

Horror Game Essentials

Filename	Description	BitDepth	SampleRate	Channels	Duration
BloodDripping_1.wav		16	44100	1	00:00
BloodDripping_2.wav		16	44100	1	00:00
BloodDripping_3.wav		16	44100	1	00:00
BloodDripping_4.wav		16	44100	1	00:01
BloodDripping_5.wav		16	44100	1	00:00
DyingMan.wav		24	48000	1	00:08
Gore_Punch_1.wav		16	44100	2	00:01
Gore_Punch_2.wav		16	44100	2	00:01
Gore_Punch_3.wav		16	44100	2	00:01
Gore_Punch_4.wav		16	44100	2	00:01
Gore_Punch_5.wav		16	44100	2	00:00
Gore_Punch_6.wav		16	44100	2	00:01
Gore_Punch_7.wav		16	44100	2	00:02
Gore_RipBone_1.wav		16	44100	2	00:06
Gore_RipBone_10.wav		16	44100	2	00:05
Gore_RipBone_11.wav		16	44100	2	00:03
Gore_RipBone_12.wav		16	44100	2	00:03
Gore_RipBone_13.wav		16	44100	2	00:03
Gore_RipBone_2.wav		16	44100	2	00:04
Gore_RipBone_3.wav		16	44100	2	00:03
Gore_RipBone_4.wav		16	44100	2	00:03
Gore_RipBone_5.wav		16	44100	2	00:04
Gore_RipBone_6.wav		16	44100	2	00:04
Gore_RipBone_7.wav		16	44100	2	00:03
Gore_RipBone_8.wav		16	44100	2	00:03

Gore_RipBone_9.wav	16	44100	2	00:05
Gore_Stab_1.wav	16	44100	2	00:01
Gore_Stab_3.wav	16	44100	2	00:01
Gore_Stab_4.wav	16	44100	2	00:01
Woman_CarryDead_1.wav	24	48000	1	00:05
Woman_CarryDead_2.wav	24	48000	1	00:06
Woman_CarryDead_3.wav	24	48000	1	00:05
Woman_CrazyPush.wav	24	48000	1	00:02
Woman_Impact_1.wav	24	48000	1	00:00
Woman_Impact_2.wav	24	48000	1	00:00
Woman_Impact_3.wav	24	48000	1	00:00
Woman_Impact_4.wav	24	48000	1	00:00
Woman_LocoScare.wav	24	48000	1	00:06
Woman_Scared_1.wav	24	48000	1	00:05
Woman_Scared_2.wav	24	48000	1	00:05
Woman_Scared_3.wav	24	48000	1	00:09
Woman_Smell_1.wav	24	48000	1	00:04
Woman_Smell_2.wav	24	48000	1	00:02
Woman_Smell_3.wav	24	48000	1	00:02
Woman_Smell_4.wav	24	48000	1	00:03
Woman_Wall_1.wav	24	48000	1	00:02
Woman_Wall_2.wav	24	48000	1	00:03
Woman_Wall_3.wav	24	48000	1	00:04
Woman_Wall_4.wav	24	48000	1	00:03
GearAll_1.wav	16	48000	2	00:01
GearAll_2.wav	16	48000	2	00:01
GearAll_3.wav	16	48000	2	00:01
GearAll_4.wav	16	48000	2	00:01
GearAll_5.wav	16	48000	2	00:01
GearAll_6.wav	16	48000	2	00:01

