

HORROR
GAME BUNDLE
SOUND TRACKLIST

A COMPLETE SOUND KIT FOR HORROR GAMES



TITLE	DURATION	FORMAT	UCS CATEGORY	UCS SUBCATEGORY
AMBDsgn_Ancient catacomb ambience_GFXS_HGB.wav	0:28	48kHz 24-bit	AMBIENCE	DESIGNED
AMBDsgn_Ancient catacomb tension ambience_GFXS_HGB.wav	0:28	48kHz 24-bit	AMBIENCE	DESIGNED
AMBDsgn_Creepy victorian mansion ambience_GFXS_HGB.wav	0:29	48kHz 24-bit	AMBIENCE	DESIGNED
AMBDsgn_Creepy victorian mansion tension ambience_GFXS_HGB.wav	0:29	48kHz 24-bit	AMBIENCE	DESIGNED
AMBDsgn_Cryptic sinister library ambience_GFXS_HGB.wav	0:29	48kHz 24-bit	AMBIENCE	DESIGNED
AMBDsgn_Cryptic sinister library tension ambience_GFXS_HGB.wav	0:26	48kHz 24-bit	AMBIENCE	DESIGNED
AMBDsgn_Dark ambience 2_GFXS_HGB.wav	0:59	48kHz 24-bit	AMBIENCE	DESIGNED
AMBDsgn_Dark ambience 3_GFXS_HGB.wav	0:58	48kHz 24-bit	AMBIENCE	DESIGNED
AMBDsgn_Dark ambience 4_GFXS_HGB.wav	0:54	48kHz 24-bit	AMBIENCE	DESIGNED
AMBDsgn_Dark ambience 5_GFXS_HGB.wav	1:50	48kHz 24-bit	AMBIENCE	DESIGNED
AMBDsgn_Dark ambience 6_GFXS_HGB.wav	3:12	48kHz 24-bit	AMBIENCE	DESIGNED
AMBDsgn_Dark ambience 7_GFXS_HGB.wav	3:18	48kHz 24-bit	AMBIENCE	DESIGNED
AMBDsgn_Dark ambience 8_GFXS_HGB.wav	3:12	48kHz 24-bit	AMBIENCE	DESIGNED
AMBDsgn_Dark ambience 9_GFXS_HGB.wav	2:35	48kHz 24-bit	AMBIENCE	DESIGNED
AMBDsgn_Dark ambience 10_GFXS_HGB.wav	2:35	48kHz 24-bit	AMBIENCE	DESIGNED
AMBDsgn_Dark ambience 11_GFXS_HGB.wav	2:43	48kHz 24-bit	AMBIENCE	DESIGNED
AMBDsgn_Dark ambience 12_GFXS_HGB.wav	2:42	48kHz 24-bit	AMBIENCE	DESIGNED
AMBDsgn_Dark ambience 13_GFXS_HGB.wav	2:42	48kHz 24-bit	AMBIENCE	DESIGNED

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TITLE	DURATION	FORMAT	UCS CATEGORY	UCS SUBCATEGORY
\ AMBDsgn_Dark ambience 14_GFXS_HGB.wav	2:43	48kHz 24-bit	AMBIENCE	DESIGNED
\ AMBDsgn_Dark ambience 15_GFXS_HGB.wav	2:42	48kHz 24-bit	AMBIENCE	DESIGNED
\ AMBDsgn_Dark ambience 16_GFXS_HGB.wav	2:27	48kHz 24-bit	AMBIENCE	DESIGNED
\ AMBDsgn_Dark ambience 17_GFXS_HGB.wav	2:42	48kHz 24-bit	AMBIENCE	DESIGNED
\ AMBDsgn_Dark ambience 18_GFXS_HGB.wav	2:42	48kHz 24-bit	AMBIENCE	DESIGNED
\ AMBDsgn_Dark ambience 19_GFXS_HGB.wav	2:42	48kHz 24-bit	AMBIENCE	DESIGNED
\ AMBDsgn_Dark ambience 20_GFXS_HGB.wav	3:00	48kHz 24-bit	AMBIENCE	DESIGNED
\ AMBDsgn_Dark ambience 21_GFXS_HGB.wav	3:00	48kHz 24-bit	AMBIENCE	DESIGNED
\ AMBDsgn_Dark ambience 22_GFXS_HGB.wav	2:57	48kHz 24-bit	AMBIENCE	DESIGNED
\ AMBDsgn_Dark ambience 23_GFXS_HGB.wav	2:57	48kHz 24-bit	AMBIENCE	DESIGNED
\ AMBDsgn_Dark ambience 24_GFXS_HGB.wav	3:08	48kHz 24-bit	AMBIENCE	DESIGNED
\ AMBDsgn_Dark ambience 25_GFXS_HGB.wav	3:06	48kHz 24-bit	AMBIENCE	DESIGNED
\ AMBDsgn_Dark ambience_GFXS_HGB.wav	0:54	48kHz 24-bit	AMBIENCE	DESIGNED
\ AMBDsgn_Dark drone 2_GFXS_HGB.wav	0:40	48kHz 24-bit	AMBIENCE	DESIGNED
\ AMBDsgn_Dark drone_GFXS_HGB.wav	0:28	48kHz 24-bit	AMBIENCE	DESIGNED
\ AMBDsgn_Derelict asylum ambience_GFXS_HGB.wav	0:27	48kHz 24-bit	AMBIENCE	DESIGNED
\ AMBDsgn_Derelict asylum tension ambience_GFXS_HGB.wav	0:28	48kHz 24-bit	AMBIENCE	DESIGNED
\ AMBDsgn_Dilapidated prison ambience_GFXS_HGB.wav	0:27	48kHz 24-bit	AMBIENCE	DESIGNED
\ AMBDsgn_Dilapidated prison tension ambience_GFXS_HGB.wav	0:28	48kHz 24-bit	AMBIENCE	DESIGNED
\ AMBDsgn_Foggy graveyard dark ambience_GFXS_HGB.wav	0:29	48kHz 24-bit	AMBIENCE	DESIGNED
\ AMBDsgn_Foggy graveyard tension ambience_GFXS_HGB.wav	0:27	48kHz 24-bit	AMBIENCE	DESIGNED
\ AMBDsgn_Forsaken town ambience_GFXS_HGB.wav	0:29	48kHz 24-bit	AMBIENCE	DESIGNED
\ AMBDsgn_Forsaken town tension ambience_GFXS_HGB.wav	0:29	48kHz 24-bit	AMBIENCE	DESIGNED
\ AMBDsgn_Ghost children ambience 2_GFXS_HGB.wav	0:06	48kHz 24-bit	AMBIENCE	DESIGNED
\ AMBDsgn_Ghost children ambience_GFXS_HGB.wav	0:07	48kHz 24-bit	AMBIENCE	DESIGNED
\ AMBDsgn_Ghost town ambience_GFXS_HGB.wav	0:28	48kHz 24-bit	AMBIENCE	DESIGNED
\ AMBDsgn_Ghost town tension ambience_GFXS_HGB.wav	0:29	48kHz 24-bit	AMBIENCE	DESIGNED
\ AMBDsgn_Ghostly presence 2_GFXS_HGB.wav	0:06	48kHz 24-bit	AMBIENCE	DESIGNED
\ AMBDsgn_Ghostly presence_GFXS_HGB.wav	0:12	48kHz 24-bit	AMBIENCE	DESIGNED
\ AMBDsgn_Ghostly voice ambience 2_GFXS_HGB.wav	0:11	48kHz 24-bit	AMBIENCE	DESIGNED
\ AMBDsgn_Ghostly voice ambience 3_GFXS_HGB.wav	0:08	48kHz 24-bit	AMBIENCE	DESIGNED

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\ AMBDsgn_Ghostly voice ambience_GFXS_HGB.wav	0:08	48kHz 24-bit	AMBIENCE	DESIGNED
\ AMBDsgn_Haunted effect 2_GFXS_HGB.wav	0:15	48kHz 24-bit	AMBIENCE	DESIGNED
\ AMBDsgn_Haunted effect 3_GFXS_HGB.wav	0:13	48kHz 24-bit	AMBIENCE	DESIGNED
\ AMBDsgn_Haunted effect 4_GFXS_HGB.wav	0:15	48kHz 24-bit	AMBIENCE	DESIGNED
\ AMBDsgn_Haunted effect 5_GFXS_HGB.wav	0:19	48kHz 24-bit	AMBIENCE	DESIGNED
\ AMBDsgn_Haunted effect 6_GFXS_HGB.wav	0:23	48kHz 24-bit	AMBIENCE	DESIGNED
\ AMBDsgn_Haunted effect 7_GFXS_HGB.wav	0:39	48kHz 24-bit	AMBIENCE	DESIGNED
\ AMBDsgn_Haunted effect 8_GFXS_HGB.wav	0:15	48kHz 24-bit	AMBIENCE	DESIGNED
\ AMBDsgn_Haunted effect 9_GFXS_HGB.wav	0:19	48kHz 24-bit	AMBIENCE	DESIGNED
\ AMBDsgn_Haunted effect 10_GFXS_HGB.wav	0:16	48kHz 24-bit	AMBIENCE	DESIGNED
\ AMBDsgn_Haunted effect 11_GFXS_HGB.wav	0:16	48kHz 24-bit	AMBIENCE	DESIGNED
\ AMBDsgn_Haunted effect 12_GFXS_HGB.wav	0:19	48kHz 24-bit	AMBIENCE	DESIGNED
\ AMBDsgn_Haunted effect_GFXS_HGB.wav	0:20	48kHz 24-bit	AMBIENCE	DESIGNED
\ AMBDsgn_Haunted forest ambience_GFXS_HGB.wav	0:24	48kHz 24-bit	AMBIENCE	DESIGNED
\ AMBDsgn_Haunted forest tension ambience_GFXS_HGB.wav	0:27	48kHz 24-bit	AMBIENCE	DESIGNED
\ AMBDsgn_Hospital dark ambience_GFXS_HGB.wav	0:29	48kHz 24-bit	AMBIENCE	DESIGNED
\ AMBDsgn_Hospital tension ambience_GFXS_HGB.wav	0:29	48kHz 24-bit	AMBIENCE	DESIGNED
\ AMBDsgn_Mountain cabin dark ambience_GFXS_HGB.wav	0:28	48kHz 24-bit	AMBIENCE	DESIGNED
\ AMBDsgn_Mountain cabin tension ambience_GFXS_HGB.wav	0:27	48kHz 24-bit	AMBIENCE	DESIGNED
\ AMBDsgn_Shipwreck surface ambience_GFXS_HGB.wav	0:28	48kHz 24-bit	AMBIENCE	DESIGNED
\ AMBDsgn_Shipwreck underwater ambience_GFXS_HGB.wav	0:29	48kHz 24-bit	AMBIENCE	DESIGNED
\ CHAINImpt_Chain drop hard 2_GFXS_HGB.wav	0:01	48kHz 24-bit	CHAINS	IMPACT
\ CHAINImpt_Chain drop hard_GFXS_HGB.wav	0:01	48kHz 24-bit	CHAINS	IMPACT
\ CHAINImpt_Chain drop soft 2_GFXS_HGB.wav	0:01	48kHz 24-bit	CHAINS	IMPACT
\ CHAINImpt_Chain drop soft_GFXS_HGB.wav	0:01	48kHz 24-bit	CHAINS	IMPACT
\ CHAINMvmt_Chain fence rattle_GFXS_HGB.wav	0:02	48kHz 24-bit	CHAINS	MOVEMENT
\ CHAINMvmt_Chain mechanism pull 2_GFXS_HGB.wav	0:03	48kHz 24-bit	CHAINS	MOVEMENT
\ CHAINMvmt_Chain mechanism pull 3_GFXS_HGB.wav	0:03	48kHz 24-bit	CHAINS	MOVEMENT
\ CHAINMvmt_Chain mechanism pull_GFXS_HGB.wav	0:01	48kHz 24-bit	CHAINS	MOVEMENT
\ CHAINMvmt_Chains wood drag 2_GFXS_HGB.wav	0:05	48kHz 24-bit	CHAINS	MOVEMENT
\ CHAINMvmt_Chains wood drag 3_GFXS_HGB.wav	0:04	48kHz 24-bit	CHAINS	MOVEMENT

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TITLE	DURATION	FORMAT	UCS CATEGORY	UCS SUBCATEGORY
\ CHAINMvmt_Chains wood drag_GFXS_HGB.wav	0:05	48kHz 24-bit	CHAINS	MOVEMENT
\ CHAINMvmt_Heavy chain drag 2_GFXS_HGB.wav	0:01	48kHz 24-bit	CHAINS	MOVEMENT
\ CHAINMvmt_Heavy chain drag_GFXS_HGB.wav	0:01	48kHz 24-bit	CHAINS	MOVEMENT
\ CHAINMvmt_Metal chain movement 2_GFXS_HGB.wav	0:01	48kHz 24-bit	CHAINS	MOVEMENT
\ CHAINMvmt_Metal chain movement 3_GFXS_HGB.wav	0:01	48kHz 24-bit	CHAINS	MOVEMENT
\ CHAINMvmt_Metal chain movement_GFXS_HGB.wav	0:01	48kHz 24-bit	CHAINS	MOVEMENT
\ CLOCKTick_Tense clock tick 2_GFXS_HGB.wav	0:18	48kHz 24-bit	CLOCKS	TICK
\ CLOCKTick_Tense clock tick 3_GFXS_HGB.wav	0:18	48kHz 24-bit	CLOCKS	TICK
\ CLOCKTick_Tense clock tick_GFXS_HGB.wav	0:17	48kHz 24-bit	CLOCKS	TICK
\ COMCam_Camera focus zoom 2_GFXS_HGB.wav	0:01	48kHz 24-bit	COMMUNICATIONS	CAMERA
\ COMCam_Camera focus zoom 3_GFXS_HGB.wav	0:01	48kHz 24-bit	COMMUNICATIONS	CAMERA
\ COMCam_Camera focus zoom 4_GFXS_HGB.wav	0:01	48kHz 24-bit	COMMUNICATIONS	CAMERA
\ COMCam_Camera focus zoom_GFXS_HGB.wav	0:01	48kHz 24-bit	COMMUNICATIONS	CAMERA
\ COMCam_Camera shutter click 2_GFXS_HGB.wav	0:01	48kHz 24-bit	COMMUNICATIONS	CAMERA
\ COMCam_Camera shutter click 3_GFXS_HGB.wav	0:01	48kHz 24-bit	COMMUNICATIONS	CAMERA
\ COMCam_Camera shutter click 4_GFXS_HGB.wav	0:01	48kHz 24-bit	COMMUNICATIONS	CAMERA
\ COMCam_Camera shutter click 5_GFXS_HGB.wav	0:01	48kHz 24-bit	COMMUNICATIONS	CAMERA
\ COMCam_Camera shutter click_GFXS_HGB.wav	0:01	48kHz 24-bit	COMMUNICATIONS	CAMERA
\ COMCam_Camera zoom focus 2_GFXS_HGB.wav	0:01	48kHz 24-bit	COMMUNICATIONS	CAMERA
\ COMCam_Camera zoom focus 3_GFXS_HGB.wav	0:01	48kHz 24-bit	COMMUNICATIONS	CAMERA
\ COMCam_Camera zoom focus_GFXS_HGB.wav	0:01	48kHz 24-bit	COMMUNICATIONS	CAMERA
\ COMRadio_Radio button click 2_GFXS_HGB.wav	0:01	48kHz 24-bit	COMMUNICATIONS	RADIO
\ COMRadio_Radio button click 3_GFXS_HGB.wav	0:01	48kHz 24-bit	COMMUNICATIONS	RADIO
\ COMRadio_Radio button click_GFXS_HGB.wav	0:01	48kHz 24-bit	COMMUNICATIONS	RADIO
\ COMRadio_Radio cassette insert 2_GFXS_HGB.wav	0:01	48kHz 24-bit	COMMUNICATIONS	RADIO
\ COMRadio_Radio cassette insert 3_GFXS_HGB.wav	0:01	48kHz 24-bit	COMMUNICATIONS	RADIO
\ COMRadio_Radio cassette insert 4_GFXS_HGB.wav	0:02	48kHz 24-bit	COMMUNICATIONS	RADIO
\ COMRadio_Radio cassette insert_GFXS_HGB.wav	0:02	48kHz 24-bit	COMMUNICATIONS	RADIO
\ COMRadio_Radio interference 2_GFXS_HGB.wav	0:01	48kHz 24-bit	COMMUNICATIONS	RADIO
\ COMRadio_Radio interference_GFXS_HGB.wav	0:01	48kHz 24-bit	COMMUNICATIONS	RADIO
\ COMRadio_Radio knob press 2_GFXS_HGB.wav	0:01	48kHz 24-bit	COMMUNICATIONS	RADIO

