SOUND LIST – "2018 BUNDLE" – INSPECTORJ

"44.1 GENERAL LIBRARY (VOLUME I)"

Filename	Description	SampleRate	BitDepth	Channels	Duration
Airplane_A380-800_In-Flight_Engine_Ambience_Interior_01_LOOP.wav	Engine ambience inside of an A380-800 aircraft cabin while flying. Seamless looping.	44100	24	2	0:11
Airplane_A380-800_In-Flight_Engine_Ambience_Interior_02_LOOP.wav	Engine ambience inside of an A380-800 aircraft cabin while flying. Seamless looping.	44100	24	2	0:06
Airplane_A380-800_Landing_Interior_01.wav	The interior, inside of an A380-800 aircraft cabin as it lands at an airport. Wheel ground contact and slight voice chatter.	44100	24	2	0:50
Airplane_A380-800_Landing_Interior_02.wav	The interior, inside of an A380-800 aircraft cabin as it takes off from an airport. Small voice chatter, engine revving and acceleration.	44100	24	2	0:48
Airplane_A380-800_Takeoff_Interior_01.wav	The interior, inside of an A380-800 aircraft cabin as it takes off from an airport. Minimal voice chatter, engine revving, acceleration and metallic vibrations.	44100	24	2	1:29
Airplane_A380-800_Takeoff_Interior_02.wav	The interior, inside of an A380-800 aircraft cabin as it takes off from an airport. Minimal voice chatter, engine revving, acceleration and metallic vibrations.	44100	24	2	0:55
Airplane_A380-800_Taxiing_Engine_Ambience_Interior_01_LOOP.wav	Engine ambience inside of an A380-800 aircraft cabin while taxiing at an airport on the ground Seamless looping.	44100	24	2	0:04
Airplane_A380-800_Wheel_Gear_Closing_Interior_01.wav	Engine ambience inside of an A380-800 aircraft cabin while taxiing at an airport on the ground Seamless looping.	44100	24	2	0:15
Airplane_B777-300_In-Flight_Engine_Ambience_Interior_01_LOOP.wav	Engine ambience inside of a B777-300 aircraft cabin while flying. Seamless looping.	44100	24	2	0:18
Airplane_B777-300_In-Flight_Engine_Ambience_Interior_02_LOOP.wav	Engine ambience inside of a B777-300 aircraft cabin while flying. Seamless looping. Deeper.	44100	24	2	0:12
Airplane_B777-300_In-Flight_Engine_Ambience_Interior_03_LOOP.wav	Engine ambience inside of a B777-300 aircraft cabin while flying. Seamless looping. Some metallic bumping.	44100	24	2	0:10
Airplane_B777-300_In-Flight_Engine_Ambience_Interior_04_LOOP.wav	Engine ambience inside of a B777-300 aircraft cabin while flying. Seamless looping. Sharper.	44100	24	2	0:21
Airplane_B777-300_In-Flight_Engine_Ambience_Interior_05_LOOP.wav	Engine ambience inside of a B777-300 aircraft cabin while flying. Seamless looping. Small voice chatter.	44100	24	2	0:10
Airplane_B777-300_Landing_Interior_01.wav	The interior, inside of a B777-300 aircraft cabin as it lands at an airport. Wheel ground contact and slight voice chatter.	44100	24	2	0:50
Airplane_B777-300_Landing_Interior_02.wav	The interior, inside of a B777-300 aircraft cabin as it lands at an airport. Double wheel ground contact, slight voice chatter and metallic squeaking.	44100	24	2	0:45
Airplane_B777-300_Takeoff_Interior_01.wav	The interior, inside of a B777-300 aircraft cabin as it takes off from an airport. Deep engine revving, acceleration, rumbling and vibrations.	44100	24	2	1:39
Airplane_B777-300_Takeoff_Interior_02.wav	The interior, inside of a B777-300 aircraft cabin as it takes off from an airport. Small voice chatter, deep engine revving, acceleration, rumbling, vibrations and metallic squeaking.	44100	24	2	1:37
Airplane_B777-300_Taxiing_Engine_Ambience_Interior_01_LOOP.wav	Engine ambience inside of a B777-300 aircraft cabin while taxiing at an airport on the ground Seamless looping.	44100	24	2	0:12
Airplane_Boeing_Fly-by_Centered_01.wav	A large commercial Boeing passenger aircraft flying past centered from right to left. Taking off from Gatwick airport, passing by at a distance of about 100 meters.	44100	24	2	0:32
Airplane_Boeing_Fly-by_Centered_02.wav	A large commercial Boeing passenger aircraft flying past centered from right to left. Taking off from Gatwick airport, passing by at a distance of about 100 meters. Distant motorway vehicle sounds with car honk, and wind noise.	44100	24	2	0:46
Airplane_Boeing_Fly-by_Centered_03.wav	A large commercial Boeing passenger aircraft flying past centered from right to left. Taking off from Gatwick airport, passing by at a distance of about 100 meters. Distant motorway vehicle sounds and wind noise.	44100	24	2	0:52

Airplane_Boeing_Fly-by_Centered_04.wav	A large commercial Boeing passenger aircraft flying past centered from right to left. Taking off from Gatwick airport, passing by at a distance of about 100 meters. Distant motorway vehicle sounds and wind noise.	44100	24	2	0:53
Airplane_Boeing_Fly-by_Centered_05.wav	A large commercial Boeing passenger aircraft flying past centered from right to left. Taking off from Gatwick airport, passing by at a distance of about 100 meters.	44100	24	2	0:43
Airplane_Boeing_Fly-by_Right-To-Left_01.wav	A large commercial Boeing passenger aircraft flying past from right to left. Taking off from Gatwick airport, passing by at a distance of about 100 meters. Small wind noise and distant motorway vehicles.	44100	24	2	0:50
Airplane_Boeing_Fly-by_Right-To-Left_02.wav	A large commercial Boeing passenger aircraft flying past from right to left. Taking off from Gatwick airport, passing by at a distance of about 100 meters. Minimal wind noise and distant motorway vehicles.	44100	24	2	0:48
Airplane_Boeing_Fly-by_Right-To-Left_03.wav	A large commercial Boeing passenger aircraft flying past from right to left. Taking off from Gatwick airport, passing by at a distance of about 100 meters. Distant motorway vehicles and a distant arriving train clip clop.	44100	24	2	0:52
Airplane_Boeing_Fly-by_Right-To-Left_04.wav	A large commercial Boeing passenger aircraft flying past from right to left. Taking off from Gatwick airport, passing by at a distance of about 100 meters. Distant motorway vehicles.	44100	24	2	0:47
Airplane_Boeing_Fly-by_Right-To-Left_05.wav	A large commercial Boeing passenger aircraft flying past from right to left. Taking off from Gatwick airport, passing by at a distance of about 100 meters. Distant motorway vehicles.	44100	24	2	0:58
Airplane_CRJ900_In-Flight_Engine_Ambience_Interior_01_LOOP.wav	Engine ambience inside of a CRJ900 aircraft cabin while flying. Seamless looping.	44100	24	2	0:11
Airplane_CRJ900_In-Flight_Engine_Ambience_Interior_02_LOOP.wav	Engine ambience inside of a CRJ900 aircraft cabin while flying. Slight metallic ticking. Seamless looping.	44100	24	2	0:14
Airplane_CRJ900_Landing_Interior_01.wav	The interior, inside of a CRJ900 aircraft cabin as it lands at an airport. Wheel ground contact and engine deceleration	44100	24	2	0:33
Airplane_CRJ900_Takeoff_Interior_01.wav	The interior, inside of a CRJ900 aircraft cabin as it takes off from an airport. Light engine revving, acceleration, rumbling and metallic shaking.	44100	24	2	1:21
Airplane_CRJ900_Taxiing_Engine_Ambience_Interior_01_LOOP.wav	Engine ambience inside of a CRJ900 aircraft cabin while taxiing at an airport on the ground Seamless looping.	44100	24	2	0:15
Airplane_Seatbelt_Sign_Beep_Double_01.wav	Audio of a passenger aircraft seatbelt sign beeping to signal seatbelts can be unbuckled. Cleaned with engine noise removed.	44100	24	2	0:06
Ambience_Airport_Waiting_Crowd_01_LOOP.wav	Background ambience at the Heathrow airport waiting area. Large crowd chatter, talking, conversations, and movement noise. Seamless looping.	44100	24	2	1:01
Ambience_Airport_Waiting_Crowd_02_LOOP.wav	Background ambience at the Heathrow airport waiting area. Large crowd chatter, talking, conversations, movement noise and plastic bag crackling. Seamless looping.	44100	24	2	1:00
Ambience_Airport_Waiting_Crowd_03_LOOP.wav	Background ambience at the Heathrow airport waiting area. Large crowd chatter, talking, a closer conversation, movement noise and plastic bag crackling. Seamless looping.	44100	24	2	1:00
Ambience_Airport_Waiting_Crowd_04_LOOP.wav	Background ambience at the Heathrow airport waiting area. Large crowd chatter, talking, a closer conversation and movement noise. Seamless looping.	44100	24	2	1:01
Ambience_Airport_Waiting_Crowd_05_LOOP.wav	Background ambience at the Heathrow airport waiting area. Large crowd chatter, talking, conversations and suitcase movement noise. Seamless looping.	44100	24	2	1:01
Ambience_BRT_Afternoon_F01_Children_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the afternoon. Light rain is present. Animals can be heard, such as crickets and frogs. Children are playing in the background. Can be looped.	44100	16	2	1:01
Ambience_BRT_Afternoon_H01_Roosters_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the afternoon. Animals can be heard, such as crickets, dogs and roosters. Waterfalls and rivers are in the background. Can be looped.	44100	16	2	1:01
Ambience_BRT_Jeepney_Roof-Seat_01_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines. Riding on top of a jeep (local transportation known as "jeepney"). Vehicles pass on either side with periodic chatter from passing locals and animals. Can be looped.	44100	16	2	1:01
Ambience_BRT_Mid-Day_C05_Heavy-Rain_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, at mid-day. Heavy rain is present. Can be looped.	44100	16	2	1:01
Ambience_BRT_Morning_C01_Town_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the morning at a local town. Animals can be heard, such as crickets and roosters. The sound of children playing and vehicles are in the background. Can be looped.	44100	16	2	1:01

Ambience_BRT_Morning_F01_Village_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the morning at a local village. Animals can be heard, such as several birds and roosters. Voices are in the background, as is a waterfall. Can be looped.	44100	16	2	1:01
Ambience_BRT_Night_A03_Clean_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, a night. Animals can be heard, such as crickets and birds. The noise has been removed. Can be looped.	44100	16	2	1:00
Ambience_BRT_Street-Vehicles-Passing_A01_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, by a road. Motorbikes, jeeps and other vehicles pass left and right. Can be looped.	44100	16	2	1:01
Ambience_BRT_Waterfall_Small_01_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, of a small waterfall. Can be looped.	44100	16	2	0:02
Ambience_Children_Playing_Distant_01.wav	Background ambience of distant children, kids playing on a school field, including screams and shouting. Some closer birdsong.	44100	24	2	0:57
Ambience_Crowd_Large_01_LOOP.wav	Background ambience of a large gathering crowd of people talking, chatting, loudly in a large activities tent. Seamless looping.	44100	24	2	0:55
Ambience_Crowd_Large_02_LOOP.wav	Background ambience of a large gathering crowd of people talking, chatting, loudly in a large activities tent. Seamless looping.	44100	24	2	0:38
Ambience_Day_Wildlife_01_LOOP.wav	Background ambience of day wildlife, animals, insects, birds, distant vehicles, wind in trees in America. Seamless looping.	44100	24	2	0:41
Ambience_Day_Wildlife_02_LOOP.wav	Background ambience of day wildlife, animals, insects, people chatter, distant passing vehicles, wind in trees in America. Seamless looping.	44100	24	2	0:41
Ambience_Florida_Frogs_Night_01_LOOP.wav	Background ambience of a large gathering of treefrogs in Florida, croaking and ribbiting en masse after a rain storm. Seamless looping.	44100	24	2	1:01
Ambience_Food_Court_01_LOOP.wav	Background ambience of a busy food court. People chatting, talking, conversing, eating, cutlery noises and chair movement squeaks. Seamless looping.	44100	16	2	0:38
Ambience_Food_Court_02_LOOP.wav	Background ambience of a busy food court. People chatting, talking, conversing, playing and eating. Seamless looping.	44100	24	2	0:41
Ambience_Food_Court_03_LOOP.wav	Background ambience of a busy food court. People chatting, talking, conversing, eating, shopping, and moving plastic chairs. Seamless looping.	44100	24	2	0:58
Ambience_Insects_Cicada_01_LOOP.wav	An insect, cicada, cricket sizzling layer in America. Background noise removed. Seamless looping.	44100	24	2	0:20
Ambience_Insects_Cicada_02_LOOP.wav	An insect, cicada, cricket sizzling layer in America. Background noise removed. Seamless looping.	44100	24	2	0:22
Ambience_Insects_Grasshopper_01_LOOP.wav	An insect, grasshopper chirping, clicking layer in England. Background noise removed. Seamless looping.	44100	24	2	0:26
Ambience_Insects_Grasshopper_02_LOOP.wav	An insect, grasshopper chirping, clicking layer in England. Background noise removed. Seamless looping.	44100	24	2	0:27
Ambience_London_Street_01_LOOP.wav	Background ambience of a busy city street in London. People walking past, talking, chatting, shopping, distant vehicles driving. Seamless looping.	44100	24	2	0:28
Ambience_Machine_Factory_01_LOOP.wav	Background ambience of an industrial automated machine factory with various mechanical systems. Constructed by combining various printer sounds with added reverb. Seamless looping.	44100	24	2	0:41
Ambience_Moaning-of-the-Dead_01.wav	A scary, terrifying, horror ambience of moaning souls of the dead with reverberation. Created by combining several drone engines revving up and down.	44100	24	2	0:36
Ambience_Night_Wildlife_01_LOOP.wav	Background ambience of various insects, crickets, cicadas during an American night. Highpass filtering, wildlife layer only. Seamless looping.	44100	16	2	1:00
Ambience_Night_Wildlife_02_LOOP.wav	Background ambience of various animals, insects, crickets, cicadas and frogs during an American night. Highpass filtering. Light rain. Seamless looping.	44100	24	2	0:58
Ambience_Night_Wildlife_03_LOOP.wav	Background ambience of various insects, crickets, cicadas and frogs during an American night. Highpass filtering. Seamless looping.	44100	24	2	0:31
Ambience_Outdoor_Public_Pool_01_LOOP.wav	Background ambience of an outdoor public swimming pool with various chatter, talking, and children playing and splashing. Seamless looping.	44100	24	2	1:01
Ambience_Restaurant_01_LOOP.wav	Background ambience at a busy restaurant. Several people talking, chatting, conversing and eating food. Sound of plates bashing and metal cutlery. Seamless looping.	44100	24	2	0:41

Ambience_Start-Of-A-Rainstorm_01.wav	An oncoming rainstorm in America. Distant rain approaches and starts to drip with distant rumbling thunder. Moderate rainfall at peak before calming and stopping. Some insect sounds towards the end.	44100	24	2	1:32
Ambience_Vehicles_London_Traffic_Right-To-Left_01_LOOP.wav	Ambience of a busy London city road with numerous vehicles, cars, buses, and trucks passing from right to left with their engines close. A bus stops at a traffic light. Seamless looping.	44100	24	2	1:01
Ambience_Vehicles_London_Traffic_Right-To-Left_02_LOOP.wav	Ambience of a busy London city road with numerous vehicles, cars, buses, and trucks passing from right to left with their engines close. Seamless looping.	44100	24	2	1:01
Ambience_Vehicles_London_Traffic_Right-To-Left_03_LOOP.wav	Ambience of a busy London city road with numerous vehicles, cars, buses, motorbikes and trucks passing from right to left with their engines close. Distant hammering. Pedestrians walking. Seamless looping.	44100	24	2	1:01
Ambience_Vehicles_Passing_Close_Both_01_LOOP.wav	Ambience of a busy town tarmac road with multiple vehicles, cars and trucks passing from both right to left and left to right. About 5 meters from the road. Seamless looping.	44100	24	2	0:51
Ambience_Vehicles_Passing_Close_Right-To-Left_01_LOOP.wav	Ambience of multiple driving vehicles, cars, trucks, and lorries passing from right to left from the side of a motorway. About 5 meters from the vehicles. Seamless looping.	44100	24	2	0:55
Ambience_Vehicles_Passing_Close_Right-To-Left_02_LOOP.wav	Ambience of multiple driving vehicles, cars, trucks, and lorries passing from right to left from the side of a motorway. About 5 meters from the vehicles. Seamless looping.	44100	24	2	0:55
Ambience_Vehicles_Passing_Distant_Right-To-Left_01_LOOP.wav	Ambience of multiple driving vehicles, cars, trucks, and lorries passing from right to left from the side of a motorway. About 10 meters from the vehicles. Distant birds. Seamless looping.	44100	24	2	0:54
Ambience_Vehicles_Passing_Distant_Right-To-Left_02_LOOP.wav	Ambience of multiple driving vehicles, cars, trucks, and lorries passing from right to left from the side of a motorway. About 10 meters from the vehicles. Distant birds. Seamless looping.	44100	24	2	0:58
Ambience_Vehicles_Passing_Very-Close_Right-To-Left_01_LOOP.wav	Ambience of multiple driving vehicles, cars, trucks, and lorries passing from right to left from the side of a motorway. About 2 meters from the vehicles. Seamless looping.	44100	24	2	0:58
Ambience_Vehicles_Passing_Very-Close_Right-To-Left_02_LOOP.wav	Ambience of multiple driving vehicles, cars, trucks, and lorries passing from right to left from the side of a motorway. About 2 meters from the vehicles. Seamless looping.	44100	24	2	0:57
Ambience_Vehicles_Passing_Very-Distant_01_Birds_LOOP.wav	Ambience of multiple driving vehicles, cars, trucks, and lorries passing from right to left from the side of a motorway. About 100 meters from the vehicles. Close birds and light wind. Seamless looping.	44100	24	2	0:28
Bell_Shop_Counter_Till_01.wav	A ding, ring, bright metallic bell commonly found in shops at the till, counter, checkout to notify the shopkeeper.	44100	24	2	0:04
Bell_Shop_Counter_Till_02.wav	A ding, ring, bright metallic bell commonly found in shops at the till, counter, checkout to notify the shopkeeper.	44100	24	2	0:04
Bird_Whistling_Plastic_Toy_01.wav	An artificial birdsong by blowing into a plastic bird toy filled with water.	44100	24	2	0:06
Bird_Whistling_Plastic_Toy_02.wav	An artificial birdsong by blowing into a plastic bird toy filled with water.	44100	24	2	0:04
Bird_Whistling_Plastic_Toy_03.wav	An artificial birdsong by blowing into a plastic bird toy filled with water.	44100	24	2	0:04
Bird_Whistling_Plastic_Toy_04.wav	An artificial birdsong by blowing into a plastic bird toy filled with water.	44100	24	2	0:06
Bird_Whistling_Plastic_Toy_05.wav	An artificial birdsong by blowing into a plastic bird toy filled with water.	44100	24	2	0:05
Bird_Whistling_Plastic_Toy_06.wav	An artificial birdsong by blowing into a plastic bird toy filled with water.	44100	24	2	0:03
Bird_Whistling_Plastic_Toy_07.wav	An artificial birdsong by blowing into a plastic bird toy filled with water.	44100	24	2	0:04
Bird_Whistling_Plastic_Toy_08.wav	An artificial birdsong by blowing into a plastic bird toy filled with water.	44100	24	2	0:06
Bird_Whistling_Plastic_Toy_Short_01.wav	An artificial birdsong by blowing into a plastic bird toy filled with water. A shorter variation.	44100	24	2	0:01
Bird_Whistling_Plastic_Toy_Short_02.wav	An artificial birdsong by blowing into a plastic bird toy filled with water. A shorter variation.	44100	24	2	0:01
Bird_Whistling_Plastic_Toy_Short_03.wav	An artificial birdsong by blowing into a plastic bird toy filled with water. A shorter variation.	44100	24	2	0:02
Bird_Whistling_Plastic_Toy_Short_04.wav	An artificial birdsong by blowing into a plastic bird toy filled with water. A shorter variation.	44100	24	2	0:01
Bird_Whistling_Plastic_Toy_Short_05.wav	An artificial birdsong by blowing into a plastic bird toy filled with water. A shorter variation.	44100	24	2	0:01
Bird_Whistling_Plastic_Toy_Short_06.wav	An artificial birdsong by blowing into a plastic bird toy filled with water. A shorter variation.	44100	24	2	0:01

Bird_Whistling_Plastic_Toy_Tremolo_01.wav	An artificial birdsong by blowing into a plastic bird toy filled with water. A shimmering, shaking, trilling variation.	44100	24	2	0:09
Bird_Whistling_Plastic_Toy_Tremolo_02.wav	An artificial birdsong by blowing into a plastic bird toy filled with water. A shimmering, shaking, trilling variation.	44100	24	2	0:04
Bird_Whistling_Plastic_Toy_Tremolo_03.wav	An artificial birdsong by blowing into a plastic bird toy filled with water. A shimmering, shaking, trilling variation.	44100	24	2	0:04
Bird_Whistling_Plastic_Toy_Tremolo_04.wav	An artificial birdsong by blowing into a plastic bird toy filled with water. A shimmering, shaking, trilling variation.	44100	24	2	0:03
Bird_Whistling_Plastic_Toy_Tremolo_05.wav	An artificial birdsong by blowing into a plastic bird toy filled with water. A shimmering, shaking, trilling variation.	44100	24	2	0:07
Bird_Whistling_Plastic_Toy_Tremolo_06.wav	An artificial birdsong by blowing into a plastic bird toy filled with water. A shimmering, shaking, trilling variation.	44100	24	2	0:06
Bird_Whistling_Robin_Multi_01.wav	A single English robin bird singing birdsong multiple times. Noise removed.	44100	16	2	0:25
Bird_Whistling_Robin_Multi_02.wav	A single English robin bird singing birdsong multiple times. Noise removed.	44100	16	2	0:14
Bird_Whistling_Robin_Multi_03.wav	A single English robin bird singing birdsong multiple times. Noise removed.	44100	16	2	0:24
Bird_Whistling_Robin_Multi_04.wav	A single English robin bird singing birdsong multiple times. Noise removed.	44100	16	2	0:06
Bird_Whistling_Robin_Multi_05.wav	A single English robin bird singing birdsong multiple times. Noise removed.	44100	24	2	0:16
Bird_Whistling_Robin_Single_01.wav	A single English robin bird singing birdsong once. Noise removed.	44100	24	2	0:03
Bird_Whistling_Robin_Single_02.wav	A single English robin bird singing birdsong once. Noise removed.	44100	24	2	0:04
Bird_Whistling_Robin_Single_03.wav	A single English robin bird singing birdsong once. Noise removed.	44100	24	2	0:04
Bird_Whistling_Robin_Single_04.wav	A single English robin bird singing birdsong once. Noise removed.	44100	24	2	0:02
Bird_Whistling_Robin_Single_05.wav	A single English robin bird singing birdsong once. Noise removed.	44100	24	2	0:04
Bird_Whistling_Robin_Single_06.wav	A single English robin bird singing birdsong once. Noise removed.	44100	24	2	0:03
Bird_Whistling_Robin_Single_07.wav	A single English robin bird singing birdsong once. Noise removed.	44100	24	2	0:03
Bird_Whistling_Robin_Single_08.wav	A single English robin bird singing birdsong once. Noise removed.	44100	24	2	0:03
Bird_Whistling_Robin_Single_09.wav	A single English robin bird singing birdsong once. Noise removed.	44100	24	2	0:03
Bird_Whistling_Robin_Single_10.wav	A single English robin bird singing birdsong once. Noise removed.	44100	24	2	0:03
Bird_Whistling_Robin_Single_11.wav	A single English robin bird singing birdsong once. Noise removed.	44100	24	2	0:03
Bird_Whistling_Robin_Single_12.wav	A single English robin bird singing birdsong once. Noise removed.	44100	24	2	0:05
Birds_Whistling_Multi_01.wav	Multiple English birds, including robins, singing birdsong. Noise removed.	44100	16	2	0:13
Birds_Whistling_Multi_02.wav	Multiple English birds, including robins, singing birdsong. Noise removed.	44100	24	2	0:22
Biting_Carrot_Single_Close_01.wav	A single mouth biting, chewing of a crunchy carrot.	44100	24	2	0:02
Biting_Crunchy_Multi_Close_01.wav	Multiple mouth biting, chewing of a crunchy, crackling, dry prawn cracker.	44100	24	2	0:10
Biting_Crunchy_Multi_Close_02.wav	Multiple mouth biting, chewing of a crunchy, crackling, dry prawn cracker.	44100	24	2	0:05
Biting_Crunchy_Multi_Close_03.wav	Multiple mouth biting, chewing of a crunchy, crackling, dry prawn cracker.	44100	24	2	0:04
Biting_Crunchy_Multi_Close_04.wav	Multiple mouth biting, chewing of a crunchy, crackling, dry prawn cracker.	44100	24	2	0:03
Biting_Crunchy_Multi_Close_05.wav	Multiple mouth biting, chewing of a crunchy, crackling, dry prawn cracker.	44100	24	2	0:03
Biting_Crunchy_Multi_Close_Internal_01.wav	Multiple mouth biting, chewing of a crunchy, crackling, dry cracker inside a closed mouth.	44100	24	2	0:07

Biting_Crunchy_Multi_Close_Internal_02.wav	Multiple mouth biting, chewing of a crunchy, crackling, dry cracker inside a closed mouth.	44100	24	2	0:07
Biting_Crunchy_Multi_Close_Internal_03.wav	Multiple mouth biting, chewing of a crunchy, crackling, dry cracker inside a closed mouth.	44100	24	2	0:08
Biting_Crunchy_Multi_Close_Internal_04.wav	Multiple mouth biting, chewing of a crunchy, crackling, dry cracker inside a closed mouth.	44100	24	2	0:08
Biting_Crunchy_Single_Close_01.wav	A single mouth biting, chewing of a crunchy, crackling, dry prawn cracker.	44100	24	2	0:01
Biting_Crunchy_Single_Close_02.wav	A single mouth biting, chewing of a crunchy, crackling, dry prawn cracker.	44100	24	2	0:01
Biting_Crunchy_Single_Close_03.wav	A single mouth biting, chewing of a crunchy, crackling, dry prawn cracker.	44100	24	2	0:01
Biting_Crunchy_Single_Close_04.wav	A single mouth biting, chewing of a crunchy, crackling, dry prawn cracker.	44100	24	2	0:01
Biting_Crunchy_Single_Close_05.wav	A single mouth biting, chewing of a crunchy, crackling, dry prawn cracker.	44100	24	2	0:01
Biting_Crunchy_Single_Close_06.wav	A single mouth biting, chewing of a crunchy, crackling, dry prawn cracker.	44100	24	2	0:01
Biting_Crunchy_Single_Close_07.wav	A single mouth biting, chewing of a crunchy, crackling, dry prawn cracker.	44100	24	2	0:01
Biting_Crunchy_Single_Close_08.wav	A single mouth biting, chewing of a crunchy, crackling, dry prawn cracker.	44100	24	2	0:01
Biting_Crunchy_Single_Close_09.wav	A single mouth biting, chewing of a crunchy, crackling, dry prawn cracker.	44100	24	2	0:01
Biting_Crunchy_Single_Close_10.wav	A single mouth biting, chewing of a crunchy, crackling, dry prawn cracker.	44100	24	2	0:01
Biting_Crunchy_Single_Close_11.wav	A single mouth biting, chewing of a crunchy, crackling, dry prawn cracker.	44100	24	2	0:01
Biting_Crunchy_Single_Close_12.wav	A single mouth biting, chewing of a crunchy, crackling, dry prawn cracker.	44100	24	2	0:01
Biting_Crunchy_Single_Close_13.wav	A single mouth biting, chewing of a crunchy, crackling, dry prawn cracker.	44100	24	2	0:01
Biting_Crunchy_Single_Close_14.wav	A single mouth biting, chewing of a crunchy, crackling, dry prawn cracker.	44100	24	2	0:01
Biting_Crunchy_Single_Close_15.wav	A single mouth biting, chewing of a crunchy, crackling, dry prawn cracker.	44100	24	2	0:01
Bodyboard_Creature-Voice-A_Dry_001.wav	A creature vocalization made by combining several stretching sounds from twisting a surfing bodyboard made of polystyrene foam. Then pitch shifted. No reverberation.	44100	16	2	0:02
Bodyboard_Creature-Voice-A_Dry_002.wav	A creature vocalization made by combining several stretching sounds from twisting a surfing bodyboard made of polystyrene foam. Then pitch shifted. No reverberation.	44100	16	2	0:02
Bodyboard_Creature-Voice-A_Dry_003.wav	A creature vocalization made by combining several stretching sounds from twisting a surfing bodyboard made of polystyrene foam. Then pitch shifted. No reverberation.	44100	16	2	0:01
Bodyboard_Creature-Voice-B_Dry_040.wav	A creature vocalization made by combining several stretching sounds from twisting a surfing bodyboard made of polystyrene foam. Then pitch shifted and timbrally adjusted. No reverberation.	44100	16	2	0:02
Bodyboard_Creature-Voice-B_Dry_041.wav	A creature vocalization made by combining several stretching sounds from twisting a surfing bodyboard made of polystyrene foam. Then pitch shifted and timbrally adjusted. No reverberation.	44100	16	2	0:02
Bodyboard_Creature-Voice-B_Dry_042.wav	A creature vocalization made by combining several stretching sounds from twisting a surfing bodyboard made of polystyrene foam. Then pitch shifted and timbrally adjusted. No reverberation.	44100	16	2	0:02
Bodyboard_Creature-Voice-C_Dry_073.wav	A creature vocalization made by combining several stretching sounds from twisting a surfing bodyboard made of polystyrene foam. Then pitch shifted with a high timbre. No reverberation.	44100	16	2	0:01
Bodyboard_Creature-Voice-C_Dry_074.wav	A creature vocalization made by combining several stretching sounds from twisting a surfing bodyboard made of polystyrene foam. Then pitch shifted with a high timbre. No reverberation.	44100	16	2	0:02
Bodyboard_Creature-Voice-C_Dry_075.wav	A creature vocalization made by combining several stretching sounds from twisting a surfing bodyboard made of polystyrene foam. Then pitch shifted with a high timbre. No reverberation.	44100	16	2	0:02
Bodyboard_Creature-Voice-D_Dry_114.wav	A creature vocalization made by combining several stretching sounds from twisting a surfing bodyboard made of polystyrene foam. Then pitch shifted with a low timbre. No reverberation.	44100	16	2	0:01
Bodyboard_Creature-Voice-D_Dry_115.wav	A creature vocalization made by combining several stretching sounds from twisting a surfing bodyboard made of polystyrene foam. Then pitch shifted with a low timbre. No reverberation.	44100	16	2	0:02
Bodyboard_Creature-Voice-D_Dry_116.wav	A creature vocalization made by combining several stretching sounds from twisting a surfing bodyboard made of polystyrene foam. Then pitch shifted with a low timbre. No reverberation.	44100	16	2	0:01

Bodyboard_Creature-Voice-E_Dry_146.wav	A creature vocalization made by combining several stretching sounds from twisting a surfing bodyboard made of polystyrene foam. Then pitch shifted with a very low timbre and reference pitch. No reverberation.	44100	16	2	0:02
Bodyboard_Creature-Voice-E_Dry_147.wav	A creature vocalization made by combining several stretching sounds from twisting a surfing bodyboard made of polystyrene foam. Then pitch shifted with a very low timbre and reference pitch. No reverberation.	44100	16	2	0:01
Bodyboard_Creature-Voice-E_Dry_148.wav	A creature vocalization made by combining several stretching sounds from twisting a surfing bodyboard made of polystyrene foam. Then pitch shifted with a very low timbre and reference pitch. No reverberation.	44100	16	2	0:01
Bodyboard_Creature-Voice-F_Dry_189.wav	A creature vocalization made by combining several stretching sounds from twisting a surfing bodyboard made of polystyrene foam. Then pitch shifted with a very high timbre and reference pitch. No reverberation.	44100	16	2	0:01
Bodyboard_Creature-Voice-F_Dry_190.wav	A creature vocalization made by combining several stretching sounds from twisting a surfing bodyboard made of polystyrene foam. Then pitch shifted with a very high timbre and reference pitch. No reverberation.	44100	16	2	0:01
Bodyboard_Creature-Voice-F_Dry_191.wav	A creature vocalization made by combining several stretching sounds from twisting a surfing bodyboard made of polystyrene foam. Then pitch shifted with a very high timbre and reference pitch. No reverberation.	44100	16	2	0:01
Bodyboard_Creature-Voice-G_Dry_253.wav	A creature vocalization made by combining several stretching sounds from twisting a surfing bodyboard made of polystyrene foam. Then pitch shifted with a flanger and tremolo effect. No reverberation.	44100	16	2	0:02
Bodyboard_Creature-Voice-G_Dry_254.wav	A creature vocalization made by combining several stretching sounds from twisting a surfing bodyboard made of polystyrene foam. Then pitch shifted with a flanger and tremolo effect. No reverberation.	44100	16	2	0:02
Bodyboard_Creature-Voice-G_Dry_255.wav	A creature vocalization made by combining several stretching sounds from twisting a surfing bodyboard made of polystyrene foam. Then pitch shifted with a flanger and tremolo effect. No reverberation.	44100	16	2	0:01
Bodyboard_Creature-Voice-H_Dry_296.wav	A creature vocalization made by combining several stretching sounds from twisting a surfing bodyboard made of polystyrene foam. Then pitch shifted with a flanger and tremolo effect while also being timbrally adjusted. No reverberation.	44100	16	2	0:02
Bodyboard_Creature-Voice-H_Dry_297.wav	A creature vocalization made by combining several stretching sounds from twisting a surfing bodyboard made of polystyrene foam. Then pitch shifted with a flanger and tremolo effect while also being timbrally adjusted. No reverberation.	44100	16	2	0:01
Bodyboard_Creature-Voice-H_Dry_298.wav	A creature vocalization made by combining several stretching sounds from twisting a surfing bodyboard made of polystyrene foam. Then pitch shifted with a flanger and tremolo effect while also being timbrally adjusted. No reverberation.	44100	16	2	0:02
Bodyboard_Creature-Voice-I_Dry_360.wav	A creature vocalization made by combining several stretching sounds from twisting a surfing bodyboard made of polystyrene foam. Then pitch shifted with a quick monophonic delay and tremolo tranceformer. No reverberation.	44100	16	2	0:02
Bodyboard_Creature-Voice-I_Dry_361.wav	A creature vocalization made by combining several stretching sounds from twisting a surfing bodyboard made of polystyrene foam. Then pitch shifted with a quick monophonic delay and tremolo tranceformer. No reverberation.	44100	16	2	0:01
Bodyboard_Creature-Voice-I_Dry_362.wav	A creature vocalization made by combining several stretching sounds from twisting a surfing bodyboard made of polystyrene foam. Then pitch shifted with a quick monophonic delay and tremolo tranceformer. No reverberation.	44100	16	2	0:01
Bodyboard_Creature-Voice-J_Dry_416.wav	A creature vocalization made by combining several stretching sounds from twisting a surfing bodyboard made of polystyrene foam. Then pitch shifted with a ring modulator and tranceformer effect. No reverberation.	44100	16	2	0:01

Bodyboard_Creature-Voice-J_Dry_417.wav	A creature vocalization made by combining several stretching sounds from twisting a surfing bodyboard made of polystyrene foam. Then pitch shifted with a ring modulator and tranceformer effect. No reverberation.	44100	16	2	0:01
Bodyboard_Creature-Voice-J_Dry_418.wav	A creature vocalization made by combining several stretching sounds from twisting a surfing bodyboard made of polystyrene foam. Then pitch shifted with a ring modulator and tranceformer effect. No reverberation.	44100	16	2	0:01
Bodyboard_Creature-Voice-K_Dry_471.wav	A creature vocalization made by combining several stretching sounds from twisting a surfing bodyboard made of polystyrene foam. Then pitch shifted with a quick monophonic delay, ring modulator, computer tranceformer and tremolo effect. No reverberation.	44100	16	2	0:01
Bodyboard_Creature-Voice-K_Dry_472.wav	A creature vocalization made by combining several stretching sounds from twisting a surfing bodyboard made of polystyrene foam. Then pitch shifted with a quick monophonic delay, ring modulator, computer tranceformer and tremolo effect. No reverberation.	44100	16	2	0:02
Bodyboard_Creature-Voice-K_Dry_473.wav	A creature vocalization made by combining several stretching sounds from twisting a surfing bodyboard made of polystyrene foam. Then pitch shifted with a quick monophonic delay, ring modulator, computer tranceformer and tremolo effect. No reverberation.	44100	16	2	0:01
Boing_Comedic_Flexatone_01.wav	A dizzying, comedic, cartoon, metallic boing produced from striking a flexatone with a metal mallet.	44100	16	2	0:02
Boing_Comedic_Flexatone_02.wav	A dizzying, comedic, cartoon, metallic boing produced from striking a flexatone with a metal mallet.	44100	24	2	0:02
Boing_Comedic_Flexatone_03.wav	A dizzying, comedic, cartoon, metallic boing produced from striking a flexatone with a metal mallet.	44100	24	2	0:02
Boing_Comedic_Flexatone_04.wav	A dizzying, comedic, cartoon, metallic boing produced from striking a flexatone with a metal mallet.	44100	24	2	0:02
Boing_Comedic_Flexatone_05.wav	Heavily hitting a metal flexatone with a metal mallet and bending the flexatone to create a bouncy boing sound.	44100	16	2	0:03
Boing_Jaw_Harp_01.wav	A comedic, cartoon, metallic boing produced from flicking a jaw harp, jew's harp, placed in the mouth voicing the vowel "A".	44100	24	2	0:03
Boing_Jaw_Harp_02.wav	A comedic, cartoon, metallic boing produced from flicking a jaw harp, jew's harp, placed in the mouth voicing the vowel "O".	44100	24	2	0:02
Car_Alarm_Distant_01.wav	A distant car alarm during the night, with a slight natural echo. Both turning on, and turning off. Noise removed.	44100	24	2	0:28
Car_Alarm_Distant_02.wav	A distant car alarm during the night, with a slight natural echo. Both turning on, and turning off. Noise removed.	44100	24	2	0:28
Car_Grand-Scenic_Door_Closing_01.wav	A metal car door closing forcefully on a Grand Scenic vehicle.	44100	24	2	0:01
Car_Grand-Scenic_Engine_Idle_Exterior_01_LOOP.wav	A diesel car engine idling from a Grand Scenic vehicle. From outside the vehicle. Seamless looping.	44100	16	2	0:08
Car_Grand-Scenic_Engine_Idle_Exterior_02_LOOP.wav	A diesel car engine idling from a Grand Scenic vehicle. From outside the vehicle. Seamless looping.	44100	16	2	0:06
Car_Grand-Scenic_Engine_Ignition_01.wav	The car engine starting from a Grand Scenic vehicle ignition.	44100	16	2	0:05
Car_Grand-Scenic_Engine_Off_01.wav	Turning the car engine off from a Grand Scenic vehicle, with a little bit of close diesel engine idling to begin.	44100	16	2	0:03
Car_Passing_Multi_Close_Both_01.wav	Two cars passing close to the recorder, traveling both from left to right and right to left on a tarmac road. Some birdsong and natural day ambience.	44100	24	2	0:36
Car_Passing_Multi_Close_Both_02.wav	Three cars passing close to the recorder, traveling both from right to left, left to right and right to left on a tarmac road. Some distant birdsong.	44100	24	2	0:49
Car_Passing_Single_Close_Left-To-Right_01.wav	A single car vehicle passing close to the recorder from left to right, traveling on a tarmac road. Some slight birdsong.	44100	24	2	0:13
Cat_Meow_Female_Single_01.wav	A single female cat meowing or moaning.	44100	24	2	0:01
Cat_Meow_Female_Single_02.wav	A single female cat meowing or moaning.	44100	24	2	0:01
Cat_Meow_Female_Single_03.wav	A single female cat meowing or moaning.	44100	24	2	0:01

Cat_Meow_Female_Single_04.wav	A single female cat meowing or moaning.	44100	24	2	0:01
Cat_Meow_Female_Single_05.wav	A single female cat meowing or moaning.	44100	24	2	0:01
Cat_Meow_Male_Single_01.wav	A single male cat meowing or moaning.	44100	16	2	0:02
Cat_Meow_Male_Single_02.wav	A single male cat meowing or moaning.	44100	16	2	0:02
Cat_Meow_Male_Single_03.wav	A single male cat meowing or moaning.	44100	16	2	0:02
Cat_Meow_Male_Single_04.wav	A single male cat meowing or moaning.	44100	16	2	0:02
Cat_Meow_Screaming_01.wav	A single stray cat screaming or shrieking loudly at a distance of about 6 meters.	44100	24	2	0:02
Cat_Purring_Female_Single_01.wav	A single female cat purring at a distance of 5 centimeters.	44100	16	2	0:03
Cat_Purring_Female_Single_02.wav	A single female cat quickly purring at a distance of 5 centimeters.	44100	16	2	0:01
Clock_Antique_Chiming_01.wav	An old, antique mechanical clockwork clock chime at 8 o'clock with ticking and a gradually fading chime. Winding of internal gears and cogs.	44100	24	2	0:23
Clock_Cuckoo_Chiming_Multi_01.wav	An old cuckoo mechanical clockwork clock chime at 5 o'clock with an opening mechanism, bell ding, cuckoo bird and gradual fade. Slight winding of internal gears and cogs.	44100	24	2	0:07
Clock_Cuckoo_Chiming_Single_01.wav	An old cuckoo mechanical clockwork clock chime at 1 o'clock with an opening mechanism, bell ding, cuckoo bird and gradual fade. Slight winding of internal gears and cogs.	44100	24	2	0:04
Clock_Cuckoo_Chiming_Single_01_LOOP.wav	A single cuckoo clock chime with a bell ding and slight winding of internal gears and cogs. Seamless looping to construct your own time.	44100	24	2	0:01
Coffee_Machine_Cycle_01.wav	The full cycle of a Keurig coffee making machine brewing and filtering a cup of hot beverage before pouring it into a cup.	44100	24	2	1:32
Construction_Jackhammer_Excavator_Digging_Close_01.wav	A large construction jackhammer excavator vehicle digging harshly into concrete with its metal digger. At a distance of roughly 8 meters.	44100	24	2	0:17
Construction_Jackhammer_Excavator_Digging_Close_02.wav	A large construction jackhammer excavator vehicle digging harshly into concrete with its metal digger. At a distance of roughly 8 meters.	44100	24	2	0:11
Construction_Jackhammer_Excavator_Digging_Close_03.wav	A large construction jackhammer excavator vehicle digging harshly into concrete with its metal digger. At a distance of roughly 8 meters.	44100	24	2	0:09
Construction_Jackhammer_Excavator_Digging_Distant_01.wav	A large construction jackhammer excavator vehicle digging harshly into concrete with its metal digger. At a distance of roughly 20 meters.	44100	24	2	0:15
Cracking_Crunching_Branch_Long_01.wav	A single long cracking and crunching sound by snapping a dry, wooden tree branch.	44100	24	2	0:04
Cracking_Crunching_Branch_Long_02.wav	A single long cracking and crunching sound by snapping a dry, wooden tree branch.	44100	24	2	0:03
Cracking_Crunching_Branch_Long_03.wav	A single long cracking and crunching sound by snapping a dry, wooden tree branch.	44100	24	2	0:05
Cracking_Crunching_Branch_Long_04.wav	A single long cracking and crunching sound by snapping a dry, wooden tree branch.	44100	24	2	0:04
Cracking_Crunching_Branch_Long_05.wav	A single long cracking and crunching sound by snapping a dry, wooden tree branch.	44100	24	2	0:05
Cracking_Crunching_Branch_Long_06.wav	A single long cracking and crunching sound by snapping a dry, wooden tree branch.	44100	24	2	0:04
Cracking_Crunching_Branch_Short_01.wav	A single short cracking and crunching sound by quickly snapping a dry, wooden tree branch.	44100	24	2	0:03
Cracking_Crunching_Branch_Short_02.wav	A single short cracking and crunching sound by quickly snapping a dry, wooden tree branch.	44100	24	2	0:02
Cracking_Crunching_Branch_Short_03.wav	A single short cracking and crunching sound by quickly snapping a dry, wooden tree branch.	44100	24	2	0:01
Cracking_Crunching_Branch_Short_04.wav	A single short cracking and crunching sound by quickly snapping a dry, wooden tree branch.	44100	24	2	0:02
Cracking_Crunching_Branch_Short_05.wav	A single short cracking and crunching sound by quickly snapping a dry, wooden tree branch.	44100	24	2	0:02
Cracking_Crunching_Branch_Short_06.wav	A single short cracking and crunching sound by quickly snapping a dry, wooden tree branch.	44100	24	2	0:01
Cracking_Crunching_Branch_Short_07.wav	A single short cracking and crunching sound by quickly snapping a dry, wooden tree branch.	44100	24	2	0:02

Cracking_Crunching_Branch_Short_08.wav	A single short cracking and crunching sound by quickly snapping a dry, wooden tree branch.	44100	24	2	0:03
Cracking_Crunching_Branch_Short_09.wav	A single short cracking and crunching sound by quickly snapping a dry, wooden tree branch.	44100	24	2	0:02
Cracking_Crunching_Branch_Short_10.wav	A single short cracking and crunching sound by quickly snapping a dry, wooden tree branch.	44100	24	2	0:01
Cracking_Crunching_Cabbage_Single_Short_01.wav	A single short cracking and crunching sound by quickly snapping a wet, slimy cabbage vegetable.	44100	24	2	0:01
Cracking_Crunching_Cabbage_Single_Short_02.wav	A single short cracking and crunching sound by quickly snapping a wet, slimy cabbage vegetable.	44100	24	2	0:01
Cracking_Crunching_Cabbage_Single_Short_03.wav	A single short cracking and crunching sound by quickly snapping a wet, slimy cabbage vegetable.	44100	24	2	0:01
Cracking_Crunching_Cabbage_Single_Short_04.wav	A single short cracking and crunching sound by quickly snapping a wet, slimy cabbage vegetable.	44100	24	2	0:01
Cracking_Crunching_Cabbage_Single_Short_05.wav	A single short cracking and crunching sound by quickly snapping a wet, slimy cabbage vegetable.	44100	24	2	0:02
Cracking_Crunching_Cabbage_Single_Short_06.wav	A single short cracking and crunching sound by quickly snapping a wet, slimy cabbage vegetable.	44100	24	2	0:01
Cracking_Crunching_Cabbage_Single_Short_07.wav	A single short cracking and crunching sound by quickly snapping a wet, slimy cabbage vegetable.	44100	24	2	0:02
Cracking_Crunching_Cabbage_Single_Short_08.wav	A single short cracking and crunching sound by quickly snapping a wet, slimy cabbage vegetable.	44100	24	2	0:03
Cracking_Crunching_Cabbage_Single_Short_09.wav	A single short cracking and crunching sound by quickly snapping a wet, slimy cabbage vegetable.	44100	24	2	0:02
Cracking_Crunching_Celery_Single_Long_01.wav	A single long cracking and crunching sound by slowly snapping and ripping a wet, fleshy celery vegetable.	44100	24	2	0:05
Cracking_Crunching_Celery_Single_Long_02.wav	A single long cracking and crunching sound by slowly snapping and ripping a wet, fleshy celery vegetable.	44100	24	2	0:02
Cracking_Crunching_Celery_Single_Long_03.wav	A single long cracking and crunching sound by slowly snapping and ripping a wet, fleshy celery vegetable.	44100	24	2	0:03
Cracking_Crunching_Celery_Single_Long_04.wav	A single long cracking and crunching sound by slowly snapping and ripping a wet, fleshy celery vegetable.	44100	24	2	0:03
Cracking_Crunching_Celery_Single_Long_05.wav	A single long cracking and crunching sound by slowly snapping and ripping a wet, fleshy celery vegetable.	44100	24	2	0:03
Cracking_Crunching_Celery_Single_Long_06.wav	A single long cracking and crunching sound by slowly snapping and ripping a wet, fleshy celery vegetable.	44100	24	2	0:04
Cracking_Crunching_Celery_Single_Long_07.wav	A single long cracking and crunching sound by slowly snapping and ripping a wet, fleshy celery vegetable.	44100	24	2	0:04
Cracking_Crunching_Celery_Single_Long_08.wav	A single long cracking and crunching sound by slowly snapping and ripping a wet, fleshy celery vegetable.	44100	24	2	0:03
Cracking_Crunching_Celery_Single_Long_09.wav	A single long cracking and crunching sound by slowly snapping and ripping a wet, fleshy celery vegetable.	44100	24	2	0:03
Cracking_Crunching_Celery_Single_Long_10.wav	A single long cracking and crunching sound by slowly snapping and ripping a wet, fleshy celery vegetable.	44100	24	2	0:03
Cracking_Crunching_Celery_Single_Short_01.wav	A single short cracking and crunching sound by quickly snapping and ripping a wet, fleshy celery vegetable.	44100	24	2	0:02
Cracking_Crunching_Celery_Single_Short_02.wav	A single short cracking and crunching sound by quickly snapping and ripping a wet, fleshy celery vegetable.	44100	24	2	0:03
Cracking_Crunching_Celery_Single_Short_03.wav	A single short cracking and crunching sound by quickly snapping and ripping a wet, fleshy celery vegetable.	44100	24	2	0:01
Cracking_Crunching_Celery_Single_Short_04.wav	A single short cracking and crunching sound by quickly snapping and ripping a wet, fleshy celery vegetable.	44100	24	2	0:03
Cracking_Crunching_Celery_Single_Short_05.wav	A single short cracking and crunching sound by quickly snapping and ripping a wet, fleshy celery vegetable.	44100	24	2	0:02
Cracking_Crunching_Celery_Single_Short_06.wav	A single short cracking and crunching sound by quickly snapping and ripping a wet, fleshy celery vegetable.	44100	24	2	0:01

Cracking_Crunching_Celery_Single_Short_07.wav	A single short cracking and crunching sound by quickly snapping and ripping a wet, fleshy celery vegetable.	44100	24	2	0:01
Cracking_Crunching_Celery_Single_Short_08.wav	A single short cracking and crunching sound by quickly snapping and ripping a wet, fleshy celery vegetable.	44100	24	2	0:02
Cracking_Crunching_Celery_Single_Short_09.wav	A single short cracking and crunching sound by quickly snapping and ripping a wet, fleshy celery vegetable.	44100	24	2	0:01
Cracking_Crunching_Celery_Single_Short_10.wav	A single short cracking and crunching sound by quickly snapping and ripping a wet, fleshy celery vegetable.	44100	24	2	0:02
Cracking_Crunching_Celery_Single_Short_11.wav	A single short cracking and crunching sound by quickly snapping and ripping a wet, fleshy celery vegetable.	44100	24	2	0:01
Cracking_Crunching_Celery_Single_Short_12.wav	A single short cracking and crunching sound by quickly snapping and ripping a wet, fleshy celery vegetable.	44100	24	2	0:01
Cracking_Crunching_Celery_Single_Short_13.wav	A single short cracking and crunching sound by quickly snapping and ripping a wet, fleshy celery vegetable.	44100	24	2	0:02
Cracking_Crunching_Celery_Single_Short_14.wav	A single short cracking and crunching sound by quickly snapping and ripping a wet, fleshy celery vegetable.	44100	24	2	0:02
Cracking_Crunching_Celery_Single_Short_15.wav	A single short cracking and crunching sound by quickly snapping and ripping a wet, fleshy celery vegetable.	44100	24	2	0:02
Cracking_Crunching_Celery_Single_Short_16.wav	A single short cracking and crunching sound by quickly snapping and ripping a wet, fleshy celery vegetable.	44100	24	2	0:03
Cracking_Crunching_Celery_Single_Short_17.wav	A single short cracking and crunching sound by quickly snapping and ripping a wet, fleshy celery vegetable.	44100	24	2	0:02
Cracking_Crunching_Celery_Single_Short_18.wav	A single short cracking and crunching sound by quickly snapping and ripping a wet, fleshy celery vegetable.	44100	24	2	0:01
Cracking_Crunching_Celery_Single_Short_19.wav	A single short cracking and crunching sound by quickly snapping and ripping a wet, fleshy celery vegetable.	44100	24	2	0:02
Cracking_Crunching_Celery_Single_Short_20.wav	A single short cracking and crunching sound by quickly snapping and ripping a wet, fleshy celery vegetable.	44100	24	2	0:02
Cracking_Crunching_Cracker_Multi_Long_01.wav	Multiple long cracking and crunching sounds by crushing a dry, crispy prawn cracker in a hand.	44100	24	2	0:05
Cracking_Crunching_Cracker_Multi_Long_02.wav	Multiple long cracking and crunching sounds by crushing a dry, crispy prawn cracker in a hand.	44100	24	2	0:05
Cracking_Crunching_Cracker_Multi_Long_03.wav	Multiple long cracking and crunching sounds by crushing a dry, crispy prawn cracker in a hand.	44100	24	2	0:05
Cracking_Crunching_Cracker_Multi_Long_04.wav	Multiple long cracking and crunching sounds by crushing a dry, crispy prawn cracker in a hand.	44100	24	2	0:04
Cracking_Crunching_Cracker_Multi_Short_01.wav	Multiple short cracking and crunching sounds by quickly crushing a dry, crispy prawn cracker in a hand.	44100	24	2	0:05
Cracking_Crunching_Cracker_Multi_Short_02.wav	Multiple short cracking and crunching sounds by quickly crushing a dry, crispy prawn cracker in a hand.	44100	24	2	0:07
Cracking_Crunching_Cracker_Multi_Short_03.wav	Multiple short cracking and crunching sounds by quickly crushing a dry, crispy prawn cracker in a hand.	44100	24	2	0:07
Cracking_Crunching_Cracker_Single_Long_01.wav	A single long cracking and crunching sound by crushing a dry, crispy prawn cracker in a hand.	44100	24	2	0:05
Cracking_Crunching_Cracker_Single_Long_02.wav	A single long cracking and crunching sound by crushing a dry, crispy prawn cracker in a hand.	44100	24	2	0:06
Cracking_Crunching_Cracker_Single_Long_03.wav	A single long cracking and crunching sound by crushing a dry, crispy prawn cracker in a hand.	44100	24	2	0:08
Cracking_Crunching_Cracker_Single_Long_04.wav	A single long cracking and crunching sound by crushing a dry, crispy prawn cracker in a hand.	44100	24	2	0:04
Cracking_Crunching_Cracker_Single_Long_05.wav	A single long cracking and crunching sound by crushing a dry, crispy prawn cracker in a hand.	44100	24	2	0:04
Cracking_Crunching_Cracker_Single_Long_06.wav	A single long cracking and crunching sound by crushing a dry, crispy prawn cracker in a hand.	44100	24	2	0:03
Cracking_Crunching_Cracker_Single_Long_07.wav	A single long cracking and crunching sound by crushing a dry, crispy prawn cracker in a hand.	44100	24	2	0:02
Cracking_Crunching_Cracker_Single_Long_08.wav	A single long cracking and crunching sound by crushing a dry, crispy prawn cracker in a hand.	44100	24	2	0:06

Cracking_Crunching_Cracker_Single_Long_09.wav	A single long cracking and crunching sound by crushing a dry, crispy prawn cracker in a hand.	44100	24	2	0:02
Cracking_Crunching_Cracker_Single_Long_10.wav	A single long cracking and crunching sound by crushing a dry, crispy prawn cracker in a hand.	44100	24	2	0:06
Cracking_Crunching_Cracker_Single_Long_11.wav	A single long cracking and crunching sound by crushing a dry, crispy prawn cracker in a hand.	44100	24	2	0:02
Cracking_Crunching_Cracker_Single_Short_01.wav	A single short cracking and crunching sound by quickly crushing a dry, crispy prawn cracker in a hand.	44100	24	2	0:01
Cracking_Crunching_Cracker_Single_Short_02.wav	A single short cracking and crunching sound by quickly crushing a dry, crispy prawn cracker in a hand.	44100	24	2	0:01
Cracking_Crunching_Cracker_Single_Short_03.wav	A single short cracking and crunching sound by quickly crushing a dry, crispy prawn cracker in a hand.	44100	24	2	0:01
Cracking_Crunching_Cracker_Single_Short_04.wav	A single short cracking and crunching sound by quickly crushing a dry, crispy prawn cracker in a hand.	44100	24	2	0:01
Cracking_Crunching_Cracker_Single_Short_05.wav	A single short cracking and crunching sound by quickly crushing a dry, crispy prawn cracker in a hand.	44100	24	2	0:01
Cracking_Crunching_Cracker_Single_Short_06.wav	A single short cracking and crunching sound by quickly crushing a dry, crispy prawn cracker in a hand.	44100	24	2	0:02
Cracking_Crunching_Cracker_Single_Short_07.wav	A single short cracking and crunching sound by quickly crushing a dry, crispy prawn cracker in a hand.	44100	24	2	0:01
Cracking_Crunching_Cracker_Single_Short_08.wav	A single short cracking and crunching sound by quickly crushing a dry, crispy prawn cracker in a hand.	44100	24	2	0:01
Cracking_Crunching_Cracker_Single_Short_09.wav	A single short cracking and crunching sound by quickly crushing a dry, crispy prawn cracker in a hand.	44100	24	2	0:01
Cracking_Crunching_Cracker_Single_Short_10.wav	A single short cracking and crunching sound by quickly crushing a dry, crispy prawn cracker in a hand.	44100	24	2	0:01
Cracking_Crunching_Cracker_Single_Short_11.wav	A single short cracking and crunching sound by quickly crushing a dry, crispy prawn cracker in a hand.	44100	24	2	0:01
Cracking_Crunching_Cracker_Single_Short_12.wav	A single short cracking and crunching sound by quickly crushing a dry, crispy prawn cracker in a hand.	44100	24	2	0:01
Cracking_Crunching_Cracker_Single_Short_13.wav	A single short cracking and crunching sound by quickly crushing a dry, crispy prawn cracker in a hand.	44100	24	2	0:01
Cracking_Crunching_Cracker_Single_Short_14.wav	A single short cracking and crunching sound by quickly crushing a dry, crispy prawn cracker in a hand.	44100	24	2	0:01
Cracking_Crunching_Cracker_Single_Short_15.wav	A single short cracking and crunching sound by quickly crushing a dry, crispy prawn cracker in a hand.	44100	24	2	0:01
Cracking_Crunching_Leaf_Short_01.wav	A single short cracking and crunching sound by quickly crushing a dry leaf.	44100	24	2	0:02
Cracking_Crunching_Leaf_Short_02.wav	A single short cracking and crunching sound by quickly crushing a dry leaf.	44100	24	2	0:01
Cracking_Crunching_Leaf_Short_03.wav	A single short cracking and crunching sound by quickly crushing a dry leaf.	44100	24	2	0:01
Cracking_Crunching_Leaf_Short_04.wav	A single short cracking and crunching sound by quickly crushing a dry leaf.	44100	24	2	0:01
Cracking_Crunching_Leaf_Short_05.wav	A single short cracking and crunching sound by quickly crushing a dry leaf.	44100	24	2	0:02
Cracking_Crunching_Leaf_Short_06.wav	A single short cracking and crunching sound by quickly crushing a dry leaf.	44100	24	2	0:01
Cracking_Crunching_Leaf_Short_07.wav	A single short cracking and crunching sound by quickly crushing a dry leaf.	44100	24	2	0:01
Cracking_Crunching_Leaf_Short_08.wav	A single short cracking and crunching sound by quickly crushing a dry leaf.	44100	24	2	0:03
Cracking_Crunching_Leaf_Short_09.wav	A single short cracking and crunching sound by quickly crushing a dry leaf.	44100	24	2	0:01
Cracking_Crunching_Leaf_Short_10.wav	A single short cracking and crunching sound by quickly crushing a dry leaf.	44100	24	2	0:01
Cracking_Crunching_Leaf_Short_11.wav	A single short cracking and crunching sound by quickly crushing a dry leaf.	44100	24	2	0:01
Cracking_Crunching_Leaf_Short_12.wav	A single short cracking and crunching sound by quickly crushing a dry leaf.	44100	24	2	0:01
Cracking_Crunching_Leaf_Short_13.wav	A single short cracking and crunching sound by quickly crushing a dry leaf.	44100	24	2	0:01
Cracking_Crunching_Leaf_Short_14.wav	A single short cracking and crunching sound by quickly crushing a dry leaf.	44100	24	2	0:01
Cracking_Crunching_Leaf_Short_15.wav	A single short cracking and crunching sound by quickly crushing a dry leaf.	44100	24	2	0:01
Crow_Call_Human_Mouth_01.wav	A single artificial crow bird call created with a male human mouth.	44100	24	2	0:02

