


Sound Effects Acquisition:

- Error Sound:  (probably common Err sound)

Triggers When:

- Card is outside the board
- Card is played on an occupied cell

- Card selection sound: (probably a swoosh type sound)

- Triggers when a player picks up a card

- Card drop sound: (probably a shine sound)

- Triggers when a player places a card
- Used to indicate a purple cell being cleared

- Victory Sound: (a nice jingle)

- Triggers when all corruption is cleared.
- Indicates a beaten level.