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TITLE	DURATION	FORMAT	UCS CATEGORY	UCS SUBCATEGORY
\ COMRadio_Radio knob press_GFXS_HGB.wav	0:01	48kHz 24-bit	COMMUNICATIONS	RADIO
\ COMRadio_Radio knob turn 2_GFXS_HGB.wav	0:01	48kHz 24-bit	COMMUNICATIONS	RADIO
\ COMRadio_Radio knob turn 3_GFXS_HGB.wav	0:02	48kHz 24-bit	COMMUNICATIONS	RADIO
\ COMRadio_Radio knob turn_GFXS_HGB.wav	0:01	48kHz 24-bit	COMMUNICATIONS	RADIO
\ COMRadio_Vintage radio handling 2_GFXS_HGB.wav	0:13	48kHz 24-bit	COMMUNICATIONS	RADIO
\ COMRadio_Vintage radio handling_GFXS_HGB.wav	0:09	48kHz 24-bit	COMMUNICATIONS	RADIO
\ COMStatic_Radio static 2_GFXS_HGB.wav	0:05	48kHz 24-bit	COMMUNICATIONS	STATIC
\ COMStatic_Radio static 3_GFXS_HGB.wav	0:11	48kHz 24-bit	COMMUNICATIONS	STATIC
\ COMStatic_Radio static 4_GFXS_HGB.wav	0:18	48kHz 24-bit	COMMUNICATIONS	STATIC
\ COMStatic_Radio static 5_GFXS_HGB.wav	0:07	48kHz 24-bit	COMMUNICATIONS	STATIC
\ COMStatic_Radio static 6_GFXS_HGB.wav	0:06	48kHz 24-bit	COMMUNICATIONS	STATIC
\ COMStatic_Radio static burst 2_GFXS_HGB.wav	0:01	48kHz 24-bit	COMMUNICATIONS	STATIC
\ COMStatic_Radio static burst 3_GFXS_HGB.wav	0:01	48kHz 24-bit	COMMUNICATIONS	STATIC
\ COMStatic_Radio static burst 4_GFXS_HGB.wav	0:01	48kHz 24-bit	COMMUNICATIONS	STATIC
\ COMStatic_Radio static burst 5_GFXS_HGB.wav	0:01	48kHz 24-bit	COMMUNICATIONS	STATIC
\ COMStatic_Radio static burst_GFXS_HGB.wav	0:01	48kHz 24-bit	COMMUNICATIONS	STATIC
\ COMStatic_Radio static_GFXS_HGB.wav	0:11	48kHz 24-bit	COMMUNICATIONS	STATIC
\ COMTran_Walkie talkie on off_GFXS_HGB.wav	0:05	48kHz 24-bit	COMMUNICATIONS	TRANSCEIVER
\ COMTran_Walkie talkie power beep 2_GFXS_HGB.wav	0:01	48kHz 24-bit	COMMUNICATIONS	TRANSCEIVER
\ COMTran_Walkie talkie power beep 3_GFXS_HGB.wav	0:01	48kHz 24-bit	COMMUNICATIONS	TRANSCEIVER
\ COMTran_Walkie talkie power beep 4_GFXS_HGB.wav	0:01	48kHz 24-bit	COMMUNICATIONS	TRANSCEIVER
\ COMTran_Walkie talkie power beep 5_GFXS_HGB.wav	0:01	48kHz 24-bit	COMMUNICATIONS	TRANSCEIVER
\ COMTran_Walkie talkie power beep 6_GFXS_HGB.wav	0:01	48kHz 24-bit	COMMUNICATIONS	TRANSCEIVER
\ COMTran_Walkie talkie power beep 7_GFXS_HGB.wav	0:01	48kHz 24-bit	COMMUNICATIONS	TRANSCEIVER
\ COMTran_Walkie talkie power beep_GFXS_HGB.wav	0:01	48kHz 24-bit	COMMUNICATIONS	TRANSCEIVER
\ COMTran_Walkie talkie power static_GFXS_HGB.wav	0:11	48kHz 24-bit	COMMUNICATIONS	TRANSCEIVER
\ COMTran_Walkie talkie static 2_GFXS_HGB.wav	0:08	48kHz 24-bit	COMMUNICATIONS	TRANSCEIVER
\ COMTran_Walkie talkie static_GFXS_HGB.wav	0:13	48kHz 24-bit	COMMUNICATIONS	TRANSCEIVER
\ COMType_Typewriter bell_GFXS_HGB.wav	0:01	48kHz 24-bit	COMMUNICATIONS	TYPEWRITER
\ COMType_Typewriter carriage return_GFXS_HGB.wav	0:01	48kHz 24-bit	COMMUNICATIONS	TYPEWRITER
\ COMType_Typewriter key 2_GFXS_HGB.wav	0:01	48kHz 24-bit	COMMUNICATIONS	TYPEWRITER

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TITLE	DURATION	FORMAT	UCS CATEGORY	UCS SUBCATEGORY
\ COMType_Typewriter key 3_GFXS_HGB.wav	0:01	48kHz 24-bit	COMMUNICATIONS	TYPEWRITER
\ COMType_Typewriter key 4_GFXS_HGB.wav	0:01	48kHz 24-bit	COMMUNICATIONS	TYPEWRITER
\ COMType_Typewriter key_GFXS_HGB.wav	0:01	48kHz 24-bit	COMMUNICATIONS	TYPEWRITER
\ COMType_Typewriter typing 2_GFXS_HGB.wav	0:04	48kHz 24-bit	COMMUNICATIONS	TYPEWRITER
\ COMType_Typewriter typing 3_GFXS_HGB.wav	0:05	48kHz 24-bit	COMMUNICATIONS	TYPEWRITER
\ COMType_Typewriter typing 4_GFXS_HGB.wav	0:01	48kHz 24-bit	COMMUNICATIONS	TYPEWRITER
\ COMType_Typewriter typing 5_GFXS_HGB.wav	0:06	48kHz 24-bit	COMMUNICATIONS	TYPEWRITER
\ COMType_Typewriter typing 6_GFXS_HGB.wav	0:06	48kHz 24-bit	COMMUNICATIONS	TYPEWRITER
\ COMType_Typewriter typing 7_GFXS_HGB.wav	0:09	48kHz 24-bit	COMMUNICATIONS	TYPEWRITER
\ COMType_Typewriter typing 8_GFXS_HGB.wav	0:07	48kHz 24-bit	COMMUNICATIONS	TYPEWRITER
\ COMType_Typewriter typing 9_GFXS_HGB.wav	0:02	48kHz 24-bit	COMMUNICATIONS	TYPEWRITER
\ COMType_Typewriter typing_GFXS_HGB.wav	0:01	48kHz 24-bit	COMMUNICATIONS	TYPEWRITER
\ CREABeast_Beast death pain 2_GFXS_HGB.wav	0:03	48kHz 24-bit	CREATURES	BEAST
\ CREABeast_Beast death pain_GFXS_HGB.wav	0:03	48kHz 24-bit	CREATURES	BEAST
\ CREABeast_Beast footsteps 2_GFXS_HGB.wav	0:05	48kHz 24-bit	CREATURES	BEAST
\ CREABeast_Beast footsteps_GFXS_HGB.wav	0:06	48kHz 24-bit	CREATURES	BEAST
\ CREABeast_Beast growling 2_GFXS_HGB.wav	0:05	48kHz 24-bit	CREATURES	BEAST
\ CREABeast_Beast growling 3_GFXS_HGB.wav	0:05	48kHz 24-bit	CREATURES	BEAST
\ CREABeast_Beast growling_GFXS_HGB.wav	0:05	48kHz 24-bit	CREATURES	BEAST
\ CREABeast_Beast roar 2_GFXS_HGB.wav	0:04	48kHz 24-bit	CREATURES	BEAST
\ CREABeast_Beast roar_GFXS_HGB.wav	0:03	48kHz 24-bit	CREATURES	BEAST
\ CREAEthr_Ghost ethereal pass 2_GFXS_HGB.wav	0:07	48kHz 24-bit	CREATURES	ETHEREAL
\ CREAEthr_Ghost ethereal pass_GFXS_HGB.wav	0:07	48kHz 24-bit	CREATURES	ETHEREAL
\ CREAEthr_Ghost screaming 2_GFXS_HGB.wav	0:03	48kHz 24-bit	CREATURES	ETHEREAL
\ CREAEthr_Ghost screaming_GFXS_HGB.wav	0:05	48kHz 24-bit	CREATURES	ETHEREAL
\ CREAEthr_Ghost wail 2_GFXS_HGB.wav	0:10	48kHz 24-bit	CREATURES	ETHEREAL
\ CREAEthr_Ghost wail 3_GFXS_HGB.wav	0:12	48kHz 24-bit	CREATURES	ETHEREAL
\ CREAEthr_Ghost wail_GFXS_HGB.wav	0:13	48kHz 24-bit	CREATURES	ETHEREAL
\ CREAEthr_Ghost whisper 2_GFXS_HGB.wav	0:08	48kHz 24-bit	CREATURES	ETHEREAL
\ CREAEthr_Ghost whisper 3_GFXS_HGB.wav	0:08	48kHz 24-bit	CREATURES	ETHEREAL
\ CREAEthr_Ghost whisper_GFXS_HGB.wav	0:10	48kHz 24-bit	CREATURES	ETHEREAL

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TITLE	DURATION	FORMAT	UCS CATEGORY	UCS SUBCATEGORY
\ CREAethr_Ghost woman crying 2_GFXS_HGB.wav	0:05	48kHz 24-bit	CREATURES	ETHEREAL
\ CREAethr_Ghost woman crying_GFXS_HGB.wav	0:06	48kHz 24-bit	CREATURES	ETHEREAL
\ CREAethr_Ghost woman laugh_GFXS_HGB.wav	0:04	48kHz 24-bit	CREATURES	ETHEREAL
\ CREAethr_Ghostly breath 2_GFXS_HGB.wav	0:05	48kHz 24-bit	CREATURES	ETHEREAL
\ CREAethr_Ghostly breath 3_GFXS_HGB.wav	0:05	48kHz 24-bit	CREATURES	ETHEREAL
\ CREAethr_Ghostly breath_GFXS_HGB.wav	0:05	48kHz 24-bit	CREATURES	ETHEREAL
\ CREAethr_Haunted voice 2_GFXS_HGB.wav	0:10	48kHz 24-bit	CREATURES	ETHEREAL
\ CREAethr_Haunted voice 3_GFXS_HGB.wav	0:10	48kHz 24-bit	CREATURES	ETHEREAL
\ CREAethr_Haunted voice 4_GFXS_HGB.wav	0:11	48kHz 24-bit	CREATURES	ETHEREAL
\ CREAethr_Haunted voice 5_GFXS_HGB.wav	0:11	48kHz 24-bit	CREATURES	ETHEREAL
\ CREAethr_Haunted voice 6_GFXS_HGB.wav	0:10	48kHz 24-bit	CREATURES	ETHEREAL
\ CREAethr_Haunted voice 7_GFXS_HGB.wav	0:12	48kHz 24-bit	CREATURES	ETHEREAL
\ CREAethr_Haunted voice 8_GFXS_HGB.wav	0:12	48kHz 24-bit	CREATURES	ETHEREAL
\ CREAethr_Haunted voice 9_GFXS_HGB.wav	0:12	48kHz 24-bit	CREATURES	ETHEREAL
\ CREAethr_Haunted voice 10_GFXS_HGB.wav	0:14	48kHz 24-bit	CREATURES	ETHEREAL
\ CREAethr_Haunted voice 11_GFXS_HGB.wav	0:16	48kHz 24-bit	CREATURES	ETHEREAL
\ CREAethr_Haunted voice 12_GFXS_HGB.wav	0:13	48kHz 24-bit	CREATURES	ETHEREAL
\ CREAethr_Haunted voice 13_GFXS_HGB.wav	0:14	48kHz 24-bit	CREATURES	ETHEREAL
\ CREAethr_Haunted voice 14_GFXS_HGB.wav	0:12	48kHz 24-bit	CREATURES	ETHEREAL
\ CREAethr_Haunted voice 15_GFXS_HGB.wav	0:12	48kHz 24-bit	CREATURES	ETHEREAL
\ CREAethr_Haunted voice 16_GFXS_HGB.wav	0:13	48kHz 24-bit	CREATURES	ETHEREAL
\ CREAethr_Haunted voice 17_GFXS_HGB.wav	0:15	48kHz 24-bit	CREATURES	ETHEREAL
\ CREAethr_Haunted voice 18_GFXS_HGB.wav	0:17	48kHz 24-bit	CREATURES	ETHEREAL
\ CREAethr_Haunted voice 19_GFXS_HGB.wav	0:14	48kHz 24-bit	CREATURES	ETHEREAL
\ CREAethr_Haunted voice 20_GFXS_HGB.wav	0:18	48kHz 24-bit	CREATURES	ETHEREAL
\ CREAethr_Haunted voice 21_GFXS_HGB.wav	0:13	48kHz 24-bit	CREATURES	ETHEREAL
\ CREAethr_Haunted voice 22_GFXS_HGB.wav	0:15	48kHz 24-bit	CREATURES	ETHEREAL
\ CREAethr_Haunted voice 23_GFXS_HGB.wav	0:15	48kHz 24-bit	CREATURES	ETHEREAL
\ CREAethr_Haunted voice 24_GFXS_HGB.wav	0:14	48kHz 24-bit	CREATURES	ETHEREAL
\ CREAethr_Haunted voice 25_GFXS_HGB.wav	0:18	48kHz 24-bit	CREATURES	ETHEREAL
\ CREAethr_Haunted voice_GFXS_HGB.wav	0:10	48kHz 24-bit	CREATURES	ETHEREAL