Crow_Call_Human_Mouth_02.wav	A single artificial crow bird call created with a male human mouth.	44100	24	2	0:02
Crow_Call_Human_Mouth_03.wav	A single artificial crow bird call created with a male human mouth.	44100	24	2	0:02
Crow_Call_Human_Mouth_04.wav	A single artificial crow bird call created with a male human mouth.	44100	24	2	0:02
Destruction_Wooden_Large_01.wav	A combination of several dry, wooden fence panel snaps and cracks to create a large, loud wooden crashing, breaking and destruction.	44100	16	2	0:05
Destruction_Wooden_Large_02.wav	A combination of several dry, wooden fence panel snaps and cracks to create a large, loud wooden crashing, breaking and destruction.	44100	16	2	0:03
Didgeridoo_Low_Drone_01.wav	A single long deep pedal drone of a wooden didgeridoo woodwind instrument pitched on a sharpened D around 75 hertz	44100	24	2	0:07
Dog_Barking_Multi_Close_01.wav	Two dogs barking at one another as they pass at a distance of roughly 8 meters. Slight wooden snapping and movement in the background.	44100	24	2	0:23
Dog_Barking_Single_Close_01.wav	A single small dog barking multiple times with a slight natural echo at a distance of roughly 8 meters. Slight birdsong and light rain.	44100	24	2	1:07
Door_Church_Closing_Locking_01.wav	A large, old, wooden church door being closed with a large wood thud and a metallic lock bar clanking into place.	44100	16	2	0:03
Door_Church_Closing_Locking_02.wav	A large, old, wooden church door being closed with a large wood thud and a metallic lock bar clanking into place.	44100	16	2	0:03
Door_Church_Closing_Locking_03.wav	A large, old, wooden church door being closed with a large wood thud and a metallic lock bar clanking into place.	44100	24	2	0:05
Door_Church_Closing_Locking_04.wav	A large, old, wooden church door being closed with a large wood thud and a metallic lock bar clanking into place.	44100	24	2	0:05
Door_Church_Closing_Locking_05.wav	A large, old, wooden church door being closed with a large wood thud and a metallic lock bar clanking into place.	44100	24	2	0:03
Door_Church_Closing_Locking_06.wav	A large, old, wooden church door being closed with a large wood thud and a metallic lock bar clanking into place.	44100	24	2	0:03
Door_Church_Closing_Locking_07.wav	A large, old, wooden church door being closed with a large wood thud and a metallic lock bar clanking into place.	44100	24	2	0:02
Door_Church_Closing_Locking_08.wav	A large, old, wooden church door being closed with a large wood thud and a metallic lock bar clanking into place.	44100	24	2	0:03
Door_Church_Closing_Locking_09.wav	A large, old, wooden church door being closed with a large wood thud and a metallic lock bar clanking into place.	44100	24	2	0:02
Door_Church_Closing_Locking_10.wav	A large, old, wooden church door being closed with a large wood thud and a metallic lock bar clanking into place.	44100	24	2	0:02
Door_Front_Closing_01.wav	A large, wooden front door of a house closing with a metallic click of the lock.	44100	24	2	0:01
Door_Front_Closing_02.wav	A large, wooden front door of a house closing with a metallic click of the lock.	44100	24	2	0:02
Door_Front_Opening_01.wav	A large, wooden front door of a house opening with the metal door handle being rapidly turned and twisted to unlock.	44100	24	2	0:02
Door_Front_Opening_02.wav	A large, wooden front door of a house opening with the metal door handle being rapidly turned and twisted to unlock.	44100	24	2	0:02
Door_Front_Opening_03.wav	A large, wooden front door of a house opening with the metal door handle being rapidly turned and twisted to unlock.	44100	24	2	0:02
Door_Garage_Metal_Closing_01.wav	A large metallic garage door slamming shut with a thunderous booming rumble.	44100	24	2	0:03
Door_Garage_Metal_Closing_02.wav	A large metallic garage door slamming shut with a thunderous booming rumble.	44100	24	2	0:05
Door_Garage_Metal_Opening_Lift_01.wav	A large metallic garage door being opened with a horizontal lift. Slight footstep on stones.	44100	16	2	0:06
Door_Garage_Metal_Opening_Lift_02.wav	A large metallic garage door being opened with a horizontal lift. Slight footstep on stones.	44100	24	2	0:04

Door_Handle_Opening_Double_01.wav	A metal door handle being opened and released for a double unlocking sound of a wooden door.	44100	24	2	0:02
Door_Handle_Opening_Double_02.wav	A metal door handle being opened and released for a double unlocking sound of a wooden door.	44100	24	2	0:02
Door_Handle_Opening_Double_03.wav	A metal door handle being opened and released for a double unlocking sound of a wooden door.	44100	24	2	0:02
Door_Handle_Opening_Double_04.wav	A metal door handle being opened and released for a double unlocking sound of a wooden door.	44100	24	2	0:01
Door_Handle_Opening_Double_05.wav	A metal door handle being opened and released for a double unlocking sound of a wooden door.	44100	24	2	0:02
Door_Handle_Opening_Double_06.wav	A metal door handle being opened and released for a double unlocking sound of a wooden door.	44100	24	2	0:01
Door_Handle_Opening_Single_01.wav	A metal door handle being opened for a single unlocking sound of a wooden door.	44100	24	2	0:01
Door_Handle_Opening_Single_02.wav	A metal door handle being opened for a single unlocking sound of a wooden door.	44100	24	2	0:01
Door_Handle_Opening_Single_03.wav	A metal door handle being opened for a single unlocking sound of a wooden door.	44100	24	2	0:01
Door_Handle_Opening_Single_04.wav	A metal door handle being opened for a single unlocking sound of a wooden door.	44100	24	2	0:01
Door_Handle_Opening_Single_05.wav	A metal door handle being opened for a single unlocking sound of a wooden door.	44100	24	2	0:01
Door_Handle_Opening_Single_06.wav	A metal door handle being opened for a single unlocking sound of a wooden door.	44100	24	2	0:01
Door_Handle_Opening_Single_07.wav	A metal door handle being opened for a single unlocking sound of a wooden door.	44100	24	2	0:01
Door_Shower_Sliding_Opening_01.wav	A large glass shower door being slid open on metallic wheels with a deep rumble. Natural reverberation of the bathroom.	44100	24	2	0:04
Door_Shower_Sliding_Opening_02.wav	A large glass shower door being slid open on metallic wheels with a deep rumble. Natural reverberation of the bathroom.	44100	24	2	0:04
Door_Shower_Sliding_Opening_03.wav	A large glass shower door being slid open on metallic wheels with a deep rumble. Natural reverberation of the bathroom.	44100	24	2	0:03
Door_Shower_Sliding_Opening_04.wav	A large glass shower door being slid open on metallic wheels with a deep rumble. Natural reverberation of the bathroom.	44100	24	2	0:05
Door_Squeaking_Deep_01.wav	A large wooden door slowly and deeply creaking, squeaking as it is being closed. Some natural reverberation of the large stairway space and other mechanisms of the door.	44100	24	2	0:04
Door_Squeaking_Deep_02.wav	A large wooden door slowly and deeply creaking, squeaking as it is being closed. Some natural reverberation of the large stairway space and other mechanisms of the door.	44100	24	2	0:09
Door_Squeaking_Deep_03.wav	A large wooden door slowly and deeply creaking, squeaking as it is being closed. Some natural reverberation of the large stairway space and other mechanisms of the door.	44100	24	2	0:04
Door_Squeaking_Deep_04.wav	A large wooden door slowly and deeply creaking, squeaking as it is being closed. Some natural reverberation of the large stairway space and other mechanisms of the door.	44100	24	2	0:05
Door_Squeaking_Deep_05.wav	A large wooden door slowly and deeply creaking, squeaking as it is being closed. Some natural reverberation of the large stairway space and other mechanisms of the door.	44100	24	2	0:05
Door_Squeaking_Deep_06.wav	A large wooden door slowly and deeply creaking, squeaking as it is being closed. Some natural reverberation of the large stairway space and other mechanisms of the door.	44100	24	2	0:06
Door_Squeaking_Loud_01.wav	A single plastic door with metal hinges squeaking open loudly and aggressively due to lack of oiling. Slight reverberation in a public bathroom.	44100	16	2	0:03
Door_Squeaking_Loud_02.wav	A single plastic door with metal hinges squeaking open loudly and aggressively due to lack of oiling. Slight reverberation in a public bathroom.	44100	16	2	0:02
Door_Squeaking_Normal_01.wav	A single large old wooden church door squeaking open with its metal hinges. Slight reverberation from the interior of a large church.	44100	16	2	0:02
Door_Squeaking_Normal_02.wav	A single large old wooden church door squeaking open with its metal hinges. Slight reverberation from the interior of a large church.	44100	16	2	0:02
Door_Squeaking_Plastic_Dishwasher_01.wav	A plastic high pitched squeaking door of a dishwasher being opened with a piercing shriek.	44100	16	2	0:03
Door_Squeaking_Plastic_Dishwasher_02.wav	A plastic high pitched squeaking door of a dishwasher being opened with a piercing shriek.	44100	16	2	0:03

Door_Squeaking_Plastic_Dishwasher_03.wav	A plastic high pitched squeaking door of a dishwasher being opened with a piercing shriek.	44100	16	2	0:02
Door_Squeaking_Plastic_Dishwasher_04.wav	A plastic high pitched squeaking door of a dishwasher being opened with a piercing shriek.	44100	16	2	0:02
Door_Squeaking_Plastic_Dishwasher_05.wav	A plastic high pitched squeaking door of a dishwasher being opened with a piercing shriek.	44100	16	2	0:02
Door_Squeaking_Plastic_Dishwasher_06.wav	A plastic high pitched squeaking door of a dishwasher being opened with a piercing shriek.	44100	16	2	0:04
Door_Squeaking_Plastic_Dishwasher_07.wav	A plastic high pitched squeaking door of a dishwasher being opened with a piercing shriek.	44100	16	2	0:02
Door_Squeaking_Plastic_Dishwasher_08.wav	A plastic high pitched squeaking door of a dishwasher being opened with a piercing shriek.	44100	16	2	0:03
Door_Squeaking_Plastic_Dishwasher_09.wav	A plastic high pitched squeaking door of a dishwasher being opened with a piercing shriek.	44100	16	2	0:04
Door_Squeaking_Plastic_Dishwasher_10.wav	A plastic high pitched squeaking door of a dishwasher being opened with a piercing shriek.	44100	16	2	0:03
Door_Squeaking_Plastic_Shower_01.wav	A plastic high pitched squeaking door of a shower being opened with a deep shriek. Slight bathroom reverberation.	44100	24	2	0:02
Door_Squeaking_Plastic_Shower_02.wav	A plastic high pitched squeaking door of a shower being opened with a deep shriek. Slight bathroom reverberation.	44100	24	2	0:02
Door_Squeaking_Plastic_Shower_03.wav	A plastic high pitched squeaking door of a shower being opened with a deep shriek. Slight bathroom reverberation.	44100	24	2	0:02
Door_Squeaking_Plastic_Shower_04.wav	A plastic high pitched squeaking door of a shower being opened with a deep shriek. Slight bathroom reverberation.	44100	24	2	0:02
Door_Squeaking_Plastic_Shower_05.wav	A plastic high pitched squeaking door of a shower being opened with a deep shriek. Slight bathroom reverberation.	44100	24	2	0:03
Door_Squeaking_Plastic_Shower_06.wav	A plastic high pitched squeaking door of a shower being opened with a deep shriek. Slight bathroom reverberation.	44100	24	2	0:02
Door_Squeaking_Plastic_Shower_07.wav	A plastic high pitched squeaking door of a shower being opened with a deep shriek. Slight bathroom reverberation.	44100	24	2	0:02
Door_Squeaking_Plastic_Shower_08.wav	A plastic high pitched squeaking door of a shower being opened with a deep shriek. Slight bathroom reverberation.	44100	24	2	0:02
Door_Squeaking_Plastic_Shower_09.wav	A plastic high pitched squeaking door of a shower being opened with a deep shriek. Slight bathroom reverberation.	44100	24	2	0:02
Door_Squeaking_Plastic_Shower_10.wav	A plastic high pitched squeaking door of a shower being opened with a deep shriek. Slight bathroom reverberation.	44100	24	2	0:02
Door_Squeaking_Plastic_Shower_11.wav	A plastic high pitched squeaking door of a shower being opened with a deep shriek. Slight bathroom reverberation.	44100	24	2	0:01
Door_Squeaking_Plastic_Shower_12.wav	A plastic high pitched squeaking door of a shower being opened with a deep shriek. Slight bathroom reverberation.	44100	24	2	0:02
Door_Squeaking_Plastic_Shower_13.wav	A plastic high pitched squeaking door of a shower being opened with a deep shriek. Slight bathroom reverberation.	44100	24	2	0:03
Door_Squeaking_Plastic_Shower_14.wav	A plastic high pitched squeaking door of a shower being opened with a deep shriek. Slight bathroom reverberation.	44100	24	2	0:03
Door_Squeaking_Plastic_Shower_15.wav	A plastic high pitched squeaking door of a shower being opened with a deep shriek. Slight bathroom reverberation.	44100	24	2	0:02
Door_Squeaking_Plastic_Shower_16.wav	A plastic high pitched squeaking door of a shower being opened with a deep shriek. Slight bathroom reverberation.	44100	24	2	0:02
Door_Wooden_Closing_01.wav	A wooden door being closed at a distance of roughly 50 centimeters. Slight door vibrations on closing.	44100	16	2	0:03
Door_Wooden_Closing_02.wav	A wooden door being closed at a distance of roughly 20 centimeters. Slight door vibrations on closing.	44100	24	2	0:02
Door_Wooden_Closing_03.wav	A wooden door being closed at a distance of roughly 20 centimeters. Slight door vibrations on closing.	44100	24	2	0:02
Door_Wooden_Closing_04.wav	A wooden door being closed at a distance of roughly 20 centimeters. Slight door vibrations on closing.	44100	24	2	0:02

Door_Wooden_Closing_05.wav	A wooden door being closed at a distance of roughly 20 centimeters. Slight door vibrations on closing.	44100	24	2	0:02
Door_Wooden_Closing_06.wav	A wooden door being closed at a distance of roughly 20 centimeters. Slight door vibrations on closing.	44100	24	2	0:02
Door_Wooden_Closing_07.wav	A wooden door being closed at a distance of roughly 20 centimeters. Slight door vibrations on closing.	44100	24	2	0:02
Door_Wooden_Closing_08.wav	A wooden door being closed at a distance of roughly 20 centimeters.	44100	24	2	0:02
Door_Wooden_Closing_09.wav	A wooden door being closed at a distance of roughly 30 centimeters.	44100	24	2	0:01
Door_Wooden_Closing_10.wav	A wooden door being closed at a distance of roughly 30 centimeters.	44100	24	2	0:01
Door_Wooden_Closing_11.wav	A wooden door being closed at a distance of roughly 30 centimeters.	44100	24	2	0:02
Door_Wooden_Slamming_01.wav	A wooden door being aggressively slammed at a distance of roughly 50 centimeters. Some door vibrations on closing.	44100	24	2	0:02
Door_Wooden_Slamming_02.wav	A wooden door being aggressively slammed at a distance of roughly 50 centimeters. Some door vibrations on closing.	44100	24	2	0:02
Door_Wooden_Slamming_03.wav	A wooden door being aggressively slammed at a distance of roughly 50 centimeters. Some door vibrations on closing.	44100	24	2	0:02
Drone_Quadcopter_Small_Close_01.wav	A small drone quadcopter being flown while held in a hand. Engine revving up and down with its propellers accelerating and decelerating. At a distance of roughly 10 centimeters.	44100	24	2	0:15
Drone_Quadcopter_Small_Close_02.wav	A small drone quadcopter being flown while held in a hand. Engine revving up and down with its propellers accelerating and decelerating. At a distance of roughly 50 centimeters.	44100	24	2	0:14
Drone_Quadcopter_Small_Very-Close_01.wav	A small drone quadcopter being flown while held in a hand. Engine revving up and down with its propellers accelerating and decelerating. At a distance of roughly 5 centimeters.	44100	24	2	0:15
Dropping_Metal-Pin_Wood_01.wav	Dropping a small metallic paper clip pin on a hard wooden desk for a short, high metal clanking and scattering.	44100	24	2	0:01
Dropping_Metal-Pin_Wood_02.wav	Dropping a small metallic paper clip pin on a hard wooden desk for a short, high metal clanking and scattering.	44100	24	2	0:02
Dropping_Metal-Pin_Wood_03.wav	Dropping a small metallic paper clip pin on a hard wooden desk for a short, high metal clanking and scattering.	44100	24	2	0:01
Dropping_Wood_Pile_01.wav	Dropping a small bundle of broken, dry wooden fence panel debris on to a small wood pile atop a concrete surface. At a distance of roughly 1 meter.	44100	16	2	0:02
Dropping_Wood_Pile_02.wav	Dropping a small bundle of broken, dry wooden fence panel debris on to a small wood pile atop a concrete surface. At a distance of roughly 1 meter.	44100	16	2	0:01
Dropping_Wood_Pile_03.wav	Dropping a small bundle of broken, dry wooden fence panel debris on to a small wood pile atop a concrete surface. At a distance of roughly 1 meter.	44100	16	2	0:02
Dropping_Wood_Pile_04.wav	Dropping a small bundle of broken, dry wooden fence panel debris on to a small wood pile atop a concrete surface. At a distance of roughly 1 meter.	44100	16	2	0:01
Dropping_Wood_Pile_05.wav	Dropping a small bundle of broken, dry wooden fence panel debris on to a small wood pile atop a concrete surface. At a distance of roughly 1 meter.	44100	16	2	0:01
Dropping_Wood_Pile_06.wav	Dropping a small bundle of broken, dry wooden fence panel debris on to a small wood pile atop a concrete surface. At a distance of roughly 1 meter.	44100	16	2	0:02
Dropping_Wood_Pile_07.wav	Dropping a small bundle of broken, dry wooden fence panel debris on to a small wood pile atop a concrete surface. At a distance of roughly 1 meter.	44100	16	2	0:01
Dropping_Wood_Pile_08.wav	Dropping a small bundle of broken, dry wooden fence panel debris on to a small wood pile atop a concrete surface. At a distance of roughly 1 meter.	44100	16	2	0:02
Dropping_Wood_Pile_09.wav	Dropping a small bundle of broken, dry wooden fence panel debris on to a small wood pile atop a concrete surface. At a distance of roughly 1 meter.	44100	16	2	0:02
Dropping_Wood_Pile_10.wav	Dropping a small bundle of broken, dry wooden fence panel debris on to a small wood pile atop a concrete surface. At a distance of roughly 1 meter.	44100	16	2	0:01

Dropping_Wood_Pile_11.wav	Dropping a small bundle of broken, dry wooden fence panel debris on to a small wood pile atop a concrete surface. At a distance of roughly 1 meter.	44100	16	2	0:02
Dropping_Wood_Pile_12.wav	Dropping a small bundle of broken, dry wooden fence panel debris on to a small wood pile atop a concrete surface. At a distance of roughly 1 meter.	44100	16	2	0:01
Dropping_Wood_Pile_13.wav	Dropping a small bundle of broken, dry wooden fence panel debris on to a small wood pile atop a concrete surface. At a distance of roughly 1 meter.	44100	16	2	0:01
Dropping_Wood_Pile_14.wav	Dropping a small bundle of broken, dry wooden fence panel debris on to a small wood pile atop a concrete surface. At a distance of roughly 1 meter.	44100	16	2	0:02
Explosion_8-bit_Heavy_01.wav	A large 8-bit retro explosive sound with a long decay using pink noise.	44100	16	2	0:05
Explosion_8-bit_Heavy_02.wav	A large 8-bit retro explosive sound with a long decay using pink noise.	44100	16	2	0:05
Explosion_8-bit_Heavy_03.wav	A large 8-bit retro explosive sound with a long decay using pink noise.	44100	16	2	0:05
Explosion_8-bit_Moderate_01.wav	A medium 8-bit retro explosive sound with an ascending pitch using white noise.	44100	16	2	0:01
Explosion_8-bit_Moderate_02.wav	A medium 8-bit retro explosive sound with an ascending pitch using white noise.	44100	16	2	0:01
Explosion_8-bit_Moderate_03.wav	A medium 8-bit retro explosive sound with an ascending pitch using white noise.	44100	16	2	0:01
Explosion_8-bit_Small_01.wav	A small 8-bit retro explosive sound with minimal decay using white noise. Also usable as a hit, impact or damaging strike.	44100	16	2	0:01
Explosion_8-bit_Small_02.wav	A small 8-bit retro explosive sound with minimal decay using white noise. Also usable as a hit, impact or damaging strike.	44100	16	2	0:01
Explosion_8-bit_Small_03.wav	A small 8-bit retro explosive sound with minimal decay using white noise. Also usable as a hit, impact or damaging strike.	44100	16	2	0:01
Explosion_Artificial_Dropping-Live-Guitar-Amp_01.wav	Dropping a live metal guitar amplifier harshly on a carpeted surface, causing the interior components and metal coils to resonate and blast out of the speaker with a metallic twanging explosive sound.	44100	24	2	0:03
Explosion_Artificial_Dropping-Live-Guitar-Amp_02.wav	Dropping a live metal guitar amplifier harshly on a carpeted surface, causing the interior components and metal coils to resonate and blast out of the speaker with a metallic twanging explosive sound.	44100	24	2	0:10
Explosion_Artificial_Dropping-Live-Guitar-Amp_03.wav	Dropping a live metal guitar amplifier harshly on a carpeted surface, causing the interior components and metal coils to resonate and blast out of the speaker with a metallic twanging explosive sound.	44100	24	2	0:10
Explosion_Synthesized_Heavy_01.wav	A loud, heavy synthesized explosive sound with a very long decay tail and reverberation using white noise. Highly distorted for a more damaging bang.	44100	16	2	0:25
Explosion_Synthesized_Heavy_02.wav	A loud, heavy synthesized explosive sound with a very long decay tail and reverberation using white noise. Highly distorted for a more damaging bang.	44100	16	2	0:24
Explosion_Synthesized_Heavy_03.wav	A loud, heavy synthesized explosive sound with a very long decay tail and reverberation using white noise. Highly distorted for a more damaging bang.	44100	16	2	0:24
Explosion_Synthesized_Moderate_01.wav	A moderate synthesized dry explosive sound using white noise. Slight distortion for added impact.	44100	16	2	0:03
Explosion_Synthesized_Moderate_02.wav	A moderate synthesized dry explosive sound using white noise. Slight distortion for added impact.	44100	16	2	0:03
Explosion_Synthesized_Moderate_03.wav	A moderate synthesized dry explosive sound using white noise. Slight distortion for added impact.	44100	16	2	0:03
Farting_Dry_Long_01.wav	A male farting some flatulence with a dry, breathy and windy bottom burp. Starting small, and growing before ending with a melodic contour.	44100	24	2	0:07
Farting_Wet_Long_01.wav	A male farting violently some flatulence with a long, wet, watery and sticky bottom burp from diarrhea. Some reverberence of the toilet bowl.	44100	24	2	0:06
Farting_Wet_Long_02.wav	A male farting violently some flatulence with a long, wet, watery and sticky bottom burp from diarrhea. Some reverberence of the toilet bowl.	44100	24	2	0:06
Farting_Wet_Long_03.wav	A male farting violently some flatulence with a long, wet, watery and sticky bottom burp from diarrhea. Some reverberence of the toilet bowl.	44100	24	2	0:03
Farting_Wet_Long_04.wav	A male farting violently some flatulence with a long, wet, watery and sticky bottom burp from diarrhea. Some reverberence of the toilet bowl.	44100	24	2	0:04

Farting_Wet_Short_01.wav	A male farting violently some flatulence with a long, wet, watery and sticky bottom burp from diarrhea. Some reverberence of the toilet bowl.	44100	24	2	0:02
Farting_Wet_Short_02.wav	A male farting violently some flatulence with a long, wet, watery and sticky bottom burp from diarrhea. Some reverberence of the toilet bowl.	44100	24	2	0:01
Farting_Wet_Short_03.wav	A male farting violently some flatulence with a long, wet, watery and sticky bottom burp from diarrhea. Some reverberence of the toilet bowl.	44100	24	2	0:01
Farting_Wet_Short_04.wav	A male farting violently some flatulence with a long, wet, watery and sticky bottom burp from diarrhea. Some reverberence of the toilet bowl.	44100	24	2	0:01
Farting_Wet_Short_05.wav	A male farting violently some flatulence with a long, wet, watery and sticky bottom burp from diarrhea. Some reverberence of the toilet bowl.	44100	24	2	0:01
Farting_Wet_Short_06.wav	A male farting violently some flatulence with a long, wet, watery and sticky bottom burp from diarrhea. Some reverberence of the toilet bowl.	44100	24	2	0:01
Farting_Wet_Short_07.wav	A male farting violently some flatulence with a long, wet, watery and sticky bottom burp from diarrhea. Some reverberence of the toilet bowl.	44100	24	2	0:01
Farting_Wet_Short_08.wav	A male farting violently some flatulence with a long, wet, watery and sticky bottom burp from diarrhea. Some reverberence of the toilet bowl.	44100	24	2	0:01
Farting_Wet_Short_09.wav	A male farting violently some flatulence with a long, wet, watery and sticky bottom burp from diarrhea. Some reverberence of the toilet bowl.	44100	24	2	0:01
Farting_Wet_Short_10.wav	A male farting violently some flatulence with a long, wet, watery and sticky bottom burp from diarrhea. Some reverberence of the toilet bowl.	44100	24	2	0:01
Farting_Wet_Short_11.wav	A male farting violently some flatulence with a long, wet, watery and sticky bottom burp from diarrhea. Some reverberence of the toilet bowl.	44100	24	2	0:01
Farting_Wet_Short_12.wav	A male farting violently some flatulence with a long, wet, watery and sticky bottom burp from diarrhea. Some reverberence of the toilet bowl.	44100	24	2	0:02
Farting_Wet_Short_13.wav	A male farting violently some flatulence with a long, wet, watery and sticky bottom burp from diarrhea. Some reverberence of the toilet bowl.	44100	24	2	0:02
Farting_Wet_Short_14.wav	A male farting violently some flatulence with a long, wet, watery and sticky bottom burp from diarrhea. Some reverberence of the toilet bowl.	44100	24	2	0:01
Farting_Wet_Short_15.wav	A male farting violently some flatulence with a long, wet, watery and sticky bottom burp from diarrhea. Some reverberence of the toilet bowl.	44100	24	2	0:02
Farting_Wet_Short_16.wav	A male farting violently some flatulence with a long, wet, watery and sticky bottom burp from diarrhea. Some reverberence of the toilet bowl.	44100	24	2	0:02
Farting_Wet_Short_17.wav	A male farting violently some flatulence with a long, wet, watery and sticky bottom burp from diarrhea. Some reverberence of the toilet bowl.	44100	24	2	0:02
Farting_Wet_Short_18.wav	A male farting violently some flatulence with a long, wet, watery and sticky bottom burp from diarrhea. Some reverberence of the toilet bowl.	44100	24	2	0:02
Farting_Wet_Short_19.wav	A male farting violently some flatulence with a long, wet, watery and sticky bottom burp from diarrhea. Some reverberence of the toilet bowl.	44100	24	2	0:02
Farting_Whoopee-Cushion_Long_01.wav	A rubber whoopee cushion being squeezed to produce an artificial, breathy, dry, deep, flatulence fart. A longer variation.	44100	24	2	0:02
Farting_Whoopee-Cushion_Long_02.wav	A rubber whoopee cushion being squeezed to produce an artificial, breathy, dry, deep, flatulence fart. A longer variation.	44100	24	2	0:02
Farting_Whoopee-Cushion_Long_03.wav	A rubber whoopee cushion being squeezed to produce an artificial, breathy, dry, deep, flatulence fart. A longer variation.	44100	24	2	0:03
Farting_Whoopee-Cushion_Long_04.wav	A rubber whoopee cushion being squeezed to produce an artificial, breathy, dry, deep, flatulence fart. A longer variation.	44100	24	2	0:02
Farting_Whoopee-Cushion_Long_05.wav	A rubber whoopee cushion being squeezed to produce an artificial, breathy, dry, deep, flatulence fart. A longer variation.	44100	24	2	0:02

Farting_Whoopee-Cushion_Long_06.wav	A rubber whoopee cushion being squeezed to produce an artificial, breathy, dry, deep, flatulence fart. A longer variation.	44100	24	2	0:02
Farting_Whoopee-Cushion_Long_07.wav	A rubber whoopee cushion being squeezed to produce an artificial, breathy, dry, deep, flatulence fart. A longer variation.	44100	24	2	0:02
Farting_Whoopee-Cushion_Long_08.wav	A rubber whoopee cushion being squeezed to produce an artificial, breathy, dry, deep, flatulence fart. A longer variation.	44100	24	2	0:03
Farting_Whoopee-Cushion_Short_01.wav	A rubber whoopee cushion being squeezed to produce an artificial, breathy, dry, deep, flatulence fart. A shorter variation.	44100	24	2	0:02
Farting_Whoopee-Cushion_Short_02.wav	A rubber whoopee cushion being squeezed to produce an artificial, breathy, dry, deep, flatulence fart. A shorter variation.	44100	24	2	0:01
Farting_Whoopee-Cushion_Short_03.wav	A rubber whoopee cushion being squeezed to produce an artificial, breathy, dry, deep, flatulence fart. A shorter variation.	44100	24	2	0:01
Farting_Whoopee-Cushion_Short_04.wav	A rubber whoopee cushion being squeezed to produce an artificial, breathy, dry, deep, flatulence fart. A shorter variation.	44100	24	2	0:01
Farting_Whoopee-Cushion_Short_05.wav	A rubber whoopee cushion being squeezed to produce an artificial, breathy, dry, deep, flatulence fart. A shorter variation.	44100	24	2	0:01
Farting_Whoopee-Cushion_Short_06.wav	A rubber whoopee cushion being squeezed to produce an artificial, breathy, dry, deep, flatulence fart. A shorter variation.	44100	24	2	0:01
Farting_Whoopee-Cushion_Short_07.wav	A rubber whoopee cushion being squeezed to produce an artificial, breathy, dry, deep, flatulence fart. A shorter variation.	44100	24	2	0:01
Farting_Whoopee-Cushion_Short_08.wav	A rubber whoopee cushion being squeezed to produce an artificial, breathy, dry, deep, flatulence fart. A shorter variation.	44100	24	2	0:01
Farting_Whoopee-Cushion_Short_09.wav	A rubber whoopee cushion being squeezed to produce an artificial, breathy, dry, deep, flatulence fart. A shorter variation.	44100	24	2	0:02
Flexatone_Shaking_Comedic_01.wav	A metallic flexatone instrument being aggressively shaken and bent, producing a comedic, funny, quivering and shaking rise and fall found in comedies and cartoons.	44100	24	2	0:08
Flexatone_Shaking_Comedic_02.wav	A metallic flexatone instrument being aggressively shaken and bent, producing a comedic, funny, quivering and shaking rise and fall found in comedies and cartoons.	44100	24	2	0:10
Flexatone_Voice-A_Arguing_01.wav	An arguing, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	44100	16	2	0:01
Flexatone_Voice-A_Cry_01.wav	A crying, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	44100	16	2	0:02
Flexatone_Voice-A_Excited_01.wav	An excited, ascending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	44100	16	2	0:01
Flexatone_Voice-B_Disappointed_01.wav	A deeper, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	44100	16	2	0:01
Flexatone_Voice-B_Laugh_01.wav	A deeper, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	44100	16	2	0:01
Flexatone_Voice-B_Moan_01.wav	A deeper, moaning, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	44100	16	2	0:03
Flexatone_Voice-C_No_02.wav	A quivering, metallic machine, robot or sci-fi computer voice similar to the word Ã¢â‚¬Å“noÃ¢â‚¬Â. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	44100	16	2	0:01
Flexatone_Voice-C_Okay_06.wav	A quivering, metallic machine, robot or sci-fi computer voice similar to the word Ã¢â‚¬Å“okayÃ¢â‚¬Â. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	44100	16	2	0:01
Flexatone_Voice-C_Pain_01.wav	A quivering, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	44100	16	2	0:01

Flexatone_Voice-D_Question_02.wav	A child-like, questioning, metallic machine, robot or sci-fi computer voice asking for something. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	44100	16	2	0:01
Flexatone_Voice-D_Sad_08.wav	A child-like, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	44100	16	2	0:02
Flexatone_Voice-D_Talk_01.wav	A child-like, conversational, metallic machine, robot or sci-fi computer voice talking generally. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	44100	16	2	0:02
Footsteps_Concrete_Multi_01.wav	Multiple footsteps on a solid concrete surface with some gravelly debris and dust. Wearing hard parade shoes.	44100	16	2	0:40
Footsteps_Concrete_Multi_02.wav	Multiple footsteps on a solid concrete surface with some gravelly debris and dust. Wearing hard parade shoes.	44100	16	2	0:42
Footsteps_Concrete_Multi_03_Running.wav	Multiple footsteps of fast running on a solid concrete surface with some gravelly debris and dust. Wearing hard parade shoes.	44100	16	2	0:23
Footsteps_Concrete_Single_01.wav	A single footstep on a solid concrete surface with some gravelly debris and dust. Wearing hard parade shoes.	44100	16	2	0:01
Footsteps_Concrete_Single_02.wav	A single footstep on a solid concrete surface with some gravelly debris and dust. Wearing hard parade shoes.	44100	16	2	0:01
Footsteps_Concrete_Single_03.wav	A single footstep on a solid concrete surface with some gravelly debris and dust. Wearing hard parade shoes.	44100	16	2	0:01
Footsteps_Concrete_Single_04.wav	A single footstep on a solid concrete surface with some gravelly debris and dust. Wearing hard parade shoes.	44100	16	2	0:01
Footsteps_Concrete_Single_05.wav	A single footstep on a solid concrete surface with some gravelly debris and dust. Wearing hard parade shoes.	44100	16	2	0:01
Footsteps_Concrete_Single_06.wav	A single footstep on a solid concrete surface with some gravelly debris and dust. Wearing hard parade shoes.	44100	16	2	0:01
Footsteps_Concrete_Single_07.wav	A single footstep on a solid concrete surface with some gravelly debris and dust. Wearing hard parade shoes.	44100	16	2	0:01
Footsteps_Concrete_Single_08.wav	A single footstep on a solid concrete surface with some gravelly debris and dust. Wearing hard parade shoes.	44100	16	2	0:01
Footsteps_Concrete_Single_09.wav	A single footstep on a solid concrete surface with some gravelly debris and dust. Wearing hard parade shoes.	44100	16	2	0:01
Footsteps_Concrete_Single_10.wav	A single footstep on a solid concrete surface with some gravelly debris and dust. Wearing hard parade shoes.	44100	16	2	0:01
Footsteps_Concrete_Single_11.wav	A single footstep on a solid concrete surface with some gravelly debris and dust. Wearing hard parade shoes.	44100	16	2	0:01
Footsteps_Concrete_Single_12.wav	A single footstep on a solid concrete surface with some gravelly debris and dust. Wearing hard parade shoes.	44100	16	2	0:01
Footsteps_Concrete_Single_13.wav	A single footstep on a solid concrete surface with some gravelly debris and dust. Wearing hard parade shoes.	44100	16	2	0:01
Footsteps_Concrete_Single_14.wav	A single footstep on a solid concrete surface with some gravelly debris and dust. Wearing hard parade shoes.	44100	16	2	0:01
Footsteps_Concrete_Single_15.wav	A single footstep on a solid concrete surface with some gravelly debris and dust. Wearing hard parade shoes.	44100	16	2	0:01
Footsteps_Concrete_Single_16.wav	A single footstep on a solid concrete surface with some gravelly debris and dust. Wearing hard parade shoes.	44100	16	2	0:01
Footsteps_Glass_Multi_01.wav	Multiple footsteps on large glass pieces remaining from smashed bottles on a hard tiled surface with slight reverberation. Wearing trainers.	44100	16	2	0:27

Footsteps_Glass_Shards_Multi_01.wav	Multiple footsteps on glass shards and fragments remaining from smashed bottles on a hard tiled surface with slight reverberation. Wearing trainers.	44100	16	2	0:39
Footsteps_Glass_Single_01.wav	A single footstep on large glass pieces remaining from smashed bottles on a hard tiled surface with slight reverberation. Wearing trainers.	44100	16	2	0:02
Footsteps_Glass_Single_02.wav	A single footstep on large glass pieces remaining from smashed bottles on a hard tiled surface with slight reverberation. Wearing trainers.	44100	16	2	0:02
Footsteps_Glass_Single_03.wav	A single footstep on large glass pieces remaining from smashed bottles on a hard tiled surface with slight reverberation. Wearing trainers.	44100	16	2	0:03
Footsteps_Glass_Single_04.wav	A single footstep on large glass pieces remaining from smashed bottles on a hard tiled surface with slight reverberation. Wearing trainers.	44100	16	2	0:01
Footsteps_Glass_Single_05.wav	A single footstep on large glass pieces remaining from smashed bottles on a hard tiled surface with slight reverberation. Wearing trainers.	44100	16	2	0:01
Footsteps_Glass_Single_06.wav	A single footstep on large glass pieces remaining from smashed bottles on a hard tiled surface with slight reverberation. Wearing trainers.	44100	16	2	0:01
Footsteps_Glass_Single_07.wav	A single footstep on large glass pieces remaining from smashed bottles on a hard tiled surface with slight reverberation. Wearing trainers.	44100	16	2	0:01
Footsteps_Glass_Single_08.wav	A single footstep on large glass pieces remaining from smashed bottles on a hard tiled surface with slight reverberation. Wearing trainers.	44100	16	2	0:02
Footsteps_Grass_Multi_01.wav	Multiple footsteps on soft, wet, soily grass in England. Wearing trainers.	44100	16	2	0:06
Footsteps_Grass_Single_01.wav	A single footstep on soft, wet, soily grass in England. Wearing trainers.	44100	16	2	0:01
Footsteps_Grass_Single_02.wav	A single footstep on soft, wet, soily grass in England. Wearing trainers.	44100	16	2	0:01
Footsteps_Grass_Single_03.wav	A single footstep on soft, wet, soily grass in England. Wearing trainers.	44100	16	2	0:01
Footsteps_Grass_Single_04.wav	A single footstep on soft, wet, soily grass in England. Wearing trainers.	44100	16	2	0:01
Footsteps_Grass_Single_05.wav	A single footstep on soft, wet, soily grass in England. Wearing trainers.	44100	16	2	0:01
Footsteps_Grass_Single_06.wav	A single footstep on soft, wet, soily grass in England. Wearing trainers.	44100	16	2	0:01
Footsteps_Grass_Single_07.wav	A single footstep on soft, wet, soily grass in England. Wearing trainers.	44100	16	2	0:01
Footsteps_Grass_Single_08.wav	A single footstep on soft, wet, soily grass in England. Wearing trainers.	44100	16	2	0:01
Footsteps_Ice_Multi_01.wav	Multiple footsteps on dry, hard, frozen ice on a cold day with frost. A chilling, crackling, bright, crunching footstep. Wearing trainers.	44100	16	2	1:01
Footsteps_Ice_Multi_02.wav	Multiple footsteps on dry, hard, frozen ice on a cold day with frost. A chilling, crackling, bright, crunching footstep. Wearing trainers.	44100	24	2	0:06
Footsteps_Ice_Multi_03.wav	Multiple footsteps on dry, hard, frozen ice on a cold day with frost. A chilling, crackling, bright, crunching footstep. Wearing trainers.	44100	24	2	1:33
Footsteps_Ice_Multi_04.wav	Multiple footsteps on dry, hard, frozen ice on a cold day with frost. A chilling, crackling, bright, crunching footstep. Wearing trainers.	44100	24	2	0:57
Footsteps_Ice_Multi_05_Running.wav	Multiple running footsteps sprinting on dry, hard, frozen ice on a cold day with frost. A chilling, crackling, bright, crunching footstep. Wearing trainers.	44100	24	2	0:17
Footsteps_Ice_Multi_06_Running.wav	Multiple running footsteps sprinting on dry, hard, frozen ice on a cold day with frost. A chilling, crackling, bright, crunching footstep. Wearing trainers.	44100	24	2	0:13
Footsteps_Ice_Multi_07_Running.wav	Multiple running footsteps sprinting on dry, hard, frozen ice on a cold day with frost. A chilling, crackling, bright, crunching footstep. Wearing trainers.	44100	24	2	0:08
Footsteps_Ice_Multi_08_Running.wav	Multiple running footsteps sprinting on dry, hard, frozen ice on a cold day with frost. A chilling, crackling, bright, crunching footstep. Wearing trainers.	44100	24	2	0:10
Footsteps_Ice_Single_A01.wav	A single footstep on dry, hard, frozen ice on a cold day with frost. A chilling, crackling, bright, crunching footstep. Wearing trainers.	44100	16	2	0:01

Footsteps_Ice_Single_A02.wav	A single footstep on dry, hard, frozen ice on a cold day with frost. A chilling, crackling, bright, crunching footstep. Wearing trainers.	44100	16	2	0:01
Footsteps_Ice_Single_A03.wav	A single footstep on dry, hard, frozen ice on a cold day with frost. A chilling, crackling, bright, crunching footstep. Wearing trainers.	44100	16	2	0:01
Footsteps_Ice_Single_A04.wav	A single footstep on dry, hard, frozen ice on a cold day with frost. A chilling, crackling, bright, crunching footstep. Wearing trainers.	44100	16	2	0:01
Footsteps_Ice_Single_A05.wav	A single footstep on dry, hard, frozen ice on a cold day with frost. A chilling, crackling, bright, crunching footstep. Wearing trainers.	44100	16	2	0:01
Footsteps_Ice_Single_A06.wav	A single footstep on dry, hard, frozen ice on a cold day with frost. A chilling, crackling, bright, crunching footstep. Wearing trainers.	44100	16	2	0:01
Footsteps_Ice_Single_A07.wav	A single footstep on dry, hard, frozen ice on a cold day with frost. A chilling, crackling, bright, crunching footstep. Wearing trainers.	44100	16	2	0:02
Footsteps_Ice_Single_A08.wav	A single footstep on dry, hard, frozen ice on a cold day with frost. A chilling, crackling, bright, crunching footstep. Wearing trainers.	44100	16	2	0:01
Footsteps_Ice_Single_A09.wav	A single footstep on dry, hard, frozen ice on a cold day with frost. A chilling, crackling, bright, crunching footstep. Wearing trainers.	44100	16	2	0:01
Footsteps_Ice_Single_A10.wav	A single footstep on dry, hard, frozen ice on a cold day with frost. A chilling, crackling, bright, crunching footstep. Wearing trainers.	44100	16	2	0:02
Footsteps_Ice_Single_A11.wav	A single footstep on dry, hard, frozen ice on a cold day with frost. A chilling, crackling, bright, crunching footstep. Wearing trainers.	44100	16	2	0:01
Footsteps_Ice_Single_A12.wav	A single footstep on dry, hard, frozen ice on a cold day with frost. A chilling, crackling, bright, crunching footstep. Wearing trainers.	44100	16	2	0:01
Footsteps_Ice_Single_B01.wav	A closer single footstep on dry, hard, frozen ice on a cold day with frost. A chilling, crackling, bright, crunching footstep. Wearing trainers.	44100	16	2	0:01
Footsteps_Ice_Single_B02.wav	A closer single footstep on dry, hard, frozen ice on a cold day with frost. A chilling, crackling, bright, crunching footstep. Wearing trainers.	44100	16	2	0:01
Footsteps_Ice_Single_B03.wav	A closer single footstep on dry, hard, frozen ice on a cold day with frost. A chilling, crackling, bright, crunching footstep. Wearing trainers.	44100	16	2	0:01
Footsteps_Ice_Single_B04.wav	A closer single footstep on dry, hard, frozen ice on a cold day with frost. A chilling, crackling, bright, crunching footstep. Wearing trainers.	44100	16	2	0:01
Footsteps_Ice_Single_B05.wav	A closer single footstep on dry, hard, frozen ice on a cold day with frost. A chilling, crackling, bright, crunching footstep. Wearing trainers.	44100	16	2	0:01
Footsteps_Ice_Single_B06.wav	A closer single footstep on dry, hard, frozen ice on a cold day with frost. A chilling, crackling, bright, crunching footstep. Wearing trainers.	44100	16	2	0:01
Footsteps_Ice_Single_B07.wav	A closer single footstep on dry, hard, frozen ice on a cold day with frost. A chilling, crackling, bright, crunching footstep. Wearing trainers.	44100	16	2	0:01
Footsteps_Ice_Single_B08.wav	A closer single footstep on dry, hard, frozen ice on a cold day with frost. A chilling, crackling, bright, crunching footstep. Wearing trainers.	44100	16	2	0:01
Footsteps_Ice_Single_B09.wav	A closer single footstep on dry, hard, frozen ice on a cold day with frost. A chilling, crackling, bright, crunching footstep. Wearing trainers.	44100	16	2	0:01
Footsteps_Ice_Single_B10.wav	A closer single footstep on dry, hard, frozen ice on a cold day with frost. A chilling, crackling, bright, crunching footstep. Wearing trainers.	44100	16	2	0:02
Footsteps_Ice_Single_B11.wav	A closer single footstep on dry, hard, frozen ice on a cold day with frost. A chilling, crackling, bright, crunching footstep. Wearing trainers.	44100	16	2	0:02
Footsteps_Ice_Single_B12.wav	A closer single footstep on dry, hard, frozen ice on a cold day with frost. A chilling, crackling, bright, crunching footstep. Wearing trainers.	44100	16	2	0:02
Footsteps_Leaves_Dry_Multi_01.wav	Multiple footsteps on dry, crunchy, snapping leaves and foliage with trainer shoes. Sharp crackling with each step.	44100	16	2	0:28

Footsteps_Leaves_Dry_Multi_02.wav	Multiple footsteps on dry, crunchy, snapping leaves and foliage with trainer shoes. Sharp crackling with each step.	44100	24	2	1:05
Footsteps_Leaves_Dry_Single_01.wav	A single footstep on dry, crunchy, snapping leaves and foliage with trainer shoes. Sharp crackling with each step.	44100	16	2	0:01
Footsteps_Leaves_Dry_Single_02.wav	A single footstep on dry, crunchy, snapping leaves and foliage with trainer shoes. Sharp crackling with each step.	44100	16	2	0:01
Footsteps_Leaves_Dry_Single_03.wav	A single footstep on dry, crunchy, snapping leaves and foliage with trainer shoes. Sharp crackling with each step.	44100	16	2	0:01
Footsteps_Leaves_Dry_Single_04.wav	A single footstep on dry, crunchy, snapping leaves and foliage with trainer shoes. Sharp crackling with each step.	44100	16	2	0:01
Footsteps_Leaves_Dry_Single_05.wav	A single footstep on dry, crunchy, snapping leaves and foliage with trainer shoes. Sharp crackling with each step.	44100	16	2	0:01
Footsteps_Leaves_Dry_Single_06.wav	A single footstep on dry, crunchy, snapping leaves and foliage with trainer shoes. Sharp crackling with each step.	44100	16	2	0:01
Footsteps_Leaves_Dry_Single_07.wav	A single footstep on dry, crunchy, snapping leaves and foliage with trainer shoes. Sharp crackling with each step.	44100	16	2	0:01
Footsteps_Leaves_Dry_Single_08.wav	A single footstep on dry, crunchy, snapping leaves and foliage with trainer shoes. Sharp crackling with each step.	44100	16	2	0:01
Footsteps_Leaves_Dry_Single_09.wav	A single footstep on dry, crunchy, snapping leaves and foliage with trainer shoes. Sharp crackling with each step.	44100	16	2	0:01
Footsteps_Leaves_Dry_Single_10.wav	A single footstep on dry, crunchy, snapping leaves and foliage with trainer shoes. Sharp crackling with each step.	44100	16	2	0:01
Footsteps_Leaves_Dry_Single_11.wav	A single footstep on dry, crunchy, snapping leaves and foliage with trainer shoes. Sharp crackling with each step.	44100	16	2	0:01
Footsteps_Leaves_Dry_Single_12.wav	A single footstep on dry, crunchy, snapping leaves and foliage with trainer shoes. Sharp crackling with each step.	44100	16	2	0:01
Footsteps_Leaves_Dry_Single_13.wav	A single footstep on dry, crunchy, snapping leaves and foliage with trainer shoes. Sharp crackling with each step.	44100	16	2	0:01
Footsteps_Leaves_Dry_Single_14.wav	A single footstep on dry, crunchy, snapping leaves and foliage with trainer shoes. Sharp crackling with each step.	44100	16	2	0:01
Footsteps_Leaves_Dry_Single_15.wav	A single footstep on dry, crunchy, snapping leaves and foliage with trainer shoes. Sharp crackling with each step.	44100	16	2	0:01
Footsteps_Leaves_Dry_Single_16.wav	A single footstep on dry, crunchy, snapping leaves and foliage with trainer shoes. Sharp crackling with each step.	44100	16	2	0:01
Footsteps_Snow_Heavy_Multi_01.wav	Multiple footsteps on deep, heavy, snowfall with a crisp, cold crunch. Lower in pitch. Wearing trainers.	44100	24	2	0:19
Footsteps_Snow_Heavy_Multi_02.wav	Multiple footsteps on deep, heavy, snowfall with a crisp, cold crunch. Lower in pitch. Wearing trainers.	44100	24	2	0:52
Footsteps_Snow_Heavy_Multi_03_Running.wav	Multiple running footsteps springing on deep, heavy, snowfall with a crisp, cold crunch. Lower in pitch. Wearing trainers.	44100	24	2	0:27
Footsteps_Snow_Heavy_Multi_04_Running.wav	Multiple running footsteps springing on deep, heavy, snowfall with a crisp, cold crunch. Lower in pitch. Wearing trainers.	44100	24	2	0:20
Footsteps_Snow_Heavy_Multi_05_Running.wav	Multiple running footsteps springing on deep, heavy, snowfall with a crisp, cold crunch. Lower in pitch. Wearing trainers.	44100	24	2	0:38
Footsteps_Snow_Heavy_Multi_06_Running.wav	Multiple running footsteps springing on deep, heavy, snowfall with a crisp, cold crunch. Lower in pitch. Wearing trainers.	44100	24	2	0:11
Footsteps_Snow_Heavy_Single_01.wav	A single footstep on deep, heavy, snowfall with a crisp, cold crunch. Lower in pitch. Wearing trainers.	44100	16	2	0:01
Footsteps_Snow_Heavy_Single_02.wav	A single footstep on deep, heavy, snowfall with a crisp, cold crunch. Lower in pitch. Wearing trainers.	44100	16	2	0:01
Footsteps_Snow_Heavy_Single_03.wav	A single footstep on deep, heavy, snowfall with a crisp, cold crunch. Lower in pitch. Wearing trainers.	44100	16	2	0:01

Footsteps_Snow_Heavy_Single_04.wav	A single footstep on deep, heavy, snowfall with a crisp, cold crunch. Lower in pitch. Wearing trainers.	44100	16	2	0:01
Footsteps_Snow_Heavy_Single_05.wav	A single footstep on deep, heavy, snowfall with a crisp, cold crunch. Lower in pitch. Wearing trainers.	44100	16	2	0:01
Footsteps_Snow_Heavy_Single_06.wav	A single footstep on deep, heavy, snowfall with a crisp, cold crunch. Lower in pitch. Wearing trainers.	44100	16	2	0:01
Footsteps_Snow_Heavy_Single_07.wav	A single footstep on deep, heavy, snowfall with a crisp, cold crunch. Lower in pitch. Wearing trainers.	44100	16	2	0:01
Footsteps_Snow_Heavy_Single_08.wav	A single footstep on deep, heavy, snowfall with a crisp, cold crunch. Lower in pitch. Wearing trainers.	44100	16	2	0:01
Footsteps_Snow_Heavy_Single_09.wav	A single footstep on deep, heavy, snowfall with a crisp, cold crunch. Lower in pitch. Wearing trainers.	44100	16	2	0:01
Footsteps_Snow_Heavy_Single_10.wav	A single footstep on deep, heavy, snowfall with a crisp, cold crunch. Lower in pitch. Wearing trainers.	44100	16	2	0:01
Footsteps_Snow_Heavy_Single_11.wav	A single footstep on deep, heavy, snowfall with a crisp, cold crunch. Lower in pitch. Wearing trainers.	44100	16	2	0:01
Footsteps_Snow_Heavy_Single_12.wav	A single footstep on deep, heavy, snowfall with a crisp, cold crunch. Lower in pitch. Wearing trainers.	44100	16	2	0:01
Footsteps_Snow_Heavy_Single_13.wav	A single footstep on deep, heavy, snowfall with a crisp, cold crunch. Lower in pitch. Wearing trainers.	44100	16	2	0:01
Footsteps_Snow_Heavy_Single_14.wav	A single footstep on deep, heavy, snowfall with a crisp, cold crunch. Lower in pitch. Wearing trainers.	44100	16	2	0:01
Footsteps_Snow_Heavy_Single_15.wav	A single footstep on deep, heavy, snowfall with a crisp, cold crunch. Lower in pitch. Wearing trainers.	44100	16	2	0:01
Footsteps_Snow_Heavy_Single_16.wav	A single footstep on deep, heavy, snowfall with a crisp, cold crunch. Lower in pitch. Wearing trainers.	44100	16	2	0:01
Footsteps_Snow_Light_Multi_01.wav	Multiple footsteps on light, icy, snowfall with a sharp, chilling crunch. Higher in pitch. Wearing trainers.	44100	24	2	0:34
Footsteps_Snow_Light_Multi_02.wav	Multiple footsteps on light, icy, snowfall with a sharp, chilling crunch. Higher in pitch. Wearing trainers.	44100	24	2	0:51
Footsteps_Snow_Light_Single_01.wav	A single footstep on light, icy, snowfall with a sharp, chilling crunch. Higher in pitch. Wearing trainers.	44100	16	2	0:01
Footsteps_Snow_Light_Single_02.wav	A single footstep on light, icy, snowfall with a sharp, chilling crunch. Higher in pitch. Wearing trainers.	44100	16	2	0:01
Footsteps_Snow_Light_Single_03.wav	A single footstep on light, icy, snowfall with a sharp, chilling crunch. Higher in pitch. Wearing trainers.	44100	16	2	0:01
Footsteps_Snow_Light_Single_04.wav	A single footstep on light, icy, snowfall with a sharp, chilling crunch. Higher in pitch. Wearing trainers.	44100	16	2	0:01
Footsteps_Snow_Light_Single_05.wav	A single footstep on light, icy, snowfall with a sharp, chilling crunch. Higher in pitch. Wearing trainers.	44100	16	2	0:01
Footsteps_Snow_Light_Single_06.wav	A single footstep on light, icy, snowfall with a sharp, chilling crunch. Higher in pitch. Wearing trainers.	44100	16	2	0:01
Footsteps_Snow_Light_Single_07.wav	A single footstep on light, icy, snowfall with a sharp, chilling crunch. Higher in pitch. Wearing trainers.	44100	16	2	0:01
Footsteps_Snow_Light_Single_08.wav	A single footstep on light, icy, snowfall with a sharp, chilling crunch. Higher in pitch. Wearing trainers.	44100	16	2	0:01
Footsteps_Snow_Light_Single_09.wav	A single footstep on light, icy, snowfall with a sharp, chilling crunch. Higher in pitch. Wearing trainers.	44100	16	2	0:01
Footsteps_Snow_Light_Single_10.wav	A single footstep on light, icy, snowfall with a sharp, chilling crunch. Higher in pitch. Wearing trainers.	44100	16	2	0:01
Footsteps_Snow_Light_Single_11.wav	A single footstep on light, icy, snowfall with a sharp, chilling crunch. Higher in pitch. Wearing trainers.	44100	16	2	0:01
Footsteps_Snow_Light_Single_12.wav	A single footstep on light, icy, snowfall with a sharp, chilling crunch. Higher in pitch. Wearing trainers.	44100	16	2	0:01
Footsteps_Snow_Light_Single_13.wav	A single footstep on light, icy, snowfall with a sharp, chilling crunch. Higher in pitch. Wearing trainers.	44100	16	2	0:01
Footsteps_Snow_Light_Single_14.wav	A single footstep on light, icy, snowfall with a sharp, chilling crunch. Higher in pitch. Wearing trainers.	44100	16	2	0:01
Footsteps_Snow_Light_Single_15.wav	A single footstep on light, icy, snowfall with a sharp, chilling crunch. Higher in pitch. Wearing trainers.	44100	16	2	0:01
Footsteps_Snow_Light_Single_16.wav	A single footstep on light, icy, snowfall with a sharp, chilling crunch. Higher in pitch. Wearing trainers.	44100	16	2	0:01
Footsteps_Snow_Moderate_A01.wav	A single footstep on moderate, icy, snowfall with a chilling crunch. Wearing trainers.	44100	24	2	0:01
Footsteps_Snow_Moderate_A02.wav	A single footstep on moderate, icy, snowfall with a chilling crunch. Wearing trainers.	44100	24	2	0:01
Footsteps_Snow_Moderate_A03.wav	A single footstep on moderate, icy, snowfall with a chilling crunch. Wearing trainers.	44100	24	2	0:01

