



GAME MUSIC STINGERS 2 SFX

File Name	Bit Depth	Sample Rate	Channels	Duration	Audio File Type
TD_Collect_Star_01	16	44100	2	0:01	WAVE
TD_Collect_Star_02_01	16	44100	2	0:01	WAVE
TD_Collect_Star_02_02	16	44100	2	0:01	WAVE
TD_Collect_Star_03_01	16	44100	2	0:01	WAVE
TD_Collect_Star_03_02	16	44100	2	0:01	WAVE
TD_Game_Over_Fast_Loop	16	44100	2	0:18	WAVE
TD_Game_Over_Slow_Loop	16	44100	2	0:28	WAVE
TD_Lose Stinger_01_01	16	44100	2	0:04	WAVE
TD_Lose Stinger_01_02	16	44100	2	0:04	WAVE
TD_Negative_Notification_01_01	16	44100	2	0:02	WAVE
TD_Negative_Notification_01_02	16	44100	2	0:01	WAVE
TD_Negative_Notification_02	16	44100	2	0:01	WAVE
TD_Negative_Sting_01	16	44100	2	0:01	WAVE
TD_Negative_Sting_02_01	16	44100	2	0:01	WAVE
TD_Negative_Sting_02_02	16	44100	2	0:01	WAVE
TD_Negative_Sting_03_01	16	44100	2	0:01	WAVE
TD_Negative_Sting_03_02	16	44100	2	0:01	WAVE
TD_Negative_Sting_04_01	16	44100	2	0:01	WAVE
TD_Negative_Sting_05_01	16	44100	2	0:02	WAVE
TD_Negative_Sting_05_02	16	44100	2	0:02	WAVE
TD_Negative_Sting_05_03	16	44100	2	0:02	WAVE
TD_Positive_Notification_01_01	16	44100	2	0:02	WAVE
TD_Positive_Notification_01_02	16	44100	2	0:01	WAVE
TD_Star_01_01	16	44100	2	0:01	WAVE
TD_Star_01_02	16	44100	2	0:01	WAVE
TD_Star_01_03	16	44100	2	0:01	WAVE
TD_Win_Stinger_01_01	16	44100	2	0:01	WAVE
TD_Win_Stinger_01_02	16	44100	2	0:04	WAVE
TD_Win_Stinger_02	16	44100	2	0:04	WAVE
TD_Win_Stinger_03	16	44100	2	0:04	WAVE
FA_Bad_Item_1	16	44100	2	0:01	WAVE
FA_Collect_Coin_1_1	16	44100	2	0:01	WAVE
FA_Collect_Coin_1_2	16	44100	2	0:01	WAVE
FA_Collect_Coin_1_3	16	44100	2	0:01	WAVE

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File Name	Bit Depth	Sample Rate	Channels	Duration	Audio File Type
FA_Collect_Coin_1_4	16	44100	2	0:01	WAVE
FA_Collect_Item_1_1	16	44100	2	0:01	WAVE
FA_Collect_Item_1_2	16	44100	2	0:01	WAVE
FA_Confirm_Button_1_1	16	44100	2	0:02	WAVE
FA_Confirm_Button_1_2	16	44100	2	0:02	WAVE
FA_Confirm_Button_1_3	16	44100	2	0:02	WAVE
FA_Confirm_Button_1_4	16	44100	2	0:02	WAVE
FA_Count_Down_Beep	16	44100	2	0:01	WAVE
FA_Count_Down_End_1	16	44100	2	0:01	WAVE
FA_Count_Down_End_2	16	44100	2	0:01	WAVE
FA_Cute_Dash_1_1	16	44100	2	0:01	WAVE
FA_Cute_Dash_1_2	16	44100	2	0:01	WAVE
FA_Cute_Dash_1_3	16	44100	2	0:01	WAVE
FA_Cute_Dash_1_4	16	44100	2	0:01	WAVE
FA_Cute_Jump	16	44100	2	0:01	WAVE
FA_Error_Button_1	16	44100	2	0:01	WAVE
FA_Funny_Impact_1_1	16	44100	2	0:01	WAVE
FA_Funny_Impact_1_2	16	44100	2	0:01	WAVE
FA_Funny_Impact_1_3	16	44100	2	0:01	WAVE
FA_Lap_Complete_1_1	16	44100	2	0:01	WAVE
FA_Lap_Complete_1_2	16	44100	2	0:01	WAVE
FA_Loading_Screen_Jingle_Loop	16	44100	2	0:14	WAVE
FA_Positive_Notification_1	16	44100	2	0:01	WAVE
FA_Power_Up_1_1	16	44100	2	0:01	WAVE
FA_Power_Up_1_2	16	44100	2	0:01	WAVE
FA_Power_Up_1_3	16	44100	2	0:01	WAVE
FA_Scale_1	16	44100	2	0:01	WAVE
FA_Scale_2	16	44100	2	0:01	WAVE
FA_Scale_3	16	44100	2	0:01	WAVE
FA_Scale_4	16	44100	2	0:01	WAVE
FA_Scale_5	16	44100	2	0:01	WAVE
FA_Scale_6	16	44100	2	0:01	WAVE
FA_Scale_7	16	44100	2	0:01	WAVE
FA_Scale_8	16	44100	2	0:01	WAVE
FA_Scale_9	16	44100	2	0:01	WAVE
FA_Scale_10	16	44100	2	0:01	WAVE
FA_Scale_11	16	44100	2	0:01	WAVE
FA_Scale_12	16	44100	2	0:01	WAVE
FA_Scale_13	16	44100	2	0:01	WAVE
FA_Scale_End	16	44100	2	0:01	WAVE
FA_Select_Button_1_1	16	44100	2	0:01	WAVE
FA_Select_Button_1_2	16	44100	2	0:01	WAVE
FA_Select_Button_1_3	16	44100	2	0:01	WAVE
FA_Select_Button_1_4	16	44100	2	0:01	WAVE
FA_Select_Button_1_5	16	44100	2	0:01	WAVE

