

Title	Description	FileName	Keywords	Media Code	Time	CD	Track	Index
EXPLDsgn_ORGANIC CRACK-Atomic Explosion_B00M_BRUTE FORCE.wav	PROCESSED RUPTURE Heavy rumbling detonation like impact with flame like roaring in tail.	EXPLDsgn_ORGANIC CRACK-Atomic Explosion_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		EXPLDsgn	0	0
EXPLDsgn_ORGANIC CRACK-Bomber_B00M_BRUTE FORCE.wav	PROCESSED RUPTURE Hard, distorting attack with ripping, noisy element fading out with closing filter.	EXPLDsgn_ORGANIC CRACK-Bomber_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		EXPLDsgn	0	0
EXPLDsgn_ORGANIC CRACK-Building Collapse_B00M_BRUTE FORCE.wav	PROCESSED RUPTURE Heavy explosion and rumbling, followed by demolition of a structure.	EXPLDsgn_ORGANIC CRACK-Building Collapse_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		EXPLDsgn	0	0
EXPLDsgn_ORGANIC CRACK-Cyber Crunch_B00M_BRUTE FORCE.wav	PROCESSED RUPTURE Hard and distorted attack, followed by loud and crack like sound.	EXPLDsgn_ORGANIC CRACK-Cyber Crunch_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		EXPLDsgn	0	0
EXPLDsgn_ORGANIC CRACK-Earth Shatter_B00M_BRUTE FORCE.wav	PROCESSED RUPTURE Explosion like sound, followed by rumbling and heavy crumbling.	EXPLDsgn_ORGANIC CRACK-Earth Shatter_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		EXPLDsgn	0	0
DSGNMisc_ORGANIC CRACK-Ground Impact_B00M_BRUTE FORCE.wav	PROCESSED RUPTURE Hard hit, with rumbling and crumbling.	DSGNMisc_ORGANIC CRACK-Ground Impact_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_ORGANIC CRACK-Head_B00M_BRUTE FORCE.wav	PROCESSED RUPTURE Distorted and hard hit, with cracking and shaking.	DSGNMisc_ORGANIC CRACK-Head_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNDist_ORGANIC CRACK-Ice Cream_B00M_BRUTE FORCE.wav	PROCESSED RUPTURE Hard hit, with loud shattering and breaking.	DSGNDist_ORGANIC CRACK-Ice Cream_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNDist	0	0
DSGNMisc_ORGANIC CRACK-Massive Crumble_B00M_BRUTE FORCE.wav	PROCESSED RUPTURE Heavy rattling and shaking, similar to rock being demolished.	DSGNMisc_ORGANIC CRACK-Massive Crumble_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
EXPLDsgn_ORGANIC CRACK-Rock Burst_B00M_BRUTE FORCE.wav	PROCESSED RUPTURE Explosion like sound, with heavy eruption.	EXPLDsgn_ORGANIC CRACK-Rock Burst_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		EXPLDsgn	0	0
DSGNMisc_ORGANIC CRACK-Rock Pounder_B00M_BRUTE FORCE.wav	PROCESSED RUPTURE Heavy rumbling and smashing down.	DSGNMisc_ORGANIC CRACK-Rock Pounder_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNDist_ORGANIC CRACK-Total Destruction_B00M_BRUTE FORCE.wav	PROCESSED RUPTURE Hard and distorted rumble, similar to start of an explosion.	DSGNDist_ORGANIC CRACK-Total Destruction_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNDist	0	0
DSGNMisc_ORGANIC IMPACT HIGH-Anger_B00M_BRUTE FORCE.wav	PROCESSED HIT HIGH Hard and distorted hit, resembling short and sweeping motion.	DSGNMisc_ORGANIC IMPACT HIGH-Anger_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_ORGANIC IMPACT HIGH-Candy Crash_B00M_BRUTE FORCE.wav	PROCESSED HIT HIGH Smashing, followed by light rattling.	DSGNMisc_ORGANIC IMPACT HIGH-Candy Crash_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_ORGANIC IMPACT HIGH-Clash_B00M_BRUTE FORCE.wav	PROCESSED HIT HIGH Hard, heavy, and single hit, with reverb at the end.	DSGNMisc_ORGANIC IMPACT HIGH-Clash_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNDist_ORGANIC IMPACT HIGH-Crunchy Punch_B00M_BRUTE FORCE.wav	PROCESSED HIT HIGH Distorted hit, with short and quick fluttering.	DSGNDist_ORGANIC IMPACT HIGH-Crunchy Punch_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNDist	0	0
DSGNMisc_ORGANIC IMPACT HIGH-Harsh Smash_B00M_BRUTE FORCE.wav	PROCESSED HIT HIGH Hard hit, with short and hard rustling upon impact.	DSGNMisc_ORGANIC IMPACT HIGH-Harsh Smash_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_ORGANIC IMPACT HIGH-High Energy Burst_B00M_BRUTE FORCE.wav	PROCESSED HIT HIGH Shooting laser like sound, with heavy wobbling.	DSGNMisc_ORGANIC IMPACT HIGH-High Energy Burst_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_ORGANIC IMPACT HIGH-Jawbreaker_B00M_BRUTE FORCE.wav	PROCESSED HIT HIGH Shaky and synthetic hit, with some flickering.	DSGNMisc_ORGANIC IMPACT HIGH-Jawbreaker_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_ORGANIC IMPACT HIGH-Knuckles Punch_B00M_BRUTE FORCE.wav	PROCESSED HIT HIGH Heavy and hard thud, with some reverb.	DSGNMisc_ORGANIC IMPACT HIGH-Knuckles Punch_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_ORGANIC IMPACT HIGH-Metallic Surge_B00M_BRUTE FORCE.wav	PROCESSED HIT HIGH Hard and synthetic sweep like sound, resembling continuous clank.	DSGNMisc_ORGANIC IMPACT HIGH-Metallic Surge_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_ORGANIC IMPACT HIGH-The Swirler_B00M_BRUTE FORCE.wav	PROCESSED HIT HIGH Laser shot like sound, with fragmented output.	DSGNMisc_ORGANIC IMPACT HIGH-The Swirler_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0

DSGNDist_ORGANIC IMPACT HIGH-Tubes Dead_B00M_BRUTE FORCE.wav	PROCESSED HIT HIGH Heavy thud with some creaking at the end.	DSGNDist_ORGANIC IMPACT HIGH-Tubes Dead_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNDist	0	0
DSGNMisc_ORGANIC IMPACT HIGH-Wide Crack_B00M_BRUTE FORCE.wav	PROCESSED HIT HIGH Short and textured hit, like shot fired.	DSGNMisc_ORGANIC IMPACT HIGH-Wide Crack_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_ORGANIC IMPACT LOW-Ankle Breaker_B00M_BRUTE FORCE.wav	PROCESSED HIT LOW Heavy and short thrash, with slight shaking.	DSGNMisc_ORGANIC IMPACT LOW-Ankle Breaker_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNBoom_ORGANIC IMPACT LOW-Bass Creak_B00M_BRUTE FORCE.wav	PROCESSED HIT LOW Deep thumps, like taking heavy steps, with reverb.	DSGNBoom_ORGANIC IMPACT LOW-Bass Creak_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNBoom	0	0