Footsteps_Snow_Moderate_A04.wav	A single footstep on moderate, icy, snowfall with a chilling crunch. Wearing trainers.	44100	24	2	0:01
Footsteps_Snow_Moderate_A05.wav	A single footstep on moderate, icy, snowfall with a chilling crunch. Wearing trainers.	44100	24	2	0:01
Footsteps_Snow_Moderate_A06.wav	A single footstep on moderate, icy, snowfall with a chilling crunch. Wearing trainers.	44100	24	2	0:01
Footsteps_Snow_Moderate_A07.wav	A single footstep on moderate, icy, snowfall with a chilling crunch. Wearing trainers.	44100	24	2	0:01
Footsteps_Snow_Moderate_A08.wav	A single footstep on moderate, icy, snowfall with a chilling crunch. Wearing trainers.	44100	24	2	0:01
Footsteps_Snow_Moderate_B01.wav	A single footstep on moderate, hard, snowfall with a tough, chilling crunch. Wearing trainers.	44100	24	2	0:01
Footsteps_Snow_Moderate_B02.wav	A single footstep on moderate, hard, snowfall with a tough, chilling crunch. Wearing trainers.	44100	24	2	0:01
Footsteps_Snow_Moderate_B03.wav	A single footstep on moderate, hard, snowfall with a tough, chilling crunch. Wearing trainers.	44100	24	2	0:01
Footsteps_Snow_Moderate_B04.wav	A single footstep on moderate, hard, snowfall with a tough, chilling crunch. Wearing trainers.	44100	24	2	0:01
Footsteps_Snow_Moderate_B05.wav	A single footstep on moderate, hard, snowfall with a tough, chilling crunch. Wearing trainers.	44100	24	2	0:01
Footsteps_Snow_Moderate_B06.wav	A single footstep on moderate, hard, snowfall with a tough, chilling crunch. Wearing trainers.	44100	24	2	0:01
Footsteps_Snow_Moderate_B07.wav	A single footstep on moderate, hard, snowfall with a tough, chilling crunch. Wearing trainers.	44100	24	2	0:01
Footsteps_Snow_Moderate_B08.wav	A single footstep on moderate, hard, snowfall with a tough, chilling crunch. Wearing trainers.	44100	24	2	0:01
Footsteps_Stone_Single_01.wav	A single footsteps on a hard, stone rocky surface for a dry, tough step. Wearing trainers.	44100	24	2	0:01
Footsteps_Stone_Single_02.wav	A single footsteps on a hard, stone rocky surface for a dry, tough step. Wearing trainers.	44100	24	2	0:01
Footsteps_Stone_Single_03.wav	A single footsteps on a hard, stone rocky surface for a dry, tough step. Wearing trainers.	44100	24	2	0:01
Footsteps_Stone_Single_04.wav	A single footsteps on a hard, stone rocky surface for a dry, tough step. Wearing trainers.	44100	24	2	0:01
Footsteps_Stone_Single_05.wav	A single footsteps on a hard, stone rocky surface for a dry, tough step. Wearing trainers.	44100	24	2	0:01
Footsteps_Stone_Single_06.wav	A single footsteps on a hard, stone rocky surface for a dry, tough step. Wearing trainers.	44100	24	2	0:01
Footsteps_Stone_Single_07.wav	A single footsteps on a hard, stone rocky surface for a dry, tough step. Wearing trainers.	44100	24	2	0:01
Footsteps_Stone_Single_08.wav	A single footsteps on a hard, stone rocky surface for a dry, tough step. Wearing trainers.	44100	24	2	0:01
Footsteps_Stone_Single_09.wav	A single footsteps on a hard, stone rocky surface for a dry, tough step. Wearing trainers.	44100	24	2	0:01
Footsteps_Stone_Single_10.wav	A single footsteps on a hard, stone rocky surface for a dry, tough step. Wearing trainers.	44100	24	2	0:01
Footsteps_Stone_Single_11.wav	A single footsteps on a hard, stone rocky surface for a dry, tough step. Wearing trainers.	44100	24	2	0:01
Footsteps_Stone_Single_13.wav	A single footsteps on a hard, stone rocky surface for a dry, tough step. Wearing trainers.	44100	24	2	0:01
Footsteps_Stone_Single_14.wav	A single footsteps on a hard, stone rocky surface for a dry, tough step. Wearing trainers.	44100	24	2	0:01
Footsteps_Stone_Single_15.wav	A single footsteps on a hard, stone rocky surface for a dry, tough step. Wearing trainers.	44100	24	2	0:01
Footsteps_Stone_Single_16.wav	A single footsteps on a hard, stone rocky surface for a dry, tough step. Wearing trainers.	44100	24	2	0:01
Footsteps_Stone_Single_17.wav	A single footsteps on a hard, stone rocky surface for a dry, tough step. Wearing trainers.	44100	24	2	0:01
Footsteps_Stone_Single_18.wav	A single footsteps on a hard, stone rocky surface for a dry, tough step. Wearing trainers.	44100	24	2	0:01
Footsteps_Stone_Single_19.wav	A single footsteps on a hard, stone rocky surface for a dry, tough step. Wearing trainers.	44100	24	2	0:01
Footsteps_Stone_Single_20.wav	A single footsteps on a hard, stone rocky surface for a dry, tough step. Wearing trainers.	44100	24	2	0:01
Footsteps_Stones_Multi_01.wav	Multiple footsteps on small, rocky, loose stones and pebbles for a dry, hard yet high step. Wearing trainers.	44100	16	2	0:15

Footsteps_Stones_Single_01.wav	A single footstep on small, rocky, loose stones and pebbles for a dry, hard yet high step. Wearing trainers.	44100	16	2	0:01
Footsteps_Stones_Single_02.wav	A single footstep on small, rocky, loose stones and pebbles for a dry, hard yet high step. Wearing trainers.	44100	16	2	0:01
Footsteps_Stones_Single_03.wav	A single footstep on small, rocky, loose stones and pebbles for a dry, hard yet high step. Wearing trainers.	44100	16	2	0:01
Footsteps_Stones_Single_04.wav	A single footstep on small, rocky, loose stones and pebbles for a dry, hard yet high step. Wearing trainers.	44100	16	2	0:01
Footsteps_Stones_Single_05.wav	A single footstep on small, rocky, loose stones and pebbles for a dry, hard yet high step. Wearing trainers.	44100	16	2	0:01
Footsteps_Stones_Single_06.wav	A single footstep on small, rocky, loose stones and pebbles for a dry, hard yet high step. Wearing trainers.	44100	16	2	0:01
Footsteps_Stones_Single_07.wav	A single footstep on small, rocky, loose stones and pebbles for a dry, hard yet high step. Wearing trainers.	44100	16	2	0:01
Footsteps_Stones_Single_08.wav	A single footstep on small, rocky, loose stones and pebbles for a dry, hard yet high step. Wearing trainers.	44100	16	2	0:01
Footsteps_Stones_Single_09.wav	A single footstep on small, rocky, loose stones and pebbles for a dry, hard yet high step. Wearing trainers.	44100	16	2	0:01
Footsteps_Stones_Single_10.wav	A single footstep on small, rocky, loose stones and pebbles for a dry, hard yet high step. Wearing trainers.	44100	16	2	0:01
Footsteps_Stones_Single_11.wav	A single footstep on small, rocky, loose stones and pebbles for a dry, hard yet high step. Wearing trainers.	44100	16	2	0:01
Footsteps_Stones_Single_12.wav	A single footstep on small, rocky, loose stones and pebbles for a dry, hard yet high step. Wearing trainers.	44100	16	2	0:01
Footsteps_Stones_Single_13.wav	A single footstep on small, rocky, loose stones and pebbles for a dry, hard yet high step. Wearing trainers.	44100	16	2	0:01
Footsteps_Stones_Single_14.wav	A single footstep on small, rocky, loose stones and pebbles for a dry, hard yet high step. Wearing trainers.	44100	16	2	0:01
Footsteps_Stones_Single_15.wav	A single footstep on small, rocky, loose stones and pebbles for a dry, hard yet high step. Wearing trainers.	44100	16	2	0:01
Footsteps_Stones_Single_16.wav	A single footstep on small, rocky, loose stones and pebbles for a dry, hard yet high step. Wearing trainers.	44100	16	2	0:01
Footsteps_Twigs_Multi_01.wav	Multiple footsteps on dry, crunchy, snapping wooden twigs, sticks and foliage with trainer shoes. Sharp crackling with each step.	44100	16	2	0:47
Footsteps_Twigs_Single_01.wav	A single footstep on dry, crunchy, snapping wooden twigs, sticks and foliage with trainer shoes. Sharp crackling with each step.	44100	16	2	0:01
Footsteps_Twigs_Single_02.wav	A single footstep on dry, crunchy, snapping wooden twigs, sticks and foliage with trainer shoes. Sharp crackling with each step.	44100	16	2	0:01
Footsteps_Twigs_Single_03.wav	A single footstep on dry, crunchy, snapping wooden twigs, sticks and foliage with trainer shoes. Sharp crackling with each step.	44100	16	2	0:01
Footsteps_Twigs_Single_04.wav	A single footstep on dry, crunchy, snapping wooden twigs, sticks and foliage with trainer shoes. Sharp crackling with each step.	44100	16	2	0:01
Footsteps_Twigs_Single_05.wav	A single footstep on dry, crunchy, snapping wooden twigs, sticks and foliage with trainer shoes. Sharp crackling with each step.	44100	16	2	0:01
Footsteps_Twigs_Single_06.wav	A single footstep on dry, crunchy, snapping wooden twigs, sticks and foliage with trainer shoes. Sharp crackling with each step.	44100	16	2	0:01
Footsteps_Twigs_Single_07.wav	A single footstep on dry, crunchy, snapping wooden twigs, sticks and foliage with trainer shoes. Sharp crackling with each step.	44100	16	2	0:01

Footsteps_Twigs_Single_08.wav	A single footstep on dry, crunchy, snapping wooden twigs, sticks and foliage with trainer shoes. Sharp crackling with each step.	44100	16	2	0:01
Footsteps_Twigs_Single_09.wav	A single footstep on dry, crunchy, snapping wooden twigs, sticks and foliage with trainer shoes. Sharp crackling with each step.	44100	16	2	0:01
Footsteps_Twigs_Single_10.wav	A single footstep on dry, crunchy, snapping wooden twigs, sticks and foliage with trainer shoes. Sharp crackling with each step.	44100	16	2	0:01
Footsteps_Twigs_Single_11.wav	A single footstep on dry, crunchy, snapping wooden twigs, sticks and foliage with trainer shoes. Sharp crackling with each step.	44100	16	2	0:01
Footsteps_Twigs_Single_12.wav	A single footstep on dry, crunchy, snapping wooden twigs, sticks and foliage with trainer shoes. Sharp crackling with each step.	44100	16	2	0:01
Footsteps_Twigs_Single_13.wav	A single footstep on dry, crunchy, snapping wooden twigs, sticks and foliage with trainer shoes. Sharp crackling with each step.	44100	16	2	0:01
Footsteps_Twigs_Single_14.wav	A single footstep on dry, crunchy, snapping wooden twigs, sticks and foliage with trainer shoes. Sharp crackling with each step.	44100	16	2	0:01
Footsteps_Twigs_Single_15.wav	A single footstep on dry, crunchy, snapping wooden twigs, sticks and foliage with trainer shoes. Sharp crackling with each step.	44100	16	2	0:01
Footsteps_Twigs_Single_16.wav	A single footstep on dry, crunchy, snapping wooden twigs, sticks and foliage with trainer shoes. Sharp crackling with each step.	44100	16	2	0:01
Frog_Treefrog_Croaking_Close_01.wav	A close Florida amphibious treefrog croaking a series of ribbits following a rainstorm. Other frogs in the distance responding.	44100	24	2	0:06
Frog_Treefrog_Croaking_Close_02.wav	A close Florida amphibious treefrog croaking a series of ribbits following a rainstorm. Other frogs in the distance responding.	44100	24	2	0:10
Frog_Treefrog_Croaking_Close_03.wav	An approaching Florida amphibious treefrog croaking a series of ribbits following a rainstorm. Other frogs in the distance responding.	44100	24	2	0:09
Frog_Treefrog_Croaking_Close_04_Rain.wav	A close Florida amphibious treefrog croaking a series of ribbits with slight rain. Other frogs in the distance responding.	44100	24	2	0:27
Glass_Harp_Note_C_Sus_01.wav	A single sustained note from a shining glass harp instrument, with a bright, long tone. Pitched on C.	44100	24	2	0:06
Glass_Harp_Note_G_Sus_01.wav	A single sustained note from a shining glass harp instrument, with a bright, long tone. Pitched on G.	44100	24	2	0:07
Guitar_Acoustic_Chord_Maj7_G_01.wav	A G major 7th, seventh chord on an acoustic guitar left to sustain.	44100	24	2	0:21
Guitar_Acoustic_Chord_Min_E_01.wav	An E minor chord on an acoustic guitar left to sustain.	44100	24	2	0:15
Guitar_Acoustic_Fifth_AE_01.wav	An open 5th, fifth chord on the notes A and E on an acoustic guitar left to sustain.	44100	24	2	0:18
Guitar_Acoustic_Note_E4_Sus_01.wav	A single note pitched on E4 on an acoustic guitar left to sustain.	44100	24	2	0:12
Guitar_Acoustic_Octave_E_01.wav	Two notes two octaves apart pitched on E on an acoustic guitar left to sustain.	44100	24	2	0:19
Gun_Laser_Large_8-bit_01.wav	A sci-fi 8-bit large laser gun firing a blasting shot that propels away.	44100	16	2	0:01
Gun_Laser_Large_8-bit_02.wav	A sci-fi 8-bit large laser gun firing a blasting shot that propels away.	44100	16	2	0:01
Gun_Laser_Large_8-bit_03.wav	A sci-fi 8-bit large laser gun firing a blasting shot that propels away.	44100	16	2	0:01
Gun_Laser_Large_8-bit_04.wav	A sci-fi 8-bit large laser gun firing a blasting shot that propels away.	44100	16	2	0:01
Gun_Laser_Large_8-bit_05.wav	A sci-fi 8-bit large laser gun firing a blasting shot that propels away.	44100	16	2	0:01
Hand_Bell_Cluster_01.wav	A dissonant, clashing cluster of bright, metallic hand bell notes crushed together for a piercing, stabbing chord that decays naturally.	44100	24	2	0:10
Hand_Bell_Note_A#_01.wav	A single strike of a metal hand bell instrument with a metal triangle mallet. Sustained and naturally decaying. A bright, twinkling ding or ring. Pitched on A sharp or B flat.	44100	16	2	0:08
Hand_Bell_Note_A_01.wav	A single strike of a metal hand bell instrument with a metal triangle mallet. Sustained and naturally decaying. A bright, twinkling ding or ring. Pitched on A.	44100	16	2	0:08

Hand_Bell_Note_B_01.wav	A single strike of a metal hand bell instrument with a metal triangle mallet. Sustained and naturally decaying. A bright, twinkling ding or ring. Pitched on B.	44100	16	2	0:07
Hand_Bell_Note_C#_01.wav	A single strike of a metal hand bell instrument with a metal triangle mallet. Sustained and naturally decaying. A bright, twinkling ding or ring. Pitched on C sharp or D flat.	44100	16	2	0:08
Hand_Bell_Note_D#_01.wav	A single strike of a metal hand bell instrument with a metal triangle mallet. Sustained and naturally decaying. A bright, twinkling ding or ring. Pitched on D sharp or E flat.	44100	16	2	0:06
Hand_Bell_Note_D_01.wav	A single strike of a metal hand bell instrument with a metal triangle mallet. Sustained and naturally decaying. A bright, twinkling ding or ring. Pitched on D.	44100	16	2	0:09
Hand_Bell_Note_E_01.wav	A single strike of a metal hand bell instrument with a metal triangle mallet. Sustained and naturally decaying. A bright, twinkling ding or ring. Pitched on E.	44100	16	2	0:07
Hand_Bell_Note_F#_01.wav	A single strike of a metal hand bell instrument with a metal triangle mallet. Sustained and naturally decaying. A bright, twinkling ding or ring. Pitched on F sharp or G flat.	44100	16	2	0:10
Hand_Bell_Note_F_01.wav	A single strike of a metal hand bell instrument with a metal triangle mallet. Sustained and naturally decaying. A bright, twinkling ding or ring. Pitched on F.	44100	16	2	0:08
Hand_Bell_Note_G#_01.wav	A single strike of a metal hand bell instrument with a metal triangle mallet. Sustained and naturally decaying. A bright, twinkling ding or ring. Pitched on G sharp or A flat.	44100	16	2	0:09
Hand_Bell_Note_G_01.wav	A single strike of a metal hand bell instrument with a metal triangle mallet. Sustained and naturally decaying. A bright, twinkling ding or ring. Pitched on G.	44100	16	2	0:05
Hand_Bell_Note_High-C_01.wav	A single strike of a metal hand bell instrument with a metal triangle mallet. Sustained and naturally decaying. A bright, twinkling ding or ring. Pitched on a high C.	44100	16	2	0:09
Hand_Bell_Note_Low-C_01.wav	A single strike of a metal hand bell instrument with a metal triangle mallet. Sustained and naturally decaying. A bright, twinkling ding or ring. Pitched on a low C.	44100	16	2	0:08
Horse_Whinnying_Close_01.wav	A small horse whinny call close to the recorder at a distance of roughly 5 meters.	44100	24	2	0:03
Horse_Whinnying_Close_02.wav	A small horse whinny call close to the recorder at a distance of roughly 5 meters.	44100	24	2	0:03
Horse_Whinnying_Close_03.wav	A small horse whinny call close to the recorder at a distance of roughly 5 meters.	44100	24	2	0:03
Impact, 8-bit, Light_A01.wav	A synthesized damaging impact hit for a retro, 8-bit old video game where a character gets struck, wounded or damaged in combat. A light variation.	44100	16	2	0:01
Impact, 8-bit, Light_A02.wav	A synthesized damaging impact hit for a retro, 8-bit old video game where a character gets struck, wounded or damaged in combat. A light variation.	44100	16	2	0:01
Impact, 8-bit, Light_A03.wav	A synthesized damaging impact hit for a retro, 8-bit old video game where a character gets struck, wounded or damaged in combat. A light variation.	44100	16	2	0:01
Impact, 8-bit, Light_A04.wav	A synthesized damaging impact hit for a retro, 8-bit old video game where a character gets struck, wounded or damaged in combat. A light variation.	44100	16	2	0:01
Impact, 8-bit, Light_A05.wav	A synthesized damaging impact hit for a retro, 8-bit old video game where a character gets struck, wounded or damaged in combat. A light variation.	44100	16	2	0:01
Impact_8-bit_Heavy_A01.wav	A synthesized damaging impact hit for a retro, 8-bit old video game where a character gets struck, wounded or damaged in combat. A heavy variation.	44100	16	2	0:01
Impact_8-bit_Heavy_A02.wav	A synthesized damaging impact hit for a retro, 8-bit old video game where a character gets struck, wounded or damaged in combat. A heavy variation.	44100	16	2	0:01
Impact_8-bit_Heavy_A03.wav	A synthesized damaging impact hit for a retro, 8-bit old video game where a character gets struck, wounded or damaged in combat. A heavy variation.	44100	16	2	0:01
Impact_8-bit_Heavy_A04.wav	A synthesized damaging impact hit for a retro, 8-bit old video game where a character gets struck, wounded or damaged in combat. A heavy variation.	44100	16	2	0:01
Impact_8-bit_Heavy_A05.wav	A synthesized damaging impact hit for a retro, 8-bit old video game where a character gets struck, wounded or damaged in combat. A heavy variation.	44100	16	2	0:01
Impact_8-bit_Moderate_A01.wav	A synthesized damaging impact hit for a retro, 8-bit old video game where a character gets struck, wounded or damaged in combat. A moderate variation.	44100	16	2	0:01

Impact_8-bit_Moderate_A02.wav	A synthesized damaging impact hit for a retro, 8-bit old video game where a character gets struck, wounded or damaged in combat. A moderate variation.	44100	16	2	0:01
Impact_8-bit_Moderate_A03.wav	A synthesized damaging impact hit for a retro, 8-bit old video game where a character gets struck, wounded or damaged in combat. A moderate variation.	44100	16	2	0:01
Impact_8-bit_Moderate_A04.wav	A synthesized damaging impact hit for a retro, 8-bit old video game where a character gets struck, wounded or damaged in combat. A moderate variation.	44100	16	2	0:01
Impact_8-bit_Moderate_A05.wav	A synthesized damaging impact hit for a retro, 8-bit old video game where a character gets struck, wounded or damaged in combat. A moderate variation.	44100	16	2	0:01
Jumping_Snow_Single_01.wav	Jumping into a thin, icy sheet of snow-covered grass with trainer shoes. Both the initial lift and the landing.	44100	24	2	0:01
Jumping_Snow_Single_02.wav	Jumping into a thin, icy sheet of snow-covered grass with trainer shoes. Both the initial lift and the landing.	44100	24	2	0:01
Jumping_Snow_Single_03.wav	Jumping into a thin, icy sheet of snow-covered grass with trainer shoes. Both the initial lift and the landing.	44100	24	2	0:01
Jumping_Snow_Single_04.wav	Jumping into a thin, icy sheet of snow-covered grass with trainer shoes. Both the initial lift and the landing.	44100	24	2	0:01
Jumping_Snow_Single_05.wav	Jumping into a thin, icy sheet of snow-covered grass with trainer shoes. Both the initial lift and the landing.	44100	24	2	0:01
Jumping_Snow_Single_06.wav	Jumping into a thin, icy sheet of snow-covered grass with trainer shoes. Both the initial lift and the landing.	44100	24	2	0:01
Jumping_Snow_Single_07.wav	Jumping into a thin, icy sheet of snow-covered grass with trainer shoes. Both the initial lift and the landing.	44100	24	2	0:01
Jumping_Snow_Single_08.wav	Jumping into a thin, icy sheet of snow-covered grass with trainer shoes. Both the initial lift and the landing.	44100	24	2	0:01
Kazoo_Descending_01.wav	A plastic kazoo instrument sliding downward with a harsh, crackling, timbre.	44100	24	2	0:02
Metronome_168_01_LOOP.wav	A plastic musical tempo metronome beating around 168 beats per minute with a rhythmic clicking or ticking. Seamless looping.	44100	24	2	0:02
Metronome_168_02_LOOP.wav	A plastic musical tempo metronome beating around 168 beats per minute with a rhythmic clicking or ticking. Seamless looping.	44100	24	2	0:02
Metronome_Single_Downbeat_01.wav	A plastic musical tempo mettronome beating a single downbeat tick or click to give the beat.	44100	24	2	0:01
Metronome_Single_Upbeat_01.wav	A plastic musical tempo mettronome beating a single upbeat tick or click to give the beat.	44100	24	2	0:01
Music-Box_Note_A#3.wav	A single note on a metal music box amplified by a wall. Decaying naturally with minimal sustain.	44100	16	2	0:03
Music-Box_Note_A#4.wav	A single note on a metal music box amplified by a wall. Decaying naturally with minimal sustain.	44100	16	2	0:02
Music-Box_Note_A3.wav	A single note on a metal music box amplified by a wall. Decaying naturally with minimal sustain.	44100	16	2	0:03
Music-Box_Note_A4.wav	A single note on a metal music box amplified by a wall. Decaying naturally with minimal sustain.	44100	16	2	0:02
Music-Box_Note_B3.wav	A single note on a metal music box amplified by a wall. Decaying naturally with minimal sustain.	44100	16	2	0:03
Music-Box_Note_B4.wav	A single note on a metal music box amplified by a wall. Decaying naturally with minimal sustain.	44100	16	2	0:02
Music-Box_Note_C#4.wav	A single note on a metal music box amplified by a wall. Decaying naturally with minimal sustain.	44100	16	2	0:02
Music-Box_Note_C#5.wav	A single note on a metal music box amplified by a wall. Decaying naturally with minimal sustain.	44100	16	2	0:02
Music-Box_Note_C4.wav	A single note on a metal music box amplified by a wall. Decaying naturally with minimal sustain.	44100	16	2	0:02
Music-Box_Note_C5.wav	A single note on a metal music box amplified by a wall. Decaying naturally with minimal sustain.	44100	16	2	0:02
Music-Box_Note_D#4.wav	A single note on a metal music box amplified by a wall. Decaying naturally with minimal sustain.	44100	16	2	0:01
Music-Box_Note_D#5.wav	A single note on a metal music box amplified by a wall. Decaying naturally with minimal sustain.	44100	16	2	0:02

Music-Box_Note_D4.wav	A single note on a metal music box amplified by a wall. Decaying naturally with minimal sustain.	44100	16	2	0:02
Music-Box_Note_D5.wav	A single note on a metal music box amplified by a wall. Decaying naturally with minimal sustain.	44100	16	2	0:02
Music-Box_Note_E4.wav	A single note on a metal music box amplified by a wall. Decaying naturally with minimal sustain.	44100	16	2	0:02
Music-Box_Note_E5.wav	A single note on a metal music box amplified by a wall. Decaying naturally with minimal sustain.	44100	16	2	0:02
Music-Box_Note_F#4.wav	A single note on a metal music box amplified by a wall. Decaying naturally with minimal sustain.	44100	16	2	0:02
Music-Box_Note_F#5.wav	A single note on a metal music box amplified by a wall. Decaying naturally with minimal sustain.	44100	16	2	0:02
Music-Box_Note_F4.wav	A single note on a metal music box amplified by a wall. Decaying naturally with minimal sustain.	44100	16	2	0:02
Music-Box_Note_F5.wav	A single note on a metal music box amplified by a wall. Decaying naturally with minimal sustain.	44100	16	2	0:02
Music-Box_Note_G#3.wav	A single note on a metal music box amplified by a wall. Decaying naturally with minimal sustain.	44100	16	2	0:02
Music-Box_Note_G#4.wav	A single note on a metal music box amplified by a wall. Decaying naturally with minimal sustain.	44100	16	2	0:02
Music-Box_Note_G#5.wav	A single note on a metal music box amplified by a wall. Decaying naturally with minimal sustain.	44100	16	2	0:01
Music-Box_Note_G3.wav	A single note on a metal music box amplified by a wall. Decaying naturally with minimal sustain.	44100	16	2	0:02
Music-Box_Note_G4.wav	A single note on a metal music box amplified by a wall. Decaying naturally with minimal sustain.	44100	16	2	0:02
Music-Box_Note_G5.wav	A single note on a metal music box amplified by a wall. Decaying naturally with minimal sustain.	44100	16	2	0:02
Music_Dramatic_Organ_01.wav	A short musical extract of J.S.Bach's "Toccata and Fugue in D Minor" played on a church organ with added reverberation. A classic villain, evil pipe organ theme.	44100	24	2	0:23
Music_Dramatic_Organ_02.wav	A short musical extract of J.S.Bach's "Toccata and Fugue in D Minor" played on a church organ with added reverberation. A classic villain, evil pipe organ theme.	44100	24	2	0:18
Music_Lullaby_Creepy_Brahms_Wiegenlied.wav	A creepy, scary version of Brahms "Wiegenlied" lullaby played on a processed music box with added reverberation.	44100	24	2	0:36
Music_Organ_Ambience_Calm_01.wav	Religious church organ ambience suitable as peaceful background music to a chapel or cathedral. Using a pipe organ with a lot of reverberation.	44100	24	2	1:49
Music_Organ_Ambience_Calm_02.wav	Religious church organ ambience suitable as peaceful background music to a chapel or cathedral. Using a pipe organ with a lot of reverberation.	44100	24	2	0:45
Music_Organ_Ambience_Calm_03.wav	Religious church organ ambience suitable as peaceful background music to a chapel or cathedral. Using a pipe organ with a lot of reverberation.	44100	24	2	1:18
Organ_Full-Pedal_Sustained_C1.wav	A 10 second long sustained low organ pedal note pitched on a C with every stop active for a loud, powerful organ note.	44100	24	2	0:11
Piano_Frame_Strike_Pedal_01.wav	Striking the frame of a baby grand piano with a metal mallet while the sustain pedal is depressed, creating a wooden impact that decays naturally.	44100	16	2	0:11
Piano_Metal-Mallet_Cluster_High_1.wav	Striking multiple piano strings in close proximity with a metal mallet to create a dissonant cluster. Quickly damped. These sounds use the high register of the piano.	44100	16	2	0:03
Piano_Metal-Mallet_Cluster_Low_1.wav	Striking multiple piano strings in close proximity with a metal mallet to create a dissonant cluster. Quickly damped. These sounds use the low register of the piano.	44100	16	2	0:02
Piano_Metal-Mallet_Gliss_EndFrame_Leg_1.wav	Scraping a metal mallet along the tip of the strings at the end of the piano frame, creating a high glissando ripple.	44100	16	2	0:02
Piano_Metal-Mallet_Gliss_EndString_Leg_1.wav	Scraping a metal mallet across the bottom end of piano strings to create a dry, ripple or a plucking glissando. Played legato for a smoother sound.	44100	16	2	0:02
Piano_Metal-Mallet_Gliss_High_Asc_Leg_Damp_1.wav	Scraping a metal mallet across high piano strings with the dampers resting on the strings. Ascending in pitch and played legato for a smoother glissando.	44100	16	2	0:03
Piano_Metal-Mallet_Gliss_Low_Asc_Sus_1.wav	Scraping a metal mallet across low piano strings with the sustain pedal depressed. Ascending in pitch and played legato for a smoother glissando.	44100	16	2	0:52

Piano_Metal-Mallet_Gliss_VeryHigh_Asc_Leg_1.wav	Scraping a metal mallet across the very high piano strings with natural sustain due to the absence of dampers. Ascending in pitch and played legato for a smoother glissando.	44100	16	2	0:06
Piano_Metal-Mallet_Roll_1.wav	Rolling a metal mallet on the top of low piano strings which are damped. Creating a metallic sizzle that can ascend and descend in pitch.	44100	16	2	0:06
Piano_Pedal_Lift_01.wav	Pressing down forcefully on the sustain pedal of a baby grand piano with a foot, creating a quick vibration on the strings which are left to decay naturally in an eerie, creepy, ghostly sustain.	44100	16	2	0:15
Piano_String_Glissando_Low_01.wav	Aggressively and loudly scraping the lower strings of a baby grand piano with a metal mallet while the sustain pedal is pressed, creating a thunderous, booming roar of low freqeuncies that decay naturally.	44100	16	2	0:42
Piano_String_Glissando_Low_02.wav	Aggressively and loudly scraping the lower strings of a baby grand piano with a metal mallet while the sustain pedal is pressed, creating a thunderous, booming roar of low freqeuncies that decay naturally.	44100	24	2	0:39
Pouring_Sugar-on-Paper_01.wav	Pouring grains of sugar onto a sheet of thin paper for a dusty, tumbling of debris.	44100	24	2	0:08
Power_Up_Bright_01.wav	A bright, shining power up notification sound that may play when a player picks up an item, magical ability, recovers health, or completes something.	44100	24	2	0:05
Power_Up_Bright_02.wav	A bright, shining power up notification sound that may play when a player picks up an item, magical ability, recovers health, or completes something.	44100	24	2	0:03
Power_Up_Bright_03.wav	A bright, shining power up notification sound that may play when a player picks up an item, magical ability, recovers health, or completes something.	44100	24	2	0:27
Pressure_Washer_Close_Active_01_LOOP.wav	A mechanical, electrical power washer machine engine active while a fine watery mist is being sprayed. Close to the recorder. Seamless looping.	44100	24	2	0:12
Pressure_Washer_Close_Active_02_LOOP.wav	A mechanical, electrical power washer machine engine active while a fine watery mist is being sprayed. Close to the recorder. Seamless looping.	44100	24	2	0:12
Pressure_Washer_Close_Full_Cycle_01.wav	A close mechanical, electrical power washer in use, with its engine revving up and down with a watery mist being sprayed.	44100	24	2	1:33
Pressure_Washer_Close_Idling_01_LOOP.wav	A mechanical, electrical power washer machine engine idling. Close to the recorder. Seamless looping.	44100	24	2	0:05
Pressure_Washer_Distant_Active_01_LOOP.wav	A mechanical, electrical power washer machine engine active while a fine watery mist is being sprayed. Fairly distant. Seamless looping.	44100	24	2	0:08
Pressure_Washer_Distant_Full_Cycle_01.wav	A distant mechanical, electrical power washer in use, with its engine revving up and down with a watery mist being sprayed. Some insects and cicadas can be heard in the moments if idling.	44100	24	2	0:44
Pressure_Washer_Distant_Idling_01_LOOP.wav	A mechanical, electrical power washer machine engine idling. Fairly distant. Seamless looping.	44100	24	2	0:03
Pressure_Washer_Very_Close_Active_01_LOOP.wav	A mechanical, electrical power washer machine engine active while a fine watery mist is being sprayed. Very close to the recorder. Seamless looping.	44100	24	2	0:31
Pressure_Washer_Very_Close_Active_02_LOOP.wav	A mechanical, electrical power washer machine engine active while a fine watery mist is being sprayed. Very close to the recorder. Seamless looping.	44100	24	2	0:10
Pressure_Washer_Very_Close_Full_Cycle_01.wav	A very close mechanical, electrical power washer in use, with its engine revving up and down with a watery mist being sprayed.	44100	24	2	1:11
Pressure_Washer_Very_Close_Idling_01_LOOP.wav	A mechanical, electrical power washer machine engine idling. Very close to the recorder. Seamless looping.	44100	24	2	0:05
Pressure_Washer_Very_Close_Idling_02_LOOP.wav	A mechanical, electrical power washer machine engine idling. Very close to the recorder. Seamless looping.	44100	24	2	0:02
Pressure_Washer_Very_Close_Idling_03_LOOP.wav	A mechanical, electrical power washer machine engine idling. Very close to the recorder. Seamless looping.	44100	24	2	0:03
Printer_Ink_Close_01.wav	An ink printer starting up with a low droning humming and some mechanical movement. The recorder was placed on the printer, picking up its vibrations.	44100	24	2	0:37
Printer_Ink_Close_02_Error.wav	An ink printer printing coloured paper before shutting down with a broken error and a malfunction beeping. The printer's rollers can be heard turning.	44100	24	2	0:12
Printer_Ink_Close_03_LOOP.wav	An ink printer rhythmically printing a sheet of paper with the sounds of its mechanical movement. Seamless looping.	44100	24	2	0:13

Printer_Laser_Close_01.wav	A MultiXPress X7400GX laser printer printing a sheet of paper. Several mechanical sounds and exhaust hissing. Roughly 1 meter from the printer.	44100	16	2	0:24
Printer_Laser_Close_02.wav	A MultiXPress X7400GX laser printer printing several sheets of paper. Several mechanical sounds and exhaust hissing. Roughly 1 meter from the printer.	44100	16	2	1:00
Printer_Laser_Close_03.wav	A MultiXPress X7400GX laser printer printing several sheets of paper. Several mechanical sounds and exhaust hissing. Roughly 1 meter from the printer.	44100	16	2	1:03
Printer_Laser_Distant_01.wav	A MultiXPress X7400GX laser printer printing several sheets of paper. Several mechanical sounds and exhaust hissing. Roughly 3 meters from the printer.	44100	16	2	1:01
Printer_Laster_Very-Close_01.wav	A MultiXPress X7400GX laser printer printing a sheet of paper. Several mechanical sounds and exhaust hissing. The recorder was placed on top of the output board, picking up the machine's vibrations.	44100	16	2	0:28
Printer_Laster_Very-Close_02.wav	A MultiXPress X7400GX laser printer printing several sheets of paper. Several mechanical sounds and exhaust hissing. The recorder was placed on top of the output board, picking up the machine's vibrations.	44100	16	2	1:06
Pulse_Synthesized_01.wav	A single synthesized pulsing sound made from a process metallic strike. Deep, electrical, a sci-fi esque, with added reverberation, potentially useful as an alarm or notification.	44100	24	2	0:06
Pulse_Synthesized_02.wav	A synthesized pulsing tone with a bright, shimmering and stuttering timbre that slowly decays. Deep, electrical, a sci-fi esque, potentially useful as an alarm or notification.	44100	24	2	0:08
Pulse_Synthesized_03.wav	A synthesized pulsing tone with a high, bright, electrical and beating timbre that slowly decays. High, electrical, a sci-fi esque, with added reverberation, potentially useful as an alarm or notification.	44100	24	2	0:05
Pulse_Synthesized_04.wav	A synthesized tone with a high, bright, electrical and twinkling timbre that quickly decays. High, electrical, a sci-fi esque, with added reverberation, potentially useful as an alarm or notification.	44100	24	2	0:03
Pulse_Synthesized_05.wav	A synthesized tone with a low, soft and electronic timbre that slowly decays with a subtle glitching. Deep, electrical, a sci-fi esque, with added reverberation, potentially useful as an alarm or notification.	44100	24	2	0:06
Rocket_Takeoff_Synthesized_01.wav	An artificial rocket launching into space with a deep, rumbling of engines and gradual fading into the distance. Created with a synthesizer and equalization.	44100	24	2	1:25
Sci-Fi-Ascending_01.wav	An ascending sci-fi loading tone as if an electrical computer machine or vehicle starting up, powering up, or turning on.	44100	24	2	0:08
Sci-Fi_Descending_01.wav	A descending sci-fi loading tone as if an electrical computer machine or vehicle shutting down or powering down.	44100	24	2	0:05
Smashing_Wooden_01.wav	A wooden crashing, smashing, destruction sound by snapping and breaking a large, dry, wooden fence panel.	44100	16	2	0:03
Smashing_Wooden_02.wav	A wooden crashing, smashing, destruction sound by snapping and breaking a large, dry, wooden fence panel.	44100	16	2	0:02
Smashing_Wooden_03.wav	A wooden crashing, smashing, destruction sound by snapping and breaking a large, dry, wooden fence panel.	44100	16	2	0:01
Snapping_Wooden_Branch_01.wav	A single snap of a dry, wooden branch for a cracking, breaking of wood.	44100	24	2	0:03
Snapping_Wooden_Fence_01.wav	A single snap of a dry, wooden fence panel for a crackling, destructive, breaking of wood.	44100	16	2	0:06
Snapping_Wooden_Fence_02.wav	A single snap of a dry, wooden fence panel for a crackling, destructive, breaking of wood.	44100	16	2	0:01
Snapping_Wooden_Fence_03.wav	A single snap of a dry, wooden fence panel for a crackling, destructive, breaking of wood.	44100	16	2	0:02
Snapping_Wooden_Fence_04.wav	A single snap of a dry, wooden fence panel for a crackling, destructive, breaking of wood.	44100	16	2	0:02
Snapping_Wooden_Fence_05.wav	A single snap of a dry, wooden fence panel for a crackling, destructive, breaking of wood.	44100	16	2	0:04
Snapping_Wooden_Fence_06.wav	A single snap of a dry, wooden fence panel for a crackling, destructive, breaking of wood.	44100	16	2	0:02
Snapping_Wooden_Fence_07.wav	A single snap of a dry, wooden fence panel for a crackling, destructive, breaking of wood.	44100	16	2	0:06
Snapping_Wooden_Fence_08.wav	A single snap of a dry, wooden fence panel for a crackling, destructive, breaking of wood.	44100	16	2	0:03
Snapping_Wooden_Fence_09.wav	A single snap of a dry, wooden fence panel for a crackling, destructive, breaking of wood.	44100	16	2	0:02

Snapping_Wooden_Fence_10.wav	A single snap of a dry, wooden fence panel for a crackling, destructive, breaking of wood.	44100	16	2	0:03
Snapping_Wooden_Fence_11.wav	A single snap of a dry, wooden fence panel for a crackling, destructive, breaking of wood.	44100	16	2	0:03
Snapping_Wooden_Fence_12.wav	A single snap of a dry, wooden fence panel for a crackling, destructive, breaking of wood.	44100	16	2	0:02
Snapping_Wooden_Fence_13.wav	A single snap of a dry, wooden fence panel for a crackling, destructive, breaking of wood.	44100	16	2	0:01
Snapping_Wooden_Fence_14.wav	A single snap of a dry, wooden fence panel for a crackling, destructive, breaking of wood.	44100	16	2	0:03
Snapping_Wooden_Fence_15.wav	A single snap of a dry, wooden fence panel for a crackling, destructive, breaking of wood.	44100	16	2	0:02
Snapping_Wooden_Fence_16.wav	A single snap of a dry, wooden fence panel for a crackling, destructive, breaking of wood.	44100	16	2	0:02
Snapping_Wooden_Fence_17.wav	A single snap of a dry, wooden fence panel for a crackling, destructive, breaking of wood.	44100	16	2	0:01
Snapping_Wooden_Fence_18.wav	A single snap of a dry, wooden fence panel for a crackling, destructive, breaking of wood.	44100	16	2	0:02
Snapping_Wooden_Fence_19.wav	A single snap of a dry, wooden fence panel for a crackling, destructive, breaking of wood.	44100	16	2	0:02
Snapping_Wooden_Fence_20.wav	A single snap of a dry, wooden fence panel for a crackling, destructive, breaking of wood.	44100	16	2	0:03
Snapping_Wooden_Fence_21.wav	A single snap of a dry, wooden fence panel for a crackling, destructive, breaking of wood.	44100	16	2	0:01
Snapping_Wooden_Fence_22.wav	A single snap of a dry, wooden fence panel for a crackling, destructive, breaking of wood.	44100	16	2	0:02
Snapping_Wooden_Fence_23.wav	A single snap of a dry, wooden fence panel for a crackling, destructive, breaking of wood.	44100	16	2	0:03
Snapping_Wooden_Fence_24.wav	A single snap of a dry, wooden fence panel for a crackling, destructive, breaking of wood.	44100	16	2	0:04
Snapping_Wooden_Fence_25.wav	A single snap of a dry, wooden fence panel for a crackling, destructive, breaking of wood.	44100	16	2	0:02
Snapping_Wooden_Fence_26.wav	A single snap of a dry, wooden fence panel for a crackling, destructive, breaking of wood.	44100	16	2	0:02
Spaceship_A01_Ascending.wav	A large spaceship vehicle slowly lifting/taking off and flying away. Ascending in pitch and dry.	44100	16	2	0:22
Spaceship_A01_Descending.wav	A large spaceship vehicle slowly landing. Descending in pitch and dry.	44100	16	2	0:21
Spaceship_A01_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	44100	16	2	0:22
Spaceship_B01_Ascending.wav	A large spaceship vehicle slowly lifting/taking off into space with a rhythmic engine. Ascending in pitch and dry.	44100	16	2	0:20
Spaceship_B01_Descending.wav	A large spaceship vehicle slowly landing with a rhythmic engine. Descending in pitch and dry.	44100	16	2	0:20
Spaceship_B01_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow in a consistent rhythm. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	44100	16	2	0:20
Spaceship_C01_Ascending.wav	A moderate spaceship vehicle slowly lifting/taking off into space with a rhythmic engine. Ascending in pitch and dry.	44100	16	2	0:18
Spaceship_C01_Descending.wav	A small spaceship vehicle slowly landing with a rhythmic engine. Descending in pitch and dry.	44100	16	2	0:18
Spaceship_C01_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow in a consistent rhythm. Use with pitch shifting tools to create small spaceship vehicle ascensions and descensions.	44100	16	2	0:18
Spaceship_Fly-by_01.wav	An artificial sci-fi abstract spaceship vehicle flying past with a descending tone. Low timbre.	44100	24	2	0:09
Spaceship_Fly-by_02.wav	An artificial sci-fi abstract spaceship vehicle flying past with a descending tone. Bright timbre.	44100	24	2	0:06
Spaceship_Fly-by_03.wav	An artificial sci-fi abstract spaceship vehicle flying past with an ascending tone. Low timbre.	44100	24	2	0:06
Spaceship_Fly-by_04.wav	An artificial sci-fi abstract spaceship vehicle flying past with an ascending then descending tone. Low timbre.	44100	24	2	0:06
Spaceship_Fly-by_05.wav	An artificial sci-fi abstract spaceship vehicle flying past with a descending tone. Frizzing timbre.	44100	24	2	0:06
Spaceship_Fly-by_06.wav	An artificial sci-fi abstract spaceship vehicle flying past with a descending tone. Low fizzing timbre.	44100	24	2	0:07

Spaceship_Fly-by_07.wav	An artificial sci-fi abstract spaceship vehicle flying past with a descending then ascending tone. High crackling timbre.	44100	24	2	0:09
Spaceship_Fly-by_08.wav	An artificial sci-fi abstract spaceship vehicle flying past with an ascending tone. Moderate timbre.	44100	24	2	0:06
Spaceship_Fly-by_09.wav	An artificial sci-fi abstract spaceship vehicle flying past with an ascending then descending tone. Bright fizzling timbre.	44100	24	2	0:10
Spaceship_Fly-by_10.wav	An artificial sci-fi abstract spaceship vehicle flying past with a descending tone. Moderate timbre.	44100	24	2	0:10
Spaceship_Fly-by_11.wav	An artificial sci-fi abstract spaceship vehicle flying past with a descending then ascending tone. Sparkling timbre.	44100	24	2	0:09
Spaceship_Fly-by_12.wav	An artificial sci-fi abstract spaceship vehicle flying past with a descending and ascending tone. Sparkling, fizzing timbre.	44100	24	2	0:10
Spaceship_Fly-by_13.wav	An artificial sci-fi abstract spaceship vehicle flying past with a descending tone. Sparkling, fizzing timbre.	44100	24	2	0:12
Spaceship_Fly-by_14.wav	An artificial sci-fi abstract spaceship vehicle flying past with a descending and ascending tone. Sparkling, fizzing timbre.	44100	24	2	0:07
Spaceship_Fly-by_15.wav	An artificial sci-fi abstract spaceship vehicle flying past with a descending and ascending tone. Dark to bright timbre.	44100	24	2	0:06
Spaceship_Fly-by_16.wav	An artificial sci-fi abstract spaceship vehicle flying past with a descending and ascending tone. Bright to dark timbre.	44100	24	2	0:06
Spaceship_Fly-by_17.wav	An artificial sci-fi abstract spaceship vehicle flying past with a descending and ascending tone. Changing timbre.	44100	24	2	0:13
Spaceship_Fly-by_18.wav	An artificial sci-fi abstract spaceship vehicle flying past with an ascending tone. Spitting timbre.	44100	24	2	0:07
Spaceship_Fly-by_19.wav	An artificial sci-fi abstract spaceship vehicle flying past with a flat tone. Low timbre.	44100	24	2	0:06
Spaceship_Fly-by_20.wav	An artificial sci-fi abstract spaceship vehicle flying past with a descending tone. Low timbre.	44100	24	2	0:06
Spaceship_Fly-by_21.wav	An artificial sci-fi abstract spaceship vehicle flying past with a descending tone. Low fizzing timbre.	44100	24	2	0:08
Spaceship_Fly-by_22.wav	An artificial sci-fi abstract spaceship vehicle flying past with a descending tone. Low sizzling timbre.	44100	24	2	0:13
Spaceship_Fly-by_23.wav	An artificial sci-fi abstract spaceship vehicle flying past with a descending tone. Low sizzling timbre.	44100	24	2	0:13
Spaceship_Fly-by_24.wav	An artificial sci-fi abstract spaceship vehicle flying past with a descending tone. Low sizzling timbre.	44100	24	2	0:19
Spaceship_Fly-by_25.wav	An artificial sci-fi abstract spaceship vehicle flying past with a descending tone. Low sizzling timbre.	44100	24	2	0:07
Spaceship_Fly-by_26.wav	An artificial sci-fi abstract spaceship vehicle flying past with a descending tone. Low sizzling timbre.	44100	24	2	0:07
Spaceship_Fly-by_27.wav	An artificial sci-fi abstract spaceship vehicle flying past with a descending tone. Low sizzling timbre.	44100	24	2	0:08
Spaceship_Fly-by_28.wav	An artificial sci-fi abstract spaceship vehicle flying past with a descending tone. High sizzling timbre.	44100	24	2	0:13
Spaceship_Fly-by_29.wav	An artificial sci-fi abstract spaceship vehicle flying past with a descending tone. Low, thin timbre.	44100	24	2	0:12
Spaceship_Fly-by_30.wav	An artificial sci-fi abstract spaceship vehicle flying past with a descending tone. Low, thin timbre.	44100	24	2	0:13
Spaceship_Fly-by_31.wav	An artificial sci-fi abstract spaceship vehicle flying past with an ascending then descending tone. Low, thin timbre.	44100	24	2	0:14
Spaceship_Fly-by_32.wav	An artificial sci-fi abstract spaceship vehicle flying past with an ascending tone. High fizzing timbre.	44100	24	2	0:13
Spaceship_Fly-by_33.wav	An artificial sci-fi abstract spaceship vehicle flying past with an ascending tone. Low fizzing timbre.	44100	24	2	0:11
Spaceship_Fly-by_34.wav	An artificial sci-fi abstract spaceship vehicle flying past with an ascending tone. Low, slow fizzing timbre.	44100	24	2	0:37
Stabbing_Lettuce_Metal-Knife_01.wav	Aggressively stabbing a wet cabbage vegetable with a small metal knife for a fleshy, piercing stab and cutting.	44100	24	2	0:01

Stabbing_Lettuce_Metal-Knife_02.wav	Aggressively stabbing a wet cabbage vegetable with a small metal knife for a fleshy, piercing stab and cutting.	44100	24	2	0:01
Stabbing_Lettuce_Metal-Knife_03.wav	Aggressively stabbing a wet cabbage vegetable with a small metal knife for a fleshy, piercing stab and cutting.	44100	24	2	0:01
Stabbing_Lettuce_Metal-Knife_04.wav	Aggressively stabbing a wet cabbage vegetable with a small metal knife for a fleshy, piercing stab and cutting.	44100	24	2	0:01
Stabbing_Lettuce_Metal-Knife_05.wav	Aggressively stabbing a wet cabbage vegetable with a small metal knife for a fleshy, piercing stab and cutting.	44100	24	2	0:01
Stabbing_Lettuce_Metal-Knife_06.wav	Aggressively stabbing a wet cabbage vegetable with a small metal knife for a fleshy, piercing stab and cutting.	44100	24	2	0:01
Stabbing_Lettuce_Metal-Knife_07.wav	Aggressively stabbing a wet cabbage vegetable with a small metal knife for a fleshy, piercing stab and cutting.	44100	24	2	0:01
Stabbing_Lettuce_Metal-Knife_08.wav	Aggressively stabbing a wet cabbage vegetable with a small metal knife for a fleshy, piercing stab and cutting.	44100	24	2	0:01
Stabbing_Lettuce_Metal-Knife_09.wav	Aggressively stabbing a wet cabbage vegetable with a small metal knife for a fleshy, piercing stab and cutting.	44100	24	2	0:01
Stabbing_Lettuce_Metal-Knife_10.wav	Aggressively stabbing a wet cabbage vegetable with a small metal knife for a fleshy, piercing stab and cutting.	44100	24	2	0:01
Stabbing_Lettuce_Metal-Knife_Double_01.wav	Aggressively stabbing a wet cabbage vegetable with a small metal knife and pulling it out immediately for a double fleshy, piercing stab and cutting.	44100	24	2	0:01
Stabbing_Lettuce_Metal-Knife_Double_02.wav	Aggressively stabbing a wet cabbage vegetable with a small metal knife and pulling it out immediately for a double fleshy, piercing stab and cutting.	44100	24	2	0:01
Stabbing_Lettuce_Metal-Knife_Double_03.wav	Aggressively stabbing a wet cabbage vegetable with a small metal knife and pulling it out immediately for a double fleshy, piercing stab and cutting.	44100	24	2	0:01
Stabbing_Lettuce_Metal-Knife_Double_04.wav	Aggressively stabbing a wet cabbage vegetable with a small metal knife and pulling it out immediately for a double fleshy, piercing stab and cutting.	44100	24	2	0:01
Stabbing_Lettuce_Metal-Knife_Double_05.wav	Aggressively stabbing a wet cabbage vegetable with a small metal knife and pulling it out immediately for a double fleshy, piercing stab and cutting.	44100	24	2	0:01
Stabbing_Lettuce_Metal-Knife_Double_06.wav	Aggressively stabbing a wet cabbage vegetable with a small metal knife and pulling it out immediately for a double fleshy, piercing stab and cutting.	44100	24	2	0:01
Stabbing_Lettuce_Metal-Knife_Double_07.wav	Aggressively stabbing a wet cabbage vegetable with a small metal knife and pulling it out immediately for a double fleshy, piercing stab and cutting.	44100	24	2	0:01
Stabbing_Lettuce_Metal-Knife_Double_08.wav	Aggressively stabbing a wet cabbage vegetable with a small metal knife and pulling it out immediately for a double fleshy, piercing stab and cutting.	44100	24	2	0:01
Stabbing_Lettuce_Metal-Knife_Double_09.wav	Aggressively stabbing a wet cabbage vegetable with a small metal knife and pulling it out immediately for a double fleshy, piercing stab and cutting.	44100	24	2	0:01
Stabbing_Lettuce_Metal-Knife_Double_10.wav	Aggressively stabbing a wet cabbage vegetable with a small metal knife and pulling it out immediately for a double fleshy, piercing stab and cutting.	44100	24	2	0:01
Triangle_4-Inch_Metal_01.wav	Striking a metallic 4'' triangle instrument with a metal beater and left to resonate and decay naturally for a bright, piercing hit.	44100	16	2	0:09
Triangle_8-Inch_Metal_01.wav	Striking a metallic 8'' triangle instrument with a metal beater and left to resonate and decay naturally for a bright, piercing hit.	44100	16	2	0:10
Twisting_Metal-Knife_Lettuce_01.wav	Twisting a small metal knife in a wet cabbage vegetable for a twisted, fleshy scraping.	44100	24	2	0:02
Twisting_Metal-Knife_Lettuce_02.wav	Twisting a small metal knife in a wet cabbage vegetable for a twisted, fleshy scraping.	44100	24	2	0:01
Twisting_Metal-Knife_Lettuce_03.wav	Twisting a small metal knife in a wet cabbage vegetable for a twisted, fleshy scraping.	44100	24	2	0:01
UI_Confirmation_Alert_A01.wav	A synthesized user interface confirmation button with a bright, piercing, shining, twinkling timbre. An ascending arpeggiated chord.	44100	24	2	0:02

UI_Confirmation_Alert_A02.wav	A synthesized user interface confirmation button with a bright, piercing, shining, twinkling timbre. A fifth jump.	44100	24	2	0:02
UI_Confirmation_Alert_A03.wav	A synthesized user interface confirmation button with a bright, piercing, shining, twinkling timbre. A fifth jump.	44100	24	2	0:02
UI_Confirmation_Alert_A04.wav	A synthesized user interface confirmation button with a bright, piercing, shining, twinkling timbre. An ascending arpeggiated chord.	44100	24	2	0:02
UI_Confirmation_Alert_A05.wav	A synthesized user interface confirmation button with a bright, piercing, shining, twinkling timbre. An ascending arpeggiated chord.	44100	24	2	0:02
UI_Confirmation_Alert_A06.wav	A synthesized user interface confirmation button with a bright, piercing, shining, twinkling timbre. A descending arpeggiated chord.	44100	24	2	0:01
UI_Confirmation_Alert_A07.wav	A synthesized user interface confirmation button with a bright, piercing, shining, twinkling timbre. An ascending arpeggiated chord.	44100	24	2	0:01
UI_Confirmation_Alert_A08.wav	A synthesized user interface confirmation button with a bright, piercing, shining, twinkling timbre. A seventh jump.	44100	24	2	0:01
UI_Confirmation_Alert_A09.wav	A synthesized user interface confirmation button with a bright, piercing, shining, twinkling timbre. A seventh jump.	44100	24	2	0:01
UI_Confirmation_Alert_A10.wav	A synthesized user interface confirmation button with a bright, piercing, shining, twinkling timbre. A seventh jump.	44100	24	2	0:01
UI_Confirmation_Alert_A11.wav	A synthesized user interface confirmation button with a bright, piercing, shining, twinkling timbre. An ascending arpeggiated chord.	44100	24	2	0:01
UI_Confirmation_Alert_A12.wav	A synthesized user interface confirmation button with a bright, piercing, shining, twinkling timbre. An ascending arpeggiated chord.	44100	24	2	0:01
UI_Confirmation_Alert_A13.wav	A synthesized user interface confirmation button with a bright, piercing, shining, twinkling timbre. An ascending arpeggiated chord.	44100	24	2	0:01
UI_Confirmation_Alert_A14.wav	A synthesized user interface confirmation button with a bright, piercing, shining, twinkling timbre. An ascending arpeggiated chord.	44100	24	2	0:01
UI_Confirmation_Alert_A15.wav	A synthesized user interface confirmation button with a bright, piercing, shining, twinkling timbre. An ascending arpeggiated chord.	44100	24	2	0:01
UI_Confirmation_Alert_B01.wav	A synthesized user interface confirmation button with a low, bubbling, popping timbre. An octave jump.	44100	24	2	0:03
UI_Confirmation_Alert_B02.wav	A synthesized user interface confirmation button with a low, bubbling, popping timbre. An octave jump.	44100	24	2	0:03
UI_Confirmation_Alert_B03.wav	A synthesized user interface confirmation button with a low, bubbling, popping timbre. An octave jump.	44100	24	2	0:03
UI_Confirmation_Alert_B04.wav	A synthesized user interface confirmation button with a low, bubbling, popping timbre. An octave jump.	44100	24	2	0:03
UI_Confirmation_Alert_B05.wav	A synthesized user interface confirmation button with a low, bubbling, popping timbre. An octave jump.	44100	24	2	0:03
UI_Confirmation_Alert_B06.wav	A synthesized user interface confirmation button with a low, bubbling, popping timbre. An ascending arpeggiated chord.	44100	24	2	0:03
UI_Confirmation_Alert_B07.wav	A synthesized user interface confirmation button with a low, bubbling, popping timbre. An ascending arpeggiated chord.	44100	24	2	0:03
UI_Confirmation_Alert_B08.wav	A synthesized user interface confirmation button with a low, bubbling, popping timbre. An ascending arpeggiated chord.	44100	24	2	0:02
UI_Confirmation_Alert_B09.wav	A synthesized user interface confirmation button with a low, bubbling, popping timbre. An ascending arpeggiated chord.	44100	24	2	0:02
UI_Confirmation_Alert_B10.wav	A synthesized user interface confirmation button with a low, bubbling, popping timbre. An ascending arpeggiated chord.	44100	24	2	0:02