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File Name	Bit Depth	Sample Rate	Channels	Duration	Audio File Type
FA_Select_Button_1_6	16	44100	2	0:01	WAVE
FA_Select_Button_1_7	16	44100	2	0:01	WAVE
FA_Special_Item_1_1	16	44100	2	0:01	WAVE
FA_Special_Item_1_2	16	44100	2	0:01	WAVE
FA_Special_Item_2_1	16	44100	2	0:01	WAVE
FA_Special_Item_2_2	16	44100	2	0:01	WAVE
FA_Special_Item_3	16	44100	2	0:01	WAVE
FA_Speed_Up_Riser_1_1	16	44100	2	0:02	WAVE
FA_Speed_Up_Riser_1_2	16	44100	2	0:02	WAVE
FA_Speed_Up	16	44100	2	0:02	WAVE
FA_Time_Extend_1_1	16	44100	2	0:01	WAVE
FA_Time_Extend_1_2	16	44100	2	0:01	WAVE
FA_Time_Extend_1_3	16	44100	2	0:01	WAVE
FA_Time_Extend_1_4	16	44100	2	0:01	WAVE
FA_Whoosh_1_1	16	44100	2	0:01	WAVE
FA_Whoosh_1_2	16	44100	2	0:01	WAVE
FA_Whoosh_1_3	16	44100	2	0:01	WAVE
FA_Wrong_Way_1_1	16	44100	2	0:01	WAVE
FA_Wrong_Way_1_2	16	44100	2	0:01	WAVE
FA_Wrong_Way_2	16	44100	2	0:01	WAVE
FA_Win_Stinger_1_1	16	44100	2	0:05	WAVE
FA_Win_Stinger_1_2	16	44100	2	0:04	WAVE
FA_Win_Stinger_2	16	44100	2	0:05	WAVE
FA_Win_Jingle_Loop	16	44100	2	0:10	WAVE
FA_Lose_Stinger_1_1	16	44100	2	0:05	WAVE
FA_Lose_Stinger_1_2	16	44100	2	0:06	WAVE
FA_Lose_Jingle_Loop	16	44100	2	0:12	WAVE
LQ_Back_Button	16	44100	2	0:01	WAVE
LQ_Bell_Notification_01	16	44100	2	0:01	WAVE
LQ_Bell_Notification_02	16	44100	2	0:01	WAVE
LQ_Click_Button	16	44100	2	0:01	WAVE
LQ_Comedy_Drop	16	44100	2	0:01	WAVE
LQ_Correct_Answer_01	16	44100	2	0:01	WAVE
LQ_Correct_Answer_02	16	44100	2	0:01	WAVE
LQ_Correct_Answer_03	16	44100	2	0:01	WAVE
LQ_Correct_Answer_04	16	44100	2	0:01	WAVE
LQ_Lose_Sting_01	16	44100	2	0:02	WAVE
LQ_Negative_Notification	16	44100	2	0:01	WAVE
LQ_Neutral_Notification	16	44100	2	0:01	WAVE
LQ_Next_Level_01_1	16	44100	2	0:02	WAVE
LQ_Next_Level_01_2	16	44100	2	0:02	WAVE
LQ_Next_Level_01_3	16	44100	2	0:03	WAVE
LQ_Positive_Notification	16	44100	2	0:01	WAVE
LQ_Stage_Clear	16	44100	2	0:01	WAVE
LQ_Swipe	16	44100	2	0:01	WAVE

