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Count		Time (Min:Sec)	Keywords
1	MUSC_Ambient_Cool_Loop_1	02:03	Music, Soundtrack, Game music, Background, Loop, Ambient, Cool, Calm, Easy Listening, Synthetic
2	MUSC_Cute_Menu_Loop_1	01:00	Music, Soundtrack, Game music, Background, Loop, Jazzy, Bouncy, Cartoon, Catchy, Silly, Joyful, Kids, Positive, Children, Playful
3	SFX_UI_Click_Buy_1	00:00	Designed, UI, Interface, Interaction Button, Click, Buy, Magical, Success, Positive, Mechanical, Cash, Purchase
4	SFX_UI_Click_Crispy_Close_1	00:00	Designed, UI, Interface, Interaction, Button, Click, Close, Back, Negative, Decline, Crispy
5	SFX_UI_Click_Crispy_Open_1	00:00	Designed, UI, Interface, Interaction, Button, Click, Accept, Open, Mechanical, Positive, Tick, Crispy
6	SFX_UI_Click_Liquid_Close_1	00:00	Designed, UI, Interface, Interaction, Button, Click, Close, Back, Negative, Decline, Aquatic, Liquid
7	SFX_UI_Click_Liquid_Close_2	00:00	Designed, UI, Interface, Interaction, Button, Click, Close, Back, Negative, Decline, Aquatic, Liquid
8	SFX_UI_Click_Liquid_Close_2 SFX_UI_Click_Liquid_Generic_1	00:00	
9			Designed, UI, Interface, Interaction, Button, Generic, Click, Accept, Open, Mechanical, Positive, Tick, Aquatic, Liquid
10	SFX_UI_Click_Liquid_Open_1	00:00	Designed, UI, Interface, Interaction, Button, Click, Accept, Open, Mechanical, Positive, Tick, Aquatic, Liquid
	SFX_UI_Click_Select_1	00:00	Designed, UI, Interface, Interaction, Button, Click, Accept, Select, Mechanical, Metal, Pop, Organic
11	SFX_Countdown_End_Fail_1	00:01	Designed, UI, Interface, Countdown, Timer, End, Lose, Fail, Negative, Melodic
12	SFX_Countdown_Fast_Loop_1	00:02	Designed, UI, Interface, Countdown, Timer, Tick-Tock, Tick, Mechanical, Clock, Time, Ratchet, Clock, Wood, Block, Fast
13	SFX_Countdown_Mechanic_Loop_1	00:02	Designed, UI, Interface, Countdown, Timer, Tick-Tock, Tick, Mechanical, Clock, Time, Ratchet, Clock
14	SFX_Countdown_Melodic_Loop_1	00:04	Designed, UI, Interface, Countdown, Timer, Tick-Tock, Tick, Melodic, Clock, Time, Ratchet, Clock
15	SFX Countdown Start 1	00:01	Designed, UI, Interface, Countdown, Timer, Start, Synthetic
16	SFX_UI_Fillup_Soft_Digital_Tier_1	00:00	Designed, UI, Interface, Fillup, Fill, Movement, Motion, Counter, Soft, Tier, Digital
17			
18	SFX_UI_Fillup_Soft_Digital_Tier_2	00:00	Designed, UI, Interface, Fillup, Fill, Movement, Motion, Counter, Soft, Tier, Digital
19	SFX_UI_Fillup_Soft_Digital_Tier_3	00:00	Designed, UI, Interface, Fillup, Fill, Movement, Motion, Counter, Soft, Tier, Digital
	SFX_UI_Fillup_Soft_Digital_Tier_4	00:00	Designed, UI, Interface, Fillup, Fill, Movement, Motion, Counter, Soft, Tier, Digital
