Dark Environment Sounds and Loops [HD Audio]

FileName	Chnl	Sample	Bit	Type
SFX_Ambience_Evil_Loop.wav	2	96000	24	Wave
SFX_Ambience_Evil_With_Subbass_Loop.wav	2	96000	24	Wave
SFX_Ambience_Forest_Birds_Loop.wav	2	96000	24	Wave
SFX_Ambience_Forest_Loop.wav	2	96000	24	Wave
SFX_Ambience_Lake_Loop.wav	2	96000	24	Wave
SFX_Ambience_Night_Loop.wav	2	96000	24	Wave
SFX_Ambience_Night_With_Crikets_Loop.wav	2	96000	24	Wave
SFX_Ambience_Ocean_Loop.wav	2	96000	24	Wave
SFX_Ambience_River_Loop.wav	2	96000	24	Wave
SFX_Ambience_Seagulls_Loop.wav	2	96000	24	Wave
SFX_Ambience_Swamp_Loop.wav	2	96000	24	Wave
SFX_Ambience_TownBuilding_Interior_Loop.wav	2	96000	24	Wave
SFX_Ambience_TownStreet_Loop.wav	2	96000	24	Wave
SFX_Ambience_Warehouse_Loop.wav	2	96000	24	Wave
SFX_Ambience_WhiteNoise_01_Loop.wav	2	96000	24	Wave
SFX_Ambience_WhiteNoise_02_Loop.wav	2	96000	24	Wave
SFX_Ambience_WhiteNoise_03_Loop.wav	2	96000	24	Wave
SFX_Ambience_WhiteNoise_04_Loop.wav	2	96000	24	Wave
SFX_Ambience_WhiteNoise_05_Loop.wav	2	96000	24	Wave
SFX_Cave_01_Loop.wav	2	96000	24	Wave
SFX_Cave_02_Loop.wav	2	96000	24	Wave
SFX_Chainlink_fence_Shake_01.wav	2	96000	24	Wave
SFX_Chainlink_fence_Shake_02.wav	2	96000	24	Wave
SFX_Chainlink_fence_Shake_03.wav	2	96000	24	Wave
SFX_Criket.wav	2	96000	24	Wave
SFX_Criket_02.wav	2	96000	24	Wave
SFX_Debris_Rock_01.wav	2	96000	24	Wave
SFX_Debris_Rock_02.wav	2	96000	24	Wave
SFX_Debris_Rock_03.wav	2	96000	24	Wave
SFX_Debris_Rock_04.wav	2	96000	24	Wave
SFX_Debris_Rock_05.wav	2	96000	24	Wave
SFX_Dog_Barking_01_Close.wav	2	96000	24	Wave
SFX_Dog_Barking_01_Far.wav	2	96000	24	Wave
SFX_Dog_Barking_02_Close.wav	2	96000	24	Wave
SFX_Dog_Barking_02_Far.wav	2	96000	24	Wave
SFX_Dog_Barking_03_Close.wav	2	96000	24	Wave
SFX_Dog_Barking_03_Far.wav	2	96000	24	Wave
SFX_Dog_Barking_04_Close.wav	2	96000	24	Wave
SFX_Dog_Barking_04_far.wav	2	96000	24	Wave
SFX_ElectricZap_01.wav	2	96000	24	Wave
SFX_ElectricZap_02.wav	2	96000	24	Wave
SFX_ElectricZap_03.wav	2	96000	24	Wave
SFX_ElectricZap_04.wav	2	96000	24	Wave

