

Modular Explorations- Bristol

Filename	Description	BitDepth	SampleRate	Channels	Duration
Alien_GoblinPlanet.wav	GOBLINPLANET - Digital Arpeggiation, Shuffling, Glitching, Processing, Mid Pitched (x1)	24	96000	2	00:09
Aquapur.wav	INSECTS - Clicking, Morphing, Fluttering, Evolving, Mid-Low Pitched (x1)	24	96000	2	00:13
Aquapur_ReadOnly_01.wav	READONLY (B) - Croaking Synth Bursts, Hissy Static, Mid Pitched (x1)	24	96000	2	00:11
Aquapur_ReadOnly_02.wav	READONLY (C) - Croaking Synth Bursts, Hissy Static, Mid Pitched (x1)	24	96000	2	00:10
Aquapur_ReadOnly_03.wav	CONTAMINATE - Digital Bubbling Warble, Glitchy Static Accents, Slow, Abstract Texture, Mid Pitched (x1)	24	96000	2	00:24
Aquapur_ReadOnly_04.wav	READONLY (A) - Digital Grumble with High Pitched Static Bursts (x1)	24	96000	2	00:09
Bowl_Chakra.wav	CHAKRA - Phasey Airy Flutters, Resonant, Swells, Mid Pitched (x1)	24	96000	2	00:12
Bowl_Cybin_01.wav	CYBIN (A) - Atmospheric Texture, Evil, Tonal, Airy Warbling, Mid-Low Pitched (x1)	24	96000	2	00:21
Bowl_Cybin_02.wav	TIMESLICE - Shimmery Reverberent Pad with Bassy Swells, Mid-Low Pitched (x1)	24	96000	2	00:36
Bowl_Cybin_03.wav	CYBIN (B) - Atmospheric Texture, Evil, Tonal, Airy Warbling, Mid-Low Pitched (x1)	24	96000	2	00:11
Bowl_Cybin_Optical.wav	OPTICALWHISK - Low Bassy Pulses with Airy Hissy Accents, Mid-Low Pitched (x1)	24	96000	2	00:28
Bowl_DistantMovement.wav	DISTANTMOVEMENT - Slow Bubbling Fluttering Tone, Echoing, Reverberent, Low Pitched (x1)	24	96000	2	01:17
Bowl_Eastern.wav	EASTERNEUROPA - Low Drone with Resonant Metallic Plinks, Low Pitched (x1)	24	96000	2	00:15
Bowl_Graze.wav	GRAZE - Chaotic Stuttering FM Bell Chime, Pitch Ramping Down, Clanging, Buzzing Noise, Mid-Low Pitched (x1)	24	96000	2	00:20
Bowl_Grumbler.wav	BOWL_GRUMBLER - Metallic Pulsing, Distorted, Bassy Pulses, Atmospheric, Low Pitched (x1)	24	96000	2	00:14
Bowl_Hangar_01.wav	HANGAR - Metallic Pulsing, Airy Flutters, Bassy Pulses, Atmospheric, Low Pitched (x1)	24	96000	2	00:32
Bowl_Hangar_02.wav	DROIDS - Two Alternating Notes, Metallic Clinking and Clanking, High Pitched (x2)	24	96000	2	00:08
Bowl_Lockerspace_01.wav	BOWL - Atmospheric, Evil, Metallic, Shuddering, Drone, Texture, Mid-Low Pitched (x1)	24	96000	2	00:26
Bowl_Lockerspace_02.wav	BOWL_LOCKERSPACE_02 - Atmospheric, Evil, Metallic, Shuddering, Drone, Texture, Mid-Low Pitched (x1)	24	96000	2	00:13
Bowl_Metalscape.wav	METALSCAPE - Low Drone with Reverberent Airy Dull Knocks, Low Pitched (x1)	24	96000	2	00:19
Bowl_MoonDragon_01.wav	BOWL_MOONDRAGON_01 - Atmospheric, Metallic, Drone, Texture, Mid Pitched (x1)	24	96000	2	00:37
Bowl_MoonDragon_02.wav	MOONDRAGON (A) - Ahythmic Pulsing Hissy Metallic Accents, High Pitched (x1)	24	96000	2	00:06
Bowl_Spiral_01.wav	DEATHSPIRAL - Ahythmic Metallic Clangs and Slow Arpeggiating Buzzy Tones, Low Gritty Buzzes, Low Pitched (x1)	24	96000	2	00:17
Bowl_Spiral_02.wav	BREAKINGDOWN - Arpeggiating Buzzy Tones with Metallic Clattering, Mid Pitched (x1)	24	96000	2	00:11
Circuits_BadChips_01.wav	DIGITALSICK (C) - Digital Processing, Glitching, Arpeggiating Chirps, Mid-High Pitched (x1)	24	96000	2	00:07
Circuits_BadChips_02.wav	BADCHIPS (D) - Chaotic Tonal Arpeggiation, Crunchy Digital Tones, Stuttering, Malfunctioning Robot, Texture, Mid Pitched (x1)	24	96000	2	00:08
Circuits_BadChips_03.wav	BADCHIPS (E) - Chaotic Tonal Arpeggiation, Tinny Crunchy Digital Tones, Malfunctioning Robot, Texture, Mid-High Pitched (x1)	24	96000	2	00:11
Circuits_BadChips_04.wav	CHAOS (A) - Arpeggiating Gritty Stutering Chirping, High Energy, High Pitched (x1)	24	96000	2	00:09
Circuits_BadChips_05.wav	NONSENSE (A) - Digital Arpeggiation, Glitching, Metallic Clicking, Buzzing, Mid Pitched (x1)	24	96000	2	00:14
Circuits_BadChips_06.wav	NONSENSE (C) - Stuttering Clicks and Tonal Arpeggiation, Buzzy, Mid Pitched (x1)	24	96000	2	00:09
Circuits_BadChips_07.wav	NONSENSE (B) - Digital Arpeggiation, Tonal Buzzy Accents with Low Warbling Texture Bed, Mid Pitched (x1)	24	96000	2	00:10
Circuits_BadChips_08.wav	PAINED MEDIUM - Glitching Tonal Synth Sounds, Bursts of Noise, Stuttering, Mid Pitched (x1)	24	96000	2	00:13
Circuits_BadChips_09.wav	PAINED SHORT - Glitching Tonal Synth Sounds, Bursts of Noise, Stuttering, Mid Pitched (x1)	24	96000	2	00:05
Circuits_BadChips_10.wav	PAINED LONGER - Glitching Arpeggiation, Stuttering Tones, Buzzing, Oscillating Pitches, Mid Pitched (x1)	24	96000	2	00:29
Circuits_BadChips_11.wav	DIGITALSICK LONGER - Arcade Machine Glitch, Arpeggiating Chirping Tones, Digital Processing, Mid-High Pitched (x1)	24	96000	2	00:09
Circuits_BadChips_12.wav	BURNTCIRCUITS (B) - Chaotic Synth Arpeggiating, Airy Buzzing Tone, Mid Pitched (x1)	24	96000	2	00:07
Circuits_BadChips_long.wav	ERROR LONG - Arpeggiating Tones with Oscillating Wobbly Tone and Gritty Static, Mid Pitched (x1)	24	96000	2	00:29
Circuits_BadChips_medium.wav	ERROR MEDIUM - Thin 'Arpeggiating Tones with Oscillating Wobbly Tone and Gritty Static, Mid Pitched (x1)	24	96000	2	00:13
Circuits_BadChips_short.wav	ERROR SHORT - Stuttering Arpeggiating Tones with Oscillating Wobbly Tone and Gritty Static, Mid-High Pitched (x1)	24	96000	2	00:08

Circuits_BurntChips_01.wav	ASGARD (A) - Chirpy Stuttery Transients, with Short Bubbly Accents and Airy Drone, High Pitched (x1)	24	96000	2	00:07
Circuits_BurntChips_02.wav	DIGITALSICK SHORT - Fast Static Clicks into Woody Arpeggiating Clicks, (x1)	24	96000	2	00:04
Circuits_BurntChips_03.wav	BURNTCIRCUITS (E) - Rythmic Clicking, Digital Processing, Thin, High Pitched (x1)	24	96000	2	00:05
Circuits_Errorscape_01.wav	ERRORSCAPE - Tinny Chaotic Arpegiation, Buzzing and Tonal Blips, Mid-High Pitched (x1)	24	96000	2	00:29
Circuits_Errorscape_02.wav	SPEAKANDHELL - Chaotic Tones and Buzzes, Glitching, High Pitched Chirping, Mid-High Pitched (x1)	24	96000	2	00:21
Circuits_Error_AlienBingo.wav	ALIENBINGO - LowFi Electronic Glitching, Muted, Buzzing, Mid Pitched (x1)	24	96000	2	00:10
Circuits_Error_Bubbles.wav	BUBBLES - Artifacty Tone with Various Tonal Fluctuations, Reversing, Mid-High Pitched (x1)	24	96000	2	00:30
Circuits_Error_LoopPig.wav	LOOPPIG - Low Dampened Arpegiations with Random Tonal Chirps, Blips and Static, Mid-Low Pitched (x1)	24	96000	2	00:50
Circuits_Error_RobotSpeech.wav	ROBOTSPEECH - Chaotic Clicking and Tones, Mid Pitched (x1)	24	96000	2	00:12
Circuits_Error_Upload.wav	UPLOAD - Rapid Chirping and Clicking, Staticy Pops, High Pitched (x1)	24	96000	2	00:52
Circuits_GrueI.wav	GRUEL - Bit Crushed Pad, Fluctuating Tones, High Pitched, High Pitched (x1)	24	96000	2	00:30
Circuits_Transfer_01.wav	TRANSFER - Dialup Tone of the Future, Various Slow Bursts of Staticy and Tonal Sounds, Mid Pitched (x1)	24	96000	2	00:05
Circuits_Transfer_02.wav	CHAOS (B) - Warbling Digital Malfunctioning, Drunk Robot, Metalic, Oscillating Tone, Mid Pitched (x1)	24	96000	2	00:13
Cyberpunk.wav	CYBERPUNK - Bubbling Rushing Static, Small Soft Reverberent Swells, Low Pitched (x1)	24	96000	2	00:50
Cyberpunk_Bellscape.wav	BELLSCAPE - Tonal Hits and Soft Plunks with Soft Hissy Static, Mid-Low Pitched (x1)	24	96000	2	01:29
Cyberpunk_Cyclonic.wav	CYCLONIC - Grity Drone, Soft Hissy Rattling, Low Pitched (x1)	24	96000	2	00:27
Cyberpunk_Cyclonic_lower.wav	CYCLONIC LOWER - Droning Hum with Short Hissy Rises, Low Pitched (x1)	24	96000	2	00:20
Cyberpunk_Cyclonic_wide.wav	CYCLONIC WIDE - Droning Hum with Short Hissy Rises, Low Pitched (x1)	24	96000	2	00:30
Cyberpunk_Distressed.wav	DISGUSTING - Digital Static Rumbling, Reversing, Anxiety, Small Static Accents, Evolving, Low Pitched, (x1)	24	96000	2	00:56