HORROR GAME BUNDLE

SOUND TRACKLIST

TITLE	DURATION	FORMAT	UCS CATEGORY	UCS SUBCATEGORY
\ CREAethr_Slow ghost pass 2_GFXS_HGB.wav	0:03	48kHz 24-bit	CREATURES	ETHEREAL
\ CREAethr_Slow ghost pass_GFXS_HGB.wav	0:05	48kHz 24-bit	CREATURES	ETHEREAL
\ CREAlnsc_Insect monster call 2_GFXS_HGB.wav	0:01	48kHz 24-bit	CREATURES	INSECTOID
\ CREAlnsc_Insect monster call_GFXS_HGB.wav	0:01	48kHz 24-bit	CREATURES	INSECTOID
\ CREAlnsc_Insect monster chirping 2_GFXS_HGB.wav	0:02	48kHz 24-bit	CREATURES	INSECTOID
\ CREAlnsc_Insect monster chirping_GFXS_HGB.wav	0:02	48kHz 24-bit	CREATURES	INSECTOID
\ CREAlnsc_Insect monster flying wings 2_GFXS_HGB.wav	0:02	48kHz 24-bit	CREATURES	INSECTOID
\ CREAlnsc_Insect monster flying wings 3_GFXS_HGB.wav	0:02	48kHz 24-bit	CREATURES	INSECTOID
\ CREAlnsc_Insect monster flying wings_GFXS_HGB.wav	0:02	48kHz 24-bit	CREATURES	INSECTOID
\ CREAlnsc_Insect monster scuttling tiny movement 2_GFXS_HGB.wav	0:02	48kHz 24-bit	CREATURES	INSECTOID
\ CREAlnsc_Insect monster scuttling tiny movement 3_GFXS_HGB.wav	0:02	48kHz 24-bit	CREATURES	INSECTOID
\ CREAlnsc_Insect monster scuttling tiny movement_GFXS_HGB.wav	0:02	48kHz 24-bit	CREATURES	INSECTOID
\ CREAMnstr_Monster attack 2_GFXS_HGB.wav	0:01	48kHz 24-bit	CREATURES	MONSTER
\ CREAMnstr_Monster attack 3_GFXS_HGB.wav	0:02	48kHz 24-bit	CREATURES	MONSTER
\ CREAMnstr_Monster attack_GFXS_HGB.wav	0:02	48kHz 24-bit	CREATURES	MONSTER
\ CREAMnstr_Monster death_GFXS_HGB.wav	0:01	48kHz 24-bit	CREATURES	MONSTER
\ CREAMnstr_Monster growl_GFXS_HGB.wav	0:01	48kHz 24-bit	CREATURES	MONSTER
\ CREAMnstr_Monster hiss 2_GFXS_HGB.wav	0:01	48kHz 24-bit	CREATURES	MONSTER
\ CREAMnstr_Monster hiss_GFXS_HGB.wav	0:01	48kHz 24-bit	CREATURES	MONSTER
\ CREAMnstr_Monster pain_GFXS_HGB.wav	0:01	48kHz 24-bit	CREATURES	MONSTER
\ DIRTCrsh_Dirt crack debris 2_GFXS_HGB.wav	0:01	48kHz 24-bit	DIRT & SAND	CRASH & DEBRIS
\ DIRTCrsh_Dirt crack debris_GFXS_HGB.wav	0:02	48kHz 24-bit	DIRT & SAND	CRASH & DEBRIS
\ DIRTCrsh_Small debris fall 2_GFXS_HGB.wav	0:04	48kHz 24-bit	DIRT & SAND	CRASH & DEBRIS
\ DIRTCrsh_Small debris fall 3_GFXS_HGB.wav	0:04	48kHz 24-bit	DIRT & SAND	CRASH & DEBRIS
\ DIRTCrsh_Small debris fall_GFXS_HGB.wav	0:02	48kHz 24-bit	DIRT & SAND	CRASH & DEBRIS
\ DIRTDust_Dirt dust wood fall 2_GFXS_HGB.wav	0:01	48kHz 24-bit	DIRT & SAND	DUST
\ DIRTDust_Dirt dust wood fall 3_GFXS_HGB.wav	0:02	48kHz 24-bit	DIRT & SAND	DUST
\ DIRTDust_Dirt dust wood fall_GFXS_HGB.wav	0:02	48kHz 24-bit	DIRT & SAND	DUST
\ DOORCreak_Slow squeaky door_GFXS_HGB.wav	0:02	48kHz 24-bit	DOORS	CREAK
\ DOORCreak_Squeaky wood door 2_GFXS_HGB.wav	0:09	48kHz 24-bit	DOORS	CREAK
\ DOORCreak_Squeaky wood door_GFXS_HGB.wav	0:03	48kHz 24-bit	DOORS	CREAK

HORROR GAME BUNDLE

SOUND TRACKLIST

TITLE	DURATION	FORMAT	UCS CATEGORY	UCS SUBCATEGORY
\ DOORKnck_Hard door knock 2_GFXS_HGB.wav	0:01	48kHz 24-bit	DOORS	KNOCK
\ DOORKnck_Hard door knock_GFXS_HGB.wav	0:01	48kHz 24-bit	DOORS	KNOCK
\ DOORKnck_Soft door knocks 2_GFXS_HGB.wav	0:01	48kHz 24-bit	DOORS	KNOCK
\ DOORKnck_Soft door knocks_GFXS_HGB.wav	0:01	48kHz 24-bit	DOORS	KNOCK
\ DOORMetl_Metal door open_GFXS_HGB.wav	0:01	48kHz 24-bit	DOORS	METAL
\ DOORMetl_Metal door slam 2_GFXS_HGB.wav	0:01	48kHz 24-bit	DOORS	METAL
\ DOORMetl_Metal door slam 3_GFXS_HGB.wav	0:01	48kHz 24-bit	DOORS	METAL
\ DOORMetl_Metal door slam_GFXS_HGB.wav	0:01	48kHz 24-bit	DOORS	METAL
\ DOORWood_Cottage door close_GFXS_HGB.wav	0:01	48kHz 24-bit	DOORS	WOOD
\ DOORWood_Cottage door open_GFXS_HGB.wav	0:01	48kHz 24-bit	DOORS	WOOD
\ DOORWood_Heavy cottage door close_GFXS_HGB.wav	0:02	48kHz 24-bit	DOORS	WOOD
\ DOORWood_Heavy cottage door open_GFXS_HGB.wav	0:01	48kHz 24-bit	DOORS	WOOD
\ DOORWood_House door close_GFXS_HGB.wav	0:01	48kHz 24-bit	DOORS	WOOD
\ DOORWood_House door open_GFXS_HGB.wav	0:01	48kHz 24-bit	DOORS	WOOD
\ DOORWood_Wood door slam 2_GFXS_HGB.wav	0:01	48kHz 24-bit	DOORS	WOOD
\ DOORWood_Wood door slam_GFXS_HGB.wav	0:01	48kHz 24-bit	DOORS	WOOD
\ DOORWood_Wooden door close_GFXS_HGB.wav	0:01	48kHz 24-bit	DOORS	WOOD
\ DOORWood_Wooden door open 2_GFXS_HGB.wav	0:01	48kHz 24-bit	DOORS	WOOD
\ DOORWood_Wooden door open_GFXS_HGB.wav	0:01	48kHz 24-bit	DOORS	WOOD
\ DSGNBram_Cinematic braam hit 2_GFXS_HGB.wav	0:10	48kHz 24-bit	DESIGNED	BRAAM
\ DSGNBram_Cinematic braam hit 3_GFXS_HGB.wav	0:10	48kHz 24-bit	DESIGNED	BRAAM
\ DSGNBram_Cinematic braam hit 4_GFXS_HGB.wav	0:08	48kHz 24-bit	DESIGNED	BRAAM
\ DSGNBram_Cinematic braam hit 5_GFXS_HGB.wav	0:09	48kHz 24-bit	DESIGNED	BRAAM
\ DSGNBram_Cinematic braam hit 6_GFXS_HGB.wav	0:09	48kHz 24-bit	DESIGNED	BRAAM
\ DSGNBram_Cinematic braam hit_GFXS_HGB.wav	0:10	48kHz 24-bit	DESIGNED	BRAAM
\ DSGNMorph_Dark transition 2_GFXS_HGB.wav	0:07	48kHz 24-bit	DESIGNED	MORPH
\ DSGNMorph_Dark transition 3_GFXS_HGB.wav	0:08	48kHz 24-bit	DESIGNED	MORPH
\ DSGNMorph_Dark transition 4_GFXS_HGB.wav	0:07	48kHz 24-bit	DESIGNED	MORPH
\ DSGNMorph_Dark transition 5_GFXS_HGB.wav	0:07	48kHz 24-bit	DESIGNED	MORPH
\ DSGNMorph_Dark transition 6_GFXS_HGB.wav	0:07	48kHz 24-bit	DESIGNED	MORPH
\ DSGNMorph_Dark transition 7_GFXS_HGB.wav	0:07	48kHz 24-bit	DESIGNED	MORPH

HORROR GAME BUNDLE

SOUND TRACKLIST

TITLE	DURATION	FORMAT	UCS CATEGORY	UCS SUBCATEGORY
\ DSGNMorph_Dark transition 8_GFXS_HGB.wav	0:11	48kHz 24-bit	DESIGNED	MORPH
\ DSGNMorph_Dark transition 9_GFXS_HGB.wav	0:08	48kHz 24-bit	DESIGNED	MORPH
\ DSGNMorph_Dark transition 10_GFXS_HGB.wav	0:03	48kHz 24-bit	DESIGNED	MORPH
\ DSGNMorph_Dark transition 11_GFXS_HGB.wav	0:03	48kHz 24-bit	DESIGNED	MORPH
\ DSGNMorph_Dark transition 12_GFXS_HGB.wav	0:04	48kHz 24-bit	DESIGNED	MORPH
\ DSGNMorph_Dark transition 13_GFXS_HGB.wav	0:04	48kHz 24-bit	DESIGNED	MORPH
\ DSGNMorph_Dark transition_GFXS_HGB.wav	0:06	48kHz 24-bit	DESIGNED	MORPH
\ DSGNRise_Cinematic tension riser 2_GFXS_HGB.wav	0:10	48kHz 24-bit	DESIGNED	RISER
\ DSGNRise_Cinematic tension riser 3_GFXS_HGB.wav	0:09	48kHz 24-bit	DESIGNED	RISER
\ DSGNRise_Cinematic tension riser_GFXS_HGB.wav	0:07	48kHz 24-bit	DESIGNED	RISER
\ DSGNRise_Dark suspense riser 2_GFXS_HGB.wav	0:15	48kHz 24-bit	DESIGNED	RISER
\ DSGNRise_Dark suspense riser 3_GFXS_HGB.wav	0:06	48kHz 24-bit	DESIGNED	RISER
\ DSGNRise_Dark suspense riser 4_GFXS_HGB.wav	0:08	48kHz 24-bit	DESIGNED	RISER
\ DSGNRise_Dark suspense riser 5_GFXS_HGB.wav	0:08	48kHz 24-bit	DESIGNED	RISER
\ DSGNRise_Dark suspense riser 6_GFXS_HGB.wav	0:03	48kHz 24-bit	DESIGNED	RISER
\ DSGNRise_Dark suspense riser 7_GFXS_HGB.wav	0:02	48kHz 24-bit	DESIGNED	RISER
\ DSGNRise_Dark suspense riser_GFXS_HGB.wav	0:02	48kHz 24-bit	DESIGNED	RISER
\ DSGNRise_String riser 2_GFXS_HGB.wav	0:10	48kHz 24-bit	DESIGNED	RISER
\ DSGNRise_String riser 3_GFXS_HGB.wav	0:11	48kHz 24-bit	DESIGNED	RISER
\ DSGNRise_String riser 4_GFXS_HGB.wav	0:05	48kHz 24-bit	DESIGNED	RISER
\ DSGNRise_String riser_GFXS_HGB.wav	0:07	48kHz 24-bit	DESIGNED	RISER
\ DSGNRise_String suspense build 2_GFXS_HGB.wav	0:09	48kHz 24-bit	DESIGNED	RISER
\ DSGNRise_String suspense build 3_GFXS_HGB.wav	0:09	48kHz 24-bit	DESIGNED	RISER
\ DSGNRise_String suspense build_GFXS_HGB.wav	0:05	48kHz 24-bit	DESIGNED	RISER
\ DSGNRise_Tension riser 2_GFXS_HGB.wav	0:04	48kHz 24-bit	DESIGNED	RISER
\ DSGNRise_Tension riser_GFXS_HGB.wav	0:05	48kHz 24-bit	DESIGNED	RISER
\ DSGNRise_Trailer tension build 2_GFXS_HGB.wav	0:06	48kHz 24-bit	DESIGNED	RISER
\ DSGNRise_Trailer tension build 3_GFXS_HGB.wav	0:05	48kHz 24-bit	DESIGNED	RISER
\ DSGNRise_Trailer tension build_GFXS_HGB.wav	0:08	48kHz 24-bit	DESIGNED	RISER
\ DSGNStngr_Dramatic scare impact 2_GFXS_HGB.wav	0:10	48kHz 24-bit	DESIGNED	STINGER
\ DSGNStngr_Dramatic scare impact 3_GFXS_HGB.wav	0:07	48kHz 24-bit	DESIGNED	STINGER

HORROR GAME BUNDLE

SOUND TRACKLIST

TITLE	DURATION	FORMAT	UCS CATEGORY	UCS SUBCATEGORY
\ DSGNStngr_Dramatic scare impact 4_GFXS_HGB.wav	0:06	48kHz 24-bit	DESIGNED	STINGER
\ DSGNStngr_Dramatic scare impact 5_GFXS_HGB.wav	0:06	48kHz 24-bit	DESIGNED	STINGER
\ DSGNStngr_Dramatic scare impact_GFXS_HGB.wav	0:07	48kHz 24-bit	DESIGNED	STINGER
\ DSGNStngr_Eerie hiss accent 2_GFXS_HGB.wav	0:03	48kHz 24-bit	DESIGNED	STINGER
\ DSGNStngr_Eerie hiss accent 3_GFXS_HGB.wav	0:04	48kHz 24-bit	DESIGNED	STINGER
\ DSGNStngr_Eerie hiss accent 4_GFXS_HGB.wav	0:02	48kHz 24-bit	DESIGNED	STINGER
\ DSGNStngr_Eerie hiss accent 5_GFXS_HGB.wav	0:03	48kHz 24-bit	DESIGNED	STINGER
\ DSGNStngr_Eerie hiss accent 6_GFXS_HGB.wav	0:03	48kHz 24-bit	DESIGNED	STINGER
\ DSGNStngr_Eerie hiss accent_GFXS_HGB.wav	0:04	48kHz 24-bit	DESIGNED	STINGER
\ DSGNStngr_Ghost pass accent_GFXS_HGB.wav	0:03	48kHz 24-bit	DESIGNED	STINGER
\ DSGNStngr_Granular jumpscare impact 2_GFXS_HGB.wav	0:05	48kHz 24-bit	DESIGNED	STINGER
\ DSGNStngr_Granular jumpscare impact 3_GFXS_HGB.wav	0:04	48kHz 24-bit	DESIGNED	STINGER
\ DSGNStngr_Granular jumpscare impact_GFXS_HGB.wav	0:04	48kHz 24-bit	DESIGNED	STINGER
\ DSGNStngr_Jumpscare horror 2_GFXS_HGB.wav	0:06	48kHz 24-bit	DESIGNED	STINGER
\ DSGNStngr_Jumpscare horror 3_GFXS_HGB.wav	0:05	48kHz 24-bit	DESIGNED	STINGER
\ DSGNStngr_Jumpscare horror 4_GFXS_HGB.wav	0:04	48kHz 24-bit	DESIGNED	STINGER
\ DSGNStngr_Jumpscare horror_GFXS_HGB.wav	0:06	48kHz 24-bit	DESIGNED	STINGER
\ DSGNStngr_Short jumpscare accent 2_GFXS_HGB.wav	0:02	48kHz 24-bit	DESIGNED	STINGER
\ DSGNStngr_Short jumpscare accent 3_GFXS_HGB.wav	0:02	48kHz 24-bit	DESIGNED	STINGER
\ DSGNStngr_Short jumpscare accent_GFXS_HGB.wav	0:03	48kHz 24-bit	DESIGNED	STINGER
\ DSGNStngr_Suspense accent 2_GFXS_HGB.wav	0:07	48kHz 24-bit	DESIGNED	STINGER
\ DSGNStngr_Suspense accent_GFXS_HGB.wav	0:06	48kHz 24-bit	DESIGNED	STINGER
\ DSGNWhsh_Suspense whoosh impact_GFXS_HGB.wav	0:06	48kHz 24-bit	DESIGNED	WHOOSH
\ DSGNWhsh_Whisper whoosh transition 2_GFXS_HGB.wav	0:15	48kHz 24-bit	DESIGNED	WHOOSH
\ DSGNWhsh_Whisper whoosh transition 3_GFXS_HGB.wav	0:07	48kHz 24-bit	DESIGNED	WHOOSH
\ DSGNWhsh_Whisper whoosh transition 4_GFXS_HGB.wav	0:12	48kHz 24-bit	DESIGNED	WHOOSH
\ DSGNWhsh_Whisper whoosh transition 5_GFXS_HGB.wav	0:04	48kHz 24-bit	DESIGNED	WHOOSH
\ DSGNWhsh_Whisper whoosh transition_GFXS_HGB.wav	0:07	48kHz 24-bit	DESIGNED	WHOOSH
\ ELECArc_Broken lamp buzz 2_GFXS_HGB.wav	0:30	48kHz 24-bit	ELECTRICITY	ARC
\ ELECArc_Broken lamp buzz 3_GFXS_HGB.wav	0:34	48kHz 24-bit	ELECTRICITY	ARC
\ ELECArc_Broken lamp buzz 4_GFXS_HGB.wav	0:44	48kHz 24-bit	ELECTRICITY	ARC