GearAll_7.wav	16	48000	2	00:01
GearAll_8.wav	16	48000	2	00:01
Grab_1.wav	24	48000	1	00:01
Grab_2.wav	24	48000	1	00:01
Grab_3.wav	24	48000	1	00:00
Grab_4.wav	24	48000	1	00:00
Grab_5.wav	24	48000	1	00:00
Grab_6.wav	24	48000	1	00:01
LowHealth Loop.wav	24	48000	2	00:10
Man_BadSmell_1.wav	16	44100	2	00:04
Man_BadSmell_2.wav	16	44100	2	00:01
Man_BadSmell_3.wav	16	44100	2	00:01
Man_BadSmell_4.wav	16	44100	2	00:02
Man_BadSmell_5.wav	16	44100	2	00:02
Man_Damage_1.wav	16	44100	2	00:01
Man_Damage_2.wav	16	44100	2	00:01
Man_Damage_3.wav	16	44100	2	00:01
Man_Damage_4.wav	16	44100	2	00:01
Man_Damage_5.wav	16	44100	2	00:01
Man_Damage_Extreme_1.wav	16	44100	2	00:01
Man_Damage_Extreme_2.wav	16	44100	2	00:01
Man_FrustratedExhale_1.wav	16	44100	2	00:02
Man_FrustratedExhale_2.wav	16	44100	2	00:03
Man_FrustratedExhale_3.wav	16	44100	2	00:02
Man_FrustratedExhale_4.wav	16	44100	2	00:02
Man_FrustratedExhale_5.wav	16	44100	2	00:02
Man_HeavyEffort_Loop_1.wav	16	44100	2	00:09
Man_HeavyEffort_Loop_2.wav	16	44100	2	00:08
Man_HeavyEffort_Loop_3.wav	16	44100	2	00:14
Man_Running_End.wav	16	44100	2	00:06

Man_Running_Loop_1.wav	16	44100	2	00:14
Man_Running_Loop_2.wav	16	44100	2	00:08
Man_Scared_Loop_1.wav	16	44100	2	00:27
Man_Scared_Loop_2.wav	16	44100	2	00:15
Man_Struggling_Loop_1.wav	16	44100	2	00:04
Man_Struggling_Loop_2.wav	16	44100	2	00:04
Man_Struggling_Loop_3.wav	16	44100	2	00:06
Fall_Blood_1.wav	24	48000	2	00:01
Fall_Blood_2.wav	24	48000	2	00:01
Fall_Blood_3.wav	24	48000	2	00:01
Fall_Blood_4.wav	24	48000	2	00:01
Fall_Bones_1.wav	24	48000	1	00:01
Fall_Bones_2.wav	24	48000	1	00:01
Fall_Bones_3.wav	24	48000	1	00:01
Fall_Bones_4.wav	24	48000	1	00:01
Fall_Bones_5.wav	24	48000	1	00:01
Hand_METAL_1.wav	16	48000	1	00:00
Hand_METAL_2.wav	16	48000	1	00:00
Hand_METAL_3.wav	16	48000	1	00:00
Hand_METAL_4.wav	16	48000	1	00:00
Hand_ROCK_1.wav	16	48000	1	00:00
Hand_ROCK_2.wav	16	48000	1	00:00
Hand_ROCK_3.wav	16	48000	1	00:00
Hand_ROCK_4.wav	16	48000	1	00:00
Hand_WOOD_1.wav	24	48000	1	00:00
Hand_WOOD_2.wav	24	48000	1	00:00
Hand_WOOD_3.wav	24	48000	1	00:00
Hand_WOOD_4.wav	24	48000	1	00:00
Impact_METAL_1.wav	24	48000	1	00:01
Impact_METAL_2.wav	24	48000	1	00:01

Impact_METAL_3.wav	24	48000	1	00:01
Impact_METAL_4.wav	24	48000	1	00:01
Impact_ROCK_1.wav	24	48000	1	00:01
Impact_ROCK_2.wav	24	48000	1	00:01
Impact_ROCK_3.wav	24	48000	1	00:01
Impact_ROCK_4.wav	24	48000	1	00:01
Impact_WOOD_1.wav	24	48000	1	00:01
Impact_WOOD_2.wav	24	48000	1	00:01
Impact_WOOD_3.wav	24	48000	1	00:00
Impact_WOOD_4.wav	24	48000	1	00:01
Scrape_METAL_1.wav	24	48000	1	00:03
Scrape_METAL_2.wav	24	48000	1	00:03
Scrape_METAL_3.wav	24	48000	1	00:03
Scrape_METAL_4.wav	24	48000	1	00:02
Scrape_METAL_5.wav	24	48000	1	00:02
Scrape_ROCK_1.wav	24	48000	1	00:05
Scrape_ROCK_2.wav	24	48000	1	00:06
Scrape_ROCK_3.wav	24	48000	1	00:04
Scrape_ROCK_4.wav	24	48000	1	00:06
Scrape_ROCK_5.wav	24	48000	1	00:03
Scrape_WOOD_1.wav	24	48000	1	00:03
Scrape_WOOD_2.wav	24	48000	1	00:03
Scrape_WOOD_3.wav	24	48000	1	00:01
Scrape_WOOD_4.wav	24	48000	1	00:02
Scrape_WOOD_5.wav	24	48000	1	00:02
Scrape_WOOD_6.wav	24	48000	1	00:02
Scrape_WOOD_7.wav	24	48000	1	00:03
Scrape_WOOD_8.wav	24	48000	1	00:04
Scuff_BLOOD_Leg_1.wav	24	48000	1	00:02
Scuff_BLOOD_Leg_2.wav	24	48000	1	00:02

