	**Carnival Whoosh Dart 02**	Sharp, whipping air whoosh simulating a dart flying rapidly past.
SWSH	MOTION	**Carnival Whoosh Dart 03**	Sharp, whipping air whoosh simulating a dart flying rapidly past.
SWSH	MOTION	**Carnival Whoosh Dart 04**	Sharp, whipping air whoosh simulating a dart flying rapidly past.
CLOTHMvmt	MOTION	**Clown Suit Motion Medium 01**	Medium-length fabric rustle with a loose, swishy costume movement texture.
CLOTHMvmt	MOTION	**Clown Suit Motion Medium 02**	Medium-length fabric rustle with a loose, swishy costume movement texture.
CLOTHMvmt	MOTION	**Clown Suit Motion Medium 03**	Medium-length fabric rustle with a loose, swishy costume movement texture.
CLOTHMvmt	MOTION	**Clown Suit Motion Medium 04**	Medium-length fabric rustle with a loose, swishy costume movement texture.
CLOTHMvmt	MOTION	**Clown Suit Motion Medium 05**	Medium-length fabric rustle with a loose, swishy costume movement texture.
CLOTHMvmt	MOTION	**Clown Suit Motion Medium 06**	Medium-length fabric rustle with a loose, swishy costume movement texture.
CLOTHMvmt	MOTION	**Clown Suit Motion Short 01**	Short, snappy fabric swish of loose clothing moving quickly.
CLOTHMvmt	MOTION	**Clown Suit Motion Short 02**	Short, snappy fabric swish of loose clothing moving quickly.
CLOTHMvmt	MOTION	**Clown Suit Motion Short 03**	Short, snappy fabric swish of loose clothing moving quickly.
CLOTHMvmt	MOTION	**Clown Suit Motion Short 04**	Short, snappy fabric swish of loose clothing moving quickly.
CLOTHMvmt	MOTION	**Clown Suit Motion Short 05**	Short, snappy fabric swish of loose clothing moving quickly.
SWSH	MOTION	**Throwing Knife 01**	Fast, intense air slice.
SWSH	MOTION	**Throwing Knife 02**	Fast, intense air slice.
SWSH	MOTION	**Throwing Knife 03**	Fast, intense air slice.
SWSH	MOTION	**Throwing Knife 04**	Fast, intense air slice.

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UCS CATID	Vendor Category	Sample Name	Description
RUBRFric	SFX ACTION	**Balloon Animal 01**	Squeaking latex rubber friction sound as a balloon animal is being created.
RUBRFric	SFX ACTION	**Balloon Animal 02**	Squeaking latex rubber friction sound as a balloon animal is being created.
RUBRFric	SFX ACTION	**Balloon Handling 01**	Friction and squeaking noise produced by twisting and stretching a latex balloon.
RUBRFric	SFX ACTION	**Balloon Handling 02**	Friction and squeaking noise produced by twisting and stretching a latex balloon.
AIRBlow	SFX ACTION	**Balloon Inflating**	Soft, steady airflow sound while manually inflating a balloon.
AIRBlow	SFX ACTION	**Balloon Inflating 01 DESIGNED**	Steady high-pressure air blowing into a balloon during inflation.
AIRBlow	SFX ACTION	**Balloon Inflating 02 DESIGNED**	Continuous sound of air blowing rapidly through a narrow nozzle into a balloon.
AIRBlow	SFX ACTION	**Balloon Inflating 03 DESIGNED**	Continuous sound of air blowing rapidly through a narrow nozzle into a balloon.
AIRBlow	SFX ACTION	**Balloon Inflating 04 DESIGNED**	High-pitched hiss of air expanding and inflating a latex balloon.
AIRBrst	SFX ACTION	**Balloon Popping**	Quick sharp pop of a rubber balloon bursting instantly without extra sound design.
AIRBrst	SFX ACTION	**Balloon Popping 01 DESIGNED**	Explosive popping sound followed by a dramatic sound design echo effect.