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File Name	Bit Depth	Sample Rate	Channels	Duration	Audio File Type
LQ_Ticking_1_1	16	44100	2	0:02	WAVE
LQ_Ticking_1_2	16	44100	2	0:01	WAVE
LQ_Timer_End_1_1	16	44100	2	0:01	WAVE
LQ_Timer_End_1_2	16	44100	2	0:01	WAVE
LQ_Win_Sting_01_1	16	44100	2	0:05	WAVE
LQ_Win_Sting_01_2	16	44100	2	0:04	WAVE
LQ_Win_Sting_01_3	16	44100	2	0:03	WAVE
LQ_Wrong_Answer_01	16	44100	2	0:01	WAVE
LQ_Wrong_Answer_02	16	44100	2	0:01	WAVE
AF_Game_End	16	44100	2	0:05	WAVE
AF_Game_Start	16	44100	2	0:04	WAVE
AF_Lose_Jingle	16	44100	2	0:07	WAVE
AF_Negative_Stinger_01	16	44100	2	0:05	WAVE
AF_Negative_Stinger_02	16	44100	2	0:02	WAVE
AF_Negative_Stinger_03_1	16	44100	2	0:03	WAVE
AF_Negative_Stinger_03_2	16	44100	2	0:02	WAVE
AF_Positive_Stinger_01	16	44100	2	0:06	WAVE
AF_Positive_Stinger_01_fast	16	44100	2	0:05	WAVE
AF_Positive_Stinger_02_1	16	44100	2	0:04	WAVE
AF_Positive_Stinger_02_2	16	44100	2	0:03	WAVE
AF_Positive_Stinger_03_1	16	44100	2	0:05	WAVE
AF_Positive_Stinger_03_2	16	44100	2	0:04	WAVE
AF_Skill_Unlock	16	44100	2	0:03	WAVE
AF_Win_Jingle	16	44100	2	0:07	WAVE
CGM3_Bubble_Button_01_1	16	44100	2	0:01	WAVE
CGM3_Bubble_Button_01_2	16	44100	2	0:01	WAVE
CGM3_Bubble_Button_01_3	16	44100	2	0:01	WAVE
CGM3_Bubble_Button_01_4	16	44100	2	0:01	WAVE
CGM3_Bubble_Button_01_5	16	44100	2	0:01	WAVE
CGM3_Bubble_Button_01_6	16	44100	2	0:01	WAVE
CGM3_Crop_Produce_01_1	16	44100	2	0:01	WAVE
CGM3_Crop_Produce_01_2	16	44100	2	0:01	WAVE
CGM3_Crop_Produce_01_3	16	44100	2	0:01	WAVE
CGM3_Cute_Chirpy_Button_01_1	16	44100	2	0:01	WAVE
CGM3_Cute_Chirpy_Button_01_2	16	44100	2	0:01	WAVE
CGM3_Cute_Chirpy_Button_01_3	16	44100	2	0:01	WAVE
CGM3_Cute_Chirpy_Button_01_4	16	44100	2	0:01	WAVE
CGM3_Cute_Chirpy_Button_02_1	16	44100	2	0:01	WAVE
CGM3_Cute_Chirpy_Button_02_2	16	44100	2	0:01	WAVE
CGM3_Cute_Chirpy_Button_02_3	16	44100	2	0:01	WAVE
CGM3_Cute_Chirpy_Button_02_4	16	44100	2	0:01	WAVE
CGM3_Cute_Chirpy_Button_03_1	16	44100	2	0:01	WAVE
CGM3_Cute_Chirpy_Button_03_2	16	44100	2	0:01	WAVE
CGM3_Cute_Chirpy_Button_03_3	16	44100	2	0:01	WAVE
CGM3_Dialogue_Text_01_1	16	44100	2	0:01	WAVE