Scuff_BLOOD_Leg_3.wav	24	48000	1	00:02
Scuff_BLOOD_Leg_4.wav	24	48000	1	00:02
Scuff_BONES_Leg_1.wav	24	48000	1	00:01
Scuff_BONES_Leg_2.wav	24	48000	1	00:01
Scuff_BONES_Leg_3.wav	24	48000	1	00:01
Scuff_BONES_Leg_4.wav	24	48000	1	00:01
Step_Blood_Run_Left_1.wav	16	48000	2	00:01
Step_Blood_Run_Left_2.wav	16	48000	2	00:01
Step_Blood_Run_Left_3.wav	16	48000	2	00:01
Step_Blood_Run_Left_4.wav	16	48000	2	00:01
Step_Blood_Run_Right_1.wav	16	48000	2	00:01
Step_Blood_Run_Right_2.wav	16	48000	2	00:01
Step_Blood_Run_Right_3.wav	16	48000	2	00:01
Step_Blood_Run_Right_4.wav	16	48000	2	00:01
Step_Blood_Trot_Left_1.wav	16	48000	2	00:01
Step_Blood_Trot_Left_2.wav	16	48000	2	00:01
Step_Blood_Trot_Left_3.wav	16	48000	2	00:01
Step_Blood_Trot_Left_4.wav	16	48000	2	00:01
Step_Blood_Trot_Right_1.wav	16	48000	2	00:01
Step_Blood_Trot_Right_2.wav	16	48000	2	00:01
Step_Blood_Trot_Right_3.wav	16	48000	2	00:01
Step_Blood_Trot_Right_4.wav	16	48000	2	00:01
Step_Blood_Walk_Left_1.wav	16	48000	2	00:01
Step_Blood_Walk_Left_2.wav	16	48000	2	00:01
Step_Blood_Walk_Left_3.wav	16	48000	2	00:01
Step_Blood_Walk_Left_4.wav	16	48000	2	00:01
Step_Blood_Walk_Right_1.wav	16	48000	2	00:01
Step_Blood_Walk_Right_2.wav	16	48000	2	00:01
Step_Blood_Walk_Right_3.wav	16	48000	2	00:01
Step_Blood_Walk_Right_4.wav	16	48000	2	00:01