AIRBrst	SFX ACTION	**Balloon Popping 02 DESIGNED**	Sudden loud pop of a bursting balloon with a trailing reverberation effect.
GAMEMisc	SFX ACTION	**Card Deal to Table 01**	Tarot card being drawn from deck and placed on surface.
GAMEMisc	SFX ACTION	**Card Deal to Table 02**	Tarot card being drawn from deck and placed on surface.
GAMEMisc	SFX ACTION	**Card Deal to Table 03**	Tarot card being drawn from deck and placed on surface.
GAMEMisc	SFX ACTION	**Card Deal to Table 04**	Tarot card being drawn from deck and placed on surface.
GAMEMisc	SFX ACTION	**Card Deal to Table 05**	Tarot card being drawn from deck and placed on surface.
GAMEMisc	SFX ACTION	**Card Deal to Table 06**	Tarot card being drawn from deck and placed on surface.
GAMEMisc	SFX ACTION	**Card Dealing Sequence**	Sequence of cards being drawn from deck and placed on surface.
GAMEMisc	SFX ACTION	**Card Shuffle Sequence**	Sequence of cards being shuffled.
MACHAmus	SFX ACTION	**Carousel Mechanism 01 RAW**	Heavy mechanical clinking, gear grinding, and metallic rotation of a carnival carousel mechanism.
MACHAmus	SFX ACTION	**Carousel Mechanism 02 RAW**	Heavy mechanical clinking, gear grinding, and metallic rotation of a carnival carousel mechanism.
TOONHorn	SFX ACTION	**Clown Horn 01 Single Honk**	Short single honk sound produced by squeezing a rubber clown horn.
TOONHorn	SFX ACTION	**Clown Horn 02 Double Honk**	Playful double honk sound from a classic rubber clown horn.

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UCS CATID	Vendor Category	Sample Name	Description
TOONHorn	SFX ACTION	**Clown Horn 03 Triple Honk**	Rhythmic triple honk sound from a squeezed clown horn.
DSGNDron	SFX ACTION	**Clown Horn DESIGNED 01 Nightmare Ambience**	Deep, eerie drone producing a dark nightmare atmosphere for ambient sound design.
DSGNStngr	SFX ACTION	**Clown Horn DESIGNED 02 Nightmare Stab**	Low metallic bass strike sound generating a tense dark atmosphere.
MOTRElec	SFX ACTION	**Cotton Candy Spinning Machine 01 LOOP**	Continuous whirring drone of a cotton candy spinning machine motor running.
MOTRElec	SFX ACTION	**Cotton Candy Spinning Machine 01 Startup**	Mechanical motor whirring and revving up as a cotton candy machine starts.
MOTRElec	SFX ACTION	**Cotton Candy Spinning Machine 02 Loop**	Steady low hum and spinning mechanical noise from a cotton candy machine.
MOTRElec	SFX ACTION	**Cotton Candy Spinning Machine 02 Startup**	Motor starting up with a growing mechanical hum in a cotton candy machine.
DSGNWhsh	SFX ACTION	**Curtain Open DESIGNED**	Dramatic, stylized swoosh with sub-bass impact, heavy fabric motion, and pitch-bent bass transition as a curtain opens.
CLOTHMvmt	SFX ACTION	**Curtain Open Long RAW**	Rustic metallic rod scrape followed by a long, realistic fabric swish as a heavy curtain opens.
CLOTHMvmt	SFX ACTION	**Curtain Open Short RAW**	Quick, realistic fabric swish with a slight metallic ring as a curtain slides open.
PLASFric	SFX ACTION	**Doll Limb Movement 01**	Short plastic click and socket creak from moving a doll joint.
PLASFric	SFX ACTION	**Doll Limb Movement 02**	Short plastic click and socket creak from moving a doll joint.
PLASFric	SFX ACTION	**Doll Limb Movement 03**	Short plastic click and socket creak from moving a doll joint.
PLASFric	SFX ACTION	**Doll Limb Movement 04**	Short plastic click and socket creak from moving a doll joint.
