



SWISHSWOOSH

SOUND PACK GUIDE

★ File Names

- The abbreviations **"SFX and STGR"** at the beginning of the filenames represent Sound Effects and Stingers.
- The **"SFX_UI"** sounds were specifically designed for user interfaces, but they can also be used in-game depending on the situation.
- **Loopable Audio:** Audio files with "Loop" in the file names are seamlessly loopable sounds.
- **"Designed"** sounds are created by experienced sound designers to convey the character and nature of the associated sound accurately.
- **"Fillup"** describes the sound of filling counters with money, gold, coins, gems, and so on. These sounds are typically played at a high rate.
- If there are **"Start, Loop, and End"** versions of a sound, these sounds can be used without a space between them.
- **Tier:** Tier refers to a series of sounds that increase in pitch or intensity in ascending order. These sounds can be used to represent sequenced bonuses. They can be played randomly to add variety.

★ Searching and Browsing

Finding an audio file is easy in our packs. You can use the search function on your operating system or audio software, or refer to our sound list. Keywords are included in each audio file to make searching even easier. Use the file names to locate the folders where they are stored.



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★ Variations and Randomization

To enhance the repetition of sounds and avoid monotony, variations are included in our packs. To take full advantage of these variations, try randomizing their play order. You can also randomize the pitch, volume, and trigger rate of sounds to create an almost endless array of variations and a more dynamic and randomized feel.

★ Explore

We label the audio files for your convenience but don't forget to experiment and explore different possibilities. For instance, you could use bonus sounds for common success situations, glass collect sounds for gem collect moments, and even footstep sounds for fill-up animations. The possibilities are endless!

Visit for more: www.swish-swoosh.com