UI_Confirmation_Alert_B11.wav	A synthesized user interface confirmation button with a low, bubbling, popping timbre. An ascending arpeggiated chord.	44100	24	2	0:03
UI_Confirmation_Alert_B12.wav	A synthesized user interface confirmation button with a low, bubbling, popping timbre. An ascending arpeggiated chord.	44100	24	2	0:03
UI_Confirmation_Alert_B13.wav	A synthesized user interface confirmation button with a low, bubbling, popping timbre. An ascending arpeggiated chord.	44100	24	2	0:02
UI_Confirmation_Alert_B14.wav	A synthesized user interface confirmation button with a low, bubbling, popping timbre. An ascending arpeggiated chord.	44100	24	2	0:02
UI_Confirmation_Alert_B15.wav	A synthesized user interface confirmation button with a low, bubbling, popping timbre. An ascending arpeggiated chord.	44100	24	2	0:02
UI_Confirmation_Alert_C01.wav	A synthesized user interface confirmation button with a bright, soft, shining, twinkling timbre. An ascending arpeggiated chord.	44100	24	2	0:02
UI_Confirmation_Alert_C02.wav	A synthesized user interface confirmation button with a bright, soft, shining, twinkling timbre. An ascending arpeggiated chord.	44100	24	2	0:02
UI_Confirmation_Alert_C03.wav	A synthesized user interface confirmation button with a bright, soft, shining, twinkling timbre. An ascending arpeggiated chord.	44100	24	2	0:02
UI_Confirmation_Alert_C04.wav	A synthesized user interface confirmation button with a bright, soft, shining, twinkling timbre. An ascending arpeggiated chord.	44100	24	2	0:02
UI_Confirmation_Alert_C05.wav	A synthesized user interface confirmation button with a bright, soft, shining, twinkling timbre. Two chords.	44100	24	2	0:02
UI_Confirmation_Alert_C06.wav	A synthesized user interface confirmation button with a bright, soft, shining, twinkling timbre. Two chords.	44100	24	2	0:02
UI_Confirmation_Alert_C07.wav	A synthesized user interface confirmation button with a bright, soft, shining, twinkling timbre. An ascending arpeggiated chord.	44100	24	2	0:02
UI_Confirmation_Alert_C08.wav	A synthesized user interface confirmation button with a bright, soft, shining, twinkling timbre. A seventh jump.	44100	24	2	0:02
UI_Confirmation_Alert_C09.wav	A synthesized user interface confirmation button with a bright, soft, shining, twinkling timbre. A seventh chord.	44100	24	2	0:02
UI_Confirmation_Alert_C10.wav	A synthesized user interface confirmation button with a bright, soft, shining, twinkling timbre. A seventh chord.	44100	24	2	0:02
UI_Confirmation_Alert_C11.wav	A synthesized user interface confirmation button with a bright, soft, shining, twinkling timbre. An ascending arpeggiated chord.	44100	24	2	0:02
UI_Confirmation_Alert_C12.wav	A synthesized user interface confirmation button with a bright, soft, shining, twinkling timbre. An descending arpeggiated chord.	44100	24	2	0:02
UI_Confirmation_Alert_C13.wav	A synthesized user interface confirmation button with a bright, soft, shining, twinkling timbre. Two chords.	44100	24	2	0:02
UI_Confirmation_Alert_C14.wav	A synthesized user interface confirmation button with a bright, soft, shining, twinkling timbre. Three chords.	44100	24	2	0:02
UI_Confirmation_Alert_C15.wav	A synthesized user interface confirmation button with a bright, soft, shining, twinkling timbre. Three ascending chords.	44100	24	2	0:02
UI_Text_Scroll_01_LOOP.wav	A synthesized UI text scrolling for a dialogue scroll on screen for a character. A bright, high, twinkling and stuttering. Seamless looping.	44100	24	2	0:02
Vehicle_8-bit_Engine_Idling_01_LOOP.wav	An artificial vehicle engine idling made with a synthesizer, suitable for 8-bit sci-fi electrical vehicles. Seamless looping.	44100	16	2	0:02
Vehicle_Motorbike_Artificial_Engine_Idling_01.wav	An artificial motorbike engine idling with a stuttering tremolo at a deep pitch.	44100	24	2	0:18
Washing_Machine_01.wav	A short electronic washing machine cycle as it is activated, rotates clothes around in water, before stopping itself with a click.	44100	24	2	0:21
Washing_Machine_02.wav	The beginning of an electronic washing machine cycle as it slowly rotates at an accelerating speed increasing in pitch.	44100	24	2	0:31

Washing_Machine_Idling_01_LOOP.wav	A washing machine during a rhythmic cycle of rotations while washing clothes. Seamless looping.	44100	24	2	0:30
Washing_Machine_Idling_02_LOOP.wav	A washing machine during a rhythmic cycle of rotations while washing clothes. Seamless looping.	44100	24	2	0:30
Washing_Machine_Idling_03_LOOP.wav	A washing machine during a circular cycle of rotations while washing clothes. Seamless looping.	44100	24	2	0:11
Wind_Chimes_Multi_01.wav	Multiple metallic wind chimes being struck against each other in a small shop. Twinkling and sparkling with bright, mystical tones.	44100	16	2	0:26
Woodpecker_Distant_01.wav	A distant woodpecker bird hammering with its beak into a wooden tree.	44100	24	2	0:01
Writing_Pencil_Close_01.wav	Writing rapidly and randomly on paper with a lead pencil. Roughly 10 centimeters from the recorder.	44100	24	2	0:13

“ABSTRACT SPACESHIPS”

Filename	Description	SampleRate	BitDepth	Channels	Duration
AbstractSpaceship_Flyby_Ascending_A01.wav	A small spaceship vehicle flying by with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:11
AbstractSpaceship_Flyby_Ascending_A02.wav	A small spaceship vehicle flying by with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:11
AbstractSpaceship_Flyby_Ascending_A03.wav	A small spaceship vehicle flying by with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:13
AbstractSpaceship_Flyby_Ascending_A04.wav	A small spaceship vehicle flying by with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:11
AbstractSpaceship_Flyby_Ascending_A05.wav	A small spaceship vehicle flying by with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:12
AbstractSpaceship_Flyby_Ascending_A06.wav	A small spaceship vehicle flying by with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:15
AbstractSpaceship_Flyby_Ascending_A07.wav	A small spaceship vehicle flying by with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:13
AbstractSpaceship_Flyby_Ascending_A08.wav	A small spaceship vehicle flying by with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:16
AbstractSpaceship_Flyby_Ascending_A09.wav	A small spaceship vehicle flying by with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:12
AbstractSpaceship_Flyby_Ascending_A10.wav	A small spaceship vehicle flying by with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:13
AbstractSpaceship_Flyby_Ascending_A11.wav	A small spaceship vehicle flying by with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:11
AbstractSpaceship_Flyby_Ascending_A12.wav	A small spaceship vehicle flying by with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:12
AbstractSpaceship_Flyby_Ascending_A13.wav	A small spaceship vehicle flying by with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:16
AbstractSpaceship_Flyby_Ascending_A14.wav	A small spaceship vehicle flying by with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:16
AbstractSpaceship_Flyby_Ascending_A15.wav	A small spaceship vehicle flying by with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:13
AbstractSpaceship_Flyby_Ascending_B01.wav	A moderate spaceship vehicle flying by with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:14
AbstractSpaceship_Flyby_Ascending_B02.wav	A moderate spaceship vehicle flying by with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:13
AbstractSpaceship_Flyby_Ascending_B03.wav	A moderate spaceship vehicle flying by with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:16
AbstractSpaceship_Flyby_Ascending_B04.wav	A moderate spaceship vehicle flying by with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:13
AbstractSpaceship_Flyby_Ascending_B05.wav	A moderate spaceship vehicle flying by with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:14
AbstractSpaceship_Flyby_Ascending_B06.wav	A moderate spaceship vehicle flying by with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:18
AbstractSpaceship_Flyby_Ascending_B07.wav	A moderate spaceship vehicle flying by with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:14
AbstractSpaceship_Flyby_Ascending_B08.wav	A moderate spaceship vehicle flying by with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:17
AbstractSpaceship_Flyby_Ascending_B09.wav	A moderate spaceship vehicle flying by with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:13
AbstractSpaceship_Flyby_Ascending_B10.wav	A moderate spaceship vehicle flying by with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:15
AbstractSpaceship_Flyby_Ascending_B11.wav	A moderate spaceship vehicle flying by with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:13
AbstractSpaceship_Flyby_Ascending_B12.wav	A moderate spaceship vehicle flying by with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:13
AbstractSpaceship_Flyby_Ascending_B13.wav	A moderate spaceship vehicle flying by with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:17
AbstractSpaceship_Flyby_Ascending_B14.wav	A moderate spaceship vehicle flying by with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:16
AbstractSpaceship_Flyby_Ascending_B15.wav	A moderate spaceship vehicle flying by with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:15
AbstractSpaceship_Flyby_Ascending_C01.wav	A small spaceship vehicle flying by quickly with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:11

AbstractSpaceship_Flyby_Ascending_C02.wav	A small spaceship vehicle flying by quickly with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:11
AbstractSpaceship_Flyby_Ascending_C03.wav	A small spaceship vehicle flying by quickly with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:09
AbstractSpaceship_Flyby_Ascending_C04.wav	A small spaceship vehicle flying by quickly with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:13
AbstractSpaceship_Flyby_Ascending_C05.wav	A small spaceship vehicle flying by quickly with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:15
AbstractSpaceship_Flyby_Ascending_C06.wav	A small spaceship vehicle flying by quickly with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:14
AbstractSpaceship_Flyby_Ascending_C07.wav	A small spaceship vehicle flying by quickly with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:10
AbstractSpaceship_Flyby_Ascending_C08.wav	A small spaceship vehicle flying by quickly with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:11
AbstractSpaceship_Flyby_Ascending_C09.wav	A small spaceship vehicle flying by quickly with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:14
AbstractSpaceship_Flyby_Ascending_C10.wav	A small spaceship vehicle flying by quickly with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:10
AbstractSpaceship_Flyby_Ascending_C11.wav	A small spaceship vehicle flying by quickly with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:12
AbstractSpaceship_Flyby_Ascending_C12.wav	A small spaceship vehicle flying by quickly with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:12
AbstractSpaceship_Flyby_Ascending_C13.wav	A small spaceship vehicle flying by quickly with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:10
AbstractSpaceship_Flyby_Ascending_C14.wav	A small spaceship vehicle flying by quickly with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:11
AbstractSpaceship_Flyby_Ascending_C15.wav	A small spaceship vehicle flying by quickly with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:12
AbstractSpaceship_Flyby_Ascending_C16.wav	A small spaceship vehicle flying by quickly with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:10
AbstractSpaceship_Flyby_Ascending_C17.wav	A small spaceship vehicle flying by quickly with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:12
AbstractSpaceship_Flyby_Ascending_C18.wav	A small spaceship vehicle flying by quickly with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:13
AbstractSpaceship_Flyby_Ascending_C19.wav	A small spaceship vehicle flying by quickly with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:12
AbstractSpaceship_Flyby_Ascending_C20.wav	A small spaceship vehicle flying by quickly with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:12
AbstractSpaceship_Flyby_Ascending_C21.wav	A small spaceship vehicle flying by quickly with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:12
AbstractSpaceship_Flyby_Ascending_D01.wav	A very small spaceship vehicle flying by with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:12
AbstractSpaceship_Flyby_Ascending_D02.wav	A very small spaceship vehicle flying by with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:10
AbstractSpaceship_Flyby_Ascending_D03.wav	A very small spaceship vehicle flying by with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:12
AbstractSpaceship_Flyby_Ascending_D04.wav	A very small spaceship vehicle flying by with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:14
AbstractSpaceship_Flyby_Ascending_D05.wav	A very small spaceship vehicle flying by with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:12
AbstractSpaceship_Flyby_Ascending_D06.wav	A very small spaceship vehicle flying by with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:15
AbstractSpaceship_Flyby_Ascending_D07.wav	A very small spaceship vehicle flying by with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:10
AbstractSpaceship_Flyby_Ascending_D08.wav	A very small spaceship vehicle flying by with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:09
AbstractSpaceship_Flyby_Ascending_D09.wav	A very small spaceship vehicle flying by with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:09
AbstractSpaceship_Flyby_Ascending_D10.wav	A very small spaceship vehicle flying by with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:12
AbstractSpaceship_Flyby_Ascending_D11.wav	A very small spaceship vehicle flying by with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:10
AbstractSpaceship_Flyby_Ascending_D12.wav	A very small spaceship vehicle flying by with a doppler effect. Ascending in pitch and dry.	96000	24	2	00:13
AbstractSpaceship_Flyby_Ascending_E01.wav	A small spaceship vehicle flying by with a doppler and tremolo effect. Ascending in pitch and dry.	96000	24	2	00:07

AbstractSpaceship_Flyby_Ascending_E02.wav	A small spaceship vehicle flying by with a doppler and tremolo effect. Ascending in pitch and dry.	96000	24	2	00:07
AbstractSpaceship_Flyby_Ascending_E03.wav	A small spaceship vehicle flying by with a doppler and tremolo effect. Ascending in pitch and dry.	96000	24	2	00:07
AbstractSpaceship_Flyby_Ascending_E04.wav	A small spaceship vehicle flying by with a doppler and tremolo effect. Ascending in pitch and dry.	96000	24	2	00:07
AbstractSpaceship_Flyby_Ascending_E05.wav	A small spaceship vehicle flying by with a doppler and tremolo effect. Ascending in pitch and dry.	96000	24	2	00:08
AbstractSpaceship_Flyby_Ascending_E06.wav	A small spaceship vehicle flying by with a doppler and tremolo effect. Ascending in pitch and dry.	96000	24	2	00:09
AbstractSpaceship_Flyby_Ascending_E07.wav	A small spaceship vehicle flying by with a doppler and tremolo effect. Ascending in pitch and dry.	96000	24	2	00:09
AbstractSpaceship_Flyby_Ascending_E08.wav	A small spaceship vehicle flying by with a doppler and tremolo effect. Ascending in pitch and dry.	96000	24	2	00:08
AbstractSpaceship_Flyby_Ascending_E09.wav	A small spaceship vehicle flying by with a doppler and tremolo effect. Ascending in pitch and dry.	96000	24	2	00:08
AbstractSpaceship_Flyby_Ascending_E10.wav	A small spaceship vehicle flying by with a doppler and tremolo effect. Ascending in pitch and dry.	96000	24	2	00:07
AbstractSpaceship_Flyby_Ascending_E11.wav	A small spaceship vehicle flying by with a doppler and tremolo effect. Ascending in pitch and dry.	96000	24	2	00:08
AbstractSpaceship_Flyby_Ascending_E12.wav	A small spaceship vehicle flying by with a doppler and tremolo effect. Ascending in pitch and dry.	96000	24	2	00:09
AbstractSpaceship_Flyby_Ascending_E13.wav	A small spaceship vehicle flying by with a doppler and tremolo effect. Ascending in pitch and dry.	96000	24	2	00:10
AbstractSpaceship_Flyby_Ascending_E14.wav	A small spaceship vehicle flying by with a doppler and tremolo effect. Ascending in pitch and dry.	96000	24	2	00:08
AbstractSpaceship_Flyby_Ascending_E15.wav	A small spaceship vehicle flying by with a doppler and tremolo effect. Ascending in pitch and dry.	96000	24	2	00:09
AbstractSpaceship_Flyby_Ascending_F01.wav	A moderate spaceship vehicle flying by with a doppler and tremolo effect. Ascending in pitch and dry.	96000	24	2	00:09
AbstractSpaceship_Flyby_Ascending_F02.wav	A moderate spaceship vehicle flying by with a doppler and tremolo effect. Ascending in pitch and dry.	96000	24	2	00:09
AbstractSpaceship_Flyby_Ascending_F03.wav	A moderate spaceship vehicle flying by with a doppler and tremolo effect. Ascending in pitch and dry.	96000	24	2	00:09
AbstractSpaceship_Flyby_Ascending_F04.wav	A moderate spaceship vehicle flying by with a doppler and tremolo effect. Ascending in pitch and dry.	96000	24	2	00:08
AbstractSpaceship_Flyby_Ascending_F05.wav	A moderate spaceship vehicle flying by with a doppler and tremolo effect. Ascending in pitch and dry.	96000	24	2	00:11
AbstractSpaceship_Flyby_Ascending_F06.wav	A moderate spaceship vehicle flying by with a doppler and tremolo effect. Ascending in pitch and dry.	96000	24	2	00:09
AbstractSpaceship_Flyby_Ascending_F07.wav	A moderate spaceship vehicle flying by with a doppler and tremolo effect. Ascending in pitch and dry.	96000	24	2	00:11
AbstractSpaceship_Flyby_Ascending_F08.wav	A moderate spaceship vehicle flying by with a doppler and tremolo effect. Ascending in pitch and dry.	96000	24	2	00:09

AbstractSpaceship_Flyby_Ascending_F09.wav	A moderate spaceship vehicle flying by with a doppler and tremolo effect. Ascending in pitch and dry.	96000	24	2	00:09
AbstractSpaceship_Flyby_Ascending_F10.wav	A moderate spaceship vehicle flying by with a doppler and tremolo effect. Ascending in pitch and dry.	96000	24	2	00:08
AbstractSpaceship_Flyby_Ascending_F11.wav	A moderate spaceship vehicle flying by with a doppler and tremolo effect. Ascending in pitch and dry.	96000	24	2	00:09
AbstractSpaceship_Flyby_Ascending_F12.wav	A moderate spaceship vehicle flying by with a doppler and tremolo effect. Ascending in pitch and dry.	96000	24	2	00:10
AbstractSpaceship_Flyby_Ascending_F13.wav	A moderate spaceship vehicle flying by with a doppler and tremolo effect. Ascending in pitch and dry.	96000	24	2	00:10
AbstractSpaceship_Flyby_Ascending_F14.wav	A moderate spaceship vehicle flying by with a doppler and tremolo effect. Ascending in pitch and dry.	96000	24	2	00:10
AbstractSpaceship_Flyby_Ascending_F15.wav	A moderate spaceship vehicle flying by with a doppler and tremolo effect. Ascending in pitch and dry.	96000	24	2	00:08
AbstractSpaceship_Flyby_Ascending_G01.wav	A small spaceship vehicle flying by quickly with a doppler and tremolo effect. Ascending in pitch and dry.	96000	24	2	00:07
AbstractSpaceship_Flyby_Ascending_G02.wav	A small spaceship vehicle flying by quickly with a doppler and tremolo effect. Ascending in pitch and dry.	96000	24	2	00:06
AbstractSpaceship_Flyby_Ascending_G03.wav	A small spaceship vehicle flying by quickly with a doppler and tremolo effect. Ascending in pitch and dry.	96000	24	2	00:08
AbstractSpaceship_Flyby_Ascending_G04.wav	A small spaceship vehicle flying by quickly with a doppler and tremolo effect. Ascending in pitch and dry.	96000	24	2	00:09
AbstractSpaceship_Flyby_Ascending_G05.wav	A small spaceship vehicle flying by quickly with a doppler and tremolo effect. Ascending in pitch and dry.	96000	24	2	00:09
AbstractSpaceship_Flyby_Ascending_G06.wav	A small spaceship vehicle flying by quickly with a doppler and tremolo effect. Ascending in pitch and dry.	96000	24	2	00:07
AbstractSpaceship_Flyby_Ascending_G07.wav	A small spaceship vehicle flying by quickly with a doppler and tremolo effect. Ascending in pitch and dry.	96000	24	2	00:07
AbstractSpaceship_Flyby_Ascending_G08.wav	A small spaceship vehicle flying by quickly with a doppler and tremolo effect. Ascending in pitch and dry.	96000	24	2	00:09
AbstractSpaceship_Flyby_Ascending_G09.wav	A small spaceship vehicle flying by quickly with a doppler and tremolo effect. Ascending in pitch and dry.	96000	24	2	00:07
AbstractSpaceship_Flyby_Ascending_G10.wav	A small spaceship vehicle flying by quickly with a doppler and tremolo effect. Ascending in pitch and dry.	96000	24	2	00:08
AbstractSpaceship_Flyby_Ascending_G11.wav	A small spaceship vehicle flying by quickly with a doppler and tremolo effect. Ascending in pitch and dry.	96000	24	2	00:07
AbstractSpaceship_Flyby_Ascending_G12.wav	A small spaceship vehicle flying by quickly with a doppler and tremolo effect. Ascending in pitch and dry.	96000	24	2	00:07
AbstractSpaceship_Flyby_Ascending_G13.wav	A small spaceship vehicle flying by quickly with a doppler and tremolo effect. Ascending in pitch and dry.	96000	24	2	00:07
AbstractSpaceship_Flyby_Ascending_G14.wav	A small spaceship vehicle flying by quickly with a doppler and tremolo effect. Ascending in pitch and dry.	96000	24	2	00:08
AbstractSpaceship_Flyby_Ascending_G15.wav	A small spaceship vehicle flying by quickly with a doppler and tremolo effect. Ascending in pitch and dry.	96000	24	2	00:07

AbstractSpaceship_Flyby_Ascending_G16.wav	A small spaceship vehicle flying by quickly with a doppler and tremolo effect. Ascending in pitch and dry.	96000	24	2	00:08
AbstractSpaceship_Flyby_Ascending_G17.wav	A small spaceship vehicle flying by quickly with a doppler and tremolo effect. Ascending in pitch and dry.	96000	24	2	00:09
AbstractSpaceship_Flyby_Ascending_G18.wav	A small spaceship vehicle flying by quickly with a doppler and tremolo effect. Ascending in pitch and dry.	96000	24	2	00:08
AbstractSpaceship_Flyby_Ascending_G19.wav	A small spaceship vehicle flying by quickly with a doppler and tremolo effect. Ascending in pitch and dry.	96000	24	2	00:08
AbstractSpaceship_Flyby_Ascending_G20.wav	A small spaceship vehicle flying by quickly with a doppler and tremolo effect. Ascending in pitch and dry.	96000	24	2	00:07
AbstractSpaceship_Flyby_Ascending_H01.wav	A very small spaceship vehicle flying by quickly with a doppler and tremolo effect. Ascending in pitch and dry.	96000	24	2	00:08
AbstractSpaceship_Flyby_Ascending_H02.wav	A very small spaceship vehicle flying by quickly with a doppler and tremolo effect. Ascending in pitch and dry.	96000	24	2	00:06
AbstractSpaceship_Flyby_Ascending_H03.wav	A very small spaceship vehicle flying by quickly with a doppler and tremolo effect. Ascending in pitch and dry.	96000	24	2	00:08
AbstractSpaceship_Flyby_Ascending_H04.wav	A very small spaceship vehicle flying by quickly with a doppler and tremolo effect. Ascending in pitch and dry.	96000	24	2	00:09
AbstractSpaceship_Flyby_Ascending_H05.wav	A very small spaceship vehicle flying by quickly with a doppler and tremolo effect. Ascending in pitch and dry.	96000	24	2	00:08
AbstractSpaceship_Flyby_Ascending_H06.wav	A very small spaceship vehicle flying by quickly with a doppler and tremolo effect. Ascending in pitch and dry.	96000	24	2	00:09
AbstractSpaceship_Flyby_Ascending_H07.wav	A very small spaceship vehicle flying by quickly with a doppler and tremolo effect. Ascending in pitch and dry.	96000	24	2	00:07
AbstractSpaceship_Flyby_Ascending_H08.wav	A very small spaceship vehicle flying by quickly with a doppler and tremolo effect. Ascending in pitch and dry.	96000	24	2	00:06
AbstractSpaceship_Flyby_Ascending_H09.wav	A very small spaceship vehicle flying by quickly with a doppler and tremolo effect. Ascending in pitch and dry.	96000	24	2	00:06
AbstractSpaceship_Flyby_Ascending_H10.wav	A very small spaceship vehicle flying by quickly with a doppler and tremolo effect. Ascending in pitch and dry.	96000	24	2	00:07
AbstractSpaceship_Flyby_Ascending_H11.wav	A very small spaceship vehicle flying by quickly with a doppler and tremolo effect. Ascending in pitch and dry.	96000	24	2	00:07
AbstractSpaceship_Flyby_Ascending_H12.wav	A very small spaceship vehicle flying by quickly with a doppler and tremolo effect. Ascending in pitch and dry.	96000	24	2	00:08
AbstractSpaceship_Flyby_Descending_A01.wav	A large spaceship vehicle flying by with a doppler effect. Descending in pitch and dry.	96000	24	2	00:09
AbstractSpaceship_Flyby_Descending_A02.wav	A large spaceship vehicle flying by with a doppler effect. Descending in pitch and dry.	96000	24	2	00:10
AbstractSpaceship_Flyby_Descending_A03.wav	A large spaceship vehicle flying by with a doppler effect. Descending in pitch and dry.	96000	24	2	00:12
AbstractSpaceship_Flyby_Descending_A04.wav	A large spaceship vehicle flying by with a doppler effect. Descending in pitch and dry.	96000	24	2	00:11
AbstractSpaceship_Flyby_Descending_A05.wav	A large spaceship vehicle flying by with a doppler effect. Descending in pitch and dry.	96000	24	2	00:11
AbstractSpaceship_Flyby_Descending_A06.wav	A large spaceship vehicle flying by with a doppler effect. Descending in pitch and dry.	96000	24	2	00:12
AbstractSpaceship_Flyby_Descending_A07.wav	A large spaceship vehicle flying by with a doppler effect. Descending in pitch and dry.	96000	24	2	00:11
AbstractSpaceship_Flyby_Descending_A08.wav	A large spaceship vehicle flying by with a doppler effect. Descending in pitch and dry.	96000	24	2	00:14

AbstractSpaceship_Flyby_Descending_A09.wav	A large spaceship vehicle flying by with a doppler effect. Descending in pitch and dry.	96000	24	2	00:12
AbstractSpaceship_Flyby_Descending_A10.wav	A large spaceship vehicle flying by with a doppler effect. Descending in pitch and dry.	96000	24	2	00:14
AbstractSpaceship_Flyby_Descending_A11.wav	A large spaceship vehicle flying by with a doppler effect. Descending in pitch and dry.	96000	24	2	00:11
AbstractSpaceship_Flyby_Descending_A12.wav	A large spaceship vehicle flying by with a doppler effect. Descending in pitch and dry.	96000	24	2	00:12
AbstractSpaceship_Flyby_Descending_A13.wav	A large spaceship vehicle flying by with a doppler effect. Descending in pitch and dry.	96000	24	2	00:16
AbstractSpaceship_Flyby_Descending_A14.wav	A large spaceship vehicle flying by with a doppler effect. Descending in pitch and dry.	96000	24	2	00:17
AbstractSpaceship_Flyby_Descending_A15.wav	A large spaceship vehicle flying by with a doppler effect. Descending in pitch and dry.	96000	24	2	00:16
AbstractSpaceship_Flyby_Descending_B01.wav	A large spaceship vehicle flying by with a doppler effect. Descending in pitch and dry.	96000	24	2	00:11
AbstractSpaceship_Flyby_Descending_B02.wav	A large spaceship vehicle flying by with a doppler effect. Descending in pitch and dry.	96000	24	2	00:11
AbstractSpaceship_Flyby_Descending_B03.wav	A large spaceship vehicle flying by with a doppler effect. Descending in pitch and dry.	96000	24	2	00:12
AbstractSpaceship_Flyby_Descending_B04.wav	A large spaceship vehicle flying by with a doppler effect. Descending in pitch and dry.	96000	24	2	00:11
AbstractSpaceship_Flyby_Descending_B05.wav	A large spaceship vehicle flying by with a doppler effect. Descending in pitch and dry.	96000	24	2	00:11
AbstractSpaceship_Flyby_Descending_B06.wav	A large spaceship vehicle flying by with a doppler effect. Descending in pitch and dry.	96000	24	2	00:13
AbstractSpaceship_Flyby_Descending_B07.wav	A large spaceship vehicle flying by with a doppler effect. Descending in pitch and dry.	96000	24	2	00:13
AbstractSpaceship_Flyby_Descending_B08.wav	A large spaceship vehicle flying by with a doppler effect. Descending in pitch and dry.	96000	24	2	00:12
AbstractSpaceship_Flyby_Descending_B09.wav	A large spaceship vehicle flying by with a doppler effect. Descending in pitch and dry.	96000	24	2	00:12
AbstractSpaceship_Flyby_Descending_B10.wav	A large spaceship vehicle flying by with a doppler effect. Descending in pitch and dry.	96000	24	2	00:12
AbstractSpaceship_Flyby_Descending_B11.wav	A large spaceship vehicle flying by with a doppler effect. Descending in pitch and dry.	96000	24	2	00:11
AbstractSpaceship_Flyby_Descending_B12.wav	A large spaceship vehicle flying by with a doppler effect. Descending in pitch and dry.	96000	24	2	00:11
AbstractSpaceship_Flyby_Descending_B13.wav	A large spaceship vehicle flying by with a doppler effect. Descending in pitch and dry.	96000	24	2	00:13
AbstractSpaceship_Flyby_Descending_B14.wav	A large spaceship vehicle flying by with a doppler effect. Descending in pitch and dry.	96000	24	2	00:13
AbstractSpaceship_Flyby_Descending_B15.wav	A large spaceship vehicle flying by with a doppler effect. Descending in pitch and dry.	96000	24	2	00:13
AbstractSpaceship_Flyby_Descending_C01.wav	A moderate spaceship vehicle flying by with a doppler effect. Descending in pitch and dry.	96000	24	2	00:12
AbstractSpaceship_Flyby_Descending_C02.wav	A moderate spaceship vehicle flying by with a doppler effect. Descending in pitch and dry.	96000	24	2	00:12
AbstractSpaceship_Flyby_Descending_C03.wav	A moderate spaceship vehicle flying by with a doppler effect. Descending in pitch and dry.	96000	24	2	00:09
AbstractSpaceship_Flyby_Descending_C04.wav	A moderate spaceship vehicle flying by with a doppler effect. Descending in pitch and dry.	96000	24	2	00:12
AbstractSpaceship_Flyby_Descending_C05.wav	A moderate spaceship vehicle flying by with a doppler effect. Descending in pitch and dry.	96000	24	2	00:12
AbstractSpaceship_Flyby_Descending_C06.wav	A moderate spaceship vehicle flying by with a doppler effect. Descending in pitch and dry.	96000	24	2	00:12
AbstractSpaceship_Flyby_Descending_C07.wav	A moderate spaceship vehicle flying by with a doppler effect. Descending in pitch and dry.	96000	24	2	00:11
AbstractSpaceship_Flyby_Descending_C08.wav	A moderate spaceship vehicle flying by with a doppler effect. Descending in pitch and dry.	96000	24	2	00:10
AbstractSpaceship_Flyby_Descending_C09.wav	A moderate spaceship vehicle flying by with a doppler effect. Descending in pitch and dry.	96000	24	2	00:12
AbstractSpaceship_Flyby_Descending_C10.wav	A moderate spaceship vehicle flying by with a doppler effect. Descending in pitch and dry.	96000	24	2	00:10
AbstractSpaceship_Flyby_Descending_C11.wav	A moderate spaceship vehicle flying by with a doppler effect. Descending in pitch and dry.	96000	24	2	00:11
AbstractSpaceship_Flyby_Descending_C12.wav	A moderate spaceship vehicle flying by with a doppler effect. Descending in pitch and dry.	96000	24	2	00:11

AbstractSpaceship_Flyby_Descending_C13.wav	A moderate spaceship vehicle flying by with a doppler effect. Descending in pitch and dry.	96000	24	2	00:10
AbstractSpaceship_Flyby_Descending_C14.wav	A moderate spaceship vehicle flying by with a doppler effect. Descending in pitch and dry.	96000	24	2	00:11
AbstractSpaceship_Flyby_Descending_C15.wav	A moderate spaceship vehicle flying by with a doppler effect. Descending in pitch and dry.	96000	24	2	00:11
AbstractSpaceship_Flyby_Descending_C16.wav	A moderate spaceship vehicle flying by with a doppler effect. Descending in pitch and dry.	96000	24	2	00:11
AbstractSpaceship_Flyby_Descending_C17.wav	A moderate spaceship vehicle flying by with a doppler effect. Descending in pitch and dry.	96000	24	2	00:12
AbstractSpaceship_Flyby_Descending_C18.wav	A moderate spaceship vehicle flying by with a doppler effect. Descending in pitch and dry.	96000	24	2	00:11
AbstractSpaceship_Flyby_Descending_C19.wav	A moderate spaceship vehicle flying by with a doppler effect. Descending in pitch and dry.	96000	24	2	00:11
AbstractSpaceship_Flyby_Descending_C20.wav	A moderate spaceship vehicle flying by with a doppler effect. Descending in pitch and dry.	96000	24	2	00:11
AbstractSpaceship_Flyby_Descending_C21.wav	A moderate spaceship vehicle flying by with a doppler effect. Descending in pitch and dry.	96000	24	2	00:11
AbstractSpaceship_Flyby_Descending_D01.wav	A small spaceship vehicle flying by quickly with a doppler effect. Descending in pitch and dry.	96000	24	2	00:10
AbstractSpaceship_Flyby_Descending_D02.wav	A small spaceship vehicle flying by quickly with a doppler effect. Descending in pitch and dry.	96000	24	2	00:10
AbstractSpaceship_Flyby_Descending_D03.wav	A small spaceship vehicle flying by quickly with a doppler effect. Descending in pitch and dry.	96000	24	2	00:11
AbstractSpaceship_Flyby_Descending_D04.wav	A small spaceship vehicle flying by quickly with a doppler effect. Descending in pitch and dry.	96000	24	2	00:11
AbstractSpaceship_Flyby_Descending_D05.wav	A small spaceship vehicle flying by quickly with a doppler effect. Descending in pitch and dry.	96000	24	2	00:11
AbstractSpaceship_Flyby_Descending_D06.wav	A small spaceship vehicle flying by quickly with a doppler effect. Descending in pitch and dry.	96000	24	2	00:12
AbstractSpaceship_Flyby_Descending_D07.wav	A small spaceship vehicle flying by quickly with a doppler effect. Descending in pitch and dry.	96000	24	2	00:12
AbstractSpaceship_Flyby_Descending_D08.wav	A small spaceship vehicle flying by quickly with a doppler effect. Descending in pitch and dry.	96000	24	2	00:15
AbstractSpaceship_Flyby_Descending_D09.wav	A small spaceship vehicle flying by quickly with a doppler effect. Descending in pitch and dry.	96000	24	2	00:12
AbstractSpaceship_Flyby_Descending_D10.wav	A small spaceship vehicle flying by quickly with a doppler effect. Descending in pitch and dry.	96000	24	2	00:10
AbstractSpaceship_Flyby_Descending_D11.wav	A small spaceship vehicle flying by quickly with a doppler effect. Descending in pitch and dry.	96000	24	2	00:11
AbstractSpaceship_Flyby_Descending_D12.wav	A small spaceship vehicle flying by quickly with a doppler effect. Descending in pitch and dry.	96000	24	2	00:15
AbstractSpaceship_Flyby_Descending_E01.wav	A large spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	96000	24	2	00:08
AbstractSpaceship_Flyby_Descending_E02.wav	A large spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	96000	24	2	00:10
AbstractSpaceship_Flyby_Descending_E03.wav	A large spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	96000	24	2	00:09
AbstractSpaceship_Flyby_Descending_E04.wav	A large spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	96000	24	2	00:09

AbstractSpaceship_Flyby_Descending_E05.wav	A large spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	96000	24	2	00:10
AbstractSpaceship_Flyby_Descending_E06.wav	A large spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	96000	24	2	00:09
AbstractSpaceship_Flyby_Descending_E07.wav	A large spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	96000	24	2	00:11
AbstractSpaceship_Flyby_Descending_E08.wav	A large spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	96000	24	2	00:10
AbstractSpaceship_Flyby_Descending_E09.wav	A large spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	96000	24	2	00:12
AbstractSpaceship_Flyby_Descending_E10.wav	A large spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	96000	24	2	00:10
AbstractSpaceship_Flyby_Descending_E11.wav	A large spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	96000	24	2	00:10
AbstractSpaceship_Flyby_Descending_E12.wav	A large spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	96000	24	2	00:13
AbstractSpaceship_Flyby_Descending_E13.wav	A large spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	96000	24	2	00:14
AbstractSpaceship_Flyby_Descending_E14.wav	A large spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	96000	24	2	00:13
AbstractSpaceship_Flyby_Descending_F01.wav	A moderate spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	96000	24	2	00:09
AbstractSpaceship_Flyby_Descending_F02.wav	A moderate spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	96000	24	2	00:09
AbstractSpaceship_Flyby_Descending_F03.wav	A moderate spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	96000	24	2	00:10
AbstractSpaceship_Flyby_Descending_F04.wav	A moderate spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	96000	24	2	00:09
AbstractSpaceship_Flyby_Descending_F05.wav	A moderate spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	96000	24	2	00:09
AbstractSpaceship_Flyby_Descending_F06.wav	A moderate spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	96000	24	2	00:10
AbstractSpaceship_Flyby_Descending_F07.wav	A moderate spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	96000	24	2	00:10
AbstractSpaceship_Flyby_Descending_F08.wav	A moderate spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	96000	24	2	00:09
AbstractSpaceship_Flyby_Descending_F09.wav	A moderate spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	96000	24	2	00:10
AbstractSpaceship_Flyby_Descending_F10.wav	A moderate spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	96000	24	2	00:10
AbstractSpaceship_Flyby_Descending_F11.wav	A moderate spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	96000	24	2	00:09
AbstractSpaceship_Flyby_Descending_F12.wav	A moderate spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	96000	24	2	00:09

AbstractSpaceship_Flyby_Descending_F13.wav	A moderate spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	96000	24	2	00:11
AbstractSpaceship_Flyby_Descending_F14.wav	A moderate spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	96000	24	2	00:10
AbstractSpaceship_Flyby_Descending_F15.wav	A moderate spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	96000	24	2	00:10
AbstractSpaceship_Flyby_Descending_G01.wav	A small spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	96000	24	2	00:11
AbstractSpaceship_Flyby_Descending_G02.wav	A small spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	96000	24	2	00:09
AbstractSpaceship_Flyby_Descending_G03.wav	A small spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	96000	24	2	00:07
AbstractSpaceship_Flyby_Descending_G04.wav	A small spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	96000	24	2	00:10
AbstractSpaceship_Flyby_Descending_G05.wav	A small spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	96000	24	2	00:10
AbstractSpaceship_Flyby_Descending_G06.wav	A small spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	96000	24	2	00:10
AbstractSpaceship_Flyby_Descending_G07.wav	A small spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	96000	24	2	00:09
AbstractSpaceship_Flyby_Descending_G08.wav	A small spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	96000	24	2	00:09
AbstractSpaceship_Flyby_Descending_G09.wav	A small spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	96000	24	2	00:09
AbstractSpaceship_Flyby_Descending_G10.wav	A small spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	96000	24	2	00:08
AbstractSpaceship_Flyby_Descending_G11.wav	A small spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	96000	24	2	00:08
AbstractSpaceship_Flyby_Descending_G12.wav	A small spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	96000	24	2	00:08
AbstractSpaceship_Flyby_Descending_G13.wav	A small spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	96000	24	2	00:09
AbstractSpaceship_Flyby_Descending_G14.wav	A small spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	96000	24	2	00:10
AbstractSpaceship_Flyby_Descending_G15.wav	A small spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	96000	24	2	00:09
AbstractSpaceship_Flyby_Descending_G16.wav	A small spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	96000	24	2	00:09
AbstractSpaceship_Flyby_Descending_G17.wav	A small spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	96000	24	2	00:09
AbstractSpaceship_Flyby_Descending_G18.wav	A small spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	96000	24	2	00:09
AbstractSpaceship_Flyby_Descending_G19.wav	A small spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	96000	24	2	00:09

AbstractSpaceship_Flyby_Descending_G20.wav	A small spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	96000	24	2	00:09
AbstractSpaceship_Flyby_Descending_G21.wav	A small spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	96000	24	2	00:09
AbstractSpaceship_Flyby_Descending_H01.wav	A small spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	96000	24	2	00:09
AbstractSpaceship_Flyby_Descending_H02.wav	A small spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	96000	24	2	00:08
AbstractSpaceship_Flyby_Descending_H03.wav	A small spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	96000	24	2	00:09
AbstractSpaceship_Flyby_Descending_H04.wav	A small spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	96000	24	2	00:09
AbstractSpaceship_Flyby_Descending_H05.wav	A small spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	96000	24	2	00:09
AbstractSpaceship_Flyby_Descending_H06.wav	A small spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	96000	24	2	00:10
AbstractSpaceship_Flyby_Descending_H07.wav	A small spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	96000	24	2	00:10
AbstractSpaceship_Flyby_Descending_H08.wav	A small spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	96000	24	2	00:12
AbstractSpaceship_Flyby_Descending_H09.wav	A small spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	96000	24	2	00:10
AbstractSpaceship_Flyby_Descending_H10.wav	A small spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	96000	24	2	00:09
AbstractSpaceship_Flyby_Descending_H11.wav	A small spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	96000	24	2	00:09
AbstractSpaceship_Flyby_Descending_H12.wav	A small spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	96000	24	2	00:12
AbstractSpaceshipA01_Ascending.wav	A large spaceship vehicle slowly lifting/taking off and flying away. Ascending in pitch and dry.	96000	24	2	00:22
AbstractSpaceshipA01_Descending.wav	A large spaceship vehicle slowly landing. Descending in pitch and dry.	96000	24	2	00:21
AbstractSpaceshipA01_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	96000	24	2	00:22
AbstractSpaceshipA02_Ascending.wav	A large spaceship vehicle slowly lifting/taking off and flying away. Ascending in pitch and dry.	96000	24	2	00:23
AbstractSpaceshipA02_Descending.wav	A large spaceship vehicle slowly landing. Descending in pitch and dry.	96000	24	2	00:22
AbstractSpaceshipA02_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	96000	24	2	00:24
AbstractSpaceshipA03_Ascending.wav	A large spaceship vehicle slowly lifting/taking off and flying away. Ascending in pitch and dry.	96000	24	2	00:26
AbstractSpaceshipA03_Descending.wav	A large spaceship vehicle slowly landing. Descending in pitch and dry.	96000	24	2	00:26
AbstractSpaceshipA03_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	96000	24	2	00:26

AbstractSpaceshipA04_Ascending.wav	A large spaceship vehicle slowly lifting/taking off and flying away. Ascending in pitch and dry.	96000	24	2	00:22
AbstractSpaceshipA04_Descending.wav	A large spaceship vehicle slowly landing. Descending in pitch and dry.	96000	24	2	00:22
AbstractSpaceshipA04_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	96000	24	2	00:22
AbstractSpaceshipA05_Ascending.wav	A large spaceship vehicle slowly lifting/taking off and flying away. Ascending in pitch and dry.	96000	24	2	00:25
AbstractSpaceshipA05_Descending.wav	A large spaceship vehicle slowly landing. Descending in pitch and dry.	96000	24	2	00:24
AbstractSpaceshipA05_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	96000	24	2	00:25
AbstractSpaceshipA06_Ascending.wav	A large spaceship vehicle slowly lifting/taking off and flying away. Ascending in pitch and dry.	96000	24	2	00:32
AbstractSpaceshipA06_Descending.wav	A large spaceship vehicle slowly landing. Descending in pitch and dry.	96000	24	2	00:32
AbstractSpaceshipA06_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	96000	24	2	00:32
AbstractSpaceshipA07_Ascending.wav	A large spaceship vehicle slowly lifting/taking off and flying away. Ascending in pitch and dry.	96000	24	2	00:25
AbstractSpaceshipA07_Descending.wav	A large spaceship vehicle slowly landing. Descending in pitch and dry.	96000	24	2	00:25
AbstractSpaceshipA07_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	96000	24	2	00:25
AbstractSpaceshipA08_Ascending.wav	A large spaceship vehicle slowly lifting/taking off and flying away. Ascending in pitch and dry.	96000	24	2	00:31
AbstractSpaceshipA08_Descending.wav	A large spaceship vehicle slowly landing. Descending in pitch and dry.	96000	24	2	00:31
AbstractSpaceshipA08_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	96000	24	2	00:31
AbstractSpaceshipA09_Ascending.wav	A large spaceship vehicle slowly lifting/taking off and flying away. Ascending in pitch and dry.	96000	24	2	00:23
AbstractSpaceshipA09_Descending.wav	A large spaceship vehicle slowly landing. Descending in pitch and dry.	96000	24	2	00:23
AbstractSpaceshipA09_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	96000	24	2	00:23
AbstractSpaceshipA10_Ascending.wav	A large spaceship vehicle slowly lifting/taking off and flying away. Ascending in pitch and dry.	96000	24	2	00:26
AbstractSpaceshipA10_Descending.wav	A large spaceship vehicle slowly landing. Descending in pitch and dry.	96000	24	2	00:26
AbstractSpaceshipA10_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	96000	24	2	00:26
AbstractSpaceshipA11_Ascending.wav	A large spaceship vehicle slowly lifting/taking off and flying away. Ascending in pitch and dry.	96000	24	2	00:23
AbstractSpaceshipA11_Descending.wav	A large spaceship vehicle slowly landing. Descending in pitch and dry.	96000	24	2	00:23
AbstractSpaceshipA11_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	96000	24	2	00:23
AbstractSpaceshipA12_Ascending.wav	A large spaceship vehicle slowly lifting/taking off and flying away. Ascending in pitch and dry.	96000	24	2	00:23

AbstractSpaceshipA12_Descending.wav	A large spaceship vehicle slowly landing. Descending in pitch and dry.	96000	24	2	00:23
AbstractSpaceshipA12_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	96000	24	2	00:24
AbstractSpaceshipA13_Ascending.wav	A large spaceship vehicle slowly lifting/taking off and flying away. Ascending in pitch and dry.	96000	24	2	00:30
AbstractSpaceshipA13_Descending.wav	A large spaceship vehicle slowly landing. Descending in pitch and dry.	96000	24	2	00:30
AbstractSpaceshipA13_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	96000	24	2	00:31
AbstractSpaceshipA14_Ascending.wav	A large spaceship vehicle slowly lifting/taking off and flying away. Ascending in pitch and dry.	96000	24	2	00:30
AbstractSpaceshipA14_Descending.wav	A large spaceship vehicle slowly landing. Descending in pitch and dry.	96000	24	2	00:30
AbstractSpaceshipA14_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	96000	24	2	00:30
AbstractSpaceshipA15_Ascending.wav	A large spaceship vehicle slowly lifting/taking off and flying away. Ascending in pitch and dry.	96000	24	2	00:28
AbstractSpaceshipA15_Descending.wav	A large spaceship vehicle slowly landing. Descending in pitch and dry.	96000	24	2	00:28
AbstractSpaceshipA15_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	96000	24	2	00:28
AbstractSpaceshipB01_Ascending.wav	A large spaceship vehicle slowly lifting/taking off into space with a rhythmic engine. Ascending in pitch and dry.	96000	24	2	00:20
AbstractSpaceshipB01_Descending.wav	A large spaceship vehicle slowly landing with a rhythmic engine. Descending in pitch and dry.	96000	24	2	00:20
AbstractSpaceshipB01_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow in a consistent rhythm. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	96000	24	2	00:20
AbstractSpaceshipB02_Ascending.wav	A large spaceship vehicle slowly lifting/taking off into space with a rhythmic engine. Ascending in pitch and dry.	96000	24	2	00:21
AbstractSpaceshipB02_Descending.wav	A large spaceship vehicle slowly landing with a rhythmic engine. Descending in pitch and dry.	96000	24	2	00:21
AbstractSpaceshipB02_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow in a consistent rhythm. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	96000	24	2	00:21
AbstractSpaceshipB03_Ascending.wav	A large spaceship vehicle slowly lifting/taking off into space with a rhythmic engine. Ascending in pitch and dry.	96000	24	2	00:14
AbstractSpaceshipB03_Descending.wav	A large spaceship vehicle slowly landing with a rhythmic engine. Descending in pitch and dry.	96000	24	2	00:14
AbstractSpaceshipB03_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow in a consistent rhythm. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	96000	24	2	00:14
AbstractSpaceshipB04_Ascending.wav	A large spaceship vehicle slowly lifting/taking off into space with a rhythmic engine. Ascending in pitch and dry.	96000	24	2	00:21
AbstractSpaceshipB04_Descending.wav	A large spaceship vehicle slowly landing with a rhythmic engine. Descending in pitch and dry.	96000	24	2	00:21
AbstractSpaceshipB04_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow in a consistent rhythm. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	96000	24	2	00:21

AbstractSpaceshipB05_Ascending.wav	A large spaceship vehicle slowly lifting/taking off into space with a rhythmic engine. Ascending in pitch and dry.	96000	24	2	00:25
AbstractSpaceshipB05_Descending.wav	A large spaceship vehicle slowly landing with a rhythmic engine. Descending in pitch and dry.	96000	24	2	00:25
AbstractSpaceshipB05_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow in a consistent rhythm. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	96000	24	2	00:25
AbstractSpaceshipB06_Ascending.wav	A large spaceship vehicle slowly lifting/taking off into space with a rhythmic engine. Ascending in pitch and dry.	96000	24	2	00:25
AbstractSpaceshipB06_Descending.wav	A large spaceship vehicle slowly landing with a rhythmic engine. Descending in pitch and dry.	96000	24	2	00:25
AbstractSpaceshipB06_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow in a consistent rhythm. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	96000	24	2	00:25
AbstractSpaceshipB07_Ascending.wav	A large spaceship vehicle slowly lifting/taking off into space with a rhythmic engine. Ascending in pitch and dry.	96000	24	2	00:17
AbstractSpaceshipB07_Descending.wav	A large spaceship vehicle slowly landing with a rhythmic engine. Descending in pitch and dry.	96000	24	2	00:18
AbstractSpaceshipB07_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow in a consistent rhythm. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	96000	24	2	00:18
AbstractSpaceshipB08_Ascending.wav	A large spaceship vehicle slowly lifting/taking off into space with a rhythmic engine. Ascending in pitch and dry.	96000	24	2	00:18
AbstractSpaceshipB08_Descending.wav	A large spaceship vehicle slowly landing with a rhythmic engine. Descending in pitch and dry.	96000	24	2	00:18
AbstractSpaceshipB08_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow in a consistent rhythm. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	96000	24	2	00:18
AbstractSpaceshipB09_Ascending.wav	A large spaceship vehicle slowly lifting/taking off into space with a rhythmic engine. Ascending in pitch and dry.	96000	24	2	00:23
AbstractSpaceshipB09_Descending.wav	A large spaceship vehicle slowly landing with a rhythmic engine. Descending in pitch and dry.	96000	24	2	00:23
AbstractSpaceshipB09_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow in a consistent rhythm. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	96000	24	2	00:23
AbstractSpaceshipB10_Ascending.wav	A large spaceship vehicle slowly lifting/taking off into space with a rhythmic engine. Ascending in pitch and dry.	96000	24	2	00:16
AbstractSpaceshipB10_Descending.wav	A large spaceship vehicle slowly landing with a rhythmic engine. Descending in pitch and dry.	96000	24	2	00:16
AbstractSpaceshipB10_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow in a consistent rhythm. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	96000	24	2	00:16
AbstractSpaceshipB11_Ascending.wav	A large spaceship vehicle slowly lifting/taking off into space with a rhythmic engine. Ascending in pitch and dry.	96000	24	2	00:20
AbstractSpaceshipB11_Descending.wav	A large spaceship vehicle slowly landing with a rhythmic engine. Descending in pitch and dry.	96000	24	2	00:20
AbstractSpaceshipB11_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow in a consistent rhythm. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	96000	24	2	00:20
AbstractSpaceshipB12_Ascending.wav	A large spaceship vehicle slowly lifting/taking off into space with a rhythmic engine. Ascending in pitch and dry.	96000	24	2	00:20

AbstractSpaceshipB12_Descending.wav	A large spaceship vehicle slowly landing with a rhythmic engine. Descending in pitch and dry.	96000	24	2	00:20
AbstractSpaceshipB12_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow in a consistent rhythm. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	96000	24	2	00:20
AbstractSpaceshipB13_Ascending.wav	A large spaceship vehicle slowly lifting/taking off into space with a rhythmic engine. Ascending in pitch and dry.	96000	24	2	00:16
AbstractSpaceshipB13_Descending.wav	A large spaceship vehicle slowly landing with a rhythmic engine. Descending in pitch and dry.	96000	24	2	00:16
AbstractSpaceshipB13_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow in a consistent rhythm. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	96000	24	2	00:16
AbstractSpaceshipB14_Ascending.wav	A large spaceship vehicle slowly lifting/taking off into space with a rhythmic engine. Ascending in pitch and dry.	96000	24	2	00:18
AbstractSpaceshipB14_Descending.wav	A large spaceship vehicle slowly landing with a rhythmic engine. Descending in pitch and dry.	96000	24	2	00:18
AbstractSpaceshipB14_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow in a consistent rhythm. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	96000	24	2	00:18
AbstractSpaceshipB15_Ascending.wav	A large spaceship vehicle slowly lifting/taking off into space with a rhythmic engine. Ascending in pitch and dry.	96000	24	2	00:21
AbstractSpaceshipB15_Descending.wav	A large spaceship vehicle slowly landing with a rhythmic engine. Descending in pitch and dry.	96000	24	2	00:21
AbstractSpaceshipB15_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow in a consistent rhythm. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	96000	24	2	00:21
AbstractSpaceshipB16_Ascending.wav	A large spaceship vehicle slowly lifting/taking off into space with a rhythmic engine. Ascending in pitch and dry.	96000	24	2	00:18
AbstractSpaceshipB16_Descending.wav	A large spaceship vehicle slowly landing with a rhythmic engine. Descending in pitch and dry.	96000	24	2	00:18
AbstractSpaceshipB16_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow in a consistent rhythm. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	96000	24	2	00:18
AbstractSpaceshipB17_Ascending.wav	A large spaceship vehicle slowly lifting/taking off into space with a rhythmic engine. Ascending in pitch and dry.	96000	24	2	00:20
AbstractSpaceshipB17_Descending.wav	A large spaceship vehicle slowly landing with a rhythmic engine. Descending in pitch and dry.	96000	24	2	00:20
AbstractSpaceshipB17_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow in a consistent rhythm. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	96000	24	2	00:20
AbstractSpaceshipB18_Ascending.wav	A large spaceship vehicle slowly lifting/taking off into space with a rhythmic engine. Ascending in pitch and dry.	96000	24	2	00:21
AbstractSpaceshipB18_Descending.wav	A large spaceship vehicle slowly landing with a rhythmic engine. Descending in pitch and dry.	96000	24	2	00:21
AbstractSpaceshipB18_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow in a consistent rhythm. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	96000	24	2	00:21
AbstractSpaceshipB19_Ascending.wav	A large spaceship vehicle slowly lifting/taking off into space with a rhythmic engine. Ascending in pitch and dry.	96000	24	2	00:21
AbstractSpaceshipB19_Descending.wav	A large spaceship vehicle slowly landing with a rhythmic engine. Descending in pitch and dry.	96000	24	2	00:21

AbstractSpaceshipB19_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow in a consistent rhythm. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	96000	24	2	00:21
AbstractSpaceshipB20_Ascending.wav	A large spaceship vehicle slowly lifting/taking off into space with a rhythmic engine. Ascending in pitch and dry.	96000	24	2	00:22
AbstractSpaceshipB20_Descending.wav	A large spaceship vehicle slowly landing with a rhythmic engine. Descending in pitch and dry.	96000	24	2	00:22
AbstractSpaceshipB20_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow in a consistent rhythm. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	96000	24	2	00:22
AbstractSpaceshipB21_Ascending.wav	A large spaceship vehicle slowly lifting/taking off into space with a rhythmic engine. Ascending in pitch and dry.	96000	24	2	00:20
AbstractSpaceshipB21_Descending.wav	A large spaceship vehicle slowly landing with a rhythmic engine. Descending in pitch and dry.	96000	24	2	00:20
AbstractSpaceshipB21_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow in a consistent rhythm. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	96000	24	2	00:20
AbstractSpaceshipC01_Ascending.wav	A moderate spaceship vehicle slowly lifting/taking off into space with a rhythmic engine. Ascending in pitch and dry.	96000	24	2	00:18
AbstractSpaceshipC01_Descending.wav	A small spaceship vehicle slowly landing with a rhythmic engine. Descending in pitch and dry.	96000	24	2	00:18
AbstractSpaceshipC01_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow in a consistent rhythm. Use with pitch shifting tools to create small spaceship vehicle ascensions and descensions.	96000	24	2	00:18
AbstractSpaceshipC02_Ascending.wav	A moderate spaceship vehicle slowly lifting/taking off into space with a rhythmic engine. Ascending in pitch and dry.	96000	24	2	00:15
AbstractSpaceshipC02_Descending.wav	A small spaceship vehicle slowly landing with a rhythmic engine. Descending in pitch and dry.	96000	24	2	00:15
AbstractSpaceshipC02_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow in a consistent rhythm. Use with pitch shifting tools to create small spaceship vehicle ascensions and descensions.	96000	24	2	00:15
AbstractSpaceshipC03_Ascending.wav	A moderate spaceship vehicle slowly lifting/taking off into space with a rhythmic engine. Ascending in pitch and dry.	96000	24	2	00:17
AbstractSpaceshipC03_Descending.wav	A small spaceship vehicle slowly landing with a rhythmic engine. Descending in pitch and dry.	96000	24	2	00:17
AbstractSpaceshipC03_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow in a consistent rhythm. Use with pitch shifting tools to create small spaceship vehicle ascensions and descensions.	96000	24	2	00:17
AbstractSpaceshipC04_Ascending.wav	A moderate spaceship vehicle slowly lifting/taking off into space with a rhythmic engine. Ascending in pitch and dry.	96000	24	2	00:22
AbstractSpaceshipC04_Descending.wav	A small spaceship vehicle slowly landing with a rhythmic engine. Descending in pitch and dry.	96000	24	2	00:22
AbstractSpaceshipC04_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow in a consistent rhythm. Use with pitch shifting tools to create small spaceship vehicle ascensions and descensions.	96000	24	2	00:22
AbstractSpaceshipC05_Ascending.wav	A moderate spaceship vehicle slowly lifting/taking off into space with a rhythmic engine. Ascending in pitch and dry.	96000	24	2	00:19
AbstractSpaceshipC05_Descending.wav	A small spaceship vehicle slowly landing with a rhythmic engine. Descending in pitch and dry.	96000	24	2	00:19
AbstractSpaceshipC05_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow in a consistent rhythm. Use with pitch shifting tools to create small spaceship vehicle ascensions and descensions.	96000	24	2	00:19

