

# SCI-FI MOMENTUM

FILENAME	DESCRIPTION
METLImp_IMPACT METAL-Large Combine_B00M_SFMD5.wav	Massive metallic pieces sliding and locking in. Dull creaking and heavy rattling.
METLImp_IMPACT METAL-Large Docking_B00M_SFMD5.wav	Massive metallic element powerful settling and locking in, followed by resonating impact.
METLImp_IMPACT METAL-Large Piston_B00M_SFMD5.wav	Massive metallic shaft moving fast followed by a forceful clang collision.
METLImp_IMPACT METAL-Large United_B00M_SFMD5.wav	Energetic huge load up unfolding into powerful reverberating metallic impact.
METLImp_IMPACT METAL-Small Insert_B00M_SFMD5.wav	Concise and short impact of a sharp metallic element.
METLImp_IMPACT METAL-Small Install_B00M_SFMD5.wav	Controlled insertion connecting metallic parts and locking in precise components.
METLImp_IMPACT METAL-Small Side Step_B00M_SFMD5.wav	Heavy movement initiated by a short click, settling down with a metallic impact.
METLImp_IMPACT METAL-Small Transformed_B00M_SFMD5.wav	Rattling uploading metallic element locking in.
SCIDoor_AIRLOCK-Large Emperor_B00M_SFMD5.wav	Huge rumbling vibrations and metallic reverberations, followed by offloading air pressure.
SCIDoor_AIRLOCK-Large Entrance_B00M_SFMD5.wav	Powerful mechanical process unlocking a Entrance. Hydraulic offloading air pressure.
SCIDoor_AIRLOCK-Large Skyship Weatherlight_B00M_SFMD5.wav	Huge humming accompanied by hydraulic mechanism.
SCIDoor_AIRLOCK-Large Titan_B00M_SFMD5.wav	Massive metallic mechanism locking and unlocking, accompanied by hydraulic and long humming effects.
SCIDoor_AIRLOCK-Small Exit_B00M_SFMD5.wav	Latching mechanism with pressure release and metallic pieces rattling.
SCIDoor_AIRLOCK-Small Life Support_B00M_SFMD5.wav	Long constant release of air pressure while elements are rattling, clicking and buzzing.
SCIDoor_AIRLOCK-Small No Pressure_B00M_SFMD5.wav	Unlocking metallic mechanics, releasing air in two steps.
SCIDoor_AIRLOCK-Small The Vent_B00M_SFMD5.wav	Short rattle followed by hydraulic hissing mechanisms.
SCIDoor_DOOR-Large Calypso Gate_B00M_SFMD5.wav	Long scratching and squeaking movement of a reverberant metal object, ending in a clunky settle down.
SCIDoor_DOOR-Large Elevator_B00M_SFMD5.wav	Heavy metallic object gets lifted up and gets locked in with a reverberant rumble.
SCIDoor_DOOR-Large Hangar_B00M_SFMD5.wav	Huge metal construct gets opened up. Squeaking and rumbling character.
SCIDoor_DOOR-Large Nebuchadnezzar_B00M_SFMD5.wav	Long heavy mechanism is opening up. It is rumbling and scratching while releasing air pressure.
SCIDoor_DOOR-Small Come In_B00M_SFMD5.wav	Unlock and lock in of a precise metal mechanism. Hydraulic elements.
SCIDoor_DOOR-Small Entrance_B00M_SFMD5.wav	Hydraulic mechanism opening up, buzzing and humming.
SCIDoor_DOOR-Small The Hatch_B00M_SFMD5.wav	Hydraulic mechanism opening up, buzzing and rumbling.
SCIDoor_DOOR-Small Wall Safe_B00M_SFMD5.wav	Tight lock in of a buzzing hydraulic mechanism with a short duration.
SCIEngg_ENERGY MOVEMENT-Large Enigma Shield_B00M_SFMD5.wav	Short build up with rise up followed by wobbling and whirling rumbling with phasing effect.
SCIEngg_ENERGY MOVEMENT-Large Force Field_B00M_SFMD5.wav	Massive rumbling impact followed by droning low hum and tonal zapping elements.
SCIEngg_ENERGY MOVEMENT-Large Generator_B00M_SFMD5.wav	Massive rumbling and soft whooshing movement with additional stuttering and sizzling elements.
