MENU:

- When player **hovers** over any selection PLAY "MenuHoverTone.m4a"
- When player **makes a selection** PLAY "MenuSelectTone.m4a"
- When player clicks a **previous** menu option PLAY "MenuBackTone.m4a"

MENU MUSIC:

- Upon menu startup PLAY "CoolDog_MenuTheme.m4a" **x1**
- **After** the above track has played then PLAY & LOOP
"CoolDog_MenuTheme(loop).m4a"

IF Player turns Sound to **OFF** play "MenuMusicOFF.m4a" **x1** then stop all music
IF Player turns Sound to **ON** play "MenuMusicON_loop.m4a" **x1** followed by a **loop**
of "CoolDog_MenuTheme(loop).m4a"