Step_Bones_Run_Left_1.wav	24	48000	1	00:00
Step_Bones_Run_Left_2.wav	24	48000	1	00:00
Step_Bones_Run_Left_3.wav	24	48000	1	00:00
Step_Bones_Run_Left_4.wav	24	48000	1	00:00
Step_Bones_Run_Right_1.wav	24	48000	1	00:00
Step_Bones_Run_Right_2.wav	24	48000	1	00:00
Step_Bones_Run_Right_3.wav	24	48000	1	00:00
Step_Bones_Run_Right_4.wav	24	48000	1	00:00
Step_Bones_Trot_Left_1.wav	24	48000	1	00:00
Step_Bones_Trot_Left_2.wav	24	48000	1	00:00
Step_Bones_Trot_Left_3.wav	24	48000	1	00:00
Step_Bones_Trot_Left_4.wav	24	48000	1	00:00
Step_Bones_Trot_Right_1.wav	24	48000	1	00:00
Step_Bones_Trot_Right_2.wav	24	48000	1	00:00
Step_Bones_Trot_Right_3.wav	24	48000	1	00:00
Step_Bones_Trot_Right_4.wav	24	48000	1	00:00
Step_Bones_Walk_Left_1.wav	24	48000	1	00:01
Step_Bones_Walk_Left_2.wav	24	48000	1	00:00
Step_Bones_Walk_Left_3.wav	24	48000	1	00:00
Step_Bones_Walk_Left_4.wav	24	48000	1	00:01
Step_Bones_Walk_Right_1.wav	24	48000	1	00:00
Step_Bones_Walk_Right_2.wav	24	48000	1	00:01
Step_Bones_Walk_Right_3.wav	24	48000	1	00:01
Step_Bones_Walk_Right_4.wav	24	48000	1	00:00
Steps_Forest_Run_1.wav	16	44100	1	00:00
Steps_Forest_Run_2.wav	16	44100	1	00:00
Steps_Forest_Run_3.wav	16	44100	1	00:00
Steps_Forest_Run_4.wav	16	44100	1	00:00
Steps_Forest_Run_5.wav	16	44100	1	00:00
Steps_Forest_Run_6.wav	16	44100	1	00:01

Steps_Forest_Run_7.wav	16	44100	1	00:01
Steps_Forest_Run_8.wav	16	44100	1	00:00
Steps_Forest_Trot_1.wav	16	44100	1	00:01
Steps_Forest_Trot_2.wav	16	44100	1	00:01
Steps_Forest_Trot_3.wav	16	44100	1	00:00
Steps_Forest_Trot_4.wav	16	44100	1	00:01
Steps_Forest_Trot_5.wav	16	44100	1	00:01
Steps_Forest_Trot_6.wav	16	44100	1	00:01
Steps_Forest_Walk_1.wav	16	44100	1	00:01
Steps_Forest_Walk_2.wav	16	44100	1	00:01
Steps_Forest_Walk_3.wav	16	44100	1	00:01
Steps_Forest_Walk_4.wav	16	44100	1	00:01
Steps_Forest_Walk_5.wav	16	44100	1	00:01
Steps_Forest_Walk_6.wav	16	44100	1	00:01
Steps_Forest_Walk_7.wav	16	44100	1	00:01
Steps_Forest_Walk_8.wav	16	44100	1	00:01
Steps_Leaves_Run_1.wav	16	44100	1	00:01
Steps_Leaves_Run_2.wav	16	44100	1	00:01
Steps_Leaves_Walk_1.wav	16	44100	1	00:01
Steps_Leaves_Walk_3.wav	16	44100	1	00:01
Steps_Leaves_Walk_2.wav	16	44100	1	00:01
Steps_Leaves_Walk_4.wav	16	44100	1	00:01
Step_Bridge_Run_Left_1.wav	24	48000	1	00:01
Step_Bridge_Run_Left_2.wav	24	48000	1	00:01
Step_Bridge_Run_Left_3.wav	24	48000	1	00:01
Step_Bridge_Run_Left_4.wav	24	48000	1	00:01
Step_Bridge_Run_Right_1.wav	24	48000	1	00:01
Step_Bridge_Run_Right_2.wav	24	48000	1	00:01
Step_Bridge_Run_Right_3.wav	24	48000	1	00:01
Step_Bridge_Run_Right_4.wav	24	48000	1	00:01