PLASFric	SFX ACTION	**Doll Limb Movement 05**	Short plastic click and socket creak from moving a doll joint.
PLASFric	SFX ACTION	**Doll Limb Movement 06**	Short plastic click and socket creak from moving a doll joint.
PLASFric	SFX ACTION	**Doll Limb Movement 07**	Short plastic click and socket creak from moving a doll joint.
PLASFric	SFX ACTION	**Doll Limb Movement 08**	Short plastic click and socket creak from moving a doll joint.
PLASFric	SFX ACTION	**Doll Limb Movement 09**	Short plastic click and socket creak from moving a doll joint.
PLASFric	SFX ACTION	**Doll Limb Movement 10**	Short plastic click and socket creak from moving a doll joint.
CLOTHMvmt	SFX ACTION	**Doll Movement Texture 01**	Soft rustle of fabric combined with smooth plastic friction from a doll moving.
CLOTHMvmt	SFX ACTION	**Doll Movement Texture 02**	Soft rustle of fabric combined with smooth plastic friction from a doll moving.
CLOTHMvmt	SFX ACTION	**Doll Movement Texture 03**	Soft rustle of fabric combined with smooth plastic friction from a doll moving.
CLOTHMvmt	SFX ACTION	**Doll Movement Texture 04**	Soft rustle of fabric combined with smooth plastic friction from a doll moving.

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UCS CATID	Vendor Category	Sample Name	Description
CLOTHMvmt	SFX ACTION	**Doll Movement Texture 05**	Soft rustle of fabric combined with smooth plastic friction from a doll moving.
CLOTHMvmt	SFX ACTION	**Doll Movement Texture 06**	Soft rustle of fabric combined with smooth plastic friction from a doll moving.
CLOTHMvmt	SFX ACTION	**Doll Movement Texture 07**	Soft rustle of fabric combined with smooth plastic friction from a doll moving.
CLOTHMvmt	SFX ACTION	**Doll Movement Texture 08**	Soft rustle of fabric combined with smooth plastic friction from a doll moving.
CLOTHMvmt	SFX ACTION	**Doll Movement Texture 09**	Soft rustle of fabric combined with smooth plastic friction from a doll moving.
CLOTHMvmt	SFX ACTION	**Doll Movement Texture 10**	Soft rustle of fabric combined with smooth plastic friction from a doll moving.
METLFric	SFX ACTION	**Ferris Wheel Creak 01**	High-pitched metallic creak with a slow, grinding industrial strain.
METLFric	SFX ACTION	**Ferris Wheel Creak 02**	Deep metal groan with a sharp, high-frequency creak as a heavy structure rotates.
METLFric	SFX ACTION	**Ferris Wheel Creak 03**	Loud, resonant metallic screech followed by a low structural groan.
METLFric	SFX ACTION	**Ferris Wheel Creak 04**	Short, subtle metallic creak with a slight rubber strain.
GLASTonl	SFX ACTION	**Fortune Teller Crystal Ball**	Mystical, resonant glass chime with a low, shimmering hum and ethereal pitch bend.
TOYMech	SFX ACTION	**Music Box Wind 01 DESIGNED**	Crisp mechanical click and ratcheting wind-up, layered with a whimsical metallic musical motif.
TOYMech	SFX ACTION	**Music Box Wind 01 RAW**	Dry, mechanical ratcheting click and spring windup of a music box key without added design elements.
TOYMech	SFX ACTION	**Music Box Wind 02 DESIGNED**	Rhythmic winding click with a sub-bass thump and a shimmering, stylized musical flourish.
TOYMech	SFX ACTION	**Music Box Wind 02 RAW**	Pair of distinct mechanical clicks from winding a music box key.
TOYMech	SFX ACTION	**Music Box Wind 03 DESIGNED**	Fast metallic ratcheting windup layered with a magical, shimmering chord swell.
TOYMech	SFX ACTION	**Music Box Wind 03 RAW**	Steady, tactile mechanical windup of a music box spring, recorded clean and raw.