Cyberpunk_Dron_HorrorScape.wav	HORRORSCAPE - Resonant Airy Tone with Continuous Muted Plunks (x1)	24	96000	2	00:13
Cyberpunk_Dron_JupiterHarpy.wav	JUPITERHARPY - Atmospheric Tonal Warbling, Slow, Musical, Alien, Mid-Low Pitched (x1)	24	96000	2	00:19
Cyberpunk_Interference_01.wav	INTERFERENCE (A) - Fluctuating Static, Bad Connection, Oscillating, Mid Pitched (x1)	24	96000	2	00:32
Cyberpunk_Interference_02.wav	FOULSPACE - Digital Crackling, Static-y, Low Rumble, Soft Clangs at End, Low Pitched, (x1)	24	96000	2	00:38
Cyberpunk_Interference_Grainspace_01.wav	GRAINSPACE (B) - High Pitched Digital Electrical Static, Clicking, Squelches (x1)	24	96000	2	00:06
Cyberpunk_Interference_Grainspace_02.wav	GRAINSPACE (C) - Glitching, Static, Crackling, High Pitched (x1)	24	96000	2	00:12
Cyberpunk_Interference_Grainspace_03.wav	JUNKMODEM - Digital Glitching, Speed Ramping Arpegiation, Various Clangs, Texture, Mid Pitched (x1)	24	96000	2	00:33
Cyberpunk_Interference_Grotesque.wav	GROTESQUE - Glitching, Arpeggiating Textures, Rumbling, Tonal, Low Pitched (x1)	24	96000	2	00:30
Cyberpunk_JunkPlanet.wav	JUNKPLANET - Low Swelling Tones with Reverberent Soft Woody Clicking, Low Pitched (x1)	24	96000	2	00:53
Cyberpunk_Suspensor.wav	SUSPENSOR - Static-y Hissing, Metalic Clangs, Low Resonant Swelling Tone (x1)	24	96000	2	00:26
Datajack_01.wav	DATAJACK - Two Tones, Glitching, Filter Sweeping, Gritty, Atonal, Anxiety, Abstract Texture, Mid Pitched (x1)	24	96000	2	00:42
Datajack_02.wav	SCANNING - Fluttering Tone with Various Sporadic Beeps, Mid-Low Pitched (x1)	24	96000	2	00:17
Datajack_03.wav	COMPRESSOR - Artifacty Buzzy Tone, Reverberent, Mid-Low Pitched (x1)	24	96000	2	00:27
Datapoint_Sequence.wav	DATAPOINT - Arpeggiating Tonal Glitching, Light Static Distortion, Mid Pitched (x4)	24	96000	2	00:17
Judders.wav	JUDDERS - Shuffling, Rumbling, Arpeggiating Static, Frantic, High Energy, Texture, Mid-Low Pitched (x1)	24	96000	2	00:21
Lazer_Grained.wav	GRAINED - Low Sizzling Noise with Goofy Rising Tones, Mid-Low Pitched (x1)	24	96000	2	00:42
Lazer_Scatter_long.wav	SCATTER LONG - Phasey Synth Energy with Wobbling Overtones, Mid Pitched (x1)	24	96000	2	00:39
Lazer_Scatter_roars.wav	SCATTER ROARS - Phasey Synth Energy with Wobbling Overtones, Mid Pitched (x1)	24	96000	2	00:05
LoadingBay.wav	LOADINGBAY - Slow Swelling Bass Tones with Suttering Hissy Rise and Falls, Low Pitched (x1)	24	96000	2	00:44
Mercurygurgle_01.wav	MERCURYGURGLE - Digital Ether, Atmospheric, Teleport Sweetener, Mid-High Pitched (x1)	24	96000	2	00:06
Mercurygurgle_02.wav	TALLIC (A) - Detuned Arpegiations, Metalic and Digitized (x4)	24	96000	2	00:22
Neptune_Counter_Marimba_01.wav	NEPTUNEMARIMBA (C) - Resonant Clicking, Metalic, Digital Static Bursts, Tonal Pitch Drop, Mid-High Pitched (x1)	24	96000	2	00:06
Neptune_Counter_Marimba_02.wav	NEPTUNEMARIMBA CHAOTIC - Faster - Clicking Texture With Various Digital Bubbling Accents, High Pitched (x1)	24	96000	2	00:08
Noids_Korvax_Scrape.wav	SCRAPE - Shuffling Clicking Stuttering Reverberent Scrapes, Mid Pitched (x1)	24	96000	2	00:16
Noids_Korvax.wav	KORVAX (B) - Fluttering Airy Synth, Wind Like, Occasional Clicks, Ghost, Mid-High Pitched (x3)	24	96000	2	00:24

Neptune_Counter_Marimba_slower.wav	NEPTUNEMARIMBA SLOWER - Slower - Clicking Texture With Various Digital Bubbling Accents, High Pitched (x1)	24	96000	2	00:05
Noids_Korvax_Scrapper.wav	SCRAPPER (A) - Chaotic Reverberent Clattering Synth, Mid Pitched (x1)	24	96000	2	00:07
Optical_DecayState.wav	DECAYSTATE - Low Resonant Drone, Resonant Mid-High Swells with Static-y Edge, Low Pitched (x1)	24	96000	2	00:24
Optical_Grimmajesty.wav	GRIMMAJESTY - Metallic Buzzing Fluctuating Swell, High Pitched Shrill Overtone, Low-Mid Pitched (x1)	24	96000	2	00:15
Optical_IncreasePressure.wav	INCREASEPRESSURE - Low Rumbling Drone with High Airy Overtones and Rushing Static, Low Pitched (x1)	24	96000	2	00:30
Optical_Ominoid.wav	OMINOID - Airy Swelling, Reversing, Low Pitched (x1)	24	96000	2	00:13
Optical_Paranoia.wav	PARANOID - Artifacting Swelling Tones, Low Reverberent Rumbling, Mid-High Pitched (x1)	24	96000	2	00:37
Puncher_Scramble.wav	SCRAMBLE (A) - Chaotic Clicking and Stuttering Woody and Metallic Clanks, Mid Pitched (x1)	24	96000	2	00:12
SolarWind_01.wav	SOLARWIND (B) - Staticy Airy Tone Transitioning to Noise, Mid Pitched (x1)	24	96000	2	00:15
SolarWind_02.wav	SOLARWIND (A) - Hissy Static with Continuous Resonant Tone, Mid Pitched (x1)	24	96000	2	00:21
Solarwind_Gamma.wav	GAMMA - Digital Suttering Tone with Low Rumbling Undertone (x1)	24	96000	2	00:09
Solarwind_GeidiPrime.wav	GEIDIPRIME - Sizzling Echos, Low Swelling Tones, High Pitched (x1)	24	96000	2	00:24
Solarwind_Gourd.wav	LEVEL - Buzzing Steady Tone, Reverberent, Low-Mid Pitched (x1)	24	96000	2	00:29
Solarwind_Lazer_Decay.wav	DECAY - Static Warbling, Bassy Rise and Falls, Abstract Texture, Mid-Low Pitched (x1)	24	96000	2	00:22
Solarwind_Rotor.wav	ROTOR - Bassy Atonal Tone with Fluttering Static Croaking and Shimmery Bursts of Noise at End, Low Pitched (x1)	24	96000	2	00:18
Transporter.wav	TRANSPORTER - Warbling Fast Oscillating Buzzy Tones, Staticy Fluttering, Mid-High Pitched (x1)	24	96000	2	00:33
Tuner_Arcade_Cameras.wav	CAMERAS - FM Airy Tones, Percussive Airy Chirping Clicks, Rythmic, High Pitched (x1)	24	96000	2	00:27
Tuner_Arcade_Crushbo.wav	CRUSHBO - Bad Transmition, Static, High Pitched FM Modulation, High Pitched (x1)	24	96000	2	00:11
Tuner_ChaosWhipper.wav	DEATHWHIPPER - Phasey Airy Clangs and Snaps, Reverberent, Echoing, Mid Pitched (x1)	24	96000	2	00:36
WindDown.wav	WINDDOWN (A) - Reversing Staticy Flutters and Low Pitched Falling Tones, Mid-Low Pitched (x1)	24	96000	2	00:07
Winddown_Zeyr.wav	BARON (C) - Distorted Boingy Tones, Up and Down in Pitch, High Pitched Metallic Chattering, Low Pitched (x1)	24	96000	2	00:13
AlienChime.wav	ALIENCHIME - Harmonic, Chaotic Glitch, Bells, Static Noise, Mid-Low Pitched (x1)	24	96000	2	00:33
AlienChime_LightCrystals.wav	ALIENCHIME_LIGHTCRYSTALS - Harmonic Glitch, Abstract Bells, Granular, Mid Pitched (x1)	24	96000	2	00:52
AlienHarmonicsTransfer.wav	ALIENHARMONICSTRANSFER - Atmospheric, Chaotic Distorted Bells, Static Noise, Mid-Low Pitched (x1)	24	96000	2	00:08
AlienHarmony.wav	ALIENHARMONY - Harmonic, Distorted, Chaotic Glitch, Bells, Static Noise, Mid-Low Pitched (x1)	24	96000	2	00:13
Brasswires_Galacticmorn.wav	BRASSWIRES_GALACTICMORN - Atmospheric, Swelling, Musical, Harmonic Burst, Bubbly, Glitched, Mid-Pitched (x1)	24	96000	2	00:15
Brasswires_Glasssphere_01.wav	BRASSWIRES_GLASSSHPHRE_01 - Atmospheric, Texture, Light Static, Mid-High Pitched (x1)	24	96000	2	00:16
Brasswires_GlassSphere_02.wav	BRASSWIRES_GLASSSHPHRE_02 - Atmospheric, Metallic Bells, Glitching, High Pitched (x1)	24	96000	2	00:12
Brasswires_GlassSphere_03.wav	GLASSSPHERE - Low Reverberent Swell with Digital Twinkling (x1)	24	96000	2	00:05
Brasswires_GlassSphere_04.wav	BRASSWIRES_GLASSSHPHRE_04 - Atmospheric, Harmonic, Musical, Metallic Bells, Glitching, Mid Pitched (x1)	24	96000	2	00:04
Brasswires_GlassSphere_05.wav	BRASSWIRES_GLASSSHPHRE_05 - Atmospheric, Harmonic Granular Glitch, Bells, Mid-High Pitched (x1)	24	96000	2	00:21
Brasswires_HarmonicSlice_01.wav	BRASSWIRES_HARMONICSLICE_01 - Harmonic, Musical Glitch, Frequency Bursts, Evolving, Mid Pitched (x1)	24	96000	2	00:12
Brasswires_HarmonicSlice_02.wav	BRASSWIRES_HARMONICSLICE_02 - Harmonic, Musical Glitch, Frequency Bursts, Evolving, Mid Pitched (x1)	24	96000	2	00:09