SFX_ElectricZap_05.wav	2	96000	24	Wave
SFX_Elevator_Movement_Loop.wav	2	96000	24	Wave
SFX_ElevatorBig_Start_01.wav	2	96000	24	Wave
SFX_ElevatorBig_Stop_01.wav	2	96000	24	Wave
SFX_Evil_Rumble_Haevy_01.wav	2	96000	24	Wave
SFX_Evil_Rumble_Haevy_02.wav	2	96000	24	Wave
SFX_Evil_Rumble_Haevy_03.wav	2	96000	24	Wave
SFX_Evil_Rumble_Haevy_04.wav	2	96000	24	Wave
SFX_Evil_Rumble_Haevy_05.wav	2	96000	24	Wave
SFX_Evil_Rumble_Haevy_06.wav	2	96000	24	Wave
SFX_Evil_Rumble_Haevy_07.wav	2	96000	24	Wave
SFX_Evil_Rumble_Haevy_08.wav	2	96000	24	Wave
SFX_Evil_Rumble_Haevy_09.wav	2	96000	24	Wave
SFX_Lightbulb Break 01.wav	2	96000	24	Wave
SFX_Lightbulb Break 02.wav	2	96000	24	Wave
SFX_Lightbulb Break 03.wav	2	96000	24	Wave
SFX_Lightbulb Break 04.wav	2	96000	24	Wave
SFX_Metal_Groan_01.wav	2	96000	24	Wave
SFX_Metal_Groan_02.wav	2	96000	24	Wave
SFX_Metal_Groan_03.wav	2	96000	24	Wave
SFX_Metal_Groan_04.wav	2	96000	24	Wave
SFX_Metal_Haevy_Hit_01.wav	2	96000	24	Wave
SFX_Metal_Haevy_Hit_02.wav	2	96000	24	Wave
SFX_Metal_Haevy_Hit_03.wav	2	96000	24	Wave
SFX_Metal_Haevy_Hit_04.wav	2	96000	24	Wave
SFX_Metal_Haevy_Hit_05.wav	2	96000	24	Wave
SFX_Metal_Haevy_Hit_06.wav	2	96000	24	Wave
SFX_Metal_Haevy_Hit_08.wav	2	96000	24	Wave
SFX_Metal_Haevy_Hit_09.wav	2	96000	24	Wave
SFX_Metal_Haevy_Hit_10.wav	2	96000	24	Wave
SFX_Metal_Squeak_01.wav	2	96000	24	Wave
SFX_Metal_Squeak_02.wav	2	96000	24	Wave
SFX_Metal_Squeak_03.wav	2	96000	24	Wave
SFX_Metal_Squeak_04.wav	2	96000	24	Wave
SFX_Metal_Squeak_05.wav	2	96000	24	Wave
SFX_Metal_Squeak_06.wav	2	96000	24	Wave
SFX_Metal_Squeak_07.wav	2	96000	24	Wave
SFX_Metal_Squeak_08.wav	2	96000	24	Wave
SFX_Metal_Squeak_09.wav	2	96000	24	Wave
SFX_Metal_Squeak_Haevy_01.wav	2	96000	24	Wave
SFX_Metal_Squeak_Haevy_02.wav	2	96000	24	Wave
SFX_Metal_Squeak_Haevy_03.wav	2	96000	24	Wave
SFX_Metal_Squeak_Haevy_04.wav	2	96000	24	Wave
SFX_Motor_Medium_Loop.wav	2	96000	24	Wave
SFX_Seagull_Cries_01.wav	2	96000	24	Wave
SFX_Seagull_Cries_02.wav	2	96000	24	Wave
SFX_Seagull_Cries_03.wav	2	96000	24	Wave

SFX_Seagull_Cries_04.wav	2	96000	24	Wave
SFX_Ship_Crack_02.wav	2	96000	24	Wave
SFX_Ship_Crack_03.wav	2	96000	24	Wave
SFX_Ship_Crack_04.wav	2	96000	24	Wave
SFX_Ship_Crack_05.wav	2	96000	24	Wave
SFX_Ship_Crack_06.wav	2	96000	24	Wave
SFX_Ship_Crack_07.wav	2	96000	24	Wave
SFX_Ship_Crack_08.wav	2	96000	24	Wave
SFX_Ship_Crack_09.wav	2	96000	24	Wave
SFX_Ship_Crack_10.wav	2	96000	24	Wave
SFX_Sparrow_01.wav	2	96000	24	Wave
SFX_Sparrow_02.wav	2	96000	24	Wave
SFX_Sparrow_03.wav	2	96000	24	Wave
SFX_ThunderStrike _01.wav	2	96000	24	Wave
SFX_ThunderStrike _02.wav	2	96000	24	Wave
SFX_ThunderStrike _03.wav	2	96000	24	Wave
SFX_Transformer_Medium_Loop.wav	2	96000	24	Wave
SFX_Water_Drops_01.wav	2	96000	24	Wave
SFX_Water_Drops_02.wav	2	96000	24	Wave
SFX_Water_Drops_03.wav	2	96000	24	Wave
SFX_Wind_Medium_01_Loop.wav	2	96000	24	Wave
SFX_Wind_Medium_02_Loop.wav	2	96000	24	Wave
SFX_Wind_Medium_03_Loop.wav	2	96000	24	Wave
SFX_Windwave_Medium_01.wav	2	96000	24	Wave
SFX_Windwave_Medium_02.wav	2	96000	24	Wave
SFX_Windwave_Medium_03.wav	2	96000	24	Wave
SFX_Windwave_Medium_04.wav	2	96000	24	Wave
SFX_Windwave_Medium_05.wav	2	96000	24	Wave
SFX_Windwave_Medium_06.wav	2	96000	24	Wave
Water_Drops_cave_04.wav	2	96000	24	Wave