Spearman

|  |  |
| --- | --- |
| Selection meow |  |
| Affirmation meow |  |
| ‘Wounded’ meow |  |
| ‘Death’ meow |  |
| Summon meow |  |
| Idle purr |  |
| **Movement noise** |  |
| Attack sound |  |

Roomber

|  |  |
| --- | --- |
| Selection meow |  |
| Affirmation meow |  |
| ‘Wounded’ meow |  |
| ‘Death’ meow |  |
| Summon meow |  |
| Idle purr |  |
| **Movement whir** |  |
| Attack sound |  |

Catapult

|  |  |
| --- | --- |
| Selection meow |  |
| Affirmation meow |  |
| ‘Wounded’ meow |  |
| ‘Death’ meow |  |
| Summon meow |  |
| Idle purr |  |
| **Movement noise (Stomping?)** |  |
| Attack sound |  |

Archer

|  |  |
| --- | --- |
| Selection meow |  |
| Affirmation meow |  |
| ‘Wounded’ meow |  |
| ‘Death’ meow |  |
| Summon meow |  |
| Idle purr |  |
| **Movement noise** |  |
| Attack sound |  |

Fat Cat

|  |  |
| --- | --- |
| Idle purr |  |
| **Charging statements (25% charged, 50% charged etc)** |  |
| Charged Statement/Sound/Both |  |
| Jump sound |  |
| **Falling sound** |  |
| Landing sound |  |

Box fort

|  |  |
| --- | --- |
| Placement sound |  |
| Cat getting in sound |  |
| Damage sound (Cat and catless version) |  |
| Destruction sound (Cat and catless version) |  |

Scratching Post

|  |  |
| --- | --- |
| Damage sound |  |
| Destruction sound |  |

Menus

|  |  |
| --- | --- |
| Positive button sound (Pressing yes) |  |
| Negative button sound (Pressing no or cancel) |  |
| General button sound |  |
| **Option highlight sound** |  |

Other

|  |  |
| --- | --- |
| Match start sounds/jingle |  |
| Match over sounds/jingle |  |
|  |  |