



SOUND PACK GUIDE

★ File Names

- The abbreviations **SFX**, **STGR** and **MUSIC** 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:** Designed sounds are created by experienced sound designers to accurately convey the character and nature of the associated sound.

★ Searching and Browsing

Finding an audio file is easy in our packs. You can use the search function on your operating system, game engine or audio software, or refer to our sound list. Use the file names to locate the folders where they are stored.

★ 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.



★ Creating Interactive Music

The music folders contain loopable full music tracks that you can use as background music for your game. In the loops folder, you will find individual layers of the related music tracks. These layers are designed to help you create dynamic and immersive in-game music. By combining, transitioning between, and layering the loops, you can support the mood and atmosphere of your game in real-time.

Don't forget to stay in sync!

★ 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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