DSGNMisc_ORGANIC IMPACT LOW-Beefeater_B00M_BRUTE FORCE.wav	PROCESSED HIT LOW Deep, long, and synthetic shots, with some shaking.	DSGNMisc_ORGANIC IMPACT LOW-Beefeater_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_ORGANIC IMPACT LOW-Leather Crunch_B00M_BRUTE FORCE.wav	PROCESSED HIT LOW Heavy and distorted smack, with some trembling.	DSGNMisc_ORGANIC IMPACT LOW-Leather Crunch_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNBoom_ORGANIC IMPACT LOW-Organic Bass Drum_B00M_BRUTE FORCE.wav	PROCESSED HIT LOW Deep and heavy thuds, like dropping a heavy object on a solid surface, with feedback.	DSGNBoom_ORGANIC IMPACT LOW-Organic Bass Drum_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNBoom	0	0
DSGNBoom_ORGANIC IMPACT LOW-Punchy Growl_B00M_BRUTE FORCE.wav	PROCESSED HIT LOW Long and muffled hits. Deep and light impact, with feedback.	DSGNBoom_ORGANIC IMPACT LOW-Punchy Growl_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNBoom	0	0
DSGNMisc_ORGANIC IMPACT LOW-Punchy Pounder_B00M_BRUTE FORCE.wav	PROCESSED HIT LOW Fluttering shots, like liquefied laser hurl.	DSGNMisc_ORGANIC IMPACT LOW-Punchy Pounder_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_ORGANIC IMPACT LOW-Sub Distortion_B00M_BRUTE FORCE.wav	PROCESSED HIT LOW Distorted and heavy thud like sound.	DSGNMisc_ORGANIC IMPACT LOW-Sub Distortion_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_ORGANIC IMPACT LOW-Thumper_B00M_BRUTE FORCE.wav	PROCESSED HIT LOW Deep pound like sound, resembling shot fired, with feedback.	DSGNMisc_ORGANIC IMPACT LOW-Thumper_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNBoom_ORGANIC IMPACT LOW-Water Punch_B00M_BRUTE FORCE.wav	PROCESSED HIT LOW Heavy, deep, and wet thumps, with rumble like feedback.	DSGNBoom_ORGANIC IMPACT LOW-Water Punch_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNBoom	0	0
DSGNBoom_ORGANIC IMPACT LOW-Water Snap_B00M_BRUTE FORCE.wav	PROCESSED HIT LOW Heavy and deep thuds, like stomping, with reverb.	DSGNBoom_ORGANIC IMPACT LOW-Water Snap_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNBoom	0	0
DSGNDist_ORGANIC SCREAM LONG-An Ambush_B00M_BRUTE FORCE.wav	PROCESSED SCREECH LONG Loud, continuous, and shriek like sound, with stuttering bass.	DSGNDist_ORGANIC SCREAM LONG-An Ambush_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNDist	0	0
DSGNBram_ORGANIC SCREAM LONG-Breaking Prism_B00M_BRUTE FORCE.wav	PROCESSED SCREECH LONG Continuous buzzing, with changing register. Separate, descending, and short fragments at the end.	DSGNBram_ORGANIC SCREAM LONG-Breaking Prism_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNBram	0	0
DSGNDist_ORGANIC SCREAM LONG-Call Of Destruction_B00M_BRUTE FORCE.wav	PROCESSED SCREECH LONG Distorted and continuous buzzing, similar to blowing into a trumpet.	DSGNDist_ORGANIC SCREAM LONG-Call Of Destruction_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNDist	0	0
DSGNDist_ORGANIC SCREAM LONG-Crushed Metal_B00M_BRUTE FORCE.wav	PROCESSED SCREECH LONG Continuous screech, similar to clanking sound, with a bang.	DSGNDist_ORGANIC SCREAM LONG-Crushed Metal_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNDist	0	0
DSGNTonl_ORGANIC SCREAM LONG-Dental Drill_B00M_BRUTE FORCE.wav	PROCESSED SCREECH Long Sharp buzzing, with changing intensity.	DSGNTonl_ORGANIC SCREAM LONG-Dental Drill_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNTonl	0	0
DSGNMisc_ORGANIC SCREAM LONG-Flex Crackle_B00M_BRUTE FORCE.wav	PROCESSED SCREECH LONG Continuous buzzing, with tapping and some screeching.	DSGNMisc_ORGANIC SCREAM LONG-Flex Crackle_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_ORGANIC SCREAM LONG-Metal Cry_B00M_BRUTE FORCE.wav	PROCESSED SCREECH LONG Sharp and continuous screeching, with changing intensity.	DSGNMisc_ORGANIC SCREAM LONG-Metal Cry_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNBram_ORGANIC SCREAM LONG-Pure Feedback_B00M_BRUTE FORCE.wav	PROCESSED SCREECH LONG Continuous and stable buzzing, with reverb.	DSGNBram_ORGANIC SCREAM LONG-Pure Feedback_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNBram	0	0
DSGNTonl_ORGANIC SCREAM LONG-Screaming Turkey_B00M_BRUTE FORCE.wav	PROCESSED SCREECH LONG Continuous screech, with distorted, wobbling, and light eruption like elements.	DSGNTonl_ORGANIC SCREAM LONG-Screaming Turkey_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNTonl	0	0

DSGNTonl_ORGANIC SCREAM LONG-Who Has The Power_B00M_BRUTE FORCE.wav	PROCESSED SCREECH LONG Continuous screech, opened with a bang, followed by wobbly dispersion.	DSGNTonl_ORGANIC SCREAM LONG-Who Has The Power_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNTonl	0	0
DSGNMisc_ORGANIC SCREAM SHORT-Call Of War_B00M_BRUTE FORCE.wav	PROCESSED SCREECH SHORT High pitch buzz like sound, similar to short note buzz on a trumpet. Distorted.	DSGNMisc_ORGANIC SCREAM SHORT-Call Of War_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNTonl_ORGANIC SCREAM SHORT-Driller_B00M_BRUTE FORCE.wav	PROCESSED SCREECH SHORT Continuous squeal, with buzzing.	DSGNTonl_ORGANIC SCREAM SHORT-Driller_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNTonl	0	0
DSGNMisc_ORGANIC SCREAM SHORT-Hail The Mighty_B00M_BRUTE FORCE.wav	PROCESSED SCREECH SHORT Bang, followed by piercing screech.	DSGNMisc_ORGANIC SCREAM SHORT-Hail The Mighty_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_ORGANIC SCREAM SHORT-In Your Face_B00M_BRUTE FORCE.wav	PROCESSED SCREECH SHORT Bang, followed by wobbling screech.	DSGNMisc_ORGANIC SCREAM SHORT-In Your Face_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_ORGANIC SCREAM SHORT-Little Banshee_B00M_BRUTE FORCE.wav	PROCESSED SCREECH SHORT High pitch screech, with short rumble and feedback.	DSGNMisc_ORGANIC SCREAM SHORT-Little Banshee_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_ORGANIC SCREAM SHORT-Mutant Screamer_B00M_BRUTE FORCE.wav	PROCESSED SCREECH SHORT Short bursts of high pitch, piercing, and intense screech.	DSGNMisc_ORGANIC SCREAM SHORT-Mutant Screamer_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_ORGANIC SCREAM SHORT-Past Your Bedtime_B00M_BRUTE FORCE.wav	PROCESSED SCREECH SHORT Distorted hit, with muffled shattering and feedback.	DSGNMisc_ORGANIC SCREAM SHORT-Past Your Bedtime_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_ORGANIC SCREAM SHORT-Ripple By_B00M_BRUTE FORCE.wav	PROCESSED SCREECH SHORT Continuous screech, with fluttering and feedback. Fly by of unknown flight object.	DSGNMisc_ORGANIC SCREAM SHORT-Ripple By_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_ORGANIC SCREAM SHORT-Teach To Screech_B00M_BRUTE FORCE.wav	PROCESSED SCREECH SHORT Hard hit, followed by wobbly squeal.	DSGNMisc_ORGANIC SCREAM SHORT-Teach To Screech_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_ORGANIC SCREAM SHORT-Tone Hammer_B00M_BRUTE FORCE.wav	PROCESSED SCREECH SHORT Short bursts of high pitch tonal wavering.	DSGNMisc_ORGANIC SCREAM SHORT-Tone Hammer_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNDist_ORGANIC SUSTAIN-All The Clicks_B00M_BRUTE FORCE.wav	PROCESSED DECAY Muffled destruction like sound, with rumbling.	DSGNDist_ORGANIC SUSTAIN-All The Clicks_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNDist	0	0