Step_Bridge_Trot_Left_1.wav	24	48000	1	00:01
Step_Bridge_Trot_Left_2.wav	24	48000	1	00:01
Step_Bridge_Trot_Left_3.wav	24	48000	1	00:00
Step_Bridge_Trot_Left_4.wav	24	48000	1	00:00
Step_Bridge_Trot_Right_1.wav	24	48000	1	00:00
Step_Bridge_Trot_Right_2.wav	24	48000	1	00:01
Step_Bridge_Trot_Right_3.wav	24	48000	1	00:01
Step_Bridge_Trot_Right_4.wav	24	48000	1	00:01
Step_Bridge_Walk_Left_1.wav	24	48000	1	00:01
Step_Bridge_Walk_Left_2.wav	24	48000	1	00:01
Step_Bridge_Walk_Left_3.wav	24	48000	1	00:01
Step_Bridge_Walk_Left_4.wav	24	48000	1	00:01
Step_Bridge_Walk_Left_5.wav	24	48000	1	00:01
Step_Bridge_Walk_Right_1.wav	24	48000	1	00:01
Step_Bridge_Walk_Right_2.wav	24	48000	1	00:01
Step_Bridge_Walk_Right_3.wav	24	48000	1	00:01
Step_Bridge_Walk_Right_4.wav	24	48000	1	00:01
Monster_Steps_1.wav	24	48000	1	00:01
Monster_Steps_2.wav	24	48000	1	00:01
Monster_Steps_3.wav	24	48000	1	00:01
Monster_Attack_1.wav	24	48000	1	00:01
Monster_Attack_2.wav	24	48000	1	00:01
Monster_Attack_3.wav	24	48000	1	00:01
Monster_Attack_4.wav	24	48000	1	00:01
Monster_Attack_5.wav	24	48000	1	00:01
Monster_Efforts_1.wav	24	48000	1	00:01
Monster_Efforts_2.wav	24	48000	1	00:01
Monster_Efforts_3.wav	24	48000	1	00:01
Monster_Efforts_4.wav	24	48000	1	00:01
Monster_Efforts_5.wav	24	48000	1	00:01

Monster_LongScream.wav	24	48000	1	00:02
Zombie_Steps_01.wav	24	48000	1	00:00
Zombie_Steps_02.wav	24	48000	1	00:01
Zombie_Steps_03.wav	24	48000	1	00:01
Zombie_Steps_04.wav	24	48000	1	00:01
Zombie_Steps_05.wav	24	48000	1	00:00
Zombie_Steps_06.wav	24	48000	1	00:01
Zombie_Steps_07.wav	24	48000	1	00:01
Zombie_Steps_08.wav	24	48000	1	00:01
ZombieAttack_Ver2_1.wav	16	44100	1	00:01
ZombieAttack_Ver2_2.wav	16	44100	1	00:01
ZombieAttack_Ver2_3.wav	16	44100	1	00:01
ZombieAttack_Ver2_4.wav	16	44100	1	00:00
ZombieAttack_Ver2_5.wav	16	44100	1	00:01
ZombieAttack_Ver2_6.wav	16	44100	1	00:01
ZombieAttack_Ver2_7.wav	16	44100	1	00:01
ZombieGruntVer2_1.wav	16	44100	2	00:03
ZombieGruntVer2_2.wav	16	44100	2	00:03
ZombieGruntVer2_3.wav	16	44100	2	00:03
ZombieGruntVer2_4.wav	16	44100	2	00:02
ZombieGruntVer2_5.wav	16	44100	2	00:03
ZombieGruntVer2_6.wav	16	44100	2	00:03
ZombieGruntVer3_1.wav	16	44100	2	00:02
ZombieGruntVer3_2.wav	16	44100	2	00:01
ZombieGruntVer3_3.wav	16	44100	2	00:01
ZombieGruntVer3_4.wav	16	44100	2	00:02
ZombieGruntVer3_5.wav	16	44100	2	00:02
ZombieGruntVer3_6.wav	16	44100	2	00:02
ZombieGrunt_1.wav	16	44100	2	00:02
ZombieGrunt_2.wav	16	44100	2	00:04

