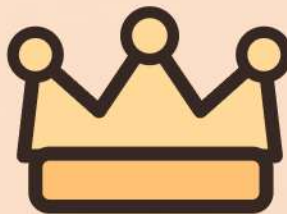


# BOARD GAME ACTIONS

## SOUND TRACKLIST



Dice, Cards and Game Moves



DICE, CARDS  
AND GAME MOVES

GFX SOUNDS STUDIOS

| TITLE                                                         | DURATION | FORMAT       | UCS CATEGORY | UCS SUBCATEGORY |
|---------------------------------------------------------------|----------|--------------|--------------|-----------------|
| CRWDReac_Crowd loss shout 2_GFXS_BGA.wav                      | 0:01     | 48kHz 24-bit | CROWDS       | REACTION        |
| CRWDReac_Crowd loss shout 3_GFXS_BGA.wav                      | 0:01     | 48kHz 24-bit | CROWDS       | REACTION        |
| CRWDReac_Crowd loss shout_GFXS_BGA.wav                        | 0:01     | 48kHz 24-bit | CROWDS       | REACTION        |
| CRWDReac_Crowd round ended shout 2_GFXS_BGA.wav               | 0:01     | 48kHz 24-bit | CROWDS       | REACTION        |
| CRWDReac_Crowd round ended shout 3_GFXS_BGA.wav               | 0:01     | 48kHz 24-bit | CROWDS       | REACTION        |
| CRWDReac_Crowd round ended shout_GFXS_BGA.wav                 | 0:01     | 48kHz 24-bit | CROWDS       | REACTION        |
| CRWDReac_Crowd win shout 2_GFXS_BGA.wav                       | 0:01     | 48kHz 24-bit | CROWDS       | REACTION        |
| CRWDReac_Crowd win shout 3_GFXS_BGA.wav                       | 0:02     | 48kHz 24-bit | CROWDS       | REACTION        |
| CRWDReac_Crowd win shout_GFXS_BGA.wav                         | 0:01     | 48kHz 24-bit | CROWDS       | REACTION        |
| GAMEBoard_Checkers piece place on wooden board 2_GFXS_BGA.wav | 0:02     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Checkers piece place on wooden board 3_GFXS_BGA.wav | 0:02     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Checkers piece place on wooden board_GFXS_BGA.wav   | 0:01     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Checkers piece slide 2_GFXS_BGA.wav                 | 0:01     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Checkers piece slide 3_GFXS_BGA.wav                 | 0:01     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Checkers piece slide_GFXS_BGA.wav                   | 0:01     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Chess capture knock 2_GFXS_BGA.wav                  | 0:01     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Chess capture knock 3_GFXS_BGA.wav                  | 0:01     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Chess capture knock 4_GFXS_BGA.wav                  | 0:01     | 48kHz 24-bit | GAMES        | BOARD           |

315 SOUND FILES



| TITLE                                             | DURATION | FORMAT       | UCS CATEGORY | UCS SUBCATEGORY |
|---------------------------------------------------|----------|--------------|--------------|-----------------|
| GAMEBoard_Chess capture knock_GFXS_BGA.wav        | 0:01     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Chess piece place 2_GFXS_BGA.wav        | 0:01     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Chess piece place 3_GFXS_BGA.wav        | 0:01     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Chess piece place 4_GFXS_BGA.wav        | 0:01     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Chess piece place 5_GFXS_BGA.wav        | 0:01     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Chess piece place_GFXS_BGA.wav          | 0:01     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Chess piece slide move 2_GFXS_BGA.wav   | 0:01     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Chess piece slide move 3_GFXS_BGA.wav   | 0:01     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Chess piece slide move 4_GFXS_BGA.wav   | 0:01     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Chess piece slide move_GFXS_BGA.wav     | 0:01     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Chess pieces arrange 2_GFXS_BGA.wav     | 0:17     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Chess pieces arrange 3_GFXS_BGA.wav     | 0:16     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Chess pieces arrange_GFXS_BGA.wav       | 0:17     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Chess pieces drop 2_GFXS_BGA.wav        | 0:02     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Chess pieces drop 3_GFXS_BGA.wav        | 0:01     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Chess pieces drop 4_GFXS_BGA.wav        | 0:04     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Chess pieces drop 5_GFXS_BGA.wav        | 0:04     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Chess pieces drop_GFXS_BGA.wav          | 0:03     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Chess pieces hand rustle 2_GFXS_BGA.wav | 0:05     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Chess pieces hand rustle_GFXS_BGA.wav   | 0:06     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Dice roll on table 2_GFXS_BGA.wav       | 0:01     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Dice roll on table 3_GFXS_BGA.wav       | 0:01     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Dice roll on table 4_GFXS_BGA.wav       | 0:01     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Dice roll on table_GFXS_BGA.wav         | 0:01     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Dice shake in both hands 2_GFXS_BGA.wav | 0:03     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Dice shake in both hands_GFXS_BGA.wav   | 0:03     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Dice shake in cup 2_GFXS_BGA.wav        | 0:01     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Dice shake in cup 3_GFXS_BGA.wav        | 0:01     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Dice shake in cup 4_GFXS_BGA.wav        | 0:01     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Dice shake in cup_GFXS_BGA.wav          | 0:01     | 48kHz 24-bit | GAMES        | BOARD           |