AbstractSpaceshipC06_Ascending.wav	A moderate spaceship vehicle slowly lifting/taking off into space with a rhythmic engine. Ascending in pitch and dry.	96000	24	2	00:25
AbstractSpaceshipC06_Descending.wav	A small spaceship vehicle slowly landing with a rhythmic engine. Descending in pitch and dry.	96000	24	2	00:25
AbstractSpaceshipC06_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow in a consistent rhythm. Use with pitch shifting tools to create small spaceship vehicle ascensions and descensions.	96000	24	2	00:25
MetalTin1a_BowScrape_Long_01.wav	Scraping a small, metal tin with a violin bow for over 5 seconds to create a screeching sound.	96000	24	2	00:06
MetalTin1a_BowScrape_Long_02.wav	Scraping a small, metal tin with a violin bow for over 5 seconds to create a screeching sound.	96000	24	2	00:07
MetalTin1a_BowScrape_Long_03.wav	Scraping a small, metal tin with a violin bow for over 5 seconds to create a screeching sound.	96000	24	2	00:07
MetalTin1a_BowScrape_Long_04.wav	Scraping a small, metal tin with a violin bow for over 5 seconds to create a screeching sound.	96000	24	2	00:06
MetalTin1a_BowScrape_Long_05.wav	Scraping a small, metal tin with a violin bow for over 5 seconds to create a screeching sound.	96000	24	2	00:06
MetalTin1a_BowScrape_Long_06.wav	Scraping a small, metal tin with a violin bow for over 5 seconds to create a screeching sound.	96000	24	2	00:06
MetalTin1a_BowScrape_Long_07.wav	Scraping a small, metal tin with a violin bow for over 5 seconds to create a screeching sound.	96000	24	2	00:06
MetalTin1a_BowScrape_Long_08.wav	Scraping a small, metal tin with a violin bow for over 5 seconds to create a screeching sound.	96000	24	2	00:06
MetalTin1a_BowScrape_Medium_01.wav	Scraping a small, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:04
MetalTin1a_BowScrape_Medium_02.wav	Scraping a small, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:04
MetalTin1a_BowScrape_Medium_03.wav	Scraping a small, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:05
MetalTin1a_BowScrape_Medium_04.wav	Scraping a small, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:05
MetalTin1a_BowScrape_Medium_05.wav	Scraping a small, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:05
MetalTin1a_BowScrape_Medium_06.wav	Scraping a small, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:04
MetalTin1a_BowScrape_Medium_07.wav	Scraping a small, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:04
MetalTin1a_BowScrape_Medium_08.wav	Scraping a small, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:05
MetalTin1a_BowScrape_Medium_09.wav	Scraping a small, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:05
MetalTin1a_BowScrape_Medium_10.wav	Scraping a small, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:03
MetalTin1a_BowScrape_Medium_11.wav	Scraping a small, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:04

MetalTin1a_BowScrape_Medium_12.wav	Scraping a small, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:04
MetalTin1a_BowScrape_Medium_13.wav	Scraping a small, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:03
MetalTin1a_BowScrape_Medium_14.wav	Scraping a small, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:04
MetalTin1a_BowScrape_Medium_15.wav	Scraping a small, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:04
MetalTin1a_BowScrape_Medium_16.wav	Scraping a small, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:04
MetalTin1a_BowScrape_Medium_17.wav	Scraping a small, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:05
MetalTin1a_BowScrape_Medium_18.wav	Scraping a small, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:05
MetalTin1a_BowScrape_Medium_19.wav	Scraping a small, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:03
MetalTin1a_BowScrape_Medium_20.wav	Scraping a small, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:04
MetalTin1a_BowScrape_Medium_21.wav	Scraping a small, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:04
MetalTin1a_BowScrape_Medium_22.wav	Scraping a small, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:04
MetalTin1a_BowScrape_Medium_23.wav	Scraping a small, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:06
MetalTin1a_BowScrape_Medium_24.wav	Scraping a small, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:04
MetalTin1a_BowScrape_Medium_25.wav	Scraping a small, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:05
MetalTin1a_BowScrape_Medium_26.wav	Scraping a small, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:03
MetalTin1a_BowScrape_Medium_27.wav	Scraping a small, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:03
MetalTin1a_BowScrape_Medium_28.wav	Scraping a small, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:03
MetalTin1a_BowScrape_Medium_Tremolo_01.wav	Scraping a small, metal tin with a violin bow for between 2 to 5 seconds to create a jagged, disjunct screeching sound.	96000	24	2	00:03
MetalTin1a_BowScrape_Medium_Tremolo_02.wav	Scraping a small, metal tin with a violin bow for between 2 to 5 seconds to create a jagged, disjunct screeching sound.	96000	24	2	00:04
MetalTin1a_BowScrape_Medium_Tremolo_03.wav	Scraping a small, metal tin with a violin bow for between 2 to 5 seconds to create a jagged, disjunct screeching sound.	96000	24	2	00:05
MetalTin1a_BowScrape_Medium_Tremolo_04.wav	Scraping a small, metal tin with a violin bow for between 2 to 5 seconds to create a jagged, disjunct screeching sound.	96000	24	2	00:03
MetalTin1a_BowScrape_Short_01.wav	Scraping a small, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound.	96000	24	2	00:02

MetalTin1a_BowScrape_Short_02.wav	Scraping a small, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound.	96000	24	2	00:02
MetalTin1a_BowScrape_Short_03.wav	Scraping a small, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound.	96000	24	2	00:02
MetalTin1a_BowScrape_Short_04.wav	Scraping a small, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound.	96000	24	2	00:02
MetalTin1a_BowScrape_Short_05.wav	Scraping a small, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound.	96000	24	2	00:02
MetalTin1a_BowScrape_Short_06.wav	Scraping a small, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound.	96000	24	2	00:01
MetalTin1a_BowScrape_Short_07.wav	Scraping a small, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound.	96000	24	2	00:02
MetalTin1a_BowScrape_Short_08.wav	Scraping a small, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound.	96000	24	2	00:02
MetalTin1a_BowScrape_Short_09.wav	Scraping a small, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound.	96000	24	2	00:01
MetalTin1a_BowScrape_Short_10.wav	Scraping a small, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound.	96000	24	2	00:02
MetalTin1a_BowScrape_Short_11.wav	Scraping a small, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound.	96000	24	2	00:02
MetalTin1a_BowScrape_Short_Tremolo_01.wav	Scraping a small, metal tin with a violin bow for between 1 to 2 seconds to create a jagged, disjunct screeching sound.	96000	24	2	00:02
MetalTin1a_BowScrape_Short_Tremolo_02.wav	Scraping a small, metal tin with a violin bow for between 1 to 2 seconds to create a jagged, disjunct screeching sound.	96000	24	2	00:02
MetalTin1a_BowScrape_Short_Tremolo_03.wav	Scraping a small, metal tin with a violin bow for between 1 to 2 seconds to create a jagged, disjunct screeching sound.	96000	24	2	00:03
MetalTin1a_BowScrape_Short_Tremolo_04.wav	Scraping a small, metal tin with a violin bow for between 1 to 2 seconds to create a jagged, disjunct screeching sound.	96000	24	2	00:02
MetalTin1a_BowScrape_VeryShort_01.wav	Scraping a small, metal tin with a violin bow for less than 1 second to create a quick screeching sound.	96000	24	2	00:01
MetalTin1b_BowScrape_Medium_01.wav	Scraping a small, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:03
MetalTin1b_BowScrape_Medium_02.wav	Scraping a small, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:05
MetalTin1b_BowScrape_Medium_03.wav	Scraping a small, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:04
MetalTin1b_BowScrape_Medium_04.wav	Scraping a small, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:03
MetalTin1b_BowScrape_Medium_05.wav	Scraping a small, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:03
MetalTin1b_BowScrape_Medium_06.wav	Scraping a small, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:04
MetalTin1b_BowScrape_Medium_07.wav	Scraping a small, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:03

MetalTin1b_BowScrape_Medium_08.wav	Scraping a small, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:04
MetalTin1b_BowScrape_Medium_09.wav	Scraping a small, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:04
MetalTin1b_BowScrape_Medium_10.wav	Scraping a small, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:04
MetalTin1b_BowScrape_Medium_11.wav	Scraping a small, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:03
MetalTin1b_BowScrape_Medium_12.wav	Scraping a small, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:03
MetalTin1b_BowScrape_Medium_13.wav	Scraping a small, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:03
MetalTin1b_BowScrape_Medium_14.wav	Scraping a small, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:04
MetalTin1b_BowScrape_Medium_Tremolo_01.wav	Scraping a small, metal tin lid with a violin bow for between 2 to 5 seconds to create a jagged, disjunct screeching sound.	96000	24	2	00:04
MetalTin1b_BowScrape_Short_01.wav	Scraping a small, metal tin lid with a violin bow for between 1 to 2 seconds to create a screeching sound.	96000	24	2	00:02
MetalTin1b_BowScrape_Short_02.wav	Scraping a small, metal tin lid with a violin bow for between 1 to 2 seconds to create a screeching sound.	96000	24	2	00:02
MetalTin1b_BowScrape_Short_03.wav	Scraping a small, metal tin lid with a violin bow for between 1 to 2 seconds to create a screeching sound.	96000	24	2	00:02
MetalTin1b_BowScrape_Short_04.wav	Scraping a small, metal tin lid with a violin bow for between 1 to 2 seconds to create a screeching sound.	96000	24	2	00:02
MetalTin1b_BowScrape_Short_05.wav	Scraping a small, metal tin lid with a violin bow for between 1 to 2 seconds to create a screeching sound.	96000	24	2	00:02
MetalTin1b_BowScrape_Short_06.wav	Scraping a small, metal tin lid with a violin bow for between 1 to 2 seconds to create a screeching sound.	96000	24	2	00:02
MetalTin1b_BowScrape_Short_07.wav	Scraping a small, metal tin lid with a violin bow for between 1 to 2 seconds to create a screeching sound.	96000	24	2	00:02
MetalTin1b_BowScrape_Short_08.wav	Scraping a small, metal tin lid with a violin bow for between 1 to 2 seconds to create a screeching sound.	96000	24	2	00:02
MetalTin1b_BowScrape_Short_09.wav	Scraping a small, metal tin lid with a violin bow for between 1 to 2 seconds to create a screeching sound.	96000	24	2	00:02
MetalTin1b_BowScrape_Short_10.wav	Scraping a small, metal tin lid with a violin bow for between 1 to 2 seconds to create a screeching sound.	96000	24	2	00:02
MetalTin1b_BowScrape_Short_11.wav	Scraping a small, metal tin lid with a violin bow for between 1 to 2 seconds to create a screeching sound.	96000	24	2	00:02
MetalTin1b_BowScrape_Short_12.wav	Scraping a small, metal tin lid with a violin bow for between 1 to 2 seconds to create a screeching sound.	96000	24	2	00:02
MetalTin1b_BowScrape_Short_13.wav	Scraping a small, metal tin lid with a violin bow for between 1 to 2 seconds to create a screeching sound.	96000	24	2	00:02
MetalTin1b_BowScrape_Short_14.wav	Scraping a small, metal tin lid with a violin bow for between 1 to 2 seconds to create a screeching sound.	96000	24	2	00:02

MetalTin1b_BowScrape_Short_15.wav	Scraping a small, metal tin lid with a violin bow for between 1 to 2 seconds to create a screeching sound.	96000	24	2	00:02
MetalTin1b_BowScrape_VeryShort_01.wav	Scraping a small, metal tin lid with a violin bow for less than 1 second to create a quick screeching sound.	96000	24	2	00:01
MetalTin1b_BowScrape_VeryShort_02.wav	Scraping a small, metal tin lid with a violin bow for less than 1 second to create a quick screeching sound.	96000	24	2	00:02
MetalTin1b_BowScrape_VeryShort_03.wav	Scraping a small, metal tin lid with a violin bow for less than 1 second to create a quick screeching sound.	96000	24	2	00:01
MetalTin1b_BowScrape_VeryShort_04.wav	Scraping a small, metal tin lid with a violin bow for less than 1 second to create a quick screeching sound.	96000	24	2	00:01
MetalTin1b_BowScrape_VeryShort_05.wav	Scraping a small, metal tin lid with a violin bow for less than 1 second to create a quick screeching sound.	96000	24	2	00:01
MetalTin1b_BowScrape_VeryShort_06.wav	Scraping a small, metal tin lid with a violin bow for less than 1 second to create a quick screeching sound.	96000	24	2	00:01
MetalTin2a_BowScrape_Long_01.wav	Scraping a medium, metal tin with a violin bow for more than 5 seconds to create a long, screeching sound.	96000	24	2	00:06
MetalTin2a_BowScrape_Long_02.wav	Scraping a medium, metal tin with a violin bow for more than 5 seconds to create a long, screeching sound.	96000	24	2	00:08
MetalTin2a_BowScrape_Long_03.wav	Scraping a medium, metal tin with a violin bow for more than 5 seconds to create a long, screeching sound.	96000	24	2	00:07
MetalTin2a_BowScrape_Long_04.wav	Scraping a medium, metal tin with a violin bow for more than 5 seconds to create a long, screeching sound.	96000	24	2	00:06
MetalTin2a_BowScrape_Long_05.wav	Scraping a medium, metal tin with a violin bow for more than 5 seconds to create a long, screeching sound.	96000	24	2	00:07
MetalTin2a_BowScrape_Long_06.wav	Scraping a medium, metal tin with a violin bow for more than 5 seconds to create a long, screeching sound.	96000	24	2	00:06
MetalTin2a_BowScrape_Long_07.wav	Scraping a medium, metal tin with a violin bow for more than 5 seconds to create a long, screeching sound.	96000	24	2	00:06
MetalTin2a_BowScrape_Long_08.wav	Scraping a medium, metal tin with a violin bow for more than 5 seconds to create a long, screeching sound.	96000	24	2	00:07
MetalTin2a_BowScrape_Long_09.wav	Scraping a medium, metal tin with a violin bow for more than 5 seconds to create a long, screeching sound.	96000	24	2	00:07
MetalTin2a_BowScrape_Long_10.wav	Scraping a medium, metal tin with a violin bow for more than 5 seconds to create a long, screeching sound.	96000	24	2	00:06
MetalTin2a_BowScrape_Long_11.wav	Scraping a medium, metal tin with a violin bow for more than 5 seconds to create a long, screeching sound.	96000	24	2	00:07
MetalTin2a_BowScrape_Long_12.wav	Scraping a medium, metal tin with a violin bow for more than 5 seconds to create a long, screeching sound.	96000	24	2	00:06
MetalTin2a_BowScrape_Long_13.wav	Scraping a medium, metal tin with a violin bow for more than 5 seconds to create a long, screeching sound.	96000	24	2	00:06
MetalTin2a_BowScrape_Long_14.wav	Scraping a medium, metal tin with a violin bow for more than 5 seconds to create a long, screeching sound.	96000	24	2	00:06
MetalTin2a_BowScrape_Medium_01.wav	Scraping a medium, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:05

MetalTin2a_BowScrape_Medium_02.wav	Scraping a medium, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:05
MetalTin2a_BowScrape_Medium_03.wav	Scraping a medium, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:03
MetalTin2a_BowScrape_Medium_04.wav	Scraping a medium, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:04
MetalTin2a_BowScrape_Medium_05.wav	Scraping a medium, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:03
MetalTin2a_BowScrape_Medium_06.wav	Scraping a medium, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:03
MetalTin2a_BowScrape_Medium_07.wav	Scraping a medium, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:03
MetalTin2a_BowScrape_Medium_08.wav	Scraping a medium, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:03
MetalTin2a_BowScrape_Medium_09.wav	Scraping a medium, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:03
MetalTin2a_BowScrape_Medium_10.wav	Scraping a medium, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:03
MetalTin2a_BowScrape_Medium_11.wav	Scraping a medium, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:03
MetalTin2a_BowScrape_Medium_12.wav	Scraping a medium, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:03
MetalTin2a_BowScrape_Medium_13.wav	Scraping a medium, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:04
MetalTin2a_BowScrape_Medium_14.wav	Scraping a medium, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:03
MetalTin2a_BowScrape_Medium_15.wav	Scraping a medium, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:04
MetalTin2a_BowScrape_Medium_16.wav	Scraping a medium, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:03
MetalTin2a_BowScrape_Medium_17.wav	Scraping a medium, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:03
MetalTin2a_BowScrape_Medium_18.wav	Scraping a medium, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:03
MetalTin2a_BowScrape_Medium_19.wav	Scraping a medium, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:03
MetalTin2a_BowScrape_Medium_20.wav	Scraping a medium, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:03
MetalTin2a_BowScrape_Medium_21.wav	Scraping a medium, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:05
MetalTin2a_BowScrape_Medium_22.wav	Scraping a medium, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:05
MetalTin2a_BowScrape_Medium_23.wav	Scraping a medium, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:05

MetalTin2a_BowScrape_Medium_24.wav	Scraping a medium, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:04
MetalTin2a_BowScrape_Medium_25.wav	Scraping a medium, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:05
MetalTin2a_BowScrape_Medium_26.wav	Scraping a medium, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:03
MetalTin2a_BowScrape_Medium_27.wav	Scraping a medium, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:04
MetalTin2a_BowScrape_Medium_28.wav	Scraping a medium, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:05
MetalTin2a_BowScrape_Medium_29.wav	Scraping a medium, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:04
MetalTin2a_BowScrape_Medium_30.wav	Scraping a medium, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:05
MetalTin2a_BowScrape_Medium_31.wav	Scraping a medium, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:05
MetalTin2a_BowScrape_Medium_32.wav	Scraping a medium, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:05
MetalTin2a_BowScrape_Medium_33.wav	Scraping a medium, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:05
MetalTin2a_BowScrape_Medium_34.wav	Scraping a medium, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:03
MetalTin2a_BowScrape_Medium_35.wav	Scraping a medium, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:03
MetalTin2a_BowScrape_Medium_36.wav	Scraping a medium, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:05
MetalTin2a_BowScrape_Medium_37.wav	Scraping a medium, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:03
MetalTin2a_BowScrape_Medium_38.wav	Scraping a medium, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:03
MetalTin2a_BowScrape_Medium_39.wav	Scraping a medium, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:03
MetalTin2a_BowScrape_Medium_40.wav	Scraping a medium, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:04
MetalTin2a_BowScrape_Medium_41.wav	Scraping a medium, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:05
MetalTin2a_BowScrape_Medium_42.wav	Scraping a medium, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:05
MetalTin2a_BowScrape_Medium_Tremolo_01.wav	Scraping a medium, metal tin with a violin bow for between 2 to 5 seconds to create a jagged, disjunct screeching sound.	96000	24	2	00:03
MetalTin2a_BowScrape_Medium_Tremolo_02.wav	Scraping a medium, metal tin with a violin bow for between 2 to 5 seconds to create a jagged, disjunct screeching sound.	96000	24	2	00:04
MetalTin2a_BowScrape_Medium_Tremolo_03.wav	Scraping a medium, metal tin with a violin bow for between 2 to 5 seconds to create a jagged, disjunct screeching sound.	96000	24	2	00:04

MetalTin2a_BowScrape_Short_01.wav	Scraping a medium, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound.	96000	24	2	00:02
MetalTin2a_BowScrape_Short_02.wav	Scraping a medium, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound.	96000	24	2	00:02
MetalTin2a_BowScrape_Short_03.wav	Scraping a medium, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound.	96000	24	2	00:02
MetalTin2a_BowScrape_Short_04.wav	Scraping a medium, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound.	96000	24	2	00:02
MetalTin2a_BowScrape_Short_05.wav	Scraping a medium, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound.	96000	24	2	00:02
MetalTin2a_BowScrape_Short_06.wav	Scraping a medium, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound.	96000	24	2	00:02
MetalTin2a_BowScrape_Short_07.wav	Scraping a medium, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound.	96000	24	2	00:02
MetalTin2a_BowScrape_Short_08.wav	Scraping a medium, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound.	96000	24	2	00:02
MetalTin2a_BowScrape_Short_09.wav	Scraping a medium, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound.	96000	24	2	00:02
MetalTin2a_BowScrape_Short_10.wav	Scraping a medium, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound.	96000	24	2	00:02
MetalTin2a_BowScrape_Short_11.wav	Scraping a medium, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound.	96000	24	2	00:02
MetalTin2a_BowScrape_Short_12.wav	Scraping a medium, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound.	96000	24	2	00:02
MetalTin2a_BowScrape_Short_13.wav	Scraping a medium, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound.	96000	24	2	00:02
MetalTin2a_BowScrape_Short_14.wav	Scraping a medium, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound.	96000	24	2	00:02
MetalTin2a_BowScrape_Short_15.wav	Scraping a medium, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound.	96000	24	2	00:01
MetalTin2a_BowScrape_Short_Tremolo_01.wav	Scraping a medium, metal tin with a violin bow for between 1 to 2 seconds to create a jagged, disjunct screeching sound.	96000	24	2	00:02
MetalTin2a_BowScrape_Short_Tremolo_02.wav	Scraping a medium, metal tin with a violin bow for between 1 to 2 seconds to create a jagged, disjunct screeching sound.	96000	24	2	00:02
MetalTin2a_BowScrape_Short_Tremolo_03.wav	Scraping a medium, metal tin with a violin bow for between 1 to 2 seconds to create a jagged, disjunct screeching sound.	96000	24	2	00:02
MetalTin2a_BowScrape_Short_Tremolo_04.wav	Scraping a medium, metal tin with a violin bow for between 1 to 2 seconds to create a jagged, disjunct screeching sound.	96000	24	2	00:02
MetalTin2a_BowScrape_Short_Tremolo_05.wav	Scraping a medium, metal tin with a violin bow for between 1 to 2 seconds to create a jagged, disjunct screeching sound.	96000	24	2	00:02
MetalTin2a_BowScrape_VeryShort_01.wav	Scraping a medium, metal tin with a violin bow for less than 1 second to create a quick screeching sound.	96000	24	2	00:01
MetalTin2a_BowScrape_VeryShort_02.wav	Scraping a medium, metal tin with a violin bow for less than 1 second to create a quick screeching sound.	96000	24	2	00:01

MetalTin2a_BowScrape_VeryShort_03.wav	Scraping a medium, metal tin with a violin bow for less than 1 second to create a quick screeching sound.	96000	24	2	00:01
MetalTin2a_BowScrape_VeryShort_04.wav	Scraping a medium, metal tin with a violin bow for less than 1 second to create a quick screeching sound.	96000	24	2	00:01
MetalTin2a_BowScrape_VeryShort_05.wav	Scraping a medium, metal tin with a violin bow for less than 1 second to create a quick screeching sound.	96000	24	2	00:01
MetalTin2a_BowScrape_VeryShort_06.wav	Scraping a medium, metal tin with a violin bow for less than 1 second to create a quick screeching sound.	96000	24	2	00:01
MetalTin2a_BowScrape_VeryShort_07.wav	Scraping a medium, metal tin with a violin bow for less than 1 second to create a quick screeching sound.	96000	24	2	00:02
MetalTin2a_BowScrape_VeryShort_08.wav	Scraping a medium, metal tin with a violin bow for less than 1 second to create a quick screeching sound.	96000	24	2	00:01
MetalTin2a_BowScrape_VeryShort_09.wav	Scraping a medium, metal tin with a violin bow for less than 1 second to create a quick screeching sound.	96000	24	2	00:01
MetalTin2a_BowScrape_VeryShort_10.wav	Scraping a medium, metal tin with a violin bow for less than 1 second to create a quick screeching sound.	96000	24	2	00:01
MetalTin2a_BowScrape_VeryShort_11.wav	Scraping a medium, metal tin with a violin bow for less than 1 second to create a quick screeching sound.	96000	24	2	00:02
MetalTin2a_BowScrape_VeryShort_12.wav	Scraping a medium, metal tin with a violin bow for less than 1 second to create a quick screeching sound.	96000	24	2	00:01
MetalTin2a_BowScrape_VeryShort_13.wav	Scraping a medium, metal tin with a violin bow for less than 1 second to create a quick screeching sound.	96000	24	2	00:01
MetalTin2a_BowScrape_VeryShort_14.wav	Scraping a medium, metal tin with a violin bow for less than 1 second to create a quick screeching sound.	96000	24	2	00:01
MetalTin2a_BowScrape_VeryShort_15.wav	Scraping a medium, metal tin with a violin bow for less than 1 second to create a quick screeching sound.	96000	24	2	00:01
MetalTin2a_BowScrape_VeryShort_16.wav	Scraping a medium, metal tin with a violin bow for less than 1 second to create a quick screeching sound.	96000	24	2	00:01
MetalTin2a_BowScrape_VeryShort_17.wav	Scraping a medium, metal tin with a violin bow for less than 1 second to create a quick screeching sound.	96000	24	2	00:01
MetalTin2a_BowScrape_VeryShort_18.wav	Scraping a medium, metal tin with a violin bow for less than 1 second to create a quick screeching sound.	96000	24	2	00:01
MetalTin2a_BowScrape_VeryShort_19.wav	Scraping a medium, metal tin with a violin bow for less than 1 second to create a quick screeching sound.	96000	24	2	00:01
MetalTin2a_BowScrape_VeryShort_20.wav	Scraping a medium, metal tin with a violin bow for less than 1 second to create a quick screeching sound.	96000	24	2	00:01
MetalTin2a_BowScrape_VeryShort_21.wav	Scraping a medium, metal tin with a violin bow for less than 1 second to create a quick screeching sound.	96000	24	2	00:01
MetalTin2a_BowScrape_VeryShort_22.wav	Scraping a medium, metal tin with a violin bow for less than 1 second to create a quick screeching sound.	96000	24	2	00:01
MetalTin2a_BowScrape_VeryShort_23.wav	Scraping a medium, metal tin with a violin bow for less than 1 second to create a quick screeching sound.	96000	24	2	00:01
MetalTin2a_BowScrape_VeryShort_24.wav	Scraping a medium, metal tin with a violin bow for less than 1 second to create a quick screeching sound.	96000	24	2	00:01

MetalTin2a_BowScrape_VeryShort_25.wav	Scraping a medium, metal tin with a violin bow for less than 1 second to create a quick screeching sound.	96000	24	2	00:01
MetalTin2a_BowScrape_VeryShort_26.wav	Scraping a medium, metal tin with a violin bow for less than 1 second to create a quick screeching sound.	96000	24	2	00:01
MetalTin2a_BowScrape_VeryShort_27.wav	Scraping a medium, metal tin with a violin bow for less than 1 second to create a quick screeching sound.	96000	24	2	00:01
MetalTin2a_BowScrape_VeryShort_28.wav	Scraping a medium, metal tin with a violin bow for less than 1 second to create a quick screeching sound.	96000	24	2	00:01
MetalTin2a_BowScrape_VeryShort_29.wav	Scraping a medium, metal tin with a violin bow for less than 1 second to create a quick screeching sound.	96000	24	2	00:01
MetalTin2a_BowScrape_VeryShort_30.wav	Scraping a medium, metal tin with a violin bow for less than 1 second to create a quick screeching sound.	96000	24	2	00:01
MetalTin2a_BowScrape_VeryShort_31.wav	Scraping a medium, metal tin with a violin bow for less than 1 second to create a quick screeching sound.	96000	24	2	00:01
MetalTin2a_BowScrape_VeryShort_32.wav	Scraping a medium, metal tin with a violin bow for less than 1 second to create a quick screeching sound.	96000	24	2	00:01
MetalTin2a_BowScrape_VeryShort_33.wav	Scraping a medium, metal tin with a violin bow for less than 1 second to create a quick screeching sound.	96000	24	2	00:01
MetalTin2a_BowScrape_VeryShort_34.wav	Scraping a medium, metal tin with a violin bow for less than 1 second to create a quick screeching sound.	96000	24	2	00:01
MetalTin2a_BowScrape_VeryShort_35.wav	Scraping a medium, metal tin with a violin bow for less than 1 second to create a quick screeching sound.	96000	24	2	00:01
MetalTin2a_BowScrape_VeryShort_36.wav	Scraping a medium, metal tin with a violin bow for less than 1 second to create a quick screeching sound.	96000	24	2	00:01
MetalTin2a_BowScrape_VeryShort_Tremolo_01.wav	Scraping a medium, metal tin with a violin bow for less than 1 second to create a quick, jagged screeching sound.	96000	24	2	00:01
MetalTin2a_BowScrape_VeryShort_Tremolo_02.wav	Scraping a medium, metal tin with a violin bow for less than 1 second to create a quick, jagged screeching sound.	96000	24	2	00:01
MetalTin3a_BowScrape_Long_01.wav	Scraping a large, metal tin with a violin bow for more than 5 seconds to create a long screeching sound. Some natural resonance.	96000	24	2	00:07
MetalTin3a_BowScrape_Long_02.wav	Scraping a large, metal tin with a violin bow for more than 5 seconds to create a long screeching sound. Some natural resonance.	96000	24	2	00:06
MetalTin3a_BowScrape_Long_03.wav	Scraping a large, metal tin with a violin bow for more than 5 seconds to create a long screeching sound. Some natural resonance.	96000	24	2	00:06
MetalTin3a_BowScrape_Long_04.wav	Scraping a large, metal tin with a violin bow for more than 5 seconds to create a long screeching sound. Some natural resonance.	96000	24	2	00:06
MetalTin3a_BowScrape_Long_05.wav	Scraping a large, metal tin with a violin bow for more than 5 seconds to create a long screeching sound. Some natural resonance.	96000	24	2	00:06
MetalTin3a_BowScrape_Long_06.wav	Scraping a large, metal tin with a violin bow for more than 5 seconds to create a long screeching sound. Some natural resonance.	96000	24	2	00:07
MetalTin3a_BowScrape_Long_07.wav	Scraping a large, metal tin with a violin bow for more than 5 seconds to create a long screeching sound. Some natural resonance.	96000	24	2	00:07
MetalTin3a_BowScrape_Long_08.wav	Scraping a large, metal tin with a violin bow for more than 5 seconds to create a long screeching sound. Some natural resonance.	96000	24	2	00:06

MetalTin3a_BowScrape_Long_09.wav	Scraping a large, metal tin with a violin bow for more than 5 seconds to create a long screeching sound. Some natural resonance.	96000	24	2	00:06
MetalTin3a_BowScrape_Long_10.wav	Scraping a large, metal tin with a violin bow for more than 5 seconds to create a long screeching sound. Some natural resonance.	96000	24	2	00:06
MetalTin3a_BowScrape_Long_11.wav	Scraping a large, metal tin with a violin bow for more than 5 seconds to create a long screeching sound. Some natural resonance.	96000	24	2	00:08
MetalTin3a_BowScrape_Long_12.wav	Scraping a large, metal tin with a violin bow for more than 5 seconds to create a long screeching sound. Some natural resonance.	96000	24	2	00:09
MetalTin3a_BowScrape_Long_13.wav	Scraping a large, metal tin with a violin bow for more than 5 seconds to create a long screeching sound. Some natural resonance.	96000	24	2	00:08
MetalTin3a_BowScrape_Long_14.wav	Scraping a large, metal tin with a violin bow for more than 5 seconds to create a long screeching sound. Some natural resonance.	96000	24	2	00:09
MetalTin3a_BowScrape_Long_Tremolo_01.wav	Scraping a large, metal tin with a violin bow for more than 5 seconds to create a long, jagged screeching sound. Some natural resonance.	96000	24	2	00:06
MetalTin3a_BowScrape_Medium_01.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:05
MetalTin3a_BowScrape_Medium_02.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:05
MetalTin3a_BowScrape_Medium_03.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:04
MetalTin3a_BowScrape_Medium_04.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:05
MetalTin3a_BowScrape_Medium_05.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:04
MetalTin3a_BowScrape_Medium_06.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:04
MetalTin3a_BowScrape_Medium_07.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:03
MetalTin3a_BowScrape_Medium_08.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:03
MetalTin3a_BowScrape_Medium_09.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:03
MetalTin3a_BowScrape_Medium_10.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:03
MetalTin3a_BowScrape_Medium_11.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:03
MetalTin3a_BowScrape_Medium_12.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:03
MetalTin3a_BowScrape_Medium_13.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:05
MetalTin3a_BowScrape_Medium_14.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:05
MetalTin3a_BowScrape_Medium_15.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:05

MetalTin3a_BowScrape_Medium_16.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:04
MetalTin3a_BowScrape_Medium_17.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:03
MetalTin3a_BowScrape_Medium_18.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:04
MetalTin3a_BowScrape_Medium_19.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:04
MetalTin3a_BowScrape_Medium_20.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:04
MetalTin3a_BowScrape_Medium_21.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:04
MetalTin3a_BowScrape_Medium_22.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:04
MetalTin3a_BowScrape_Medium_23.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:04
MetalTin3a_BowScrape_Medium_24.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:04
MetalTin3a_BowScrape_Medium_25.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:04
MetalTin3a_BowScrape_Medium_26.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:03
MetalTin3a_BowScrape_Medium_27.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:03
MetalTin3a_BowScrape_Medium_28.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:03
MetalTin3a_BowScrape_Medium_29.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:04
MetalTin3a_BowScrape_Medium_30.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:04
MetalTin3a_BowScrape_Medium_31.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:03
MetalTin3a_BowScrape_Medium_32.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:04
MetalTin3a_BowScrape_Medium_33.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:03
MetalTin3a_BowScrape_Medium_34.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:03
MetalTin3a_BowScrape_Medium_35.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:03
MetalTin3a_BowScrape_Medium_36.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:04
MetalTin3a_BowScrape_Medium_37.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:05

MetalTin3a_BowScrape_Medium_38.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:05
MetalTin3a_BowScrape_Medium_39.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:04
MetalTin3a_BowScrape_Medium_40.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:05
MetalTin3a_BowScrape_Medium_41.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:03
MetalTin3a_BowScrape_Medium_42.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:03
MetalTin3a_BowScrape_Medium_43.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:03
MetalTin3a_BowScrape_Medium_44.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:03
MetalTin3a_BowScrape_Medium_45.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:05
MetalTin3a_BowScrape_Medium_46.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:05
MetalTin3a_BowScrape_Medium_47.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:04
MetalTin3a_BowScrape_Medium_48.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:05
MetalTin3a_BowScrape_Medium_49.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:05
MetalTin3a_BowScrape_Medium_50.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:05
MetalTin3a_BowScrape_Medium_51.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:04
MetalTin3a_BowScrape_Medium_52.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:04
MetalTin3a_BowScrape_Medium_53.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:04
MetalTin3a_BowScrape_Medium_54.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:04
MetalTin3a_BowScrape_Medium_55.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:04
MetalTin3a_BowScrape_Medium_56.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:03
MetalTin3a_BowScrape_Medium_57.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:04
MetalTin3a_BowScrape_Medium_58.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:03
MetalTin3a_BowScrape_Medium_Tremolo_01.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a jagged, disjunct screeching sound. Some natural resonance.	96000	24	2	00:05

MetalTin3a_BowScrape_Medium_Tremolo_02.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a jagged, disjunct screeching sound. Some natural resonance.	96000	24	2	00:05
MetalTin3a_BowScrape_Medium_Tremolo_03.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a jagged, disjunct screeching sound. Some natural resonance.	96000	24	2	00:05
MetalTin3a_BowScrape_Medium_Tremolo_04.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a jagged, disjunct screeching sound. Some natural resonance.	96000	24	2	00:04
MetalTin3a_BowScrape_Medium_Tremolo_05.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a jagged, disjunct screeching sound. Some natural resonance.	96000	24	2	00:03
MetalTin3a_BowScrape_Medium_Tremolo_06.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a jagged, disjunct screeching sound. Some natural resonance.	96000	24	2	00:05
MetalTin3a_BowScrape_Short_01.wav	Scraping a large, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:02
MetalTin3a_BowScrape_Short_02.wav	Scraping a large, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:02
MetalTin3a_BowScrape_Short_03.wav	Scraping a large, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:02
MetalTin3a_BowScrape_Short_04.wav	Scraping a large, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:02
MetalTin3a_BowScrape_Short_05.wav	Scraping a large, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:02
MetalTin3a_BowScrape_Short_06.wav	Scraping a large, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:02
MetalTin3a_BowScrape_Short_07.wav	Scraping a large, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:02
MetalTin3a_BowScrape_Short_08.wav	Scraping a large, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:02
MetalTin3a_BowScrape_Short_09.wav	Scraping a large, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:02
MetalTin3a_BowScrape_Short_10.wav	Scraping a large, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:02
MetalTin3a_BowScrape_Short_11.wav	Scraping a large, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:02
MetalTin3a_BowScrape_Short_12.wav	Scraping a large, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:02
MetalTin3a_BowScrape_Short_13.wav	Scraping a large, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:02
MetalTin3a_BowScrape_Short_14.wav	Scraping a large, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:02
MetalTin3a_BowScrape_Short_15.wav	Scraping a large, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:02
MetalTin3a_BowScrape_Short_16.wav	Scraping a large, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:02
MetalTin3a_BowScrape_Short_17.wav	Scraping a large, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:02

MetalTin3a_BowScrape_Short_18.wav	Scraping a large, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:02
MetalTin3a_BowScrape_Short_19.wav	Scraping a large, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:02
MetalTin3a_BowScrape_Short_20.wav	Scraping a large, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:02
MetalTin3a_BowScrape_Short_21.wav	Scraping a large, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:02
MetalTin3a_BowScrape_Short_22.wav	Scraping a large, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:02
MetalTin3a_BowScrape_Short_23.wav	Scraping a large, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:02
MetalTin3a_BowScrape_Short_24.wav	Scraping a large, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:02
MetalTin3a_BowScrape_Short_25.wav	Scraping a large, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:02
MetalTin3a_BowScrape_Short_26.wav	Scraping a large, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:02
MetalTin3a_BowScrape_Short_27.wav	Scraping a large, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:02
MetalTin3a_BowScrape_Short_28.wav	Scraping a large, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:02
MetalTin3a_BowScrape_Short_29.wav	Scraping a large, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:02
MetalTin3a_BowScrape_Short_30.wav	Scraping a large, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:02
MetalTin3a_BowScrape_Short_31.wav	Scraping a large, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:02
MetalTin3a_BowScrape_Short_32.wav	Scraping a large, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:02
MetalTin3a_BowScrape_Short_33.wav	Scraping a large, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:02
MetalTin3a_BowScrape_Short_34.wav	Scraping a large, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:02
MetalTin3a_BowScrape_Short_35.wav	Scraping a large, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:02
MetalTin3a_BowScrape_Short_36.wav	Scraping a large, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:02
MetalTin3a_BowScrape_VeryShort_01.wav	Scraping a large, metal tin with a violin bow for less than 1 second to create a quick screeching sound. Some natural resonance.	96000	24	2	00:01
MetalTin3a_BowScrape_VeryShort_02.wav	Scraping a large, metal tin with a violin bow for less than 1 second to create a quick screeching sound. Some natural resonance.	96000	24	2	00:01
MetalTin3a_BowScrape_VeryShort_03.wav	Scraping a large, metal tin with a violin bow for less than 1 second to create a quick screeching sound. Some natural resonance.	96000	24	2	00:01

MetalTin3a_BowScrape_VeryShort_04.wav	Scraping a large, metal tin with a violin bow for less than 1 second to create a quick screeching sound. Some natural resonance.	96000	24	2	00:01
MetalTin3a_BowScrape_VeryShort_05.wav	Scraping a large, metal tin with a violin bow for less than 1 second to create a quick screeching sound. Some natural resonance.	96000	24	2	00:01
MetalTin3a_BowScrape_VeryShort_06.wav	Scraping a large, metal tin with a violin bow for less than 1 second to create a quick screeching sound. Some natural resonance.	96000	24	2	00:01
MetalTin3a_BowScrape_VeryShort_07.wav	Scraping a large, metal tin with a violin bow for less than 1 second to create a quick screeching sound. Some natural resonance.	96000	24	2	00:01
MetalTin3a_BowScrape_VeryShort_08.wav	Scraping a large, metal tin with a violin bow for less than 1 second to create a quick screeching sound. Some natural resonance.	96000	24	2	00:02
MetalTin3a_BowScrape_VeryShort_09.wav	Scraping a large, metal tin with a violin bow for less than 1 second to create a quick screeching sound. Some natural resonance.	96000	24	2	00:02
MetalTin3a_BowScrape_VerYShort_10.wav	Scraping a large, metal tin with a violin bow for less than 1 second to create a quick screeching sound. Some natural resonance.	96000	24	2	00:01
MetalTin3a_BowScrape_VeryShort_11.wav	Scraping a large, metal tin with a violin bow for less than 1 second to create a quick screeching sound. Some natural resonance.	96000	24	2	00:01
MetalTin3a_BowScrape_VeryShort_12.wav	Scraping a large, metal tin with a violin bow for less than 1 second to create a quick screeching sound. Some natural resonance.	96000	24	2	00:01
MetalTin3a_BowScrape_VeryShort_13.wav	Scraping a large, metal tin with a violin bow for less than 1 second to create a quick screeching sound. Some natural resonance.	96000	24	2	00:01
MetalTin3a_BowScrape_VeryShort_14.wav	Scraping a large, metal tin with a violin bow for less than 1 second to create a quick screeching sound. Some natural resonance.	96000	24	2	00:01
MetalTin3a_BowScrape_VeryShort_15.wav	Scraping a large, metal tin with a violin bow for less than 1 second to create a quick screeching sound. Some natural resonance.	96000	24	2	00:01
MetalTin3a_BowScrape_VeryShort_16.wav	Scraping a large, metal tin with a violin bow for less than 1 second to create a quick screeching sound. Some natural resonance.	96000	24	2	00:01
MetalTin3b_BowScrape_Medium_01.wav	Scraping a large, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:04
MetalTin3b_BowScrape_Medium_02.wav	Scraping a large, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:03
MetalTin3b_BowScrape_Medium_03.wav	Scraping a large, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:04
MetalTin3b_BowScrape_Medium_04.wav	Scraping a large, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:03
MetalTin3b_BowScrape_Medium_05.wav	Scraping a large, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:03
MetalTin3b_BowScrape_Medium_06.wav	Scraping a large, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:04
MetalTin3b_BowScrape_Medium_07.wav	Scraping a large, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:03
MetalTin3b_BowScrape_Medium_08.wav	Scraping a large, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:04
MetalTin3b_BowScrape_Medium_09.wav	Scraping a large, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:05

MetalTin3b_BowScrape_Medium_10.wav	Scraping a large, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:04
MetalTin3b_BowScrape_Medium_11.wav	Scraping a large, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:03
MetalTin3b_BowScrape_Medium_12.wav	Scraping a large, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:03
MetalTin3b_BowScrape_Medium_13.wav	Scraping a large, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:03
MetalTin3b_BowScrape_Medium_14.wav	Scraping a large, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:03
MetalTin3b_BowScrape_Medium_15.wav	Scraping a large, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:03
MetalTin3b_BowScrape_Medium_16.wav	Scraping a large, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:04
MetalTin3b_BowScrape_Medium_17.wav	Scraping a large, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:03
MetalTin3b_BowScrape_Short_01.wav	Scraping a large, metal tin lid with a violin bow for between 1 to 2 seconds to create a screeching sound.	96000	24	2	00:02
MetalTin3b_BowScrape_Short_02.wav	Scraping a large, metal tin lid with a violin bow for between 1 to 2 seconds to create a screeching sound.	96000	24	2	00:02
MetalTin3b_BowScrape_Short_03.wav	Scraping a large, metal tin lid with a violin bow for between 1 to 2 seconds to create a screeching sound.	96000	24	2	00:02
MetalTin3b_BowScrape_Short_Tremolo_01.wav	Scraping a large, metal tin lid with a violin bow for between 1 to 2 seconds to create a jagged, disjunct screeching sound.	96000	24	2	00:02
MetalTin3b_BowScrape_VeryShort_01.wav	Scraping a large, metal tin lid with a violin bow for less than 1 second to create a quick screeching sound.	96000	24	2	00:01
MetalTin3b_BowScrape_VeryShort_02.wav	Scraping a large, metal tin lid with a violin bow for less than 1 second to create a quick screeching sound.	96000	24	2	00:01
MetalTin3b_BowScrape_VeryShort_03.wav	Scraping a large, metal tin lid with a violin bow for less than 1 second to create a quick screeching sound.	96000	24	2	00:01
MetalTin3b_BowScrape_VeryShort_04.wav	Scraping a large, metal tin lid with a violin bow for less than 1 second to create a quick screeching sound.	96000	24	2	00:01
MetalTin3b_BowScrape_VeryShort_05.wav	Scraping a large, metal tin lid with a violin bow for less than 1 second to create a quick screeching sound.	96000	24	2	00:01
MetalTin3b_BowScrape_VeryShort_06.wav	Scraping a large, metal tin lid with a violin bow for less than 1 second to create a quick screeching sound.	96000	24	2	00:02
MetalTin3b_BowScrape_VeryShort_07.wav	Scraping a large, metal tin lid with a violin bow for less than 1 second to create a quick screeching sound.	96000	24	2	00:02
MetalTin4a_BowScrape_Long_01.wav	Scraping a large, metal tin with a violin bow for more than 5 seconds to create a long screeching sound. Some natural resonance.	96000	24	2	00:08
MetalTin4a_BowScrape_Long_02.wav	Scraping a large, metal tin with a violin bow for more than 5 seconds to create a long screeching sound. Some natural resonance.	96000	24	2	00:07
MetalTin4a_BowScrape_Long_03.wav	Scraping a large, metal tin with a violin bow for more than 5 seconds to create a long screeching sound. Some natural resonance.	96000	24	2	00:09

MetalTin4a_BowScrape_Long_04.wav	Scraping a large, metal tin with a violin bow for more than 5 seconds to create a long screeching sound. Some natural resonance.	96000	24	2	00:06
MetalTin4a_BowScrape_Long_05.wav	Scraping a large, metal tin with a violin bow for more than 5 seconds to create a long screeching sound. Some natural resonance.	96000	24	2	00:05
MetalTin4a_BowScrape_Long_06.wav	Scraping a large, metal tin with a violin bow for more than 5 seconds to create a long screeching sound. Some natural resonance.	96000	24	2	00:05
MetalTin4a_BowScrape_Long_07.wav	Scraping a large, metal tin with a violin bow for more than 5 seconds to create a long screeching sound. Some natural resonance.	96000	24	2	00:08
MetalTin4a_BowScrape_Long_08.wav	Scraping a large, metal tin with a violin bow for more than 5 seconds to create a long screeching sound. Some natural resonance.	96000	24	2	00:08
MetalTin4a_BowScrape_Long_09.wav	Scraping a large, metal tin with a violin bow for more than 5 seconds to create a long screeching sound. Some natural resonance.	96000	24	2	00:06
MetalTin4a_BowScrape_Long_10.wav	Scraping a large, metal tin with a violin bow for more than 5 seconds to create a long screeching sound. Some natural resonance.	96000	24	2	00:08
MetalTin4a_BowScrape_Long_11.wav	Scraping a large, metal tin with a violin bow for more than 5 seconds to create a long screeching sound. Some natural resonance.	96000	24	2	00:06
MetalTin4a_BowScrape_Long_12.wav	Scraping a large, metal tin with a violin bow for more than 5 seconds to create a long screeching sound. Some natural resonance.	96000	24	2	00:06
MetalTin4a_BowScrape_Long_13.wav	Scraping a large, metal tin with a violin bow for more than 5 seconds to create a long screeching sound. Some natural resonance.	96000	24	2	00:06
MetalTin4a_BowScrape_Long_14.wav	Scraping a large, metal tin with a violin bow for more than 5 seconds to create a long screeching sound. Some natural resonance.	96000	24	2	00:06
MetalTin4a_BowScrape_Long_15.wav	Scraping a large, metal tin with a violin bow for more than 5 seconds to create a long screeching sound. Some natural resonance.	96000	24	2	00:06
MetalTin4a_BowScrape_Long_16.wav	Scraping a large, metal tin with a violin bow for more than 5 seconds to create a long screeching sound. Some natural resonance.	96000	24	2	00:06
MetalTin4a_BowScrape_Long_17.wav	Scraping a large, metal tin with a violin bow for more than 5 seconds to create a long screeching sound. Some natural resonance.	96000	24	2	00:06
MetalTin4a_BowScrape_Long_18.wav	Scraping a large, metal tin with a violin bow for more than 5 seconds to create a long screeching sound. Some natural resonance.	96000	24	2	00:06
MetalTin4a_BowScrape_Long_Tremolo_01.wav	Scraping a large, metal tin with a violin bow for more than 5 seconds to create a long, jagged screeching sound. Some natural resonance.	96000	24	2	00:06
MetalTin4a_BowScrape_Medium_01.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:05
MetalTin4a_BowScrape_Medium_02.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:05
MetalTin4a_BowScrape_Medium_03.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:03
MetalTin4a_BowScrape_Medium_04.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:03
MetalTin4a_BowScrape_Medium_05.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:03
MetalTin4a_BowScrape_Medium_06.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:03

MetalTin4a_BowScrape_Medium_07.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:03
MetalTin4a_BowScrape_Medium_08.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:03
MetalTin4a_BowScrape_Medium_09.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:03
MetalTin4a_BowScrape_Medium_10.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:05
MetalTin4a_BowScrape_Medium_11.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:05
MetalTin4a_BowScrape_Medium_12.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:03
MetalTin4a_BowScrape_Medium_13.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:03
MetalTin4a_BowScrape_Medium_14.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:03
MetalTin4a_BowScrape_Medium_15.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:05
MetalTin4a_BowScrape_Medium_16.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:04
MetalTin4a_BowScrape_Medium_17.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:05
MetalTin4a_BowScrape_Medium_18.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:03
MetalTin4a_BowScrape_Medium_19.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:05
MetalTin4a_BowScrape_Medium_20.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:05
MetalTin4a_BowScrape_Medium_21.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:05
MetalTin4a_BowScrape_Medium_22.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:05
MetalTin4a_BowScrape_Medium_23.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:05
MetalTin4a_BowScrape_Medium_24.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:05
MetalTin4a_BowScrape_Medium_25.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:03
MetalTin4a_BowScrape_Medium_26.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:04
MetalTin4a_BowScrape_Medium_27.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:03
MetalTin4a_BowScrape_Medium_28.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:03

MetalTin4a_BowScrape_Medium_Tremolo_01.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a jagged, disjunct screeching sound. Some natural resonance.	96000	24	2	00:05
MetalTin4a_BowScrape_Medium_Tremolo_02.wav	Scraping a large, metal tin with a violin bow for between 2 to 5 seconds to create a jagged, disjunct screeching sound. Some natural resonance.	96000	24	2	00:04
MetalTin4a_BowScrape_Short_01.wav	Scraping a large, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:02
MetalTin4a_BowScrape_Short_02.wav	Scraping a large, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:02
MetalTin4a_BowScrape_Short_03.wav	Scraping a large, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:02
MetalTin4a_BowScrape_Short_04.wav	Scraping a large, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:02
MetalTin4a_BowScrape_Short_05.wav	Scraping a large, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:02
MetalTin4a_BowScrape_Short_06.wav	Scraping a large, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:02
MetalTin4a_BowScrape_Short_07.wav	Scraping a large, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:02
MetalTin4a_BowScrape_Short_08.wav	Scraping a large, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:02
MetalTin4a_BowScrape_Short_09.wav	Scraping a large, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:02
MetalTin4a_BowScrape_Short_10.wav	Scraping a large, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:02
MetalTin4a_BowScrape_Short_11.wav	Scraping a large, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:02
MetalTin4a_BowScrape_Short_12.wav	Scraping a large, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:02
MetalTin4a_BowScrape_Short_13.wav	Scraping a large, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:02
MetalTin4a_BowScrape_Short_14.wav	Scraping a large, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:02
MetalTin4a_BowScrape_Short_15.wav	Scraping a large, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:02
MetalTin4a_BowScrape_Short_16.wav	Scraping a large, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:02
MetalTin4a_BowScrape_Short_17.wav	Scraping a large, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:02
MetalTin4a_BowScrape_Short_18.wav	Scraping a large, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:02
MetalTin4a_BowScrape_Short_19.wav	Scraping a large, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:02
MetalTin4a_BowScrape_Short_20.wav	Scraping a large, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:02

MetalTin4a_BowScrape_Short_21.wav	Scraping a large, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:02
MetalTin4a_BowScrape_Short_22.wav	Scraping a large, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound. Some natural resonance.	96000	24	2	00:02
MetalTin4a_BowScrape_VeryShort_01.wav	Scraping a large, metal tin with a violin bow for less than 1 second to create a quick screeching sound. Some natural resonance.	96000	24	2	00:01
MetalTin4a_BowScrape_VeryShort_02.wav	Scraping a large, metal tin with a violin bow for less than 1 second to create a quick screeching sound. Some natural resonance.	96000	24	2	00:01
MetalTin4b_BowScrape_Medium_01.wav	Scraping a large, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:04
MetalTin4b_BowScrape_Medium_02.wav	Scraping a large, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:05
MetalTin4b_BowScrape_Medium_03.wav	Scraping a large, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:04
MetalTin4b_BowScrape_Medium_04.wav	Scraping a large, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:04
MetalTin4b_BowScrape_Medium_05.wav	Scraping a large, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:03
MetalTin4b_BowScrape_Medium_06.wav	Scraping a large, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:03
MetalTin4b_BowScrape_Medium_07.wav	Scraping a large, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:03
MetalTin4b_BowScrape_Medium_08.wav	Scraping a large, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:03
MetalTin4b_BowScrape_Medium_09.wav	Scraping a large, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:04
MetalTin4b_BowScrape_Medium_10.wav	Scraping a large, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:04
MetalTin4b_BowScrape_Medium_11.wav	Scraping a large, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:03
MetalTin4b_BowScrape_Medium_12.wav	Scraping a large, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:03
MetalTin4b_BowScrape_Medium_13.wav	Scraping a large, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	96000	24	2	00:03
MetalTin4b_BowScrape_Medium_Tremolo_01.wav	Scraping a large, metal tin lid with a violin bow for between 2 to 5 seconds to create a jagged, disjunct screeching sound.	96000	24	2	00:04
MetalTin4b_BowScrape_Medium_Tremolo_02.wav	Scraping a large, metal tin lid with a violin bow for between 2 to 5 seconds to create a jagged, disjunct screeching sound.	96000	24	2	00:04
MetalTin4b_BowScrape_Medium_Tremolo_03.wav	Scraping a large, metal tin lid with a violin bow for between 2 to 5 seconds to create a jagged, disjunct screeching sound.	96000	24	2	00:05
MetalTin4b_BowScrape_Short_01.wav	Scraping a large, metal tin lid with a violin bow for between 1 to 2 seconds to create a screeching sound.	96000	24	2	00:02
MetalTin4b_BowScrape_Short_02.wav	Scraping a large, metal tin lid with a violin bow for between 1 to 2 seconds to create a screeching sound.	96000	24	2	00:02

MetalTin4b_BowScrape_Short_03.wav	Scraping a large, metal tin lid with a violin bow for between 1 to 2 seconds to create a screeching sound.	96000	24	2	00:02
MetalTin4b_BowScrape_Short_04.wav	Scraping a large, metal tin lid with a violin bow for between 1 to 2 seconds to create a screeching sound.	96000	24	2	00:02
MetalTin4b_BowScrape_Short_05.wav	Scraping a large, metal tin lid with a violin bow for between 1 to 2 seconds to create a screeching sound.	96000	24	2	00:02
MetalTin4b_BowScrape_Short_06.wav	Scraping a large, metal tin lid with a violin bow for between 1 to 2 seconds to create a screeching sound.	96000	24	2	00:03
MetalTin4b_BowScrape_VeryShort_01.wav	Scraping a large, metal tin lid with a violin bow for less than 1 second to create a quick screeching sound.	96000	24	2	00:01

“AMBIENCE – BANAUE RICE TERRACES”

Filename	Description	SampleRate	BitDepth	Channels	Duration
Amb_BRT_Afternoon_A01_Rain_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the afternoon. Rain is present. Animals can be heard, such as crickets. Waterfalls and rivers are in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_Afternoon_A02_Rain_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the afternoon. Light rain is present. Animals can be heard, such as crickets. Waterfalls and rivers are in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_Afternoon_B01_River_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the afternoon. Animals can be heard, such as crickets, birds and roosters. Waterfalls and rivers are in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_Afternoon_B02_River_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the afternoon. Light rain is present. Animals can be heard, such as crickets, birds and roosters. Waterfalls and rivers are in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_Afternoon_C01_Rain_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the afternoon. Rain is present. Animals can be heard, such as birds. Can be looped.	96000	24	2	01:01
Amb_BRT_Afternoon_C02_Rain_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the afternoon. Rain is present. Animals can be heard, such as birds. Can be looped.	96000	24	2	01:01
Amb_BRT_Afternoon_C03_MotorbikeRain_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the afternoon. Rain is present. A distant motorbike can also be heard. Can be looped.	96000	24	2	01:01
Amb_BRT_Afternoon_D01_River_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the afternoon. Animals can be heard, such as crickets, birds and roosters. Waterfalls and rivers are in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_Afternoon_D02_Birds_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the afternoon. Animals can be heard, such as crickets, birds and roosters. Waterfalls and rivers are in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_Afternoon_D03_River_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the afternoon. Animals can be heard, such as crickets and birds. Waterfalls and rivers are in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_Afternoon_D04_Rain_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the afternoon. Rain is present. Animals can be heard, such as crickets and birds. Can be looped.	96000	24	2	01:01
Amb_BRT_Afternoon_D05_HeavyRain_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the afternoon. Heavy rain is present. Can be looped.	96000	24	2	01:01
Amb_BRT_Afternoon_D06_HeavyRain_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the afternoon. Heavy rain is present. Animals can be heard, such as crickets. Can be looped.	96000	24	2	01:01
Amb_BRT_Afternoon_D07_HeavyRain_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the afternoon. Heavy rain is present. Animals can be heard, such as crickets and birds. Can be looped.	96000	24	2	01:01
Amb_BRT_Afternoon_D08_DistantThunder_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the afternoon. Rain and distant thunder are present. Animals can be heard, such as birds. Can be looped.	96000	24	2	01:01
Amb_BRT_Afternoon_D09_DistantThunder_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the afternoon. Rain and distant thunder are present. Can be looped.	96000	24	2	01:01

