



FILENAME	DESCRIPTION
DSGNBoom_BOOM-Abort_B00M_CTDS2.wav	HIT EXPLOSIVE LOW Tubby impact with explosion echoes in tail. Last three variations with double impact.
DSGNStngr_BOOM-Baxter_B00M_CTDS2.wav	HIT SCIENCE FICTION LOW Deep impact with evolving tail and dull, shattering elements.
DSGNStngr_BOOM-Blackstar_B00M_CTDS2.wav	HIT LOW Fast attack with synth bass followed by deep, echoing impact.
DSGNBoom_BOOM-Critical Mass_B00M_CTDS2.wav	HIT LOW Kick drum impact with resonating tail and subtle tonal elements. Reverberant.
DSGNBoom_BOOM-Hollow Cube_B00M_CTDS2.wav	HIT LOW Very deep impact with short attack and long, spacious reverb tail.
DSGNBoom_BOOM-Lowverload_B00M_CTDS2.wav	HIT METAL LOW Deep impact with clanging elements. Reverberant.
DSGNBoom_BOOM-Never Forget_B00M_CTDS2.wav	HIT LOW Subtle impact with long, rumbling tail. Reverberant with tonal, lingering element.
DSGNBoom_BOOM-Surprise_B00M_CTDS2.wav	HIT LOW Deep impact with airy and very low, rumbling tail. Reverberant.
DSGNBoom_BOOM-Unexpected_B00M_CTDS2.wav	HIT LOW Deep and subtle impact with soft, high element. Reverberant.
DSGNBoom_BOOM-United_B00M_CTDS2.wav	HIT EXPLOSIVE LOW Soft impact followed by deep impact with long, reverberating tail.
DSGNBoom_BOOM-Universal_B00M_CTDS2.wav	HIT LOW Deep and rich impact. Heavy, rumbling tail. Reverberant.
DSGNBass_DROP-Drop Cleaner_B00M_CTDS2.wav	DOWNER BASS Very low but crisp, descending with light reverberation. Varying in length and speed.
DSGNBass_DROP-Drop Denial_B00M_CTDS2.wav	DOWNER BASS Distorted bass with falling pitch and soft impact. Different lengths and speeds.
DSGNBass_DROP-Drop Fury_B00M_CTDS2.wav	DOWNER WHOOSH Whooshy prelude followed by soft hit and down sweeping element. Reverberant.
DSGNBass_DROP-Drop Going South_B00M_CTDS2.wav	DOWNER BASS Slowly descending bass and high element with falling pitch. Reverberant.
DSGNBass_DROP-Drop Invasion_B00M_CTDS2.wav	DOWNER BASS Wobbling, slightly distorted, descending bass with soft impact. Two variations with shorter attack.
DSGNBass_DROP-Drop Jump Start_B00M_CTDS2.wav	DOWNER BASS Fast, swirling noise followed by descending bass with filter modulation.
DSGNBass_DROP-Drop Shutdown_B00M_CTDS2.wav	DOWNER WHOOSH Short whoosh followed by rumbling and falling pitch, slightly distorted element. Last two variations with soft, metallic impact.
DSGNBass_DROP-Drop Space Avalanche_B00M_CTDS2.wav	DOWNER SCIENCE FICTION Soft, evolving, scifi-ish drop with falling pitch. Different in lengths and pitches.
DSGNBass_DROP-Drop Turn It Down_B00M_CTDS2.wav	DOWNER SCIENCE FICTION Tubby impact with strong, blasting synth and descending, high elements. Last two variations with stutter effect. Reverberant.
DSGNBass_DROP-Drop Underworlds_B00M_CTDS2.wav	DOWNER BASS Screaming, descending bass followed by slightly distorted element. Varying in length and pitch.
DSGNMisc_TRANSITION-Heavy Dark Jungle_B00M_CTDS2.wav	BLENDER Eerie attack with futuristic cannon shot and bass drop in the end. One variation with roaring creature voice.