ZombieScrem_1.wav	16	44100	2	00:02
ZombieScrem_2.wav	16	44100	2	00:02
ZombieScrem_3.wav	16	44100	2	00:03
ZombieScrem_4.wav	16	44100	2	00:03
ZombieScrem_5.wav	16	44100	2	00:03
ZombieScrem_6.wav	16	44100	2	00:03
ZombieScrem_7.wav	16	44100	2	00:02
ZombieScrem_8.wav	16	44100	2	00:03
ZombieTalk_1.wav	16	44100	2	00:02
ZombieTalk_2.wav	16	44100	2	00:02
ZombieTalk_3.wav	16	44100	2	00:02
ZombieTalk_4.wav	16	44100	2	00:01
ZombieTalk_5.wav	16	44100	2	00:01
ZombieTalk_6.wav	16	44100	2	00:02
ZombieTalk_7.wav	16	44100	2	00:02
ZombieTalk_8.wav	16	44100	2	00:02
ZombieTalk_9.wav	16	44100	2	00:02
Zombie_Attack_1.wav	24	44100	1	00:00
Zombie_Attack_10.wav	24	44100	1	00:01
Zombie_Attack_2.wav	24	44100	1	00:01
Zombie_Attack_3.wav	24	44100	1	00:00
Zombie_Attack_4.wav	24	44100	1	00:01
Zombie_Attack_5.wav	24	44100	1	00:01
Zombie_Attack_6.wav	24	44100	1	00:01
Zombie_Attack_7.wav	24	44100	1	00:01
Zombie_Attack_8.wav	24	44100	1	00:01
Zombie_Attack_9.wav	24	44100	1	00:01
Zombie_Dead_Ver1_1.wav	24	44100	1	00:02
Zombie_Dead_Ver1_2.wav	24	44100	1	00:01
Zombie_Dead_Ver1_3.wav	24	44100	1	00:01

Zombie_Dead_Ver1_4.wav	24	44100	1	00:01
Zombie_Dead_Ver1_5.wav	24	44100	1	00:01
Zombie_Dead_Ver1_6.wav	24	44100	1	00:01
Zombie_Dead_Ver2_1.wav	24	44100	1	00:01
Zombie_Dead_Ver2_2.wav	24	44100	1	00:01
Zombie_Dead_Ver2_3.wav	24	44100	1	00:01
Zombie_Dead_Ver2_4.wav	24	44100	1	00:01
Zombie_Dead_Ver2_5.wav	24	44100	1	00:02
Zombie_Dead_Ver2_6.wav	24	44100	1	00:02
Zombie_Detected_1.wav	24	44100	1	00:02
Zombie_Detected_2.wav	24	44100	1	00:02
Zombie_Detected_3.wav	24	44100	1	00:03
Zombie_Detected_4.wav	24	44100	1	00:03
Zombie_Detected_5.wav	24	44100	1	00:03
Zombie_Detected_6.wav	24	44100	1	00:03
Zombie_Detected_7.wav	24	44100	1	00:02
Zombie_Detected_8.wav	24	44100	1	00:03
Zombie_Infestation.wav	24	44100	2	01:14
Zombie_Normal_Ver1_1.wav	24	44100	1	00:02
Zombie_Normal_Ver1_2.wav	24	44100	1	00:04
Zombie_Normal_Ver2_1.wav	24	44100	1	00:03
Zombie_Normal_Ver2_2.wav	24	44100	1	00:03
Zombie_Normal_Ver2_3.wav	24	44100	1	00:03
Zombie_Normal_Ver2_4.wav	24	44100	1	00:02
Zombie_Normal_Ver2_5.wav	24	44100	1	00:02
Zombie_Normal_Ver2_6.wav	24	44100	1	00:03
Zombie_Normal_Ver2_7.wav	24	44100	1	00:03
Zombie_Normal_Ver3_1.wav	24	44100	1	00:02
Zombie_Normal_Ver3_2.wav	24	44100	1	00:01
Zombie_Normal_Ver3_3.wav	24	44100	1	00:01