Cavern.wav	CAVERN - Droning Tone, Atmospheric, Small Shimmery Overtones, Mid-Low Pitched (x1)	24	96000	2	00:48
Cavern_Crystalline.wav	CAVERN_CRYSTALLINE - Atmospheric, Harmonic, Abstract, Bubbly, Reverberant, Mid-High Pitched (x1)	24	96000	2	00:05
Cavern_Powercore_Counter.wav	CAVERN_POWERCORE_COUNTER - Atmospheric, Airy Glassy Statics, Reverberant, High Pitched (x1)	24	96000	2	00:16
Drex.wav	DREX - Atmospheric, Bell Texture, Reversed, Atonal, Low-Pitched (x1)	24	96000	2	00:15
Drex_Apparatus.wav	APPARATUS - Buzzy Soft Feedback Tone, Soft Metallic Clanking, Mid Pitched (x1)	24	96000	2	00:24
MusicOfTheSpheres.wav	MUSICOFTHESPHERES - Atmospheric, Musical, Glitch, Slow, Low-Pitched (x1)	24	96000	2	00:19
MusicOfTheSpheres_Articulate_01.wav	SINGINGBOWL - Shimmering Oscillating Rises, High Pitched (x1)	24	96000	2	00:25
MusicOfTheSpheres_Articulate_02.wav	TINITUS - Rising Metallic Tonal Swells with Pulsing Panning Blips, High Pitched (x1)	24	96000	2	00:55
MusicOfTheSpheres_HarmonicSlips.wav	HARMONICSLIPS - Musical, Glitchy, Slow Metallic Arpeggiation and Fast Glitching, Mid Pitched (x1)	24	96000	2	00:42
MusicOfTheSpheres_ModularBristol_01.wav	MODULARBRISTOL - Reversing Stuttering Tone, Swelling Rises, Mid Pitched (x1)	24	96000	2	00:22
MusicOfTheSpheres_ModularBristol_02.wav	ARTICULATE - Chaotic Fluttering and Stuttering Tone, FM, Mid Pitched (x1)	24	96000	2	00:20

MusicOfTheSpheres_Organ.wav	DMTORGAN - Feedback Tone, Organ-like, Tense, High Pitched (x1)	24	96000	2	01:12
MusicOfTheSpheres_Organics.wav	ORGANICS - High Pitched Vibrato Tones, Oscilating, High Pitched (x1)	24	96000	2	00:30
MusicOfTheSpheres_PrettyScape.wav	MUSICOFTHESPHERES_PRETTYSCAPE - Atmospheric, Singing Bells, Harmonic, Musical, Tonal, Glitching, Reverberant, Mid Pitched (x1)	24	96000	2	00:16
MusicOfTheSpheres_Swimspace.wav	SWIMSPACE - Heavenly Swell into Metalic Digital Ringouts and Phasey Digital Rise (x1)	24	96000	2	00:14
Neptune_CelestialThumbs.wav	NEPTUNE_CELESTIALTHUMBS - Atmospheric, Musical, Evolving, Tonal, Glitch, Granular (x1)	24	96000	2	00:28
Neptune_GekWizard.wav	NEPTUNE_GEKWIZARD - Atmospheric, Eery Pulsating Bells, Reverberant, Mid Pitched (x1)	24	96000	2	00:18
Neptune_Scanners.wav	NEPTUNE_SCANNERS - Chaotic Harmonic, Musical, Metallic Transient, Mid-High Pitched (x1)	24	96000	2	00:11
Ozone.wav	OZONE - Atmospheric, Pulsating Metallic Bells, Slow, Mid-Low Pitched (x1)	24	96000	2	00:43
Ozone_Gloops.wav	OZONE_GLOOPS - Metallic Texture, Swelling, Atonal, Bells, Glitching, Mid Pitched (x1)	24	96000	2	00:09
Puncher_Foundry.wav	FOUNDRY - Random Arythmic Beat, Bassy Plunks, Metalic Clangs, Snappy Reverberent Bursts of Noise, Mid-High Pitched (x1)	24	96000	2	00:34
Puncher_Harmony_01.wav	ARRAKIS - Synthetic Woody Plunks, Arythmic, Soft Low Droning Tone, Mid Pitched (x1)	24	96000	2	00:28
Puncher_Harmony_02.wav	BOUNCED - Arythmic Reverberent Plastic-y Plunks, Mid Pitched (x1)	24	96000	2	00:36
Timescape_01.wav	TIMESCAPE_01 - Atmospheric, Reverse Bells, Tonal, Mid-High Pitched (x1)	24	96000	2	00:08
Timescape_02.wav	TIMESCAPE_02 - Reverse Bells Glitching, Tonal, Mid-High Pitched (x1)	24	96000	2	00:10
Timescape_Eater_long.wav	TIMESCAPE_EATER_LONG - Atmospheric, Tonal, Bells, Glitch, Reversed, Mid-High Pitched (x1)	24	96000	2	00:15
Timescape_Eater_medium.wav	TIMESCAPE_EATER_LONG - Atmospheric, Tonal, Bells, Glitch, Reversed, Low Pitched (x1)	24	96000	2	00:06
Timescape_Eater_short.wav	TIMESCAPE_EATER_SHORT - Atmospheric, Tonal, Bells, Glitch, Reversed, Mid-High Pitched (x1)	24	96000	2	00:05
Timescape_Subdued_01.wav	TIMESCAPE_SUBDUED_01 - Atmospheric, Digital Bells Glitching, Mid-Low Pitched (x1)	24	96000	2	00:25
Timescape_Subdued_02.wav	TIMESCAPE_SUBDUED_02 - Atmospheric, Digital Bells Glitching, Reverberant, Mid-Low Pitched (x1)	24	96000	2	00:32
Timescape_Subdued_Wiggle.wav	TIMESCAPE_SUBDUED_WIGGLE - Atmospheric, Digital Bells Glitching, Mid-Low Pitched (x1)	24	96000	2	00:14
Zeotrope.wav	ZEOTROPE - Mid Pitched Tone with Chaotic Fluttering Overtone, and Shrill High Pitched Overtone, Mid Pitched (x1)	24	96000	2	00:20
Zeotrope_higher.wav	ZEOTROPE HIGHER - Soft Stuttering Tones, Full Transitioning to Thin Sounding, Mid Pitched (x1)	24	96000	2	00:20
Zeotrope_lower.wav	ZEOTROPE LOWER - Soft Stuttering Tones, Full Transitioning to Thin Sounding, Mid Pitched (x1)	24	96000	2	00:20
Bowl_Jitters.wav	BOWL_JITTERS - Tonal, Bell, Slow Metallic, Stretched, Mid Low Pitched (x1)	24	96000	2	00:26
Counter_01.wav	COUNTER (A) - Metalic Crackling Scrapes, Mid Pitched (x1)	24	96000	2	00:35
Counter_02.wav	COUNTER (B) - Metalic Crackling Scrapes, Mid Pitched (x1)	24	96000	2	00:37
Counter_03.wav	TARTARUS - Resonant Rapid Wood Clattering, Soft Static-y Jitters, Mid Pitched (x1)	24	96000	2	00:59
Counter_04.wav	MERCANTILE - Arythmic Metalic Scraping, Clattering, Mid Pitched (x1)	24	96000	2	00:37
Counter_05.wav	MERCANTILE 2 - Arythmic Woody Scraping, Clattering, Mid Pitched (x1)	24	96000	2	00:37
Counter_06.wav	ALIENKETTLE - Metalic Crackling Scrapes, Mid Pitched (x1)	24	96000	2	00:37
Data_Freq_01.wav	FREQ - Fast Pulsing Buzzy Tone with Random Snappy Pops, Mid-High Pitched (x1)	24	96000	2	00:11
Data_Freq_02.wav	MIGRAINE - Quick Oscillating Buzzing Tone with Small Staticy Pulses, High Pitched (x1)	24	96000	2	00:30
Gourd_Phosphur.wav	PHOSPHUR - Slow Swelling Tone with Fluttering Buzzing Accents, Mid-Low Pitched (x1)	24	96000	2	00:39
IdlingShip.wav	IDLINGSHIP - Bassy Tone with Small Phasey Swells and Constant Airy Buzzing, Low Pitched (x1)	24	96000	2	00:22
Reflux.wav	REFLUX - Resonant Flanging Buzzy Swells, Mid-Low Pitched (x1)	24	96000	2	00:24
Resospace.wav	RESOSPACE - Reverberent Woody Arythmic Soft Clanging, Mid-Low Pitched (x1)	24	96000	2	00:43
Stretch_01.wav	STRETCH - Resonant Artifacting Tone, Mid Pitched (x1)	24	96000	2	00:33
Stretch_Lighting.wav	LIGHTING - Low Rumbling Tone with Buzzing Oscillating Overtone, Low Pitched (x1)	24	96000	2	01:25
Stretch_Hummer.wav	HUMMER - Rumbling Bass with Artifacting Tone, Low Pitched (x1)	24	96000	2	00:29
Stretch_Offworld.wav	OFFWORLD - Artifacting Low Rumbling, Low Pitched (x1)	24	96000	2	00:07
Stretch_02.wav	EYEOFJUSTICE - Metalic Buzzing Pulsing Tones, Mid-High Pitched (x1)	24	96000	2	00:24
Stretch_Offworld_longer.wav	OFFWORLD LONGER - Artifacting Low Rumbling, Low Pitched (x1)	24	96000	2	00:11
Stretch_Phazeon.wav	PHAZEON - Phasey Buzzing Slowly Oscillating Tone, Sudden Switch to Muted Reverberent Tone (x1)	24	96000	2	00:20
Subcycle.wav	SUBCYCLE - Low Pulsing Swells, Low Pitched (x1)	24	96000	2	00:58

SubCycle_Empty_01.wav	EMPTY - Resonant Muted Droning Tone, Mid Pitched (x1)	24	96000	2	00:22
SubCycle_Empty_02.wav	SWAMP - Resonant Airy Tone with Small Tonal Fluctuations (x1)	24	96000	2	00:32
SubCycle_Grainlevel.wav	GRAINLEVEL - Low Pitched Tonal Drone, Artifacty, Mid-Low Pitched (x1)	24	96000	2	00:14
Tonescape.wav	TONESCAPE - Swelling Bursts of Low and High Tones, Mid-Low Pitched (x1)	24	96000	2	00:09
Tuner_Diplodocus_01.wav	DIPLODOCUS (B) - Gritty Airy Tones, Small Room Verb, Mid Pitched (x1)	24	96000	2	00:05
Tuner_Diplodocus_02.wav	DIPLODOCUS (F) - Gritty Airy Tones, Small Room Verb, Mid Pitched (x1)	24	96000	2	00:05
Tuner_Lazerwhip.wav	LAZERWHIP - Airy Shuffling Slithering Texture, Speed Pitch Ramping, High Pitched (x1)	24	96000	2	00:05
Tuner_Rainplanet.wav	RAINPLANET - Resonant Crackling Air, Mid Pitched (x1)	24	96000	2	00:03
Zyrax_EarScan.wav	ZYRAX_EARSCAN - Atonal, Piercing, Abstract, Glitch, Mid-High Pitched (x1)	24	96000	2	00:31
AchingRust.wav	ACHINGRUST - Low-Mid Pitched Drone, Slight Tonal Swell (x1)	24	96000	2	00:09