HORROR GAME BUNDLE

SOUND TRACKLIST

TITLE	DURATION	FORMAT	UCS CATEGORY	UCS SUBCATEGORY
\ ELECArc_Broken lamp buzz_GFXS_HGB.wav	0:23	48kHz 24-bit	ELECTRICITY	ARC
\ ELECArc_Neon buzz flicker 2_GFXS_HGB.wav	0:29	48kHz 24-bit	ELECTRICITY	ARC
\ ELECArc_Neon buzz flicker 3_GFXS_HGB.wav	0:17	48kHz 24-bit	ELECTRICITY	ARC
\ ELECArc_Neon buzz flicker 4_GFXS_HGB.wav	0:17	48kHz 24-bit	ELECTRICITY	ARC
\ ELECArc_Neon buzz flicker 5_GFXS_HGB.wav	0:24	48kHz 24-bit	ELECTRICITY	ARC
\ ELECArc_Neon buzz flicker_GFXS_HGB.wav	0:24	48kHz 24-bit	ELECTRICITY	ARC
\ ELECMisc_Electrical plug insert 2_GFXS_HGB.wav	0:01	48kHz 24-bit	ELECTRICITY	MISC
\ ELECMisc_Electrical plug insert 3_GFXS_HGB.wav	0:01	48kHz 24-bit	ELECTRICITY	MISC
\ ELECMisc_Electrical plug insert_GFXS_HGB.wav	0:01	48kHz 24-bit	ELECTRICITY	MISC
\ FEETHmn_Carpet footsteps jump 2_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Carpet footsteps jump 3_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Carpet footsteps jump 4_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Carpet footsteps jump 5_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Carpet footsteps jump_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Carpet footsteps walk 2_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Carpet footsteps walk 3_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Carpet footsteps walk 4_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Carpet footsteps walk 5_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Carpet footsteps walk_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Concrete footsteps jump 2_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Concrete footsteps jump 3_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Concrete footsteps jump 4_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Concrete footsteps jump 5_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Concrete footsteps jump_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Concrete footsteps walk 2_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Concrete footsteps walk 3_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Concrete footsteps walk 4_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Concrete footsteps walk 5_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Concrete footsteps walk_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Dirt footsteps jump 2_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Dirt footsteps jump 3_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN

HORROR GAME BUNDLE

SOUND TRACKLIST

TITLE	DURATION	FORMAT	UCS CATEGORY	UCS SUBCATEGORY
\ FEETHmn_Dirt footsteps jump 4_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Dirt footsteps jump 5_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Dirt footsteps jump_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Dirt footsteps walk 2_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Dirt footsteps walk 3_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Dirt footsteps walk 4_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Dirt footsteps walk 5_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Dirt footsteps walk_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Glass footsteps jump 2_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Glass footsteps jump 3_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Glass footsteps jump 4_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Glass footsteps jump 5_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Glass footsteps jump_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Glass footsteps walk 2_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Glass footsteps walk 3_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Glass footsteps walk 4_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Glass footsteps walk 5_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Glass footsteps walk_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Grass footsteps jump 2_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Grass footsteps jump 3_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Grass footsteps jump 4_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Grass footsteps jump 5_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Grass footsteps jump_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Grass footsteps walk 2_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Grass footsteps walk 3_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Grass footsteps walk 4_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Grass footsteps walk 5_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Grass footsteps walk_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Gravel footsteps jump 2_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Gravel footsteps jump 3_GFXS_HGB.wav	0:02	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Gravel footsteps jump 4_GFXS_HGB.wav	0:02	48kHz 24-bit	FOOTSTEPS	HUMAN

HORROR GAME BUNDLE

SOUND TRACKLIST

TITLE	DURATION	FORMAT	UCS CATEGORY	UCS SUBCATEGORY
\ FEETHmn_Gravel footsteps jump 5_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Gravel footsteps jump_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Gravel footsteps walk 2_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Gravel footsteps walk 3_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Gravel footsteps walk 4_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Gravel footsteps walk 5_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Gravel footsteps walk_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Leaves footsteps jump 2_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Leaves footsteps jump 3_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Leaves footsteps jump 4_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Leaves footsteps jump 5_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Leaves footsteps jump_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Leaves footsteps walk 2_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Leaves footsteps walk 3_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Leaves footsteps walk 4_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Leaves footsteps walk 5_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Leaves footsteps walk_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Metal footsteps jump 2_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Metal footsteps jump 3_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Metal footsteps jump 4_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Metal footsteps jump 5_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Metal footsteps jump_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Metal footsteps walk 2_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Metal footsteps walk 3_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Metal footsteps walk 4_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Metal footsteps walk 5_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Metal footsteps walk_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Metal vent footsteps jump 2_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Metal vent footsteps jump 3_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Metal vent footsteps jump 4_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Metal vent footsteps jump 5_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN

HORROR GAME BUNDLE

SOUND TRACKLIST

TITLE	DURATION	FORMAT	UCS CATEGORY	UCS SUBCATEGORY
\ FEETHmn_Metal vent footsteps jump_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Metal vent footsteps walk 2_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Metal vent footsteps walk 3_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Metal vent footsteps walk 4_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Metal vent footsteps walk 5_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Metal vent footsteps walk_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Mud footsteps jump 2_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Mud footsteps jump 3_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Mud footsteps jump 4_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Mud footsteps jump 5_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Mud footsteps jump_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Mud footsteps walk 2_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Mud footsteps walk 3_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Mud footsteps walk 4_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Mud footsteps walk 5_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Mud footsteps walk_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Snow footsteps jump 2_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Snow footsteps jump 3_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Snow footsteps jump 4_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Snow footsteps jump 5_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Snow footsteps jump_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Snow footsteps walk 2_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Snow footsteps walk 3_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Snow footsteps walk 4_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Snow footsteps walk 5_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Snow footsteps walk_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Water footsteps jump 2_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Water footsteps jump 3_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Water footsteps jump 4_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Water footsteps jump 5_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Water footsteps jump_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN

HORROR GAME BUNDLE

SOUND TRACKLIST

TITLE	DURATION	FORMAT	UCS CATEGORY	UCS SUBCATEGORY
\ FEETHmn_Water footsteps walk 2_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Water footsteps walk 3_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Water footsteps walk 4_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Water footsteps walk 5_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Water footsteps walk_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Wood footsteps jump 2_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Wood footsteps jump 3_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Wood footsteps jump 4_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Wood footsteps jump 5_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Wood footsteps jump_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Wood footsteps walk 2_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Wood footsteps walk 3_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Wood footsteps walk 4_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Wood footsteps walk 5_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FEETHmn_Wood footsteps walk_GFXS_HGB.wav	0:01	48kHz 24-bit	FOOTSTEPS	HUMAN
\ FGHTBf_Concrete body fall 2_GFXS_HGB.wav	0:01	48kHz 24-bit	FIGHT	BODYFALL
\ FGHTBf_Concrete body fall_GFXS_HGB.wav	0:01	48kHz 24-bit	FIGHT	BODYFALL
\ FGHTBf_Grass body fall 2_GFXS_HGB.wav	0:01	48kHz 24-bit	FIGHT	BODYFALL
\ FGHTBf_Grass body fall_GFXS_HGB.wav	0:01	48kHz 24-bit	FIGHT	BODYFALL
\ FGHTBf_Gravel body fall 2_GFXS_HGB.wav	0:01	48kHz 24-bit	FIGHT	BODYFALL
\ FGHTBf_Gravel body fall_GFXS_HGB.wav	0:01	48kHz 24-bit	FIGHT	BODYFALL
\ FGHTBf_Leaf body fall 2_GFXS_HGB.wav	0:01	48kHz 24-bit	FIGHT	BODYFALL
\ FGHTBf_Leaf body fall_GFXS_HGB.wav	0:02	48kHz 24-bit	FIGHT	BODYFALL
\ FGHTBf_Mud body fall 2_GFXS_HGB.wav	0:01	48kHz 24-bit	FIGHT	BODYFALL
\ FGHTBf_Mud body fall_GFXS_HGB.wav	0:01	48kHz 24-bit	FIGHT	BODYFALL
\ FGHTBf_Sand body fall 2_GFXS_HGB.wav	0:02	48kHz 24-bit	FIGHT	BODYFALL
\ FGHTBf_Sand body fall_GFXS_HGB.wav	0:01	48kHz 24-bit	FIGHT	BODYFALL
\ FGHTBf_Snow body fall 2_GFXS_HGB.wav	0:01	48kHz 24-bit	FIGHT	BODYFALL
\ FGHTBf_Snow body fall_GFXS_HGB.wav	0:02	48kHz 24-bit	FIGHT	BODYFALL
\ FGHTBf_Water body fall 2_GFXS_HGB.wav	0:01	48kHz 24-bit	FIGHT	BODYFALL
\ FGHTBf_Water body fall_GFXS_HGB.wav	0:01	48kHz 24-bit	FIGHT	BODYFALL

HORROR GAME BUNDLE

SOUND TRACKLIST

TITLE	DURATION	FORMAT	UCS CATEGORY	UCS SUBCATEGORY
\ FGHTBf_Wood body fall 2_GFXS_HGB.wav	0:01	48kHz 24-bit	FIGHT	BODYFALL
\ FGHTBf_Wood body fall_GFXS_HGB.wav	0:01	48kHz 24-bit	FIGHT	BODYFALL
\ FGHTImpt_Bloody body hit 2_GFXS_HGB.wav	0:01	48kHz 24-bit	FIGHT	IMPACT
\ FGHTImpt_Bloody body hit 3_GFXS_HGB.wav	0:01	48kHz 24-bit	FIGHT	IMPACT
\ FGHTImpt_Bloody body hit 4_GFXS_HGB.wav	0:01	48kHz 24-bit	FIGHT	IMPACT
\ FGHTImpt_Bloody body hit_GFXS_HGB.wav	0:01	48kHz 24-bit	FIGHT	IMPACT
\ FGHTImpt_Dry punch impact 2_GFXS_HGB.wav	0:01	48kHz 24-bit	FIGHT	IMPACT
\ FGHTImpt_Dry punch impact 3_GFXS_HGB.wav	0:01	48kHz 24-bit	FIGHT	IMPACT
\ FGHTImpt_Dry punch impact 4_GFXS_HGB.wav	0:01	48kHz 24-bit	FIGHT	IMPACT
\ FGHTImpt_Dry punch impact_GFXS_HGB.wav	0:01	48kHz 24-bit	FIGHT	IMPACT
\ FGHTImpt_Hard punch impact 2_GFXS_HGB.wav	0:01	48kHz 24-bit	FIGHT	IMPACT
\ FGHTImpt_Hard punch impact 3_GFXS_HGB.wav	0:01	48kHz 24-bit	FIGHT	IMPACT
\ FGHTImpt_Hard punch impact 4_GFXS_HGB.wav	0:01	48kHz 24-bit	FIGHT	IMPACT
\ FGHTImpt_Hard punch impact 5_GFXS_HGB.wav	0:01	48kHz 24-bit	FIGHT	IMPACT
\ FGHTImpt_Hard punch impact 6_GFXS_HGB.wav	0:01	48kHz 24-bit	FIGHT	IMPACT
\ FGHTImpt_Hard punch impact 7_GFXS_HGB.wav	0:01	48kHz 24-bit	FIGHT	IMPACT
\ FGHTImpt_Hard punch impact 8_GFXS_HGB.wav	0:01	48kHz 24-bit	FIGHT	IMPACT
\ FGHTImpt_Hard punch impact_GFXS_HGB.wav	0:01	48kHz 24-bit	FIGHT	IMPACT
\ FGHTImpt_Slap impact 2_GFXS_HGB.wav	0:01	48kHz 24-bit	FIGHT	IMPACT
\ FGHTImpt_Slap impact 3_GFXS_HGB.wav	0:01	48kHz 24-bit	FIGHT	IMPACT
\ FGHTImpt_Slap impact 4_GFXS_HGB.wav	0:01	48kHz 24-bit	FIGHT	IMPACT
\ FGHTImpt_Slap impact 5_GFXS_HGB.wav	0:01	48kHz 24-bit	FIGHT	IMPACT
\ FGHTImpt_Slap impact 6_GFXS_HGB.wav	0:01	48kHz 24-bit	FIGHT	IMPACT
\ FGHTImpt_Slap impact 7_GFXS_HGB.wav	0:01	48kHz 24-bit	FIGHT	IMPACT
\ FGHTImpt_Slap impact 8_GFXS_HGB.wav	0:01	48kHz 24-bit	FIGHT	IMPACT
\ FGHTImpt_Slap impact_GFXS_HGB.wav	0:01	48kHz 24-bit	FIGHT	IMPACT
\ FGHTImpt_Wet punch impact 2_GFXS_HGB.wav	0:01	48kHz 24-bit	FIGHT	IMPACT
\ FGHTImpt_Wet punch impact 3_GFXS_HGB.wav	0:01	48kHz 24-bit	FIGHT	IMPACT
\ FGHTImpt_Wet punch impact 4_GFXS_HGB.wav	0:01	48kHz 24-bit	FIGHT	IMPACT
\ FGHTImpt_Wet punch impact 5_GFXS_HGB.wav	0:01	48kHz 24-bit	FIGHT	IMPACT
\ FGHTImpt_Wet punch impact 6_GFXS_HGB.wav	0:01	48kHz 24-bit	FIGHT	IMPACT

HORROR GAME BUNDLE

SOUND TRACKLIST

TITLE	DURATION	FORMAT	UCS CATEGORY	UCS SUBCATEGORY
\ FGHTImpt_Wet punch impact 7_GFXS_HGB.wav	0:01	48kHz 24-bit	FIGHT	IMPACT
\ FGHTImpt_Wet punch impact_GFXS_HGB.wav	0:01	48kHz 24-bit	FIGHT	IMPACT
\ FIRETrch_Burning torch extinguish fire_GFXS_HGB.wav	0:02	48kHz 24-bit	FIRE	TORCH
\ FIRETrch_Burning torch fire crackling_GFXS_HGB.wav	0:08	48kHz 24-bit	FIRE	TORCH
\ FIRETrch_Burning torch hand movement 2_GFXS_HGB.wav	0:01	48kHz 24-bit	FIRE	TORCH
\ FIRETrch_Burning torch hand movement_GFXS_HGB.wav	0:02	48kHz 24-bit	FIRE	TORCH
\ FIRETrch_Burning torch lighting_GFXS_HGB.wav	0:07	48kHz 24-bit	FIRE	TORCH
\ GLASBrk_Heavy window break 2_GFXS_HGB.wav	0:02	48kHz 24-bit	GLASS	BREAK
\ GLASBrk_Heavy window break_GFXS_HGB.wav	0:03	48kHz 24-bit	GLASS	BREAK
\ GLASBrk_Lightbulb shatter 2_GFXS_HGB.wav	0:01	48kHz 24-bit	GLASS	BREAK
\ GLASBrk_Lightbulb shatter 3_GFXS_HGB.wav	0:02	48kHz 24-bit	GLASS	BREAK
\ GLASBrk_Lightbulb shatter 4_GFXS_HGB.wav	0:01	48kHz 24-bit	GLASS	BREAK
\ GLASBrk_Lightbulb shatter 5_GFXS_HGB.wav	0:01	48kHz 24-bit	GLASS	BREAK
\ GLASBrk_Lightbulb shatter 6_GFXS_HGB.wav	0:01	48kHz 24-bit	GLASS	BREAK
\ GLASBrk_Lightbulb shatter 7_GFXS_HGB.wav	0:01	48kHz 24-bit	GLASS	BREAK
\ GLASBrk_Lightbulb shatter_GFXS_HGB.wav	0:01	48kHz 24-bit	GLASS	BREAK
\ GLASBrk_Window glass smash 2_GFXS_HGB.wav	0:04	48kHz 24-bit	GLASS	BREAK
\ GLASBrk_Window glass smash_GFXS_HGB.wav	0:01	48kHz 24-bit	GLASS	BREAK
\ GLASCrsh_Deep glass hit 2_GFXS_HGB.wav	0:01	48kHz 24-bit	GLASS	CRASH & DEBRIS
\ GLASCrsh_Deep glass hit 3_GFXS_HGB.wav	0:01	48kHz 24-bit	GLASS	CRASH & DEBRIS
\ GLASCrsh_Deep glass hit_GFXS_HGB.wav	0:01	48kHz 24-bit	GLASS	CRASH & DEBRIS
\ GLASCrsh_Glass bottle break 2_GFXS_HGB.wav	0:03	48kHz 24-bit	GLASS	CRASH & DEBRIS
\ GLASCrsh_Glass bottle break_GFXS_HGB.wav	0:01	48kHz 24-bit	GLASS	CRASH & DEBRIS
\ GLASCrsh_Glass breaking small 2_GFXS_HGB.wav	0:01	48kHz 24-bit	GLASS	CRASH & DEBRIS
\ GLASCrsh_Glass breaking small 3_GFXS_HGB.wav	0:01	48kHz 24-bit	GLASS	CRASH & DEBRIS
\ GLASCrsh_Glass breaking small_GFXS_HGB.wav	0:01	48kHz 24-bit	GLASS	CRASH & DEBRIS
\ GLASCrsh_Glass crash reverb_GFXS_HGB.wav	0:01	48kHz 24-bit	GLASS	CRASH & DEBRIS
\ GLASCrsh_Glass hard impact 2_GFXS_HGB.wav	0:02	48kHz 24-bit	GLASS	CRASH & DEBRIS
\ GLASCrsh_Glass hard impact 3_GFXS_HGB.wav	0:01	48kHz 24-bit	GLASS	CRASH & DEBRIS
\ GLASCrsh_Glass hard impact 4_GFXS_HGB.wav	0:01	48kHz 24-bit	GLASS	CRASH & DEBRIS
\ GLASCrsh_Glass hard impact_GFXS_HGB.wav	0:01	48kHz 24-bit	GLASS	CRASH & DEBRIS