20	SFX_UI_Fillup_Soft_Digital_Tier_5	00:00	Designed, UI, Interface, Fillup, Fill, Movement, Motion, Counter, Soft, Tier, Digital
21	SFX_UI_Fillup_Star_1	00:00	Designed, UI, Interface, Fillup, Fill, Movement, Motion, Counter, Star, Crystal, Gem, Bright, Shiny, Magical
22	SFX_UI_Fillup_Star_2	00:00	Designed, UI, Interface, Fillup, Fill, Movement, Motion, Counter, Star, Crystal, Gem, Bright, Shiny, Magical
23	SFX_UI_Fillup_Star_3	00:00	Designed, UI, Interface, Fillup, Fill, Movement, Motion, Counter, Star, Crystal, Gem, Bright, Shiny, Magical
24	SFX_UI_Fillup_Coin_1	00:00	Designed, UI, Interface, Fillup, Fill, Movement, Motion, Counter, Mechanic, Coin
25	SFX_UI_Fillup_Coin_Tier_1	00:00	Designed, UI, Interface, Fillup, Fill, Movement, Motion, Counter, Mechanic, Com Designed, UI, Interface, Fillup, Fill, Movement, Motion, Counter, Coin, Tier, Gem Shiny, Bright
26			
27	SFX_UI_Fillup_Coin_Tier_2	00:00	Designed, UI, Interface, Fillup, Fill, Movement, Motion, Counter, Coin, Tier, Gem Shiny, Bright
	SFX_UI_Fillup_Coin_Tier_3	00:00	Designed, UI, Interface, Fillup, Fill, Movement, Motion, Counter, Coin, Tier, Gem Shiny, Bright
28	SFX_UI_Fillup_Coin_Tier_4	00:00	Designed, UI, Interface, Fillup, Fill, Movement, Motion, Counter, Coin, Tier, Gem Shiny, Bright
29	SFX_UI_Fillup_Piggybank_Coin_Tier_1	00:01	Designed, Ul, Interface, Fillup, Fill, Movement, Motion, Counter, Coin, Tier, Piggybank
30	SFX_UI_Fillup_Piggybank_Coin_Tier_2	00:01	Designed, UI, Interface, Fillup, Fill, Movement, Motion, Counter, Coin, Tier, Piggybank
31	SFX_UI_Fillup_Piggybank_Coin_Tier_3	00:01	Designed, UI, Interface, Fillup, Fill, Movement, Motion, Counter, Coin, Tier, Piggybank
32	SFX_UI_Fillup_Piggybank_Coin_Tier_4	00:01	Designed, UI, Interface, Fillup, Fill, Movement, Motion, Counter, Coin, Tier, Piggybank
33	SFX_UI_Fillup_Crystal_1	00:00	Designed, UI, Interface, Fillup, Fill, Movement, Motion, Counter, Colin, Tier, Piggybank Designed, UI, Interface, Fillup, Fill, Movement, Motion, Counter, Star, Crystal, Gem, Bright, Shiny, Magical
34			Designed, UI, Interface, Fillup, Fill, Movement, Motion, Counter, Star, Crystal, Gern, Bright, Sniny, Magical Designed, UI, Interface, Fillup, Fill, Movement, Motion, Counter, Star, Crystal, Gern, Bright, Shiny, Magical
35	SFX_UI_Fillup_Crystal_2	00:00	
36	SFX_UI_Fillup_Crystal_3	00:00	Designed, UI, Interface, Fillup, Fill, Movement, Motion, Counter, Star, Crystal, Gem, Bright, Shiny, Magical
	SFX_UI_Fillup_Gem_Tier_1	00:00	Designed, UI, Interface, Fillup, Fill, Movement, Motion, Counter, Star, Crystal, Gem, Tier, Bright, Shiny, Magical
37	SFX_UI_Fillup_Gem_Tier_2	00:00	Designed, UI, Interface, Fillup, Fill, Movement, Motion, Counter, Star, Crystal, Gem, Tier, Bright, Shiny, Magical