Bowl_Alienchatte.wav	ALIENCHATTER - Reverberent Digital Bell-like Tones, Two Tones up and one Down (x1)	24	96000	2	00:05
Bowl_Badbot.wav	BADBOT (A) - Low-Mid Pitched Drone Element with High Percussive Accents and Musical Accent (x1)	24	96000	2	00:11
Bowl_Doowah.wav	DOOWAH - Quiet Metallic Noise Burst into Tonal Sweep, Bouncy (x1)	24	96000	2	00:00
Bowl_Gravity_Bell_Sequence.wav	GRAVITY BELL - Metallic String Strike with Tonal Drone (x3)	24	96000	2	00:30
Bowl_SolarChime.wav	SOLARCHIME - Dischordant Clock Chime with Metallic Shimmers at End (x1)	24	96000	2	00:04
Bowl_Tinscape.wav	TINSCAPE - Tonal Sting, Swelling Pitch, Metallic (x1)	24	96000	2	00:03
Cyberpunk_Badstrike.wav	BADSTRIKE - Bit Crushed, Bassy Clang, Long Ringout, Low Pitched (x1)	24	96000	2	00:14
Cyberpunk_Badstrike_shudder.wav	BADSTRIKE SHUDDER - Bit Crushed, Bassy Clang, Long Ringout, Low Pitched (x1)	24	96000	2	00:16
Cyberpunk_Badstrike_tonal.wav	BADSTRIKE TONAL - Bit Crushed, Bassy Clang, Long Ringout, Low Pitched (x1)	24	96000	2	00:17
Delayscape_01.wav	DELAYSCAPE (B) - Airy, Thin, Gritty, Reverberent Burst of Noise, Low Pitched (x1)	24	96000	2	00:01
Delayscape_02.wav	DELAYSCAPE (C) - Soft Punchy Bassy Hit with Short Reverberent Tail, Low Pitched (x1)	24	96000	2	00:02
Delayscape_03.wav	DELAYSCAPE (D) - Soft Punchy Bassy Hit with Short Reverberent Tail, Low Pitched (x1)	24	96000	2	00:01
Delayscape_04.wav	MORIA - Soft Punchy Bassy Hit with Medium Reverberent Tail, Low Pitched (x1)	24	96000	2	00:04
Delayscape_05.wav	VERBSCAPE (A) - Low Resonant Clang, Soft Powerful Hit, Low Pitched (x1)	24	96000	2	00:18
Delayscape_06.wav	VERBSCAPE (B) - Percussive Bassy Texture, Airy, Atmospheric (x1)	24	96000	2	00:03
Delayscape_07.wav	VERBSCAPE (C) - Reverberent Hit, Digital Clang, Airy, Mid-Low Pitched (x1)	24	96000	2	00:03
Delayscape_08.wav	VERBSCAPE (D) - Gritty Chirp, Reverberent, Tinny, High Pitched (x1)	24	96000	2	00:03
Delayscape_09.wav	ABYSS - Bassy Reverberent Hit, Muted, Low Pitched (x1)	24	96000	2	00:02
Delayscape_Clanks.wav	CLANKS (C) - Digital Drum Accent, Low Pitched (x1)	24	96000	2	00:05
Dron_Petrodollar_02.wav	INHARMONIC 2 - Synth Texture, Swell, Soft Alarm (x1)	24	96000	2	00:03
Dron_Petrodollar_01.wav	PETRODOLLAR (B) - Airy Siren-like Oneshot, Slight Buzzing, Phasey Swell, Mid Pitched (x1)	24	96000	2	00:04
Dron.wav	DRON INHARMONIC - Bassy Hit with Digital FM Chime Element, Low Pitched (x1)	24	96000	2	00:04
Dron_Petrodollar_03.wav	PETRODOLLAR (C) - Airy Siren-like Oneshot, Slight Buzzing, Phasey Swell, Mid Pitched (x1)	24	96000	2	00:06
Dron_Petrodollar_04.wav	PETRODOLLAR (D) - Airy Siren-like Oneshot, Slight Buzzing, Phasey Swell, Mid Pitched (x1)	24	96000	2	00:07
Dron_Petrodollar_05.wav	PETRODOLLAR SHORT - Phasey Swell, Airy, Mid Pitched (x1)	24	96000	2	00:03
Noids_02.wav	NOIDS LONGER - Laughing Digital Bird, Stuttering Airy Reverb (x1)	24	96000	2	00:03
Noids_01.wav	NOIDS (B) - Laughing Digital Bird, Stuttering Airy Reverb (x1)	24	96000	2	00:03
Dron_Sequence.wav	DRON - Eerie High Pitched Tone with Low Distorted Airy Bass Burst (x4)	24	96000	2	00:18
Noids_03.wav	NOIDS (D) - Crackle and Hiss, Airy, Mid Pitched (x1)	24	96000	2	00:03
Noids_04.wav	IMPACTSLIDE - Punchy Digital Bubble, Double Hit, Hissy Tail, Reverberent, Mid Pitched (x1)	24	96000	2	00:02
Noids_05.wav	NOIDS (E) - Pulse, Airy Tail, Mid Pitched (x1)	24	96000	2	00:03
Noids_Korvax_01.wav	LAZU - Airy, Hissing Texture, with Soft Bassy Plunks, Mid-High Pitched (x1)	24	96000	2	00:02
Noids_Korvax_02.wav	KORVAX (C) - Double Tinny Noise Burst, Airy Undertone, Mid-High Pitched (x1)	24	96000	2	00:01
Noids_Korvax_03.wav	GRITTER - Gritty Click with Crunchy Atmospheric Tail, Airy, High Pitched (x1)	24	96000	2	00:01

Noids_Korvax_Sequence.wav	KORVAX (A) - Airy Plastic Croak Bursts, Mid-Low Pitched (x9)	24	96000	2	00:32
Noids_Korvax_Verbnorot_Sequence.wav	VERBNOROT - Metallic Thunks, Muted, Mid-Low Pitched (x5)	24	96000	2	00:15
Noids_Scrapper.wav	SCRAPPER (B) - Reverberent Multiple High Pitched Metallic Clinkcs, Low Bassy Accents, and Strange Quacky Texture, Mid-High Pitched (x1)	24	96000	2	00:03
Noids_Sequence_01.wav	NOIDS (C) - Shuffling Suttering Resonant Verby Clicks (x4)	24	96000	2	00:10
Noids_Sequence_02.wav	NOIDS (A) - Clunks with Airy Shimmering, Mid Pitched (x4)	24	96000	2	00:12
Pipe.wav	PIPE - Synth Muted Pop, with Long Woody Reverb, Atmospheric, Low Pitched (x1)	24	96000	2	00:04
Plung.wav	PLUNG (B) - Bassy Airy Hit, Low Pitched (x1)	24	96000	2	00:04
Plung_Sequence.wav	PLUNG (A) - Airy Digital Hissing with Artifacting Warbles (x4)	24	96000	2	00:20
Stab.wav	STAB - Round Tone, Pulse and Swell, Mid-Low Pitched (x1)	24	96000	2	00:04
Timescape_01.wav	EATER LONG - High Pitched Digital Twinkling Evolving into Lower Pitched Swells (x1)	24	96000	2	00:07
Timescape_02.wav	EATER SHORT - High Pitched Digital Twinkling with Low Pitched Tonal Bed (x1)	24	96000	2	00:02
Timescape_03.wav	ORB (C) - High Pitched Shuffling Arpagiating Tones (x1)	24	96000	2	00:02
Timescape_Sequence_01.wav	BLIPSPHERE (B) - Short Low Pitched Arpeggiations with High Pitched Tonal Woody Arpeggiations (x9)	24	96000	2	00:26
Timescape_Sequence_02.wav	ASGARD (C) - Weird Slow Arpagiating Tonal Element with Fast Reversing High Pitched Swells (x3)	24	96000	2	00:08
Timescape_Subdued_Sequence.wav	GROGNAX - Metallic Tones with Arpeggiating Low Pitched Percussive Elements (x6)	24	96000	2	00:17
Alienfax_01.wav	ALIENFAX (B) - Low Pitched Arythmic Pulses, Snappy, Muted, Random Digital Chirps (x1)	24	96000	2	00:06
Alienfax_02.wav	ALIENFAX (A) - Distorted Arpegiating Tone (x1)	24	96000	2	00:01
Alienfax_03.wav	ALIENFAX ERROR - Low Noise Hiss and Distorted Tonal Accent (x1)	24	96000	2	00:02
Alienfax_04.wav	ALIENFAX LONGER - Low Noise Hiss and Arpegiating Distorted Tonal Accent (x1)	24	96000	2	00:02
AlienFax_BrokenTransponder.wav	BROKENTRANSPONDER - Chaotic Chirping, Bursts of Noise, Bassy Pops, High Pitched (x1)	24	96000	2	00:10
Aquapur_01.wav	AGGRESSIVE - Grumbly Lofi Pulse (x1)	24	96000	2	00:02
Aquapur_02.wav	BREAKTHROUGH - Digital Crackling into Echoing Bassy Pulse (x1)	24	96000	2	00:03
Aquapur_05.wav	ORB (B) - High Pitched Static Chaos, Digital Chirps (x1)	24	96000	2	00:02
Aquapur_04.wav	INTERFERENCE (B) - Muted Electric-like Sparking, Crackling (x1)	24	96000	2	00:02
Aquapur_06.wav	SKITTERY - Bubbling Crackling, Digital Insect, Mid-High Pitched (x1)	24	96000	2	00:02
Aquapur_03.wav	GRISTLER - Digital Bubbling, Crackling with Bassy Sweall at End (x1)	24	96000	2	00:03
Aquapur_07.wav	SLIDER - Digital Bubbling and Crackling, Digital Insect, Fluctuating Pitch (x1)	24	96000	2	00:03
Aquapur_08.wav	WETSCAPE - Crackling with Tonal Swell at End, Mid-Low Pitched (x1)	24	96000	2	00:03
Aquapur_09.wav	SMALLFUSE - Clicky Muted Digital Morph, Mid Pitched (x1)	24	96000	2	00:02
Aquapur_10.wav	ZAPPO - Stuttering Digital Grumbles and Static (x1)	24	96000	2	00:03
Aquapur_11.wav	MACHINSECT - Digital Bubbling, Fluctuating Pitch (x1)	24	96000	2	00:02
Aquapur_12.wav	BUBBLE - Bubbling UI, Negitive, Decending Pitch	24	96000	2	00:02
Aquapur_13.wav	RUDDER - Muted Digital Bubbling UI, Sucking Reverse, Tonal Oneshot, Mid-Low Pitched (x1)	24	96000	2	00:02
Aquapur_14.wav	SNICKER - Stuttery Clicky Processing UI, Mid-High Pitched (x1)	24	96000	2	00:02
Aquapur_15.wav	SQUEEZE - Glassy Clicks with Buzzing Tail, Mid-Low Pitched (x1)	24	96000	2	00:02
Aquapur_16.wav	AQUAPUR - Stuttering Bass Pulse (x1)	24	96000	2	00:02
Aquapur_17.wav	TINKSWISH - High Pitched Ping with Mid Pitched Fluttery Swell (x1)	24	96000	2	00:02