315 SOUND FILES



| TITLE                                                | DURATION | FORMAT       | UCS CATEGORY | UCS SUBCATEGORY |
|------------------------------------------------------|----------|--------------|--------------|-----------------|
| GAMEBoard_Dice shake throw and roll 2_GFXS_BGA.wav   | 0:01     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Dice shake throw and roll 3_GFXS_BGA.wav   | 0:01     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Dice shake throw and roll 4_GFXS_BGA.wav   | 0:01     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Dice shake throw and roll_GFXS_BGA.wav     | 0:01     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Dice toss and roll on map 2_GFXS_BGA.wav   | 0:01     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Dice toss and roll on map 3_GFXS_BGA.wav   | 0:01     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Dice toss and roll on map 4_GFXS_BGA.wav   | 0:02     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Dice toss and roll on map 5_GFXS_BGA.wav   | 0:02     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Dice toss and roll on map_GFXS_BGA.wav     | 0:01     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Fast dice shake 2_GFXS_BGA.wav             | 0:02     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Fast dice shake_GFXS_BGA.wav               | 0:02     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Game pieces drop on board 2_GFXS_BGA.wav   | 0:03     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Game pieces drop on board 3_GFXS_BGA.wav   | 0:04     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Game pieces drop on board 4_GFXS_BGA.wav   | 0:05     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Game pieces drop on board_GFXS_BGA.wav     | 0:03     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Metal miniature move on map 2_GFXS_BGA.wav | 0:01     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Metal miniature move on map 3_GFXS_BGA.wav | 0:01     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Metal miniature move on map 4_GFXS_BGA.wav | 0:01     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Metal miniature move on map 5_GFXS_BGA.wav | 0:02     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Metal miniature move on map_GFXS_BGA.wav   | 0:02     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Metal miniature single move 2_GFXS_BGA.wav | 0:01     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Metal miniature single move 3_GFXS_BGA.wav | 0:01     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Metal miniature single move 4_GFXS_BGA.wav | 0:01     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Metal miniature single move_GFXS_BGA.wav   | 0:01     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Slow dice shake 2_GFXS_BGA.wav             | 0:02     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Slow dice shake 3_GFXS_BGA.wav             | 0:02     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Slow dice shake_GFXS_BGA.wav               | 0:02     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Soft chess piece place 2_GFXS_BGA.wav      | 0:01     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Soft chess piece place 3_GFXS_BGA.wav      | 0:01     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Soft chess piece place 4_GFXS_BGA.wav      | 0:01     | 48kHz 24-bit | GAMES        | BOARD           |

315 SOUND FILES



| TITLE                                               | DURATION | FORMAT       | UCS CATEGORY | UCS SUBCATEGORY |
|-----------------------------------------------------|----------|--------------|--------------|-----------------|
| GAMEBoard_Soft chess piece place 9_GFXS_BGA.wav     | 0:01     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Soft chess piece place 10_GFXS_BGA.wav    | 0:01     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Soft chess piece place_GFXS_BGA.wav       | 0:01     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Soft chess piece slide 2_GFXS_BGA.wav     | 0:01     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Soft chess piece slide 3_GFXS_BGA.wav     | 0:01     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Soft chess piece slide 4_GFXS_BGA.wav     | 0:01     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Soft chess piece slide 5_GFXS_BGA.wav     | 0:01     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Soft chess piece slide 6_GFXS_BGA.wav     | 0:01     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Soft chess piece slide 7_GFXS_BGA.wav     | 0:01     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Soft chess piece slide_GFXS_BGA.wav       | 0:01     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Token move on board 2_GFXS_BGA.wav        | 0:02     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Token move on board 3_GFXS_BGA.wav        | 0:02     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Token move on board 4_GFXS_BGA.wav        | 0:01     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Token move on board 5_GFXS_BGA.wav        | 0:03     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Token move on board 6_GFXS_BGA.wav        | 0:01     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Token move on board_GFXS_BGA.wav          | 0:02     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Token single move on board 2_GFXS_BGA.wav | 0:01     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Token single move on board 3_GFXS_BGA.wav | 0:01     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Token single move on board 4_GFXS_BGA.wav | 0:01     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Token single move on board 5_GFXS_BGA.wav | 0:01     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Token single move on board_GFXS_BGA.wav   | 0:01     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Token toss on game map 2_GFXS_BGA.wav     | 0:02     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Token toss on game map 3_GFXS_BGA.wav     | 0:01     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Token toss on game map 4_GFXS_BGA.wav     | 0:01     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Token toss on game map 5_GFXS_BGA.wav     | 0:01     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Token toss on game map_GFXS_BGA.wav       | 0:01     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Tokens clatter in hand 2_GFXS_BGA.wav     | 0:06     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Tokens clatter in hand 3_GFXS_BGA.wav     | 0:04     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Tokens clatter in hand 4_GFXS_BGA.wav     | 0:05     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEBoard_Tokens clatter in hand 5_GFXS_BGA.wav     | 0:03     | 48kHz 24-bit | GAMES        | BOARD           |