HORROR GAME BUNDLE

SOUND TRACKLIST

TITLE	DURATION	FORMAT	UCS CATEGORY	UCS SUBCATEGORY
\ GLASCrsh_Glass hit no break 2_GFXS_HGB.wav	0:01	48kHz 24-bit	GLASS	CRASH & DEBRIS
\ GLASCrsh_Glass hit no break 3_GFXS_HGB.wav	0:01	48kHz 24-bit	GLASS	CRASH & DEBRIS
\ GLASCrsh_Glass hit no break_GFXS_HGB.wav	0:01	48kHz 24-bit	GLASS	CRASH & DEBRIS
\ GLASCrsh_Glass pressure break 2_GFXS_HGB.wav	0:07	48kHz 24-bit	GLASS	CRASH & DEBRIS
\ GLASCrsh_Glass pressure break_GFXS_HGB.wav	0:03	48kHz 24-bit	GLASS	CRASH & DEBRIS
\ GLASCrsh_Glass shard smash 2_GFXS_HGB.wav	0:01	48kHz 24-bit	GLASS	CRASH & DEBRIS
\ GLASCrsh_Glass shard smash_GFXS_HGB.wav	0:02	48kHz 24-bit	GLASS	CRASH & DEBRIS
\ GLASCrsh_Metal glass shatter_GFXS_HGB.wav	0:01	48kHz 24-bit	GLASS	CRASH & DEBRIS
\ GLASFric_Glass friction movement_GFXS_HGB.wav	0:04	48kHz 24-bit	GLASS	FRICTION
\ GLASFric_Glass shard debris 2_GFXS_HGB.wav	0:02	48kHz 24-bit	GLASS	FRICTION
\ GLASFric_Glass shard debris 3_GFXS_HGB.wav	0:03	48kHz 24-bit	GLASS	FRICTION
\ GLASFric_Glass shard debris_GFXS_HGB.wav	0:03	48kHz 24-bit	GLASS	FRICTION
\ GLASFric_Glass shard rattle 2_GFXS_HGB.wav	0:01	48kHz 24-bit	GLASS	FRICTION
\ GLASFric_Glass shard rattle 3_GFXS_HGB.wav	0:04	48kHz 24-bit	GLASS	FRICTION
\ GLASFric_Glass shard rattle 4_GFXS_HGB.wav	0:02	48kHz 24-bit	GLASS	FRICTION
\ GLASFric_Glass shard rattle 5_GFXS_HGB.wav	0:03	48kHz 24-bit	GLASS	FRICTION
\ GLASFric_Glass shard rattle_GFXS_HGB.wav	0:03	48kHz 24-bit	GLASS	FRICTION
\ GLASMvmt_Glass debris rummage 2_GFXS_HGB.wav	0:03	48kHz 24-bit	GLASS	MOVEMENT
\ GLASMvmt_Glass debris rummage 3_GFXS_HGB.wav	0:03	48kHz 24-bit	GLASS	MOVEMENT
\ GLASMvmt_Glass debris rummage 4_GFXS_HGB.wav	0:03	48kHz 24-bit	GLASS	MOVEMENT
\ GLASMvmt_Glass debris rummage_GFXS_HGB.wav	0:02	48kHz 24-bit	GLASS	MOVEMENT
\ GOREBlood_Blood drip hard 2_GFXS_HGB.wav	0:04	48kHz 24-bit	GORE	BLOOD
\ GOREBlood_Blood drip hard 3_GFXS_HGB.wav	0:04	48kHz 24-bit	GORE	BLOOD
\ GOREBlood_Blood drip hard 4_GFXS_HGB.wav	0:05	48kHz 24-bit	GORE	BLOOD
\ GOREBlood_Blood drip hard 5_GFXS_HGB.wav	0:03	48kHz 24-bit	GORE	BLOOD
\ GOREBlood_Blood drip hard 6_GFXS_HGB.wav	0:03	48kHz 24-bit	GORE	BLOOD
\ GOREBlood_Blood drip hard 7_GFXS_HGB.wav	0:04	48kHz 24-bit	GORE	BLOOD
\ GOREBlood_Blood drip hard_GFXS_HGB.wav	0:05	48kHz 24-bit	GORE	BLOOD
\ GOREBlood_Blood drip single 2_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	BLOOD
\ GOREBlood_Blood drip single 3_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	BLOOD
\ GOREBlood_Blood drip single 4_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	BLOOD

HORROR GAME BUNDLE

SOUND TRACKLIST

TITLE	DURATION	FORMAT	UCS CATEGORY	UCS SUBCATEGORY
\ GOREBlood_Blood drip single 5_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	BLOOD
\ GOREBlood_Blood drip single 6_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	BLOOD
\ GOREBlood_Blood drip single 7_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	BLOOD
\ GOREBlood_Blood drip single_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	BLOOD
\ GOREBlood_Blood drip soft 2_GFXS_HGB.wav	0:02	48kHz 24-bit	GORE	BLOOD
\ GOREBlood_Blood drip soft 3_GFXS_HGB.wav	0:02	48kHz 24-bit	GORE	BLOOD
\ GOREBlood_Blood drip soft 4_GFXS_HGB.wav	0:02	48kHz 24-bit	GORE	BLOOD
\ GOREBlood_Blood drip soft 5_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	BLOOD
\ GOREBlood_Blood drip soft_GFXS_HGB.wav	0:02	48kHz 24-bit	GORE	BLOOD
\ GOREBlood_Blood floor drip 2_GFXS_HGB.wav	0:02	48kHz 24-bit	GORE	BLOOD
\ GOREBlood_Blood floor drip 3_GFXS_HGB.wav	0:02	48kHz 24-bit	GORE	BLOOD
\ GOREBlood_Blood floor drip 4_GFXS_HGB.wav	0:03	48kHz 24-bit	GORE	BLOOD
\ GOREBlood_Blood floor drip_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	BLOOD
\ GOREBlood_Blood spill drip 2_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	BLOOD
\ GOREBlood_Blood spill drip_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	BLOOD
\ GOREBlood_Blood spit 2_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	BLOOD
\ GOREBlood_Blood spit_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	BLOOD
\ GOREBone_Bone break 2_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	BONE
\ GOREBone_Bone break 3_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	BONE
\ GOREBone_Bone break large 2_GFXS_HGB.wav	0:05	48kHz 24-bit	GORE	BONE
\ GOREBone_Bone break large 3_GFXS_HGB.wav	0:02	48kHz 24-bit	GORE	BONE
\ GOREBone_Bone break large 4_GFXS_HGB.wav	0:02	48kHz 24-bit	GORE	BONE
\ GOREBone_Bone break large_GFXS_HGB.wav	0:02	48kHz 24-bit	GORE	BONE
\ GOREBone_Bone break small 2_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	BONE
\ GOREBone_Bone break small 3_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	BONE
\ GOREBone_Bone break small 4_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	BONE
\ GOREBone_Bone break small_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	BONE
\ GOREBone_Bone break_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	BONE
\ GOREBone_Bone crack light 2_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	BONE
\ GOREBone_Bone crack light 3_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	BONE
\ GOREBone_Bone crack light 4_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	BONE

HORROR GAME BUNDLE

SOUND TRACKLIST

TITLE	DURATION	FORMAT	UCS CATEGORY	UCS SUBCATEGORY
\ GOREBone_Bone crack light 5_GFXS_HGB.wav	0:02	48kHz 24-bit	GORE	BONE
\ GOREBone_Bone crack light_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	BONE
\ GOREBone_Dry skull break 2_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	BONE
\ GOREBone_Dry skull break 3_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	BONE
\ GOREBone_Dry skull break 4_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	BONE
\ GOREBone_Dry skull break 5_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	BONE
\ GOREBone_Dry skull break_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	BONE
\ GOREBone_Finger bone snap 2_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	BONE
\ GOREBone_Finger bone snap 3_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	BONE
\ GOREBone_Finger bone snap 4_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	BONE
\ GOREBone_Finger bone snap_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	BONE
\ GOREBone_Joint break 2_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	BONE
\ GOREBone_Joint break 3_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	BONE
\ GOREBone_Joint break 4_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	BONE
\ GOREBone_Joint break_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	BONE
\ GOREBone_Limb bone break 2_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	BONE
\ GOREBone_Limb bone break 3_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	BONE
\ GOREBone_Limb bone break_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	BONE
\ GOREBone_Muffled bone break_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	BONE
\ GOREBone_Slow bone break 2_GFXS_HGB.wav	0:03	48kHz 24-bit	GORE	BONE
\ GOREBone_Slow bone break 3_GFXS_HGB.wav	0:02	48kHz 24-bit	GORE	BONE
\ GOREBone_Slow bone break_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	BONE
\ GOREBone_Wet bone break 2_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	BONE
\ GOREBone_Wet bone break 3_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	BONE
\ GOREBone_Wet bone break 4_GFXS_HGB.wav	0:03	48kHz 24-bit	GORE	BONE
\ GOREBone_Wet bone break_GFXS_HGB.wav	0:02	48kHz 24-bit	GORE	BONE
\ GOREBone_Wet skull break 2_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	BONE
\ GOREBone_Wet skull break 3_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	BONE
\ GOREBone_Wet skull break 4_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	BONE
\ GOREBone_Wet skull break 5_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	BONE
\ GOREBone_Wet skull break 6_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	BONE

HORROR GAME BUNDLE

SOUND TRACKLIST

TITLE	DURATION	FORMAT	UCS CATEGORY	UCS SUBCATEGORY
\ GOREBone_Wet skull break_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	BONE
\ GOREFish_Bloody flesh movement 2_GFXS_HGB.wav	0:03	48kHz 24-bit	GORE	FLESH
\ GOREFish_Bloody flesh movement 3_GFXS_HGB.wav	0:08	48kHz 24-bit	GORE	FLESH
\ GOREFish_Bloody flesh movement 4_GFXS_HGB.wav	0:08	48kHz 24-bit	GORE	FLESH
\ GOREFish_Bloody flesh movement_GFXS_HGB.wav	0:04	48kHz 24-bit	GORE	FLESH
\ GOREFish_Body gore 2_GFXS_HGB.wav	0:02	48kHz 24-bit	GORE	FLESH
\ GOREFish_Body gore 3_GFXS_HGB.wav	0:02	48kHz 24-bit	GORE	FLESH
\ GOREFish_Body gore_GFXS_HGB.wav	0:03	48kHz 24-bit	GORE	FLESH
\ GOREFish_Creature eating flesh 2_GFXS_HGB.wav	0:03	48kHz 24-bit	GORE	FLESH
\ GOREFish_Creature eating flesh 3_GFXS_HGB.wav	0:03	48kHz 24-bit	GORE	FLESH
\ GOREFish_Creature eating flesh_GFXS_HGB.wav	0:07	48kHz 24-bit	GORE	FLESH
\ GOREFish_Flesh drop large 2_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	FLESH
\ GOREFish_Flesh drop large 3_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	FLESH
\ GOREFish_Flesh drop large 4_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	FLESH
\ GOREFish_Flesh drop large 5_GFXS_HGB.wav	0:03	48kHz 24-bit	GORE	FLESH
\ GOREFish_Flesh drop large_GFXS_HGB.wav	0:03	48kHz 24-bit	GORE	FLESH
\ GOREFish_Flesh drop small 2_GFXS_HGB.wav	0:02	48kHz 24-bit	GORE	FLESH
\ GOREFish_Flesh drop small 3_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	FLESH
\ GOREFish_Flesh drop small 4_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	FLESH
\ GOREFish_Flesh drop small_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	FLESH
\ GOREFish_Flesh movement 2_GFXS_HGB.wav	0:03	48kHz 24-bit	GORE	FLESH
\ GOREFish_Flesh movement 3_GFXS_HGB.wav	0:02	48kHz 24-bit	GORE	FLESH
\ GOREFish_Flesh movement 4_GFXS_HGB.wav	0:02	48kHz 24-bit	GORE	FLESH
\ GOREFish_Flesh movement_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	FLESH
\ GOREFish_Gore cut 2_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	FLESH
\ GOREFish_Gore cut_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	FLESH
\ GORESplt_Blood fabric splatter 2_GFXS_HGB.wav	0:03	48kHz 24-bit	GORE	SPLAT
\ GORESplt_Blood fabric splatter_GFXS_HGB.wav	0:02	48kHz 24-bit	GORE	SPLAT
\ GORESplt_Blood floor splatter 2_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	SPLAT
\ GORESplt_Blood floor splatter_GFXS_HGB.wav	0:03	48kHz 24-bit	GORE	SPLAT
\ GORESplt_Blood glass splatter 2_GFXS_HGB.wav	0:02	48kHz 24-bit	GORE	SPLAT

HORROR GAME BUNDLE

SOUND TRACKLIST

TITLE	DURATION	FORMAT	UCS CATEGORY	UCS SUBCATEGORY
\ GORESplt_Blood glass splatter_GFXS_HGB.wav	0:03	48kHz 24-bit	GORE	SPLAT
\ GORESplt_Blood plastic splatter 2_GFXS_HGB.wav	0:02	48kHz 24-bit	GORE	SPLAT
\ GORESplt_Blood plastic splatter_GFXS_HGB.wav	0:03	48kHz 24-bit	GORE	SPLAT
\ GORESplt_Blood small splatter 2_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	SPLAT
\ GORESplt_Blood small splatter_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	SPLAT
\ GORESplt_Blood splash large 2_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	SPLAT
\ GORESplt_Blood splash large 3_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	SPLAT
\ GORESplt_Blood splash large_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	SPLAT
\ GORESplt_Blood splash small 2_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	SPLAT
\ GORESplt_Blood splash small 3_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	SPLAT
\ GORESplt_Blood splash small_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	SPLAT
\ GORESplt_Wet flesh impact 2_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	SPLAT
\ GORESplt_Wet flesh impact 3_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	SPLAT
\ GORESplt_Wet flesh impact 4_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	SPLAT
\ GORESplt_Wet flesh impact 5_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	SPLAT
\ GORESplt_Wet flesh impact 6_GFXS_HGB.wav	0:02	48kHz 24-bit	GORE	SPLAT
\ GORESplt_Wet flesh impact_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	SPLAT
\ GORESqsh_Flesh squish 2_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	SQUISH
\ GORESqsh_Flesh squish 3_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	SQUISH
\ GORESqsh_Flesh squish 4_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	SQUISH
\ GORESqsh_Flesh squish 5_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	SQUISH
\ GORESqsh_Flesh squish 6_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	SQUISH
\ GORESqsh_Flesh squish 7_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	SQUISH
\ GORESqsh_Flesh squish_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	SQUISH
\ GORESqsh_Gore squirt 2_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	SQUISH
\ GORESqsh_Gore squirt 3_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	SQUISH
\ GORESqsh_Gore squirt_GFXS_HGB.wav	0:02	48kHz 24-bit	GORE	SQUISH
\ GORESqsh_Guts slosh 2_GFXS_HGB.wav	0:02	48kHz 24-bit	GORE	SQUISH
\ GORESqsh_Guts slosh 3_GFXS_HGB.wav	0:02	48kHz 24-bit	GORE	SQUISH
\ GORESqsh_Guts slosh 4_GFXS_HGB.wav	0:02	48kHz 24-bit	GORE	SQUISH
\ GORESqsh_Guts slosh 5_GFXS_HGB.wav	0:02	48kHz 24-bit	GORE	SQUISH