Aquapur_18.wav	MINIPOPS (A) - Digital Neutral Confirmation, Clicking, Tinny, Metallic (x1)	24	96000	2	00:01
Aquapur_19.wav	SCRABBLE - Rising Phasey Clicks and Short Digital Neutral UI (x1)	24	96000	2	00:02
Aquapur_20.wav	BLIPSPHERE (A) - Muted. Stuttering Glitching Clicks (x1)	24	96000	2	00:02
Aquapur_21.wav	RES - Crackling, Warbling, Neutral UI Select (x1)	24	96000	2	00:02
Aquapur_Minipops_Sequence_01.wav	MINIPOPS (C) - Glitchy UI, Neutral, Confirmations, High Pitched (x11)	24	96000	2	00:25
Brasswires_Harmonicslice_Short.wav	HARMONICSLICE (B) - Mellow Dramatic Tonal Stinger, Soft Noise Burst (x1)	24	96000	2	00:03
Brasswires_Harmonicblossom.wav	HARMONICBLOSSOM - Large Reverberent Metallic Pluc, with Arpegiating and Digital Clicking (x1)	24	96000	2	00:04

Aquapur_Minipops_Sequence_02.wav	MINIPOPS (D) - Small Groany UI Elements with High Pitched Static Popping (x3)	24	96000	2	00:12
ChaosDrops_01.wav	CHAOSDROPS (C) - Arpeggiating Tinny Synth Chirps, Rhythmic, FM, Mid Pitched (x1)	24	96000	2	00:04
Chaosdrops_04.wav	CHAOSDROPS (B) - Reverberent Arpeggiating Tonal Chaos (x1)	24	96000	2	00:03
Chaosdrops_03.wav	CHAOSDROPS MORE - Percussive Texture, Digital Chaos, Atmospheric, Airy, Mid Pitched (x1)	24	96000	2	00:03
Chaosdrops_02.wav	CHAOSDROPS (A) - Shuffling Glassy and Synth Tones with Low Pitched Percussive Elements (x1)	24	96000	2	00:02
Chaosdrops_05.wav	CHAOSDROPS (E) - Percussive Texture, Digital Chaos, Atmospheric, Airy, Mid Pitched (x1)	24	96000	2	00:02
ChaosDrops_06.wav	CHAOSDROPS (G) - Chaotic Chirpy Shuffling, Bassy Accents, High Pitched (x1)	24	96000	2	00:05
Chaosdrops_07.wav	CHAOSDROPS (F) - Reverberent Woody Hit, Airy, Mid-Low Pitched (x1)	24	96000	2	00:01
Chaosdrops_08.wav	CHAOSDROPS (D) - Glassy Stuttering Bubbling (x1)	24	96000	2	00:00
Chaosdrops_09.wav	DELAISCAPE (A) - Rhythmic Reverberent Popping Pulses, Low Pitched (x1)	24	96000	2	00:05
Circuits_BadChips_01.wav	BADCHIPS (A) - Stuttering Arpeggiating Glitching, Bit Crushed (x1)	24	96000	2	00:02
Circuits_BadChips_02.wav	BADCHIPS (B) - Boxy Tinny High Pitched Double Tone, Printer Like (x1)	24	96000	2	00:00
Circuits_BadChips_03.wav	PAINED - Boxy Digital Stuttering, Glitching (x1)	24	96000	2	00:04
Circuits_BadChips_Glitch.wav	DUCTED - Shuffling Static and Tone Chaos (x1)	24	96000	2	00:03
Circuits_BurntBadChips_01.wav	BROKEN (C) - Swelling Arpeggiating Tones with Small Rhythmic Clicking Elements (x1)	24	96000	2	00:03
Circuits_BurntBadChips_02.wav	BURNTCIRCUITS (D) - High Pitched Tinny Two Tone Followed By Low Pitched Two Tone (x1)	24	96000	2	00:01
Circuits_BurntBadChips_05.wav	BASH - Harsh Tinny 3-Tone Oneshot (x1)	24	96000	2	00:00
Circuits_BurntBadChips_04.wav	BROKEN (B) - Static and Multiple Percussive Kicks (x1)	24	96000	2	00:01
Circuits_BurntBadChips_03.wav	BURNTCIRCUITS (F) - UI Select Clunk with small Buzz, Mid-High Pitched (x1)	24	96000	2	00:01
Circuits_BurntBadChips_06.wav	BROKEN (A) - High Pitched Laser Beam into Bit Crushed Bass Drop, Fast, Small Crackles (x1)	24	96000	2	00:01
Circuits_BurntBadChips_Sequence_01.wav	BURNTCIRCUITS (C) - Digital Blurbs, Babbling Clicks, Mid-High Pitched (x1)	24	96000	2	00:05
Circuits_BurntBadChips_Sequence_02.wav	BURNTCIRCUITS (A) - Fast Arpeggiating Tones with Shuffling and Clicking Elements (x5)	24	96000	2	00:13
Circuits_Buzzer.wav	BUZZER (A) - Glitching Stuttering Burst of Noise, Mid-Low Pitched (x1)	24	96000	2	00:00
Circuits_Byrne_01.wav	DIGITALSICK (D) - Shuffling High Pitched Static Tones (x1)	24	96000	2	00:01
Circuits_Byrne_02.wav	CRACKLED - Mid-Low Pitched Shuffling Metallic Tones with Very High Pitched Overtones (x1)	24	96000	2	00:01
Circuits_Chaosengine.wav	CHAOSENGINE - Glitchy One Shot, Glitchy, Two Notes (x1)	24	96000	2	00:00
Circuits_Clicks_Sequence.wav	BARON (D) - Goofy Chirpy Elements with Rhythmic Static Bursts and Digital Grumbles (x7)	24	96000	2	00:26
Circuits_Junkchat.wav	JUNKCHAT - High Pitched Chaotic Arpeggiating Tones with Low Pitched Shuffling Undertones (x1)	24	96000	2	00:07
Datatransfer.wav	DATATRANSFER - Muted Alien Dial Tone (x1)	24	96000	2	00:02
Judder_Clanks_01.wav	CLANKS (D) - Mid-High Pitched Reverberent Shuffling Chaos (x1)	24	96000	2	00:02
Harmonicreduction.wav	HARMONICREDUCTION (A) - Mid-Pitched Tinny Laser Beam, Light Crackling from Distortion (x1)	24	96000	2	00:03
Judder_Clanks_Distant.wav	CLANKS DISTANT - Mid-High Pitched Reverberent Shuffling Chaos (x1)	24	96000	2	00:03
Judder_Clanks_02.wav	CLANKS (F) - Woody Clicks and Low Pitched High Energy Warbling (x1)	24	96000	2	00:02
Data_Scan_Sequence.wav	SCAN - Resonant Laser-like Burst with Crackling at End, Mid-High Pitched (x6)	24	96000	2	00:18
Judder_Clanks_Louder_01.wav	CLANKS LOUDER - Mid-High Pitched Reverberent Shuffling Chaos (x1)	24	96000	2	00:02
Judder_Clanks_Louder_02.wav	CLANKS (A) - Arpeggiating Tones, Reverberent, Grumbly Tone with High Pitched Squelches, Mid-Low Pitched (x1)	24	96000	2	00:06
Lazerscape_02.wav	FEDEON - Low Pitched Percussive Elements, Digital Artifacts, Filter Modulation (x1)	24	96000	2	00:06
Lazerscape_01.wav	LAZERSCAPE (C) - Low-Pitched High Energy Pulsing Energy, Small Static Bursts (x1)	24	96000	2	00:11
Lazerquest_Sequence.wav	LAZERQUEST (B) - Distorted Gritty Rising Digital Boings (x3)	24	96000	2	00:11
Lazer_Rubberzap_01.wav	RUBBERZAP (B) - Stuttering Glitch, Farty (x1)	24	96000	2	00:03
Lazer_Rubberzap_02.wav	RUBBERZAP (A) - Wobbly Digital Glitching, Stuttering (x1)	24	96000	2	00:06
Lazer_Scatter.wav	SCATTER - Mid-Low Pitched Tone with Formant and High Pitched Buzzing Tone with Tremolo (x1)	24	96000	2	00:05
Monster_01.wav	MONSTER - Stuttering Formant, Digital Voice with Synth Swell Undertone (x1)	24	96000	2	00:04
Lazer_RubberZap_short.wav	RUBBERZAP SHORT - Stuttering Clicking and Tonal Glitches, Mid Pitched (x1)	24	96000	2	00:05

Lazer_RubberZap_longer.wav	RUBBERZAP LONGER - Stuttering Tonal Glitches, Mid Pitched (x1)	24	96000	2	00:09
Neptune_Marimba_01.wav	HARMONICSLICE (C) - Woody Trilling Texture with Reverb (x1)	24	96000	2	00:04
Monster_03.wav	SHATTER (A) - Low Pitched Muted Statcy Tone, Warbly (x1)	24	96000	2	00:04
Neptune_Marimba_03.wav	MOONDRAGON (B) - High Pitched Rising Boinging aith Feedback (x1)	24	96000	2	00:02
Neptune_Marimba_02.wav	HARMONICSLICE (A) - Laser-Like Oneshot with Woody Echos (x1)	24	96000	2	00:02
Neptune_Marimba_04.wav	NEPTUNEMARIMBA (A) - Digital Processing with Wood Marumba, Cartoony (x1)	24	96000	2	00:03
Monster_02.wav	ALIENHIT - Growly, Stuttery, Spring, Abstract Texture, Low Pitched (x1)	24	96000	2	00:02
Neptune_Marimba_05.wav	NEPTUNEMARIMBA (B) - High Pitched Pitch Drop with Low Pitched Resonant Static Bursts (x1)	24	96000	2	00:04
Neptune_Squeeze.wav	IMPORT - Digital Laughing Creature, Delay Feedback, Squeaky (x1)	24	96000	2	00:04
Neptune_Scraped.wav	SCRAPED - Quacky Stereo Wobble, Pitch Rise (x1)	24	96000	2	00:04
Neptune_Scanners.wav	SCANNERS - Echoing Woody and Glassy Plinks (x1)	24	96000	2	00:10
Neptune_Squeeze_fast.wav	IMPORT FAST - Echoing Rubber Duck-Like Sound with Bassy Pulses (x1)	24	96000	2	00:01
Neptune_Squeeze_Spring.wav	SPRING - Digital Quack, Mid-High Pitched (x1)	24	96000	2	00:01
Puncher_01.wav	PUNCHER PLOSIVE - Woody Clunks, Strange Fluttering Tones, Bursts of Sounds, Mid Pitched (x1)	24	96000	2	00:06
Puncher_02.wav	SPACEPONG (A) - Chaotic Stuttering Sequence of Noises, Texture, Various Pitches (x1)	24	96000	2	00:11
Puncher_03.wav	SCRAMBLE (D) - Percussive Glitching Texture, Mid-Low Pitched (x1)	24	96000	2	00:04
Puncher_04.wav	PUNCHER (A) - Bizzare Metallic Wobble with Percussive Hits (x1)	24	96000	2	00:03