MOTRElec	SFX ACTION	**Popcorn Machine Intense LOOP**	Continuous, fast-paced rattling and popping of kernels, accompanied by a low electrical motor hum.
MOTRElec	SFX ACTION	**Popcorn Machine Intense STARTUP**	Electric motor hum powering up, followed by a sudden burst of rapid popcorn popping.
MOTRElec	SFX ACTION	**Popcorn Machine Normal LOOP**	Steady, rhythmic popping of popcorn kernels with a soft background motor hum.
MOTRElec	SFX ACTION	**Popcorn Machine Normal STARTUP**	Low electric hum revving up, followed by a few initial slow popcorn pops.
BELLMisc	SFX ACTION	**Shooting Gallery Impact 01**	Muted impact followed by a more sustained impact bell of a target being struck.
BELLMisc	SFX ACTION	**Shooting Gallery Impact 02**	Muted impact followed by a more sustained impact bell of a target being struck.
BELLMisc	SFX ACTION	**Shooting Gallery Impact 03**	Muted impact followed by a more sustained impact bell of a target being struck.

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UCS CATID	Vendor Category	Sample Name	Description
GAMEArcd	SFX ACTION	**Shooting Gallery Mechanism**	Continuous, fast-paced mechanical clatter with a steady motor hum from a shooting gallery target track.
GAMEArcd	SFX ACTION	**Shooting Gallery Sequence**	Rhythmic pneumatic air pops and metallic mechanical clicks of a shooting gallery target mechanism firing.
GAMEArcd	SFX ACTION	**Shooting Gallery Shot 01**	Short pneumatic air pops and sharp mechanical clicks from a toy gun firing.
GAMEArcd	SFX ACTION	**Shooting Gallery Shot 02**	Short pneumatic air pops and sharp mechanical clicks from a toy gun firing.
TOONWhis	SFX ACTION	**Slide Whistle 01**	High-pitched, rapidly rising comic slide whistle glissando ending with a sharp pitch bend.
TOONWhis	SFX ACTION	**Slide Whistle 02**	Fast downward pitch slide whistle sound with a quick comic droop.
TOONWhis	SFX ACTION	**Slide Whistle 03**	Playful double-sweep slide whistle rising sharply then quickly dipping in pitch.
TOONWhis	SFX ACTION	**Slide Whistle 04**	Short, energetic slide whistle chirp with a sharp upward pitch sweep.
PAPRRip	SFX ACTION	**Ticket Booth 01**	Sliding paper ticket tearing across a metal dispenser latch with a quick scrape.
PAPRRip	SFX ACTION	**Ticket Booth 02**	Fast paper rustle and crisp tearing sound of a ticket dispenser.
PAPRRip	SFX ACTION	**Ticket Booth 03**	Sharp, high-pitched paper tear followed by a quick ticket roll mechanism click.
PAPRRip	SFX ACTION	**Ticket Booth 04**	Crisp paper ticket ripping quickly from a carnival booth dispenser.
TOYMech	SFX ACTION	**Toy Winding Mechanism 01**	Sharp, metallic clicks of a spinning mechanical winding sound with steady friction turns.
TOYMech	SFX ACTION	**Toy Winding Mechanism 02**	Sharp, metallic clicks of a spinning mechanical winding sound with steady friction turns.
TOYMech	SFX ACTION	**Toy Winding Mechanism 03**	Sharp, metallic clicks of a spinning mechanical winding sound with steady friction turns.
TOYMech	SFX ACTION	**Toy Winding Mechanism 04**	Sharp, metallic clicks of a spinning mechanical winding sound with steady friction turns.
VOXFutz	SFX VOICE	**Distorted PA Cacophony 01**	Hyperactive, highly distorted carnival barker announcer shouting.
VOXFutz	SFX VOICE	**Distorted PA Cacophony 02**	Hyperactive, highly distorted carnival barker announcer shouting.
VOXFutz	SFX VOICE	**Distorted PA Cacophony 03**	Hyperactive, highly distorted carnival barker announcer shouting.