315 SOUND FILES



| TITLE                                               | DURATION | FORMAT       | UCS CATEGORY | UCS SUBCATEGORY |
|-----------------------------------------------------|----------|--------------|--------------|-----------------|
| GAMEBoard_Wooden board piece slide_GFXS_BGA.wav     | 0:01     | 48kHz 24-bit | GAMES        | BOARD           |
| GAMEMisc_Card deal on table 2_GFXS_BGA.wav          | 0:05     | 48kHz 24-bit | GAMES        | MISC            |
| GAMEMisc_Card deal on table 3_GFXS_BGA.wav          | 0:04     | 48kHz 24-bit | GAMES        | MISC            |
| GAMEMisc_Card deal on table 4_GFXS_BGA.wav          | 0:04     | 48kHz 24-bit | GAMES        | MISC            |
| GAMEMisc_Card deal on table 5_GFXS_BGA.wav          | 0:03     | 48kHz 24-bit | GAMES        | MISC            |
| GAMEMisc_Card deal on table_GFXS_BGA.wav            | 0:05     | 48kHz 24-bit | GAMES        | MISC            |
| GAMEMisc_Card dealing sequence 2_GFXS_BGA.wav       | 0:01     | 48kHz 24-bit | GAMES        | MISC            |
| GAMEMisc_Card dealing sequence 3_GFXS_BGA.wav       | 0:01     | 48kHz 24-bit | GAMES        | MISC            |
| GAMEMisc_Card dealing sequence 4_GFXS_BGA.wav       | 0:01     | 48kHz 24-bit | GAMES        | MISC            |
| GAMEMisc_Card dealing sequence 5_GFXS_BGA.wav       | 0:01     | 48kHz 24-bit | GAMES        | MISC            |
| GAMEMisc_Card dealing sequence_GFXS_BGA.wav         | 0:01     | 48kHz 24-bit | GAMES        | MISC            |
| GAMEMisc_Cards flip from deck 2_GFXS_BGA.wav        | 0:05     | 48kHz 24-bit | GAMES        | MISC            |
| GAMEMisc_Cards flip from deck_GFXS_BGA.wav          | 0:02     | 48kHz 24-bit | GAMES        | MISC            |
| GAMEMisc_Cards flip through 2_GFXS_BGA.wav          | 0:04     | 48kHz 24-bit | GAMES        | MISC            |
| GAMEMisc_Cards flip through 3_GFXS_BGA.wav          | 0:02     | 48kHz 24-bit | GAMES        | MISC            |
| GAMEMisc_Cards flip through 4_GFXS_BGA.wav          | 0:04     | 48kHz 24-bit | GAMES        | MISC            |
| GAMEMisc_Cards flip through 5_GFXS_BGA.wav          | 0:06     | 48kHz 24-bit | GAMES        | MISC            |
| GAMEMisc_Cards flip through_GFXS_BGA.wav            | 0:03     | 48kHz 24-bit | GAMES        | MISC            |
| GAMEMisc_Cards shuffle and deal_GFXS_BGA.wav        | 0:02     | 48kHz 24-bit | GAMES        | MISC            |
| GAMEMisc_Playing card deck handling 2_GFXS_BGA.wav  | 0:03     | 48kHz 24-bit | GAMES        | MISC            |
| GAMEMisc_Playing card deck handling_GFXS_BGA.wav    | 0:03     | 48kHz 24-bit | GAMES        | MISC            |
| GAMEMisc_Playing card deck set down_GFXS_BGA.wav    | 0:01     | 48kHz 24-bit | GAMES        | MISC            |
| GAMEMisc_Playing card deck shuffle 2_GFXS_BGA.wav   | 0:01     | 48kHz 24-bit | GAMES        | MISC            |
| GAMEMisc_Playing card deck shuffle 3_GFXS_BGA.wav   | 0:01     | 48kHz 24-bit | GAMES        | MISC            |
| GAMEMisc_Playing card deck shuffle_GFXS_BGA.wav     | 0:01     | 48kHz 24-bit | GAMES        | MISC            |
| GAMEMisc_Playing card riffle shuffle 2_GFXS_BGA.wav | 0:01     | 48kHz 24-bit | GAMES        | MISC            |
| GAMEMisc_Playing card riffle shuffle 3_GFXS_BGA.wav | 0:02     | 48kHz 24-bit | GAMES        | MISC            |
| GAMEMisc_Playing card riffle shuffle 4_GFXS_BGA.wav | 0:02     | 48kHz 24-bit | GAMES        | MISC            |
| GAMEMisc_Playing card riffle shuffle_GFXS_BGA.wav   | 0:02     | 48kHz 24-bit | GAMES        | MISC            |
| GAMEMisc_Playing cards table deal 2_GFXS_BGA.wav    | 0:08     | 48kHz 24-bit | GAMES        | MISC            |

