**Keno Stars HTML5 Sound Reference**

autopick – Play when the player presses Auto Pick button.. also stagger the reveal of auto picked numbers as they are revealed

bgMusic – loop indefinitely

bonusStar5 – play when the 5th jackpot bonus star lights up in the bonus area

bonusStar1234 – play when the 1st, 2nd, 3rd, and 4th multiplier stars light up in the bonus area

clearAll – play when the player presses the Clear All button

meteorBall – play once as each meteor animates into the screen

numberMatch – play when one of the player’s numbers lights up green

numberSelectOff – play when the player deselects one of their chosen numbers

numberSelectOn – play when the player selects an unselected number

playButton – play when the player presses Play or Play again. Also delay the start of the draw by 2.8 seconds

starAppear – play when a star initially appears on a number spot

starMove – play when the star begins to move to the bonus area

stopAutoPlay – play when the player presses the stop button of the Auto Play feature

tryAgain – play when the try again message pops up. Also delay this message 1 second

utilityButton – play when the player presses the I button, any of the AutoPlay buttons,

wagerDown – play when the player decreases their wager by pressing the – button

wagerUp – play when the player increases their wager by pressing the + button

youWin – play when the you win message pops up. Also delay this message 1 second