DSGNMisc_TRANSITION-Heavy Distortality_B00M_CTDS2.wav	BLENDER SCIENCE FICTION LOW Rolling element in the beginning followed by deep hit and reverberating tail.
DSGNMisc_TRANSITION-Heavy Eat My Dust_B00M_CTDS2.wav	BLENDER SCIENCE FICTION LOW Short prelude impact followed by scifi firearm shot. Very deep with much low end.
DSGNMisc_TRANSITION-Heavy Head Pounder_B00M_CTDS2.wav	BLENDER SCIENCE FICTION LOW Scifi grenade launcher like impact with howling and very low, wobbling elements.
DSGNMisc_TRANSITION-Heavy Inflated_B00M_CTDS2.wav	BLENDER SCIENCE FICTION Short whoosh followed by echoing impact with high, scattering and creature voice elements. Reverberant.





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DSGNMisc_TRANSITION-Heavy Interstellar_B00M_CTDS2.wav	BLENDER SCIENCE FICTION MULTIPLE Piercing interlude followed by deep hit. Very different variations with some squished filtering, blasting synth elements and creepy breaths.
DSGNMisc_TRANSITION-Heavy Mad Demon_B00M_CTDS2.wav	BLENDER CREATURE Creepy, roaring creatures with soft, low hits. Reverberant.
DSGNMisc_TRANSITION-Heavy Main Frame_B00M_CTDS2.wav	BLENDER SCIENCE FICTION MULTIPLE Several processed elements with filter modulation and squishy wobbling LFO effects. Deep and rumbling.
DSGNMisc_TRANSITION-Heavy Nine Days_B00M_CTDS2.wav	BLENDER SCIENCE FICTION MULTIPLE Several synthetic elements passing by. Some high, shiny parts.
DSGNMisc_TRANSITION-Heavy Parallel Dimension_B00M_CTDS2.wav	BLENDER SCIENCE FICTION Modulated synths in the beginning followed by dull impact with several other synthetic elements on top.
DSGNMisc_TRANSITION-Heavy Squashed Filter_B00M_CTDS2.wav	BLENDER MULTIPLE DISTORTION Distorted, short build up followed by deep, subtle impact with low, rumbling reverb tail.
DSGNMisc_TRANSITION-Heavy Tonal Sweeper_B00M_CTDS2.wav	BLENDER SCIENCE FICTION Deep crawling in the beginning with high and noisy element passing by.
DSGNMisc_TRANSITION-Heavy Up And Away_B00M_CTDS2.wav	BLENDER CREATURE MULTIPLE Monster voice hissing and roaring in the beginning followed by explosive impact with bass drop in the end.
DSGNStngr_HIT-Drum Epic Godslayer_B00M_CTDS2.wav	HIT DRUMS SLAM Deep impact with much low end. Reverberant.
DSGNStngr_HIT-Drum Epic In Your Face_B00M_CTDS2.wav	HIT DRUMS SLAM Deep impact with heavy low end and reverberation.
DSGNStngr_HIT-Drum Epic New Horizon_B00M_CTDS2.wav	HIT DRUMS SLAM Short snare roll followed by low impact. Reverberant.
DSGNStngr_HIT-Drum Epic Shallow Loose_B00M_CTDS2.wav	HIT DRUMS SLAM Several high impacts with low hit. Reverberant.
DSGNStngr_HIT-Drum Epic Shallow Tight_B00M_CTDS2.wav	HIT DRUMS SLAM Dense and hard impact with much low end. Reverberant.
DSGNStngr_HIT-Drum Epic Shotdrum_B00M_CTDS2.wav	HIT DRUMS SLAM Snappy and reverberant impact. Deep echoing tail.
DSGNStngr_HIT-Drum Epic Titan Clash_B00M_CTDS2.wav	HIT DRUMS SLAM Giant impact with long and reverberating tail.