315 SOUND FILES



| TITLE                                              | DURATION | FORMAT       | UCS CATEGORY | UCS SUBCATEGORY |
|----------------------------------------------------|----------|--------------|--------------|-----------------|
| GAMEMisc_Puzzle cube rotate and solve_GFXS_BGA.wav | 0:01     | 48kHz 24-bit | GAMES        | MISC            |
| GAMEMisc_Reward box failed open 2_GFXS_BGA.wav     | 0:01     | 48kHz 24-bit | GAMES        | MISC            |
| GAMEMisc_Reward box failed open_GFXS_BGA.wav       | 0:01     | 48kHz 24-bit | GAMES        | MISC            |
| GAMEMisc_Reward box open 2_GFXS_BGA.wav            | 0:03     | 48kHz 24-bit | GAMES        | MISC            |
| GAMEMisc_Reward box open 3_GFXS_BGA.wav            | 0:01     | 48kHz 24-bit | GAMES        | MISC            |
| GAMEMisc_Reward box open 4_GFXS_BGA.wav            | 0:02     | 48kHz 24-bit | GAMES        | MISC            |
| GAMEMisc_Reward box open 5_GFXS_BGA.wav            | 0:03     | 48kHz 24-bit | GAMES        | MISC            |
| GAMEMisc_Reward box open_GFXS_BGA.wav              | 0:03     | 48kHz 24-bit | GAMES        | MISC            |
| GAMEMisc_Single card flip from deck 2_GFXS_BGA.wav | 0:01     | 48kHz 24-bit | GAMES        | MISC            |
| GAMEMisc_Single card flip from deck 3_GFXS_BGA.wav | 0:01     | 48kHz 24-bit | GAMES        | MISC            |
| GAMEMisc_Single card flip from deck 4_GFXS_BGA.wav | 0:01     | 48kHz 24-bit | GAMES        | MISC            |
| GAMEMisc_Single card flip from deck_GFXS_BGA.wav   | 0:01     | 48kHz 24-bit | GAMES        | MISC            |
| GAMEMisc_Single playing card deal 2_GFXS_BGA.wav   | 0:01     | 48kHz 24-bit | GAMES        | MISC            |
| GAMEMisc_Single playing card deal 3_GFXS_BGA.wav   | 0:01     | 48kHz 24-bit | GAMES        | MISC            |
| GAMEMisc_Single playing card deal 4_GFXS_BGA.wav   | 0:01     | 48kHz 24-bit | GAMES        | MISC            |
| GAMEMisc_Single playing card deal 5_GFXS_BGA.wav   | 0:01     | 48kHz 24-bit | GAMES        | MISC            |
| GAMEMisc_Single playing card deal_GFXS_BGA.wav     | 0:01     | 48kHz 24-bit | GAMES        | MISC            |
| GAMEMisc_Wooden puzzle solve_GFXS_BGA.wav          | 0:02     | 48kHz 24-bit | GAMES        | MISC            |
| MECHRtch_Prize wheel long spin 2_GFXS_BGA.wav      | 0:03     | 48kHz 24-bit | MECHANICAL   | RATCHET         |
| MECHRtch_Prize wheel long spin 3_GFXS_BGA.wav      | 0:04     | 48kHz 24-bit | MECHANICAL   | RATCHET         |
| MECHRtch_Prize wheel long spin 4_GFXS_BGA.wav      | 0:05     | 48kHz 24-bit | MECHANICAL   | RATCHET         |
| MECHRtch_Prize wheel long spin_GFXS_BGA.wav        | 0:04     | 48kHz 24-bit | MECHANICAL   | RATCHET         |
| MECHRtch_Prize wheel spin 2_GFXS_BGA.wav           | 0:06     | 48kHz 24-bit | MECHANICAL   | RATCHET         |
| MECHRtch_Prize wheel spin_GFXS_BGA.wav             | 0:03     | 48kHz 24-bit | MECHANICAL   | RATCHET         |
| MUSCStngr_Fail trumpet cue 2_GFXS_BGA.wav          | 0:06     | 48kHz 24-bit | MUSICAL      | STINGER         |
| MUSCStngr_Fail trumpet cue 3_GFXS_BGA.wav          | 0:06     | 48kHz 24-bit | MUSICAL      | STINGER         |
| MUSCStngr_Fail trumpet cue_GFXS_BGA.wav            | 0:08     | 48kHz 24-bit | MUSICAL      | STINGER         |
| MUSCStngr_Match lost cue 2_GFXS_BGA.wav            | 0:08     | 48kHz 24-bit | MUSICAL      | STINGER         |
| MUSCStngr_Match lost cue_GFXS_BGA.wav              | 0:07     | 48kHz 24-bit | MUSICAL      | STINGER         |
| MUSCStngr_Match won victory cue_GFXS_BGA.wav       | 0:03     | 48kHz 24-bit | MUSICAL      | STINGER         |