38	SFX_UI_Fillup_Gem_Tier_3	00:00	Designed, UI, Interface, Fillup, Fill, Movement, Motion, Counter, Star, Crystal, Gem, Tier, Bright, Shiny, Magical
39	SFX_UI_Fillup_Gem_Tier_4	00:00	Designed, UI, Interface, Fillup, Fill, Movement, Motion, Counter, Star, Crystal, Gem, Tier, Bright, Shiny, Magical
40	SFX_UI_Fillup_Gem_Tier_5	00:00	Designed, UI, Interface, Fillup, Fill, Movement, Motion, Counter, Star, Crystal, Gem, Tier, Bright, Shiny, Magical
41	SFX_UI_Fillup_Stone_Wood_1	00:00	Designed, UI, Interface, Fillup, Fill, Movement, Motion, Counter, Stone, Wood, Organic
42		00:00	
43	SFX_UI_Fillup_Stone_Wood_2		Designed, UI, Interface, Fillup, Fill, Movement, Motion, Counter, Stone, Wood, Organic
44	SFX_UI_Fillup_Stone_Wood_3	00:00	Designed, UI, Interface, Fillup, Fill, Movement, Motion, Counter, Stone, Wood, Organic
	SFX_Object_Merge_Cute_Tier_1	00:00	Designed, Item, Object, Match, Merge, Tier, Melodic, Mallet, Happy, Success
45	SFX_Object_Merge_Cute_Tier_2	00:00	Designed, Item, Object, Match, Merge, Tier, Melodic, Mallet, Happy, Success
46	SFX_Object_Merge_Cute_Tier_3	00:00	Designed, Item, Object, Match, Merge, Tier, Melodic, Mallet, Happy, Success
47	SFX_Object_Merge_Fail_1	00:00	Designed, Item, Object, Match, Merge, Fail, Melodic, Mallet, Negative, Lose
48	SFX_Object_Merge_Fail_2	00:00	Designed, Item, Object, Match, Merge, Fail, Melodic, Mallet, Negative, Lose
49	SFX_Object_Merge_Fail_Mallet_1	00:01	Designed, Item, Object, Match, Merge, Fail, Melodic, Mallet, Negative, Lose
50	SFX_Object_Merge_Fail_Mallet_2	00:01	Designed, Item, Object, Match, Merge, Fail, Melodic, Mallet, Negative, Lose
51	SFX_Object_Merge_Magical_Tier_1	00:01	Designed, Item, Object, Match, Merge, Melodic, Magical, Tier, Happy, Success, Chimes, Bright, Shiny
52			
53	SFX_Object_Merge_Magical_Tier_2	00:01	Designed, Item, Object, Match, Merge, Melodic, Magical, Tier, Happy, Success, Chimes, Bright, Shiny
54	SFX_Object_Merge_Magical_Tier_3	00:01	Designed, Item, Object, Match, Merge, Melodic, Magical, Tier, Happy, Success, Chimes, Bright, Shiny
	SFX_Object_Drop_Book_1	00:00	Designed, Item, Interaction, Object, Drop, Book, Paper, Glob, Friction, Movement
55	SFX_Object_Drop_Book_2	00:00	Designed, Item, Interaction, Object, Drop, Book, Paper, Glob, Friction, Movement
56	SFX_Object_Pickup_Book_1	00:00	Designed, Item, Interaction, Object, Pick Up, Book, Paper, Glob, Friction, Movement
57	SFX_Object_Pickup_Book_2	00:00	Designed, Item, Interaction, Object, Pick Up, Book, Paper, Glob, Friction, Movement
58	SFX_Object_Drop_Ceramic_1	00:00	Designed, Item, Interaction, Object, Drop, Ceramic, Tile, Closing, Movement
59	SFX_Object_Drop_Ceramic_2	00:00	Designed, Item, Interaction, Object, Drop, Ceramic, Tile, Closing, Movement
60	SFX_Object_Diop_ceramic_1	00:00	Designed, Item, Interaction, Object, Pick Up, Ceramic, Tile, Closing, Movement