SCIEngg_ENERGY MOVEMENT-Large Proton Pipe_B00M_SFMD5.wav	Impactful whooshing elements with low rumbling, twitching and scattering movements.
SCIEngg_ENERGY MOVEMENT-Small Argon Scanner_B00M_SFMD5.wav	Digital fluttering and whooshing movement with additional twitching and sizzling elements.
SCIEngg_ENERGY MOVEMENT-Small Field Scan_B00M_SFMD5.wav	Sizzling warp movement with some additional low rumbling and high buzzing elements.
SCIEngg_ENERGY MOVEMENT-Small Radar_B00M_SFMD5.wav	Hissing, chiming and soft buzzing movement with additional twinkling elements.
SCIEngg_ENERGY MOVEMENT-Small Razer Light_B00M_SFMD5.wav	Sizzling, buzzing and fluttering movement with additional bursting and stuttering elements.
SCIEngg_ENERGY POWER DOWN-Large System Fail_B00M_SFMD5.wav	Large digital discharge followed by charge down tonal whining and low swishing elements.

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SCIEnrg_ENERGY POWER DOWN-Large Void Energy_B00M_SFMDs.wav	Low warping impacts followed by sizzling and wobbling hiss movements.
SCIEnrg_ENERGY POWER DOWN-Small Trapped Light_B00M_SFMDs.wav	Energetic impact followed by fluttering hiss movement and twinkling elements.
SCIEnrg_ENERGY POWER DOWN-Small Warp Core_B00M_SFMDs.wav	Charge down sequence with sparking impact followed by whining whooshing movement.
SCIEnrg_ENERGY POWER UP-Large Core Start_B00M_SFMDs.wav	Low humming and rumbling elements followed by high rotating an fluttering sizzle movement.
SCIEnrg_ENERGY POWER UP-Large Void Energy_B00M_SFMDs.wav	Warping impacts followed by a high fluttering and sizzling movement.
SCIEnrg_ENERGY POWER UP-Small Lightcaster_B00M_SFMDs.wav	Small charge up sequence with some buzzing and sparking elements.
SCIEnrg_ENERGY POWER UP-Small Warp Core_B00M_SFMDs.wav	Small warping with sizzling and hissing movement elements.
SCIEnrg_ENERGY IMPACT-Large Critical Hit_B00M_SFMDs.wav	Massive low impact with additional rumbling and phasing elements.
SCIEnrg_ENERGY IMPACT-Large Hyper Core_B00M_SFMDs.wav	Massive low impact with additional clicky flutter elements.
SCIEnrg_ENERGY IMPACT-Large Plasma Punch_B00M_SFMDs.wav	Thudding and piercing impact with additional warping and sizzling elements.
SCIEnrg_ENERGY IMPACT-Large Turning Point_B00M_SFMDs.wav	Low impact with additional digital sizzling and hissing elements.
SCIEnrg_ENERGY IMPACT-Small Electron Burst_B00M_SFMDs.wav	Bursting impact with some shattering and distortion elements.
SCIEnrg_ENERGY IMPACT-Small Final Fusion_B00M_SFMDs.wav	Bursting impact with some zapping and sizzling elements.
SCIEnrg_ENERGY IMPACT-Small Molecular Spark_B00M_SFMDs.wav	Bursting impact with some fuzzy zapping and sizzling elements.
SCIEnrg_ENERGY IMPACT-Small Proton_B00M_SFMDs.wav	Bursting impact with some resonance and twinkling elements.
SCIMach_TIME WARP-Large Atmosphere_B00M_SFMDs.wav	Massive whooshing impact with additional sizzle and warping elements.
SCIMach_TIME WARP-Large Fragmented Time_B00M_SFMDs.wav	Massive shattering impact elements with additional whooshing and warping elements.
SCIMach_TIME WARP-Large Perpetual_B00M_SFMDs.wav	Massive low rumbling and warping with small flutter followed by a rapid impact.
SCIMach_TIME WARP-Large Wormhole_B00M_SFMDs.wav	Rapid bursting impact followed by sizzling, hissing and warping elements.