315 SOUND FILES



| TITLE                                                  | DURATION | FORMAT       | UCS CATEGORY | UCS SUBCATEGORY |
|--------------------------------------------------------|----------|--------------|--------------|-----------------|
| MUSCStngr_Objective achieved success cue_GFXS_BGA.wav  | 0:02     | 48kHz 24-bit | MUSICAL      | STINGER         |
| MUSCStngr_Objective complete reward cue 2_GFXS_BGA.wav | 0:02     | 48kHz 24-bit | MUSICAL      | STINGER         |
| MUSCStngr_Objective complete reward cue 3_GFXS_BGA.wav | 0:02     | 48kHz 24-bit | MUSICAL      | STINGER         |
| MUSCStngr_Objective complete reward cue_GFXS_BGA.wav   | 0:02     | 48kHz 24-bit | MUSICAL      | STINGER         |
| MUSCStngr_Player eliminated cue_GFXS_BGA.wav           | 0:12     | 48kHz 24-bit | MUSICAL      | STINGER         |
| MUSCStngr_Puzzle solved success cue 2_GFXS_BGA.wav     | 0:01     | 48kHz 24-bit | MUSICAL      | STINGER         |
| MUSCStngr_Puzzle solved success cue 3_GFXS_BGA.wav     | 0:01     | 48kHz 24-bit | MUSICAL      | STINGER         |
| MUSCStngr_Puzzle solved success cue 4_GFXS_BGA.wav     | 0:01     | 48kHz 24-bit | MUSICAL      | STINGER         |
| MUSCStngr_Puzzle solved success cue 5_GFXS_BGA.wav     | 0:01     | 48kHz 24-bit | MUSICAL      | STINGER         |
| MUSCStngr_Puzzle solved success cue_GFXS_BGA.wav       | 0:03     | 48kHz 24-bit | MUSICAL      | STINGER         |
| MUSCStngr_Resource upgrade reward cue 2_GFXS_BGA.wav   | 0:02     | 48kHz 24-bit | MUSICAL      | STINGER         |
| MUSCStngr_Resource upgrade reward cue 3_GFXS_BGA.wav   | 0:01     | 48kHz 24-bit | MUSICAL      | STINGER         |
| MUSCStngr_Resource upgrade reward cue_GFXS_BGA.wav     | 0:02     | 48kHz 24-bit | MUSICAL      | STINGER         |
| MUSCStngr_Round complete marimba cue 2_GFXS_BGA.wav    | 0:05     | 48kHz 24-bit | MUSICAL      | STINGER         |
| MUSCStngr_Round complete marimba cue 3_GFXS_BGA.wav    | 0:02     | 48kHz 24-bit | MUSICAL      | STINGER         |
| MUSCStngr_Round complete marimba cue 4_GFXS_BGA.wav    | 0:02     | 48kHz 24-bit | MUSICAL      | STINGER         |
| MUSCStngr_Round complete marimba cue 5_GFXS_BGA.wav    | 0:02     | 48kHz 24-bit | MUSICAL      | STINGER         |
| MUSCStngr_Round complete marimba cue 6_GFXS_BGA.wav    | 0:02     | 48kHz 24-bit | MUSICAL      | STINGER         |
| MUSCStngr_Round complete marimba cue 7_GFXS_BGA.wav    | 0:03     | 48kHz 24-bit | MUSICAL      | STINGER         |
| MUSCStngr_Round complete marimba cue_GFXS_BGA.wav      | 0:04     | 48kHz 24-bit | MUSICAL      | STINGER         |
| MUSCStngr_Round complete victory cue_GFXS_BGA.wav      | 0:03     | 48kHz 24-bit | MUSICAL      | STINGER         |
| MUSCStngr_Round failed cue_GFXS_BGA.wav                | 0:03     | 48kHz 24-bit | MUSICAL      | STINGER         |
| MUSCStngr_Round lost cue 2_GFXS_BGA.wav                | 0:04     | 48kHz 24-bit | MUSICAL      | STINGER         |
| MUSCStngr_Round lost cue 3_GFXS_BGA.wav                | 0:02     | 48kHz 24-bit | MUSICAL      | STINGER         |
| MUSCStngr_Round lost cue 4_GFXS_BGA.wav                | 0:02     | 48kHz 24-bit | MUSICAL      | STINGER         |
| MUSCStngr_Round lost cue 5_GFXS_BGA.wav                | 0:02     | 48kHz 24-bit | MUSICAL      | STINGER         |
| MUSCStngr_Round lost cue_GFXS_BGA.wav                  | 0:05     | 48kHz 24-bit | MUSICAL      | STINGER         |
| MUSCStngr_Round lost fanfare 2_GFXS_BGA.wav            | 0:03     | 48kHz 24-bit | MUSICAL      | STINGER         |
| MUSCStngr_Round lost fanfare 3_GFXS_BGA.wav            | 0:04     | 48kHz 24-bit | MUSICAL      | STINGER         |
| MUSCStngr_Round lost fanfare 4_GFXS_BGA.wav            | 0:05     | 48kHz 24-bit | MUSICAL      | STINGER         |

