

IndieSFX S049C Adventure

Filename	Description	Length	Looping
AbilityAnvil.wav	Whop, sparkles and heavy metal impact.	00:02.346	One Shot
AbilityArrow.wav	Whop, sparkles and wooden arrow wobble.	00:02.672	One Shot
AbilityDagger.wav	Whop, sparkles and light metal impact.	00:02.144	One Shot
AbilityDown.wav	Two descending tones with mechanical click and sparkles.	00:02.197	One Shot
AbilityGeneric.wav	Mechanical click, whop and sparkles.	00:02.072	One Shot
AbilityHiss.wav	Mechanical click, whop and white noise hiss.	00:02.274	One Shot
AbilityLiquid.wav	Mechanical click with whop and single liquid bubble.	00:02.200	One Shot
AbilityNoSpark.wav	Whop with mechanical click.	00:01.928	One Shot
AbilitySword.wav	Whop, sparkles and sword impact.	00:02.177	One Shot
AbilityUp.wav	Two ascending tones with mechanical click and sparkles.	00:02.204	One Shot
AnvilSmith1.wav	Single metal hammer blow to an anvil.	00:02.033	One Shot
AnvilSmith2.wav	Single metal hammer blow to an anvil.	00:02.114	One Shot
BonusBell.wav	Two ascending bells with percussive hiss.	00:02.390	One Shot
BonusCancel.wav	Sine tone with hiss.	00:02.554	One Shot
BonusHarp.wav	Rapid harp glissando with two ascending glockenspiel tones and hiss.	00:02.367	One Shot
BonusMarimba.wav	Two descending marimba tones with hiss.	00:02.431	One Shot
BonusOff.wav	Rapid pitch descending electronic laser with multiple delays.	00:02.854	One Shot
BonusOn.wav	Rapid pitch ascending electronic laser with multiple delays.	00:02.863	One Shot
BonusPulse1.wav	Repeating pitch ascending electronic pulse.	00:02.875	One Shot
BonusPulse2.wav	Repeating pitch descending electronic pulse.	00:02.832	One Shot
BonusSmooth.wav	Repeating pitch ascending electronic sinoid.	00:02.773	One Shot
BonusVibes.wav	Two ascending vibraphone tones with hiss.	00:02.320	One Shot
BookOpen.wav	Thick pile of paper falling open.	00:02.019	One Shot
BookPage.wav	Thick paper page turned.	00:01.873	One Shot
BookPageSlide.wav	Book page sliding over another.	00:01.978	One Shot
CalmBreath.wav	Filtered white noise exhale.	00:02.798	One Shot
CalmSine.wav	Smooth exhaling tone.	00:02.324	One Shot
CalmTube.wav	Breathy tonal filtered exhale.	00:02.668	One Shot
ChimesBell1.wav	Single bell tone.	00:02.258	One Shot
ChimesBell2.wav	Two bell tones, ascending.	00:02.402	One Shot
ChimesBell3.wav	Two bell tones, chorded.	00:02.311	One Shot
ChimesCancel.wav	Xylophone clunk.	00:02.134	One Shot
ChimesNeg.wav	Rapidly descending vibraphone tones.	00:02.199	One Shot
ChimesNo.wav	Three vibraphone tones, down up down.	00:02.194	One Shot
ChimesOk.wav	Single xylophone tone.	00:02.014	One Shot
ChimesPos.wav	Rapidly ascending vibraphone tones.	00:02.230	One Shot
ChimesQuit.wav	Two descending xylophone tones.	00:02.178	One Shot
ChimesYes.wav	Three vibraphone tones, up down up.	00:02.199	One Shot
DrinkFountain.wav	Bubbles with water rush.	00:02.114	One Shot
DrinkGlug.wav	Single water bubble.	00:02.063	One Shot
DropBlade.wav	Sword dropped on stone floor.	00:01.922	One Shot
DropClay.wav	Clay object dropped onto medium soft surface.	00:01.767	One Shot
DropKey.wav	Metal key dropped onto hard surface.	00:01.885	One Shot
DropMetal.wav	Small metal object dropped onto tin tray.	00:01.874	One Shot
DropObj.wav	Wooden object dropped onto medium hard surface.	00:01.959	One Shot
DropToy.wav	Plastic object dropped onto hard surface.	00:01.805	One Shot
DropWood.wav	Small wooden object dropped onto wooden surface.	00:01.966	One Shot
GetClay.wav	Ceramic object lifted from wooden desk.	00:01.716	One Shot
GetKey.wav	Metal object lifted from hard surface.	00:01.560	One Shot
GetObj.wav	Clay object lifted from hard surface.	00:01.744	One Shot
GetToy1.wav	Plastic object lifted from wooden surface.	00:01.736	One Shot
GetToy2.wav	Plastic object lifted from wooden surface.	00:01.752	One Shot
GetWood1.wav	Light wooden object lifted.	00:01.724	One Shot
GetWood2.wav	Wooden object lifted from desk.	00:01.676	One Shot
Kick.wav	Hard impact into deep cloth.	00:02.126	One Shot
PickupArrow.wav	Whip with wooden arrow wobble.	00:02.792	One Shot