Puncher_05.wav	PUNCHER (B) - Rising Winding Tones with Static Glitching Bursts and Soft Telemetric Tail, Mid-High Pitched (x1)	24	96000	2	00:07
Puncher_06.wav	SPACEPONG (C) - Synth 8bit Powerup with Glitching Out and Echo (x1)	24	96000	2	00:05
Puncher_07.wav	PUNCHER HARSH - Static Shuffling, High Pitched Whining, Glitching Series of Sounds with Telemetric Qualities at End, Mid-High Pitched (x1)	24	96000	2	00:08
Solarwind_Plastic.wav	ROTTENPLASTIC - Resonant and Sizzly Swell, Mid-Low Pitched (x1)	24	96000	2	00:03
Sliders.wav	SLIDERS (B) - Round Tone into Wooden Gliss and Tonal Riser, Mid-High Pitched (x1)	24	96000	2	00:02
Puncher_08.wav	SHUDDER - Explosive Hit with Stuttring Tail (x1)	24	96000	2	00:01
Tallic Short.wav	TALLIC SHORT - Tonal Sting with small Click Burst (x1)	24	96000	2	00:02
Time_Rip_Sequence.wav	TIME RIP - Crackling Buzzy Bitcrushed Bursts of Noise, Mid-High Pitched (x5)	24	96000	2	00:08
Tuner_01.wav	INTERFERENCE (C) - Arythmic Noise Bursts and Extended Tone (x1)	24	96000	2	00:05
Tuner_02.wav	CHAOSWHIP (E) - Low Pitched, Rythmic, Muted, Distorted, Pulsing Tone (x1)	24	96000	2	00:04
Tuner_03.wav	MACHINISM (E) - Wobbly Low Tone with High Pitched Static Accent at End (x1)	24	96000	2	00:03
Tuner_04.wav	WIPER - Airy Stuttering Noise with Quiet Mid-High Pitched Tone (x1)	24	96000	2	00:05
Tuner_05.wav	WIPER SHORTER - Airy Stuttering Noise with Mid-High Resonance (x1)	24	96000	2	00:01
Tuner_06.wav	TUNER (B) - Screaming Static with Tonal Pulsing Element (x1)	24	96000	2	00:03
Tuner_07.wav	OSCI - High Pitched Wobbly Tone with Filter Sweeping (x1)	24	96000	2	00:04
Tuner_08.wav	PHASESLIDE - Noise Bursts with Tuning Oscillating Laser Like Tone (x1)	24	96000	2	00:02
Tuner_Diplodocus Sequence.wav	DIPLODOCUS (A) - Futuristic Radio Tuning, Shuffling with Tonal and Static Accents (x4)	24	96000	2	00:25
Aquapur_Nano_02.wav	UMWOOP - UI Pulse, Confirm, Low Pitched (x1)	24	96000	2	00:01
Aquapur_Nano_01.wav	SWIPE - UI Pulse, Select, Low Pitched (x1)	24	96000	2	00:01
Tuner_Pitchsphere.wav	PITCHSPHERE - Low Pitched Reverberent Spacy Tone Into Present Hissy High Pitched Tone (x1)	24	96000	2	00:05
Aquapur_Nano_03.wav	SUBMERGED - Soft Digital Growly Bubbling, Mid-Low Pitched (x1)	24	96000	2	00:02
Aquapur_Nano_04.wav	SPONGE - Warping Thwoomp, Low Pitched (x1)	24	96000	2	00:02
Aquapur_Nano_05.wav	WIGGLE - Fast Pusling UI, Digital Bubbling, Confirm (x1)	24	96000	2	00:01
Aquapur_Nano_06.wav	PORPOISE - Dark Selection UI Pulse with Bubbling, Low Pitched (x1)	24	96000	2	00:03
Aquapur_Nano_07.wav	BLONK - Neutral Digital UI Confrim (x1)	24	96000	2	00:02
Aquapur_Nano_08.wav	PONG - Dark Selection UI with Bubbling, Mid-High Pitched (x1)	24	96000	2	00:01
Aquapur_Nano_09.wav	DOCKING - Airy Reversing Tone into High Energy Digital Bubbling (x1)	24	96000	2	00:02

Aquapur_Nano_10.wav	LOWFIDELITY - Low Pitched Bass Oneshot with High Pitched Digital Bubbling	24	96000	2	00:02
Aquapur_Nano_11.wav	BORK - Low Pitched Smooth Bass Pulse (x1)	24	96000	2	00:02
Aquapur_Nano_12.wav	DIGITALSICK (B) - Muted Swelling Glitching Warble (x1)	24	96000	2	00:01
Coded_01.wav	CODED - UI Chime, Tone, Tinny, Mid Pitched (x1)	24	96000	2	00:01
Coded_02.wav	BLUR - Tinny Mid-Low Pitched Warbling Tone (x1)	24	96000	2	00:01
Coded_03.wav	ERRORED - UI Chime, Metallic, FM Synth, Mid Pitched (x1)	24	96000	2	00:01
Coded_04.wav	JAWSHARP - Bouncy UI Chime, Tiny, FM Synth, Mid Pitched (x1)	24	96000	2	00:01
Coded_05.wav	BUZZER (B) - UI Alert Tone with Soft Click, Low-Mid Pitched (x1)	24	96000	2	00:01
Coded_06.wav	BLOOM - Tinny Two Tone Sting with Trailing Clicks (x1)	24	96000	2	00:01
Coded_07.wav	BOGGLED - Tinny Clock-like Chime (x1)	24	96000	2	00:01
Coded_08.wav	HARMONICREDUCTION (B) - Bouncy UI Chime, Tiny, FM Synth, Rapid Clicking at End, Mid Pitched (x1)	24	96000	2	00:01
Coded_09.wav	TICKER - Plasticity Plonk with Glassy Ticking, Mid Pitched (x1)	24	96000	2	00:01
Coded_10.wav	SLIDE (A) - Tinny Sproing with Long Ringout, Mid-High Pitched (x1)	24	96000	2	00:01
Coded_11.wav	SPACEHARP - Aliasing Chime with Warbling and Small Burst at the End (x1)	24	96000	2	00:01
Coded_12.wav	SPINOOFF - Metallic Clang with Farty Clicking (x1)	24	96000	2	00:01
Coded_Bit_01.wav	TIN - Hissy Buzz, Metallic, High Pitched (x1)	24	96000	2	00:00
Coded_Bit_02.wav	BADBOT (B) - Phasey Buzzing Neutral UI Confirm, Mid Pitched (x1)	24	96000	2	00:00
Coded_Bit_03.wav	GROAK (A) - Digital Croak, Buzzy, Negative (x1)	24	96000	2	00:00
Coded_Bit_04.wav	MACHINER - Servo-like Buzz, Mid-High Pitched (x1)	24	96000	2	00:00
Coded_Bit_05.wav	ERROR - Digital UI Quack, Neutral, Negative, Mid-High Pitched (x1)	24	96000	2	00:00
Dopped_01.wav	DOPPED - UI, Glassy Select, Digital (x1)	24	96000	2	00:00
Dopped_02.wav	LIMPKICK - Flappy Kick, Mid Pitched (x1)	24	96000	2	00:00
Dopped_03.wav	HATTAGE - Quick Buzzy Digital Chirp, High Pitched (x1)	24	96000	2	00:00
Dopped_06.wav	BRIEF - Short Digital Click, Mid-Low Pitched (x1)	24	96000	2	00:00
Dopped_05.wav	CUSSIVE - UI, Pulse, Negative (x1)	24	96000	2	00:00
Dopped_04.wav	BUCKET - Short Sharp Round Pulse, Mid Pitched (x1)	24	96000	2	00:00
Dopped_07.wav	PERC - UI, Woody Click, Mid-High Pitched (x1)	24	96000	2	00:00
Dopped_08.wav	CHROMA - FM Woody Pulse, Mid-Low Pitched (x1)	24	96000	2	00:00
Dopped_09.wav	THUNK - Woody Airy Plunk, Mid-High Pitched (x1)	24	96000	2	00:00
Dopped_10.wav	SLICE - UI, Quick Dull Beep, Typing (x1)	24	96000	2	00:00
Dopped_11.wav	ZIP - UI, Plip, Typing, High Pitched (x1)	24	96000	2	00:01
Dopped_12.wav	TICK - Noise Click, Typing, High Pitched (x1)	24	96000	2	00:00
Dopped_13.wav	SNARE - Shaker-like Noise Burst, Short, High Pitched (x1)	24	96000	2	00:00
Dopped_14.wav	DOUPOLY - Metallic Clunk with Digital Bubbling (x1)	24	96000	2	00:00
Dopped_Clink_01.wav	CLINK - UI, Glassy Click (x1)	24	96000	2	00:00
Dopped_Clink_02.wav	TUNEDPERC - UI, Glassy Clunk, Select, Mid-Low Pitched (x1)	24	96000	2	00:00
Monster_Nano_02.wav	SLIDE (B) - UI, Negative, Digital Clicking, Mid-High Pitched (x1)	24	96000	2	00:00
Monster_Nano_01.wav	RUB - UI, Negative, Digital Clicking, Mid-High Pitched (x1)	24	96000	2	00:00
Dopped_Clink_03.wav	TOKK - Marumba Clunk, Woody, Mid-Low Pitched (x1)	24	96000	2	00:00
Monster_Nano_03.wav	GROT - Buzzy Stutter with Stuttering Percussive Tail, High Pitched(x1)	24	96000	2	00:01
Monster_Thresher.wav	THRESHER - Muted Buzzing Swell, Mid-Low Pitched (x1)	24	96000	2	00:02
Noised_01.wav	NOISED - Snappy Kick with Airy Digital Tail, Mid-High Pitched (x1)	24	96000	2	00:01
Noised_02.wav	GREYED (A) - Knocking Noise Pulse (x1)	24	96000	2	00:00
Noised_03.wav	SCRUP - Chunky Noise Burst, Mid High Pitched (x1)	24	96000	2	00:00

Noised_04.wav	BEIGESTATE (B) - Airy Knock, Mid-Low Pitched (x1)	24	96000	2	00:01
Noised_07.wav	BALOTHE - Grumbly Texture with Fluttering Soft Clicks, Low-Mid Pitched (x1)	24	96000	2	00:01
Noised_08.wav	ABSENT - Airy Pulse with Telemetric Processing, Mid-Low Pitched (x1)	24	96000	2	00:01
Noised_05.wav	COIL - Lofi Digital Grumble (x1)	24	96000	2	00:01
Noised_06.wav	PRESS - UI, Cancel, Negative, Bassy, Low Pitched (x1)	24	96000	2	00:00
Noised_09.wav	STEAM - Bassy Dull Hit with High Reverberent Noise Burst (x1)	24	96000	2	00:01
Noised_10.wav	BOGCRITTER (C) - Stuttering Ripping Swell, Crispy, Gritty, Mid-Low Pitched (x1)	24	96000	2	00:01
Noised_11.wav	TUBULAR - Metallic Washy Burst of Noise (x1)	24	96000	2	00:01
Puncher_Nano_01.wav	RUMBLE - Airy Percussive Hit with Groany Undertone (x1)	24	96000	2	00:00
Puncher_Nano_02.wav	TENNIS - Airy Snappy Hit, Atmospheric, Mid-High Pitched (x1)	24	96000	2	00:00