Amb_BRT_Afternoon_D10_DistantThunder_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the afternoon. Rain and distant thunder are present. Animals can be heard, such as birds. Can be looped.	96000	24	2	01:01
Amb_BRT_Afternoon_D11_Thunder_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the afternoon. Rain and thunder are present. Can be looped.	96000	24	2	01:01
Amb_BRT_Afternoon_D12_DistantThunder_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the afternoon. Rain and distant thunder are present. Can be looped.	96000	24	2	01:01
Amb_BRT_Afternoon_D13_Thunder_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the afternoon. Rain and thunder are present. Can be looped.	96000	24	2	01:01
Amb_BRT_Afternoon_D14_CloseThunder_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the afternoon. Rain and close thunder are present. Can be looped.	96000	24	2	01:01
Amb_BRT_Afternoon_D15_CloseThunder_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the afternoon. Rain and close thunder are present. Animals can be heard, such as crickets. Can be looped.	96000	24	2	01:01
Amb_BRT_Afternoon_D16_Rain_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the afternoon. Light rain is present. Animals can be heard, such as crickets. Waterfalls and rivers are in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_Afternoon_D17_Clean_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the afternoon. Animals can be heard, such as crickets. The noise has been removed. Can be looped.	96000	24	2	01:00
Amb_BRT_Afternoon_D17_River_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the afternoon. Light rain is present. Animals can be heard, such as crickets. Waterfalls and rivers are in the background. Can be looped.	96000	24	2	01:00
Amb_BRT_Afternoon_E01_Rain_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the afternoon. Light rain is present. Animals can be heard, such as crickets. Waterfalls and rivers are in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_Afternoon_E02_Drone_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the afternoon. Animals can be heard, such as crickets and a prominent droning insect. Waterfalls and rivers are in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_Afternoon_E03_Clean_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the afternoon. Animals can be heard, such as crickets and a droning insect. The noise has been removed. Can be looped.	96000	24	2	01:01
Amb_BRT_Afternoon_E03_Drone_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the afternoon. Animals can be heard, such as crickets and a droning insect. Waterfalls and rivers are in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_Afternoon_F01_Children_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the afternoon. Light rain is present. Animals can be heard, such as crickets and frogs. Children are playing in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_Afternoon_F02_Children_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the afternoon. Light rain is present. Animals can be heard, such as crickets and frogs. Children are playing in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_Afternoon_F03_Children_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the afternoon. Light rain is present. Animals can be heard, such as crickets and frogs. Children are playing in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_Afternoon_G01_Birds_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the afternoon. Light rain is present. Animals can be heard, such as birds, frogs and a droning insect. Waterfalls and rivers are in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_Afternoon_G02_Drone_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the afternoon. Light rain is present. Animals can be heard, such as frogs and a prominent droning insect. Can be looped.	96000	24	2	01:01

Amb_BRT_Afternoon_G03_Clean_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the afternoon. Animals can be heard, such as frogs and a droning insect. The noise has been removed. Can be looped.	96000	24	2	01:01
Amb_BRT_Afternoon_G03_Drone_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the afternoon. Light rain is present. Animals can be heard, such as frogs, dogs and a droning insect. Can be looped.	96000	24	2	01:01
Amb_BRT_Afternoon_H01_Roosters_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the afternoon. Animals can be heard, such as crickets, dogs and roosters. Waterfalls and rivers are in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_Afternoon_H02_Roosters_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the afternoon. Animals can be heard, such as crickets, dogs and roosters. Distant construction work. Can be looped.	96000	24	2	01:01
Amb_BRT_Afternoon_H03_Rain_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the afternoon. Rain is present. Animals can be heard, such as birds. Can be looped.	96000	24	2	01:00
Amb_BRT_Batad_A01_Village_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, at a village in Batad. Animals can be heard, such as crickets and close roosters. Voices and chatter can be heard in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_Batad_A02_Clean_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, at a village in Batad. Animals can be heard, such as crickets and close roosters. The noise has been removed. Can be looped.	96000	24	2	01:01
Amb_BRT_Batad_A02_Village_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, at a village in Batad. Animals can be heard, such as crickets and close roosters. Voices and chatter can be heard in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_BatadRoad_A01_Waterfall_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, at a road outside Batad. Some animals can be heard. Voices and vehicles can be heard, as well as several waterfalls. Can be looped.	96000	24	2	01:01
Amb_BRT_BatadRoad_A02_Waterfall_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, at a road outside Batad. Some animals can be heard. Voices and vehicles can be heard, as well as several waterfalls. Can be looped.	96000	24	2	01:01
Amb_BRT_ChicksCalling_Close_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines. A mother hen was guarding her chicks. Can be looped.	96000	24	2	01:01
Amb_BRT_General_A01_Waterfall_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines. Animals can be heard, such as crickets. Voices, vehicles, waterfalls and rivers can be heard in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_General_A02_Waterfall_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines. Animals can be heard, such as crickets. Voices, vehicles, waterfalls and rivers can be heard in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_General_A03_Waterfall_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines. Animals can be heard, such as crickets. Voices, vehicles, waterfalls and rivers can be heard in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_General_A04_Waterfall_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines. Animals can be heard, such as crickets. Voices, vehicles, waterfalls and rivers can be heard in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_General_A05_Waterfall_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines. Animals can be heard, such as crickets. Voices, vehicles, waterfalls and rivers can be heard in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_General_B01_Town_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in a local town. Animals can be heard, such as crickets. Voices and vehicles can be heard in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_General_B02_River_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines. Animals can be heard, such as crickets and rooster. Voices, vehicles, waterfalls and rivers can be heard in the background. Can be looped.	96000	24	2	01:01

Amb_BRT_Insect_Drone_01.wav	Ambience from the Banaue Rice Terraces, Philippines. A loud droning insect and the end of its call following light rain.	96000	24	2	00:22
Amb_BRT_Jeepney_RoofSeat_01_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines. Riding on top of a jeep (local transportation known as "jeepney"). Vehicles pass on either side with periodic chatter from passing locals and animals. Can be looped.	96000	24	2	01:01
Amb_BRT_Jeepney_RoofSeat_02_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines. Riding on top of a jeep (local transportation known as "jeepney"). Vehicles pass on either side with periodic chatter from passing locals and animals. Can be looped.	96000	24	2	01:01
Amb_BRT_Jeepney_RoofSeat_03_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines. Riding on top of a jeep (local transportation known as "jeepney"). Vehicles pass on either side with periodic chatter from passing locals and animals. Can be looped.	96000	24	2	01:00
Amb_BRT_Jeepney_RoofSeat_04_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines. Riding on top of a jeep (local transportation known as "jeepney"). Vehicles pass on either side with periodic chatter from passing locals and animals. Can be looped.	96000	24	2	01:01
Amb_BRT_Jeepney_RoofSeat_05_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines. Riding on top of a jeep (local transportation known as "jeepney"). Vehicles pass on either side with periodic chatter from passing locals and animals. Can be looped.	96000	24	2	01:01
Amb_BRT_Jeepney_RoofSeat_06_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines. Riding on top of a jeep (local transportation known as "jeepney"). Vehicles pass on either side with periodic chatter from passing locals and animals. Can be looped.	96000	24	2	01:01
Amb_BRT_Jeepney_RoofSeat_07_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines. Riding on top of a jeep (local transportation known as "jeepney"). Vehicles pass on either side with periodic chatter from passing locals and animals. Can be looped.	96000	24	2	01:01
Amb_BRT_Jeepney_RoofSeat_08_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines. Riding on top of a jeep (local transportation known as "jeepney"). Vehicles pass on either side with periodic chatter from passing locals and animals. Can be looped.	96000	24	2	01:01
Amb_BRT_Jeepney_RoofSeat_09_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines. Riding on top of a jeep (local transportation known as "jeepney"). Vehicles pass on either side with periodic chatter from passing locals and animals. Can be looped.	96000	24	2	01:01
Amb_BRT_Jeepney_RoofSeat_10_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines. Riding on top of a jeep (local transportation known as "jeepney"). Vehicles pass on either side with periodic chatter from passing locals and animals. Can be looped.	96000	24	2	01:01
Amb_BRT_Jeepney_SideWindow_01_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines. Riding inside of a jeep (local transportation known as "jeepney") out of a window. Rocky cliffs on the side of the road reflect much of the sound. Can be looped.	96000	24	2	01:01
Amb_BRT_Mid-Day_A01_River_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, at mid-day. Animals can be heard, such as crickets, birds and roosters. Waterfalls and rivers are in the background, as is a distant chainsaw. Can be looped.	96000	24	2	01:00
Amb_BRT_Mid-Day_A02_River_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, at mid-day. Animals can be heard, such as crickets, birds and roosters. Waterfalls and rivers are in the background. Can be looped.	96000	24	2	01:00
Amb_BRT_Mid-Day_A03_Birds_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, at mid-day. Animals can be heard, such as crickets, close birds and roosters. Waterfalls and rivers are in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_Mid-Day_A04_Birds_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, at mid-day. Animals can be heard, such as crickets, close birds and roosters. Waterfalls and rivers are in the background, as is a distant chainsaw. Can be looped.	96000	24	2	01:01
Amb_BRT_Mid-Day_A05_Rooster_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, at mid-day. Animals can be heard, such as crickets, birds and a close roosters. Waterfalls and rivers are in the background. Can be looped.	96000	24	2	01:00
Amb_BRT_Mid-Day_A06_Dogs_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, at mid-day. Animals can be heard, such as crickets, birds, several dogs and roosters. Waterfalls and rivers are in the background. Can be looped.	96000	24	2	01:01

Amb_BRT_Mid-Day_A07_Chainsaw_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, at mid-day. Animals can be heard, such as crickets, birds and roosters. Waterfalls and rivers are in the background, as is a distant chainsaw. Can be looped.	96000	24	2	01:01
Amb_BRT_Mid-Day_A08_Rooster_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, at mid-day. Animals can be heard, such as crickets, birds and several roosters. Waterfalls and rivers are in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_Mid-Day_B01_Clean_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, at mid-day. Animals can be heard, such as crickets. Cleaned audio, with only upper frequencies. Can be looped.	96000	24	2	01:01
Amb_BRT_Mid-Day_B02_River_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, at mid-day. Animals can be heard, such as crickets, birds, dogs and roosters. Waterfalls and rivers are in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_Mid-Day_C01_Rain_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, at mid-day. Light rain is present, getting slightly heavier. Can be looped.	96000	24	2	01:01
Amb_BRT_Mid-Day_C02_Rain_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, at mid-day. Rain is present. Can be looped.	96000	24	2	01:00
Amb_BRT_Mid-Day_C03_Rain_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, at mid-day. Rain is present, getting lighter. Can be looped.	96000	24	2	01:01
Amb_BRT_Mid-Day_C04_Rain_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, at mid-day. Rain is present. Animals can be heard, such as crickets. Waterfalls and rivers are in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_Mid-Day_C05_HeavyRain_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, at mid-day. Heavy rain is present. Can be looped.	96000	24	2	01:01
Amb_BRT_Mid-Day_C06_Rain_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, at mid-day. Rain is present. Animals can be heard, such as crickets. Waterfalls and rivers are in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_Mid-Day_C07_Rain_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, at mid-day. Light rain is present. Animals can be heard, such as crickets and roosters. Waterfalls and rivers are in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_Mid-Day_C08_Rain_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, at mid-day. Light rain is present. Animals can be heard, such as crickets and roosters. Waterfalls and rivers are in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_Mid-Day_C09_Animals_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, at mid-day. Animals can be heard, such as crickets, birds, dogs and roosters. Waterfalls and rivers are in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_Mid-Day_C10_Animals_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, at mid-day. Animals can be heard, such as crickets, birds, dogs and roosters. Waterfalls and rivers are in the background. Can be looped.	96000	24	2	01:00
Amb_BRT_Mid-Day_C11_Animals_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, at mid-day. Animals can be heard, such as crickets, birds, dogs and a close rooster. Waterfalls and rivers are in the background. Can be looped.	96000	24	2	01:00
Amb_BRT_Mid-Day_D01_Town_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, at mid-day at a local town. Many voices and vehicles can be heard, such as motorbikes and jeeps. Can be looped.	96000	24	2	01:01
Amb_BRT_Mid-Day_D02_Town_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, at mid-day at a local town. Many voices and vehicles can be heard, such as motorbikes and jeeps. Can be looped.	96000	24	2	01:01
Amb_BRT_Mid-Day_D03_Town_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, at mid-day at a local town. Many voices and vehicles can be heard, such as motorbikes and jeeps. Can be looped.	96000	24	2	01:01

Amb_BRT_Mid-Day_D04_Town_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, at mid-day at a local town. Light rain is present. Many voices and vehicles can be heard, such as motorbikes and jeeps. Can be looped.	96000	24	2	01:01
Amb_BRT_Mid-Day_D05_Town_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, at mid-day at a local town. Rain is present. Many voices and vehicles can be heard, such as motorbikes and jeeps. Can be looped.	96000	24	2	01:01
Amb_BRT_Mid-Day_D06_Town_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, at mid-day at a local town. Rain is present. Many voices and vehicles can be heard, such as motorbikes and jeeps. Can be looped.	96000	24	2	01:01
Amb_BRT_Mid-Day_D07_Town_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, at mid-day at a local town. Rain is present. Many voices and vehicles can be heard, such as motorbikes and jeeps. Can be looped.	96000	24	2	01:01
Amb_BRT_Mid-Day_E01_River_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, at mid-day. Animals can be heard, such as crickets and birds. Waterfalls and rivers are also in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_Morning_A01_Animals_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the morning. Animals can be heard, such as crickets, birds and roosters. Waterfalls and rivers are also in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_Morning_A02_Animals_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the morning. Animals can be heard, such as crickets, birds and roosters. Waterfalls and rivers are also in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_Morning_A03_River_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the morning. Animals can be heard, such as crickets, birds and roosters. Waterfalls and rivers are also in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_Morning_A04_River_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the morning. Animals can be heard, such as crickets, birds and roosters. Waterfalls and rivers are also in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_Morning_A05_HeavyRain_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the morning. Heavy rain is present. Can be looped.	96000	24	2	01:01
Amb_BRT_Morning_A06_Rain_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the morning. Animals can be heard, such as crickets and roosters. Rain is present. Can be looped.	96000	24	2	01:01
Amb_BRT_Morning_A07_HeavyRain_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the morning. Heavy rain is present. Can be looped.	96000	24	2	01:01
Amb_BRT_Morning_A08_HeavyRain_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the morning. Heavy rain is present. Can be looped.	96000	24	2	01:01
Amb_BRT_Morning_A09_Rain_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the morning. Animals can be heard, such as crickets. Rain is present, as are waterfalls and rivers in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_Morning_A10_River_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the morning. Animals can be heard, such as crickets, birds and roosters. Light rain is present, as are waterfalls and rivers in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_Morning_A11_River_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the morning. Animals can be heard, such as crickets, birds and roosters. Waterfalls and rivers are in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_Morning_A12_Rooster_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the morning. Animals can be heard, such as crickets, birds and a close rooster. Waterfalls and rivers are in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_Morning_B01_River_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the morning. Animals can be heard, such as crickets, birds and roosters. Waterfalls and rivers are in the background. Can be looped.	96000	24	2	01:01

Amb_BRT_Morning_B02_Rooster_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the morning. Animals can be heard, such as crickets, birds and a close rooster. Waterfalls and rivers are in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_Morning_B03_Rooster_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the morning. Animals can be heard, such as crickets, birds and a close rooster. Waterfalls and rivers are in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_Morning_B04_River_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the morning. Animals can be heard, such as crickets, a close bird and roosters. Waterfalls and rivers are in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_Morning_B05_Birds_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the morning. Animals can be heard, such as crickets, close birds and roosters. Waterfalls and rivers are in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_Morning_C01_Town_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the morning at a local town. Animals can be heard, such as crickets and roosters. The sound of children playing and vehicles are in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_Morning_C02_Town_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the morning at a local town. Animals can be heard, such as crickets and roosters. The sound of children playing and vehicles are in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_Morning_C03_Roosters_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the morning at a local town. Animals can be heard, such as crickets, dogs and roosters. Vehicles and rivers are in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_Morning_C04_Roosters_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the morning at a local town. Animals can be heard, such as crickets and roosters. Vehicles and rivers are in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_Morning_C05_Roosters_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the morning at a local town. Animals can be heard, such as crickets, dogs and roosters. Vehicles and rivers are in the background. Can be looped.	96000	24	2	01:00
Amb_BRT_Morning_C06_Dogs_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the morning at a local town. Animals can be heard, such as crickets, several dogs and roosters. Vehicles are in the background. Can be looped.	96000	24	2	01:00
Amb_BRT_Morning_D01_Chainsaw_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the morning. Animals can be heard, such as crickets, birds and roosters. Waterfalls, rivers and a chainsaw are in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_Morning_D02_Roosters_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the morning. Animals can be heard, such as crickets, birds, dogs and several roosters. Vehicles and voices are in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_Morning_E01_Town_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the morning at a local town. Animals can be heard, such as crickets, birds, several dogs and roosters. Vehicles and voices are in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_Morning_E02_Town_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the morning at a local town. Animals can be heard, such as crickets, birds, several dogs and roosters. Vehicles and voices are in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_Morning_E03_Town_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the morning at a local town. Animals can be heard, such as crickets, several dogs and roosters. Vehicles are in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_Morning_E04_Town_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the morning at a local town. Animals can be heard, such as crickets, birds, dogs and roosters. Vehicles and voices are in the background. Can be looped.	96000	24	2	01:00
Amb_BRT_Morning_E05_Children_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the morning at a local town. Animals can be heard, such as crickets, birds, dogs and roosters. Vehicles and children playing are in the background. Can be looped.	96000	24	2	01:00
Amb_BRT_Morning_E06_Children_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the morning at a local town. Animals can be heard, such as crickets, birds, dogs and roosters. Vehicles and children playing are in the background. Can be looped.	96000	24	2	01:01

Amb_BRT_Morning_E07_Children_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the morning at a local town. Animals can be heard, such as crickets, birds, dogs and roosters. Vehicles and children playing are in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_Morning_F01_Village_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the morning at a local village. Animals can be heard, such as several birds and roosters. Voices are in the background, as is a waterfall. Can be looped.	96000	24	2	01:01
Amb_BRT_Morning_F02_Village_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the morning at a local village. Animals can be heard, such as birds and roosters. Voices are in the background, as is a waterfall. Can be looped.	96000	24	2	01:00
Amb_BRT_Morning_F03_Lumbering_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the morning at a local village. A man is chopping wood with a knife. Animals can be heard, such as chicks. Voices are in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_Morning_F04_Village_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the morning at a local village. A man is sorting wooden pieces. Animals can be heard, such as chicks. Voices are in the background. Can be looped.	96000	24	2	01:00
Amb_BRT_Morning_F05_Village_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the morning at a local village. A man is sorting wooden pieces. Animals can be heard, such as chicks and hens. Voices are in the background, as is metallic bashing. Can be looped.	96000	24	2	01:01
Amb_BRT_Morning_F06_Duck_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the morning at a local village. A duck and some chicks are close. Crickets and voices are in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_Morning_F07_Chicks_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the morning at a local village. Animals can be heard, such as chicks. Crickets, voices and a distant waterfall are in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_Morning_F08_Crying_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the morning at a local village. A crying baby appears periodically. Animals can be heard, such as a duck and chicks. Crickets, voices and a distant waterfall are in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_Morning_F09_River_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the morning. Animals can be heard, such as a crickets and dogs. A river is close. Can be looped.	96000	24	2	01:01
Amb_BRT_Morning_F10_River_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the morning. Animals can be heard, such as a crickets, birds and dogs. A river is close. Can be looped.	96000	24	2	01:00
Amb_BRT_Morning_F11_Village_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the morning at a local village. Animals can be heard, such as a crickets, hens and chicks. Children are running around and voices can be heard. Can be looped.	96000	24	2	01:00
Amb_BRT_Morning_F12_Village_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the morning at a local village. Animals can be heard, such as a crickets, hens and chicks. Children are running around and voices can be heard. Can be looped.	96000	24	2	01:00
Amb_BRT_Morning_F13_Village_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, in the morning at a local village. Animals can be heard, such as a crickets, hens and chicks. Children are running around and voices with laughter can be heard. Can be looped.	96000	24	2	01:01
Amb_BRT_Night_A01_Rain_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, a night. Rain is present. Animals can be heard, such as crickets. Can be looped.	96000	24	2	01:01
Amb_BRT_Night_A02_Rain_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, a night. Rain is present. Animals can be heard, such as crickets. Can be looped.	96000	24	2	01:01
Amb_BRT_Night_A03_Clean_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, a night. Animals can be heard, such as crickets and birds. The noise has been removed. Can be looped.	96000	24	2	01:01

Amb_BRT_Night_A03_Rain_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, a night. Light rain is present. Animals can be heard, such as crickets and birds. Waterfalls and rivers are in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_Night_A04_Rain_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, a night. Light rain is present. Animals can be heard, such as crickets. Can be looped.	96000	24	2	01:01
Amb_BRT_Night_A05_Dogs_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, a night. Animals can be heard, such as dogs, birds and crickets. Waterfalls and rivers are in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_Night_B01_Animals_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, a night. Animals can be heard, such as birds and crickets. Waterfalls and rivers are in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_Night_B01_Clean_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, a night. Animals can be heard, such as birds and crickets. The noise has been removed. Can be looped.	96000	24	2	01:01
Amb_BRT_Night_B02_Clean_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, a night. Animals can be heard, such as dogs and crickets. The noise has been removed. Can be looped.	96000	24	2	01:01
Amb_BRT_Night_B02_Dogs_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, a night. Animals can be heard, such as dogs and crickets. Waterfalls and rivers are in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_Night_C01_Animals_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, a night. Animals can be heard, such as dogs, birds and crickets. Waterfalls and rivers are in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_Night_C01_Clean_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, a night. Animals can be heard, such as birds and crickets. The noise has been removed. Can be looped.	96000	24	2	01:01
Amb_BRT_Night_C02_Animals_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, a night. Animals can be heard, such as birds, frogs, dogs and crickets. Waterfalls and rivers are in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_Night_C02_Clean_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, a night. Animals can be heard, such as birds, frogs, and crickets. The noise has been removed. Can be looped.	96000	24	2	01:01
Amb_BRT_Night_C03_Animals_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, a night. Animals can be heard, such as birds, and crickets. Waterfalls and rivers are in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_Night_C03_Clean_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, a night. Animals can be heard, such as birds, and crickets. The noise has been removed. Can be looped.	96000	24	2	01:01
Amb_BRT_Night_D01_HeavyRain_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, a night. Heavy rain is present. Can be looped.	96000	24	2	01:01
Amb_BRT_Night_D02_Rain_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, a night. Rain is present. Animals can be heard, such as crickets. Waterfalls and rivers are in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_Night_D03_HeavyRain_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, a night. Heavy rain is present. Can be looped.	96000	24	2	01:01
Amb_BRT_Night_D04_HeavyRain_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, a night. Heavy rain is present. Animals can be heard, such as crickets. Waterfalls and rivers are in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_Night_D05_Clean_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, a night. Animals can be heard, such as crickets. The noise has been removed. Can be looped.	96000	24	2	01:01

Amb_BRT_Night_D05_Rain_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, a night. Light rain is present. Animals can be heard, such as crickets. Waterfalls and rivers are in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_Night_E01_Animals_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, a night. Animals can be heard, such as crickets. Waterfalls and rivers are in the background. Can be looped.	96000	24	2	01:01
Amb_BRT_Night_E01_Clean_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, a night. Animals can be heard, such as crickets. The noise has been removed. Can be looped.	96000	24	2	01:01
Amb_BRT_RoosterCalling_Close_01.wav	Ambience from the Banaue Rice Terraces, Philippines. A single, close rooster call.	96000	24	2	00:03
Amb_BRT_RoosterCalling_Close_02.wav	Ambience from the Banaue Rice Terraces, Philippines. A single, close rooster call.	96000	24	2	00:03
Amb_BRT_RoosterCalling_Distant_01.wav	Ambience from the Banaue Rice Terraces, Philippines. A single, distant rooster call.	96000	24	2	00:03
Amb_BRT_RoosterCalling_VeryClose_01.wav	Ambience from the Banaue Rice Terraces, Philippines. A single, very close rooster call.	96000	24	2	00:03
Amb_BRT_StreetVehiclesPassing_A01_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, by a road. Motorbikes, jeeps and other vehicles pass left and right. Can be looped.	96000	24	2	01:01
Amb_BRT_StreetVehiclesPassing_A02_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, by a road. Motorbikes, jeeps and other vehicles pass left and right. Can be looped.	96000	24	2	01:01
Amb_BRT_StreetVehiclesPassing_A03_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, by a road. Motorbikes, jeeps and other vehicles pass left and right. Can be looped.	96000	24	2	01:01
Amb_BRT_StreetVehiclesPassing_B01_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, by a road. Motorbikes, jeeps and other vehicles pass left and right. Can be looped.	96000	24	2	01:01
Amb_BRT_StreetVehiclesPassing_B02_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, by a road. Motorbikes, jeeps and other vehicles pass left and right. A vehicle ignites its engine and pulls out. Can be looped.	96000	24	2	01:01
Amb_BRT_StreetVehiclesPassing_C01_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, by a road. Motorbikes, jeeps and other vehicles pass left and right. Can be looped.	96000	24	2	01:01
Amb_BRT_StreetVehiclesPassing_C02_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, by a road. Motorbikes, jeeps and other vehicles pass left and right. Can be looped.	96000	24	2	01:01
Amb_BRT_StreetVehiclesPassing_C03_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, by a road. Motorbikes, jeeps and other vehicles pass left and right. Can be looped.	96000	24	2	01:01
Amb_BRT_StreetVehiclesPassing_C04_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, by a road. Motorbikes, jeeps and other vehicles pass left and right. Can be looped.	96000	24	2	01:01
Amb_BRT_StreetVehiclesPassing_C05_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, by a road. Motorbikes, jeeps and other vehicles pass left and right. Can be looped.	96000	24	2	01:01
Amb_BRT_StreetVehiclesPassing_C06_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, by a road. Motorbikes, jeeps and other vehicles pass left and right. Can be looped.	96000	24	2	01:01
Amb_BRT_StreetVehiclesPassing_C07_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, by a road. Motorbikes, jeeps and other vehicles pass left and right. Can be looped.	96000	24	2	01:01

Amb_BRT_StreetVehiclesPassing_D01_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, facing away from a road. Motorbikes, jeeps and other vehicles pass left and right. Animals can be heard, such as crickets, dogs and roosters. Distant construction. Can be looped.	96000	24	2	01:01
Amb_BRT_StreetVehiclesPassing_D02_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, facing away from a road. Motorbikes, jeeps and other vehicles pass left and right. Animals can be heard, such as crickets, dogs and roosters. Distant construction. Can be looped.	96000	24	2	01:01
Amb_BRT_StreetVehiclesPassing_D03_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, facing away from a road. Motorbikes, jeeps and other vehicles pass left and right. Animals can be heard, such as crickets, dogs and roosters. Distant construction. Can be looped.	96000	24	2	01:01
Amb_BRT_Walking_ClimbingBatad_01_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, climbing up the mountains surrounding Batad. Animals can be heard, such as roosters, and crickets. Several background voices can be heard, as can footsteps. Can be looped.	96000	24	2	01:01
Amb_BRT_Walking_ClimbingBatad_02_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, climbing up the mountains surrounding Batad. Animals can be heard, such as crickets and birds. Waterfalls and rivers can be heard in the background, as can footsteps and occasional voices. Can be looped.	96000	24	2	01:01
Amb_BRT_Walking_ClimbingBatad_03_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, climbing up the mountains surrounding Batad. Animals can be heard, such as crickets and birds. Waterfalls and rivers can be heard in the background, as can footsteps. Can be looped.	96000	24	2	00:31
Amb_BRT_Walking_ClimbingTam-an_01_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, climbing up the footpath surrounding Tam-an village. Animals can be heard, such as crickets and birds. Waterfalls and rivers can be heard in the background, as can footsteps and voices. Can be looped.	96000	24	2	01:01
Amb_BRT_Walking_ClimbingTam-an_02_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, climbing up the footpath surrounding Tam-an village. Animals can be heard, such as crickets, dogs and birds. Waterfalls and rivers can be heard in the background, as can footsteps. Can be looped.	96000	24	2	01:01
Amb_BRT_Walking_RiceFields_01_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, walking through rice fields. Animals can be heard, such as crickets. Waterfalls and rivers can be heard in the background, as can footsteps and foliage movement. Can be looped.	96000	24	2	00:41
Amb_BRT_Waterfall_Large_01_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, of a large waterfall. Can be looped.	96000	24	2	00:10
Amb_BRT_Waterfall_Moderate_01_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, of a moderate waterfall. Can be looped.	96000	24	2	00:03
Amb_BRT_Waterfall_Moderate_02_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, of a moderate waterfall. Can be looped.	96000	24	2	00:04
Amb_BRT_Waterfall_Moderate_03_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, of a moderate waterfall. Can be looped.	96000	24	2	00:03
Amb_BRT_Waterfall_Moderate_04_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, of a moderate waterfall. Can be looped.	96000	24	2	00:03
Amb_BRT_Waterfall_Moderate_05_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, of a moderate waterfall. Can be looped.	96000	24	2	00:02
Amb_BRT_Waterfall_Moderate_06_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, of a moderate waterfall. Can be looped.	96000	24	2	00:04
Amb_BRT_Waterfall_Small_01_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, of a small waterfall. Can be looped.	96000	24	2	00:02
Amb_BRT_Waterfall_Small_02_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, of a small waterfall. Can be looped.	96000	24	2	00:04
Amb_BRT_Waterfall_Small_03_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, of a small waterfall. Can be looped.	96000	24	2	00:03

Amb_BRT_Waterfall_Small_04_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, of a small waterfall. Can be looped.	96000	24	2	00:03
Amb_BRT_Waterfall_Small_05_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, of a small waterfall. Can be looped.	96000	24	2	00:03
Amb_BRT_Waterfall_Small_06_LOOP.wav	Ambience from the Banaue Rice Terraces, Philippines, of a small waterfall. Can be looped.	96000	24	2	00:03

“HIDDEN VOICES: FLEXATONE”

Filename	Description	SampleRate	BitDepth	Channels	Duration
Flexatone_BoingHeavy_01.wav	Heavily hitting a metal flexatone with a metal mallet and bending the flexatone to create a bouncy boing sound.	96000	24	2	00:03
Flexatone_BoingHeavy_02.wav	Heavily hitting a metal flexatone with a metal mallet and bending the flexatone to create a bouncy boing sound.	96000	24	2	00:03
Flexatone_BoingHeavy_03.wav	Heavily hitting a metal flexatone with a metal mallet and bending the flexatone to create a bouncy boing sound.	96000	24	2	00:02
Flexatone_BoingHeavy_04.wav	Heavily hitting a metal flexatone with a metal mallet and bending the flexatone to create a bouncy boing sound.	96000	24	2	00:02
Flexatone_BoingHeavy_05.wav	Heavily hitting a metal flexatone with a metal mallet and bending the flexatone to create a bouncy boing sound.	96000	24	2	00:02
Flexatone_BoingHeavy_06.wav	Heavily hitting a metal flexatone with a metal mallet and bending the flexatone to create a bouncy boing sound.	96000	24	2	00:02
Flexatone_BoingHeavy_07.wav	Heavily hitting a metal flexatone with a metal mallet and bending the flexatone to create a bouncy boing sound.	96000	24	2	00:04
Flexatone_BoingHeavy_08.wav	Heavily hitting a metal flexatone with a metal mallet and bending the flexatone to create a bouncy boing sound.	96000	24	2	00:02
Flexatone_BoingHeavy_09.wav	Heavily hitting a metal flexatone with a metal mallet and bending the flexatone to create a bouncy boing sound.	96000	24	2	00:04
Flexatone_BoingHeavy_10.wav	Heavily hitting a metal flexatone with a metal mallet and bending the flexatone to create a bouncy boing sound.	96000	24	2	00:02
Flexatone_BoingHeavy_11.wav	Heavily hitting a metal flexatone with a metal mallet and bending the flexatone to create a bouncy boing sound.	96000	24	2	00:02
Flexatone_BoingHeavy_12.wav	Heavily hitting a metal flexatone with a metal mallet and bending the flexatone to create a bouncy boing sound.	96000	24	2	00:03
Flexatone_BoingHeavy_13.wav	Heavily hitting a metal flexatone with a metal mallet and bending the flexatone to create a bouncy boing sound.	96000	24	2	00:03
Flexatone_BoingHeavy_14.wav	Heavily hitting a metal flexatone with a metal mallet and bending the flexatone to create a bouncy boing sound.	96000	24	2	00:03
Flexatone_BoingHeavy_15.wav	Heavily hitting a metal flexatone with a metal mallet and bending the flexatone to create a bouncy boing sound.	96000	24	2	00:04
Flexatone_BoingHeavy_16.wav	Heavily hitting a metal flexatone with a metal mallet and bending the flexatone to create a bouncy boing sound.	96000	24	2	00:02
Flexatone_BoingLight_01.wav	Lightly hitting a metal flexatone with a metal mallet and bending the flexatone to create a bouncy boing sound. More distant.	96000	24	2	00:01
Flexatone_BoingLight_02.wav	Lightly hitting a metal flexatone with a metal mallet and bending the flexatone to create a bouncy boing sound. More distant.	96000	24	2	00:01
Flexatone_BoingLight_03.wav	Lightly hitting a metal flexatone with a metal mallet and bending the flexatone to create a bouncy boing sound. More distant.	96000	24	2	00:01
Flexatone_BoingLight_04.wav	Lightly hitting a metal flexatone with a metal mallet and bending the flexatone to create a bouncy boing sound. More distant.	96000	24	2	00:02
Flexatone_BoingLight_05.wav	Lightly hitting a metal flexatone with a metal mallet and bending the flexatone to create a bouncy boing sound. More distant.	96000	24	2	00:01
Flexatone_BoingLight_06.wav	Lightly hitting a metal flexatone with a metal mallet and bending the flexatone to create a bouncy boing sound. More distant.	96000	24	2	00:01
Flexatone_BoingLight_07.wav	Lightly hitting a metal flexatone with a metal mallet and bending the flexatone to create a bouncy boing sound. More distant.	96000	24	2	00:01
Flexatone_BoingLight_08.wav	Lightly hitting a metal flexatone with a metal mallet and bending the flexatone to create a bouncy boing sound. More distant.	96000	24	2	00:01
Flexatone_BoingLight_09.wav	Lightly hitting a metal flexatone with a metal mallet and bending the flexatone to create a bouncy boing sound. More distant.	96000	24	2	00:01
Flexatone_Brush_01.wav	Brushing a metal flexatone with a plastic brush and bending the flexatone to create a bouncy boing sound.	96000	24	2	00:01
Flexatone_Brush_02.wav	Brushing a metal flexatone with a plastic brush and bending the flexatone to create a bouncy boing sound.	96000	24	2	00:02
Flexatone_Brush_03.wav	Brushing a metal flexatone with a plastic brush and bending the flexatone to create a bouncy boing sound.	96000	24	2	00:00
Flexatone_Brush_04.wav	Brushing a metal flexatone with a plastic brush and bending the flexatone to create a bouncy boing sound.	96000	24	2	00:01
Flexatone_FallingHit_01.wav	Hitting a metal flexatone with a metal mallet and bending the flexatone downward to create a slowly descending tone as if falling.	96000	24	2	00:03
Flexatone_FallingHit_02.wav	Hitting a metal flexatone with a metal mallet and bending the flexatone downward to create a slowly descending tone as if falling.	96000	24	2	00:02

Flexatone_FallingHit_03.wav	Hitting a metal flexatone with a metal mallet and bending the flexatone downward to create a slowly descending tone as if falling.	96000	24	2	00:03
Flexatone_FallingHit_04.wav	Hitting a metal flexatone with a metal mallet and bending the flexatone downward to create a slowly descending tone as if falling.	96000	24	2	00:02
Flexatone_FallingHit_05.wav	Hitting a metal flexatone with a metal mallet and bending the flexatone downward to create a slowly descending tone as if falling.	96000	24	2	00:02
Flexatone_FallingHit_06.wav	Hitting a metal flexatone with a metal mallet and bending the flexatone downward to create a slowly descending tone as if falling.	96000	24	2	00:02
Flexatone_FallingHit_07.wav	Hitting a metal flexatone with a metal mallet and bending the flexatone downward to create a slowly descending tone as if falling.	96000	24	2	00:01
Flexatone_FallingHit_08.wav	Hitting a metal flexatone with a metal mallet and bending the flexatone downward to create a slowly descending tone as if falling.	96000	24	2	00:02
Flexatone_FallingHit_09.wav	Hitting a metal flexatone with a metal mallet and bending the flexatone downward to create a slowly descending tone as if falling.	96000	24	2	00:02
Flexatone_FallingHit_10.wav	Hitting a metal flexatone with a metal mallet and bending the flexatone downward to create a slowly descending tone as if falling.	96000	24	2	00:02
Flexatone_FlatHit_01.wav	Hitting a metal flexatone with a metal mallet without bending the flexatone to create a flat, steady tone.	96000	24	2	00:02
Flexatone_FlatHit_02.wav	Hitting a metal flexatone with a metal mallet without bending the flexatone to create a flat, steady tone.	96000	24	2	00:05
Flexatone_FlatHit_03.wav	Hitting a metal flexatone with a metal mallet without bending the flexatone to create a flat, steady tone.	96000	24	2	00:05
Flexatone_FlatHit_04.wav	Hitting a metal flexatone with a metal mallet without bending the flexatone to create a flat, steady tone.	96000	24	2	00:04
Flexatone_FlatHit_05.wav	Hitting a metal flexatone with a metal mallet without bending the flexatone to create a flat, steady tone.	96000	24	2	00:02
Flexatone_FlatHit_06.wav	Hitting a metal flexatone with a metal mallet without bending the flexatone to create a flat, steady tone.	96000	24	2	00:03
Flexatone_FlatHit_07.wav	Hitting a metal flexatone with a metal mallet without bending the flexatone to create a flat, steady tone.	96000	24	2	00:06
Flexatone_FlatHit_08.wav	Hitting a metal flexatone with a metal mallet without bending the flexatone to create a flat, steady tone.	96000	24	2	00:05
Flexatone_FlatHit_09.wav	Hitting a metal flexatone with a metal mallet without bending the flexatone to create a flat, steady tone.	96000	24	2	00:05
Flexatone_FlatHit_10.wav	Hitting a metal flexatone with a metal mallet without bending the flexatone to create a flat, steady tone.	96000	24	2	00:05
Flexatone_FlatHit_11.wav	Hitting a metal flexatone with a metal mallet without bending the flexatone to create a flat, steady tone.	96000	24	2	00:04
Flexatone_FlatHit_12.wav	Hitting a metal flexatone with a metal mallet without bending the flexatone to create a flat, steady tone.	96000	24	2	00:01
Flexatone_FlickHigh_01.wav	Rapidly bending and flicking a metal flexatone and letting it rebound violently, creating a quick and aggressive metallic shake. The pitch shifts as the metal returns to its normal shape.	96000	24	2	00:01
Flexatone_FlickHigh_02.wav	Rapidly bending and flicking a metal flexatone and letting it rebound violently, creating a quick and aggressive metallic shake. The pitch shifts as the metal returns to its normal shape.	96000	24	2	00:01
Flexatone_FlickHigh_03.wav	Rapidly bending and flicking a metal flexatone and letting it rebound violently, creating a quick and aggressive metallic shake. The pitch shifts as the metal returns to its normal shape.	96000	24	2	00:01
Flexatone_FlickHigh_04.wav	Rapidly bending and flicking a metal flexatone and letting it rebound violently, creating a quick and aggressive metallic shake. The pitch shifts as the metal returns to its normal shape.	96000	24	2	00:01
Flexatone_FlickHigh_05.wav	Rapidly bending and flicking a metal flexatone and letting it rebound violently, creating a quick and aggressive metallic shake. The pitch shifts as the metal returns to its normal shape.	96000	24	2	00:01
Flexatone_FlickHigh_06.wav	Rapidly bending and flicking a metal flexatone and letting it rebound violently, creating a quick and aggressive metallic shake. The pitch shifts as the metal returns to its normal shape.	96000	24	2	00:01
Flexatone_FlickHigh_07.wav	Rapidly bending and flicking a metal flexatone and letting it rebound violently, creating a quick and aggressive metallic shake. The pitch shifts as the metal returns to its normal shape.	96000	24	2	00:01
Flexatone_FlickHigh_08.wav	Rapidly bending and flicking a metal flexatone and letting it rebound violently, creating a quick and aggressive metallic shake. The pitch shifts as the metal returns to its normal shape.	96000	24	2	00:01
Flexatone_FlickHigh_09.wav	Rapidly bending and flicking a metal flexatone and letting it rebound violently, creating a quick and aggressive metallic shake. The pitch shifts as the metal returns to its normal shape.	96000	24	2	00:01

Flexatone_FlickHigh_10.wav	Rapidly bending and flicking a metal flexatone and letting it rebound violently, creating a quick and aggressive metallic shake. The pitch shifts as the metal returns to its normal shape.	96000	24	2	00:01
Flexatone_FlickHigh_11.wav	Rapidly bending and flicking a metal flexatone and letting it rebound violently, creating a quick and aggressive metallic shake. The pitch shifts as the metal returns to its normal shape.	96000	24	2	00:01
Flexatone_FlickHigh_12.wav	Rapidly bending and flicking a metal flexatone and letting it rebound violently, creating a quick and aggressive metallic shake. The pitch shifts as the metal returns to its normal shape.	96000	24	2	00:01
Flexatone_FlickHigh_13.wav	Rapidly bending and flicking a metal flexatone and letting it rebound violently, creating a quick and aggressive metallic shake. The pitch shifts as the metal returns to its normal shape.	96000	24	2	00:01
Flexatone_FlickHigh_14.wav	Rapidly bending and flicking a metal flexatone and letting it rebound violently, creating a quick and aggressive metallic shake. The pitch shifts as the metal returns to its normal shape.	96000	24	2	00:01
Flexatone_FlickHigh_15.wav	Rapidly bending and flicking a metal flexatone and letting it rebound violently, creating a quick and aggressive metallic shake. The pitch shifts as the metal returns to its normal shape.	96000	24	2	00:02
Flexatone_FlickHigh_16.wav	Rapidly bending and flicking a metal flexatone and letting it rebound violently, creating a quick and aggressive metallic shake. The pitch shifts as the metal returns to its normal shape.	96000	24	2	00:01
Flexatone_FlickHigh_17.wav	Rapidly bending and flicking a metal flexatone and letting it rebound violently, creating a quick and aggressive metallic shake. The pitch shifts as the metal returns to its normal shape.	96000	24	2	00:01
Flexatone_FlickHigh_18.wav	Rapidly bending and flicking a metal flexatone and letting it rebound violently, creating a quick and aggressive metallic shake. The pitch shifts as the metal returns to its normal shape.	96000	24	2	00:01
Flexatone_FlickHigh_19.wav	Rapidly bending and flicking a metal flexatone and letting it rebound violently, creating a quick and aggressive metallic shake. The pitch shifts as the metal returns to its normal shape.	96000	24	2	00:01
Flexatone_FlickHigh_20.wav	Rapidly bending and flicking a metal flexatone and letting it rebound violently, creating a quick and aggressive metallic shake. The pitch shifts as the metal returns to its normal shape.	96000	24	2	00:01
Flexatone_FlickHigh_21.wav	Rapidly bending and flicking a metal flexatone and letting it rebound violently, creating a quick and aggressive metallic shake. The pitch shifts as the metal returns to its normal shape.	96000	24	2	00:02
Flexatone_FlickHigh_22.wav	Rapidly bending and flicking a metal flexatone and letting it rebound violently, creating a quick and aggressive metallic shake. The pitch shifts as the metal returns to its normal shape.	96000	24	2	00:02
Flexatone_FlickHigh_23.wav	Rapidly bending and flicking a metal flexatone and letting it rebound violently, creating a quick and aggressive metallic shake. The pitch shifts as the metal returns to its normal shape.	96000	24	2	00:02
Flexatone_FlickHigh_24.wav	Rapidly bending and flicking a metal flexatone and letting it rebound violently, creating a quick and aggressive metallic shake. The pitch shifts as the metal returns to its normal shape.	96000	24	2	00:02
Flexatone_FlickHigh_25.wav	Rapidly bending and flicking a metal flexatone and letting it rebound violently, creating a quick and aggressive metallic shake. The pitch shifts as the metal returns to its normal shape.	96000	24	2	00:01
Flexatone_FlickHigh_26.wav	Rapidly bending and flicking a metal flexatone and letting it rebound violently, creating a quick and aggressive metallic shake. The pitch shifts as the metal returns to its normal shape.	96000	24	2	00:02
Flexatone_FlickHigh_27.wav	Rapidly bending and flicking a metal flexatone and letting it rebound violently, creating a quick and aggressive metallic shake. The pitch shifts as the metal returns to its normal shape.	96000	24	2	00:02
Flexatone_FlickHigh_28.wav	Rapidly bending and flicking a metal flexatone and letting it rebound violently, creating a quick and aggressive metallic shake. The pitch shifts as the metal returns to its normal shape.	96000	24	2	00:02
Flexatone_FlickHigh_29.wav	Rapidly bending and flicking a metal flexatone and letting it rebound violently, creating a quick and aggressive metallic shake. The pitch shifts as the metal returns to its normal shape.	96000	24	2	00:02
Flexatone_FlickHigh_30.wav	Rapidly bending and flicking a metal flexatone and letting it rebound violently, creating a quick and aggressive metallic shake. The pitch shifts as the metal returns to its normal shape.	96000	24	2	00:02
Flexatone_FlickHigh_31.wav	Rapidly bending and flicking a metal flexatone and letting it rebound violently, creating a quick and aggressive metallic shake. The pitch shifts as the metal returns to its normal shape.	96000	24	2	00:02
Flexatone_FlickHigh_32.wav	Rapidly bending and flicking a metal flexatone and letting it rebound violently, creating a quick and aggressive metallic shake. The pitch shifts as the metal returns to its normal shape.	96000	24	2	00:02
Flexatone_FlickLow_01.wav	Slowly bending and flicking a metal flexatone and letting it rebound calmly, creating a slower and deeper metallic shake.	96000	24	2	00:01
Flexatone_FlickLow_02.wav	Slowly bending and flicking a metal flexatone and letting it rebound calmly, creating a slower and deeper metallic shake.	96000	24	2	00:01
Flexatone_FlickLow_03.wav	Slowly bending and flicking a metal flexatone and letting it rebound calmly, creating a slower and deeper metallic shake.	96000	24	2	00:01
Flexatone_FlickLow_04.wav	Slowly bending and flicking a metal flexatone and letting it rebound calmly, creating a slower and deeper metallic shake.	96000	24	2	00:01

Flexatone_FlickLow_05.wav	Slowly bending and flicking a metal flexatone and letting it rebound calmly, creating a slower and deeper metallic shake.	96000	24	2	00:01
Flexatone_FlickLow_06.wav	Slowly bending and flicking a metal flexatone and letting it rebound calmly, creating a slower and deeper metallic shake.	96000	24	2	00:01
Flexatone_Quiver_01.wav	Partially hitting a metal flexatone with a metal mallet, or quickly shaking it, to create a brief metallic phrase of sound that changes pitch as the metal is bent, creating a fast quivering sound.	96000	24	2	00:01
Flexatone_Quiver_02.wav	Partially hitting a metal flexatone with a metal mallet, or quickly shaking it, to create a brief metallic phrase of sound that changes pitch as the metal is bent, creating a fast quivering sound.	96000	24	2	00:01
Flexatone_Quiver_03.wav	Partially hitting a metal flexatone with a metal mallet, or quickly shaking it, to create a brief metallic phrase of sound that changes pitch as the metal is bent, creating a fast quivering sound.	96000	24	2	00:01
Flexatone_Quiver_04.wav	Partially hitting a metal flexatone with a metal mallet, or quickly shaking it, to create a brief metallic phrase of sound that changes pitch as the metal is bent, creating a fast quivering sound.	96000	24	2	00:01
Flexatone_Quiver_05.wav	Partially hitting a metal flexatone with a metal mallet, or quickly shaking it, to create a brief metallic phrase of sound that changes pitch as the metal is bent, creating a fast quivering sound.	96000	24	2	00:01
Flexatone_Quiver_06.wav	Partially hitting a metal flexatone with a metal mallet, or quickly shaking it, to create a brief metallic phrase of sound that changes pitch as the metal is bent, creating a fast quivering sound.	96000	24	2	00:03
Flexatone_Quiver_07.wav	Partially hitting a metal flexatone with a metal mallet, or quickly shaking it, to create a brief metallic phrase of sound that changes pitch as the metal is bent, creating a fast quivering sound.	96000	24	2	00:03
Flexatone_Quiver_08.wav	Partially hitting a metal flexatone with a metal mallet, or quickly shaking it, to create a brief metallic phrase of sound that changes pitch as the metal is bent, creating a fast quivering sound.	96000	24	2	00:04
Flexatone_Quiver_09.wav	Partially hitting a metal flexatone with a metal mallet, or quickly shaking it, to create a brief metallic phrase of sound that changes pitch as the metal is bent, creating a fast quivering sound.	96000	24	2	00:04
Flexatone_Quiver_10.wav	Partially hitting a metal flexatone with a metal mallet, or quickly shaking it, to create a brief metallic phrase of sound that changes pitch as the metal is bent, creating a fast quivering sound.	96000	24	2	00:02
Flexatone_Quiver_11.wav	Partially hitting a metal flexatone with a metal mallet, or quickly shaking it, to create a brief metallic phrase of sound that changes pitch as the metal is bent, creating a fast quivering sound.	96000	24	2	00:04
Flexatone_Quiver_12.wav	Partially hitting a metal flexatone with a metal mallet, or quickly shaking it, to create a brief metallic phrase of sound that changes pitch as the metal is bent, creating a fast quivering sound.	96000	24	2	00:02
Flexatone_Quiver_13.wav	Partially hitting a metal flexatone with a metal mallet, or quickly shaking it, to create a brief metallic phrase of sound that changes pitch as the metal is bent, creating a fast quivering sound.	96000	24	2	00:02
Flexatone_Quiver_14.wav	Partially hitting a metal flexatone with a metal mallet, or quickly shaking it, to create a brief metallic phrase of sound that changes pitch as the metal is bent, creating a fast quivering sound.	96000	24	2	00:02
Flexatone_Quiver_15.wav	Partially hitting a metal flexatone with a metal mallet, or quickly shaking it, to create a brief metallic phrase of sound that changes pitch as the metal is bent, creating a fast quivering sound.	96000	24	2	00:02
Flexatone_Quiver_16.wav	Partially hitting a metal flexatone with a metal mallet, or quickly shaking it, to create a brief metallic phrase of sound that changes pitch as the metal is bent, creating a fast quivering sound.	96000	24	2	00:01
Flexatone_Quiver_17.wav	Partially hitting a metal flexatone with a metal mallet, or quickly shaking it, to create a brief metallic phrase of sound that changes pitch as the metal is bent, creating a fast quivering sound.	96000	24	2	00:00
Flexatone_Quiver_18.wav	Partially hitting a metal flexatone with a metal mallet, or quickly shaking it, to create a brief metallic phrase of sound that changes pitch as the metal is bent, creating a fast quivering sound.	96000	24	2	00:01
Flexatone_Quiver_19.wav	Partially hitting a metal flexatone with a metal mallet, or quickly shaking it, to create a brief metallic phrase of sound that changes pitch as the metal is bent, creating a fast quivering sound.	96000	24	2	00:01
Flexatone_Quiver_20.wav	Partially hitting a metal flexatone with a metal mallet, or quickly shaking it, to create a brief metallic phrase of sound that changes pitch as the metal is bent, creating a fast quivering sound.	96000	24	2	00:02
Flexatone_Quiver_21.wav	Partially hitting a metal flexatone with a metal mallet, or quickly shaking it, to create a brief metallic phrase of sound that changes pitch as the metal is bent, creating a fast quivering sound.	96000	24	2	00:02
Flexatone_Quiver_22.wav	Partially hitting a metal flexatone with a metal mallet, or quickly shaking it, to create a brief metallic phrase of sound that changes pitch as the metal is bent, creating a fast quivering sound.	96000	24	2	00:01
Flexatone_Quiver_23.wav	Partially hitting a metal flexatone with a metal mallet, or quickly shaking it, to create a brief metallic phrase of sound that changes pitch as the metal is bent, creating a fast quivering sound.	96000	24	2	00:01
Flexatone_Quiver_24.wav	Partially hitting a metal flexatone with a metal mallet, or quickly shaking it, to create a brief metallic phrase of sound that changes pitch as the metal is bent, creating a fast quivering sound.	96000	24	2	00:00
Flexatone_Quiver_25.wav	Partially hitting a metal flexatone with a metal mallet, or quickly shaking it, to create a brief metallic phrase of sound that changes pitch as the metal is bent, creating a fast quivering sound.	96000	24	2	00:01

Flexatone_Quiver_26.wav	Partially hitting a metal flexatone with a metal mallet, or quickly shaking it, to create a brief metallic phrase of sound that changes pitch as the metal is bent, creating a fast quivering sound.	96000	24	2	00:02
Flexatone_Quiver_27.wav	Partially hitting a metal flexatone with a metal mallet, or quickly shaking it, to create a brief metallic phrase of sound that changes pitch as the metal is bent, creating a fast quivering sound.	96000	24	2	00:02
Flexatone_Quiver_28.wav	Partially hitting a metal flexatone with a metal mallet, or quickly shaking it, to create a brief metallic phrase of sound that changes pitch as the metal is bent, creating a fast quivering sound.	96000	24	2	00:01
Flexatone_Quiver_29.wav	Partially hitting a metal flexatone with a metal mallet, or quickly shaking it, to create a brief metallic phrase of sound that changes pitch as the metal is bent, creating a fast quivering sound.	96000	24	2	00:02
Flexatone_Quiver_30.wav	Partially hitting a metal flexatone with a metal mallet, or quickly shaking it, to create a brief metallic phrase of sound that changes pitch as the metal is bent, creating a fast quivering sound.	96000	24	2	00:01
Flexatone_Quiver_31.wav	Partially hitting a metal flexatone with a metal mallet, or quickly shaking it, to create a brief metallic phrase of sound that changes pitch as the metal is bent, creating a fast quivering sound.	96000	24	2	00:01
Flexatone_Quiver_32.wav	Partially hitting a metal flexatone with a metal mallet, or quickly shaking it, to create a brief metallic phrase of sound that changes pitch as the metal is bent, creating a fast quivering sound.	96000	24	2	00:02
Flexatone_Quiver_33.wav	Partially hitting a metal flexatone with a metal mallet, or quickly shaking it, to create a brief metallic phrase of sound that changes pitch as the metal is bent, creating a fast quivering sound.	96000	24	2	00:01
Flexatone_Quiver_34.wav	Partially hitting a metal flexatone with a metal mallet, or quickly shaking it, to create a brief metallic phrase of sound that changes pitch as the metal is bent, creating a fast quivering sound.	96000	24	2	00:02
Flexatone_Quiver_35.wav	Partially hitting a metal flexatone with a metal mallet, or quickly shaking it, to create a brief metallic phrase of sound that changes pitch as the metal is bent, creating a fast quivering sound.	96000	24	2	00:02
Flexatone_Quiver_36.wav	Partially hitting a metal flexatone with a metal mallet, or quickly shaking it, to create a brief metallic phrase of sound that changes pitch as the metal is bent, creating a fast quivering sound.	96000	24	2	00:02
Flexatone_Quiver_37.wav	Partially hitting a metal flexatone with a metal mallet, or quickly shaking it, to create a brief metallic phrase of sound that changes pitch as the metal is bent, creating a fast quivering sound.	96000	24	2	00:01
Flexatone_Quiver_38.wav	Partially hitting a metal flexatone with a metal mallet, or quickly shaking it, to create a brief metallic phrase of sound that changes pitch as the metal is bent, creating a fast quivering sound.	96000	24	2	00:02
Flexatone_Quiver_39.wav	Partially hitting a metal flexatone with a metal mallet, or quickly shaking it, to create a brief metallic phrase of sound that changes pitch as the metal is bent, creating a fast quivering sound.	96000	24	2	00:01
Flexatone_RisingHit_01.wav	Hitting a metal flexatone with a metal mallet and bending the flexatone upward to create a slowly ascending tone as if rising.	96000	24	2	00:03
Flexatone_RisingHit_02.wav	Hitting a metal flexatone with a metal mallet and bending the flexatone upward to create a slowly ascending tone as if rising.	96000	24	2	00:02
Flexatone_RisingHit_03.wav	Hitting a metal flexatone with a metal mallet and bending the flexatone upward to create a slowly ascending tone as if rising.	96000	24	2	00:02
Flexatone_RisingHit_04.wav	Hitting a metal flexatone with a metal mallet and bending the flexatone upward to create a slowly ascending tone as if rising.	96000	24	2	00:01
Flexatone_RisingHit_05.wav	Hitting a metal flexatone with a metal mallet and bending the flexatone upward to create a slowly ascending tone as if rising.	96000	24	2	00:01
Flexatone_RisingHit_06.wav	Hitting a metal flexatone with a metal mallet and bending the flexatone upward to create a slowly ascending tone as if rising.	96000	24	2	00:01
Flexatone_Scrape_01.wav	Scraping the edge of a metal flexatone with a single strand of violin bow horse hair to create this abrasive, metallic scraping.	96000	24	2	00:01
Flexatone_Scrape_02.wav	Scraping the edge of a metal flexatone with a single strand of violin bow horse hair to create this abrasive, metallic scraping.	96000	24	2	00:01
Flexatone_Scrape_03.wav	Scraping the edge of a metal flexatone with a single strand of violin bow horse hair to create this abrasive, metallic scraping.	96000	24	2	00:01
Flexatone_Shake_01.wav	Rapidly shaking a flexatone instrument to create a comical, cartoon effect that is ascending and descending in pitch as the metal is bent.	96000	24	2	00:04
Flexatone_Shake_02.wav	Rapidly shaking a flexatone instrument to create a comical, cartoon effect that is ascending and descending in pitch as the metal is bent.	96000	24	2	00:02
Flexatone_Shake_03.wav	Rapidly shaking a flexatone instrument to create a comical, cartoon effect that is ascending and descending in pitch as the metal is bent.	96000	24	2	00:02
Flexatone_Shake_04.wav	Rapidly shaking a flexatone instrument to create a comical, cartoon effect that is ascending and descending in pitch as the metal is bent.	96000	24	2	00:03
Flexatone_Shake_05.wav	Rapidly shaking a flexatone instrument to create a comical, cartoon effect that is ascending and descending in pitch as the metal is bent.	96000	24	2	00:02