DSGNDist_ORGANIC SUSTAIN-Bass Crunch_B00M_BRUTE FORCE.wav	PROCESSED DECAY Hard crackling and crumbling with distortion effect. Harsh with a lot of low end.	DSGNDist_ORGANIC SUSTAIN-Bass Crunch_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNDist	0	0
DSGNMisc_ORGANIC SUSTAIN-Blast From The Past_B00M_BRUTE FORCE.wav	PROCESSED DECAY Rumbling and wobbly eruption, resembling a wave crashing onto the shore.	DSGNMisc_ORGANIC SUSTAIN-Blast From The Past_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNDist_ORGANIC SUSTAIN-Boomer_B00M_BRUTE FORCE.wav	PROCESSED DECAY Short and distorted hit, followed by heavy rumble.	DSGNDist_ORGANIC SUSTAIN-Boomer_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNDist	0	0
EXPLDsgn_ORGANIC SUSTAIN-Explosion Fattener_B00M_BRUTE FORCE.wav	PROCESSED DECAY Hard bang with feedback, similar to stones crumbling and scattering after a blast.	EXPLDsgn_ORGANIC SUSTAIN-Explosion Fattener_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		EXPLDsgn	0	0
DSGNDist_ORGANIC SUSTAIN-Fractalizer_B00M_BRUTE FORCE.wav	PROCESSED DECAY Short and hard bang, with rumbling, like quick explosion.	DSGNDist_ORGANIC SUSTAIN-Fractalizer_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNDist	0	0
DSGNMisc_ORGANIC SUSTAIN-Get That Crunch On_B00M_BRUTE FORCE.wav	PROCESSED DECAY Distorted bang, followed by feedback, like eruption and scattering of the particles.	DSGNMisc_ORGANIC SUSTAIN-Get That Crunch On_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNDist_ORGANIC SUSTAIN-Harsh Electrics_B00M_BRUTE FORCE.wav	PROCESSED DECAY Distorted shattering, with screeching at the end.	DSGNDist_ORGANIC SUSTAIN-Harsh Electrics_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNDist	0	0
DSGNMisc_ORGANIC SUSTAIN-Interdimensional Implosion_B00M_BRUTE FORCE.wav	PROCESSED DECAY Wobbly and hard hit, with distorted rumble.	DSGNMisc_ORGANIC SUSTAIN-Interdimensional Implosion_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNDist_ORGANIC SUSTAIN-Is This A Kazoo_B00M_BRUTE FORCE.wav	PROCESSED DECAY Crumbling and distorted shattering, with bass element.	DSGNDist_ORGANIC SUSTAIN-Is This A Kazoo_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNDist	0	0
DSGNDist_ORGANIC SUSTAIN-Lost Cause_B00M_BRUTE FORCE.wav	PROCESSED DECAY Short and quick bursts of distorted hits.	DSGNDist_ORGANIC SUSTAIN-Lost Cause_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNDist	0	0

DSGNMisc_ORGANIC SUSTAIN-Low Crack_B00M_BRUTE FORCE.wav	PROCESSED DECAY Distorted bangs, with rumbling and feedback.	DSGNMisc_ORGANIC SUSTAIN-Low Crack_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_ORGANIC SUSTAIN-Man On Fire_B00M_BRUTE FORCE.wav	PROCESSED DECAY Soft and distorted crackling, resembling burning and flame dispersion.	DSGNMisc_ORGANIC SUSTAIN-Man On Fire_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNRmbl_ORGANIC TEXTURE-Bread Crumbs Avalanche_B00M_BRUTE FORCE.wav	PROCESSED MOVEMENT CONTINUOUS Long, continuously, heavy rumbling and crumbling. Steady thuds and liquid like impacts.	DSGNRmbl_ORGANIC TEXTURE-Bread Crumbs Avalanche_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNRmbl	0	0
DSGNMisc_ORGANIC TEXTURE-Constant Breaking_B00M_BRUTE FORCE.wav	PROCESSED MOVEMENT CONTINUOUS Continuous rumble and cracking, with stable intensity	DSGNMisc_ORGANIC TEXTURE-Constant Breaking_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_ORGANIC TEXTURE-Digital Transformation_B00M_BRUTE FORCE.wav	PROCESSED MOVEMENT CONTINUOUS Wet and distorted crumbling, like stones scattering down the rock.	DSGNMisc_ORGANIC TEXTURE-Digital Transformation_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNRmbl_ORGANIC TEXTURE-Incomplete Morph_B00M_BRUTE FORCE.wav	PROCESSED MOVEMENT CONTINUOUS Hard and continuous rumbling. Distorted.	DSGNRmbl_ORGANIC TEXTURE-Incomplete Morph_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNRmbl	0	0
DSGNRmbl_ORGANIC TEXTURE-Organic Movement_B00M_BRUTE FORCE.wav	PROCESSED MOVEMENT CONTINUOUS Muffled and continuous rumbling, with short swooshes.	DSGNRmbl_ORGANIC TEXTURE-Organic Movement_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNRmbl	0	0
DSGNRmbl_ORGANIC TEXTURE-Rocky_B00M_BRUTE FORCE.wav	PROCESSED MOVEMENT CONTINUOUS Hard and distorted rumbling, with continuous crumbling.	DSGNRmbl_ORGANIC TEXTURE-Rocky_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNRmbl	0	0
DSGNMisc_ORGANIC TEXTURE-Rough Water_B00M_BRUTE FORCE.wav	PROCESSED MOVEMENT CONTINUOUS Muffled and distorted rumbling, with tapping, resembling heavy rain.	DSGNMisc_ORGANIC TEXTURE-Rough Water_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_ORGANIC TEXTURE-Saving The Rainforest_B00M_BRUTE FORCE.wav	PROCESSED MOVEMENT CONTINUOUS Rumbling, with fast and hard tapping, with short creaks.	DSGNMisc_ORGANIC TEXTURE-Saving The Rainforest_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_ORGANIC TEXTURE-Sizzle Burst_B00M_BRUTE FORCE.wav	PROCESSED MOVEMENT CONTINUOUS Distorted rumble, with continuous cracking, like shots being fired.	DSGNMisc_ORGANIC TEXTURE-Sizzle Burst_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_ORGANIC TEXTURE-Two Birds One Stone_B00M_BRUTE FORCE.wav	PROCESSED MOVEMENT CONTINUOUS Continuous and distorted crackling, with various birds chirping.	DSGNMisc_ORGANIC TEXTURE-Two Birds One Stone_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_ORGANIC TEXTURE-Warfare_B00M_BRUTE FORCE.wav	PROCESSED MOVEMENT CONTINUOUS Hard attack, resembling shots fired from different directions.	DSGNMisc_ORGANIC TEXTURE-Warfare_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_ORGANIC TRANSIENT-Clicker_B00M_BRUTE FORCE.wav	PROCESSED FRACTION High, piercing, very short impact. Harsh transient with metallic character.	