SCIMach_TIME WARP-Small Continuum_B00M_SFMDs.wav	Fast whoosh, leading into energy burst and ending with falling pitch effect.
SCIMach_TIME WARP-Small Crack In Space_B00M_SFMDs.wav	Warping and crackling pass by whooshing movement with additional tonal zapping elements.
SCIMach_TIME WARP-Small Dyalite_B00M_SFMDs.wav	Small warping and fluttering distorted movement with swishing pass by elements.
SCIMach_TIME WARP-Small Fast Ride_B00M_SFMDs.wav	Warping impact elements with some phasing and wobbling.
SCIMech_MECHANIC-Large Broken Ship_B00M_SFMDs.wav	Massive metallic tension clicking and resonating elements with some stuttering and low rumbling.
SCIMech_MECHANIC-Large Carry All_B00M_SFMDs.wav	Large mechanical stuttering with additional metallic friction movement.
SCIMech_MECHANIC-Large Container Crane_B00M_SFMDs.wav	Massive rotating and resonating movement of metal with additional friction and impact elements.
SCIMech_MECHANIC-Large Landing Gear_B00M_SFMDs.wav	Low thudding and clattering impact elements with additional metallic friction and slamming.
SCIMech_MECHANIC-Small Focal Clicker_B00M_SFMDs.wav	Small mechanical switching and clicking with additional hiss elements.
SCIMech_MECHANIC-Small Snap_B00M_SFMDs.wav	Clicky snappiness and twitching elements with additional soft hissing.
SCIMech_MECHANIC-Small Tech Device_B00M_SFMDs.wav	Sharp stuttering and twitching elements with additional thick snappiness.
SCIMech_MECHANIC-Small Wound Up_B00M_SFMDs.wav	Distorted and clunky winding up sequence with additional buzzing and metallic friction elements.
SCIMech_PNEUMATIC-Large Bridge Engaged_B00M_SFMDs.wav	Low warping and fluttering sequence followed by a clunky impact element.
SCIMech_PNEUMATIC-Large Hydro Press_B00M_SFMDs.wav	Low warping with high chiming, sizzling and stretching elements.

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SCIMech_PNEUMATIC-Large Industrial Engine_B00M_SFMD5.wav	Warping impact with additional hissing, sizzling and puffing elements.
SCIMech_PNEUMATIC-Large Ship Lifter_B00M_SFMD5.wav	Massive hydraulic lifting sequence with hissing, puffing and metallic friction elements.
SCIMech_PNEUMATIC-Small Air Injector_B00M_SFMD5.wav	Rapid charge up with hissing and pumping elements followed by a bursting click and a snap.
SCIMech_PNEUMATIC-Small Analyzer_B00M_SFMD5.wav	Small sizzling and twitching hiss movements with additional clicking and snapping elements.
SCIMech_PNEUMATIC-Small Engaged_B00M_SFMD5.wav	Mechanical hissing and whining with additional clunky clicking elements.
SCIMech_PNEUMATIC-Small Lifter_B00M_SFMD5.wav	Short air flow hissing elements with additional sharp and snappy clicks.
SCIMech_SERVO-Large Behemoth_B00M_SFMD5.wav	Muffled buzzing with mechanical clicking and metallic friction elements.
SCIMech_SERVO-Large Moving Platform_B00M_SFMD5.wav	Mechanical buzzing and hissing with additional large impact and friction elements.
SCIMech_SERVO-Large Prometheus_B00M_SFMD5.wav	Massive metallic tension cluttering mechanical movement sequence with some sizzling and charge down elements.
SCIMech_SERVO-Large Targeting Turret_B00M_SFMD5.wav	Massive and clunky movement elements with rotational buzzing. Large cannon mechanical rotation sequence.
SCIMech_SERVO-Small Adjustment_B00M_SFMD5.wav	Noisy buzzing and rotating elements with additional whining and sizzling.
SCIMech_SERVO-Small Gadget Printer_B00M_SFMD5.wav	Digital whining, sizzling and impact friction elements with randomized warping and twitching.
SCIMech_SERVO-Small Omnitron_B00M_SFMD5.wav	Mechanical clicking and buzzing elements with additional digital whining.
SCIMech_SERVO-Small Spectrometer_B00M_SFMD5.wav	Thin clicking, snapping and mechanical buzzing elements with additional hissing and sizzling.