Zombie_Normal_Ver3_4.wav	24	44100	1	00:02
Zombie_Normal_Ver3_5.wav	24	44100	1	00:02
Zombie_Normal_Ver3_6.wav	24	44100	1	00:02
Bridge_Emitter_High_1.wav	24	48000	1	00:01
Bridge_Emitter_High_2.wav	24	48000	1	00:02
Bridge_Emitter_High_3.wav	24	48000	1	00:02
Bridge_Emitter_High_4.wav	24	48000	1	00:03
Bridge_Emitter_High_5.wav	24	48000	1	00:03
Bridge_Emitter_Low_1.wav	24	48000	1	00:04
Bridge_Emitter_Low_2.wav	24	48000	1	00:07
Bridge_Emitter_Low_3.wav	24	48000	1	00:07
Bridge_Emitter_Low_4.wav	24	48000	1	00:06
Bridge_Emitter_Low_5.wav	24	48000	1	00:05
Bridge_Emitter_Low_6.wav	24	48000	1	00:05
Bird Fly-Sing_1.wav	24	48000	1	00:01
Bird Fly-Sing_2.wav	24	48000	1	00:01
Bird Fly-Sing_3.wav	24	48000	1	00:01
Bird Fly-Sing_4.wav	24	48000	1	00:01
Bird Fly_1.wav	24	48000	1	00:01
Bird Fly_2.wav	24	48000	1	00:01
Bird Fly_3.wav	24	48000	1	00:01
Bird Fly_4.wav	24	48000	1	00:00
Bird Fly_5.wav	24	48000	1	00:01
Bird ScaredFly_1.wav	24	48000	1	00:01
Bird ScaredFly_2.wav	24	48000	1	00:01
Bird ScaredFly_3.wav	24	48000	1	00:01
Bird ScaredFly_4.wav	24	48000	1	00:00
Bird ScaredFly_5.wav	24	48000	1	00:00
Bird Scared_1.wav	24	48000	1	00:01
Bird Scared_2.wav	24	48000	1	00:01

Bird Scared_3.wav	24	48000	1	00:01
Bird Scared_4.wav	24	48000	1	00:01
Bird Sing_1.wav	24	48000	1	00:00
Bird Sing_2.wav	24	48000	1	00:00
Bird Sing_3.wav	24	48000	1	00:00
Bird Sing_4.wav	24	48000	1	00:00
Bird Sing_5.wav	24	48000	1	00:00
Bird Sing_6.wav	24	48000	1	00:00
Bird Sing_7.wav	24	48000	1	00:00
GhostChild_Breath_Raw_1.wav	24	48000	1	00:09
GhostChild_Breath_Raw_2.wav	24	48000	1	00:06
GhostChild_Breath_Raw_3.wav	24	48000	1	00:04
GhostChild_Pro_1.wav	16	44100	2	00:07
GhostChild_Pro_2.wav	16	44100	2	00:10
GhostChild_Pro_3.wav	16	44100	2	00:12
Ravens_Spec.wav	24	44100	1	00:06
Ravens_Spec_1.wav	24	44100	1	00:03
UnknownYell_1.wav	24	44100	1	00:04
UnknownYell_2.wav	24	44100	1	00:04
WingFlap_1.wav	24	44100	1	00:00
WingFlap_2.wav	24	44100	1	00:00
WingFlap_3.wav	24	44100	1	00:01
WingFlap_4.wav	24	44100	1	00:00
WingFlap_5.wav	24	44100	1	00:00
Door_Close_1.wav	24	44100	1	00:01
Door_Close_2.wav	24	44100	1	00:01
Door_Open_1.wav	24	44100	1	00:01
Door_Open_2.wav	24	44100	1	00:01
Door_WontBudge_1.wav	24	44100	1	00:01
Door_WontBudge_2.wav	24	44100	1	00:01

Door_WontBudge_3.wav	24	44100	1	00:01
Door_WontBudge_4.wav	24	44100	1	00:01
Reja_Close_1.wav	24	44100	1	00:02
Reja_Close_2.wav	24	44100	1	00:02
Reja_Close_Ver2_1.wav	24	44100	1	00:01
Reja_Close_Ver2_2.wav	24	44100	1	00:01
Reja_Hit_1.wav	24	44100	2	00:03
Reja_Hit_10.wav	24	44100	2	00:02
Reja_Hit_2.wav	24	44100	2	00:02
Reja_Hit_3.wav	24	44100	2	00:02
Reja_Hit_4.wav	24	44100	2	00:02
Reja_Hit_5.wav	24	44100	2	00:03
Reja_Hit_6.wav	24	44100	2	00:02
Reja_Hit_7.wav	24	44100	2	00:03
Reja_Hit_8.wav	24	44100	2	00:07
Reja_Hit_9.wav	24	44100	2	00:02
Reja_Open_1.wav	24	44100	1	00:01
Reja_Open_2.wav	24	44100	1	00:01
Reja_WontBudge_1.wav	24	44100	1	00:01
Reja_WontBudge_2.wav	24	44100	1	00:01
Reja_WontBudge_3.wav	24	44100	1	00:01
Reja_WontBudge_4.wav	24	44100	1	00:01
Impact_Metal_Rattle_ST_1.wav	24	44100	2	00:06
Impact_Metal_Rattle_ST_2.wav	24	44100	2	00:04
Impact_Metal_Rattle_ST_3.wav	24	44100	2	00:05
Impact_Metal_Rattle_ST_4.wav	24	44100	2	00:05
RadioEmitterSolo.wav	24	48000	1	00:25
SpookyDoor_1.wav	24	44100	1	00:03
SpookyDoor_2.wav	24	44100	1	00:03
SpookyDoor_3.wav	24	44100	1	00:03