DSGNStngr_HIT-Drum Soft Attack The Master_B00M_CTDS2.wav	HIT DRUMS LIGHT Hollow impact with rattling elements. Lingering mystically.
DSGNStngr_HIT-Drum Soft Beef Muncher_B00M_CTDS2.wav	HIT DRUMS LIGHT Short impact followed by low, rumbling, reverberating tail.
DSGNStngr_HIT-Drum Soft Flutes_B00M_CTDS2.wav	HIT DRUMS LIGHT Eerie impact with slightly tonal, ringing element. Reverberant.
DSGNStngr_HIT-Drum Soft Get Out_B00M_CTDS2.wav	HIT DRUMS LIGHT Dull, scraping and shattering elements in the beginning followed by heavy, explosive impact and thunderous echo.
DSGNStngr_HIT-Drum Soft Low Punch_B00M_CTDS2.wav	HIT DRUMS LIGHT Very deep impact with much low end and long, remaining reverb.
DSGNStngr_HIT-Drum Soft Orc Feast_B00M_CTDS2.wav	HIT DRUMS LIGHT Detonating impact with sibilant attack and echoing tail.
DSGNStngr_HIT-Drum Soft Red Eyes_B00M_CTDS2.wav	HIT DRUMS LIGHT Clear impact with slightly hollow and tonal element. Long, reverberating tail.
DSGNStngr_HIT-Drum Soft Shallow_B00M_CTDS2.wav	HIT DRUMS LIGHT Tight impact with heavy, rumbling low end. Reverberant.
DSGNStngr_HIT-Drum Soft Wargasm_B00M_CTDS2.wav	HIT DRUMS LIGHT Several dub impacts with tap delay and big reverberation.
DSGNMisc_HIT-Explosion Bamm Youre Dead_B00M_CTDS2.wav	HIT EXPLOSIVE Gunshot like impact with bullet ping, short ricochet and echoing tail.





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DSGNMisc_HIT-Explosion Black Pearl_B00M_CTDS2.wav	HIT EXPLOSIVE Detonating impact with vastly echoing tail.
DSGNStngr_HIT-Explosion Camera Obscura_B00M_CTDS2.wav	HIT EXPLOSIVE Synthetic build up followed by heavy impact with closing shutter and multiple other elements. Hollow reverb tail.
DSGNStngr_HIT-Explosion Dynax_B00M_CTDS2.wav	HIT EXPLOSIVE Short, whooshy attack followed by explosive impact with short echo. Reverberant.
DSGNMisc_HIT-Explosion Fight The Machine_B00M_CTDS2.wav	HIT EXPLOSIVE Multiple, pneumatic like whooshes with sizzling and burning elements and crashing, explosive impacts. Echoing tail.
DSGNStngr_HIT-Explosion Hard Rock_B00M_CTDS2.wav	HIT EXPLOSIVE Massive detonation with breaking and squishy elements and long, hollow reverb tail.
DSGNMisc_HIT-Explosion Implosion_B00M_CTDS2.wav	HIT EXPLOSIVE Starting with short flame followed by snappy impact with bass drop.
DSGNStngr_HIT-Explosion Lethal_B00M_CTDS2.wav	HIT EXPLOSIVE Shot like impact with mechanical elements. Long, reverberating tail.
DSGNMisc_HIT-Explosion Reloader_B00M_CTDS2.wav	HIT EXPLOSIVE Harsh attack followed by explosive impact and echoing tail. Some variations with swirling synth and mechanical elements.
EXPLDsgn_HIT-Explosion Taiko Bomb_B00M_CTDS2.wav	HIT EXPLOSIVE Massive, explosive impact with rattling elements and echoing tail.
DSGNMisc_HIT-Explosion Thunder Snare_B00M_CTDS2.wav	HIT EXPLOSIVE Fast attack with airy elements followed by explosive impact. Indistinct snare roll in the beginning. Echoing tail.