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| TITLE                                          | DURATION | FORMAT       | UCS CATEGORY | UCS SUBCATEGORY |
|------------------------------------------------|----------|--------------|--------------|-----------------|
| MUSCStngr_Turn failed cue_GFXS_BGA.wav         | 0:03     | 48kHz 24-bit | MUSICAL      | STINGER         |
| MUSCStngr_Victory fanfare 2_GFXS_BGA.wav       | 0:07     | 48kHz 24-bit | MUSICAL      | STINGER         |
| MUSCStngr_Victory fanfare 3_GFXS_BGA.wav       | 0:04     | 48kHz 24-bit | MUSICAL      | STINGER         |
| MUSCStngr_Victory fanfare 4_GFXS_BGA.wav       | 0:06     | 48kHz 24-bit | MUSICAL      | STINGER         |
| MUSCStngr_Victory fanfare 5_GFXS_BGA.wav       | 0:08     | 48kHz 24-bit | MUSICAL      | STINGER         |
| MUSCStngr_Victory fanfare 6_GFXS_BGA.wav       | 0:04     | 48kHz 24-bit | MUSICAL      | STINGER         |
| MUSCStngr_Victory fanfare_GFXS_BGA.wav         | 0:03     | 48kHz 24-bit | MUSICAL      | STINGER         |
| MUSCStngr_Victory round jingle 2_GFXS_BGA.wav  | 0:05     | 48kHz 24-bit | MUSICAL      | STINGER         |
| MUSCStngr_Victory round jingle 3_GFXS_BGA.wav  | 0:04     | 48kHz 24-bit | MUSICAL      | STINGER         |
| MUSCStngr_Victory round jingle 4_GFXS_BGA.wav  | 0:03     | 48kHz 24-bit | MUSICAL      | STINGER         |
| MUSCStngr_Victory round jingle_GFXS_BGA.wav    | 0:04     | 48kHz 24-bit | MUSICAL      | STINGER         |
| MUSCStngr_Victory success cue 2_GFXS_BGA.wav   | 0:05     | 48kHz 24-bit | MUSICAL      | STINGER         |
| MUSCStngr_Victory success cue_GFXS_BGA.wav     | 0:05     | 48kHz 24-bit | MUSICAL      | STINGER         |
| MUSCStngr_Victory success fanfare_GFXS_BGA.wav | 0:03     | 48kHz 24-bit | MUSICAL      | STINGER         |
| OBJCoin_Chips quick stack 2_GFXS_BGA.wav       | 0:01     | 48kHz 24-bit | OBJECTS      | COIN            |
| OBJCoin_Chips quick stack 3_GFXS_BGA.wav       | 0:01     | 48kHz 24-bit | OBJECTS      | COIN            |
| OBJCoin_Chips quick stack_GFXS_BGA.wav         | 0:01     | 48kHz 24-bit | OBJECTS      | COIN            |
| OBJCoin_Chips stake placed_GFXS_BGA.wav        | 0:01     | 48kHz 24-bit | OBJECTS      | COIN            |
| OBJCoin_Chips thrown on table_GFXS_BGA.wav     | 0:04     | 48kHz 24-bit | OBJECTS      | COIN            |
| OBJCoin_Coin drop 2_GFXS_BGA.wav               | 0:01     | 48kHz 24-bit | OBJECTS      | COIN            |
| OBJCoin_Coin drop 3_GFXS_BGA.wav               | 0:01     | 48kHz 24-bit | OBJECTS      | COIN            |
| OBJCoin_Coin drop 4_GFXS_BGA.wav               | 0:01     | 48kHz 24-bit | OBJECTS      | COIN            |
| OBJCoin_Coin drop_GFXS_BGA.wav                 | 0:01     | 48kHz 24-bit | OBJECTS      | COIN            |
| OBJCoin_Coin fall_GFXS_BGA.wav                 | 0:01     | 48kHz 24-bit | OBJECTS      | COIN            |
| OBJCoin_Coin pickup_GFXS_BGA.wav               | 0:01     | 48kHz 24-bit | OBJECTS      | COIN            |
| OBJCoin_Coin reward bag jingle 2_GFXS_BGA.wav  | 0:01     | 48kHz 24-bit | OBJECTS      | COIN            |
| OBJCoin_Coin reward bag jingle 3_GFXS_BGA.wav  | 0:01     | 48kHz 24-bit | OBJECTS      | COIN            |
| OBJCoin_Coin reward bag jingle 4_GFXS_BGA.wav  | 0:01     | 48kHz 24-bit | OBJECTS      | COIN            |
| OBJCoin_Coin reward bag jingle_GFXS_BGA.wav    | 0:01     | 48kHz 24-bit | OBJECTS      | COIN            |
| OBJCoin_Coins into pot 2_GFXS_BGA.wav          | 0:01     | 48kHz 24-bit | OBJECTS      | COIN            |