Puncher_Nano_03.wav	VERBED - Airy Bass Kick, Low Pitched (x1)	24	96000	2	00:00
Puncher_Nano_04.wav	TOMMED - Bassy Plunky Hit with Atmospheric Reverb, Low Pitched (x1)	24	96000	2	00:01
Puncher_Nano_05.wav	KICKTONE - Bassy Kick with Airy Tail, Low Pitched (x1)	24	96000	2	00:01
Puncher_Nano_06.wav	KICKY - Bassy Kick with Airy Tail, Low Pitched (x1)	24	96000	2	00:01
Puncher_Nano_07.wav	SONARDROP - Airy Bit Crushed Double Pulse, Mid-Low Pitched (x1)	24	96000	2	00:01
Science_01.wav	DICE - Glassy Clicks with Airy Reverb (x1)	24	96000	2	00:01
Science_02.wav	LAZERQUEST (A) - Digital Clicks with Decending Tone with Confirmation Tone at End	24	96000	2	00:01
Science_03.wav	GRAINSPACE (A) - Digital Electrical Crackle (x1)	24	96000	2	00:01
Science_04.wav	INSECTIOD - Sharp Echoing Digital Crackle (x1)	24	96000	2	00:01
Science_05.wav	WHIPPY - Small Burst of Reversing Crackly Static (x1)	24	96000	2	00:01
Science_06.wav	DIGITALSICK (A) - Digital Bubbling Pulse with Crackling, Mid-Low Pitched (x1)	24	96000	2	00:01
Science_07.wav	MINIPOPS (B) - Digital Clicking with UI Cancel, Negative (x1)	24	96000	2	00:01
Science_08.wav	SHATTER (B) - Clicking Pig-like Squeal (x1)	24	96000	2	00:01
Timelazer_Zapper_01.wav	PLOSION (C) - Chirping Blast, Noise Burst, Mid-High Pitched (x1)	24	96000	2	00:01
Timelazer_Zapper_02.wav	ZAPPER - Crunchy Tonal Drop, with Synth Bubbling and Crunchy Burst at End (x1)	24	96000	2	00:02
Tuner_Chaoswhip_01.wav	CHAOSWHIP (C) - Digital Steam Burst, Air Release-lik (x1)	24	96000	2	00:01
Tuner_Chaoswhip_02.wav	TINHIT - Tinny Clank with Reverberent Atmospheric Reverb, Mid-High Pitched (x1)	24	96000	2	00:02
Tuner_Tucked_01.wav	TUCKED - Bassy, Warbly, Plam, Low Pitched (x1)	24	96000	2	00:02
Tuner_Tucked_02.wav	FUZE - Bassy, Warbly, Plam, Low Pitched (x1)	24	96000	2	00:02
Tuner_Tucked_03.wav	SCAPED - Bassy, Warbly, Plam, Low Pitched (x1)	24	96000	2	00:02
Tuner_Tucked_04.wav	SWARM - Bassy, Warbly, Sharp Plam, Pingponging Echo, Low Pitched (x1)	24	96000	2	00:02
Tuner_Tucked_05.wav	FADED - Bassy, Warbly, Plam, Low Pitched (x1)	24	96000	2	00:02
Tuner_Tucked_06.wav	WHISTLE - Bassy, Warbly, Sharp Plam, Low Pitched (x1)	24	96000	2	00:02
Tuner_Tucked_07.wav	SLIDERS (A) - Bassy, Warbly, Sharp Plam, Low Pitched (x1)	24	96000	2	00:02
Tuner_Tucked_08.wav	GROAN (B) - Bassy, Warbly, Plam, Low Pitched (x1)	24	96000	2	00:02
Tuner_Tucked_09.wav	METALTHUD - Bassy, Warbly, Plam, Low Pitched (x1)	24	96000	2	00:02
Tuner_Tucked_10.wav	PHASED - Digital Hit with Warbling Digital Tail, Low-Mid Pitched (x1)	24	96000	2	00:03
Tuner_Tucked_11.wav	BOUNCE - Digital Pulse with Chirpy Pulse at End (x1)	24	96000	2	00:01
Tuner_Tucked_12.wav	ZAP (A) - Round Sweep and Noise Hit, Mid-Low Pitched (x1)	24	96000	2	00:01
Bowl_Crackle_01.wav	CRACKLE (A) - Bass String Two Tone Texture, Low Pitched (x1)	24	96000	2	00:01
Bogcritter_Sequence.wav	BOGCRITTER (B) - Low Mid Bassy Tone with Crunchy Static and Resonant Tube-like Thumps (x5)	24	96000	2	00:12
Tuner_Tucked_13.wav	TOPPER - Laser Sweep, Mid-High Pitched (x1)	24	96000	2	00:02
Bowl_Crackle_02.wav	CRACKLE (C) - UI Negative Confirmation, Low-Mid Pitched with Airy Tail (x1)	24	96000	2	00:01
Bowl_Crackle_03.wav	INTERIOR - Wobbly Bass Pluck, Rumble, Low Pitched (x1)	24	96000	2	00:04

Bowl_Crackle_Sequence.wav	CRACKLE (B) - Resonant, Woody Bassy Digital Scrapes (x6)	24	96000	2	00:15
Clanks_01.wav	CLANKS (B) - Buzzy Pulse into Minimal Percussive Clicking, Airy, Mid Pitched (x1)	24	96000	2	00:02
Clanks_02.wav	CLANKS (G) - Airy, Thin, Reverberent Burst of Noise, Low Pitched (x1)	24	96000	2	00:02
Clanks_03.wav	GREYED (B) - Stuttering Metallic Noise Burst, Mid-High Pitched (x1)	24	96000	2	00:02
Clanks_04.wav	SCRAPNOISE - Tonal Noise Arpeggiation, Slow, Mid-Low Pitched (x1)	24	96000	2	00:03
Clanks_05.wav	DRONEHIT - Rumbling, Noise, Abstract Texture, Low Pitched (x1)	24	96000	2	00:01
Clanks_06.wav	GREYSCALE - Bassy Pulse, Low Pitched (x1)	24	96000	2	00:01
Clanks_07.wav	RESIN (B) - Dramatic, Gritty, Atmospheric Abstract Texture (x1)	24	96000	2	00:11
Gourd_Groan.wav	GROAN (C) - Muted Bassy Siren, Distortion, Feedback, Low Pitched (x1)	24	96000	2	00:01
Gourd_Neptunian808.wav	NEPTUNIAN808 - Gritty Bass Hit and Drop (x1)	24	96000	2	00:01
Gourd_Overtone01.wav	OVERTONED - Bassy Pulse, Gritty Hit, Low Pitched (x1)	24	96000	2	00:03
Gourd_Overtone02.wav	SPACE08 - Square Downer, Gritty, Low Pitched (x1)	24	96000	2	00:04
Gourd_Phosphur_Omm.wav	OMM 01 - Low Rumbling Bubbling Tones, Low Pitched (x1)	24	96000	2	00:09
Gourd_Scramble.wav	SCRAMBLE (B) - Digital Drum Hit with Long Tonal Hold, Gritty Low Pitched Rumble (x1)	24	96000	2	00:04
Gourd_Sub_01.wav	BARON (A) - Bassy Glunk Texture, Double Blub, Low Pitched (x1)	24	96000	2	00:02
Gourd_Sub_02.wav	GOULD (B) - Woody Echoing Note with (x2) Low Pitched Bassy Pulses (x1)	24	96000	2	00:04
Gourd_Sub_03.wav	BARON (E) - Low Puse, Two Tone, Dull, Low Pitched (x1)	24	96000	2	00:01
Gourd_Sub_Sequence.wav	GOULD (A) - Echoing Low Synth Pulse, Low Pitched (x1)	24	96000	2	00:20
Gourd_Sub_Tryp.wav	TRYP - Three Synth Bass Pulses, Low Pitched (x1)	24	96000	2	00:01
Gourd_Warhorn.wav	WARHORN - Low Clean Tone, Distorted Pitch and Volume Swell (x1)	24	96000	2	00:07
Tuner_Arcade_Machinism.wav	MACHINISM (D) - Rythmic Synth Pulses, Clicks, Mid Pitched (x1)	24	96000	2	00:06
Tuner_Chaoswhip_02.wav	CHAOSWHIP (A) - Three Buzzing Resonant Pulses (x1)	24	96000	2	00:02
Tuner_Chaoswhip_03.wav	CHAOSWHIP (B) - Eratic Bursts of Noise and Low Bassy Pulses (x1)	24	96000	2	00:02
Tuner_Chaoswhip_04.wav	FUSION (C) - Bursts of Noise with Low Pitched Steam Pipe-like Tone (x1)	24	96000	2	00:06
Tuner_Hitsmash_01.wav	HITSMASH - Metallic Clank with Warbling Digital Noise, Mid Pitched (x1)	24	96000	2	00:04
Tuner_Hitsmash_02.wav	IMPACT (C) - Drunk Clanging, Wobbly, Metallic, Mid-Low Pitched (x1)	24	96000	2	00:03
Tuner_Hitsmash_03.wav	CLANGERS (B) - Heavy Percussive Drum-like Texutre, Airy, Digital Sizzling, Low Pitched (x1)	24	96000	2	00:02
Tuner_Hitsmash_04.wav	PIERCESMASH - Burst of Noise with Strange Warbling Reverberent Tail, Mid-Low Pitched (x1)	24	96000	2	00:04
Tuner_Hitsmash_Sequence_01.wav	IMPACT (A) - Metallic Clack, Fluctuating Echoing Tail, Low Pitched (x1)	24	96000	2	00:17
Tuner_Hitsmash_Sequence_02.wav	CLANGERS (C) - Metallic Bassy Hits, Percussive, Low Pitched (x1)	24	96000	2	00:11
Tuner_Metalfight_longer.wav	METALFIGHT LONGER - Muted Noise Bursts, Light Saber-like (x1)	24	96000	2	00:05
Tuner_Metalfight_Impacts.wav	IMPACTS - White Noise Crash with Laser Like Aftershocks (x1)	24	96000	2	00:04
Tuner_Hitsmash_Sequence_03.wav	METALFIGHT (A) - Muted Noise Burst, Low Pitched (x3)	24	96000	2	00:07
Tuner_Metalfight_Sequence.wav	METALFIGHT (B) - Transformer-like Metallic Airy Chunking (x9)	24	96000	2	00:39
Algernon_01.wav	ALGERNON (C) - Speed Ramping Texture, Pulses and Sparks, Reversing Ramping Texture at End, Mid Pitched (x1)	24	96000	2	00:03
Algernon_02.wav	ALGERNON (B) - Powerdown with Percussive Clicks (x1)	24	96000	2	00:02
Algernon_03.wav	ALGERNON REVERSER - Reversing Power Rise, Lasery Chirps (x1)	24	96000	2	00:02
Algernon_04.wav	ALGERNON (A) - Laser Chirps with Farty and Bassy Power Down (x1)	24	96000	2	00:02
Algernon_05.wav	REVERSEDRAIN - Fluctuating Pitch with Wacky Punctuations at End (x1)	24	96000	2	00:06
Algernon_06.wav	GOGO (A) - Crunchy Buzz Reverse Buildup, Weird Bloops and Chirps (x1)	24	96000	2	00:02
Algernon_07.wav	WINDUP - Gritty Reversing Riser with Intermittent Pulses (x1)	24	96000	2	00:02
Algernon_Timelazer_02.wav	SCRABBLETIME - Shuffling Followed by Drop, Rise, and Digital Chirping (x1)	24	96000	2	00:07