VOXFutz	SFX VOICE	**Distorted PA Cacophony 04**	Hyperactive, highly distorted carnival barker announcer shouting.
VOXFutz	SFX VOICE	**Distorted PA Signals 01**	Harsh, high-pitched static bursts alternating with brief moments of crackling white noise.
VOXFutz	SFX VOICE	**Distorted PA Signals 02**	Heavily distorted, robotic, and glitched voice speaking cryptically through thick radio static.
VOXFutz	SFX VOICE	**Distorted PA Signals 03**	Deep, muffled, and heavily garbled radio transmissions obscured by intense static and signal interference.
VOXFutz	SFX VOICE	**Distorted PA Signals 04**	Low, demonic-sounding voice repeating chopped, pitch-shifted phrases through heavy, crackling distortion.

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UCS CATID	Vendor Category	Sample Name	Description
DSGNVocl	SFX VOICE	**Ethereal Child Vocal Texture 01**	Ethereal, harmonized children's vocals singing simple syllables over a warm, synth-like drone.
DSGNVocl	SFX VOICE	**Ethereal Child Vocal Texture 02**	Haunting, ethereal chorus of young children singing layered, rhythmic chants with angelic reverberation.
DSGNVocl	SFX VOICE	**Ethereal Child Vocal Texture 03**	Bright, rhythmic children's chant repeating melodic syllables over an ethereal, reverent background drone.
VOXLaff	SFX VOICE	**Toy Cackle 01**	Distorted, high-pitched scream mixed with chaotic, glitched laughter and harsh static noise.
VOXLaff	SFX VOICE	**Toy Cackle 02**	Man's theatrical, echoing evil laugh reverberating with dramatic, dark room ambience.
VOXLaff	SFX VOICE	**Toy Cackle 03**	Manic, hysterical burst of high-pitched villainous laughter echoing through wide, hollow space.
VOXLaff	SFX VOICE	**Toy Cackle 04**	Slow, ominous evil chuckle rising into a menacing, echoes-filled villainous roar.
DSGNVocl	SFX VOICE	**Toy Voice Box 01**	Short, glitched robotic phrase pitch-shifted down with harsh static distortion.
DSGNVocl	SFX VOICE	**Toy Voice Box 02**	Short, heavily compressed voice sample whispering or speaking indistinctly with slight distortion.
DSGNVocl	SFX VOICE	**Toy Voice Box 03**	Brief, muffled electronic voice clip ending with a sharp, crackling noise burst.
DSGNVocl	SFX VOICE	**Toy Voice Box 04**	Low, distorted voice box snippet playing a fast, robotic phrase through fuzzy interference.
DSGNVocl	SFX VOICE	**Toy Voice Box 05**	Cheerful, high-pitched child's toy voice enthusiastically shouting a short phrase.
DSGNVocl	SFX VOICE	**Toy Voice Box 06**	Bright, high-pitched toy voice happily calling out with a cheerful robotic tone.
DSGNVocl	SFX VOICE	**Toy Voice Box 07**	High-pitched, childish voice speaking a brief, high-energy phrase with a bright toy-like pitch.
DSGNVocl	SFX VOICE	**Toy Voice Box 08**	Glitched, pitch-shifted toy voice quickly giggling and babbling an upbeat, playful line.
DSGNVocl	SFX VOICE	**Toy Voice Box 09**	Hyperactive, squeaky electronic voice shouting a short, frantic phrase before cutting off sharply.
DSGNVocl	SFX VOICE	**Toy Voice Box 10**	Distorted, raspy voice speaking a quick phrase through crackling radio static.
DSGNVocl	SFX VOICE	**Toy Voice Box 11**	High-pitched, mangled voice screeching incoherently through intense, glitched signal interference.
DSGNVocl	SFX VOICE	**Toy Voice Box 12**	Brief, low-pitched robotic phrase uttered through heavy, metallic radio distortion.
DSGNVocl	SFX VOICE	**Toy Voice Box 13**	High-pitched, distorted child's voice speaking a clipped, robotic phrase through fuzzy static.

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