DSGNMisc_HIT-Explosion Tick Tock_B00M_CTDS2.wav	HIT EXPLOSIVE Grenade launcher attack followed by explosive impact with fuzzing elements.
DSGNStngr_HIT-Metal Aura Punch_B00M_CTDS2.wav	HIT METAL Metallic, mechanical impact with shiny, tonal, reverberating and atmospheric elements in the end.
DSGNStngr_HIT-Metal Big Bang_B00M_CTDS2.wav	HIT METAL Enormous, deep impact with long, reverberating tail.
DSGNStngr_HIT-Metal Call Of The Sword_B00M_CTDS2.wav	HIT METAL Scraping build up followed by deep impact with high, metallic, clanging impact.
DSGNStngr_HIT-Metal Clash Of Swords_B00M_CTDS2.wav	HIT METAL Clanging and rattling impact with several ringing elements. Reverberant.
DSGNStngr_HIT-Metal Clash_B00M_CTDS2.wav	HIT METAL Massive impact with rattling and tremolo. Reverberant.
DSGNStngr_HIT-Metal Doomhammer_B00M_CTDS2.wav	HIT METAL Short whoosh followed by clanging impact with tonally ringing reverb tail.
DSGNStngr_HIT-Metal Entropia_B00M_CTDS2.wav	HIT METAL Sizzling, ringing and rattling elements. Slightly tonal.
DSGNStngr_HIT-Metal Eternal Chain_B00M_CTDS2.wav	HIT METAL Rattling and clattering metallic impact with long, airy reverb tail.
DSGNStngr_HIT-Metal Gyra_B00M_CTDS2.wav	HIT METAL Rattling and clattering impact. Reverberant.
DSGNStngr_HIT-Metal Hallow_B00M_CTDS2.wav	HIT METAL Strong impact with slightly ringing metallic elements. Echoing explosion like tail.
DSGNStngr_HIT-Metal Hypershock_B00M_CTDS2.wav	HIT METAL Massive impact like smiting on the anvil. Reverberant.
DSGNStngr_HIT-Metal Locked Up_B00M_CTDS2.wav	HIT METAL MECHANICAL Snappy impact with clicking into place like elements. Reverberant.
DSGNStngr_HIT-Metal Low Can Go_B00M_CTDS2.wav	HIT METAL LIGHT Short whoosh followed by metallic impact and wobbling synth. Reverberant.
DSGNStngr_HIT-Metal Mageblade_B00M_CTDS2.wav	HIT METAL Scrape followed by clanging impact. Subtle bass drop and distorted, tonal elements. Echoing reverb tail.



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DSGNStngr_HIT-Metal Megazord Punsh_B00M_CTDS2.wav	HIT METAL ROBOTIC Beginning with creature intro followed by stomping impact. Processed synthesizer.
DSGNStngr_HIT-Metal Metallico_B00M_CTDS2.wav	HIT METAL Heavy clanging impact like striking with swords. Reverberant.
DSGNStngr_HIT-Metal Miner_B00M_CTDS2.wav	HIT METAL Giant impact with clanging and rattling elements. Thunder like echoing reverb tail.
DSGNStngr_HIT-Metal Perfect Crash_B00M_CTDS2.wav	HIT METAL Multiple rattling, chattering and clanging elements with extreme long, airy reverb tail.
DSGNStngr_HIT-Metal Power Trip_B00M_CTDS2.wav	HIT METAL Whooshy attack with metallic impact and dropping bass. Some distorting and clanging elements. Echoing tail.
DSGNStngr_HIT-Metal Promise_B00M_CTDS2.wav	HIT METAL MECHANICAL Snappy impact followed by rattling elements. Deep, reverberating tail.
DSGNStngr_HIT-Metal Shock Me Baby_B00M_CTDS2.wav	HIT METAL Roaring, motorized attack leading into massive impact with sizzling and hissing and a high, trembling element.
