



GAME MUSIC STINGERS SFX

File Name	Bit Depth	Sample Rate	Channels	Duration	Audio File Type
HoC - Game Over_loop	16	44100	2	0:08	WAVE
HoC - Game Over	16	44100	2	0:11	WAVE
HoC - Level Up	16	44100	2	0:03	WAVE
HoC - Monster Appear_01	16	44100	2	0:02	WAVE
HoC - Monster Appear_02	16	44100	2	0:02	WAVE
HoC - Negative Jingle_01	16	44100	2	0:08	WAVE
HoC - Negative Jingle_02	16	44100	2	0:03	WAVE
HoC - Positive Jingle_01	16	44100	2	0:03	WAVE
HoC - Positive Jingle_02	16	44100	2	0:02	WAVE
HoC - Victory Fanfare_loop	16	44100	2	0:11	WAVE
HoC - Victory Fanfare	16	44100	2	0:06	WAVE
CGM_Game Lose 1 (fast)	16	44100	2	0:03	WAVE
CGM_Game Lose 1	16	44100	2	0:04	WAVE
CGM_Game Lose 2	16	44100	2	0:02	WAVE
CGM_Game Lose Jingle 1_loop (fast)	16	44100	2	0:07	WAVE
CGM_Game Lose Jingle 1_loop	16	44100	2	0:08	WAVE
CGM_Game Win 1 (fast)	16	44100	2	0:03	WAVE
CGM_Game Win 1	16	44100	2	0:04	WAVE
CGM_Game Win 2	16	44100	2	0:04	WAVE
CGM_Game Win Jingle 1_loop (fast)	16	44100	2	0:06	WAVE
CGM_Game Win Jingle 1_loop	16	44100	2	0:08	WAVE
CGM2_Complete_Mission_1	16	44100	2	0:05	WAVE
CGM2_Complete_Mission_2	16	44100	2	0:04	WAVE
CGM2_Lose_Jingle_Loop	16	44100	2	0:07	WAVE
CGM2_Lose_Sting_1	16	44100	2	0:04	WAVE
CGM2_Lose_Sting_2	16	44100	2	0:05	WAVE
CGM2_Win_Jingle_Loop	16	44100	2	0:08	WAVE
CGM2_Win_Sting_1	16	44100	2	0:05	WAVE
CGM2_Win_Sting_2	16	44100	2	0:04	WAVE
CGM2_Star_Rating_1	16	44100	2	0:01	WAVE
CGM2_Star_Rating_2	16	44100	2	0:01	WAVE
CGM2_Star_Rating_3	16	44100	2	0:01	WAVE
CR_Game Over	16	44100	2	0:03	WAVE
CR_Mission Complete_01	16	44100	2	0:05	WAVE

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File Name	Bit Depth	Sample Rate	Channels	Duration	Audio File Type
CR_Mission Complete_02	16	44100	2	0:08	WAVE
CR_Mystery Prize	16	44100	2	0:04	WAVE
CR_Positive Event_01	16	44100	2	0:02	WAVE
CR_Positive Event_02	16	44100	2	0:02	WAVE
CR_Positive Stinger_01	16	44100	2	0:03	WAVE
CR_Positive Stinger_02_2	16	44100	2	0:04	WAVE
CR_Positive Stinger_02	16	44100	2	0:04	WAVE
CR_Sad Jingle_Loop	16	44100	2	0:06	WAVE
CR_Upbeat Jingle_Loop	16	44100	2	0:15	WAVE
CS_Lose_Level	16	44100	2	0:05	WAVE
CS_Mission_Success	16	44100	2	0:05	WAVE
CS_Win_Level	16	44100	2	0:04	WAVE
CS_Collect_Item	16	44100	2	0:01	WAVE
CS_Mission_Success	16	44100	2	0:02	WAVE
CS_Win_Level	16	44100	2	0:02	WAVE
CSG_Dance_Party_Jingle_Loop	16	44100	2	0:04	WAVE
CSG_Negative_Stinger	16	44100	2	0:03	WAVE
CSG_Neutral_Stinger_01	16	44100	2	0:01	WAVE
CSG_Positive_Stinger_01	16	44100	2	0:01	WAVE
CSG_Positive_Stinger_02	16	44100	2	0:01	WAVE
CSG_Positive_Stinger_03	16	44100	2	0:01	WAVE
FM_Happy_Jingle_Loop	16	44100	2	0:03	WAVE
FM_Long Positive Stinger 1	16	44100	2	0:04	WAVE
FM_Negative Stinger 1	16	44100	2	0:03	WAVE
FM_Neutral Stinger 1	16	44100	2	0:03	WAVE
FM_Short Positive Stinger 1	16	44100	2	0:02	WAVE
FM_Short Positive Stinger 2	16	44100	2	0:03	WAVE
FM_Short Positive Stinger 3	16	44100	2	0:04	WAVE
EA_Dead_End_Short_Loop	16	44100	2	0:18	WAVE
EA_Lose_Stinger_1	16	44100	2	0:04	WAVE
EA_Lose_Stinger_2	16	44100	2	0:04	WAVE
EA_Negative_Jingle	16	44100	2	0:09	WAVE
EA_Positive_Jingle	16	44100	2	0:09	WAVE
EA_Win_Stinger_1	16	44100	2	0:05	WAVE
EA_Win_Stinger_2	16	44100	2	0:06	WAVE
EG_Negative_Stinger	16	44100	2	0:09	WAVE
EG_Neutral_Stinger_01	16	44100	2	0:08	WAVE
EG_Neutral_Stinger_02	16	44100	2	0:07	WAVE
EG_Positive_Stinger_01	16	44100	2	0:05	WAVE
EG_Positive_Stinger_02	16	44100	2	0:06	WAVE
GoE - Choir Negative	16	44100	2	0:11	WAVE
GoE - Choir Positive	16	44100	2	0:14	WAVE
GoE - Defeat Fanfare	16	44100	2	0:06	WAVE
GoE - Event Negative	16	44100	2	0:04	WAVE
GoE - Event Positive	16	44100	2	0:04	WAVE