Flexatone_Shake_06.wav	Rapidly shaking a flexatone instrument to create a comical, cartoon effect that is ascending and descending in pitch as the metal is bent.	96000	24	2	00:01
Flexatone_Shake_07.wav	Rapidly shaking a flexatone instrument to create a comical, cartoon effect that is ascending and descending in pitch as the metal is bent.	96000	24	2	00:04
Flexatone_Shake_08.wav	Rapidly shaking a flexatone instrument to create a comical, cartoon effect that is ascending and descending in pitch as the metal is bent.	96000	24	2	00:06
Flexatone_Shake_09.wav	Rapidly shaking a flexatone instrument to create a comical, cartoon effect that is ascending and descending in pitch as the metal is bent.	96000	24	2	00:04
Flexatone_Shake_10.wav	Rapidly shaking a flexatone instrument to create a comical, cartoon effect that is ascending and descending in pitch as the metal is bent.	96000	24	2	00:06
Flexatone_Shake_11.wav	Rapidly shaking a flexatone instrument to create a comical, cartoon effect that is ascending and descending in pitch as the metal is bent.	96000	24	2	00:05
Flexatone_Shake_12.wav	Rapidly shaking a flexatone instrument to create a comical, cartoon effect that is ascending and descending in pitch as the metal is bent.	96000	24	2	00:06
Flexatone_Shake_13.wav	Rapidly shaking a flexatone instrument to create a comical, cartoon effect that is ascending and descending in pitch as the metal is bent.	96000	24	2	00:06
Flexatone_Shake_14.wav	Rapidly shaking a flexatone instrument to create a comical, cartoon effect that is ascending and descending in pitch as the metal is bent.	96000	24	2	00:07
Flexatone_Shake_15.wav	Rapidly shaking a flexatone instrument to create a comical, cartoon effect that is ascending and descending in pitch as the metal is bent.	96000	24	2	00:05
Flexatone_VoiceA_Arguing_01.wav	An arguing, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Arguing_02.wav	An arguing, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Arguing_03.wav	An arguing, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Arguing_04.wav	An arguing, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Arguing_05.wav	An arguing, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Arguing_06.wav	An arguing, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Arguing_07.wav	An arguing, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Arguing_08.wav	An arguing, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Arguing_09.wav	An arguing, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceA_Arguing_10.wav	An arguing, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Arguing_11.wav	An arguing, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Arguing_12.wav	An arguing, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Arguing_13.wav	An arguing, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Arguing_14.wav	An arguing, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Arguing_15.wav	An arguing, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Arguing_16.wav	An arguing, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01

Flexatone_VoiceA_Arguing_17.wav	An arguing, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Arguing_18.wav	An arguing, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Arguing_19.wav	An arguing, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Arguing_20.wav	An arguing, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Arguing_21.wav	An arguing, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Arguing_22.wav	An arguing, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Arguing_23.wav	An arguing, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Arguing_24.wav	An arguing, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Arguing_25.wav	An arguing, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceA_Cry_01.wav	A crying, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Cry_02.wav	A crying, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Cry_03.wav	A crying, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Cry_04.wav	A crying, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Cry_05.wav	A crying, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Cry_06.wav	A crying, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Cry_07.wav	A crying, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Cry_08.wav	A crying, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Cry_09.wav	A crying, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Cry_10.wav	A crying, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Cry_11.wav	A crying, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Cry_12.wav	A crying, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceA_Cry_13.wav	A crying, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Cry_14.wav	A crying, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceA_Cry_15.wav	A crying, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Cry_16.wav	A crying, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Cry_17.wav	A crying, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01

Flexatone_VoiceA_Cry_18.wav	A crying, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Cry_19.wav	A crying, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Cry_20.wav	A crying, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Cry_21.wav	A crying, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Cry_22.wav	A crying, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Cry_23.wav	A crying, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Cry_24.wav	A crying, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Cry_25.wav	A crying, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Cry_26.wav	A crying, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Cry_27.wav	A crying, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Cry_28.wav	A crying, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Cry_29.wav	A crying, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Cry_30.wav	A crying, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Cry_31.wav	A crying, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Cry_32.wav	A crying, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Disappointed_01.wav	A disappointed, descending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Disappointed_02.wav	A disappointed, descending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Disappointed_03.wav	A disappointed, descending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Disappointed_04.wav	A disappointed, descending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Disappointed_05.wav	A disappointed, descending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Disappointed_06.wav	A disappointed, descending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Disappointed_07.wav	A disappointed, descending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Disappointed_08.wav	A disappointed, descending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Disappointed_09.wav	A disappointed, descending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Disappointed_10.wav	A disappointed, descending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Disappointed_11.wav	A disappointed, descending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01

Flexatone_VoiceA_Disappointed_12.wav	A disappointed, descending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Disappointed_13.wav	A disappointed, descending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Disappointed_14.wav	A disappointed, descending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Disappointed_15.wav	A disappointed, descending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Disappointed_16.wav	A disappointed, descending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Disappointed_17.wav	A disappointed, descending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Disappointed_18.wav	A disappointed, descending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Disappointed_19.wav	A disappointed, descending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Disappointed_20.wav	A disappointed, descending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Disappointed_21.wav	A disappointed, descending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Disappointed_22.wav	A disappointed, descending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceA_Disappointed_23.wav	A disappointed, descending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Disappointed_24.wav	A disappointed, descending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Disappointed_25.wav	A disappointed, descending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Disappointed_26.wav	A disappointed, descending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Disappointed_27.wav	A disappointed, descending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Disappointed_28.wav	A disappointed, descending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Disappointed_29.wav	A disappointed, descending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Disappointed_30.wav	A disappointed, descending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Disappointed_31.wav	A disappointed, descending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Disappointed_32.wav	A disappointed, descending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Disappointed_33.wav	A disappointed, descending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Disappointed_34.wav	A disappointed, descending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Disappointed_35.wav	A disappointed, descending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Disappointed_36.wav	A disappointed, descending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Disappointed_37.wav	A disappointed, descending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01

Flexatone_VoiceA_Disappointed_38.wav	A disappointed, descending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Disappointed_39.wav	A disappointed, descending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Disappointed_40.wav	A disappointed, descending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Disappointed_41.wav	A disappointed, descending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Disappointed_42.wav	A disappointed, descending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Disappointed_43.wav	A disappointed, descending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Disappointed_Long_01.wav	A long, disappointed, descending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceA_Disappointed_Long_02.wav	A long, disappointed, descending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceA_Excited_01.wav	An excited, ascending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Excited_02.wav	An excited, ascending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Excited_03.wav	An excited, ascending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Excited_04.wav	An excited, ascending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Excited_05.wav	An excited, ascending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Excited_06.wav	An excited, ascending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Excited_07.wav	An excited, ascending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Excited_08.wav	An excited, ascending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Excited_09.wav	An excited, ascending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Excited_10.wav	An excited, ascending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Excited_11.wav	An excited, ascending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Excited_12.wav	An excited, ascending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Excited_13.wav	An excited, ascending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Excited_14.wav	An excited, ascending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Excited_15.wav	An excited, ascending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Excited_16.wav	An excited, ascending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Excited_17.wav	An excited, ascending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Excited_18.wav	An excited, ascending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00

Flexatone_VoiceA_Excited_19.wav	An excited, ascending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Excited_20.wav	An excited, ascending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Excited_21.wav	An excited, ascending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Hey_01.wav	A metallic machine or robot voice similar to the word “hey”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Hey_02.wav	A metallic machine or robot voice similar to the word “hey”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Hey_03.wav	A metallic machine or robot voice similar to the word “hey”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Laugh_01.wav	A laughing, comical, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Laugh_02.wav	A laughing, comical, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Laugh_03.wav	A laughing, comical, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Laugh_04.wav	A laughing, comical, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Laugh_05.wav	A laughing, comical, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Laugh_06.wav	A laughing, comical, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Laugh_07.wav	A laughing, comical, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Laugh_08.wav	A laughing, comical, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceA_Laugh_09.wav	A laughing, comical, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Laugh_10.wav	A laughing, comical, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Laugh_11.wav	A laughing, comical, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Laugh_Long_01.wav	A long, staggered, laughing, comical, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:04
Flexatone_VoiceA_Laugh_Long_02.wav	A long, staggered, laughing, comical, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceA_Laugh_Long_03.wav	A long, staggered, laughing, comical, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceA_Laugh_Long_04.wav	A long, staggered, laughing, comical, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceA_Laugh_Long_05.wav	A long, staggered, laughing, comical, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Laugh_Long_06.wav	A long, staggered, laughing, comical, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceA_Laugh_Long_07.wav	A long, staggered, laughing, comical, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceA_Laugh_Long_08.wav	A long, staggered, laughing, comical, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceA_Laugh_Long_09.wav	A long, staggered, laughing, comical, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03

Flexatone_VoiceA_Laugh_Long_10.wav	A long, staggered, laughing, comical, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceA_Laugh_Long_11.wav	A long, staggered, laughing, comical, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceA_Laugh_Long_12.wav	A long, staggered, laughing, comical, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:04
Flexatone_VoiceA_Laugh_Long_13.wav	A long, staggered, laughing, comical, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:05
Flexatone_VoiceA_Laugh_Long_14.wav	A long, staggered, laughing, comical, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceA_Laugh_Long_15.wav	A long, staggered, laughing, comical, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceA_Laugh_Long_16.wav	A long, staggered, laughing, comical, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceA_Laugh_Long_17.wav	A long, staggered, laughing, comical, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:04
Flexatone_VoiceA_Laugh_Long_18.wav	A long, staggered, laughing, comical, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceA_Laugh_Long_19.wav	A long, staggered, laughing, comical, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceA_Laugh_Long_20.wav	A long, staggered, laughing, comical, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceA_Laugh_Long_21.wav	A long, staggered, laughing, comical, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceA_Laugh_Long_22.wav	A long, staggered, laughing, comical, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceA_Laugh_Long_23.wav	A long, staggered, laughing, comical, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceA_Moan_01.wav	A moaning, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceA_Moan_02.wav	A moaning, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Moan_03.wav	A moaning, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Moan_04.wav	A moaning, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Moan_05.wav	A moaning, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Moan_06.wav	A moaning, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Moan_07.wav	A moaning, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Moan_08.wav	A moaning, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceA_Moan_09.wav	A moaning, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Moan_10.wav	A moaning, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Moan_11.wav	A moaning, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Moan_12.wav	A moaning, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01

Flexatone_VoiceA_Moan_13.wav	A moaning, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Moan_14.wav	A moaning, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Moan_15.wav	A moaning, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Moan_16.wav	A moaning, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Moan_17.wav	A moaning, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_No_01.wav	A metallic machine or robot voice similar to the word “no”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_No_02.wav	A metallic machine or robot voice similar to the word “no”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_No_03.wav	A metallic machine or robot voice similar to the word “no”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_No_04.wav	A metallic machine or robot voice similar to the word “no”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_No_05.wav	A metallic machine or robot voice similar to the word “no”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_No_06.wav	A metallic machine or robot voice similar to the word “no”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_No_07.wav	A metallic machine or robot voice similar to the word “no”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_No_08.wav	A metallic machine or robot voice similar to the word “no”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_No_09.wav	A metallic machine or robot voice similar to the word “no”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_No_10.wav	A metallic machine or robot voice similar to the word “no”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_No_11.wav	A metallic machine or robot voice similar to the word “no”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_No_12.wav	A metallic machine or robot voice similar to the word “no”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_No_13.wav	A metallic machine or robot voice similar to the word “no”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_No_14.wav	A metallic machine or robot voice similar to the word “no”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_No_15.wav	A metallic machine or robot voice similar to the word “no”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_No_16.wav	A metallic machine or robot voice similar to the word “no”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_No_17.wav	A metallic machine or robot voice similar to the word “no”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_No_18.wav	A metallic machine or robot voice similar to the word “no”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_No_19.wav	A metallic machine or robot voice similar to the word “no”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Okay_01.wav	A metallic machine or robot voice similar to the word “okay”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Okay_02.wav	A metallic machine or robot voice similar to the word “okay”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00

Flexatone_VoiceA_Okay_03.wav	A metallic machine or robot voice similar to the word “okay”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Okay_04.wav	A metallic machine or robot voice similar to the word “okay”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Okay_05.wav	A metallic machine or robot voice similar to the word “okay”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Okay_06.wav	A metallic machine or robot voice similar to the word “okay”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Okay_07.wav	A metallic machine or robot voice similar to the word “okay”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Okay_08.wav	A metallic machine or robot voice similar to the word “okay”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Okay_09.wav	A metallic machine or robot voice similar to the word “okay”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Okay_10.wav	A metallic machine or robot voice similar to the word “okay”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Okay_11.wav	A metallic machine or robot voice similar to the word “okay”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Okay_12.wav	A metallic machine or robot voice similar to the word “okay”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Pain_01.wav	A painful, metallic machine or robot voice as if screaming or under harm. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Pain_02.wav	A painful, metallic machine or robot voice as if screaming or under harm. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Pain_03.wav	A painful, metallic machine or robot voice as if screaming or under harm. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Pain_04.wav	A painful, metallic machine or robot voice as if screaming or under harm. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Pain_05.wav	A painful, metallic machine or robot voice as if screaming or under harm. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Pain_06.wav	A painful, metallic machine or robot voice as if screaming or under harm. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Pain_07.wav	A painful, metallic machine or robot voice as if screaming or under harm. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Pain_08.wav	A painful, metallic machine or robot voice as if screaming or under harm. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Pain_09.wav	A painful, metallic machine or robot voice as if screaming or under harm. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Pain_10.wav	A painful, metallic machine or robot voice as if screaming or under harm. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Pain_11.wav	A painful, metallic machine or robot voice as if screaming or under harm. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Pain_12.wav	A painful, metallic machine or robot voice as if screaming or under harm. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Pain_13.wav	A painful, metallic machine or robot voice as if screaming or under harm. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Pain_14.wav	A painful, metallic machine or robot voice as if screaming or under harm. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Pain_15.wav	A painful, metallic machine or robot voice as if screaming or under harm. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Pain_16.wav	A painful, metallic machine or robot voice as if screaming or under harm. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00

Flexatone_VoiceA_Pain_17.wav	A painful, metallic machine or robot voice as if screaming or under harm. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Pain_18.wav	A painful, metallic machine or robot voice as if screaming or under harm. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Pain_19.wav	A painful, metallic machine or robot voice as if screaming or under harm. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Question_01.wav	A questioning, metallic machine or robot voice asking for something. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Question_02.wav	A questioning, metallic machine or robot voice asking for something. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Question_03.wav	A questioning, metallic machine or robot voice asking for something. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Question_04.wav	A questioning, metallic machine or robot voice asking for something. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Question_05.wav	A questioning, metallic machine or robot voice asking for something. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Question_06.wav	A questioning, metallic machine or robot voice asking for something. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Question_07.wav	A questioning, metallic machine or robot voice asking for something. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Question_08.wav	A questioning, metallic machine or robot voice asking for something. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Question_09.wav	A questioning, metallic machine or robot voice asking for something. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Question_10.wav	A questioning, metallic machine or robot voice asking for something. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Question_11.wav	A questioning, metallic machine or robot voice asking for something. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Question_12.wav	A questioning, metallic machine or robot voice asking for something. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Question_13.wav	A questioning, metallic machine or robot voice asking for something. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Question_14.wav	A questioning, metallic machine or robot voice asking for something. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Question_15.wav	A questioning, metallic machine or robot voice asking for something. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Question_16.wav	A questioning, metallic machine or robot voice asking for something. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Question_17.wav	A questioning, metallic machine or robot voice asking for something. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Question_18.wav	A questioning, metallic machine or robot voice asking for something. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Question_19.wav	A questioning, metallic machine or robot voice asking for something. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Question_20.wav	A questioning, metallic machine or robot voice asking for something. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Really_01.wav	An ascending metallic machine or robot voice similar to the word “really”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Really_02.wav	An ascending metallic machine or robot voice similar to the word “really”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Really_03.wav	An ascending metallic machine or robot voice similar to the word “really”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01

Flexatone_VoiceA_Really_04.wav	An ascending metallic machine or robot voice similar to the word “really”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Really_05.wav	An ascending metallic machine or robot voice similar to the word “really”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Really_06.wav	An ascending metallic machine or robot voice similar to the word “really”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Really_07.wav	An ascending metallic machine or robot voice similar to the word “really”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Really_08.wav	An ascending metallic machine or robot voice similar to the word “really”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Really_09.wav	An ascending metallic machine or robot voice similar to the word “really”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Really_10.wav	An ascending metallic machine or robot voice similar to the word “really”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Really_11.wav	An ascending metallic machine or robot voice similar to the word “really”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Really_12.wav	An ascending metallic machine or robot voice similar to the word “really”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Really_13.wav	An ascending metallic machine or robot voice similar to the word “really”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Really_14.wav	An ascending metallic machine or robot voice similar to the word “really”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Really_15.wav	An ascending metallic machine or robot voice similar to the word “really”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Really_16.wav	An ascending metallic machine or robot voice similar to the word “really”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Really_17.wav	An ascending metallic machine or robot voice similar to the word “really”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Really_18.wav	An ascending metallic machine or robot voice similar to the word “really”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Really_19.wav	An ascending metallic machine or robot voice similar to the word “really”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Really_20.wav	An ascending metallic machine or robot voice similar to the word “really”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Really_21.wav	An ascending metallic machine or robot voice similar to the word “really”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Really_22.wav	An ascending metallic machine or robot voice similar to the word “really”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Really_23.wav	An ascending metallic machine or robot voice similar to the word “really”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Really_24.wav	An ascending metallic machine or robot voice similar to the word “really”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Really_25.wav	An ascending metallic machine or robot voice similar to the word “really”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Really_26.wav	An ascending metallic machine or robot voice similar to the word “really”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Really_27.wav	An ascending metallic machine or robot voice similar to the word “really”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Really_28.wav	An ascending metallic machine or robot voice similar to the word “really”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Really_29.wav	An ascending metallic machine or robot voice similar to the word “really”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01

Flexatone_VoiceA_Really_30.wav	An ascending metallic machine or robot voice similar to the word “really”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Really_31.wav	An ascending metallic machine or robot voice similar to the word “really”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Sad_01.wav	A sad, metallic machine or robot voice as if about to cry. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Sad_02.wav	A sad, metallic machine or robot voice as if about to cry. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Sad_03.wav	A sad, metallic machine or robot voice as if about to cry. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Sad_04.wav	A sad, metallic machine or robot voice as if about to cry. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Sad_05.wav	A sad, metallic machine or robot voice as if about to cry. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Sad_06.wav	A sad, metallic machine or robot voice as if about to cry. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Sad_07.wav	A sad, metallic machine or robot voice as if about to cry. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Sad_08.wav	A sad, metallic machine or robot voice as if about to cry. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Sad_09.wav	A sad, metallic machine or robot voice as if about to cry. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceA_Sad_10.wav	A sad, metallic machine or robot voice as if about to cry. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Sad_11.wav	A sad, metallic machine or robot voice as if about to cry. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Sad_12.wav	A sad, metallic machine or robot voice as if about to cry. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceA_Sad_13.wav	A sad, metallic machine or robot voice as if about to cry. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Sad_14.wav	A sad, metallic machine or robot voice as if about to cry. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceA_Sad_15.wav	A sad, metallic machine or robot voice as if about to cry. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Sad_16.wav	A sad, metallic machine or robot voice as if about to cry. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Sad_17.wav	A sad, metallic machine or robot voice as if about to cry. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Sad_18.wav	A sad, metallic machine or robot voice as if about to cry. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Sad_19.wav	A sad, metallic machine or robot voice as if about to cry. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Sad_20.wav	A sad, metallic machine or robot voice as if about to cry. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Sad_21.wav	A sad, metallic machine or robot voice as if about to cry. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Sad_22.wav	A sad, metallic machine or robot voice as if about to cry. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Sad_23.wav	A sad, metallic machine or robot voice as if about to cry. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Sad_Long_01.wav	A longer, sad, metallic machine or robot voice about to cry. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:06

Flexatone_VoiceA_Sad_Long_02.wav	A longer, sad, metallic machine or robot voice about to cry. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceA_Sad_Long_03.wav	A longer, sad, metallic machine or robot voice about to cry. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Sad_Long_04.wav	A longer, sad, metallic machine or robot voice about to cry. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceA_Sad_Long_05.wav	A longer, sad, metallic machine or robot voice about to cry. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceA_Sad_Long_06.wav	A longer, sad, metallic machine or robot voice about to cry. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Sad_Long_07.wav	A longer, sad, metallic machine or robot voice about to cry. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Sad_Long_08.wav	A longer, sad, metallic machine or robot voice about to cry. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceA_Sad_Long_09.wav	A longer, sad, metallic machine or robot voice about to cry. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Sad_Long_10.wav	A longer, sad, metallic machine or robot voice about to cry. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceA_Sad_Long_11.wav	A longer, sad, metallic machine or robot voice about to cry. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceA_Sad_Long_12.wav	A longer, sad, metallic machine or robot voice about to cry. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Scared_01.wav	A scared, metallic machine or robot voice as if shivering or terrified. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Scared_02.wav	A scared, metallic machine or robot voice as if shivering or terrified. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Scared_03.wav	A scared, metallic machine or robot voice as if shivering or terrified. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceA_Scared_04.wav	A scared, metallic machine or robot voice as if shivering or terrified. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceA_Scared_05.wav	A scared, metallic machine or robot voice as if shivering or terrified. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Scared_06.wav	A scared, metallic machine or robot voice as if shivering or terrified. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Scared_07.wav	A scared, metallic machine or robot voice as if shivering or terrified. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Scared_08.wav	A scared, metallic machine or robot voice as if shivering or terrified. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Scared_09.wav	A scared, metallic machine or robot voice as if shivering or terrified. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Scared_10.wav	A scared, metallic machine or robot voice as if shivering or terrified. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Scared_11.wav	A scared, metallic machine or robot voice as if shivering or terrified. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Scared_12.wav	A scared, metallic machine or robot voice as if shivering or terrified. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Scared_13.wav	A scared, metallic machine or robot voice as if shivering or terrified. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Scared_14.wav	A scared, metallic machine or robot voice as if shivering or terrified. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceA_Surprised_01.wav	A surprised, ascending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01

Flexatone_VoiceA_Surprised_02.wav	A surprised, ascending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Surprised_03.wav	A surprised, ascending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Surprised_04.wav	A surprised, ascending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Surprised_05.wav	A surprised, ascending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Surprised_06.wav	A surprised, ascending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Surprised_07.wav	A surprised, ascending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Surprised_08.wav	A surprised, ascending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Surprised_09.wav	A surprised, ascending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Surprised_10.wav	A surprised, ascending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Surprised_11.wav	A surprised, ascending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Surprised_12.wav	A surprised, ascending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Surprised_13.wav	A surprised, ascending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Surprised_14.wav	A surprised, ascending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Surprised_15.wav	A surprised, ascending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Surprised_16.wav	A surprised, ascending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Surprised_17.wav	A surprised, ascending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Surprised_18.wav	A surprised, ascending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Surprised_19.wav	A surprised, ascending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Surprised_20.wav	A surprised, ascending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Surprised_21.wav	A surprised, ascending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Surprised_22.wav	A surprised, ascending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Surprised_23.wav	A surprised, ascending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Surprised_24.wav	A surprised, ascending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Surprised_25.wav	A surprised, ascending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceA_Surprised_26.wav	A surprised, ascending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceA_Surprised_27.wav	A surprised, ascending, metallic machine or robot voice. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01

Flexatone_VoiceA_Talk_01.wav	A conversational, metallic machine or robot voice talking generally. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Talk_02.wav	A conversational, metallic machine or robot voice talking generally. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Talk_03.wav	A conversational, metallic machine or robot voice talking generally. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Talk_04.wav	A conversational, metallic machine or robot voice talking generally. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Talk_05.wav	A conversational, metallic machine or robot voice talking generally. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Talk_06.wav	A conversational, metallic machine or robot voice talking generally. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Talk_07.wav	A conversational, metallic machine or robot voice talking generally. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Talk_08.wav	A conversational, metallic machine or robot voice talking generally. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Talk_09.wav	A conversational, metallic machine or robot voice talking generally. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Talk_10.wav	A conversational, metallic machine or robot voice talking generally. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Talk_11.wav	A conversational, metallic machine or robot voice talking generally. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Talk_12.wav	A conversational, metallic machine or robot voice talking generally. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceA_Talk_13.wav	A conversational, metallic machine or robot voice talking generally. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Talk_14.wav	A conversational, metallic machine or robot voice talking generally. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Talk_15.wav	A conversational, metallic machine or robot voice talking generally. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Talk_16.wav	A conversational, metallic machine or robot voice talking generally. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceA_Talk_17.wav	A conversational, metallic machine or robot voice talking generally. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Talk_18.wav	A conversational, metallic machine or robot voice talking generally. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Talk_19.wav	A conversational, metallic machine or robot voice talking generally. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceA_Talk_20.wav	A conversational, metallic machine or robot voice talking generally. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Talk_21.wav	A conversational, metallic machine or robot voice talking generally. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Talk_22.wav	A conversational, metallic machine or robot voice talking generally. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Talk_23.wav	A conversational, metallic machine or robot voice talking generally. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Talk_24.wav	A conversational, metallic machine or robot voice talking generally. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Talk_25.wav	A conversational, metallic machine or robot voice talking generally. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Talk_26.wav	A conversational, metallic machine or robot voice talking generally. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01

Flexatone_VoiceA_Talk_27.wav	A conversational, metallic machine or robot voice talking generally. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Talk_28.wav	A conversational, metallic machine or robot voice talking generally. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Talk_29.wav	A conversational, metallic machine or robot voice talking generally. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Talk_30.wav	A conversational, metallic machine or robot voice talking generally. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Talk_31.wav	A conversational, metallic machine or robot voice talking generally. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Talk_32.wav	A conversational, metallic machine or robot voice talking generally. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Talk_33.wav	A conversational, metallic machine or robot voice talking generally. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Talk_34.wav	A conversational, metallic machine or robot voice talking generally. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceA_Talk_35.wav	A conversational, metallic machine or robot voice talking generally. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Talk_36.wav	A conversational, metallic machine or robot voice talking generally. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceA_Talk_37.wav	A conversational, metallic machine or robot voice talking generally. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Talk_38.wav	A conversational, metallic machine or robot voice talking generally. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Talk_39.wav	A conversational, metallic machine or robot voice talking generally. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceA_Talk_40.wav	A conversational, metallic machine or robot voice talking generally. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceA_Talk_41.wav	A conversational, metallic machine or robot voice talking generally. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Talk_42.wav	A conversational, metallic machine or robot voice talking generally. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Talk_43.wav	A conversational, metallic machine or robot voice talking generally. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceA_Wee_01.wav	A metallic machine or robot voice with a vocal contour similar to “wee”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceA_Wee_02.wav	A metallic machine or robot voice with a vocal contour similar to “wee”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceA_Wee_03.wav	A metallic machine or robot voice with a vocal contour similar to “wee”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceA_Wee_04.wav	A metallic machine or robot voice with a vocal contour similar to “wee”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Wee_05.wav	A metallic machine or robot voice with a vocal contour similar to “wee”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Wee_06.wav	A metallic machine or robot voice with a vocal contour similar to “wee”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Wee_07.wav	A metallic machine or robot voice with a vocal contour similar to “wee”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceA_Wee_08.wav	A metallic machine or robot voice with a vocal contour similar to “wee”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceA_Wee_09.wav	A metallic machine or robot voice with a vocal contour similar to “wee”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01

Flexatone_VoiceA_Wee_10.wav	A metallic machine or robot voice with a vocal contour similar to “wee”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceA_What_01.wav	An ascending metallic machine or robot voice similar to the questioning word “what?”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_What_02.wav	An ascending metallic machine or robot voice similar to the questioning word “what?”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_What_03.wav	An ascending metallic machine or robot voice similar to the questioning word “what?”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_What_04.wav	An ascending metallic machine or robot voice similar to the questioning word “what?”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_What_05.wav	An ascending metallic machine or robot voice similar to the questioning word “what?”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_What_06.wav	An ascending metallic machine or robot voice similar to the questioning word “what?”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_What_07.wav	An ascending metallic machine or robot voice similar to the questioning word “what?”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_What_08.wav	An ascending metallic machine or robot voice similar to the questioning word “what?”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_What_09.wav	An ascending metallic machine or robot voice similar to the questioning word “what?”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_What_10.wav	An ascending metallic machine or robot voice similar to the questioning word “what?”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_What_11.wav	An ascending metallic machine or robot voice similar to the questioning word “what?”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_What_12.wav	An ascending metallic machine or robot voice similar to the questioning word “what?”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_What_13.wav	An ascending metallic machine or robot voice similar to the questioning word “what?”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_What_14.wav	An ascending metallic machine or robot voice similar to the questioning word “what?”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_What_15.wav	An ascending metallic machine or robot voice similar to the questioning word “what?”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_What_16.wav	An ascending metallic machine or robot voice similar to the questioning word “what?”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_What_17.wav	An ascending metallic machine or robot voice similar to the questioning word “what?”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_What_18.wav	An ascending metallic machine or robot voice similar to the questioning word “what?”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_What_19.wav	An ascending metallic machine or robot voice similar to the questioning word “what?”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_What_20.wav	An ascending metallic machine or robot voice similar to the questioning word “what?”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_What_21.wav	An ascending metallic machine or robot voice similar to the questioning word “what?”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_What_22.wav	An ascending metallic machine or robot voice similar to the questioning word “what?”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_What_23.wav	An ascending metallic machine or robot voice similar to the questioning word “what?”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Why_01.wav	An ascending metallic machine or robot voice similar to the questioning word “why?”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Why_02.wav	An ascending metallic machine or robot voice similar to the questioning word “why?”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00

Flexatone_VoiceA_Why_03.wav	An ascending metallic machine or robot voice similar to the questioning word “why?”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Why_04.wav	An ascending metallic machine or robot voice similar to the questioning word “why?”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Why_05.wav	An ascending metallic machine or robot voice similar to the questioning word “why?”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Why_06.wav	An ascending metallic machine or robot voice similar to the questioning word “why?”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Why_07.wav	An ascending metallic machine or robot voice similar to the questioning word “why?”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Why_08.wav	An ascending metallic machine or robot voice similar to the questioning word “why?”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Why_09.wav	An ascending metallic machine or robot voice similar to the questioning word “why?”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Why_10.wav	An ascending metallic machine or robot voice similar to the questioning word “why?”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Why_11.wav	An ascending metallic machine or robot voice similar to the questioning word “why?”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Why_12.wav	An ascending metallic machine or robot voice similar to the questioning word “why?”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Why_13.wav	An ascending metallic machine or robot voice similar to the questioning word “why?”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Why_14.wav	An ascending metallic machine or robot voice similar to the questioning word “why?”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Why_15.wav	An ascending metallic machine or robot voice similar to the questioning word “why?”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Why_16.wav	An ascending metallic machine or robot voice similar to the questioning word “why?”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Why_17.wav	An ascending metallic machine or robot voice similar to the questioning word “why?”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Why_18.wav	An ascending metallic machine or robot voice similar to the questioning word “why?”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Wow_01.wav	A metallic machine or robot voice in awe going “wow”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Wow_02.wav	A metallic machine or robot voice in awe going “wow”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Wow_03.wav	A metallic machine or robot voice in awe going “wow”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Wow_04.wav	A metallic machine or robot voice in awe going “wow”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Wow_05.wav	A metallic machine or robot voice in awe going “wow”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Wow_06.wav	A metallic machine or robot voice in awe going “wow”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Wow_07.wav	A metallic machine or robot voice in awe going “wow”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Wow_08.wav	A metallic machine or robot voice in awe going “wow”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Wow_09.wav	A metallic machine or robot voice in awe going “wow”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceA_Wow_10.wav	A metallic machine or robot voice in awe going “wow”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00

Flexatone_VoiceA_Wow_11.wav	A metallic machine or robot voice in awe going “wow”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Wow_12.wav	A metallic machine or robot voice in awe going “wow”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Wow_13.wav	A metallic machine or robot voice in awe going “wow”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceA_Wow_14.wav	A metallic machine or robot voice in awe going “wow”. Raw with no effects. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Arguing_01.wav	A deeper, arguing, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Arguing_02.wav	A deeper, arguing, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Arguing_03.wav	A deeper, arguing, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Arguing_04.wav	A deeper, arguing, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Arguing_05.wav	A deeper, arguing, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Arguing_06.wav	A deeper, arguing, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Arguing_07.wav	A deeper, arguing, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Arguing_08.wav	A deeper, arguing, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Arguing_09.wav	A deeper, arguing, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceB_Arguing_10.wav	A deeper, arguing, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Arguing_11.wav	A deeper, arguing, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Arguing_12.wav	A deeper, arguing, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Arguing_13.wav	A deeper, arguing, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Arguing_14.wav	A deeper, arguing, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Arguing_15.wav	A deeper, arguing, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Arguing_16.wav	A deeper, arguing, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Arguing_17.wav	A deeper, arguing, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceB_Arguing_18.wav	A deeper, arguing, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Arguing_19.wav	A deeper, arguing, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Arguing_20.wav	A deeper, arguing, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Arguing_21.wav	A deeper, arguing, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Arguing_22.wav	A deeper, arguing, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01

Flexatone_VoiceB_Arguing_23.wav	A deeper, arguing, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Arguing_24.wav	A deeper, arguing, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Arguing_25.wav	A deeper, arguing, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceB_Cry_01.wav	A deeper, crying, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Cry_02.wav	A deeper, crying, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Cry_03.wav	A deeper, crying, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Cry_04.wav	A deeper, crying, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Cry_05.wav	A deeper, crying, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Cry_06.wav	A deeper, crying, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Cry_07.wav	A deeper, crying, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceB_Cry_08.wav	A deeper, crying, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Cry_09.wav	A deeper, crying, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Cry_10.wav	A deeper, crying, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Cry_11.wav	A deeper, crying, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Cry_12.wav	A deeper, crying, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:04
Flexatone_VoiceB_Cry_13.wav	A deeper, crying, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Cry_14.wav	A deeper, crying, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:04
Flexatone_VoiceB_Cry_15.wav	A deeper, crying, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Cry_16.wav	A deeper, crying, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceB_Cry_17.wav	A deeper, crying, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Cry_18.wav	A deeper, crying, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Cry_19.wav	A deeper, crying, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Cry_20.wav	A deeper, crying, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Cry_21.wav	A deeper, crying, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Cry_22.wav	A deeper, crying, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Cry_23.wav	A deeper, crying, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01

Flexatone_VoiceB_Cry_24.wav	A deeper, crying, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Cry_25.wav	A deeper, crying, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Cry_26.wav	A deeper, crying, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Cry_27.wav	A deeper, crying, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Cry_28.wav	A deeper, crying, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Cry_29.wav	A deeper, crying, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Cry_30.wav	A deeper, crying, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Cry_31.wav	A deeper, crying, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Cry_32.wav	A deeper, crying, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Disappointed_01.wav	A deeper, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Disappointed_02.wav	A deeper, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceB_Disappointed_03.wav	A deeper, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Disappointed_04.wav	A deeper, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Disappointed_05.wav	A deeper, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Disappointed_06.wav	A deeper, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Disappointed_07.wav	A deeper, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Disappointed_08.wav	A deeper, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Disappointed_09.wav	A deeper, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Disappointed_10.wav	A deeper, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Disappointed_11.wav	A deeper, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Disappointed_12.wav	A deeper, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Disappointed_13.wav	A deeper, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Disappointed_14.wav	A deeper, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Disappointed_15.wav	A deeper, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Disappointed_16.wav	A deeper, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceB_Disappointed_17.wav	A deeper, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01

Flexatone_VoiceB_Disappointed_18.wav	A deeper, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Disappointed_19.wav	A deeper, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Disappointed_20.wav	A deeper, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Disappointed_21.wav	A deeper, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Disappointed_22.wav	A deeper, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceB_Disappointed_23.wav	A deeper, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Disappointed_24.wav	A deeper, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Disappointed_25.wav	A deeper, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Disappointed_26.wav	A deeper, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Disappointed_27.wav	A deeper, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Disappointed_28.wav	A deeper, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Disappointed_29.wav	A deeper, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Disappointed_30.wav	A deeper, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Disappointed_31.wav	A deeper, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Disappointed_32.wav	A deeper, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Disappointed_33.wav	A deeper, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Disappointed_34.wav	A deeper, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Disappointed_35.wav	A deeper, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Disappointed_36.wav	A deeper, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Disappointed_37.wav	A deeper, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Disappointed_38.wav	A deeper, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Disappointed_39.wav	A deeper, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Disappointed_40.wav	A deeper, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Disappointed_41.wav	A deeper, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Disappointed_42.wav	A deeper, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Disappointed_43.wav	A deeper, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01

Flexatone_VoiceB_Disappointed_Long_01.wav	A long, deeper, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceB_Disappointed_Long_02.wav	A long, deeper, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with additional upper harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceB_Excited_01.wav	A deeper, excited, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Excited_02.wav	A deeper, excited, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Excited_03.wav	A deeper, excited, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Excited_04.wav	A deeper, excited, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Excited_05.wav	A deeper, excited, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Excited_06.wav	A deeper, excited, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Excited_07.wav	A deeper, excited, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Excited_08.wav	A deeper, excited, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Excited_09.wav	A deeper, excited, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Excited_10.wav	A deeper, excited, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Excited_11.wav	A deeper, excited, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Excited_12.wav	A deeper, excited, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Excited_13.wav	A deeper, excited, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Excited_14.wav	A deeper, excited, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Excited_15.wav	A deeper, excited, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceB_Excited_16.wav	A deeper, excited, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Excited_17.wav	A deeper, excited, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Excited_18.wav	A deeper, excited, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Excited_19.wav	A deeper, excited, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceB_Excited_20.wav	A deeper, excited, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Excited_21.wav	A deeper, excited, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceB_Hey_01.wav	A deeper, metallic machine, robot or sci-fi computer voice similar to the word “hey”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Hey_02.wav	A deeper, metallic machine, robot or sci-fi computer voice similar to the word “hey”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Hey_03.wav	A deeper, metallic machine, robot or sci-fi computer voice similar to the word “hey”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01

Flexatone_VoiceB_Laugh_01.wav	A deeper, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Laugh_02.wav	A deeper, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Laugh_03.wav	A deeper, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Laugh_04.wav	A deeper, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Laugh_05.wav	A deeper, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Laugh_06.wav	A deeper, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Laugh_07.wav	A deeper, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Laugh_08.wav	A deeper, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:04
Flexatone_VoiceB_Laugh_09.wav	A deeper, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Laugh_10.wav	A deeper, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Laugh_11.wav	A deeper, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Laugh_Long_01.wav	A deeper, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:08
Flexatone_VoiceB_Laugh_Long_02.wav	A deeper, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:04
Flexatone_VoiceB_Laugh_Long_03.wav	A deeper, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:04
Flexatone_VoiceB_Laugh_Long_04.wav	A deeper, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:04
Flexatone_VoiceB_Laugh_Long_05.wav	A deeper, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Laugh_Long_06.wav	A deeper, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceB_Laugh_Long_07.wav	A deeper, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceB_Laugh_Long_08.wav	A deeper, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:04
Flexatone_VoiceB_Laugh_Long_09.wav	A deeper, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:05
Flexatone_VoiceB_Laugh_Long_10.wav	A deeper, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:05
Flexatone_VoiceB_Laugh_Long_11.wav	A deeper, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:05
Flexatone_VoiceB_Laugh_Long_12.wav	A deeper, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:06
Flexatone_VoiceB_Laugh_Long_13.wav	A deeper, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:09
Flexatone_VoiceB_Laugh_Long_14.wav	A deeper, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceB_Laugh_Long_15.wav	A deeper, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:06

Flexatone_VoiceB_Laugh_Long_16.wav	A deeper, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:04
Flexatone_VoiceB_Laugh_Long_17.wav	A deeper, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:06
Flexatone_VoiceB_Laugh_Long_18.wav	A deeper, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:04
Flexatone_VoiceB_Laugh_Long_19.wav	A deeper, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:06
Flexatone_VoiceB_Laugh_Long_20.wav	A deeper, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:04
Flexatone_VoiceB_Laugh_Long_21.wav	A deeper, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:04
Flexatone_VoiceB_Laugh_Long_22.wav	A deeper, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:04
Flexatone_VoiceB_Laugh_Long_23.wav	A deeper, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceB_Moan_01.wav	A deeper, moaning, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceB_Moan_02.wav	A deeper, moaning, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Moan_03.wav	A deeper, moaning, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Moan_04.wav	A deeper, moaning, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Moan_05.wav	A deeper, moaning, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Moan_06.wav	A deeper, moaning, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Moan_07.wav	A deeper, moaning, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceB_Moan_08.wav	A deeper, moaning, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceB_Moan_09.wav	A deeper, moaning, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Moan_10.wav	A deeper, moaning, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Moan_11.wav	A deeper, moaning, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Moan_12.wav	A deeper, moaning, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Moan_13.wav	A deeper, moaning, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Moan_14.wav	A deeper, moaning, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Moan_15.wav	A deeper, moaning, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Moan_16.wav	A deeper, moaning, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Moan_17.wav	A deeper, moaning, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceB_No_01.wav	A deeper, metallic machine, robot or sci-fi computer voice similar to the word “no”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00

Flexatone_VoiceB_No_02.wav	A deeper, metallic machine, robot or sci-fi computer voice similar to the word “no”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_No_03.wav	A deeper, metallic machine, robot or sci-fi computer voice similar to the word “no”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceB_No_04.wav	A deeper, metallic machine, robot or sci-fi computer voice similar to the word “no”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_No_05.wav	A deeper, metallic machine, robot or sci-fi computer voice similar to the word “no”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceB_No_06.wav	A deeper, metallic machine, robot or sci-fi computer voice similar to the word “no”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceB_No_07.wav	A deeper, metallic machine, robot or sci-fi computer voice similar to the word “no”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_No_08.wav	A deeper, metallic machine, robot or sci-fi computer voice similar to the word “no”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_No_09.wav	A deeper, metallic machine, robot or sci-fi computer voice similar to the word “no”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_No_10.wav	A deeper, metallic machine, robot or sci-fi computer voice similar to the word “no”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceB_No_11.wav	A deeper, metallic machine, robot or sci-fi computer voice similar to the word “no”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_No_12.wav	A deeper, metallic machine, robot or sci-fi computer voice similar to the word “no”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_No_13.wav	A deeper, metallic machine, robot or sci-fi computer voice similar to the word “no”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_No_14.wav	A deeper, metallic machine, robot or sci-fi computer voice similar to the word “no”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_No_15.wav	A deeper, metallic machine, robot or sci-fi computer voice similar to the word “no”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_No_16.wav	A deeper, metallic machine, robot or sci-fi computer voice similar to the word “no”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_No_17.wav	A deeper, metallic machine, robot or sci-fi computer voice similar to the word “no”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_No_18.wav	A deeper, metallic machine, robot or sci-fi computer voice similar to the word “no”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_No_19.wav	A deeper, metallic machine, robot or sci-fi computer voice similar to the word “no”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Okay_01.wav	A deeper, metallic machine, robot or sci-fi computer voice similar to the word “okay”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Okay_02.wav	A deeper, metallic machine, robot or sci-fi computer voice similar to the word “okay”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Okay_03.wav	A deeper, metallic machine, robot or sci-fi computer voice similar to the word “okay”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Okay_04.wav	A deeper, metallic machine, robot or sci-fi computer voice similar to the word “okay”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Okay_05.wav	A deeper, metallic machine, robot or sci-fi computer voice similar to the word “okay”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceB_Okay_06.wav	A deeper, metallic machine, robot or sci-fi computer voice similar to the word “okay”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Okay_07.wav	A deeper, metallic machine, robot or sci-fi computer voice similar to the word “okay”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceB_Okay_08.wav	A deeper, metallic machine, robot or sci-fi computer voice similar to the word “okay”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01

Flexatone_VoiceB_Okay_09.wav	A deeper, metallic machine, robot or sci-fi computer voice similar to the word “okay”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Okay_10.wav	A deeper, metallic machine, robot or sci-fi computer voice similar to the word “okay”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Okay_11.wav	A deeper, metallic machine, robot or sci-fi computer voice similar to the word “okay”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Okay_12.wav	A deeper, metallic machine, robot or sci-fi computer voice similar to the word “okay”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceB_Pain_01.wav	A deeper, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Pain_02.wav	A deeper, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceB_Pain_03.wav	A deeper, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Pain_04.wav	A deeper, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceB_Pain_05.wav	A deeper, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Pain_06.wav	A deeper, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Pain_07.wav	A deeper, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceB_Pain_08.wav	A deeper, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Pain_09.wav	A deeper, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Pain_10.wav	A deeper, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Pain_11.wav	A deeper, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceB_Pain_12.wav	A deeper, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Pain_13.wav	A deeper, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Pain_14.wav	A deeper, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Pain_15.wav	A deeper, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Pain_16.wav	A deeper, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceB_Pain_17.wav	A deeper, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Pain_18.wav	A deeper, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Pain_19.wav	A deeper, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Question_01.wav	A deeper, questioning, metallic machine, robot or sci-fi computer voice asking for something. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Question_02.wav	A deeper, questioning, metallic machine, robot or sci-fi computer voice asking for something. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Question_03.wav	A deeper, questioning, metallic machine, robot or sci-fi computer voice asking for something. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00

Flexatone_VoiceB_Question_04.wav	A deeper, questioning, metallic machine, robot or sci-fi computer voice asking for something. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Question_05.wav	A deeper, questioning, metallic machine, robot or sci-fi computer voice asking for something. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Question_06.wav	A deeper, questioning, metallic machine, robot or sci-fi computer voice asking for something. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Question_07.wav	A deeper, questioning, metallic machine, robot or sci-fi computer voice asking for something. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Question_08.wav	A deeper, questioning, metallic machine, robot or sci-fi computer voice asking for something. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Question_09.wav	A deeper, questioning, metallic machine, robot or sci-fi computer voice asking for something. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Question_10.wav	A deeper, questioning, metallic machine, robot or sci-fi computer voice asking for something. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Question_11.wav	A deeper, questioning, metallic machine, robot or sci-fi computer voice asking for something. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Question_12.wav	A deeper, questioning, metallic machine, robot or sci-fi computer voice asking for something. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Question_13.wav	A deeper, questioning, metallic machine, robot or sci-fi computer voice asking for something. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Question_14.wav	A deeper, questioning, metallic machine, robot or sci-fi computer voice asking for something. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Question_15.wav	A deeper, questioning, metallic machine, robot or sci-fi computer voice asking for something. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Question_16.wav	A deeper, questioning, metallic machine, robot or sci-fi computer voice asking for something. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Question_17.wav	A deeper, questioning, metallic machine, robot or sci-fi computer voice asking for something. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Question_18.wav	A deeper, questioning, metallic machine, robot or sci-fi computer voice asking for something. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceB_Question_19.wav	A deeper, questioning, metallic machine, robot or sci-fi computer voice asking for something. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Question_20.wav	A deeper, questioning, metallic machine, robot or sci-fi computer voice asking for something. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Really_01.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the word “really”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Really_02.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the word “really”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Really_03.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the word “really”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Really_04.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the word “really”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Really_05.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the word “really”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Really_06.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the word “really”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Really_07.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the word “really”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Really_08.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the word “really”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Really_09.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the word “really”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01

Flexatone_VoiceB_Really_10.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the word “really”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Really_11.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the word “really”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Really_12.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the word “really”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Really_13.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the word “really”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Really_14.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the word “really”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Really_15.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the word “really”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Really_16.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the word “really”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Really_17.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the word “really”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Really_18.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the word “really”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Really_19.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the word “really”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Really_20.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the word “really”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Really_21.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the word “really”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Really_22.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the word “really”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Really_23.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the word “really”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Really_24.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the word “really”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Really_25.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the word “really”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Really_26.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the word “really”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Really_27.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the word “really”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Really_28.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the word “really”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Really_29.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the word “really”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Really_30.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the word “really”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Really_31.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the word “really”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Sad_01.wav	A deeper, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Sad_02.wav	A deeper, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Sad_03.wav	A deeper, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Sad_04.wav	A deeper, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00

Flexatone_VoiceB_Sad_05.wav	A deeper, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Sad_06.wav	A deeper, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Sad_07.wav	A deeper, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceB_Sad_08.wav	A deeper, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Sad_09.wav	A deeper, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:04
Flexatone_VoiceB_Sad_10.wav	A deeper, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Sad_11.wav	A deeper, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Sad_12.wav	A deeper, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceB_Sad_13.wav	A deeper, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Sad_14.wav	A deeper, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceB_Sad_15.wav	A deeper, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Sad_16.wav	A deeper, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Sad_17.wav	A deeper, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Sad_18.wav	A deeper, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Sad_19.wav	A deeper, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Sad_20.wav	A deeper, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Sad_21.wav	A deeper, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Sad_22.wav	A deeper, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Sad_23.wav	A deeper, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Sad_Long_01.wav	A deeper, longer, sad, metallic machine, robot or sci-fi computer voice about to cry. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:11
Flexatone_VoiceB_Sad_Long_02.wav	A deeper, longer, sad, metallic machine, robot or sci-fi computer voice about to cry. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceB_Sad_Long_03.wav	A deeper, longer, sad, metallic machine, robot or sci-fi computer voice about to cry. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Sad_Long_04.wav	A deeper, longer, sad, metallic machine, robot or sci-fi computer voice about to cry. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:04
Flexatone_VoiceB_Sad_Long_05.wav	A deeper, longer, sad, metallic machine, robot or sci-fi computer voice about to cry. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceB_Sad_Long_06.wav	A deeper, longer, sad, metallic machine, robot or sci-fi computer voice about to cry. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceB_Sad_Long_07.wav	A deeper, longer, sad, metallic machine, robot or sci-fi computer voice about to cry. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03

Flexatone_VoiceB_Sad_Long_08.wav	A deeper, longer, sad, metallic machine, robot or sci-fi computer voice about to cry. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:04
Flexatone_VoiceB_Sad_Long_09.wav	A deeper, longer, sad, metallic machine, robot or sci-fi computer voice about to cry. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceB_Sad_Long_10.wav	A deeper, longer, sad, metallic machine, robot or sci-fi computer voice about to cry. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:04
Flexatone_VoiceB_Sad_Long_11.wav	A deeper, longer, sad, metallic machine, robot or sci-fi computer voice about to cry. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceB_Sad_Long_12.wav	A deeper, longer, sad, metallic machine, robot or sci-fi computer voice about to cry. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceB_Scared_01.wav	A deeper, scared, metallic machine, robot or sci-fi computer voice as if shivering or terrified. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Scared_02.wav	A deeper, scared, metallic machine, robot or sci-fi computer voice as if shivering or terrified. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Scared_03.wav	A deeper, scared, metallic machine, robot or sci-fi computer voice as if shivering or terrified. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceB_Scared_04.wav	A deeper, scared, metallic machine, robot or sci-fi computer voice as if shivering or terrified. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceB_Scared_05.wav	A deeper, scared, metallic machine, robot or sci-fi computer voice as if shivering or terrified. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Scared_06.wav	A deeper, scared, metallic machine, robot or sci-fi computer voice as if shivering or terrified. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Scared_07.wav	A deeper, scared, metallic machine, robot or sci-fi computer voice as if shivering or terrified. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Scared_08.wav	A deeper, scared, metallic machine, robot or sci-fi computer voice as if shivering or terrified. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Scared_09.wav	A deeper, scared, metallic machine, robot or sci-fi computer voice as if shivering or terrified. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceB_Scared_10.wav	A deeper, scared, metallic machine, robot or sci-fi computer voice as if shivering or terrified. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Scared_11.wav	A deeper, scared, metallic machine, robot or sci-fi computer voice as if shivering or terrified. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Scared_12.wav	A deeper, scared, metallic machine, robot or sci-fi computer voice as if shivering or terrified. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Scared_13.wav	A deeper, scared, metallic machine, robot or sci-fi computer voice as if shivering or terrified. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Scared_14.wav	A deeper, scared, metallic machine, robot or sci-fi computer voice as if shivering or terrified. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:04
Flexatone_VoiceB_Surprised_01.wav	A deeper, surprised, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Surprised_02.wav	A deeper, surprised, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Surprised_03.wav	A deeper, surprised, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Surprised_04.wav	A deeper, surprised, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Surprised_05.wav	A deeper, surprised, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Surprised_06.wav	A deeper, surprised, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Surprised_07.wav	A deeper, surprised, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01

Flexatone_VoiceB_Surprised_08.wav	A deeper, surprised, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Surprised_09.wav	A deeper, surprised, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Surprised_10.wav	A deeper, surprised, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceB_Surprised_11.wav	A deeper, surprised, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Surprised_12.wav	A deeper, surprised, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Surprised_13.wav	A deeper, surprised, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceB_Surprised_14.wav	A deeper, surprised, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Surprised_15.wav	A deeper, surprised, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Surprised_16.wav	A deeper, surprised, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceB_Surprised_17.wav	A deeper, surprised, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Surprised_18.wav	A deeper, surprised, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Surprised_19.wav	A deeper, surprised, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Surprised_20.wav	A deeper, surprised, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Surprised_21.wav	A deeper, surprised, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Surprised_22.wav	A deeper, surprised, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Surprised_23.wav	A deeper, surprised, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Surprised_24.wav	A deeper, surprised, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Surprised_25.wav	A deeper, surprised, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceB_Surprised_26.wav	A deeper, surprised, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:04
Flexatone_VoiceB_Surprised_27.wav	A deeper, surprised, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Talk_01.wav	A deeper, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Talk_02.wav	A deeper, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Talk_03.wav	A deeper, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Talk_04.wav	A deeper, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Talk_05.wav	A deeper, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Talk_06.wav	A deeper, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01

Flexatone_VoiceB_Talk_07.wav	A deeper, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Talk_08.wav	A deeper, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Talk_09.wav	A deeper, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceB_Talk_10.wav	A deeper, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Talk_11.wav	A deeper, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceB_Talk_12.wav	A deeper, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceB_Talk_13.wav	A deeper, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Talk_14.wav	A deeper, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Talk_15.wav	A deeper, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Talk_16.wav	A deeper, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceB_Talk_17.wav	A deeper, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Talk_18.wav	A deeper, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Talk_19.wav	A deeper, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceB_Talk_20.wav	A deeper, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Talk_21.wav	A deeper, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Talk_22.wav	A deeper, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Talk_23.wav	A deeper, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceB_Talk_24.wav	A deeper, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Talk_25.wav	A deeper, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceB_Talk_26.wav	A deeper, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Talk_27.wav	A deeper, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Talk_28.wav	A deeper, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Talk_29.wav	A deeper, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Talk_30.wav	A deeper, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Talk_31.wav	A deeper, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Talk_32.wav	A deeper, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02

Flexatone_VoiceB_Talk_33.wav	A deeper, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Talk_34.wav	A deeper, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceB_Talk_35.wav	A deeper, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Talk_36.wav	A deeper, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceB_Talk_37.wav	A deeper, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Talk_38.wav	A deeper, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Talk_39.wav	A deeper, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceB_Talk_40.wav	A deeper, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceB_Talk_41.wav	A deeper, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Talk_42.wav	A deeper, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceB_Talk_43.wav	A deeper, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:05
Flexatone_VoiceB_Wee_01.wav	A deeper, metallic machine, robot or sci-fi computer voice with a vocal contour similar to “wee”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceB_Wee_02.wav	A deeper, metallic machine, robot or sci-fi computer voice with a vocal contour similar to “wee”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:04
Flexatone_VoiceB_Wee_03.wav	A deeper, metallic machine, robot or sci-fi computer voice with a vocal contour similar to “wee”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:05
Flexatone_VoiceB_Wee_04.wav	A deeper, metallic machine, robot or sci-fi computer voice with a vocal contour similar to “wee”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Wee_05.wav	A deeper, metallic machine, robot or sci-fi computer voice with a vocal contour similar to “wee”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Wee_06.wav	A deeper, metallic machine, robot or sci-fi computer voice with a vocal contour similar to “wee”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceB_Wee_07.wav	A deeper, metallic machine, robot or sci-fi computer voice with a vocal contour similar to “wee”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceB_Wee_08.wav	A deeper, metallic machine, robot or sci-fi computer voice with a vocal contour similar to “wee”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceB_Wee_09.wav	A deeper, metallic machine, robot or sci-fi computer voice with a vocal contour similar to “wee”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Wee_10.wav	A deeper, metallic machine, robot or sci-fi computer voice with a vocal contour similar to “wee”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:04
Flexatone_VoiceB_What_01.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_What_02.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceB_What_03.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceB_What_04.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceB_What_05.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00

Flexatone_VoiceB_What_06.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_What_07.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceB_What_08.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceB_What_09.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_What_10.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_What_11.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceB_What_12.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_What_13.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_What_14.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_What_15.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_What_16.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_What_17.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_What_18.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_What_19.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_What_20.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_What_21.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceB_What_22.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_What_23.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Why_01.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the questioning word “why?”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Why_02.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the questioning word “why?”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceB_Why_03.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the questioning word “why?”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Why_04.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the questioning word “why?”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceB_Why_05.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the questioning word “why?”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Why_06.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the questioning word “why?”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Why_07.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the questioning word “why?”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Why_08.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the questioning word “why?”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01

Flexatone_VoiceB_Why_09.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the questioning word “why?”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Why_10.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the questioning word “why?”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Why_11.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the questioning word “why?”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Why_12.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the questioning word “why?”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Why_13.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the questioning word “why?”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceB_Why_14.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the questioning word “why?”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Why_15.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the questioning word “why?”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Why_16.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the questioning word “why?”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Why_17.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the questioning word “why?”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Why_18.wav	An ascending, deeper, metallic machine, robot or sci-fi computer voice similar to the questioning word “why?”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Wow_01.wav	A deeper, metallic machine, robot or sci-fi computer voice in awe going “wow”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceB_Wow_02.wav	A deeper, metallic machine, robot or sci-fi computer voice in awe going “wow”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Wow_03.wav	A deeper, metallic machine, robot or sci-fi computer voice in awe going “wow”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Wow_04.wav	A deeper, metallic machine, robot or sci-fi computer voice in awe going “wow”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Wow_05.wav	A deeper, metallic machine, robot or sci-fi computer voice in awe going “wow”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Wow_06.wav	A deeper, metallic machine, robot or sci-fi computer voice in awe going “wow”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Wow_07.wav	A deeper, metallic machine, robot or sci-fi computer voice in awe going “wow”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Wow_08.wav	A deeper, metallic machine, robot or sci-fi computer voice in awe going “wow”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Wow_09.wav	A deeper, metallic machine, robot or sci-fi computer voice in awe going “wow”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceB_Wow_10.wav	A deeper, metallic machine, robot or sci-fi computer voice in awe going “wow”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceB_Wow_11.wav	A deeper, metallic machine, robot or sci-fi computer voice in awe going “wow”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceB_Wow_12.wav	A deeper, metallic machine, robot or sci-fi computer voice in awe going “wow”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceB_Wow_13.wav	A deeper, metallic machine, robot or sci-fi computer voice in awe going “wow”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceB_Wow_14.wav	A deeper, metallic machine, robot or sci-fi computer voice in awe going “wow”. Slowed down with additional harmonics. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Arguing_01.wav	A quivering, arguing, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Arguing_02.wav	A quivering, arguing, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02