HORROR GAME BUNDLE

SOUND TRACKLIST

TITLE	DURATION	FORMAT	UCS CATEGORY	UCS SUBCATEGORY
\ GORESqsh_Guts slosh 6_GFXS_HGB.wav	0:02	48kHz 24-bit	GORE	SQUISH
\ GORESqsh_Guts slosh 7_GFXS_HGB.wav	0:02	48kHz 24-bit	GORE	SQUISH
\ GORESqsh_Guts slosh_GFXS_HGB.wav	0:02	48kHz 24-bit	GORE	SQUISH
\ GOREStab_Knife flesh movement 2_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	STAB
\ GOREStab_Knife flesh movement 3_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	STAB
\ GOREStab_Knife flesh movement_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	STAB
\ GOREStab_Knife slide stab 2_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	STAB
\ GOREStab_Knife slide stab 3_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	STAB
\ GOREStab_Knife slide stab 4_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	STAB
\ GOREStab_Knife slide stab 5_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	STAB
\ GOREStab_Knife slide stab 6_GFXS_HGB.wav	0:02	48kHz 24-bit	GORE	STAB
\ GOREStab_Knife slide stab 7_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	STAB
\ GOREStab_Knife slide stab 8_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	STAB
\ GOREStab_Knife slide stab 9_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	STAB
\ GOREStab_Knife slide stab_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	STAB
\ GOREStab_Knife throw stab 2_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	STAB
\ GOREStab_Knife throw stab 3_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	STAB
\ GOREStab_Knife throw stab 4_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	STAB
\ GOREStab_Knife throw stab_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	STAB
\ GOREStab_Spear gore hit 2_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	STAB
\ GOREStab_Spear gore hit_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	STAB
\ GOREStab_Sword gore stab 2_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	STAB
\ GOREStab_Sword gore stab 3_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	STAB
\ GOREStab_Sword gore stab_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	STAB
\ GOREStab_Sword stab movement_GFXS_HGB.wav	0:01	48kHz 24-bit	GORE	STAB
\ MACHMech_Generator start_GFXS_HGB.wav	0:01	48kHz 24-bit	MACHINES	MECHANISM
\ MACHMech_Heater pressure rattle_GFXS_HGB.wav	0:09	48kHz 24-bit	MACHINES	MECHANISM
\ MAGElem_Earth impact large_GFXS_HGB.wav	0:03	48kHz 24-bit	MAGIC	ELEMENTAL
\ MAGElem_Earth impact small_GFXS_HGB.wav	0:02	48kHz 24-bit	MAGIC	ELEMENTAL
\ MAGElem_Earth shake spell_GFXS_HGB.wav	0:07	48kHz 24-bit	MAGIC	ELEMENTAL
\ MAGElem_Earth shield spell_GFXS_HGB.wav	0:03	48kHz 24-bit	MAGIC	ELEMENTAL

HORROR GAME BUNDLE

SOUND TRACKLIST

TITLE	DURATION	FORMAT	UCS CATEGORY	UCS SUBCATEGORY
\ MAGElem_Earth terrain spell 2_GFXS_HGB.wav	0:11	48kHz 24-bit	MAGIC	ELEMENTAL
\ MAGElem_Earth terrain spell_GFXS_HGB.wav	0:02	48kHz 24-bit	MAGIC	ELEMENTAL
\ MAGElem_Fire attack double_GFXS_HGB.wav	0:03	48kHz 24-bit	MAGIC	ELEMENTAL
\ MAGElem_Fire attack short 2_GFXS_HGB.wav	0:03	48kHz 24-bit	MAGIC	ELEMENTAL
\ MAGElem_Fire attack short 3_GFXS_HGB.wav	0:03	48kHz 24-bit	MAGIC	ELEMENTAL
\ MAGElem_Fire attack short_GFXS_HGB.wav	0:01	48kHz 24-bit	MAGIC	ELEMENTAL
\ MAGElem_Fireball hit 2_GFXS_HGB.wav	0:01	48kHz 24-bit	MAGIC	ELEMENTAL
\ MAGElem_Fireball hit 3_GFXS_HGB.wav	0:02	48kHz 24-bit	MAGIC	ELEMENTAL
\ MAGElem_Fireball hit_GFXS_HGB.wav	0:01	48kHz 24-bit	MAGIC	ELEMENTAL
\ MAGElem_Firewall spell_GFXS_HGB.wav	0:04	48kHz 24-bit	MAGIC	ELEMENTAL
\ MAGEvil_Curse mark spell_GFXS_HGB.wav	0:02	48kHz 24-bit	MAGIC	EVIL
\ MAGEvil_Dark orb spell_GFXS_HGB.wav	0:03	48kHz 24-bit	MAGIC	EVIL
\ MAGEvil_Demon imp spell cast 2_GFXS_HGB.wav	0:04	48kHz 24-bit	MAGIC	EVIL
\ MAGEvil_Demon imp spell cast 3_GFXS_HGB.wav	0:03	48kHz 24-bit	MAGIC	EVIL
\ MAGEvil_Demon imp spell cast 4_GFXS_HGB.wav	0:05	48kHz 24-bit	MAGIC	EVIL
\ MAGEvil_Demon imp spell cast 5_GFXS_HGB.wav	0:05	48kHz 24-bit	MAGIC	EVIL
\ MAGEvil_Demon imp spell cast_GFXS_HGB.wav	0:03	48kHz 24-bit	MAGIC	EVIL
\ MAGEvil_Demon lord spell cast 2_GFXS_HGB.wav	0:03	48kHz 24-bit	MAGIC	EVIL
\ MAGEvil_Demon lord spell cast 3_GFXS_HGB.wav	0:03	48kHz 24-bit	MAGIC	EVIL
\ MAGEvil_Demon lord spell cast 4_GFXS_HGB.wav	0:04	48kHz 24-bit	MAGIC	EVIL
\ MAGEvil_Demon lord spell cast 5_GFXS_HGB.wav	0:05	48kHz 24-bit	MAGIC	EVIL
\ MAGEvil_Demon lord spell cast_GFXS_HGB.wav	0:03	48kHz 24-bit	MAGIC	EVIL
\ MAGEvil_Druid spell cast 2_GFXS_HGB.wav	0:02	48kHz 24-bit	MAGIC	EVIL
\ MAGEvil_Druid spell cast 3_GFXS_HGB.wav	0:03	48kHz 24-bit	MAGIC	EVIL
\ MAGEvil_Druid spell cast 4_GFXS_HGB.wav	0:03	48kHz 24-bit	MAGIC	EVIL
\ MAGEvil_Druid spell cast_GFXS_HGB.wav	0:03	48kHz 24-bit	MAGIC	EVIL
\ MAGEvil_Life drain spell_GFXS_HGB.wav	0:01	48kHz 24-bit	MAGIC	EVIL
\ MAGEvil_Shadow whisper spell_GFXS_HGB.wav	0:02	48kHz 24-bit	MAGIC	EVIL
\ MAGEvil_Sorcery cast_GFXS_HGB.wav	0:03	48kHz 24-bit	MAGIC	EVIL
\ MAGSpel_Arcane summon spell 2_GFXS_HGB.wav	0:07	48kHz 24-bit	MAGIC	SPELL
\ MAGSpel_Arcane summon spell 3_GFXS_HGB.wav	0:07	48kHz 24-bit	MAGIC	SPELL

HORROR GAME BUNDLE

SOUND TRACKLIST

TITLE	DURATION	FORMAT	UCS CATEGORY	UCS SUBCATEGORY
\ MAGSpel_Arcane summon spell 4_GFXS_HGB.wav	0:12	48kHz 24-bit	MAGIC	SPELL
\ MAGSpel_Arcane summon spell_GFXS_HGB.wav	0:04	48kHz 24-bit	MAGIC	SPELL
\ MECHGear_Gear ticking 2_GFXS_HGB.wav	0:01	48kHz 24-bit	MECHANICAL	GEARS
\ MECHGear_Gear ticking 3_GFXS_HGB.wav	0:02	48kHz 24-bit	MECHANICAL	GEARS
\ MECHGear_Gear ticking_GFXS_HGB.wav	0:01	48kHz 24-bit	MECHANICAL	GEARS
\ MECHGear_Heavy gear movement 2_GFXS_HGB.wav	0:06	48kHz 24-bit	MECHANICAL	GEARS
\ MECHGear_Heavy gear movement 3_GFXS_HGB.wav	0:05	48kHz 24-bit	MECHANICAL	GEARS
\ MECHGear_Heavy gear movement 4_GFXS_HGB.wav	0:05	48kHz 24-bit	MECHANICAL	GEARS
\ MECHGear_Heavy gear movement 5_GFXS_HGB.wav	0:04	48kHz 24-bit	MECHANICAL	GEARS
\ MECHGear_Heavy gear movement_GFXS_HGB.wav	0:05	48kHz 24-bit	MECHANICAL	GEARS
\ MECHGear_Wooden gear mechanism 2_GFXS_HGB.wav	0:04	48kHz 24-bit	MECHANICAL	GEARS
\ MECHGear_Wooden gear mechanism 3_GFXS_HGB.wav	0:03	48kHz 24-bit	MECHANICAL	GEARS
\ MECHGear_Wooden gear mechanism_GFXS_HGB.wav	0:06	48kHz 24-bit	MECHANICAL	GEARS
\ MECHLock_Cottage door lock_GFXS_HGB.wav	0:02	48kHz 24-bit	MECHANICAL	LOCK
\ MECHLock_Door lock open 2_GFXS_HGB.wav	0:03	48kHz 24-bit	MECHANICAL	LOCK
\ MECHLock_Door lock open 3_GFXS_HGB.wav	0:04	48kHz 24-bit	MECHANICAL	LOCK
\ MECHLock_Door lock open 4_GFXS_HGB.wav	0:04	48kHz 24-bit	MECHANICAL	LOCK
\ MECHLock_Door lock open_GFXS_HGB.wav	0:04	48kHz 24-bit	MECHANICAL	LOCK
\ MECHLock_House door lock_GFXS_HGB.wav	0:01	48kHz 24-bit	MECHANICAL	LOCK
\ MECHLock_Key door unlock_GFXS_HGB.wav	0:01	48kHz 24-bit	MECHANICAL	LOCK
\ MECHLock_Metal door unlock open 2_GFXS_HGB.wav	0:01	48kHz 24-bit	MECHANICAL	LOCK
\ MECHLock_Metal door unlock open_GFXS_HGB.wav	0:01	48kHz 24-bit	MECHANICAL	LOCK
\ MECHLock_Metal lock large close 2_GFXS_HGB.wav	0:01	48kHz 24-bit	MECHANICAL	LOCK
\ MECHLock_Metal lock large close_GFXS_HGB.wav	0:01	48kHz 24-bit	MECHANICAL	LOCK
\ MECHLock_Metal lock large open 2_GFXS_HGB.wav	0:01	48kHz 24-bit	MECHANICAL	LOCK
\ MECHLock_Metal lock large open_GFXS_HGB.wav	0:01	48kHz 24-bit	MECHANICAL	LOCK
\ MECHLock_Metal lock small close 2_GFXS_HGB.wav	0:01	48kHz 24-bit	MECHANICAL	LOCK
\ MECHLock_Metal lock small close 3_GFXS_HGB.wav	0:01	48kHz 24-bit	MECHANICAL	LOCK
\ MECHLock_Metal lock small close 4_GFXS_HGB.wav	0:01	48kHz 24-bit	MECHANICAL	LOCK
\ MECHLock_Metal lock small close_GFXS_HGB.wav	0:01	48kHz 24-bit	MECHANICAL	LOCK
\ MECHLock_Metal lock small open 2_GFXS_HGB.wav	0:01	48kHz 24-bit	MECHANICAL	LOCK

HORROR GAME BUNDLE

SOUND TRACKLIST

TITLE	DURATION	FORMAT	UCS CATEGORY	UCS SUBCATEGORY
\ MECHLock_Metal lock small open 3_GFXS_HGB.wav	0:01	48kHz 24-bit	MECHANICAL	LOCK
\ MECHLock_Metal lock small open 4_GFXS_HGB.wav	0:01	48kHz 24-bit	MECHANICAL	LOCK
\ MECHLock_Metal lock small open_GFXS_HGB.wav	0:01	48kHz 24-bit	MECHANICAL	LOCK
\ MECHSwth_Dynamo torch charge 2_GFXS_HGB.wav	0:01	48kHz 24-bit	MECHANICAL	SWITCH
\ MECHSwth_Dynamo torch charge 3_GFXS_HGB.wav	0:01	48kHz 24-bit	MECHANICAL	SWITCH
\ MECHSwth_Dynamo torch charge_GFXS_HGB.wav	0:01	48kHz 24-bit	MECHANICAL	SWITCH
\ MECHSwth_Flashlight button 2_GFXS_HGB.wav	0:01	48kHz 24-bit	MECHANICAL	SWITCH
\ MECHSwth_Flashlight button 3_GFXS_HGB.wav	0:01	48kHz 24-bit	MECHANICAL	SWITCH
\ MECHSwth_Flashlight button 4_GFXS_HGB.wav	0:01	48kHz 24-bit	MECHANICAL	SWITCH
\ MECHSwth_Flashlight button_GFXS_HGB.wav	0:01	48kHz 24-bit	MECHANICAL	SWITCH
\ MECHSwth_Flashlight off 2_GFXS_HGB.wav	0:01	48kHz 24-bit	MECHANICAL	SWITCH
\ MECHSwth_Flashlight off_GFXS_HGB.wav	0:01	48kHz 24-bit	MECHANICAL	SWITCH
\ MECHSwth_Flashlight on 2_GFXS_HGB.wav	0:01	48kHz 24-bit	MECHANICAL	SWITCH
\ MECHSwth_Flashlight on 3_GFXS_HGB.wav	0:01	48kHz 24-bit	MECHANICAL	SWITCH
\ MECHSwth_Flashlight on off 2_GFXS_HGB.wav	0:03	48kHz 24-bit	MECHANICAL	SWITCH
\ MECHSwth_Flashlight on off 3_GFXS_HGB.wav	0:01	48kHz 24-bit	MECHANICAL	SWITCH
\ MECHSwth_Flashlight on off 4_GFXS_HGB.wav	0:01	48kHz 24-bit	MECHANICAL	SWITCH
\ MECHSwth_Flashlight on off 5_GFXS_HGB.wav	0:01	48kHz 24-bit	MECHANICAL	SWITCH
\ MECHSwth_Flashlight on off_GFXS_HGB.wav	0:01	48kHz 24-bit	MECHANICAL	SWITCH
\ MECHSwth_Flashlight on_GFXS_HGB.wav	0:01	48kHz 24-bit	MECHANICAL	SWITCH
\ MECHSwth_Light cord pull_GFXS_HGB.wav	0:01	48kHz 24-bit	MECHANICAL	SWITCH
\ MECHSwth_Light switch toggle 2_GFXS_HGB.wav	0:01	48kHz 24-bit	MECHANICAL	SWITCH
\ MECHSwth_Light switch toggle 3_GFXS_HGB.wav	0:01	48kHz 24-bit	MECHANICAL	SWITCH
\ MECHSwth_Light switch toggle_GFXS_HGB.wav	0:01	48kHz 24-bit	MECHANICAL	SWITCH
\ MECHSwth_Metal flashlight button 2_GFXS_HGB.wav	0:01	48kHz 24-bit	MECHANICAL	SWITCH
\ MECHSwth_Metal flashlight button 3_GFXS_HGB.wav	0:01	48kHz 24-bit	MECHANICAL	SWITCH
\ MECHSwth_Metal flashlight button 4_GFXS_HGB.wav	0:01	48kHz 24-bit	MECHANICAL	SWITCH
\ MECHSwth_Metal flashlight button 5_GFXS_HGB.wav	0:01	48kHz 24-bit	MECHANICAL	SWITCH
\ MECHSwth_Metal flashlight button_GFXS_HGB.wav	0:01	48kHz 24-bit	MECHANICAL	SWITCH
\ METLmpt_Metal bash thud 2_GFXS_HGB.wav	0:01	48kHz 24-bit	METAL	IMPACT
\ METLmpt_Metal bash thud_GFXS_HGB.wav	0:02	48kHz 24-bit	METAL	IMPACT