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| TITLE                                                | DURATION | FORMAT       | UCS CATEGORY   | UCS SUBCATEGORY |
|------------------------------------------------------|----------|--------------|----------------|-----------------|
| OBJCoin_Coins moving in hand 5_GFXS_BGA.wav          | 0:02     | 48kHz 24-bit | OBJECTS        | COIN            |
| OBJCoin_Coins moving in hand_GFXS_BGA.wav            | 0:03     | 48kHz 24-bit | OBJECTS        | COIN            |
| OBJCoin_Small chips fall 2_GFXS_BGA.wav              | 0:01     | 48kHz 24-bit | OBJECTS        | COIN            |
| OBJCoin_Small chips fall_GFXS_BGA.wav                | 0:01     | 48kHz 24-bit | OBJECTS        | COIN            |
| OBJCont_Board game box opening 2_GFXS_BGA.wav        | 0:01     | 48kHz 24-bit | OBJECTS        | CONTAINER       |
| OBJCont_Board game box opening 3_GFXS_BGA.wav        | 0:01     | 48kHz 24-bit | OBJECTS        | CONTAINER       |
| OBJCont_Board game box opening 4_GFXS_BGA.wav        | 0:02     | 48kHz 24-bit | OBJECTS        | CONTAINER       |
| OBJCont_Board game box opening 5_GFXS_BGA.wav        | 0:02     | 48kHz 24-bit | OBJECTS        | CONTAINER       |
| OBJCont_Board game box opening 6_GFXS_BGA.wav        | 0:01     | 48kHz 24-bit | OBJECTS        | CONTAINER       |
| OBJCont_Board game box opening_GFXS_BGA.wav          | 0:03     | 48kHz 24-bit | OBJECTS        | CONTAINER       |
| OBJCont_Game box contents shake 2_GFXS_BGA.wav       | 0:05     | 48kHz 24-bit | OBJECTS        | CONTAINER       |
| OBJCont_Game box contents shake_GFXS_BGA.wav         | 0:05     | 48kHz 24-bit | OBJECTS        | CONTAINER       |
| OBJCont_Jigsaw puzzle box shake 2_GFXS_BGA.wav       | 0:02     | 48kHz 24-bit | OBJECTS        | CONTAINER       |
| OBJCont_Jigsaw puzzle box shake 3_GFXS_BGA.wav       | 0:01     | 48kHz 24-bit | OBJECTS        | CONTAINER       |
| OBJCont_Jigsaw puzzle box shake 4_GFXS_BGA.wav       | 0:03     | 48kHz 24-bit | OBJECTS        | CONTAINER       |
| OBJCont_Jigsaw puzzle box shake_GFXS_BGA.wav         | 0:03     | 48kHz 24-bit | OBJECTS        | CONTAINER       |
| OBJCont_Pieces packing into game box 2_GFXS_BGA.wav  | 0:06     | 48kHz 24-bit | OBJECTS        | CONTAINER       |
| OBJCont_Pieces packing into game box 3_GFXS_BGA.wav  | 0:12     | 48kHz 24-bit | OBJECTS        | CONTAINER       |
| OBJCont_Pieces packing into game box 4_GFXS_BGA.wav  | 0:09     | 48kHz 24-bit | OBJECTS        | CONTAINER       |
| OBJCont_Pieces packing into game box_GFXS_BGA.wav    | 0:06     | 48kHz 24-bit | OBJECTS        | CONTAINER       |
| OBJCont_Puzzle box contents rattle 2_GFXS_BGA.wav    | 0:06     | 48kHz 24-bit | OBJECTS        | CONTAINER       |
| OBJCont_Puzzle box contents rattle_GFXS_BGA.wav      | 0:02     | 48kHz 24-bit | OBJECTS        | CONTAINER       |
| OBJCont_Small game box contents shake 2_GFXS_BGA.wav | 0:03     | 48kHz 24-bit | OBJECTS        | CONTAINER       |
| OBJCont_Small game box contents shake 3_GFXS_BGA.wav | 0:04     | 48kHz 24-bit | OBJECTS        | CONTAINER       |
| OBJCont_Small game box contents shake 4_GFXS_BGA.wav | 0:02     | 48kHz 24-bit | OBJECTS        | CONTAINER       |
| OBJCont_Small game box contents shake_GFXS_BGA.wav   | 0:02     | 48kHz 24-bit | OBJECTS        | CONTAINER       |
| UIAlert_Casual ui error_GFXS_BGA.wav                 | 0:01     | 48kHz 24-bit | USER INTERFACE | ALERT           |
| UIAlert_Casual ui reward unlock_GFXS_BGA.wav         | 0:01     | 48kHz 24-bit | USER INTERFACE | ALERT           |
| UIAlert_Playful ui error_GFXS_BGA.wav                | 0:01     | 48kHz 24-bit | USER INTERFACE | ALERT           |
| UIAlert_Playful ui reward unlock_GFXS_BGA.wav        | 0:01     | 48kHz 24-bit | USER INTERFACE | ALERT           |