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File Name	Bit Depth	Sample Rate	Channels	Duration	Audio File Type
CGM3_Dialogue_Text_01_2	16	44100	2	0:01	WAVE
CGM3_Dialogue_Text_01_3	16	44100	2	0:01	WAVE
CGM3_Error_Button_01_1	16	44100	2	0:01	WAVE
CGM3_Error_Button_01_2	16	44100	2	0:01	WAVE
CGM3_Error_Button_02_1	16	44100	2	0:01	WAVE
CGM3_Error_Button_02_2	16	44100	2	0:01	WAVE
CGM3_Error_Button_03_1	16	44100	2	0:01	WAVE
CGM3_Error_Button_03_2	16	44100	2	0:01	WAVE
CGM3_Error_Button_04_1	16	44100	2	0:01	WAVE
CGM3_Error_Button_04_2	16	44100	2	0:01	WAVE
CGM3_Error_Button_05_1	16	44100	2	0:01	WAVE
CGM3_Error_Button_05_2	16	44100	2	0:01	WAVE
CGM3_Error_Button_05_3	16	44100	2	0:01	WAVE
CGM3_Error_Button_05_4	16	44100	2	0:01	WAVE
CGM3_Funny_Negative_Feedback_01_1	16	44100	2	0:01	WAVE
CGM3_Funny_Negative_Feedback_01_2	16	44100	2	0:01	WAVE
CGM3_Funny_Negative_Feedback_01_3	16	44100	2	0:01	WAVE
CGM3_Funny_Negative_Feedback_02_1	16	44100	2	0:01	WAVE
CGM3_Funny_Negative_Feedback_02_2	16	44100	2	0:01	WAVE
CGM3_Negative_Stinger_01_1	16	44100	2	0:01	WAVE
CGM3_Negative_Stinger_01_2	16	44100	2	0:01	WAVE
CGM3_Neutral_Event_01	16	44100	2	0:01	WAVE
CGM3_New_Day_01_1	16	44100	2	0:02	WAVE
CGM3_New_Day_01_2	16	44100	2	0:02	WAVE
CGM3_New_Day_01_3	16	44100	2	0:02	WAVE
CGM3_Plant_Fertiliser_01	16	44100	2	0:01	WAVE
CGM3_Plant_Seed_01_1	16	44100	2	0:01	WAVE
CGM3_Plant_Seed_01_2	16	44100	2	0:01	WAVE
CGM3_Plow_01_1	16	44100	2	0:01	WAVE
CGM3_Plow_01_2	16	44100	2	0:01	WAVE
CGM3_Plow_01_3	16	44100	2	0:01	WAVE
CGM3_Quest_Complete_01	16	44100	2	0:03	WAVE
CGM3_Quest_Complete_02	16	44100	2	0:03	WAVE
CGM3_Quest_Notification_01	16	44100	2	0:01	WAVE
CGM3_Save_Load_01_1	16	44100	2	0:01	WAVE
CGM3_Save_Load_01_2	16	44100	2	0:01	WAVE
CGM3_Save_Load_01_3	16	44100	2	0:01	WAVE
CGM3_Save_Load_01_4	16	44100	2	0:02	WAVE
CGM3_Save_Load_02_1	16	44100	2	0:01	WAVE
CGM3_Save_Load_02_2	16	44100	2	0:01	WAVE
CGM3_Select_Button_01_1	16	44100	2	0:01	WAVE
CGM3_Select_Button_01_2	16	44100	2	0:01	WAVE
CGM3_Select_Button_01_3	16	44100	2	0:01	WAVE
CGM3_Select_Button_01_4	16	44100	2	0:01	WAVE
CGM3_Select_Button_02_1	16	44100	2	0:01	WAVE