HORROR GAME BUNDLE

SOUND TRACKLIST

TITLE	DURATION	FORMAT	UCS CATEGORY	UCS SUBCATEGORY
\ METLImpt_Metal hard hit 2_GFXS_HGB.wav	0:06	48kHz 24-bit	METAL	IMPACT
\ METLImpt_Metal hard hit 3_GFXS_HGB.wav	0:06	48kHz 24-bit	METAL	IMPACT
\ METLImpt_Metal hard hit_GFXS_HGB.wav	0:03	48kHz 24-bit	METAL	IMPACT
\ METLImpt_Metal hollow hit_GFXS_HGB.wav	0:01	48kHz 24-bit	METAL	IMPACT
\ METLImpt_Metal impact large 2_GFXS_HGB.wav	0:02	48kHz 24-bit	METAL	IMPACT
\ METLImpt_Metal impact large_GFXS_HGB.wav	0:02	48kHz 24-bit	METAL	IMPACT
\ METLImpt_Metal impact small 2_GFXS_HGB.wav	0:01	48kHz 24-bit	METAL	IMPACT
\ METLImpt_Metal impact small_GFXS_HGB.wav	0:01	48kHz 24-bit	METAL	IMPACT
\ METLImpt_Metal items drop_GFXS_HGB.wav	0:01	48kHz 24-bit	METAL	IMPACT
\ METLImpt_Metal object drop 2_GFXS_HGB.wav	0:01	48kHz 24-bit	METAL	IMPACT
\ METLImpt_Metal object drop_GFXS_HGB.wav	0:01	48kHz 24-bit	METAL	IMPACT
\ METLImpt_Metal ring hit 2_GFXS_HGB.wav	0:01	48kHz 24-bit	METAL	IMPACT
\ METLImpt_Metal ring hit 3_GFXS_HGB.wav	0:01	48kHz 24-bit	METAL	IMPACT
\ METLImpt_Metal ring hit 4_GFXS_HGB.wav	0:01	48kHz 24-bit	METAL	IMPACT
\ METLImpt_Metal ring hit_GFXS_HGB.wav	0:01	48kHz 24-bit	METAL	IMPACT
\ METLImpt_Metal sharp knock_GFXS_HGB.wav	0:01	48kHz 24-bit	METAL	IMPACT
\ METLImpt_Metal tool drop 2_GFXS_HGB.wav	0:02	48kHz 24-bit	METAL	IMPACT
\ METLImpt_Metal tool drop 3_GFXS_HGB.wav	0:02	48kHz 24-bit	METAL	IMPACT
\ METLImpt_Metal tool drop_GFXS_HGB.wav	0:02	48kHz 24-bit	METAL	IMPACT
\ METLImpt_Metal wire impact 2_GFXS_HGB.wav	0:01	48kHz 24-bit	METAL	IMPACT
\ METLImpt_Metal wire impact 3_GFXS_HGB.wav	0:01	48kHz 24-bit	METAL	IMPACT
\ METLImpt_Metal wire impact_GFXS_HGB.wav	0:02	48kHz 24-bit	METAL	IMPACT
\ METLTonl_Metal creak high 2_GFXS_HGB.wav	0:07	48kHz 24-bit	METAL	TONAL
\ METLTonl_Metal creak high_GFXS_HGB.wav	0:06	48kHz 24-bit	METAL	TONAL
\ METLTonl_Metal creak low 2_GFXS_HGB.wav	0:09	48kHz 24-bit	METAL	TONAL
\ METLTonl_Metal creak low_GFXS_HGB.wav	0:08	48kHz 24-bit	METAL	TONAL
\ METLTonl_Metal scrape 2_GFXS_HGB.wav	0:02	48kHz 24-bit	METAL	TONAL
\ METLTonl_Metal scrape 3_GFXS_HGB.wav	0:02	48kHz 24-bit	METAL	TONAL
\ METLTonl_Metal scrape 4_GFXS_HGB.wav	0:01	48kHz 24-bit	METAL	TONAL
\ METLTonl_Metal scrape_GFXS_HGB.wav	0:02	48kHz 24-bit	METAL	TONAL
\ METLTonl_Metal screech long 2_GFXS_HGB.wav	0:06	48kHz 24-bit	METAL	TONAL

HORROR GAME BUNDLE

SOUND TRACKLIST

TITLE	DURATION	FORMAT	UCS CATEGORY	UCS SUBCATEGORY
\ METLTonl_Metal screech long_GFXS_HGB.wav	0:05	48kHz 24-bit	METAL	TONAL
\ METLTonl_Metal screech short 2_GFXS_HGB.wav	0:01	48kHz 24-bit	METAL	TONAL
\ METLTonl_Metal screech short_GFXS_HGB.wav	0:02	48kHz 24-bit	METAL	TONAL
\ METLTonl_Metal sheet screech_GFXS_HGB.wav	0:04	48kHz 24-bit	METAL	TONAL
\ METLTonl_Metal stress texture 2_GFXS_HGB.wav	0:04	48kHz 24-bit	METAL	TONAL
\ METLTonl_Metal stress texture 3_GFXS_HGB.wav	0:06	48kHz 24-bit	METAL	TONAL
\ METLTonl_Metal stress texture 4_GFXS_HGB.wav	0:03	48kHz 24-bit	METAL	TONAL
\ METLTonl_Metal stress texture_GFXS_HGB.wav	0:02	48kHz 24-bit	METAL	TONAL
\ METLTonl_Spring drag scrape_GFXS_HGB.wav	0:07	48kHz 24-bit	METAL	TONAL
\ METLTonl_Squeaky metal fence 2_GFXS_HGB.wav	0:02	48kHz 24-bit	METAL	TONAL
\ METLTonl_Squeaky metal fence 3_GFXS_HGB.wav	0:03	48kHz 24-bit	METAL	TONAL
\ METLTonl_Squeaky metal fence 4_GFXS_HGB.wav	0:04	48kHz 24-bit	METAL	TONAL
\ METLTonl_Squeaky metal fence 5_GFXS_HGB.wav	0:06	48kHz 24-bit	METAL	TONAL
\ METLTonl_Squeaky metal fence 6_GFXS_HGB.wav	0:03	48kHz 24-bit	METAL	TONAL
\ METLTonl_Squeaky metal fence_GFXS_HGB.wav	0:03	48kHz 24-bit	METAL	TONAL
\ MUSCStngr_Eerie violin suspense 2_GFXS_HGB.wav	0:09	48kHz 24-bit	MUSICAL	STINGER
\ MUSCStngr_Eerie violin suspense 3_GFXS_HGB.wav	0:09	48kHz 24-bit	MUSICAL	STINGER
\ MUSCStngr_Eerie violin suspense 4_GFXS_HGB.wav	0:09	48kHz 24-bit	MUSICAL	STINGER
\ MUSCStngr_Eerie violin suspense_GFXS_HGB.wav	0:09	48kHz 24-bit	MUSICAL	STINGER
\ MUSCStngr_Haunted piano crash 2_GFXS_HGB.wav	0:06	48kHz 24-bit	MUSICAL	STINGER
\ MUSCStngr_Haunted piano crash 3_GFXS_HGB.wav	0:06	48kHz 24-bit	MUSICAL	STINGER
\ MUSCStngr_Haunted piano crash 4_GFXS_HGB.wav	0:06	48kHz 24-bit	MUSICAL	STINGER
\ MUSCStngr_Haunted piano crash 5_GFXS_HGB.wav	0:07	48kHz 24-bit	MUSICAL	STINGER
\ MUSCStngr_Haunted piano crash_GFXS_HGB.wav	0:06	48kHz 24-bit	MUSICAL	STINGER
\ MUSCStngr_Haunted piano hit 2_GFXS_HGB.wav	0:05	48kHz 24-bit	MUSICAL	STINGER
\ MUSCStngr_Haunted piano hit 3_GFXS_HGB.wav	0:04	48kHz 24-bit	MUSICAL	STINGER
\ MUSCStngr_Haunted piano hit 4_GFXS_HGB.wav	0:06	48kHz 24-bit	MUSICAL	STINGER
\ MUSCStngr_Haunted piano hit 5_GFXS_HGB.wav	0:06	48kHz 24-bit	MUSICAL	STINGER
\ MUSCStngr_Haunted piano hit 6_GFXS_HGB.wav	0:03	48kHz 24-bit	MUSICAL	STINGER
\ MUSCStngr_Haunted piano hit 7_GFXS_HGB.wav	0:06	48kHz 24-bit	MUSICAL	STINGER
\ MUSCStngr_Haunted piano hit_GFXS_HGB.wav	0:06	48kHz 24-bit	MUSICAL	STINGER

HORROR GAME BUNDLE

SOUND TRACKLIST

TITLE	DURATION	FORMAT	UCS CATEGORY	UCS SUBCATEGORY
\ MUSCStngr_Spooky piano strings 2_GFXS_HGB.wav	0:04	48kHz 24-bit	MUSICAL	STINGER
\ MUSCStngr_Spooky piano strings 3_GFXS_HGB.wav	0:06	48kHz 24-bit	MUSICAL	STINGER
\ MUSCStngr_Spooky piano strings_GFXS_HGB.wav	0:04	48kHz 24-bit	MUSICAL	STINGER
\ MUSCToy_Eerie music box 2_GFXS_HGB.wav	0:14	48kHz 24-bit	MUSICAL	TOY
\ MUSCToy_Eerie music box 3_GFXS_HGB.wav	0:14	48kHz 24-bit	MUSICAL	TOY
\ MUSCToy_Eerie music box_GFXS_HGB.wav	0:14	48kHz 24-bit	MUSICAL	TOY
\ MUSCToy_Music box distortion 2_GFXS_HGB.wav	0:19	48kHz 24-bit	MUSICAL	TOY
\ MUSCToy_Music box distortion 3_GFXS_HGB.wav	0:09	48kHz 24-bit	MUSICAL	TOY
\ MUSCToy_Music box distortion_GFXS_HGB.wav	0:09	48kHz 24-bit	MUSICAL	TOY
\ OBJBag_Bag close 2_GFXS_HGB.wav	0:01	48kHz 24-bit	OBJECTS	BAG
\ OBJBag_Bag close 3_GFXS_HGB.wav	0:01	48kHz 24-bit	OBJECTS	BAG
\ OBJBag_Bag close_GFXS_HGB.wav	0:01	48kHz 24-bit	OBJECTS	BAG
\ OBJBag_Bag open 2_GFXS_HGB.wav	0:01	48kHz 24-bit	OBJECTS	BAG
\ OBJBag_Bag open 3_GFXS_HGB.wav	0:01	48kHz 24-bit	OBJECTS	BAG
\ OBJBag_Bag open_GFXS_HGB.wav	0:01	48kHz 24-bit	OBJECTS	BAG
\ OBJKey_House key insert 2_GFXS_HGB.wav	0:01	48kHz 24-bit	OBJECTS	KEYS
\ OBJKey_House key insert_GFXS_HGB.wav	0:01	48kHz 24-bit	OBJECTS	KEYS
\ OBJMisc_Item pickup 2_GFXS_HGB.wav	0:01	48kHz 24-bit	OBJECTS	MISC
\ OBJMisc_Item pickup 3_GFXS_HGB.wav	0:01	48kHz 24-bit	OBJECTS	MISC
\ OBJMisc_Item pickup 4_GFXS_HGB.wav	0:01	48kHz 24-bit	OBJECTS	MISC
\ OBJMisc_Item pickup_GFXS_HGB.wav	0:01	48kHz 24-bit	OBJECTS	MISC
\ OBJWrite_Pen underline paper 2_GFXS_HGB.wav	0:01	48kHz 24-bit	OBJECTS	WRITING
\ OBJWrite_Pen underline paper_GFXS_HGB.wav	0:01	48kHz 24-bit	OBJECTS	WRITING
\ OBJWrite_Pen writing paper 2_GFXS_HGB.wav	0:02	48kHz 24-bit	OBJECTS	WRITING
\ OBJWrite_Pen writing paper 3_GFXS_HGB.wav	0:01	48kHz 24-bit	OBJECTS	WRITING
\ OBJWrite_Pen writing paper 4_GFXS_HGB.wav	0:03	48kHz 24-bit	OBJECTS	WRITING
\ OBJWrite_Pen writing paper 5_GFXS_HGB.wav	0:01	48kHz 24-bit	OBJECTS	WRITING
\ OBJWrite_Pen writing paper_GFXS_HGB.wav	0:03	48kHz 24-bit	OBJECTS	WRITING
\ PAPRHndI_Book page flick 2_GFXS_HGB.wav	0:02	48kHz 24-bit	PAPER	HANDLE
\ PAPRHndI_Book page flick_GFXS_HGB.wav	0:01	48kHz 24-bit	PAPER	HANDLE
\ PAPRHndI_Book shelf return 2_GFXS_HGB.wav	0:01	48kHz 24-bit	PAPER	HANDLE