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| TITLE                                                 | DURATION | FORMAT       | UCS CATEGORY   | UCS SUBCATEGORY |
|-------------------------------------------------------|----------|--------------|----------------|-----------------|
| UIClick_Casual ui clear_GFXS_BGA.wav                  | 0:01     | 48kHz 24-bit | USER INTERFACE | CLICK           |
| UIClick_Casual ui confirm_GFXS_BGA.wav                | 0:01     | 48kHz 24-bit | USER INTERFACE | CLICK           |
| UIClick_Casual ui select_GFXS_BGA.wav                 | 0:01     | 48kHz 24-bit | USER INTERFACE | CLICK           |
| UIClick_Playful ui clear_GFXS_BGA.wav                 | 0:01     | 48kHz 24-bit | USER INTERFACE | CLICK           |
| UIClick_Playful ui confirm_GFXS_BGA.wav               | 0:01     | 48kHz 24-bit | USER INTERFACE | CLICK           |
| UIClick_Playful ui select_GFXS_BGA.wav                | 0:01     | 48kHz 24-bit | USER INTERFACE | CLICK           |
| UIClick_Strategy ui clear_GFXS_BGA.wav                | 0:01     | 48kHz 24-bit | USER INTERFACE | CLICK           |
| UIClick_Strategy ui confirm_GFXS_BGA.wav              | 0:01     | 48kHz 24-bit | USER INTERFACE | CLICK           |
| UIClick_Strategy ui select_GFXS_BGA.wav               | 0:01     | 48kHz 24-bit | USER INTERFACE | CLICK           |
| UIClick_Wooden ui clear_GFXS_BGA.wav                  | 0:01     | 48kHz 24-bit | USER INTERFACE | CLICK           |
| UIClick_Wooden ui confirm_GFXS_BGA.wav                | 0:01     | 48kHz 24-bit | USER INTERFACE | CLICK           |
| UIClick_Wooden ui select_GFXS_BGA.wav                 | 0:01     | 48kHz 24-bit | USER INTERFACE | CLICK           |
| UIMvmt_Casual ui tab switch_GFXS_BGA.wav              | 0:01     | 48kHz 24-bit | USER INTERFACE | MOTION          |
| UIMvmt_Playful ui tab switch_GFXS_BGA.wav             | 0:01     | 48kHz 24-bit | USER INTERFACE | MOTION          |
| UIMvmt_Strategy ui tab switch_GFXS_BGA.wav            | 0:01     | 48kHz 24-bit | USER INTERFACE | MOTION          |
| UIMvmt_Wooden ui tab switch_GFXS_BGA.wav              | 0:01     | 48kHz 24-bit | USER INTERFACE | MOTION          |
| WOODHndl_Wooden block small impact_GFXS_BGA.wav       | 0:01     | 48kHz 24-bit | WOOD           | HANDLE          |
| WOODHndl_Wooden block tower fall 2_GFXS_BGA.wav       | 0:01     | 48kHz 24-bit | WOOD           | HANDLE          |
| WOODHndl_Wooden block tower fall 3_GFXS_BGA.wav       | 0:01     | 48kHz 24-bit | WOOD           | HANDLE          |
| WOODHndl_Wooden block tower fall 4_GFXS_BGA.wav       | 0:01     | 48kHz 24-bit | WOOD           | HANDLE          |
| WOODHndl_Wooden block tower fall_GFXS_BGA.wav         | 0:01     | 48kHz 24-bit | WOOD           | HANDLE          |
| WOODHndl_Wooden block tower move_GFXS_BGA.wav         | 0:01     | 48kHz 24-bit | WOOD           | HANDLE          |
| WOODHndl_Wooden puzzle pieces set down 2_GFXS_BGA.wav | 0:01     | 48kHz 24-bit | WOOD           | HANDLE          |
| WOODHndl_Wooden puzzle pieces set down 3_GFXS_BGA.wav | 0:01     | 48kHz 24-bit | WOOD           | HANDLE          |
| WOODHndl_Wooden puzzle pieces set down_GFXS_BGA.wav   | 0:01     | 48kHz 24-bit | WOOD           | HANDLE          |

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