Flexatone_VoiceC_Arguing_03.wav	A quivering, arguing, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Arguing_04.wav	A quivering, arguing, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Arguing_05.wav	A quivering, arguing, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Arguing_06.wav	A quivering, arguing, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Arguing_07.wav	A quivering, arguing, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceC_Arguing_08.wav	A quivering, arguing, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Arguing_09.wav	A quivering, arguing, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceC_Arguing_10.wav	A quivering, arguing, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Arguing_11.wav	A quivering, arguing, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Arguing_12.wav	A quivering, arguing, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Arguing_13.wav	A quivering, arguing, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Arguing_14.wav	A quivering, arguing, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Arguing_15.wav	A quivering, arguing, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Arguing_16.wav	A quivering, arguing, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Arguing_17.wav	A quivering, arguing, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceC_Arguing_18.wav	A quivering, arguing, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Arguing_19.wav	A quivering, arguing, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Arguing_20.wav	A quivering, arguing, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Arguing_21.wav	A quivering, arguing, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Arguing_22.wav	A quivering, arguing, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Arguing_23.wav	A quivering, arguing, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Arguing_24.wav	A quivering, arguing, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Arguing_25.wav	A quivering, arguing, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceC_Cry_01.wav	A quivering, crying, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Cry_02.wav	A quivering, crying, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Cry_03.wav	A quivering, crying, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01

Flexatone_VoiceC_Cry_04.wav	A quivering, crying, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Cry_05.wav	A quivering, crying, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Cry_06.wav	A quivering, crying, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Cry_07.wav	A quivering, crying, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceC_Cry_08.wav	A quivering, crying, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Cry_09.wav	A quivering, crying, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceC_Cry_10.wav	A quivering, crying, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Cry_11.wav	A quivering, crying, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Cry_12.wav	A quivering, crying, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:05
Flexatone_VoiceC_Cry_13.wav	A quivering, crying, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceC_Cry_14.wav	A quivering, crying, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:04
Flexatone_VoiceC_Cry_15.wav	A quivering, crying, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Cry_16.wav	A quivering, crying, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceC_Cry_17.wav	A quivering, crying, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceC_Cry_18.wav	A quivering, crying, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Cry_19.wav	A quivering, crying, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceC_Cry_20.wav	A quivering, crying, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Cry_21.wav	A quivering, crying, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Cry_22.wav	A quivering, crying, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Cry_23.wav	A quivering, crying, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Cry_24.wav	A quivering, crying, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Cry_25.wav	A quivering, crying, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Cry_26.wav	A quivering, crying, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Cry_27.wav	A quivering, crying, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Cry_28.wav	A quivering, crying, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Cry_29.wav	A quivering, crying, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01

Flexatone_VoiceC_Cry_30.wav	A quivering, crying, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Cry_31.wav	A quivering, crying, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Cry_32.wav	A quivering, crying, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Disappointed_01.wav	A quivering, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Disappointed_02.wav	A quivering, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Disappointed_03.wav	A quivering, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Disappointed_04.wav	A quivering, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Disappointed_05.wav	A quivering, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Disappointed_06.wav	A quivering, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Disappointed_07.wav	A quivering, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Disappointed_08.wav	A quivering, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Disappointed_09.wav	A quivering, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Disappointed_10.wav	A quivering, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Disappointed_11.wav	A quivering, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Disappointed_12.wav	A quivering, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Disappointed_13.wav	A quivering, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Disappointed_14.wav	A quivering, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Disappointed_15.wav	A quivering, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Disappointed_16.wav	A quivering, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceC_Disappointed_17.wav	A quivering, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Disappointed_18.wav	A quivering, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Disappointed_19.wav	A quivering, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Disappointed_20.wav	A quivering, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Disappointed_21.wav	A quivering, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Disappointed_22.wav	A quivering, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceC_Disappointed_23.wav	A quivering, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02

Flexatone_VoiceC_Disappointed_24.wav	A quivering, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Disappointed_25.wav	A quivering, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Disappointed_26.wav	A quivering, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Disappointed_27.wav	A quivering, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Disappointed_28.wav	A quivering, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Disappointed_29.wav	A quivering, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Disappointed_30.wav	A quivering, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Disappointed_31.wav	A quivering, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Disappointed_32.wav	A quivering, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Disappointed_33.wav	A quivering, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Disappointed_34.wav	A quivering, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Disappointed_35.wav	A quivering, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Disappointed_36.wav	A quivering, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Disappointed_37.wav	A quivering, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Disappointed_38.wav	A quivering, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Disappointed_39.wav	A quivering, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Disappointed_40.wav	A quivering, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Disappointed_41.wav	A quivering, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Disappointed_42.wav	A quivering, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Disappointed_43.wav	A quivering, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Disappointed_Long_01.wav	A long, quivering, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceC_Disappointed_Long_02.wav	A long, quivering, disappointed, descending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceC_Excited_01.wav	A quivering, excited, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Excited_02.wav	A quivering, excited, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceC_Excited_03.wav	A quivering, excited, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Excited_04.wav	A quivering, excited, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01

Flexatone_VoiceC_Excited_05.wav	A quivering, excited, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Excited_06.wav	A quivering, excited, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Excited_07.wav	A quivering, excited, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Excited_08.wav	A quivering, excited, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Excited_09.wav	A quivering, excited, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Excited_10.wav	A quivering, excited, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Excited_11.wav	A quivering, excited, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Excited_12.wav	A quivering, excited, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Excited_13.wav	A quivering, excited, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Excited_14.wav	A quivering, excited, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Excited_15.wav	A quivering, excited, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Excited_16.wav	A quivering, excited, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Excited_17.wav	A quivering, excited, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Excited_18.wav	A quivering, excited, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Excited_19.wav	A quivering, excited, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Excited_20.wav	A quivering, excited, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Excited_21.wav	A quivering, excited, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceC_Hey_01.wav	A quivering, metallic machine, robot or sci-fi computer voice similar to the word “hey”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Hey_02.wav	A quivering, metallic machine, robot or sci-fi computer voice similar to the word “hey”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Hey_03.wav	A quivering, metallic machine, robot or sci-fi computer voice similar to the word “hey”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Laugh_01.wav	A quivering, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Laugh_02.wav	A quivering, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Laugh_03.wav	A quivering, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Laugh_04.wav	A quivering, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Laugh_05.wav	A quivering, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Laugh_06.wav	A quivering, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02

Flexatone_VoiceC_Laugh_07.wav	A quivering, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceC_Laugh_08.wav	A quivering, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:04
Flexatone_VoiceC_Laugh_09.wav	A quivering, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Laugh_10.wav	A quivering, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Laugh_11.wav	A quivering, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Laugh_Long_01.wav	A quivering, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:09
Flexatone_VoiceC_Laugh_Long_02.wav	A quivering, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:04
Flexatone_VoiceC_Laugh_Long_03.wav	A quivering, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:05
Flexatone_VoiceC_Laugh_Long_04.wav	A quivering, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:05
Flexatone_VoiceC_Laugh_Long_05.wav	A quivering, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Laugh_Long_06.wav	A quivering, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceC_Laugh_Long_07.wav	A quivering, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:04
Flexatone_VoiceC_Laugh_Long_08.wav	A quivering, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:05
Flexatone_VoiceC_Laugh_Long_09.wav	A quivering, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:06
Flexatone_VoiceC_Laugh_Long_10.wav	A quivering, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:06
Flexatone_VoiceC_Laugh_Long_11.wav	A quivering, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:06
Flexatone_VoiceC_Laugh_Long_12.wav	A quivering, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:07
Flexatone_VoiceC_Laugh_Long_13.wav	A quivering, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:10
Flexatone_VoiceC_Laugh_Long_14.wav	A quivering, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:04
Flexatone_VoiceC_Laugh_Long_15.wav	A quivering, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:07
Flexatone_VoiceC_Laugh_Long_16.wav	A quivering, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:04
Flexatone_VoiceC_Laugh_Long_17.wav	A quivering, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:07
Flexatone_VoiceC_Laugh_Long_18.wav	A quivering, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:05
Flexatone_VoiceC_Laugh_Long_19.wav	A quivering, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:07
Flexatone_VoiceC_Laugh_Long_20.wav	A quivering, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:04
Flexatone_VoiceC_Laugh_Long_21.wav	A quivering, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:04

Flexatone_VoiceC_Laugh_Long_22.wav	A quivering, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:05
Flexatone_VoiceC_Laugh_Long_23.wav	A quivering, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:04
Flexatone_VoiceC_Moan_01.wav	A quivering, moaning, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceC_Moan_02.wav	A quivering, moaning, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Moan_03.wav	A quivering, moaning, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Moan_04.wav	A quivering, moaning, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Moan_05.wav	A quivering, moaning, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Moan_06.wav	A quivering, moaning, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Moan_07.wav	A quivering, moaning, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceC_Moan_08.wav	A quivering, moaning, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceC_Moan_09.wav	A quivering, moaning, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Moan_10.wav	A quivering, moaning, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Moan_11.wav	A quivering, moaning, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Moan_12.wav	A quivering, moaning, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Moan_13.wav	A quivering, moaning, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Moan_14.wav	A quivering, moaning, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Moan_15.wav	A quivering, moaning, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Moan_16.wav	A quivering, moaning, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Moan_17.wav	A quivering, moaning, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceC_No_01.wav	A quivering, metallic machine, robot or sci-fi computer voice similar to the word “no”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceC_No_02.wav	A quivering, metallic machine, robot or sci-fi computer voice similar to the word “no”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_No_03.wav	A quivering, metallic machine, robot or sci-fi computer voice similar to the word “no”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_No_04.wav	A quivering, metallic machine, robot or sci-fi computer voice similar to the word “no”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_No_05.wav	A quivering, metallic machine, robot or sci-fi computer voice similar to the word “no”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_No_06.wav	A quivering, metallic machine, robot or sci-fi computer voice similar to the word “no”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceC_No_07.wav	A quivering, metallic machine, robot or sci-fi computer voice similar to the word “no”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01

Flexatone_VoiceC_No_08.wav	A quivering, metallic machine, robot or sci-fi computer voice similar to the word “no”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_No_09.wav	A quivering, metallic machine, robot or sci-fi computer voice similar to the word “no”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_No_10.wav	A quivering, metallic machine, robot or sci-fi computer voice similar to the word “no”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceC_No_11.wav	A quivering, metallic machine, robot or sci-fi computer voice similar to the word “no”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_No_12.wav	A quivering, metallic machine, robot or sci-fi computer voice similar to the word “no”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_No_13.wav	A quivering, metallic machine, robot or sci-fi computer voice similar to the word “no”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_No_14.wav	A quivering, metallic machine, robot or sci-fi computer voice similar to the word “no”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_No_15.wav	A quivering, metallic machine, robot or sci-fi computer voice similar to the word “no”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_No_16.wav	A quivering, metallic machine, robot or sci-fi computer voice similar to the word “no”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_No_17.wav	A quivering, metallic machine, robot or sci-fi computer voice similar to the word “no”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_No_18.wav	A quivering, metallic machine, robot or sci-fi computer voice similar to the word “no”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_No_19.wav	A quivering, metallic machine, robot or sci-fi computer voice similar to the word “no”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Okay_01.wav	A quivering, metallic machine, robot or sci-fi computer voice similar to the word “okay”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Okay_02.wav	A quivering, metallic machine, robot or sci-fi computer voice similar to the word “okay”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Okay_03.wav	A quivering, metallic machine, robot or sci-fi computer voice similar to the word “okay”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Okay_04.wav	A quivering, metallic machine, robot or sci-fi computer voice similar to the word “okay”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Okay_05.wav	A quivering, metallic machine, robot or sci-fi computer voice similar to the word “okay”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Okay_06.wav	A quivering, metallic machine, robot or sci-fi computer voice similar to the word “okay”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Okay_07.wav	A quivering, metallic machine, robot or sci-fi computer voice similar to the word “okay”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceC_Okay_08.wav	A quivering, metallic machine, robot or sci-fi computer voice similar to the word “okay”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Okay_09.wav	A quivering, metallic machine, robot or sci-fi computer voice similar to the word “okay”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Okay_10.wav	A quivering, metallic machine, robot or sci-fi computer voice similar to the word “okay”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Okay_11.wav	A quivering, metallic machine, robot or sci-fi computer voice similar to the word “okay”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Okay_12.wav	A quivering, metallic machine, robot or sci-fi computer voice similar to the word “okay”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Pain_01.wav	A quivering, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Pain_02.wav	A quivering, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00

Flexatone_VoiceC_Pain_03.wav	A quivering, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Pain_04.wav	A quivering, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Pain_05.wav	A quivering, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Pain_06.wav	A quivering, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Pain_07.wav	A quivering, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Pain_08.wav	A quivering, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Pain_09.wav	A quivering, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Pain_10.wav	A quivering, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Pain_11.wav	A quivering, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceC_Pain_12.wav	A quivering, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Pain_13.wav	A quivering, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Pain_14.wav	A quivering, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Pain_15.wav	A quivering, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Pain_16.wav	A quivering, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Pain_17.wav	A quivering, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Pain_18.wav	A quivering, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Pain_19.wav	A quivering, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Question_01.wav	A quivering, questioning, metallic machine, robot or sci-fi computer voice asking for something. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Question_02.wav	A quivering, questioning, metallic machine, robot or sci-fi computer voice asking for something. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Question_03.wav	A quivering, questioning, metallic machine, robot or sci-fi computer voice asking for something. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceC_Question_04.wav	A quivering, questioning, metallic machine, robot or sci-fi computer voice asking for something. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Question_05.wav	A quivering, questioning, metallic machine, robot or sci-fi computer voice asking for something. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Question_06.wav	A quivering, questioning, metallic machine, robot or sci-fi computer voice asking for something. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Question_07.wav	A quivering, questioning, metallic machine, robot or sci-fi computer voice asking for something. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Question_08.wav	A quivering, questioning, metallic machine, robot or sci-fi computer voice asking for something. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Question_09.wav	A quivering, questioning, metallic machine, robot or sci-fi computer voice asking for something. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01

Flexatone_VoiceC_Question_10.wav	A quivering, questioning, metallic machine, robot or sci-fi computer voice asking for something. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Question_11.wav	A quivering, questioning, metallic machine, robot or sci-fi computer voice asking for something. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Question_12.wav	A quivering, questioning, metallic machine, robot or sci-fi computer voice asking for something. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Question_13.wav	A quivering, questioning, metallic machine, robot or sci-fi computer voice asking for something. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Question_14.wav	A quivering, questioning, metallic machine, robot or sci-fi computer voice asking for something. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Question_15.wav	A quivering, questioning, metallic machine, robot or sci-fi computer voice asking for something. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Question_16.wav	A quivering, questioning, metallic machine, robot or sci-fi computer voice asking for something. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Question_17.wav	A quivering, questioning, metallic machine, robot or sci-fi computer voice asking for something. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Question_18.wav	A quivering, questioning, metallic machine, robot or sci-fi computer voice asking for something. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceC_Question_19.wav	A quivering, questioning, metallic machine, robot or sci-fi computer voice asking for something. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Question_20.wav	A quivering, questioning, metallic machine, robot or sci-fi computer voice asking for something. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Really_01.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the word “really”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Really_02.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the word “really”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Really_03.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the word “really”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Really_04.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the word “really”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Really_05.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the word “really”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Really_06.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the word “really”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Really_07.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the word “really”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Really_08.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the word “really”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Really_09.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the word “really”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Really_10.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the word “really”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Really_11.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the word “really”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Really_12.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the word “really”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Really_13.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the word “really”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Really_14.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the word “really”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Really_15.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the word “really”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01

Flexatone_VoiceC_Really_16.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the word “really”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Really_17.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the word “really”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Really_18.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the word “really”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Really_19.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the word “really”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Really_20.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the word “really”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Really_21.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the word “really”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Really_22.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the word “really”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Really_23.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the word “really”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Really_24.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the word “really”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Really_25.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the word “really”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Really_26.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the word “really”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Really_27.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the word “really”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Really_28.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the word “really”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Really_29.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the word “really”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Really_30.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the word “really”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Really_31.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the word “really”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Sad_01.wav	A quivering, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Sad_02.wav	A quivering, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Sad_03.wav	A quivering, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Sad_04.wav	A quivering, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Sad_05.wav	A quivering, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Sad_06.wav	A quivering, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Sad_07.wav	A quivering, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceC_Sad_08.wav	A quivering, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Sad_09.wav	A quivering, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:05
Flexatone_VoiceC_Sad_10.wav	A quivering, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01

Flexatone_VoiceC_Sad_11.wav	A quivering, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Sad_12.wav	A quivering, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:04
Flexatone_VoiceC_Sad_13.wav	A quivering, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Sad_14.wav	A quivering, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceC_Sad_15.wav	A quivering, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Sad_16.wav	A quivering, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Sad_17.wav	A quivering, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Sad_18.wav	A quivering, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Sad_19.wav	A quivering, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Sad_20.wav	A quivering, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Sad_21.wav	A quivering, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Sad_22.wav	A quivering, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Sad_23.wav	A quivering, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Sad_Long_01.wav	A quivering, longer, sad, metallic machine, robot or sci-fi computer voice about to cry. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:12
Flexatone_VoiceC_Sad_Long_02.wav	A quivering, longer, sad, metallic machine, robot or sci-fi computer voice about to cry. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:04
Flexatone_VoiceC_Sad_Long_03.wav	A quivering, longer, sad, metallic machine, robot or sci-fi computer voice about to cry. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Sad_Long_04.wav	A quivering, longer, sad, metallic machine, robot or sci-fi computer voice about to cry. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:04
Flexatone_VoiceC_Sad_Long_05.wav	A quivering, longer, sad, metallic machine, robot or sci-fi computer voice about to cry. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceC_Sad_Long_06.wav	A quivering, longer, sad, metallic machine, robot or sci-fi computer voice about to cry. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceC_Sad_Long_07.wav	A quivering, longer, sad, metallic machine, robot or sci-fi computer voice about to cry. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceC_Sad_Long_08.wav	A quivering, longer, sad, metallic machine, robot or sci-fi computer voice about to cry. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:05
Flexatone_VoiceC_Sad_Long_09.wav	A quivering, longer, sad, metallic machine, robot or sci-fi computer voice about to cry. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceC_Sad_Long_10.wav	A quivering, longer, sad, metallic machine, robot or sci-fi computer voice about to cry. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:04
Flexatone_VoiceC_Sad_Long_11.wav	A quivering, longer, sad, metallic machine, robot or sci-fi computer voice about to cry. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceC_Sad_Long_12.wav	A quivering, longer, sad, metallic machine, robot or sci-fi computer voice about to cry. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceC_Scared_01.wav	A quivering, scared, metallic machine, robot or sci-fi computer voice as if shivering or terrified. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02

Flexatone_VoiceC_Scared_02.wav	A quivering, scared, metallic machine, robot or sci-fi computer voice as if shivering or terrified. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Scared_03.wav	A quivering, scared, metallic machine, robot or sci-fi computer voice as if shivering or terrified. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceC_Scared_04.wav	A quivering, scared, metallic machine, robot or sci-fi computer voice as if shivering or terrified. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceC_Scared_05.wav	A quivering, scared, metallic machine, robot or sci-fi computer voice as if shivering or terrified. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Scared_06.wav	A quivering, scared, metallic machine, robot or sci-fi computer voice as if shivering or terrified. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Scared_07.wav	A quivering, scared, metallic machine, robot or sci-fi computer voice as if shivering or terrified. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Scared_08.wav	A quivering, scared, metallic machine, robot or sci-fi computer voice as if shivering or terrified. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Scared_09.wav	A quivering, scared, metallic machine, robot or sci-fi computer voice as if shivering or terrified. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceC_Scared_10.wav	A quivering, scared, metallic machine, robot or sci-fi computer voice as if shivering or terrified. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Scared_11.wav	A quivering, scared, metallic machine, robot or sci-fi computer voice as if shivering or terrified. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Scared_12.wav	A quivering, scared, metallic machine, robot or sci-fi computer voice as if shivering or terrified. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Scared_13.wav	A quivering, scared, metallic machine, robot or sci-fi computer voice as if shivering or terrified. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Scared_14.wav	A quivering, scared, metallic machine, robot or sci-fi computer voice as if shivering or terrified. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:04
Flexatone_VoiceC_Surprised_01.wav	A quivering, surprised, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Surprised_02.wav	A quivering, surprised, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Surprised_03.wav	A quivering, surprised, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Surprised_04.wav	A quivering, surprised, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Surprised_05.wav	A quivering, surprised, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Surprised_06.wav	A quivering, surprised, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Surprised_07.wav	A quivering, surprised, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Surprised_08.wav	A quivering, surprised, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Surprised_09.wav	A quivering, surprised, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Surprised_10.wav	A quivering, surprised, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceC_Surprised_11.wav	A quivering, surprised, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Surprised_12.wav	A quivering, surprised, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Surprised_13.wav	A quivering, surprised, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03

Flexatone_VoiceC_Surprised_14.wav	A quivering, surprised, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Surprised_15.wav	A quivering, surprised, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Surprised_16.wav	A quivering, surprised, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Surprised_17.wav	A quivering, surprised, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Surprised_18.wav	A quivering, surprised, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Surprised_19.wav	A quivering, surprised, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Surprised_20.wav	A quivering, surprised, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Surprised_21.wav	A quivering, surprised, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Surprised_22.wav	A quivering, surprised, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Surprised_23.wav	A quivering, surprised, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Surprised_24.wav	A quivering, surprised, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Surprised_25.wav	A quivering, surprised, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceC_Surprised_26.wav	A quivering, surprised, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:04
Flexatone_VoiceC_Surprised_27.wav	A quivering, surprised, ascending, metallic machine, robot or sci-fi computer voice. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Talk_01.wav	A quivering, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Talk_02.wav	A quivering, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Talk_03.wav	A quivering, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Talk_04.wav	A quivering, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Talk_05.wav	A quivering, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Talk_06.wav	A quivering, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Talk_07.wav	A quivering, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Talk_08.wav	A quivering, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceC_Talk_09.wav	A quivering, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceC_Talk_10.wav	A quivering, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceC_Talk_11.wav	A quivering, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceC_Talk_12.wav	A quivering, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03

Flexatone_VoiceC_Talk_13.wav	A quivering, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Talk_14.wav	A quivering, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Talk_15.wav	A quivering, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Talk_16.wav	A quivering, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceC_Talk_17.wav	A quivering, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Talk_18.wav	A quivering, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Talk_19.wav	A quivering, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceC_Talk_20.wav	A quivering, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceC_Talk_21.wav	A quivering, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Talk_22.wav	A quivering, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Talk_23.wav	A quivering, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceC_Talk_24.wav	A quivering, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Talk_25.wav	A quivering, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceC_Talk_26.wav	A quivering, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Talk_27.wav	A quivering, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Talk_28.wav	A quivering, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Talk_29.wav	A quivering, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Talk_30.wav	A quivering, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Talk_31.wav	A quivering, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Talk_32.wav	A quivering, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Talk_33.wav	A quivering, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceC_Talk_34.wav	A quivering, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceC_Talk_35.wav	A quivering, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceC_Talk_36.wav	A quivering, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:04
Flexatone_VoiceC_Talk_37.wav	A quivering, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Talk_38.wav	A quivering, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03

Flexatone_VoiceC_Talk_39.wav	A quivering, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceC_Talk_40.wav	A quivering, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:04
Flexatone_VoiceC_Talk_41.wav	A quivering, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Talk_42.wav	A quivering, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceC_Talk_43.wav	A quivering, conversational, metallic machine, robot or sci-fi computer voice talking generally. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:05
Flexatone_VoiceC_Wee_01.wav	A quivering, metallic machine, robot or sci-fi computer voice with a vocal contour similar to “wee”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:04
Flexatone_VoiceC_Wee_02.wav	A quivering, metallic machine, robot or sci-fi computer voice with a vocal contour similar to “wee”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:04
Flexatone_VoiceC_Wee_03.wav	A quivering, metallic machine, robot or sci-fi computer voice with a vocal contour similar to “wee”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:05
Flexatone_VoiceC_Wee_04.wav	A quivering, metallic machine, robot or sci-fi computer voice with a vocal contour similar to “wee”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Wee_05.wav	A quivering, metallic machine, robot or sci-fi computer voice with a vocal contour similar to “wee”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Wee_06.wav	A quivering, metallic machine, robot or sci-fi computer voice with a vocal contour similar to “wee”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceC_Wee_07.wav	A quivering, metallic machine, robot or sci-fi computer voice with a vocal contour similar to “wee”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceC_Wee_08.wav	A quivering, metallic machine, robot or sci-fi computer voice with a vocal contour similar to “wee”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:04
Flexatone_VoiceC_Wee_09.wav	A quivering, metallic machine, robot or sci-fi computer voice with a vocal contour similar to “wee”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Wee_10.wav	A quivering, metallic machine, robot or sci-fi computer voice with a vocal contour similar to “wee”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:04
Flexatone_VoiceC_What_01.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_What_02.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_What_03.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_What_04.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_What_05.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_What_06.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_What_07.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceC_What_08.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceC_What_09.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_What_10.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_What_11.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00

Flexatone_VoiceC_What_12.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_What_13.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_What_14.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_What_15.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_What_16.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_What_17.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_What_18.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_What_19.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_What_20.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_What_21.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_What_22.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_What_23.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Why_01.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the questioning word “why?”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Why_02.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the questioning word “why?”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Why_03.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the questioning word “why?”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Why_04.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the questioning word “why?”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Why_05.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the questioning word “why?”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Why_06.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the questioning word “why?”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Why_07.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the questioning word “why?”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Why_08.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the questioning word “why?”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Why_09.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the questioning word “why?”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Why_10.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the questioning word “why?”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Why_11.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the questioning word “why?”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceC_Why_12.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the questioning word “why?”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Why_13.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the questioning word “why?”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Why_14.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the questioning word “why?”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01

Flexatone_VoiceC_Why_15.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the questioning word “why?”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Why_16.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the questioning word “why?”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Why_17.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the questioning word “why?”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Why_18.wav	An ascending, quivering, metallic machine, robot or sci-fi computer voice similar to the questioning word “why?”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Wow_01.wav	A quivering, metallic machine, robot or sci-fi computer voice in awe going “wow”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceC_Wow_02.wav	A quivering, metallic machine, robot or sci-fi computer voice in awe going “wow”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Wow_03.wav	A quivering, metallic machine, robot or sci-fi computer voice in awe going “wow”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Wow_04.wav	A quivering, metallic machine, robot or sci-fi computer voice in awe going “wow”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Wow_05.wav	A quivering, metallic machine, robot or sci-fi computer voice in awe going “wow”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Wow_06.wav	A quivering, metallic machine, robot or sci-fi computer voice in awe going “wow”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Wow_07.wav	A quivering, metallic machine, robot or sci-fi computer voice in awe going “wow”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Wow_08.wav	A quivering, metallic machine, robot or sci-fi computer voice in awe going “wow”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Wow_09.wav	A quivering, metallic machine, robot or sci-fi computer voice in awe going “wow”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceC_Wow_10.wav	A quivering, metallic machine, robot or sci-fi computer voice in awe going “wow”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Wow_11.wav	A quivering, metallic machine, robot or sci-fi computer voice in awe going “wow”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Wow_12.wav	A quivering, metallic machine, robot or sci-fi computer voice in awe going “wow”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Wow_13.wav	A quivering, metallic machine, robot or sci-fi computer voice in awe going “wow”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceC_Wow_14.wav	A quivering, metallic machine, robot or sci-fi computer voice in awe going “wow”. Slowed down with a slight tremolo and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Arguing_01.wav	A child-like, arguing, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Arguing_02.wav	A child-like, arguing, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Arguing_03.wav	A child-like, arguing, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Arguing_04.wav	A child-like, arguing, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Arguing_05.wav	A child-like, arguing, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Arguing_06.wav	A child-like, arguing, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Arguing_07.wav	A child-like, arguing, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Arguing_08.wav	A child-like, arguing, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00

Flexatone_VoiceD_Arguing_09.wav	A child-like, arguing, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceD_Arguing_10.wav	A child-like, arguing, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Arguing_11.wav	A child-like, arguing, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Arguing_12.wav	A child-like, arguing, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Arguing_13.wav	A child-like, arguing, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Arguing_14.wav	A child-like, arguing, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Arguing_15.wav	A child-like, arguing, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Arguing_16.wav	A child-like, arguing, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Arguing_17.wav	A child-like, arguing, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Arguing_18.wav	A child-like, arguing, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Arguing_19.wav	A child-like, arguing, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Arguing_20.wav	A child-like, arguing, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Arguing_21.wav	A child-like, arguing, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Arguing_22.wav	A child-like, arguing, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Arguing_23.wav	A child-like, arguing, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Arguing_24.wav	A child-like, arguing, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Arguing_25.wav	A child-like, arguing, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceD_Cry_01.wav	A child-like, crying, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Cry_02.wav	A child-like, crying, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Cry_03.wav	A child-like, crying, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Cry_04.wav	A child-like, crying, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Cry_05.wav	A child-like, crying, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Cry_06.wav	A child-like, crying, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Cry_07.wav	A child-like, crying, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Cry_08.wav	A child-like, crying, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Cry_09.wav	A child-like, crying, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01

Flexatone_VoiceD_Cry_10.wav	A child-like, crying, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Cry_11.wav	A child-like, crying, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Cry_12.wav	A child-like, crying, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceD_Cry_13.wav	A child-like, crying, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Cry_14.wav	A child-like, crying, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceD_Cry_15.wav	A child-like, crying, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Cry_16.wav	A child-like, crying, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Cry_17.wav	A child-like, crying, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Cry_18.wav	A child-like, crying, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Cry_19.wav	A child-like, crying, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Cry_20.wav	A child-like, crying, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Cry_21.wav	A child-like, crying, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Cry_22.wav	A child-like, crying, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Cry_23.wav	A child-like, crying, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Cry_24.wav	A child-like, crying, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Cry_25.wav	A child-like, crying, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Cry_26.wav	A child-like, crying, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Cry_27.wav	A child-like, crying, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Cry_28.wav	A child-like, crying, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Cry_29.wav	A child-like, crying, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Cry_30.wav	A child-like, crying, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Cry_31.wav	A child-like, crying, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Cry_32.wav	A child-like, crying, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Disappointed_01.wav	A child-like, disappointed, descending, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Disappointed_02.wav	A child-like, disappointed, descending, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Disappointed_03.wav	A child-like, disappointed, descending, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00

Flexatone_VoiceD_Disappointed_04.wav	A child-like, disappointed, descending, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Disappointed_05.wav	A child-like, disappointed, descending, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Disappointed_06.wav	A child-like, disappointed, descending, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Disappointed_07.wav	A child-like, disappointed, descending, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Disappointed_08.wav	A child-like, disappointed, descending, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Disappointed_09.wav	A child-like, disappointed, descending, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Disappointed_10.wav	A child-like, disappointed, descending, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Disappointed_11.wav	A child-like, disappointed, descending, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Disappointed_12.wav	A child-like, disappointed, descending, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Disappointed_13.wav	A child-like, disappointed, descending, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Disappointed_14.wav	A child-like, disappointed, descending, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Disappointed_15.wav	A child-like, disappointed, descending, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Disappointed_16.wav	A child-like, disappointed, descending, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Disappointed_17.wav	A child-like, disappointed, descending, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Disappointed_18.wav	A child-like, disappointed, descending, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Disappointed_19.wav	A child-like, disappointed, descending, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Disappointed_20.wav	A child-like, disappointed, descending, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Disappointed_21.wav	A child-like, disappointed, descending, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Disappointed_22.wav	A child-like, disappointed, descending, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Disappointed_23.wav	A child-like, disappointed, descending, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Disappointed_24.wav	A child-like, disappointed, descending, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Disappointed_25.wav	A child-like, disappointed, descending, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Disappointed_26.wav	A child-like, disappointed, descending, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Disappointed_27.wav	A child-like, disappointed, descending, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Disappointed_28.wav	A child-like, disappointed, descending, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Disappointed_29.wav	A child-like, disappointed, descending, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01

Flexatone_VoiceD_Disappointed_30.wav	A child-like, disappointed, descending, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Disappointed_31.wav	A child-like, disappointed, descending, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Disappointed_32.wav	A child-like, disappointed, descending, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Disappointed_33.wav	A child-like, disappointed, descending, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Disappointed_34.wav	A child-like, disappointed, descending, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Disappointed_35.wav	A child-like, disappointed, descending, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Disappointed_36.wav	A child-like, disappointed, descending, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Disappointed_37.wav	A child-like, disappointed, descending, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Disappointed_38.wav	A child-like, disappointed, descending, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Disappointed_39.wav	A child-like, disappointed, descending, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Disappointed_40.wav	A child-like, disappointed, descending, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Disappointed_41.wav	A child-like, disappointed, descending, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Disappointed_42.wav	A child-like, disappointed, descending, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Disappointed_43.wav	A child-like, disappointed, descending, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Disappointed_Long_01.wav	A long, child-like, disappointed, descending, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceD_Disappointed_Long_02.wav	A long, child-like, disappointed, descending, metallic machine, robot or sci-fi computer voice. Higher in pitch with an ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceD_Excited_01.wav	A child-like, excited, ascending, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Excited_02.wav	A child-like, excited, ascending, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Excited_03.wav	A child-like, excited, ascending, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Excited_04.wav	A child-like, excited, ascending, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Excited_05.wav	A child-like, excited, ascending, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Excited_06.wav	A child-like, excited, ascending, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Excited_07.wav	A child-like, excited, ascending, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Excited_08.wav	A child-like, excited, ascending, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Excited_09.wav	A child-like, excited, ascending, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Excited_10.wav	A child-like, excited, ascending, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00

Flexatone_VoiceD_Excited_11.wav	A child-like, excited, ascending, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Excited_12.wav	A child-like, excited, ascending, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Excited_13.wav	A child-like, excited, ascending, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Excited_14.wav	A child-like, excited, ascending, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Excited_15.wav	A child-like, excited, ascending, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Excited_16.wav	A child-like, excited, ascending, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Excited_17.wav	A child-like, excited, ascending, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Excited_18.wav	A child-like, excited, ascending, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Excited_19.wav	A child-like, excited, ascending, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Excited_20.wav	A child-like, excited, ascending, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Excited_21.wav	A child-like, excited, ascending, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Hey_01.wav	A child-like, metallic machine, robot or sci-fi computer voice similar to the word “hey”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Hey_02.wav	A child-like, metallic machine, robot or sci-fi computer voice similar to the word “hey”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Hey_03.wav	A child-like, metallic machine, robot or sci-fi computer voice similar to the word “hey”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Laugh_01.wav	A child-like, laughing, comical, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Laugh_02.wav	A child-like, laughing, comical, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Laugh_03.wav	A child-like, laughing, comical, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Laugh_04.wav	A child-like, laughing, comical, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Laugh_05.wav	A child-like, laughing, comical, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Laugh_06.wav	A child-like, laughing, comical, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Laugh_07.wav	A child-like, laughing, comical, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Laugh_08.wav	A child-like, laughing, comical, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceD_Laugh_09.wav	A child-like, laughing, comical, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Laugh_10.wav	A child-like, laughing, comical, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Laugh_11.wav	A child-like, laughing, comical, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Laugh_Long_01.wav	A child-like, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:04

Flexatone_VoiceD_Laugh_Long_02.wav	A child-like, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceD_Laugh_Long_03.wav	A child-like, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceD_Laugh_Long_04.wav	A child-like, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceD_Laugh_Long_05.wav	A child-like, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Laugh_Long_06.wav	A child-like, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceD_Laugh_Long_07.wav	A child-like, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceD_Laugh_Long_08.wav	A child-like, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceD_Laugh_Long_09.wav	A child-like, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceD_Laugh_Long_10.wav	A child-like, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceD_Laugh_Long_11.wav	A child-like, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceD_Laugh_Long_12.wav	A child-like, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceD_Laugh_Long_13.wav	A child-like, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:05
Flexatone_VoiceD_Laugh_Long_14.wav	A child-like, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceD_Laugh_Long_15.wav	A child-like, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceD_Laugh_Long_16.wav	A child-like, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceD_Laugh_Long_17.wav	A child-like, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:04
Flexatone_VoiceD_Laugh_Long_18.wav	A child-like, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceD_Laugh_Long_19.wav	A child-like, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceD_Laugh_Long_20.wav	A child-like, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceD_Laugh_Long_21.wav	A child-like, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceD_Laugh_Long_22.wav	A child-like, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceD_Laugh_Long_23.wav	A child-like, long, staggered, laughing, comical, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceD_Moan_01.wav	A child-like, moaning, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceD_Moan_02.wav	A child-like, moaning, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Moan_03.wav	A child-like, moaning, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Moan_04.wav	A child-like, moaning, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00

Flexatone_VoiceD_Moan_05.wav	A child-like, moaning, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Moan_06.wav	A child-like, moaning, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Moan_07.wav	A child-like, moaning, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Moan_08.wav	A child-like, moaning, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceD_Moan_09.wav	A child-like, moaning, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Moan_10.wav	A child-like, moaning, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Moan_11.wav	A child-like, moaning, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Moan_12.wav	A child-like, moaning, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Moan_13.wav	A child-like, moaning, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Moan_14.wav	A child-like, moaning, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Moan_15.wav	A child-like, moaning, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Moan_16.wav	A child-like, moaning, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Moan_17.wav	A child-like, moaning, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_No_01.wav	A child-like, metallic machine, robot or sci-fi computer voice similar to the word “no”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_No_02.wav	A child-like, metallic machine, robot or sci-fi computer voice similar to the word “no”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_No_03.wav	A child-like, metallic machine, robot or sci-fi computer voice similar to the word “no”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_No_04.wav	A child-like, metallic machine, robot or sci-fi computer voice similar to the word “no”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_No_05.wav	A child-like, metallic machine, robot or sci-fi computer voice similar to the word “no”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_No_06.wav	A child-like, metallic machine, robot or sci-fi computer voice similar to the word “no”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_No_07.wav	A child-like, metallic machine, robot or sci-fi computer voice similar to the word “no”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_No_08.wav	A child-like, metallic machine, robot or sci-fi computer voice similar to the word “no”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_No_09.wav	A child-like, metallic machine, robot or sci-fi computer voice similar to the word “no”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_No_10.wav	A child-like, metallic machine, robot or sci-fi computer voice similar to the word “no”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_No_11.wav	A child-like, metallic machine, robot or sci-fi computer voice similar to the word “no”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_No_12.wav	A child-like, metallic machine, robot or sci-fi computer voice similar to the word “no”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_No_13.wav	A child-like, metallic machine, robot or sci-fi computer voice similar to the word “no”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00

Flexatone_VoiceD_No_14.wav	A child-like, metallic machine, robot or sci-fi computer voice similar to the word “no”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_No_15.wav	A child-like, metallic machine, robot or sci-fi computer voice similar to the word “no”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_No_16.wav	A child-like, metallic machine, robot or sci-fi computer voice similar to the word “no”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_No_17.wav	A child-like, metallic machine, robot or sci-fi computer voice similar to the word “no”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_No_18.wav	A child-like, metallic machine, robot or sci-fi computer voice similar to the word “no”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_No_19.wav	A child-like, metallic machine, robot or sci-fi computer voice similar to the word “no”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Okay_01.wav	A child-like, metallic machine, robot or sci-fi computer voice similar to the word “okay”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Okay_02.wav	A child-like, metallic machine, robot or sci-fi computer voice similar to the word “okay”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Okay_03.wav	A child-like, metallic machine, robot or sci-fi computer voice similar to the word “okay”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Okay_04.wav	A child-like, metallic machine, robot or sci-fi computer voice similar to the word “okay”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Okay_05.wav	A child-like, metallic machine, robot or sci-fi computer voice similar to the word “okay”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Okay_06.wav	A child-like, metallic machine, robot or sci-fi computer voice similar to the word “okay”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Okay_07.wav	A child-like, metallic machine, robot or sci-fi computer voice similar to the word “okay”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Okay_08.wav	A child-like, metallic machine, robot or sci-fi computer voice similar to the word “okay”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Okay_09.wav	A child-like, metallic machine, robot or sci-fi computer voice similar to the word “okay”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Okay_10.wav	A child-like, metallic machine, robot or sci-fi computer voice similar to the word “okay”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Okay_11.wav	A child-like, metallic machine, robot or sci-fi computer voice similar to the word “okay”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Okay_12.wav	A child-like, metallic machine, robot or sci-fi computer voice similar to the word “okay”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Pain_01.wav	A child-like, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Pain_02.wav	A child-like, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Pain_03.wav	A child-like, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Pain_04.wav	A child-like, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Pain_05.wav	A child-like, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Pain_06.wav	A child-like, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Pain_07.wav	A child-like, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Pain_08.wav	A child-like, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01

Flexatone_VoiceD_Pain_09.wav	A child-like, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Pain_10.wav	A child-like, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Pain_11.wav	A child-like, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Pain_12.wav	A child-like, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Pain_13.wav	A child-like, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Pain_14.wav	A child-like, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Pain_15.wav	A child-like, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Pain_16.wav	A child-like, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Pain_17.wav	A child-like, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Pain_18.wav	A child-like, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Pain_19.wav	A child-like, painful, metallic machine, robot or sci-fi computer voice as if screaming or under harm. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Question_01.wav	A child-like, questioning, metallic machine, robot or sci-fi computer voice asking for something. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Question_02.wav	A child-like, questioning, metallic machine, robot or sci-fi computer voice asking for something. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Question_03.wav	A child-like, questioning, metallic machine, robot or sci-fi computer voice asking for something. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Question_04.wav	A child-like, questioning, metallic machine, robot or sci-fi computer voice asking for something. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Question_05.wav	A child-like, questioning, metallic machine, robot or sci-fi computer voice asking for something. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Question_06.wav	A child-like, questioning, metallic machine, robot or sci-fi computer voice asking for something. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Question_07.wav	A child-like, questioning, metallic machine, robot or sci-fi computer voice asking for something. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Question_08.wav	A child-like, questioning, metallic machine, robot or sci-fi computer voice asking for something. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Question_09.wav	A child-like, questioning, metallic machine, robot or sci-fi computer voice asking for something. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Question_10.wav	A child-like, questioning, metallic machine, robot or sci-fi computer voice asking for something. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Question_11.wav	A child-like, questioning, metallic machine, robot or sci-fi computer voice asking for something. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Question_12.wav	A child-like, questioning, metallic machine, robot or sci-fi computer voice asking for something. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Question_13.wav	A child-like, questioning, metallic machine, robot or sci-fi computer voice asking for something. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Question_14.wav	A child-like, questioning, metallic machine, robot or sci-fi computer voice asking for something. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Question_15.wav	A child-like, questioning, metallic machine, robot or sci-fi computer voice asking for something. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00

Flexatone_VoiceD_Question_16.wav	A child-like, questioning, metallic machine, robot or sci-fi computer voice asking for something. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Question_17.wav	A child-like, questioning, metallic machine, robot or sci-fi computer voice asking for something. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Question_18.wav	A child-like, questioning, metallic machine, robot or sci-fi computer voice asking for something. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Question_19.wav	A child-like, questioning, metallic machine, robot or sci-fi computer voice asking for something. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Question_20.wav	A child-like, questioning, metallic machine, robot or sci-fi computer voice asking for something. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Really_01.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the word “really”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Really_02.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the word “really”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Really_03.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the word “really”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Really_04.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the word “really”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Really_05.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the word “really”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Really_06.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the word “really”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Really_07.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the word “really”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Really_08.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the word “really”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Really_09.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the word “really”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Really_10.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the word “really”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Really_11.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the word “really”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Really_12.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the word “really”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Really_13.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the word “really”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Really_14.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the word “really”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Really_15.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the word “really”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Really_16.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the word “really”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Really_17.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the word “really”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Really_18.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the word “really”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Really_19.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the word “really”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Really_20.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the word “really”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Really_21.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the word “really”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01

Flexatone_VoiceD_Really_22.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the word “really”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Really_23.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the word “really”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Really_24.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the word “really”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Really_25.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the word “really”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Really_26.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the word “really”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Really_27.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the word “really”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Really_28.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the word “really”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Really_29.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the word “really”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Really_30.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the word “really”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Really_31.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the word “really”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Sad_01.wav	A child-like, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Sad_02.wav	A child-like, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Sad_03.wav	A child-like, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Sad_04.wav	A child-like, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Sad_05.wav	A child-like, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Sad_06.wav	A child-like, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Sad_07.wav	A child-like, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Sad_08.wav	A child-like, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Sad_09.wav	A child-like, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceD_Sad_10.wav	A child-like, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Sad_11.wav	A child-like, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Sad_12.wav	A child-like, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceD_Sad_13.wav	A child-like, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Sad_14.wav	A child-like, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceD_Sad_15.wav	A child-like, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Sad_16.wav	A child-like, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00

Flexatone_VoiceD_Sad_17.wav	A child-like, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Sad_18.wav	A child-like, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Sad_19.wav	A child-like, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Sad_20.wav	A child-like, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Sad_21.wav	A child-like, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Sad_22.wav	A child-like, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Sad_23.wav	A child-like, sad, metallic machine, robot or sci-fi computer voice as if about to cry. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Sad_Long_01.wav	A child-like, longer, sad, metallic machine, robot or sci-fi computer voice about to cry. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:06
Flexatone_VoiceD_Sad_Long_02.wav	A child-like, longer, sad, metallic machine, robot or sci-fi computer voice about to cry. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceD_Sad_Long_03.wav	A child-like, longer, sad, metallic machine, robot or sci-fi computer voice about to cry. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Sad_Long_04.wav	A child-like, longer, sad, metallic machine, robot or sci-fi computer voice about to cry. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceD_Sad_Long_05.wav	A child-like, longer, sad, metallic machine, robot or sci-fi computer voice about to cry. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceD_Sad_Long_06.wav	A child-like, longer, sad, metallic machine, robot or sci-fi computer voice about to cry. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Sad_Long_07.wav	A child-like, longer, sad, metallic machine, robot or sci-fi computer voice about to cry. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Sad_Long_08.wav	A child-like, longer, sad, metallic machine, robot or sci-fi computer voice about to cry. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceD_Sad_Long_09.wav	A child-like, longer, sad, metallic machine, robot or sci-fi computer voice about to cry. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Sad_Long_10.wav	A child-like, longer, sad, metallic machine, robot or sci-fi computer voice about to cry. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceD_Sad_Long_11.wav	A child-like, longer, sad, metallic machine, robot or sci-fi computer voice about to cry. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceD_Sad_Long_12.wav	A child-like, longer, sad, metallic machine, robot or sci-fi computer voice about to cry. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Scared_01.wav	A child-like, scared, metallic machine, robot or sci-fi computer voice as if shivering or terrified. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Scared_02.wav	A child-like, scared, metallic machine, robot or sci-fi computer voice as if shivering or terrified. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Scared_03.wav	A child-like, scared, metallic machine, robot or sci-fi computer voice as if shivering or terrified. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceD_Scared_04.wav	A child-like, scared, metallic machine, robot or sci-fi computer voice as if shivering or terrified. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceD_Scared_05.wav	A child-like, scared, metallic machine, robot or sci-fi computer voice as if shivering or terrified. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Scared_06.wav	A child-like, scared, metallic machine, robot or sci-fi computer voice as if shivering or terrified. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Scared_07.wav	A child-like, scared, metallic machine, robot or sci-fi computer voice as if shivering or terrified. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01

Flexatone_VoiceD_Scared_08.wav	A child-like, scared, metallic machine, robot or sci-fi computer voice as if shivering or terrified. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Scared_09.wav	A child-like, scared, metallic machine, robot or sci-fi computer voice as if shivering or terrified. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Scared_10.wav	A child-like, scared, metallic machine, robot or sci-fi computer voice as if shivering or terrified. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Scared_11.wav	A child-like, scared, metallic machine, robot or sci-fi computer voice as if shivering or terrified. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Scared_12.wav	A child-like, scared, metallic machine, robot or sci-fi computer voice as if shivering or terrified. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Scared_13.wav	A child-like, scared, metallic machine, robot or sci-fi computer voice as if shivering or terrified. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Scared_14.wav	A child-like, scared, metallic machine, robot or sci-fi computer voice as if shivering or terrified. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceD_Surprised_01.wav	A child-like, surprised, ascending, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Surprised_02.wav	A child-like, surprised, ascending, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Surprised_03.wav	A child-like, surprised, ascending, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Surprised_04.wav	A child-like, surprised, ascending, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Surprised_05.wav	A child-like, surprised, ascending, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Surprised_06.wav	A child-like, surprised, ascending, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Surprised_07.wav	A child-like, surprised, ascending, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Surprised_08.wav	A child-like, surprised, ascending, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Surprised_09.wav	A child-like, surprised, ascending, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Surprised_10.wav	A child-like, surprised, ascending, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Surprised_11.wav	A child-like, surprised, ascending, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Surprised_12.wav	A child-like, surprised, ascending, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Surprised_13.wav	A child-like, surprised, ascending, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Surprised_14.wav	A child-like, surprised, ascending, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Surprised_15.wav	A child-like, surprised, ascending, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Surprised_16.wav	A child-like, surprised, ascending, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Surprised_17.wav	A child-like, surprised, ascending, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Surprised_18.wav	A child-like, surprised, ascending, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Surprised_19.wav	A child-like, surprised, ascending, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01

Flexatone_VoiceD_Surprised_20.wav	A child-like, surprised, ascending, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Surprised_21.wav	A child-like, surprised, ascending, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Surprised_22.wav	A child-like, surprised, ascending, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Surprised_23.wav	A child-like, surprised, ascending, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Surprised_24.wav	A child-like, surprised, ascending, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Surprised_25.wav	A child-like, surprised, ascending, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceD_Surprised_26.wav	A child-like, surprised, ascending, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceD_Surprised_27.wav	A child-like, surprised, ascending, metallic machine, robot or sci-fi computer voice. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Talk_01.wav	A child-like, conversational, metallic machine, robot or sci-fi computer voice talking generally. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Talk_02.wav	A child-like, conversational, metallic machine, robot or sci-fi computer voice talking generally. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Talk_03.wav	A child-like, conversational, metallic machine, robot or sci-fi computer voice talking generally. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Talk_04.wav	A child-like, conversational, metallic machine, robot or sci-fi computer voice talking generally. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Talk_05.wav	A child-like, conversational, metallic machine, robot or sci-fi computer voice talking generally. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Talk_06.wav	A child-like, conversational, metallic machine, robot or sci-fi computer voice talking generally. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Talk_07.wav	A child-like, conversational, metallic machine, robot or sci-fi computer voice talking generally. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Talk_08.wav	A child-like, conversational, metallic machine, robot or sci-fi computer voice talking generally. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Talk_09.wav	A child-like, conversational, metallic machine, robot or sci-fi computer voice talking generally. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Talk_10.wav	A child-like, conversational, metallic machine, robot or sci-fi computer voice talking generally. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Talk_11.wav	A child-like, conversational, metallic machine, robot or sci-fi computer voice talking generally. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Talk_12.wav	A child-like, conversational, metallic machine, robot or sci-fi computer voice talking generally. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceD_Talk_13.wav	A child-like, conversational, metallic machine, robot or sci-fi computer voice talking generally. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Talk_14.wav	A child-like, conversational, metallic machine, robot or sci-fi computer voice talking generally. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Talk_15.wav	A child-like, conversational, metallic machine, robot or sci-fi computer voice talking generally. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Talk_16.wav	A child-like, conversational, metallic machine, robot or sci-fi computer voice talking generally. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Talk_17.wav	A child-like, conversational, metallic machine, robot or sci-fi computer voice talking generally. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Talk_18.wav	A child-like, conversational, metallic machine, robot or sci-fi computer voice talking generally. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01

Flexatone_VoiceD_Talk_19.wav	A child-like, conversational, metallic machine, robot or sci-fi computer voice talking generally. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceD_Talk_20.wav	A child-like, conversational, metallic machine, robot or sci-fi computer voice talking generally. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Talk_21.wav	A child-like, conversational, metallic machine, robot or sci-fi computer voice talking generally. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Talk_22.wav	A child-like, conversational, metallic machine, robot or sci-fi computer voice talking generally. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Talk_23.wav	A child-like, conversational, metallic machine, robot or sci-fi computer voice talking generally. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Talk_24.wav	A child-like, conversational, metallic machine, robot or sci-fi computer voice talking generally. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Talk_25.wav	A child-like, conversational, metallic machine, robot or sci-fi computer voice talking generally. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Talk_26.wav	A child-like, conversational, metallic machine, robot or sci-fi computer voice talking generally. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Talk_27.wav	A child-like, conversational, metallic machine, robot or sci-fi computer voice talking generally. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Talk_28.wav	A child-like, conversational, metallic machine, robot or sci-fi computer voice talking generally. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Talk_29.wav	A child-like, conversational, metallic machine, robot or sci-fi computer voice talking generally. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Talk_30.wav	A child-like, conversational, metallic machine, robot or sci-fi computer voice talking generally. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Talk_31.wav	A child-like, conversational, metallic machine, robot or sci-fi computer voice talking generally. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Talk_32.wav	A child-like, conversational, metallic machine, robot or sci-fi computer voice talking generally. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Talk_33.wav	A child-like, conversational, metallic machine, robot or sci-fi computer voice talking generally. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Talk_34.wav	A child-like, conversational, metallic machine, robot or sci-fi computer voice talking generally. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceD_Talk_35.wav	A child-like, conversational, metallic machine, robot or sci-fi computer voice talking generally. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Talk_36.wav	A child-like, conversational, metallic machine, robot or sci-fi computer voice talking generally. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceD_Talk_37.wav	A child-like, conversational, metallic machine, robot or sci-fi computer voice talking generally. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Talk_38.wav	A child-like, conversational, metallic machine, robot or sci-fi computer voice talking generally. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Talk_39.wav	A child-like, conversational, metallic machine, robot or sci-fi computer voice talking generally. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceD_Talk_40.wav	A child-like, conversational, metallic machine, robot or sci-fi computer voice talking generally. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceD_Talk_41.wav	A child-like, conversational, metallic machine, robot or sci-fi computer voice talking generally. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Talk_42.wav	A child-like, conversational, metallic machine, robot or sci-fi computer voice talking generally. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Talk_43.wav	A child-like, conversational, metallic machine, robot or sci-fi computer voice talking generally. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:03
Flexatone_VoiceD_Wee_01.wav	A child-like, metallic machine, robot or sci-fi computer voice with a vocal contour similar to “wee”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02

Flexatone_VoiceD_Wee_02.wav	A child-like, metallic machine, robot or sci-fi computer voice with a vocal contour similar to “wee”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceD_Wee_03.wav	A child-like, metallic machine, robot or sci-fi computer voice with a vocal contour similar to “wee”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceD_Wee_04.wav	A child-like, metallic machine, robot or sci-fi computer voice with a vocal contour similar to “wee”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Wee_05.wav	A child-like, metallic machine, robot or sci-fi computer voice with a vocal contour similar to “wee”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Wee_06.wav	A child-like, metallic machine, robot or sci-fi computer voice with a vocal contour similar to “wee”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Wee_07.wav	A child-like, metallic machine, robot or sci-fi computer voice with a vocal contour similar to “wee”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceD_Wee_08.wav	A child-like, metallic machine, robot or sci-fi computer voice with a vocal contour similar to “wee”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceD_Wee_09.wav	A child-like, metallic machine, robot or sci-fi computer voice with a vocal contour similar to “wee”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Wee_10.wav	A child-like, metallic machine, robot or sci-fi computer voice with a vocal contour similar to “wee”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:02
Flexatone_VoiceD_What_01.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_What_02.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_What_03.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_What_04.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_What_05.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_What_06.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_What_07.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_What_08.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_What_09.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_What_10.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_What_11.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_What_12.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_What_13.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_What_14.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_What_15.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_What_16.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_What_17.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01

Flexatone_VoiceD_What_18.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_What_19.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_What_20.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_What_21.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_What_22.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_What_23.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the questioning word “what?”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Why_01.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the questioning word “why?”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Why_02.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the questioning word “why?”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Why_03.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the questioning word “why?”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Why_04.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the questioning word “why?”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Why_05.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the questioning word “why?”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Why_06.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the questioning word “why?”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Why_07.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the questioning word “why?”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Why_08.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the questioning word “why?”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Why_09.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the questioning word “why?”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Why_10.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the questioning word “why?”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Why_11.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the questioning word “why?”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Why_12.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the questioning word “why?”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Why_13.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the questioning word “why?”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Why_14.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the questioning word “why?”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Why_15.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the questioning word “why?”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Why_16.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the questioning word “why?”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Why_17.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the questioning word “why?”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Why_18.wav	An ascending, child-like, metallic machine, robot or sci-fi computer voice similar to the questioning word “why?”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Wow_01.wav	A child-like, metallic machine, robot or sci-fi computer voice in awe going “wow”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Wow_02.wav	A child-like, metallic machine, robot or sci-fi computer voice in awe going “wow”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01

Flexatone_VoiceD_Wow_03.wav	A child-like, metallic machine, robot or sci-fi computer voice in awe going “wow”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Wow_04.wav	A child-like, metallic machine, robot or sci-fi computer voice in awe going “wow”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Wow_05.wav	A child-like, metallic machine, robot or sci-fi computer voice in awe going “wow”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Wow_06.wav	A child-like, metallic machine, robot or sci-fi computer voice in awe going “wow”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Wow_07.wav	A child-like, metallic machine, robot or sci-fi computer voice in awe going “wow”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Wow_08.wav	A child-like, metallic machine, robot or sci-fi computer voice in awe going “wow”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Wow_09.wav	A child-like, metallic machine, robot or sci-fi computer voice in awe going “wow”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01
Flexatone_VoiceD_Wow_10.wav	A child-like, metallic machine, robot or sci-fi computer voice in awe going “wow”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Wow_11.wav	A child-like, metallic machine, robot or sci-fi computer voice in awe going “wow”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Wow_12.wav	A child-like, metallic machine, robot or sci-fi computer voice in awe going “wow”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Wow_13.wav	A child-like, metallic machine, robot or sci-fi computer voice in awe going “wow”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:00
Flexatone_VoiceD_Wow_14.wav	A child-like, metallic machine, robot or sci-fi computer voice in awe going “wow”. Higher in pitch, with a brighter timbre and ascending pitch delay. Scraping the edge of a metal flexatone with a violin horse hair bow.	96000	24	2	00:01