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PickupBeeps.wav	Whop, light sine beep.	00:02.134	One Shot
PickupGhostly.wav	Thud whop, with two tones and descending sine wobble.	00:02.782	One Shot
PickupMarimba.wav	Whop into triplet of ascending xylophone tones.	00:02.389	One Shot
PickupMetallic.wav	Whop, metallic blade clash.	00:02.088	One Shot
PickupSlamHi.wav	Whop with percussive filtered orchestral stab.	00:02.878	One Shot
PickupSlamLo.wav	Whop with percussive filtered orchestral stab.	00:02.051	One Shot
PickupSmash.wav	Whop, large metallic blade clash.	00:02.356	One Shot
PotionAct.wav	Water gurgle with breathy hiss and two ascending sine tones.	00:02.596	One Shot
PotionBoost.wav	Breathy hiss with gurgle and ascending repeating electronic tones.	00:02.942	One Shot
PotionChime.wav	Breathy hiss with triplet of ascending marimba tones.	00:02.213	One Shot
PotionDeAct.wav	Breathy hiss with two descending sinoid tones.	00:02.816	One Shot
PotionDown.wav	Breathy hiss with gurgle and descending repeating electronic tones.	00:02.981	One Shot
PotionGeneric.wav	Breathy hiss with water bubble.	00:02.243	One Shot
PotionGlitter.wav	Gurgle with electronic twinkles.	00:02.688	One Shot
PotionPoison.wav	Breathy hiss with monotone electronic pulsation.	00:02.709	One Shot
PotionScary.wav	Breathy hiss with ghost-like electronic wobble	00:03.002	One Shot
PotionWither.wav	Breathy hiss with descending electronic siren fall.	00:02.972	One Shot
PushBoulder.wav	Heavy object being pushed on hard stone floor.	00:02.229	One Shot
PushMonolith.wav	Heavy object being pushed on wooden floor.	00:03.194	One Shot
PushRock.wav	Heavy object sliding on wooden surface.	00:02.539	One Shot
ScrollArmour.wav	Paper crisp, metallic clank.	00:02.774	One Shot
ScrollClose.wav	Paper hiss.	00:01.682	One Shot
ScrollGlow1.wav	Paper crisp, steely tonal glow.	00:03.902	One Shot
ScrollGlow2.wav	Paper crisp, metallic tonal chord.	00:03.775	One Shot
ScrollGlow3.wav	Paper crisp, sine glow.	00:03.663	One Shot
ScrollNeg.wav	Paper crisp, cluster of descending vibraphone tones.	00:02.554	One Shot
ScrollOpen.wav	Paper crisp with wooden creak.	00:01.914	One Shot
ScrollOrch.wav	Paper crisp with imposing orchestral hit.	00:03.340	One Shot
ScrollPos.wav	Paper crisp, cluster of ascending vibraphone tones.	00:02.531	One Shot
ScrollSparkle.wav	Paper crisp with wind-chime sparkles.	00:02.311	One Shot
ScrollThunder.wav	Paper crisp into booming thunderclap.	00:03.983	One Shot
ScrollWeapon.wav	Paper crisp and whop into light sword impact and tiny bell.	00:02.586	One Shot
SlideClay.wav	Clay object slide on wooden surface.	00:01.898	One Shot
SlideObj.wav	Light object slide on wooden surface.	00:01.819	One Shot
SlideRock.wav	Medium heavy object sliding on wood.	00:02.391	One Shot
SlideSoft.wav	Light object sliding on very smooth surface.	00:01.689	One Shot
SlideSoftLong.wav	Light object sliding on very smooth surface.	00:02.162	One Shot
SpellAttack.wav	Imposing thunder boom with sparkles.	00:03.521	One Shot
SpellBoost.wav	Boom and sparkles with ascending electronic ruffle.	00:03.609	One Shot
SpellFall.wav	Boom and sparkles with descending electronic ruffle.	00:03.609	One Shot
SpellHarp.wav	Whop, sparkles and positive harp chord.	00:04.967	One Shot
SpellHeal.wav	Sparkles with breathy exhale.	00:02.964	One Shot
SpellOrch.wav	Impact, sparkles and positive orchestral hit.	00:03.095	One Shot
SpellPlain.wav	Whop, fading booming hiss.	00:02.806	One Shot
SpellPoof.wav	Boom and metallic sparkles with sine tone.	00:02.775	One Shot
SpellRockfall.wav	Percussive boom with metallic clanks.	00:03.609	One Shot
SpellSine.wav	Whop, booming hiss and repeating sine tone.	00:02.806	One Shot
SpellSparkle.wav	Whop and wind-chime sparkles.	00:02.889	One Shot
SpellThunder.wav	Sparkles with light thunderclap.	00:03.703	One Shot
ThrowDeep.wav	Whop.	00:01.172	One Shot
ThrowShallow.wav	Light whop.	00:01.131	One Shot
TwigBreak.wav	Twig snapped sharply.	00:00.288	One Shot