DSGNMisc_ORGANIC TRANSIENT-Clicker_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_ORGANIC TRANSIENT-Crack_B00M_BRUTE FORCE.wav	PROCESSED FRACTION Short scratches, like trying to light a match.	DSGNMisc_ORGANIC TRANSIENT-Crack_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_ORGANIC TRANSIENT-Cracked Tooth_B00M_BRUTE FORCE.wav	PROCESSED FRACTION Short burst, similar to explosion, with feedback.	DSGNMisc_ORGANIC TRANSIENT-Cracked Tooth_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_ORGANIC TRANSIENT-Crunch_B00M_BRUTE FORCE.wav	PROCESSED FRACTION Short and quick scratches, with stable intensity.	DSGNMisc_ORGANIC TRANSIENT-Crunch_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_ORGANIC TRANSIENT-Cutter_B00M_BRUTE FORCE.wav	PROCESSED FRACTION Short and high pitch clang like sound.	DSGNMisc_ORGANIC TRANSIENT-Cutter_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_ORGANIC TRANSIENT-Force Fed_B00M_BRUTE FORCE.wav	PROCESSED FRACTION Short and distorted jabs, like cutting wood.	DSGNMisc_ORGANIC TRANSIENT-Force Fed_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_ORGANIC TRANSIENT-Hit Me_B00M_BRUTE FORCE.wav	PROCESSED FRACTION Short and hard hits, like fast stomping.	DSGNMisc_ORGANIC TRANSIENT-Hit Me_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_ORGANIC TRANSIENT-Piercer_B00M_BRUTE FORCE.wav	PROCESSED FRACTION Metallic clang in sweeping motion, like sharpening a knife.	DSGNMisc_ORGANIC TRANSIENT-Piercer_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_ORGANIC TRANSIENT-Short Snapper_B00M_BRUTE FORCE.wav	PROCESSED FRACTION Short and hard hits, like stomping on a wet ground.	DSGNMisc_ORGANIC TRANSIENT-Short Snapper_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0

DSGNMisc_ORGANIC TRANSIENT-Snap Back_B00M_BRUTE FORCE.wav	PROCESSED FRACTION Short cuts, like chopping wood.	DSGNMisc_ORGANIC TRANSIENT-Snap Back_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_ORGANIC TRANSIENT-Snap Dragon_B00M_BRUTE FORCE.wav	PROCESSED FRACTION Short and distorted cuts, like chopping wood.	DSGNMisc_ORGANIC TRANSIENT-Snap Dragon_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_ORGANIC TRANSIENT-Tick_B00M_BRUTE FORCE.wav	PROCESSED FRACTION Short and metallic rattle, resembling shaking of a small chain.	DSGNMisc_ORGANIC TRANSIENT-Tick_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_ORGANIC TRANSIENT-Trigger Finger_B00M_BRUTE FORCE.wav	PROCESSED FRACTION Hard and deep smacks, with some clanging.	DSGNMisc_ORGANIC TRANSIENT-Trigger Finger_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
WHSH_ORGANIC WHOOSH-All Aboard_B00M_BRUTE FORCE.wav	PROCESSED FLY BY Hard whirling, with scratch like elements.	WHSH_ORGANIC WHOOSH-All Aboard_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		WHSH	0	0
WHSH_ORGANIC WHOOSH- Angry Bricks_B00M_BRUTE FORCE.wav	PROCESSED FLY BY Brutal rumbling and crackling with closing filter effect like scraping a flower pot on concrete.	WHSH_ORGANIC WHOOSH- Angry Bricks_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		WHSH	0	0
WHSH_ORGANIC WHOOSH- Crumbling_B00M_BRUTE FORCE.wav	PROCESSED FLY BY Deep rumble, similar to the sound of avalanche starting.	WHSH_ORGANIC WHOOSH- Crumbling_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		WHSH	0	0
WHSH_ORGANIC WHOOSH- Extreme Crunch_B00M_BRUTE FORCE.wav	PROCESSED FLY BY Strong rumble with burst of speed, like wind gust.	WHSH_ORGANIC WHOOSH- Extreme Crunch_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		WHSH	0	0
WHSH_ORGANIC WHOOSH- Interdimensional_B00M_BRUTE FORCE.wav	PROCESSED FLY BY Loud roar like sound, with distortion.	WHSH_ORGANIC WHOOSH- Interdimensional_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		WHSH	0	0
WHSH_ORGANIC WHOOSH- Never Have I Ever_B00M_BRUTE FORCE.wav	PROCESSED FLY BY Strong and quick rumble, with crumble at the end.	WHSH_ORGANIC WHOOSH- Never Have I Ever_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		WHSH	0	0
WHSH_ORGANIC WHOOSH- Rocket_B00M_BRUTE FORCE.wav	PROCESSED FLY BY Burst of strong rumble, resembling thunderstorm.	WHSH_ORGANIC WHOOSH- Rocket_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		WHSH	0	0
WHSH_ORGANIC WHOOSH- Scrape Rumble_B00M_BRUTE FORCE.wav	PROCESSED FLY BY Soft and passing roar, like plane flying by overheard.	WHSH_ORGANIC WHOOSH- Scrape Rumble_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		WHSH	0	0
WHSH_ORGANIC WHOOSH- Short Jet Whistle_B00M_BRUTE FORCE.wav	PROCESSED FLY BY Short, fast, and passing roar, with a hiss.	WHSH_ORGANIC WHOOSH-Short Jet Whistle_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		WHSH	0	0
WHSH_ORGANIC WHOOSH- Slammed Break Up_B00M_BRUTE FORCE.wav	PROCESSED FLY BY Deep growling, similar to thunderstorm rumbling.	WHSH_ORGANIC WHOOSH- Slammed Break Up_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		WHSH	0	0
WHSH_ORGANIC WHOOSH-They See Me Rolling_B00M_BRUTE FORCE.wav	PROCESSED FLY BY Deep roar, with accompanying high pitch squeal.	WHSH_ORGANIC WHOOSH-They See Me Rolling_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		WHSH	0	0
WHSH_ORGANIC WHOOSH- Tonal High Scrape_B00M_BRUTE FORCE.wav	PROCESSED FLY BY Passing roar and deep rumble, like plane flying by in close distance.	WHSH_ORGANIC WHOOSH-Tonal High Scrape_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		WHSH	0	0
DSGNDist_SYNTH CRACK-Bad Break Up_B00M_BRUTE FORCE.wav	SYNTHETIC RUPTURE Long, rumbling with thunderous element. Closing filter with wobbling effect.	DSGNDist_SYNTH CRACK-Bad Break Up_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNDist	0	0
DSGNMisc_SYNTH CRACK- Crumble Crackers_B00M_BRUTE FORCE.wav	SYNTHETIC RUPTURE Light hit, followed by rattle, like quick shaking of a board.	DSGNMisc_SYNTH CRACK- Crumble Crackers_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_SYNTH CRACK-Digital Fractur_B00M_BRUTE FORCE.wav	SYNTHETIC RUPTURE Hit and rattle, followed by soft growl.	DSGNMisc_SYNTH CRACK-Digital Fractur_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_SYNTH CRACK- Interference Shatter_B00M_BRUTE FORCE.wav	SYNTHETIC RUPTURE Hard attack with intense throbbing and rumble.	DSGNMisc_SYNTH CRACK- Interference Shatter_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNDist_SYNTH CRACK- Midrange Rip_B00M_BRUTE FORCE.wav	SYNTHETIC RUPTURE Muffled explosion like sound, with deep rumble.	DSGNDist_SYNTH CRACK- Midrange Rip_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNDist	0	0
