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SOUND PACK GUIDE

★ **File Names**

- The abbreviations **"SFX, STGR, TRNS** and **MUSC"** at the beginning of the filenames represent Sound Effects, Stingers, and Music Tracks, respectively.

- The **"SFX_UI"** sounds were specifically designed for use in 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 accurately convey the character and nature of the associated sound.

- **"Fillup"** is to describe the sound of filling counters with money, gold, coins, gems, and so on. These sounds are typically played at a high rate.

- **"Loop_RandomOrder"** sounds were designed to use one after another, without a space between them. These sounds make a loop without a feeling of repetition.

- 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.

★ **Pairing Stingers and Music Tracks**

Stingers are short musical phrases that can be used in winning, losing, success, and level-up situations. In some sound packs, some of the music tracks pair well with specific stingers, which you can easily find by referencing the stinger and music file names (e.g. STGR_forMUSIC_A is a stinger for MUSIC_A music track)

★ **Pairing Transitions and Music Tracks**

Transitions are intros, transitions between music tracks or outros. You should avoid any gaps in between when using transitions with music tracks. You can pair transitions with music tracks by their file names. (e.g. TRNS_Energetic_Intro_1 is a transition for MUSC_Energetic_Loop_1)

★ **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!

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