SpookyDoor_4.wav	24	44100	1	00:07
SpookyDoor_5.wav	24	44100	1	00:09
SpookyDoor_Ver2_1.wav	24	44100	1	00:04
SpookyDoor_Ver2_2.wav	24	44100	1	00:03
SpookyDoor_Ver2_3.wav	24	44100	1	00:05
SpookyDoor_Ver2_4.wav	24	44100	1	00:04
SpookyDoor_Ver2_5.wav	24	44100	1	00:04
Wind_Loop.wav	24	44100	2	00:14
CoF.wav	24	44100	2	00:36
CoF15.wav	24	44100	2	00:20
CoFLoop1.wav	24	44100	2	00:16
CoFLoop2.wav	24	44100	2	00:16
CoFStinger.wav	24	44100	2	00:06
Horror Boss Fight - (Loop part A).wav	16	44100	2	00:40
Horror Boss Fight - (Loop part B).wav	16	44100	2	00:20
Horror Boss Fight - (Short Loop Part A).wav	16	44100	2	00:20
Horror Boss Fight - Drum Kit (Stem).wav	16	44100	2	00:20
Horror Boss Fight - Ghost (Stem).wav	16	44100	2	01:21
Horror Boss Fight - Guitar (Stem).wav	16	44100	2	01:21
Horror Boss Fight - Loop (shorter).wav	16	44100	2	00:40
Horror Boss Fight - Loop Part B (Just guitar).wav	16	44100	2	00:20
Horror Boss Fight - Loop Part B (No Drum Kit).wav	16	44100	2	00:20
Horror Boss Fight - Loop Part B (No Perc).wav	16	44100	2	00:20
Horror Boss Fight - Loop.wav	16	44100	2	01:21
Horror Boss Fight - Perc Part A (Stem).wav	16	44100	2	00:05
Horror Boss Fight - Perc Part B (Stem).wav	16	44100	2	00:03
Horror Boss Fight - Stinger (Negative Part A).wav	16	44100	2	00:03
Horror Boss Fight - Stinger (Negative Part B).wav	16	44100	2	00:06
Horror Boss Fight - Stinger (Positive Part A).wav	16	44100	2	00:04
Horror Boss Fight - Stinger (Positive Part B).wav	16	44100	2	00:05

Horror Boss Fight.wav	16	44100	2	02:06
MusicBox_Simple_1.wav	24	48000	1	00:27
MusicBox_Simple_2.wav	24	48000	1	00:27
MusicBox_Simple_3.wav	24	48000	1	00:27
TerroMXBox.wav	24	44100	2	01:26
TerroMXBox15Min.wav	24	44100	2	00:18
TerroMXBox1Min.wav	24	44100	2	01:03
TerroMXBox30Seg.wav	24	44100	2	00:32
TerroMXBoxLoop.wav	24	44100	2	00:14
TerroMXBoxLoopNoPerc.wav	24	44100	2	00:14
TerroMXBoxNoPerc.wav	24	44100	2	01:27
TerroMXBoxStingerc.wav	24	44100	2	00:05
Terror Box - Scary Music Box (Loop B no perc).wav	24	44100	2	00:14
Terror Box - Scary Music Box (Loop B).wav	24	44100	2	00:14