DSGNMisc_SYNTH CRACK- Mutated Particles_B00M_BRUTE FORCE.wav	SYNTHETIC RUPTURE Soft rumble and slow crackling, distorted at the end.	DSGNMisc_SYNTH CRACK- Mutated Particles_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNDist_SYNTH CRACK- Nuclear Crush_B00M_BRUTE FORCE.wav	SYNTHETIC RUPTURE Soft rumble and slow crackling, distorted at the end, with decreasing intensity.	DSGNDist_SYNTH CRACK-Nuclear Crush_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNDist	0	0

DSGNMisc_SYNTH CRACK-Phase Cracker_B00M_BRUTE FORCE.wav	SYNTHETIC RUPTURE High pitch whoosh with soft growl, like jet flying by.	DSGNMisc_SYNTH CRACK-Phase Cracker_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_SYNTH CRACK-Seismic Break_B00M_BRUTE FORCE.wav	SYNTHETIC RUPTURE Soft explosion like sound, with throbbing and rumble.	DSGNMisc_SYNTH CRACK-Seismic Break_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNDist_SYNTH CRACK-Snap Crackle Pop_B00M_BRUTE FORCE.wav	SYNTHETIC RUPTURE Low and deep rumble, with trembling, like during earthquake.	DSGNDist_SYNTH CRACK-Snap Crackle Pop_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNDist	0	0
DSGNDist_SYNTH CRACK-Stub It Out_B00M_BRUTE FORCE.wav	SYNTHETIC RUPTURE Short and deep growl, resembling fire whirl.	DSGNDist_SYNTH CRACK-Stub It Out_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNDist	0	0
DSGNDist_SYNTH CRACK-Too Much Kills_B00M_BRUTE FORCE.wav	SYNTHETIC RUPTURE Trembling, deep, and distorted rumble, like during thunderstorm.	DSGNDist_SYNTH CRACK-Too Much Kills_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNDist	0	0
DSGNMisc_SYNTH IMPACT HIGH-Cyber Attack_B00M_BRUTE FORCE.wav	SYNTHETIC HIT HIGH High voltage laser like shot, with feedback.	DSGNMisc_SYNTH IMPACT HIGH-Cyber Attack_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_SYNTH IMPACT HIGH-Dont Wake Dad_B00M_BRUTE FORCE.wav	SYNTHETIC HIT HIGH Distorted release of quick and short thuds, like deflating a balloon.	DSGNMisc_SYNTH IMPACT HIGH-Dont Wake Dad_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_SYNTH IMPACT HIGH-Future Punch_B00M_BRUTE FORCE.wav	SYNTHETIC HIT HIGH Fast tap attack, with high pitched and fluttering screech like tail.	DSGNMisc_SYNTH IMPACT HIGH-Future Punch_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_SYNTH IMPACT HIGH-Light Fracture_B00M_BRUTE FORCE.wav	SYNTHETIC HIT HIGH High pitched and fast shriek, like laser shot.	DSGNMisc_SYNTH IMPACT HIGH-Light Fracture_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNDist_SYNTH IMPACT HIGH-Make A Rule_B00M_BRUTE FORCE.wav	SYNTHETIC HIT HIGH Distorted bangs, resembling hard hits on a wooden door.	DSGNDist_SYNTH IMPACT HIGH-Make A Rule_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNDist	0	0
DSGNMisc_SYNTH IMPACT HIGH-Piercing Burst_B00M_BRUTE FORCE.wav	SYNTHETIC HIT HIGH Quick and high pitch whoosh, with decreasing intensity.	DSGNMisc_SYNTH IMPACT HIGH-Piercing Burst_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNDist_SYNTH IMPACT HIGH-Power Flux_B00M_BRUTE FORCE.wav	SYNTHETIC HIT HIGH High filtered, laser like shot with descending pitch.	DSGNDist_SYNTH IMPACT HIGH-Power Flux_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNDist	0	0
DSGNMisc_SYNTH IMPACT HIGH-Prism Break_B00M_BRUTE FORCE.wav	SYNTHETIC HIT HIGH Hit with flutter and slow rumble, like heavy shot of a laser.	DSGNMisc_SYNTH IMPACT HIGH-Prism Break_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_SYNTH IMPACT HIGH-Solid Blast_B00M_BRUTE FORCE.wav	SYNTHETIC HIT HIGH Vibrating rattle, like quick shaking of an unstable door.	DSGNMisc_SYNTH IMPACT HIGH-Solid Blast_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_SYNTH IMPACT HIGH-Tech Sting_B00M_BRUTE FORCE.wav	SYNTHETIC HIT HIGH Hit, followed by releasing of high pitch, fragmented, and vibrating signal.	DSGNMisc_SYNTH IMPACT HIGH-Tech Sting_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_SYNTH IMPACT HIGH-Vacant Possession_B00M_BRUTE FORCE.wav	SYNTHETIC HIT HIGH Short and quick rattle, like extremely fast banging on a door.	DSGNMisc_SYNTH IMPACT HIGH-Vacant Possession_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_SYNTH IMPACT HIGH-Whip Sting_B00M_BRUTE FORCE.wav	SYNTHETIC HIT HIGH Sharp and distorted thrash, like whipping with a lash.	DSGNMisc_SYNTH IMPACT HIGH-Whip Sting_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNDist_SYNTH IMPACT LOW-Arcade_B00M_BRUTE FORCE.wav	SYNTHETIC HIT LOW Extreme, distorting, snappy impact. Short with subtle low end. Some variation with high, piercing element.	DSGNDist_SYNTH IMPACT LOW-Arcade_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNDist	0	0
DSGNDist_SYNTH IMPACT LOW-Crispy Kick_B00M_BRUTE FORCE.wav	SYNTHETIC HIT LOW Muffled explosion like sound, with soft rumble.	DSGNDist_SYNTH IMPACT LOW-Crispy Kick_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNDist	0	0
DSGNMisc_SYNTH IMPACT LOW-Massive Crumbler_B00M_BRUTE FORCE.wav	SYNTHETIC HIT LOW Heavy thud with crackling and crumbling element on top.	DSGNMisc_SYNTH IMPACT LOW-Massive Crumbler_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_SYNTH IMPACT LOW-Mystic Thudders_B00M_BRUTE FORCE.wav	SYNTHETIC HIT LOW Stuttering and fast rattle, with decreasing intensity.	DSGNMisc_SYNTH IMPACT LOW-Mystic Thudders_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_SYNTH IMPACT LOW-Packing Punch_B00M_BRUTE FORCE.wav	SYNTHETIC HIT LOW Harsh hitting attack with stuttering wobble in tail.	DSGNMisc_SYNTH IMPACT LOW-Packing Punch_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0

