Spoken lines	File Names
	SW_A_Anouncername_GMN_FFA
"Free For All"	SW_A_Anouncername_GMN_TDM
"Team Death Match"	SW_A_Anouncername_GMN_FFA
"Capture The flag"	SW_A_Anouncername_GMN_CTF
"Corruption"	SW_A_Anouncername_GMN_COR
"VIP"	SW_A_Anouncername_GMN_VIP
"King Of The Hill"	SW_A_Anouncername_GMN_KOH
"Assault"	SW_A_Anouncername_GMN_ASS
"Juggernaut"	SW_A_Anouncername_GMN_JUG
"Arena"	SW_A_Anouncername_GMN_ARE
"Extraction"	SW_A_Anouncername_GMN_EXT
"Objective"	SW_A_Anouncername_GMN_OBJ
"Oddball"	SW_A_Anouncername_GMN_ODD
"Fiesta"	SW_A_Anouncername_GMN_FIE
"Score!"	SW_A_Anouncername_GME_SCO
"Victory!"	SW_A_Anouncername_GME_VIC
"Defeat"	SW_A_Anouncername_GME_DEF
"Game over"	SW_A_Anouncername_GME_GAO
"Round over"	SW_A_Anouncername_GME_ROV
"New round"	SW_A_Anouncername_GME_NER
"Corruption Wins"	SW_A_Anouncername_GME_COW
"Survivors win"	SW_A_Anouncername_GME_SUW
"VIP eliminated"	SW_A_Anouncername_GME_VIPE
"VIP secured"	SW_A_Anouncername_GME_VIPS
"1 minute remaining "	SW_A_Anouncername_GME_1MIN
"30 seconds remaining"	SW_A_Anouncername_GME_30SECS
"10 seconds remaining"	SW_A_Anouncername_GME_10SECS
"Enemy team has scored"	SW_A_Anouncername_GME_ETS
"Objective droped"	SW_A_Anouncername_GME_OBJD
"Objective moved"	SW_A_Anouncername_GME_OBJM
"Objective contested"	SW_A_Anouncername_GME_OBJC
"Objective lost"	SW_A_Anouncername_GME_OBJL
"Objective disabled"	SW_A_Anouncername_GME_OBJDI
"Objective armed"	SW_A_Anouncername_GME_OBJA
"Objective destroyed"	SW_A_Anouncername_GME_OBJDE
"Next phase"	SW_A_Anouncername_GME_NP
"Zone moved"	SW_A_Anouncername_GME_ZM
"First Blood"	SW_A_Anouncername_Kill_FB
"Double kill"	SW_A_Anouncername_Kill_DK
"Tripple kill"	SW_A_Anouncername_Kill_TK
"Over kill"	SW_A_Anouncername_Kill_OK
"Kill Frenzy"	SW_A_Anouncername_Kill_KF
"Unstoppable"	SW_A_Anouncername_Kill_UST
"Dethroned"	SW_A_Anouncername_Kill_DTN
"Revenge"	SW_A_Anouncername_Kill_REV

"Domination"	SW_A_Anouncername_Kill_DOM
"Eliminate the enemy team to score"	SW_A_Anouncername_TIP_FFA
"Capture the enemy flag to score"	SW_A_Anouncername_TIP_CTF
"Control zones to score"	SW_A_Anouncername_TIP_KOTH
"Protect the VIP"	SW_A_Anouncername_TIP_VIPD
"Eliminate the VIP"	SW_A_Anouncername_TIP_VIPK
"Survive the Corruption"	SW_A_Anouncername_TIP_CORS
"Eliminate survivors to score"	SW_A_Anouncername_TIP_CORK
"Deliver the bomb to the enemy base"	SW_A_Anouncername_TIP_ASSA
"Defend your base"	SW_A_Anouncername_TIP_ASSD
Complete the objective to score	SW_A_Anouncername_TIP_OBJ
"Etract cores to score"	SW_A_Anouncername_TIP_EXT
"Capture the objective to score"	SW_A_Anouncername_TIP_OBJC
"Defend the objective to score"	SW_A_Anouncername_TIP_OBJD
"Arm the obejctive to score"	SW_A_Anouncername_TIP_OBJA