DSGNStngr_HIT-Metal Slam Dunk_B00M_CTDS2.wav	HIT METAL Heavy firearm like impact with tonal, ringing element. Very long reverb tail.
DSGNStngr_HIT-Metal Starstruck_B00M_CTDS2.wav	HIT METAL Heavy, clanging impact with high, ringing element.
DSGNStngr_HIT-Metal Strategic Upgrade_B00M_CTDS2.wav	HIT METAL Massive, slamming impact with long, lowly rumbling tail.
DSGNStngr_HIT-Metal The Latch_B00M_CTDS2.wav	HIT METAL Tight and snappy impact like slamming a gate. Reverberant.
DSGNStngr_HIT-Scifi Arc Enemy_B00M_CTDS2.wav	HIT SCIENCE FICTION BLAST Deep impact and roaring synth with filter modulation.
DSGNStngr_HIT-Scifi Arcane_B00M_CTDS2.wav	HIT SCIENCE FICTION Shattering impact. Hollow with some metallic elements. Reverberant.
DSGNTonI_HIT-Scifi Breakout_B00M_CTDS2.wav	HIT SCIENCE FICTION LOW Roaring and distorting with modulated low end in tail.
DSGNStngr_HIT-Scifi Buzz Kill_B00M_CTDS2.wav	HIT SCIENCE FICTION BLAST Hissing elements with subtle impact. Slightly screaming.
DSGNStngr_HIT-Scifi Lost Homes_B00M_CTDS2.wav	HIT SCIENCE FICTION SCREAMING Short whoosh followed by harsh and piercing element. Last variation with falling pitch. Reverberant.
DSGNSynth_HIT-Scifi Murder On The Dancefloor_B00M_CTDS2.wav	HIT SCIENCE FICTION DISTORTION Piercing impact with stuttering element. Reverberant.
DSGNMisc_HIT-Scifi Optimus Revenge_B00M_CTDS2.wav	HIT SCIENCE FICTION Robot like, mechanical movements with deep impacts.
DSGNStngr_HIT-Scifi Pit Crusher_B00M_CTDS2.wav	HIT SCIENCE FICTION BLAST Distorting synth with deep impact. Reverberant.
DSGNStngr_HIT-Scifi Roarer_B00M_CTDS2.wav	HIT SCIENCE FICTION CREATURE Short monster voice followed by long growling voice. Last variation with short scream.
DSGNMisc_HIT-Scifi Satanic Siren_B00M_CTDS2.wav	HIT SCIENCE FICTION SCREAMING Low impact followed by heavy metallic hit with screaming voice. Last variation with multiple hits.
DSGNMisc_HIT-Scifi Speed Race_B00M_CTDS2.wav	HIT SCIENCE FICTION Starting with fast and roaring rise, ending with heavy explosive impact featuring mechanical, weapon reloading elements. High reverb tail.
DSGNStngr_HIT-Scifi Step Down_B00M_CTDS2.wav	HIT SCIENCE FICTION DISTORTION Gigantic impact with heavy rumbling low end. Some variation with mystic, shimmering elements and stuttering effects.
DSGNStngr_HIT-Scifi Survivor_B00M_CTDS2.wav	HIT SCIENCE FICTION Distorted elements in the beginning followed by deep impact with synth elements on top.
DSGNStngr_HIT-Scifi Tightrope_B00M_CTDS2.wav	HIT SCIENCE FICTION SCREAMING Huge, dirty impact with distorting and hissing elements and descending bass.





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DSGNBoom_HIT-Scifi Ulysses_B00M_CTDS2.wav	HIT SCIENCE FICTION LOW Snappy, detonation like impact. Shattering element with falling pitch. Reverberant.
DSGNRise_RISER-Deception_B00M_CTDS2.wav	RISER SYNTHETIC Subtle low hits with slowly evolving synth. Ascending in pitch. Some variations without low hits. Slightly distorting.