DSGNMisc_SYNTH IMPACT LOW-Pound For Pound_B00M_BRUTE FORCE.wav	SYNTHETIC HIT LOW Soft hit, followed by light fluttering.	DSGNMisc_SYNTH IMPACT LOW-Pound For Pound_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_SYNTH IMPACT LOW-Punchy Particles_B00M_BRUTE FORCE.wav	SYNTHETIC HIT LOW Wet and hard hit, followed by cracking and scattering, resembling water droplets falling down.	DSGNMisc_SYNTH IMPACT LOW-Punchy Particles_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_SYNTH IMPACT LOW-Short Stone_B00M_BRUTE FORCE.wav	SYNTHETIC HIT LOW Hard hit, followed by soft rattling, similar to stones scattering.	DSGNMisc_SYNTH IMPACT LOW-Short Stone_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_SYNTH IMPACT LOW-Snap Flutter_B00M_BRUTE FORCE.wav	SYNTHETIC HIT LOW Short bursts of quick and deep rattle.	DSGNMisc_SYNTH IMPACT LOW-Snap Flutter_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_SYNTH IMPACT LOW-Sub Contact_B00M_BRUTE FORCE.wav	SYNTHETIC HIT LOW Hard hits, with feedback, like banging on a wooden surface.	DSGNMisc_SYNTH IMPACT LOW-Sub Contact_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_SYNTH IMPACT LOW-Tech Punch_B00M_BRUTE FORCE.wav	SYNTHETIC HIT LOW Hard and whip like snap, like shooting an old pistol.	DSGNMisc_SYNTH IMPACT LOW-Tech Punch_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_SYNTH IMPACT LOW-Thick Thing_B00M_BRUTE FORCE.wav	SYNTHETIC HIT LOW Hard rumble, with feedback, resembling shaking of a large building.	DSGNMisc_SYNTH IMPACT LOW-Thick Thing_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_SYNTH IMPACT LOW-Watch It Crumble_B00M_BRUTE FORCE.wav	SYNTHETIC HIT LOW Hard hit, followed by intense flutter.	DSGNMisc_SYNTH IMPACT LOW-Watch It Crumble_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_SYNTH IMPACT LOW-Where You At_B00M_BRUTE FORCE.wav	SYNTHETIC HIT LOW Short and hard hit, followed by flutter, resembling electric hum	DSGNMisc_SYNTH IMPACT LOW-Where You At_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_SYNTH SCREAM LONG-Annihilation_B00M_BRUTE FORCE.wav	SYNTHETIC SCREECH LONG Sharp hit, followed by fluttering effect, with decreasing intensity of vibration.	DSGNMisc_SYNTH SCREAM LONG-Annihilation_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_SYNTH SCREAM LONG-Cant Take No More_B00M_BRUTE FORCE.wav	SYNTHETIC SCREECH LONG High pitch screech, with soft and slow rumble.	DSGNMisc_SYNTH SCREAM LONG-Cant Take No More_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNDist_SYNTH SCREAM LONG-Demon Siren_B00M_BRUTE FORCE.wav	SYNTHETIC SCREECH LONG Erupting alarm like sound, with fluttering signal.	DSGNDist_SYNTH SCREAM LONG-Demon Siren_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNDist	0	0
DSGNTonl_SYNTH SCREAM LONG-Digital Flare_B00M_BRUTE FORCE.wav	SYNTHETIC SCREECH LONG High, piercing tone with frequency modulation. Variation differ in length.	DSGNTonl_SYNTH SCREAM LONG-Digital Flare_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNTonl	0	0
DSGNTonl_SYNTH SCREAM LONG-Drop it Like Its Hot_B00M_BRUTE FORCE.wav	SYNTHETIC SCREECH LONG Intense shot of a buzz, with screech at the end.	DSGNTonl_SYNTH SCREAM LONG-Drop it Like Its Hot_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNTonl	0	0
DSGNMisc_SYNTH SCREAM LONG-Noisy Neighbor_B00M_BRUTE FORCE.wav	SYNTHETIC SCREECH LONG Sharp flutter, followed by hard flapping, like blade slap of a helicopter.	DSGNMisc_SYNTH SCREAM LONG-Noisy Neighbor_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNTonl_SYNTH SCREAM LONG-Piercing Light_B00M_BRUTE FORCE.wav	SYNTHETIC SCREECH LONG Sharp and high pitch whine, resembling a laser shot.	DSGNTonl_SYNTH SCREAM LONG-Piercing Light_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNTonl	0	0
DSGNDist_SYNTH SCREAM LONG-Space Scream_B00M_BRUTE FORCE.wav	SYNTHETIC SCREECH LONG Bang followed by intense and distorted flutter.	DSGNDist_SYNTH SCREAM LONG-Space Scream_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNDist	0	0
DSGNDist_SYNTH SCREAM SHORT-Achievement Unlocked_B00M_BRUTE FORCE.wav	SYNTHETIC SCREECH SHORT Hard hit and rumble, with fluttering screech.	DSGNDist_SYNTH SCREAM SHORT-Achievement Unlocked_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNDist	0	0
DSGNTonl_SYNTH SCREAM SHORT-Cyber Cry_B00M_BRUTE FORCE.wav	SYNTHETIC SCREECH SHORT Piercing screech, resembling loud clang, with low rumble, and decreasing intensity.	DSGNTonl_SYNTH SCREAM SHORT-Cyber Cry_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNTonl	0	0
DSGNTonl_SYNTH SCREAM SHORT-Deep Call_B00M_BRUTE FORCE.wav	SYNTHETIC SCREECH SHORT Loud clang like sound, with feedback, and quiet rumble.	DSGNTonl_SYNTH SCREAM SHORT-Deep Call_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNTonl	0	0
DSGNTonl_SYNTH SCREAM SHORT-Digital Shriek_B00M_BRUTE FORCE.wav	SYNTHETIC SCREECH SHORT Fast filter modulation effect with high and shrill tonal element.	DSGNTonl_SYNTH SCREAM SHORT-Digital Shriek_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNTonl	0	0
DSGNMisc_SYNTH SCREAM SHORT-Hostile Intelligence_B00M_BRUTE FORCE.wav	SYNTHETIC SCREECH SHORT Quick shot of a high pitch screech, with flutter.	DSGNMisc_SYNTH SCREAM SHORT-Hostile Intelligence_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0

DSGNMisc_SYNTH SCREAM SHORT-Low Shortage_B00M_BRUTE FORCE.wav	SYNTHETIC SCREECH SHORT Quick stutter of electricity buzzing.	DSGNMisc_SYNTH SCREAM SHORT-Low Shortage_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_SYNTH SCREAM SHORT-Noise Jockey_B00M_BRUTE FORCE.wav	SYNTHETIC SCREECH SHORT Fluttering screech, with low rumble.	DSGNMisc_SYNTH SCREAM SHORT-Noise Jockey_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNTonl_SYNTH SCREAM SHORT-Rubber Chicken_B00M_BRUTE FORCE.wav	SYNTHETIC SCREECH SHORT Bang, followed by pulsating and piercing screech.	DSGNTonl_SYNTH SCREAM SHORT-Rubber Chicken_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNTonl	0	0
DSGNDist_SYNTH SCREAM SHORT-Tech Howl_B00M_BRUTE FORCE.wav	SYNTHETIC SCREECH SHORT Low rumble, with high pitch and fluttering noise.	DSGNDist_SYNTH SCREAM SHORT-Tech Howl_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNDist	0	0
DSGNMisc_SYNTH SCREAM SHORT-Toe Stumper_B00M_BRUTE FORCE.wav	SYNTHETIC SCREECH SHORT High pitch and synthetic screech, similar to shooting a laser beam.	DSGNMisc_SYNTH SCREAM SHORT-Toe Stumper_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_SYNTH SCREAM SHORT-Violent Sweep_B00M_BRUTE FORCE.wav	SYNTHETIC SCREECH SHORT Gush of a high pitch squeal, with decreasing intensity.	DSGNMisc_SYNTH SCREAM SHORT-Violent Sweep_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_SYNTH SUSTAIN- Another One_B00M_BRUTE FORCE.wav	SYNTHETIC DECAY Light explosion like sound, like shooting from a shaking cannon.	DSGNMisc_SYNTH SUSTAIN- Another One_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNDist_SYNTH SUSTAIN-Birth Of The Bumble Bee_B00M_BRUTE FORCE.wav	SYNTHETIC DECAY Short and synthetic shots, with bassy feedback, like rumble.	DSGNDist_SYNTH SUSTAIN-Birth Of The Bumble Bee_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNDist	0	0