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GoE - Mission Success Jingle	16	44100	2	0:09	WAVE
GoE - Neutral Jingle	16	44100	2	0:03	WAVE
GoE - Postive Shimmer	16	44100	2	0:05	WAVE
GoE - Victory Fanfare	16	44100	2	0:06	WAVE
IDA - Event Stinger	16	44100	2	0:06	WAVE
ToL - Event Negative	16	44100	2	0:03	WAVE
ToL - Event Positive	16	44100	2	0:03	WAVE
ToL - Game Lose 1	16	44100	2	0:08	WAVE
ToL - Game Lose 2	16	44100	2	0:04	WAVE
ToL - Game Win 1	16	44100	2	0:06	WAVE
ToL - Game Win 2	16	44100	2	0:04	WAVE
ToL - Mission Fail	16	44100	2	0:03	WAVE
ToL - Mission Success	16	44100	2	0:08	WAVE
ToL - Mysterious Jingle_Loop	16	44100	2	0:05	WAVE
ToTS_Lose_Jingle_Loop	16	44100	2	0:16	WAVE
ToTS_Lose_Sting_01	16	44100	2	0:05	WAVE
ToTS_Lose_Sting_02	16	44100	2	0:06	WAVE
ToTS_Win_Jingle_Loop	16	44100	2	0:23	WAVE
ToTS_Win_Jingle_noWind_Loop	16	44100	2	0:23	WAVE
ToTs_Win_Sting_01	16	44100	2	0:07	WAVE
ToTs_Win_Sting_02	16	44100	2	0:07	WAVE
CR_Collect Item_01	16	44100	2	0:02	WAVE
CR_Wrong Answer	16	44100	2	0:02	WAVE
CR2_Cute_UI_1	16	44100	2	0:01	WAVE
CR2_Cute_UI_2	16	44100	2	0:01	WAVE
CR2_Cute_UI_3	16	44100	2	0:01	WAVE
CR2_Cute_UI_4	16	44100	2	0:01	WAVE
CR2_Day_End_1	16	44100	2	0:03	WAVE
CR2_Day_End_2	16	44100	2	0:05	WAVE
CR2_Gain_Heart	16	44100	2	0:04	WAVE
CR2_Love_Sting_1_1	16	44100	2	0:04	WAVE
CR2_Love_Sting_1_2	16	44100	2	0:03	WAVE
CR2_Negative_button_1	16	44100	2	0:01	WAVE
CR2_Negative_button_2	16	44100	2	0:01	WAVE
CR2_Negative_button_3	16	44100	2	0:01	WAVE
CR2_Transform_Sparkles_01_1	16	44100	2	0:06	WAVE
CR2_Transform_Sparkles_01_2	16	44100	2	0:06	WAVE
CR2_Transform_Sparkles_01_Loop	16	44100	2	0:06	WAVE
CR2_Transform_Sparkles_02	16	44100	2	0:05	WAVE
CR2_Transform_Sparkles_03_Loop	16	44100	2	0:07	WAVE
CR2_Transform_Sparkles_03	16	44100	2	0:05	WAVE
CSG_Coin_01	16	44100	2	0:01	WAVE
CSG_Coin_02	16	44100	2	0:01	WAVE
CSG_Cute_Animal_Voice	16	44100	2	0:01	WAVE
CSG_Notification_01	16	44100	2	0:01	WAVE