SCIVeh_VEHICLE-Large Battleship Fly By_B00M_SFMD5.wav	Fluttering and buzzing pass by whooshing elements with additional distorted stutter.
SCIVeh_VEHICLE-Large Battleship Start_B00M_SFMD5.wav	Warping, whining and phasing charge up sequence with additional bursting movement.
SCIVeh_VEHICLE-Large Battleship Stop_B00M_SFMD5.wav	Fuzzy, stretching and whooshing movement with additional warp stuttering and hydraulic hissing.
SCIVeh_VEHICLE-Large Mothership Fly By_B00M_SFMD5.wav	Massive vessel shattering pass by whooshing. Low rumbling and scattering whoosh elements with some fluttering and sizzle.
SCIVeh_VEHICLE-Large Mothership Start _B00M_SFMD5.wav	Massive vessel startup sequence. Low rumbling and shifting elements with additional high chiming and hissing followed by bursting movement.
SCIVeh_VEHICLE-Large Mothership Stop_B00M_SFMD5.wav	Massive vessel stoppage sequence. Rumbling, warping and shifting movement with additional high sizzling and twinkling.
SCIVeh_VEHICLE-Large Spaceship Fly By_B00M_SFMD5.wav	Large vessel pass by whooshing movement with additional hissing and soft fluttering elements.
SCIVeh_VEHICLE-Large Spaceship Start _B00M_SFMD5.wav	Low rumbling and fluttering elements with additional massive bursting.
SCIVeh_VEHICLE-Large Spaceship Stop_B00M_SFMD5.wav	Massive vessel stretching and buzzing charge down sequence with some additional wobbling.
SCIVeh_VEHICLE-Large Space Transporter Fly By_B00M_SFMD5.wav	Large fluttering and droning elements pass by whooshing.
SCIVeh_VEHICLE-Large Space Transporter Start _B00M_SFMD5.wav	Warping impact followed by fluttering and rumbling elements with additional burst.
SCIVeh_VEHICLE-Large Space Transporter Stop_B00M_SFMD5.wav	Large fluttering, hissing and rumbling charge down sequence elements.
SCIVeh_VEHICLE-Small Battle Drone Fly By_B00M_SFMD5.wav	Small buzzing pass by whooshing elements.
SCIVeh_VEHICLE-Small Battle Drone Start_B00M_SFMD5.wav	Small buzzing and rotating elements with slight acceleration and a burst.
SCIVeh_VEHICLE-Small Battle Drone Stop_B00M_SFMD5.wav	Small and steady buzzing followed by beeping and a charge down sequence.
SCIVeh_VEHICLE-Small City Racer Pass By_B00M_SFMD5.wav	Fluttering warp pass by whooshing elements with some hissing elements.
SCIVeh_VEHICLE-Small City Racer Start_B00M_SFMD5.wav	Fluttering and sizzling charge up sequence elements with additional warping and whistling.
SCIVeh_VEHICLE-Small City Racer Stop_B00M_SFMD5.wav	Fluttering and twinkling charge down sequence elements with additional soft hissing.

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FILENAME	DESCRIPTION
SCIVeh_VEHICLE-Small Hoverbike Pass By_B00M_SFMD5.wav	Twinkling and warping pass by whoosh elements with additional tonal swishing.
SCIVeh_VEHICLE-Small Hoverbike Start_B00M_SFMD5.wav	Warping impact followed by whistling, buzzing and whooshing movement burst elements.
SCIVeh_VEHICLE-Small Hoverbike Stop_B00M_SFMD5.wav	Thin and twinkling whooshing with additional tonal whistling and bursting elements.
SCIVeh_VEHICLE-Small Ship Fly By_B00M_SFMD5.wav	Harsh and zooming pass by woosh of a large vessel with additional distorted bursting elements.
SCIVeh_VEHICLE-Small Ship Start_B00M_SFMD5.wav	Whooshing and chiming movements with some warping and twinkling burst elements. Additional background hissing and sizzling
SCIVeh_VEHICLE-Small Ship Stop_B00M_SFMD5.wav	Whooshing movement with some crunchy and warping elements, ending with a low rumbling impact.