Algernon_Timelazer_01.wav	TIMELAZER - Delay Feedback Laser Chirps with Speed Ramping (x1)	24	96000	2	00:08
Algernon_08.wav	GOGO (B) - Airy Rise into Wacky High Pitched Shuffling Texture (x1)	24	96000	2	00:04

Algernon_Timelazer_03.wav	SKYSHIELD - Laser Like Burst with Arpeggiating Chirps with Reverse at End (x1)	24	96000	2	00:04
Algernon_Timelazer_04.wav	ZAPFEST - Laser Like Chirp with Stuttering Clicks (x1)	24	96000	2	00:01
Algernon_Timelazer_05.wav	CRANK (A) - Laser Ricochet, Digital Bubbling Pulse, High Pitched (x1)	24	96000	2	00:01
Algernon_Timelazer_06.wav	GOGO (C) - Chirpy Arpeggiating Pulse Followed by Distorted Laser Cannon with Decending Pitch (x1)	24	96000	2	00:02
Algernon_Transition_Sequence.wav	ALGERNON (D) - Various Crunching Shuffling Bursts, Various Pitch Modulations (x7)	24	96000	2	00:16
Algernon_Transition_Short.wav	PLOSION (A) - Buzzy Swell with Punchy Low Pulses (x1)	24	96000	2	00:02
Aquapur_Data.wav	INSECT (B) - Digital Clicking Rumble, Tonal Swell, Low Pitched (x1)	24	96000	2	00:13
Aquapur_Transition.wav	INSECT (A) - Clicking, Digital Insect, Mid-High Pitched (x1)	24	96000	2	00:04
Baron_Transition_01.wav	BARON (B) - Bit Crushed Metalic Tone with Pitch Rise (x1)	24	96000	2	00:02
Baron_Transition_02.wav	BARON (F) - Metalic Twangy Texture with Low Pitched Swell (x1)	24	96000	2	00:02
Bogcritter.wav	BOGCRITTER (A) - Distorted Mallet Weird Hit and Hold, Mid Pitched (x1)	24	96000	2	00:03
Bowl_Dronescape_01.wav	DRONESCAPE (B) - Metalic Buzzing Riser, Mid-High Pitched (x1)	24	96000	2	00:04
Bowl_Dronescape_02.wav	DRONESCAPE (A) - Metalic Buzzing Riser, Mid-High Pitched (x1)	24	96000	2	00:06
Bowl_Polop_Sequence.wav	POLOP - Round Tone Swells, Buzzy Cello-like Swell (x6)	24	96000	2	00:21
Brasswires_Counter_Transition.wav	JUNKBURST - Bubbly Arpeggiating Feedback Texture, Mid-High Pitched (x1)	24	96000	2	00:14
Broken_Transition.wav	BROKEN (D) - Bit Crush Swell, Alien Alarm (x1)	24	96000	2	00:01
Clanks_Transition.wav	CLANKS (E) - Quick Airy Stuttering Texture, Mid-Low Pitched (x1)	24	96000	2	00:01
Crank_Transition_01.wav	CRANK (C) - Wacky Laser, Scrubbing Texture, Time Ramp, Modulating Pitch (x3)	24	96000	2	00:12
Crank_Transition_02.wav	CRANK (B) - Speed Ramp Down, Stuttering Clicks, Power Down (x1)	24	96000	2	00:02
Crank_Transition_Sequence.wav	CRANK (D) - Weird Oneshot, Various Textures, Airy Space, Metallic and Farty Clangs, Mid Low Pitched (x1)	24	96000	2	00:09
Crushup.wav	CRUSHUP - Glitchy Swell, Stuttering, Burst of Noise at End (x1)	24	96000	2	00:02
Drainer_01.wav	DRAINER - Low Drone with Very Gradual Filter Opening (x1)	24	96000	2	00:08
Drainer_02.wav	STRAIN (B) - Slow Tension Riser, Low Pitched Bass with Slow Rising Airy Tone (x1)	24	96000	2	00:17
Draught_01.wav	STRAIN (A) - Bassy Slow Swell, Texture, Atmospheric, Low Pitched (x1)	24	96000	2	00:08
Draught_02.wav	EVIL DEAD - Synth Swell, Airy, Mid-Low Pitched (X1)	24	96000	2	00:02
Opeth.wav	OPETH - Dark Resonant Verby Airy Builds with Shuffling Digital Artifacts (x1)	24	96000	2	00:21
Pitcher.wav	PITCHER - Plunk, Pitch Ramping Down and back Up, Reverse (x1)	24	96000	2	00:03
Reverser.wav	REVERSER (A) - Low Swelling Tones, Low Pitched (x1)	24	96000	2	00:12
Stretch_Screed.wav	SCREED - Alien Alarm, Two Tones, Buzzing (x1)	24	96000	2	00:05
Tallic.wav	TALLIC (B) - Strange Flanging Swell with Digital Bubbling at End, Rising Pitch (x1)	24	96000	2	00:04
Summon_02.wav	SUMMON (B) - Tone with Rythmic Stutters, Decreasing Speed (x1)	24	96000	2	00:03
Summon_01.wav	SUMMON (A) - Warbly Muted Tone with Rythmic Stutters (x1)	24	96000	2	00:04
Timescape_Doomy.wav	TIMESCAPE_DOOMY - Atmospheric, Atonal, Bells, Glitch, Low Pitched (x1)	24	96000	2	00:08
Timescape_Transition_Large_01.wav	TIMESCAPE - Powerup, Wacky Stutter, Power Down (x1)	24	96000	2	00:10
Timescape_Transition_Large_02.wav	CHAOSREV - Shuffling Texture with Complex Powerdown At End (x1)	24	96000	2	00:08
Timescape_Transition_Large_03.wav	GRAVITY (B) - Wacky Stuttering Laser Charge (x1)	24	96000	2	00:14
Timescape_Transition_Large_04.wav	WINDDOWN (B) - Stuttering Power Down and Power Up with Metalic Clanks (x1)	24	96000	2	00:05
Timescape_Transition_Large_05.wav	TIMESLIP - Power Down and Powerup (x1)	24	96000	2	00:05
Timescape_Transition_Longer.wav	GRAVITY (A) - Stuttering Chaotic Falls, Tonal Chirping, Fast Slowing Down, Revamping and Continuing to Fall, Mid-High Pitched (x1)	24	96000	2	00:19
Timescape_Transition_Medium_01.wav	JITTERS (B) - Stuttering Reversed Metallic Ringing, Mid-High Pitched (x1)	24	96000	2	00:04
Timescape_Transition_Medium_02.wav	GLASSSPACE TREMORS - Fluttering Synth Ramps, Aliasing, Metallic (x1)	24	96000	2	00:03
Timescape_Transition_Medium_03.wav	JITTERS (A) - Reversed Shimmering, Mettalic, Mid-High Pitched (x1)	24	96000	2	00:04
Timescape_Transition_Medium_04.wav	INCANTATION - Reversing Airy Pulses (x1)	24	96000	2	00:04
Timescape_Transition_Sequence_01.wav	GLASSSPACE - Fluttering Synth Ramps, Aliasing, Metallic (x5)	24	96000	2	00:16

Timescape_Transition_Sequence_02.wav	JITTERS (C) - Wacky Stuttering Reversing Riser, High Pitched (x1)	24	96000	2	00:18
Timescape_Transition_Sequence_03.wav	LIGHT PHASE - Stuttering Resonant Pulsing, Mid-High Pitched Tone (x3)	24	96000	2	00:12
Timescape_Transition_Sequence_Short.wav	SCRAPER (A) - Reversing Ping Ponging Pulsing Swell, Mid-High Pitched (x8)	24	96000	2	00:25
Tuner_Arcade.wav	ARCADE - Alien Alarm with Static Interference, Mid-High Pitched (x1)	24	96000	2	00:05
Tuner_Diplodocus_Transition_01.wav	DIPLODOCUS (E) - Clicky Swell, Soft Metallic Rise, Mid-High Pitched (x1)	24	96000	2	00:01
Tuner_Diplodocus_Transition_02.wav	TRASHER - UI Selection, Digital Bubble with Sizzling Tail, Mid-Low Pitched (x1)	24	96000	2	00:02
Tuner_Diplodocus_Transition_03.wav	DIPLODOCUS (G) - Resonant Swell with Slight Stuttering, High Pitched (x1)	24	96000	2	00:02
Tuner_Diplodocus_Transition_04.wav	DIPLODOCUS (D) - Ramping Fast Clicks and Laser-like Pulses (x1)	24	96000	2	00:02
Tuner_Reverser.wav	REVERSER (B) - Rumble with Airy Reversing Swells and High Pitched Tones, High Pitched (x1)	24	96000	2	00:13
Tuner_Impact.wav	IMPACT (B) - Phasey Pulsing Gritty Texture, Mid-High Pitched (x1)	24	96000	2	00:04
Tuner_Diplodocus_Transition_05.wav	DIPLODOCUS (C) - Metallic Synth Ronk, Shrill, High Pitched (x1)	24	96000	2	00:03
Tuner_Transition_01.wav	FUSION (B) - Fizzy, Warbly, Metallic Synth Noise (x1)	24	96000	2	00:02
Tuner_Transition_02.wav	FUSION (A) - Fizzy, Warbly, Metallic Synth Noise (x1)	24	96000	2	00:03
Tuner_Transition_05.wav	MACHINISM (A) - Hissy Decending Laser, High to Low Frequency Sweep (x1)	24	96000	2	00:02
Tuner_Transition_04.wav	MACHINISM (B) - Echoing Tone, Swell, Low-High-Low Frequency Sweep, High Pitched (x1)	24	96000	2	00:04
Tuner_Transition_03.wav	CHAOSWHIP (D) - Hissy Fuzz Swell with Metalic Wobble (x1)	24	96000	2	00:02
Tuner_Transition_06.wav	TUNER (C) - Echoing Tone Warble, Light Crackling Low-High-Low Pitch Modulation (x1)	24	96000	2	00:04
Tuner_Transition_07.wav	TUNER (A) - Powerup and Power Down, High Pitched Whine (x1)	24	96000	2	00:05
Tuner_Transition_08.wav	FIZZY - Stuttering DJ Laser Texture, Filter Sweep, High Pitched (x1)	24	96000	2	00:08
Tuner_Transition_09.wav	MACHINISM (C) - Fizzy Tuning, Fluctuating Pitch (x1)	24	96000	2	00:06
Tuner_Transition_Sequence_01.wav	CHAOS WHIP - Whispy Synth Airy Pulses, Pitch Fluctuations, Mid-High Pitched (x4)	24	96000	2	00:07
Tuner_Transition_Sequence_02.wav	TUNER_TRANSITION_SEQUENCE_02 - Goofy Air Sweeps, Pneumatic Door Sweetener (x4)	24	96000	2	00:08