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File Name	Bit Depth	Sample Rate	Channels	Duration	Audio File Type
CGM3_Select_Button_02_2	16	44100	2	0:01	WAVE
CGM3_Select_Button_03_1	16	44100	2	0:01	WAVE
CGM3_Select_Button_03_2	16	44100	2	0:01	WAVE
CGM3_Small_Positive_Stinger_01_1	16	44100	2	0:01	WAVE
CGM3_Small_Positive_Stinger_01_2	16	44100	2	0:01	WAVE
CGM3_Small_Positive_Stinger_01_3	16	44100	2	0:01	WAVE
CGM3_Small_Quest_Complete_01_1	16	44100	2	0:02	WAVE
CGM3_Small_Quest_Complete_01_2	16	44100	2	0:01	WAVE
CGM3_Small_Quest_Complete_01_3	16	44100	2	0:01	WAVE
CGM3_Small_Quest_Complete_01_4	16	44100	2	0:02	WAVE
CGM3_Small_Quest_Complete_02	16	44100	2	0:01	WAVE
PP_Collect_Coin_1_1	16	44100	2	0:01	WAVE
PP_Collect_Coin_1_2	16	44100	2	0:01	WAVE
PP_Collect_Coin_1_3	16	44100	2	0:01	WAVE
PP_Collect_Item_1_1	16	44100	2	0:01	WAVE
PP_Collect_Item_1_2	16	44100	2	0:01	WAVE
PP_Cute_Impact_1_1	16	44100	2	0:01	WAVE
PP_Cute_Impact_1_2	16	44100	2	0:01	WAVE
PP_Cute_Impact_1_3	16	44100	2	0:01	WAVE
PP_Cute_Impact_1_4	16	44100	2	0:01	WAVE
PP_Destroy_1_1	16	44100	2	0:01	WAVE
PP_Destroy_1_2	16	44100	2	0:01	WAVE
PP_Destroy_1_3	16	44100	2	0:01	WAVE
PP_Destroy_1_4	16	44100	2	0:01	WAVE
PP_Explosion_1_1	16	44100	2	0:01	WAVE
PP_Explosion_1_2	16	44100	2	0:01	WAVE
PP_Explosion_1_3	16	44100	2	0:01	WAVE
PP_Explosion_1_4	16	44100	2	0:01	WAVE
PP_Heavy_Impact_1_1	16	44100	2	0:01	WAVE
PP_Heavy_Impact_1_2	16	44100	2	0:01	WAVE
PP_Heavy_Impact_1_3	16	44100	2	0:01	WAVE
PP_Jump_1_1	16	44100	2	0:01	WAVE
PP_Jump_1_2	16	44100	2	0:01	WAVE
PP_Jump_1_3	16	44100	2	0:01	WAVE
PP_Jump_1_4	16	44100	2	0:01	WAVE
PP_Jump_1_5	16	44100	2	0:01	WAVE
PP_Jump_1_6	16	44100	2	0:01	WAVE
PP_Magic_Portal_Loop	16	44100	2	0:02	WAVE
PP_Monster_Alert_1_1	16	44100	2	0:01	WAVE
PP_Monster_Alert_1_2	16	44100	2	0:01	WAVE
PP_Monster_Dissipate	16	44100	2	0:03	WAVE
PP_Negative_Feedback	16	44100	2	0:01	WAVE
PP_Negative_Trigger_1_1	16	44100	2	0:01	WAVE
PP_Negative_Trigger_1_2	16	44100	2	0:01	WAVE
PP_Player_Dies_1_1	16	44100	2	0:01	WAVE

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File Name	Bit Depth	Sample Rate	Channels	Duration	Audio File Type
PP_Player_Dies_1_2	16	44100	2	0:01	WAVE
PP_Power_Up_1_1	16	44100	2	0:03	WAVE
PP_Power_Up_1_2	16	44100	2	0:03	WAVE
PP_Skill_Unlock	16	44100	2	0:01	WAVE
PP_Small_Impact_1_1	16	44100	2	0:01	WAVE
PP_Small_Impact_1_2	16	44100	2	0:01	WAVE
PP_Small_Impact_1_3	16	44100	2	0:01	WAVE
PP_Small_Impact_1_4	16	44100	2	0:01	WAVE
PP_Small_Impact_1_5	16	44100	2	0:01	WAVE
PP_Small_Impact_1_6	16	44100	2	0:01	WAVE
PP_Special_Item	16	44100	2	0:01	WAVE
PP_Summon	16	44100	2	0:01	WAVE
PP_UI_Select_1_1	16	44100	2	0:01	WAVE
PP_UI_Select_1_2	16	44100	2	0:01	WAVE
PP_UI_Select_1_3	16	44100	2	0:01	WAVE
PP_UI_Swap	16	44100	2	0:01	WAVE
PP_Weapon_Shoot_Big	16	44100	2	0:01	WAVE
PP_Weapon_Shoot	16	44100	2	0:01	WAVE
PP_Whoosh_1_1	16	44100	2	0:01	WAVE
PP_Whoosh_1_2	16	44100	2	0:01	WAVE
PP_Whoosh_1_3	16	44100	2	0:01	WAVE
PP_Win_Stinger	16	44100	2	0:03	WAVE
Funky Chill 2 loop	16	44100	2	0:49	WAVE

<https://wowsound.com>