DSGNRise_RISER-Le Bruit_B00M_CTDS2.wav	RISER ORCHESTRAL Stringed instruments and synth elements building up. Some variations with stutter and swirling effect.
DSGNRise_RISER-Mayday_B00M_CTDS2.wav	RISER SCIENCE FICTION Synthetic build up with high noise and some low rumbling. Variations change in length and speed.
DSGNRise_RISER-No Safe House_B00M_CTDS2.wav	RISER ORCHESTRAL Prominent violin build up with synthetic layers. Changing in length and speed.
DSGNRise_RISER-Train Strike_B00M_CTDS2.wav	RISER SYNTHETIC Beginning with dark rumbling followed by ascending bass synth with some high, hollow and swirling elements.
DSGNRise_RISER-Turbine To Valhalla_B00M_CTDS2.wav	RISER TURBINE Very intense and long build ups like starting jet engine. Some swirling and hissing elements.
DSGNWhsh_WHOOSH-Accelerator_B00M_CTDS2.wav	SWOOSH Fast, evolving transition with slightly tonal and some sizzling elements.
DSGNWhsh_WHOOSH-Firetiger_B00M_CTDS2.wav	SWOOSH CREATURE FIRE Starts with monster voice like attack, then hissing and sizzling burning elements. Reverberant.
DSGNWhsh_WHOOSH-Hope_B00M_CTDS2.wav	SWOOSH ORCHESTRAL Slowly ascending with orchestral elements. Reverberant.
DSGNWhsh_WHOOSH-On Fire_B00M_CTDS2.wav	SWOOSH FIRE Burning and striking like a thunder. Some variations move multiple times. Echoing reverb.
DSGNWhsh_WHOOSH-Round Up_B00M_CTDS2.wav	SWOOSH Airy and low, rumbling whoosh rising up and ending with indistinct but tight impact. Reverberant.
DSGNWhsh_WHOOSH-Shingapore_B00M_CTDS2.wav	SWOOSH METAL High sizzling and slightly ringing and scraping elements. Very fast with echoing tail.
DSGNWhsh_WHOOSH-Soft Mind The Gap_B00M_CTDS2.wav	SWOOSH LIGHT Harsh, buzzing and fast passing by with indistinct voices and light Doppler effect.
DSGNWhsh_WHOOSH-Soft Neon Gazing_B00M_CTDS2.wav	SWOOSH SCIENCE FICTION LIGHT Slow evolving synths passing by like a space ship.
DSGNWhsh_WHOOSH-Soft Orbis_B00M_CTDS2.wav	SWOOSH SCIENCE FICTION LIGHT Mystic and slowly approaching with several high and shiny elements. Last variation with thunderous echo tail.
DSGNWhsh_WHOOSH-Soft Premonition_B00M_CTDS2.wav	SWOOSH FIRE LIGHT Fast and massive burning elements like moving torch with a long and rumbling reverb tail.
DSGNWhsh_WHOOSH-Soft Short Wave_B00M_CTDS2.wav	SWOOSH CREATURE LIGHT Dark and airy with a monster like breath. Reverberant.
DSGNWhsh_WHOOSH-The Comet_B00M_CTDS2.wav	SWOOSH TURBINE Approaching jet with burning elements. Long echoing tail.
DSGNWhsh_WHOOSH-The Swarm_B00M_CTDS2.wav	SWOOSH MULTIPLE Airy, fast elements passing by several times.
DSGNWhsh_WHOOSH-Transformer_B00M_CTDS2.wav	SWOOSH SCIENCE FICTION Shiny interlude followed by sizzling and airy whoosh. Some variation with tonally shimmering elements.
DSGNWhsh_WHOOSH-Tremble Squad_B00M_CTDS2.wav	SWOOSH SCIENCE FICTION Swirling intro followed by noisy and distorted whoosh. Last variation with more distortion. Hissing and piercing.