DSGNMisc_SYNTH SUSTAIN- Decimate_B00M_BRUTE FORCE.wav	SYNTHETIC DECAY Muffled and distorted shot, resembling shooting a missile, with flutter.	DSGNMisc_SYNTH SUSTAIN- Decimate_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_SYNTH SUSTAIN- Digital Avalanche_B00M_BRUTE FORCE.wav	SYNTHETIC DECAY Deep rumble, with pulsating screech and feedback.	DSGNMisc_SYNTH SUSTAIN- Digital Avalanche_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_SYNTH SUSTAIN- Electric Torture_B00M_BRUTE FORCE.wav	SYNTHETIC DECAY Hard impact with moaning element in tail. Falling in pitch except in last variation.	DSGNMisc_SYNTH SUSTAIN- Electric Torture_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_SYNTH SUSTAIN- Entering Lightspeed_B00M_BRUTE FORCE.wav	SYNTHETIC DECAY Wheezing and trembling screech.	DSGNMisc_SYNTH SUSTAIN- Entering Lightspeed_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_SYNTH SUSTAIN-For The Wall_B00M_BRUTE FORCE.wav	SYNTHETIC DECAY Quick flutter, like extremely fast stomping.	DSGNMisc_SYNTH SUSTAIN-For The Wall_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_SYNTH SUSTAIN- Making Bacon_B00M_BRUTE FORCE.wav	SYNTHETIC DECAY Sharp ripping and scraping like sound.	DSGNMisc_SYNTH SUSTAIN- Making Bacon_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_SYNTH SUSTAIN- Mutant Mass_B00M_BRUTE FORCE.wav	SYNTHETIC DECAY Heavy roaring and fluttering, as if a big structure being shaken by explosion.	DSGNMisc_SYNTH SUSTAIN- Mutant Mass_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNDist_SYNTH SUSTAIN- Noisy Neighbors_B00M_BRUTE FORCE.wav	SYNTHETIC DECAY Short, distorted, loud, and flutter like rumble.	DSGNDist_SYNTH SUSTAIN-Noisy Neighbors_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNDist	0	0
DSGNMisc_SYNTH SUSTAIN- Phase Blast_B00M_BRUTE FORCE.wav	SYNTHETIC DECAY Distorted and light explosion like sound, similar to shooting a missile.	DSGNMisc_SYNTH SUSTAIN- Phase Blast_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_SYNTH SUSTAIN- Rubber Band_B00M_BRUTE FORCE.wav	SYNTHETIC DECAY Deep rattling. Fast and short motion.	DSGNMisc_SYNTH SUSTAIN- Rubber Band_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_SYNTH SUSTAIN- Snap Back_B00M_BRUTE FORCE.wav	SYNTHETIC DECAY Rumbly whoosh, screech like, with double screech in one variation.	DSGNMisc_SYNTH SUSTAIN-Snap Back_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_SYNTH TEXTURE- Clean As You Go_B00M_BRUTE FORCE.wav	SYNTHETIC MOVEMENT CONTINUOUS Wet and hard rattle like sound, like a large creature rapidly moving around in water.	DSGNMisc_SYNTH TEXTURE- Clean As You Go_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNDist_SYNTH TEXTURE- Cover Your Eyes_B00M_BRUTE FORCE.wav	SYNTHETIC MOVEMENT CONTINUOUS Hard, continuous, and very distorted rumble.	DSGNDist_SYNTH TEXTURE- Cover Your Eyes_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNDist	0	0
DSGNTonl_SYNTH TEXTURE-Data Breach_B00M_BRUTE FORCE.wav	SYNTHETIC MOVEMENT CONTINUOUS Extremely modulated bass. Long and continuous with some subtle impacts.	DSGNTonl_SYNTH TEXTURE-Data Breach_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNTonl	0	0



UIGlitch_SYNTH TEXTURE-Denoise Deluxe_B00M_BRUTE FORCE.wav	SYNTHETIC MOVEMENT CONTINUOUS Continuous, wet, and fluttering screech, with high pitch squeal.	UIGlitch_SYNTH TEXTURE-Denoise Deluxe_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		UIGlitch	0	0
DSGNMisc_SYNTH TEXTURE- Falling Apart_B00M_BRUTE FORCE.wav	SYNTHETIC MOVEMENT CONTINUOUS Distorted and continuous attack of short and wobbly hits.	DSGNMisc_SYNTH TEXTURE- Falling Apart_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNDist_SYNTH TEXTURE- Gnarly Synth_B00M_BRUTE FORCE.wav	SYNTHETIC MOVEMENT CONTINUOUS Distorted rumble, similar to burble of the water.	DSGNDist_SYNTH TEXTURE- Gnarly Synth_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNDist	0	0
DSGNMisc_SYNTH TEXTURE- Head In A Jet_B00M_BRUTE FORCE.wav	SYNTHETIC MOVEMENT CONTINUOUS Extreme and continuous flutter, like slow blade slap.	DSGNMisc_SYNTH TEXTURE- Head In A Jet_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_SYNTH TEXTURE- Invader Of Space_B00M_BRUTE FORCE.wav	SYNTHETIC MOVEMENT CONTINUOUS Distorted and strong rumble, resembling repetitive hits in the water.	DSGNMisc_SYNTH TEXTURE- Invader Of Space_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNDist_SYNTH TEXTURE-Lets Try It_B00M_BRUTE FORCE.wav	SYNTHETIC MOVEMENT CONTINUOUS Deep and continuous rumble, resembling earthquake.	DSGNDist_SYNTH TEXTURE-Lets Try It_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNDist	0	0
DSGNMisc_SYNTH TEXTURE- Liquid Destructor_B00M_BRUTE FORCE.wav	SYNTHETIC MOVEMENT CONTINUOUS Long, constant wobbling and fluttering with filter modulation.	DSGNMisc_SYNTH TEXTURE- Liquid Destructor_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_SYNTH TEXTURE- Planet Masher_B00M_BRUTE FORCE.wav	SYNTHETIC MOVEMENT CONTINUOUS Continuous and distorted tapping, similar to heavy rainfall.	DSGNMisc_SYNTH TEXTURE- Planet Masher_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_SYNTH TEXTURE- Rock Crumbler_B00M_BRUTE FORCE.wav	SYNTHETIC MOVEMENT CONTINUOUS Shaking and rattling, resembling big stones breaking.	DSGNMisc_SYNTH TEXTURE- Rock Crumbler_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNDist_SYNTH TEXTURE- Under The Thruster_B00M_BRUTE FORCE.wav	SYNTHETIC MOVEMENT CONTINUOUS Strong and continuous rumble, like demolition of a large building.	DSGNDist_SYNTH TEXTURE- Under The Thruster_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNDist	0	0
DSGNMisc_SYNTH TRANSIENT- Bad Connection_B00M_BRUTE FORCE.wav	SYNTHETIC FRACTION Short, distorted, and high pitched double smacks, with short screech.	DSGNMisc_SYNTH TRANSIENT- Bad Connection_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNDist_SYNTH TRANSIENT- Breadstick Snapper_B00M_BRUTE FORCE.wav	SYNTHETIC FRACTION Loud and piercing rip like sound, with rattle.	DSGNDist_SYNTH TRANSIENT- Breadstick Snapper_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNDist	0	0