HORROR GAME BUNDLE

SOUND TRACKLIST

TITLE	DURATION	FORMAT	UCS CATEGORY	UCS SUBCATEGORY
\ PAPRHndI_Book shelf return_GFXS_HGB.wav	0:01	48kHz 24-bit	PAPER	HANDLE
\ PAPRHndI_Diary page turn 2_GFXS_HGB.wav	0:01	48kHz 24-bit	PAPER	HANDLE
\ PAPRHndI_Diary page turn 3_GFXS_HGB.wav	0:01	48kHz 24-bit	PAPER	HANDLE
\ PAPRHndI_Diary page turn 4_GFXS_HGB.wav	0:01	48kHz 24-bit	PAPER	HANDLE
\ PAPRHndI_Diary page turn_GFXS_HGB.wav	0:01	48kHz 24-bit	PAPER	HANDLE
\ PAPRHndI_Large book page turn 2_GFXS_HGB.wav	0:01	48kHz 24-bit	PAPER	HANDLE
\ PAPRHndI_Large book page turn 3_GFXS_HGB.wav	0:01	48kHz 24-bit	PAPER	HANDLE
\ PAPRHndI_Large book page turn_GFXS_HGB.wav	0:01	48kHz 24-bit	PAPER	HANDLE
\ PAPRHndI_Magazine page flip 2_GFXS_HGB.wav	0:01	48kHz 24-bit	PAPER	HANDLE
\ PAPRHndI_Magazine page flip 3_GFXS_HGB.wav	0:01	48kHz 24-bit	PAPER	HANDLE
\ PAPRHndI_Magazine page flip_GFXS_HGB.wav	0:01	48kHz 24-bit	PAPER	HANDLE
\ PAPRHndI_Newspaper page turn_GFXS_HGB.wav	0:01	48kHz 24-bit	PAPER	HANDLE
\ PAPRHndI_Soft book page turn 2_GFXS_HGB.wav	0:01	48kHz 24-bit	PAPER	HANDLE
\ PAPRHndI_Soft book page turn 3_GFXS_HGB.wav	0:01	48kHz 24-bit	PAPER	HANDLE
\ PAPRHndI_Soft book page turn 4_GFXS_HGB.wav	0:01	48kHz 24-bit	PAPER	HANDLE
\ PAPRHndI_Soft book page turn_GFXS_HGB.wav	0:01	48kHz 24-bit	PAPER	HANDLE
\ RAINGlas_Rain window hit 2_GFXS_HGB.wav	0:12	48kHz 24-bit	RAIN	GLASS
\ RAINGlas_Rain window hit_GFXS_HGB.wav	0:04	48kHz 24-bit	RAIN	GLASS
\ TOOLGrdn_Shovel dirt dig 2_GFXS_HGB.wav	0:01	48kHz 24-bit	TOOLS	GARDEN
\ TOOLGrdn_Shovel dirt dig 3_GFXS_HGB.wav	0:02	48kHz 24-bit	TOOLS	GARDEN
\ TOOLGrdn_Shovel dirt dig_GFXS_HGB.wav	0:02	48kHz 24-bit	TOOLS	GARDEN
\ UIClick_Mechanical UI click 2_GFXS_HGB.wav	0:01	48kHz 24-bit	USER INTERFACE	CLICK
\ UIClick_Mechanical UI click 3_GFXS_HGB.wav	0:01	48kHz 24-bit	USER INTERFACE	CLICK
\ UIClick_Mechanical UI click 4_GFXS_HGB.wav	0:01	48kHz 24-bit	USER INTERFACE	CLICK
\ UIClick_Mechanical UI click 5_GFXS_HGB.wav	0:01	48kHz 24-bit	USER INTERFACE	CLICK
\ UIClick_Mechanical UI click 6_GFXS_HGB.wav	0:01	48kHz 24-bit	USER INTERFACE	CLICK
\ UIClick_Mechanical UI click 7_GFXS_HGB.wav	0:01	48kHz 24-bit	USER INTERFACE	CLICK
\ UIClick_Mechanical UI click 8_GFXS_HGB.wav	0:01	48kHz 24-bit	USER INTERFACE	CLICK
\ UIClick_Mechanical UI click 9_GFXS_HGB.wav	0:01	48kHz 24-bit	USER INTERFACE	CLICK
\ UIClick_Mechanical UI click 10_GFXS_HGB.wav	0:01	48kHz 24-bit	USER INTERFACE	CLICK
\ UIClick_Mechanical UI click 11_GFXS_HGB.wav	0:01	48kHz 24-bit	USER INTERFACE	CLICK

HORROR GAME BUNDLE

SOUND TRACKLIST

TITLE	DURATION	FORMAT	UCS CATEGORY	UCS SUBCATEGORY
\ UIClick_Mechanical UI click 12_GFXS_HGB.wav	0:01	48kHz 24-bit	USER INTERFACE	CLICK
\ UIClick_Mechanical UI click 13_GFXS_HGB.wav	0:01	48kHz 24-bit	USER INTERFACE	CLICK
\ UIClick_Mechanical UI click 14_GFXS_HGB.wav	0:01	48kHz 24-bit	USER INTERFACE	CLICK
\ UIClick_Mechanical UI click 15_GFXS_HGB.wav	0:01	48kHz 24-bit	USER INTERFACE	CLICK
\ UIClick_Mechanical UI click 16_GFXS_HGB.wav	0:01	48kHz 24-bit	USER INTERFACE	CLICK
\ UIClick_Mechanical UI click 17_GFXS_HGB.wav	0:01	48kHz 24-bit	USER INTERFACE	CLICK
\ UIClick_Mechanical UI click 18_GFXS_HGB.wav	0:01	48kHz 24-bit	USER INTERFACE	CLICK
\ UIClick_Mechanical UI click 19_GFXS_HGB.wav	0:01	48kHz 24-bit	USER INTERFACE	CLICK
\ UIClick_Mechanical UI click 20_GFXS_HGB.wav	0:01	48kHz 24-bit	USER INTERFACE	CLICK
\ UIClick_Mechanical UI click 21_GFXS_HGB.wav	0:01	48kHz 24-bit	USER INTERFACE	CLICK
\ UIClick_Mechanical UI click 22_GFXS_HGB.wav	0:01	48kHz 24-bit	USER INTERFACE	CLICK
\ UIClick_Mechanical UI click 23_GFXS_HGB.wav	0:01	48kHz 24-bit	USER INTERFACE	CLICK
\ UIClick_Mechanical UI click 24_GFXS_HGB.wav	0:01	48kHz 24-bit	USER INTERFACE	CLICK
\ UIClick_Mechanical UI click 25_GFXS_HGB.wav	0:01	48kHz 24-bit	USER INTERFACE	CLICK
\ UIClick_Mechanical UI click_GFXS_HGB.wav	0:01	48kHz 24-bit	USER INTERFACE	CLICK
\ UIClick_Menu confirm 2_GFXS_HGB.wav	0:01	48kHz 24-bit	USER INTERFACE	CLICK
\ UIClick_Menu confirm 3_GFXS_HGB.wav	0:01	48kHz 24-bit	USER INTERFACE	CLICK
\ UIClick_Menu confirm_GFXS_HGB.wav	0:01	48kHz 24-bit	USER INTERFACE	CLICK
\ UIClick_Menu select 2_GFXS_HGB.wav	0:01	48kHz 24-bit	USER INTERFACE	CLICK
\ UIClick_Menu select 3_GFXS_HGB.wav	0:01	48kHz 24-bit	USER INTERFACE	CLICK
\ UIClick_Menu select_GFXS_HGB.wav	0:01	48kHz 24-bit	USER INTERFACE	CLICK
\ UIMisc_Menu clear 2_GFXS_HGB.wav	0:01	48kHz 24-bit	USER INTERFACE	MISC
\ UIMisc_Menu clear 3_GFXS_HGB.wav	0:01	48kHz 24-bit	USER INTERFACE	MISC
\ UIMisc_Menu clear_GFXS_HGB.wav	0:03	48kHz 24-bit	USER INTERFACE	MISC
\ UIMisc_Menu error 2_GFXS_HGB.wav	0:01	48kHz 24-bit	USER INTERFACE	MISC
\ UIMisc_Menu error 3_GFXS_HGB.wav	0:01	48kHz 24-bit	USER INTERFACE	MISC
\ UIMisc_Menu error_GFXS_HGB.wav	0:01	48kHz 24-bit	USER INTERFACE	MISC
\ UIMvmt_Menu scroll 2_GFXS_HGB.wav	0:01	48kHz 24-bit	USER INTERFACE	MOTION
\ UIMvmt_Menu scroll 3_GFXS_HGB.wav	0:01	48kHz 24-bit	USER INTERFACE	MOTION
\ UIMvmt_Menu scroll 4_GFXS_HGB.wav	0:01	48kHz 24-bit	USER INTERFACE	MOTION
\ UIMvmt_Menu scroll 5_GFXS_HGB.wav	0:01	48kHz 24-bit	USER INTERFACE	MOTION

HORROR GAME BUNDLE

SOUND TRACKLIST

TITLE	DURATION	FORMAT	UCS CATEGORY	UCS SUBCATEGORY
\ UIMvmt_Menu scroll_GFXS_HGB.wav	0:01	48kHz 24-bit	USER INTERFACE	MOTION
\ UIMvmt_Menu short scroll 2_GFXS_HGB.wav	0:01	48kHz 24-bit	USER INTERFACE	MOTION
\ UIMvmt_Menu short scroll 3_GFXS_HGB.wav	0:01	48kHz 24-bit	USER INTERFACE	MOTION
\ UIMvmt_Menu short scroll 4_GFXS_HGB.wav	0:01	48kHz 24-bit	USER INTERFACE	MOTION
\ UIMvmt_Menu short scroll 5_GFXS_HGB.wav	0:01	48kHz 24-bit	USER INTERFACE	MOTION
\ UIMvmt_Menu short scroll_GFXS_HGB.wav	0:01	48kHz 24-bit	USER INTERFACE	MOTION
\ UIMvmt_Menu tab 2_GFXS_HGB.wav	0:01	48kHz 24-bit	USER INTERFACE	MOTION
\ UIMvmt_Menu tab 3_GFXS_HGB.wav	0:01	48kHz 24-bit	USER INTERFACE	MOTION
\ UIMvmt_Menu tab_GFXS_HGB.wav	0:01	48kHz 24-bit	USER INTERFACE	MOTION
\ UIMvmt_Menu unlock 2_GFXS_HGB.wav	0:01	48kHz 24-bit	USER INTERFACE	MOTION
\ UIMvmt_Menu unlock 3_GFXS_HGB.wav	0:01	48kHz 24-bit	USER INTERFACE	MOTION
\ UIMvmt_Menu unlock_GFXS_HGB.wav	0:01	48kHz 24-bit	USER INTERFACE	MOTION
\ WEAPKnif_Knife handling_GFXS_HGB.wav	0:01	48kHz 24-bit	WEAPONS	KNIFE
\ WEAPKnif_Knife metal clash_GFXS_HGB.wav	0:02	48kHz 24-bit	WEAPONS	KNIFE
\ WEAPKnif_Knife throw miss 2_GFXS_HGB.wav	0:01	48kHz 24-bit	WEAPONS	KNIFE
\ WEAPKnif_Knife throw miss_GFXS_HGB.wav	0:01	48kHz 24-bit	WEAPONS	KNIFE
\ WEAPMisc_Guillotine blade drop 2_GFXS_HGB.wav	0:02	48kHz 24-bit	WEAPONS	MISC
\ WEAPMisc_Guillotine blade drop 3_GFXS_HGB.wav	0:01	48kHz 24-bit	WEAPONS	MISC
\ WEAPMisc_Guillotine blade drop 4_GFXS_HGB.wav	0:01	48kHz 24-bit	WEAPONS	MISC
\ WEAPMisc_Guillotine blade drop 5_GFXS_HGB.wav	0:01	48kHz 24-bit	WEAPONS	MISC
\ WEAPMisc_Guillotine blade drop 6_GFXS_HGB.wav	0:01	48kHz 24-bit	WEAPONS	MISC
\ WEAPMisc_Guillotine blade drop 7_GFXS_HGB.wav	0:01	48kHz 24-bit	WEAPONS	MISC
\ WEAPMisc_Guillotine blade drop 8_GFXS_HGB.wav	0:02	48kHz 24-bit	WEAPONS	MISC
\ WEAPMisc_Guillotine blade drop_GFXS_HGB.wav	0:01	48kHz 24-bit	WEAPONS	MISC
\ WSHS_Whoosh high 2_GFXS_HGB.wav	0:01	48kHz 24-bit	SWOOSHES	WHOOSH
\ WSHS_Whoosh high 3_GFXS_HGB.wav	0:01	48kHz 24-bit	SWOOSHES	WHOOSH
\ WSHS_Whoosh high 4_GFXS_HGB.wav	0:01	48kHz 24-bit	SWOOSHES	WHOOSH
\ WSHS_Whoosh high_GFXS_HGB.wav	0:01	48kHz 24-bit	SWOOSHES	WHOOSH
\ WSHS_Whoosh low 2_GFXS_HGB.wav	0:01	48kHz 24-bit	SWOOSHES	WHOOSH
\ WSHS_Whoosh low 3_GFXS_HGB.wav	0:01	48kHz 24-bit	SWOOSHES	WHOOSH
\ WSHS_Whoosh low 4_GFXS_HGB.wav	0:01	48kHz 24-bit	SWOOSHES	WHOOSH

HORROR GAME BUNDLE

SOUND TRACKLIST

TITLE	DURATION	FORMAT	UCS CATEGORY	UCS SUBCATEGORY
\ WSHSH_Whoosh low_GFXS_HGB.wav	0:01	48kHz 24-bit	SWOOSHES	WHOOSH
\ WNDWCover_Beaded curtain rattle 2_GFXS_HGB.wav	0:02	48kHz 24-bit	WINDOWS	COVERING
\ WNDWCover_Beaded curtain rattle_GFXS_HGB.wav	0:02	48kHz 24-bit	WINDOWS	COVERING
\ WNDWCover_Blind lower_GFXS_HGB.wav	0:01	48kHz 24-bit	WINDOWS	COVERING
\ WNDWCover_Blind raise 2_GFXS_HGB.wav	0:01	48kHz 24-bit	WINDOWS	COVERING
\ WNDWCover_Blind raise_GFXS_HGB.wav	0:01	48kHz 24-bit	WINDOWS	COVERING
\ WNDWCover_Curtain soft slide 2_GFXS_HGB.wav	0:01	48kHz 24-bit	WINDOWS	COVERING
\ WNDWCover_Curtain soft slide 3_GFXS_HGB.wav	0:01	48kHz 24-bit	WINDOWS	COVERING
\ WNDWCover_Curtain soft slide_GFXS_HGB.wav	0:01	48kHz 24-bit	WINDOWS	COVERING
\ WNDWKnck_Hard window knock 2_GFXS_HGB.wav	0:01	48kHz 24-bit	WINDOWS	KNOCK
\ WNDWKnck_Hard window knock_GFXS_HGB.wav	0:01	48kHz 24-bit	WINDOWS	KNOCK
\ WNDWKnck_Window knock 2_GFXS_HGB.wav	0:01	48kHz 24-bit	WINDOWS	KNOCK
\ WNDWKnck_Window knock 3_GFXS_HGB.wav	0:01	48kHz 24-bit	WINDOWS	KNOCK
\ WNDWKnck_Window knock_GFXS_HGB.wav	0:01	48kHz 24-bit	WINDOWS	KNOCK
\ WNDWMisc_Old wood window 2_GFXS_HGB.wav	0:01	48kHz 24-bit	WINDOWS	MISC
\ WNDWMisc_Old wood window_GFXS_HGB.wav	0:01	48kHz 24-bit	WINDOWS	MISC
\ WNDWMisc_Sliding metal window 2_GFXS_HGB.wav	0:01	48kHz 24-bit	WINDOWS	MISC
\ WNDWMisc_Sliding metal window_GFXS_HGB.wav	0:01	48kHz 24-bit	WINDOWS	MISC
\ WNDWMisc_Sliding window close 2_GFXS_HGB.wav	0:01	48kHz 24-bit	WINDOWS	MISC
\ WNDWMisc_Sliding window close_GFXS_HGB.wav	0:02	48kHz 24-bit	WINDOWS	MISC
\ WNDWMisc_Sliding window open_GFXS_HGB.wav	0:01	48kHz 24-bit	WINDOWS	MISC
\ WOODFric_Wood creak 2_GFXS_HGB.wav	0:05	48kHz 24-bit	WOOD	FRICTION
\ WOODFric_Wood creak_GFXS_HGB.wav	0:05	48kHz 24-bit	WOOD	FRICTION
\ WOODFric_Wood groan creak 2_GFXS_HGB.wav	0:04	48kHz 24-bit	WOOD	FRICTION
\ WOODFric_Wood groan creak_GFXS_HGB.wav	0:05	48kHz 24-bit	WOOD	FRICTION
\ WOODImpt_Wood impact large 2_GFXS_HGB.wav	0:01	48kHz 24-bit	WOOD	IMPACT
\ WOODImpt_Wood impact large_GFXS_HGB.wav	0:02	48kHz 24-bit	WOOD	IMPACT
\ WOODImpt_Wood impact small 2_GFXS_HGB.wav	0:01	48kHz 24-bit	WOOD	IMPACT
\ WOODImpt_Wood impact small_GFXS_HGB.wav	0:01	48kHz 24-bit	WOOD	IMPACT
\ WOODImpt_Wood object drop 2_GFXS_HGB.wav	0:01	48kHz 24-bit	WOOD	IMPACT
\ WOODImpt_Wood object drop 3_GFXS_HGB.wav	0:01	48kHz 24-bit	WOOD	IMPACT

HORROR GAME BUNDLE

SOUND TRACKLIST

TITLE	DURATION	FORMAT	UCS CATEGORY	UCS SUBCATEGORY
WOODImpt_Wood object drop_GFXS_HGB.wav	0:01	48kHz 24-bit	WOOD	IMPACT
WOODImpt_Wood pallet drop 2_GFXS_HGB.wav	0:02	48kHz 24-bit	WOOD	IMPACT
WOODImpt_Wood pallet drop_GFXS_HGB.wav	0:02	48kHz 24-bit	WOOD	IMPACT