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File Name	Bit Depth	Sample Rate	Channels	Duration	Audio File Type
CSG_Notification_02	16	44100	2	0:01	WAVE
CSG_Simple_UI_01	16	44100	2	0:01	WAVE
CSG_Simple_UI_02	16	44100	2	0:01	WAVE
CSG_Simple_UI_03	16	44100	2	0:01	WAVE
CSG_Simple_UI_04	16	44100	2	0:01	WAVE
CSG_Text_Long_Loop	16	44100	2	0:01	WAVE
CSG_Text_Single_Loop	16	44100	2	0:01	WAVE
CSG_UI_Click_01	16	44100	2	0:01	WAVE
CSG_UI_Click_02	16	44100	2	0:01	WAVE
CSG_UI_Close_01	16	44100	2	0:01	WAVE
CSG_UI_Close_02	16	44100	2	0:01	WAVE
CSG_UI_Close_03	16	44100	2	0:01	WAVE
CSG_UI_Open_01	16	44100	2	0:01	WAVE
CSG_UI_Open_02	16	44100	2	0:01	WAVE
EA_Dead_End_Short_Loop	16	44100	2	0:18	WAVE
EA_Lose_Stinger_1	16	44100	2	0:04	WAVE
EA_Lose_Stinger_2	16	44100	2	0:04	WAVE
EA_Negative_Jingle	16	44100	2	0:09	WAVE
EA_Positive_Jingle	16	44100	2	0:09	WAVE
EA_Win_Stinger_1	16	44100	2	0:05	WAVE
EA_Win_Stinger_2	16	44100	2	0:06	WAVE
EA_Game_Start	16	44100	2	0:02	WAVE
EA_Notification	16	44100	2	0:01	WAVE
EA_Pick_Item_Special_1	16	44100	2	0:01	WAVE
EA_Pick_Item_Special_2	16	44100	2	0:02	WAVE
EA_Pick_Item_Special_3	16	44100	2	0:01	WAVE
EA_Pick_Item	16	44100	2	0:01	WAVE
EA_Revive	16	44100	2	0:05	WAVE
EA_UI_Click	16	44100	2	0:01	WAVE
EA_UI_Confirmation	16	44100	2	0:02	WAVE
EA_UI_Select	16	44100	2	0:01	WAVE
EA_UI_Swipe	16	44100	2	0:01	WAVE
ToTS_UI_Alert_01_1	16	44100	2	0:01	WAVE
ToTS_UI_Alert_01_2	16	44100	2	0:01	WAVE
ToTS_UI_Click_01	16	44100	2	0:01	WAVE
ToTS_UI_Click_02_1	16	44100	2	0:01	WAVE
ToTS_UI_Click_02_2	16	44100	2	0:01	WAVE
ToTS_UI_Click_03_1	16	44100	2	0:01	WAVE
ToTS_UI_Click_03_2	16	44100	2	0:01	WAVE
ToTS_UI_Click_04_1	16	44100	2	0:01	WAVE
ToTS_UI_Click_04_2	16	44100	2	0:01	WAVE
ToTS_UI_Click_04_3	16	44100	2	0:01	WAVE
ToTS_UI_Click_05	16	44100	2	0:01	WAVE
ToTS_UI_Click_06	16	44100	2	0:01	WAVE
ToTS_UI_Confirm_01_1	16	44100	2	0:01	WAVE

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File Name	Bit Depth	Sample Rate	Channels	Duration	Audio File Type
ToTS_UI_Confirm_01_2	16	44100	2	0:01	WAVE
ToTS_UI_Confirm_02	16	44100	2	0:01	WAVE
ToTS_UI_Confirm_03	16	44100	2	0:01	WAVE
ToTS_UI_Confirm_04	16	44100	2	0:01	WAVE
ToTS_UI_Confirm_05	16	44100	2	0:01	WAVE
ToTS_UI_Confirm_06	16	44100	2	0:01	WAVE
ToTS_UI_Error_01	16	44100	2	0:01	WAVE
ToTS_UI_Error_02	16	44100	2	0:01	WAVE
ToTS_UI_Error_03	16	44100	2	0:01	WAVE
ToTS_UI_Error_04	16	44100	2	0:01	WAVE
ToTS_UI_Error_05	16	44100	2	0:01	WAVE
ToTS_UI_Notification_01	16	44100	2	0:01	WAVE
ToTS_UI_Shuffle_01	16	44100	2	0:01	WAVE