DSGNMisc_SYNTH TRANSIENT- Bullet Ping_B00M_BRUTE FORCE.wav	SYNTHETIC FRACTION Loud and short clang like sound, like hard hit of metal objects.	DSGNMisc_SYNTH TRANSIENT- Bullet Ping_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNDist_SYNTH TRANSIENT- Chocolate Cake_B00M_BRUTE FORCE.wav	SYNTHETIC FRACTION Hard and distorted bangs, like trying to break down a wooden door.	DSGNDist_SYNTH TRANSIENT- Chocolate Cake_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNDist	0	0
DSGNMisc_SYNTH TRANSIENT- Dear Lord_B00M_BRUTE FORCE.wav	SYNTHETIC FRACTION Short, piercing, extremely fast, and high pitched rattle.	DSGNMisc_SYNTH TRANSIENT- Dear Lord_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_SYNTH TRANSIENT- Judys Punch_B00M_BRUTE FORCE.wav	SYNTHETIC FRACTION Hard and distorted hit, like banging on a wooden door.	DSGNMisc_SYNTH TRANSIENT- Judys Punch_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_SYNTH TRANSIENT- Sharp Prisma_B00M_BRUTE FORCE.wav	SYNTHETIC FRACTION Quick buzz like sound fluttering laser shot.	DSGNMisc_SYNTH TRANSIENT- Sharp Prisma_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_SYNTH TRANSIENT- Splinter Freq_B00M_BRUTE FORCE.wav	SYNTHETIC FRACTION Short and distorted double smacks.	DSGNMisc_SYNTH TRANSIENT- Splinter Freq_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_SYNTH TRANSIENT- Tonal Particle_B00M_BRUTE FORCE.wav	SYNTHETIC FRACTION Shooting screech, like from a laser gun.	DSGNMisc_SYNTH TRANSIENT- Tonal Particle_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
DSGNMisc_SYNTH TRANSIENT- Tone Burst_B00M_BRUTE FORCE.wav	SYNTHETIC FRACTION Wavering screech, with deep rumble.	DSGNMisc_SYNTH TRANSIENT- Tone Burst_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		DSGNMisc	0	0
WHSH_SYNTH WHOOSH- Apocalyptic Avalanche_B00M_BRUTE FORCE.wav	SYNTHETIC FLY BY Heavy and fast tapping, with rumbling, closing in and slowing down, like stopping an engine.	WHSH_SYNTH WHOOSH- Apocalyptic Avalanche_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		WHSH	0	0
WHSH_SYNTH WHOOSH- Broken_B00M_BRUTE FORCE.wav	SYNTHETIC FLY BY Distorted and fluttering screeches with variations of intensity.	WHSH_SYNTH WHOOSH- Broken_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		WHSH	0	0

WHSB_SYNTH WHOOSH-Crack In Time_B00M_BRUTE FORCE.wav	SYNTHETIC FLY BY Distorted scratch, with soft rattle, like moving around wooden logs.	WHSB_SYNTH WHOOSH-Crack In Time_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		WHSB	0	0
WHSB_SYNTH WHOOSH-Critical Mass_B00M_BRUTE FORCE.wav	SYNTHETIC FLY BY Fast burst of rumble, wind like howl, and fluttering.	WHSB_SYNTH WHOOSH-Critical Mass_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		WHSB	0	0
WHSB_SYNTH WHOOSH-Crunchy Crackers_B00M_BRUTE FORCE.wav	SYNTHETIC FLY BY Roaring and crackling, with declining intensity, resembling fire being put out.	WHSB_SYNTH WHOOSH-Crunchy Crackers_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		WHSB	0	0
WHSB_SYNTH WHOOSH-Cyber Swipe_B00M_BRUTE FORCE.wav	SYNTHETIC FLY BY Burst of rumble and flutter, like shooting heavy fire.	WHSB_SYNTH WHOOSH-Cyber Swipe_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		WHSB	0	0
WHSB_SYNTH WHOOSH-Fire Starter_B00M_BRUTE FORCE.wav	SYNTHETIC FLY BY Heavy rumble closing in and backing up quickly.	WHSB_SYNTH WHOOSH-Fire Starter_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		WHSB	0	0
WHSB_SYNTH WHOOSH-Granular Madness_B00M_BRUTE FORCE.wav	SYNTHETIC FLY BY Burst of pulsating roar and heavy rattling.	WHSB_SYNTH WHOOSH-Granular Madness_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		WHSB	0	0
WHSB_SYNTH WHOOSH-Its Coming Home_B00M_BRUTE FORCE.wav	SYNTHETIC FLY BY Passing roar, like rumble of a heavy furniture being slid across the floor.	WHSB_SYNTH WHOOSH-Its Coming Home_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		WHSB	0	0
WHSB_SYNTH WHOOSH-Joyrides_B00M_BRUTE FORCE.wav	SYNTHETIC FLY BY Deep roar, resembling thunderstorm from up close.	WHSB_SYNTH WHOOSH-Joyrides_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		WHSB	0	0
WHSB_SYNTH WHOOSH-Modulated Reactor_B00M_BRUTE FORCE.wav	SYNTHETIC FLY BY Heavy rumble and fluttering, with declining intensity.	WHSB_SYNTH WHOOSH-Modulated Reactor_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		WHSB	0	0
WHSB_SYNTH WHOOSH-Out Of Sight_B00M_BRUTE FORCE.wav	SYNTHETIC FLY BY Heavy modulated synthetic element with movement like passing by.	WHSB_SYNTH WHOOSH-Out Of Sight_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		WHSB	0	0
WHSB_SYNTH WHOOSH-Quick Scope_B00M_BRUTE FORCE.wav	SYNTHETIC FLY BY Low rumble, with increasing and then decreasing intensity.	WHSB_SYNTH WHOOSH-Quick Scope_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		WHSB	0	0
WHSB_SYNTH WHOOSH-Rocky Rattle_B00M_BRUTE FORCE.wav	SYNTHETIC FLY BY Roar and crumble, like stones falling down the rock after light explosion.	WHSB_SYNTH WHOOSH-Rocky Rattle_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		WHSB	0	0
WHSB_SYNTH WHOOSH-Run Like The Wind_B00M_BRUTE FORCE.wav	SYNTHETIC FLY BY Low rumble with burst of howling, like in strong wind.	WHSB_SYNTH WHOOSH-Run Like The Wind_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		WHSB	0	0
WHSB_SYNTH WHOOSH-Shut Down_B00M_BRUTE FORCE.wav	SYNTHETIC FLY BY Burst of deep roaring, like in strong wind.	WHSB_SYNTH WHOOSH-Shut Down_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		WHSB	0	0
WHSB_SYNTH WHOOSH-Slow Burner_B00M_BRUTE FORCE.wav	SYNTHETIC FLY BY Slow and deep roaring, like revving up an engine.	WHSB_SYNTH WHOOSH-Slow Burner_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		WHSB	0	0
WHSB_SYNTH WHOOSH-Space Engine_B00M_BRUTE FORCE.wav	SYNTHETIC FLY BY Deep rattling and shaking, like sharp sound of opening wooden and unstable door.	WHSB_SYNTH WHOOSH-Space Engine_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		WHSB	0	0
WHSB_SYNTH WHOOSH-Too Hot To Handle_B00M_BRUTE FORCE.wav	SYNTHETIC FLY BY Burst of deep rumble with decreasing intensity.	WHSB_SYNTH WHOOSH-Too Hot To Handle_B00M_BRUTE FORCE.wav	Brute, Force	Boom - Brute Force		WHSB	0	0