61	SFX_Object_Pickup_Ceramic_1 SFX_Object_Pickup_Ceramic_2		
62		00:00	Designed, Item, Interaction, Object, Pick Up, Ceramic, Tile, Closing, Movement
63	SFX_Object_Drop_Cloth_1	00:00	Designed, Item, Interaction, Object, Drop, Cloth, Flap, Movement
	SFX_Object_Drop_Cloth_2	00:00	Designed, Item, Interaction, Object, Drop, Cloth, Flap, Movement
64	SFX_Object_Pickup_Cloth_1	00:00	Designed, Item, Interaction, Object, Pick Up, Cloth, Flap, Movement
65	SFX_Object_Pickup_Cloth_2	00:00	Designed, Item, Interaction, Object, Pick Up, Cloth, Flap, Movement
	SFX_Object_Drop_Generic_1	00:00	Designed, Item, Interaction, Object, Generic, Drop, Swoosh, Boxy, Friction, Movement
67	SFX_Object_Pickup_Generic_1	00:00	Designed, Item, Interaction, Object, Generic, Pick Up, Swoosh, Boxy, Friction, Movement
68	SFX_Object_Drop_Plastic_1	00:00	Designed, Item, Interaction, Object, Drop, Plastic, Rattle, Hit, Movement
	SFX_Object_Drop_Plastic_2	00:00	Designed, Item, Interaction, Object, Drop, Plastic, Rattle, Hit, Movement
70	SFX_Object_Pickup_Plastic_1	00:00	Designed, Item, Interaction, Object, Pick Up, Plastic, Rattle, Hit, Movement
71	SFX_Object_Pickup_Plastic_2	00:00	Designed, Item, Interaction, Object, Pick Op, Plastic, Rattle, Hit, Movement
72	SFX_Object_Prokup_Plastic_2 SFX_Object_Drop_Shaker_1	00:00	Designed, Item, Interaction, Object, Pick Op, Plastic, Natte, Art, Movement Designed, Item, Interaction, Object, Drop, Shaker, Shake, Movement
73			
74	SFX_Object_Drop_Shaker_2	00:00	Designed, Item, Interaction, Object, Drop, Shaker, Shake, Movement
	SFX_Object_Pickup_Shaker_1	00:00	Designed, Item, Interaction, Object, Pick Up, Shaker, Shake, Movement
75	SFX_Object_Pickup_Shaker_2	00:00	Designed, Item, Interaction, Object, Pick Up, Shaker, Shake, Movement
76	SFX_Object_Drop_Wood_1	00:00	Designed, Item, Interaction, Object, Drop, Wood, Crash, Debris, Hit, Movement
77	SFX_Object_Drop_Wood_2	00:00	Designed, Item, Interaction, Object, Drop, Wood, Crash, Debris, Hit, Movement
78	SFX_Object_Pickup_Wood_1	00:00	Designed, Item, Interaction, Object, Pick Up, Wood, Crash, Debris, Hit, Movement
79	SFX_Object_Pickup_Wood_2	00:00	Designed, Item, Interaction, Object, Pick Up, Wood, Crash, Debris, Hit, Movement
80	SFX_Object_Place_Generic_1	00:00	Designed, Item, Object, Place, Match, Merge, Generic, Wood, Plastic, Boxy, Pop
81	SFX_Object_Place_Generic_2	00:00	Designed, Item, Object, Place, Match, Merge, Generic, Wood, Plastic, Boxy, Pop Designed, Item, Object, Place, Match, Merge, Generic, Wood, Plastic, Boxy, Pop
82	•		
83	SFX_Object_Rattle_Pop_1	00:00	Designed, Item, Object, Rattle, Pop, Cartoon, Aquatic, Movement
	SFX_Object_Rattle_Pop_2	00:00	Designed, Item, Object, Rattle, Pop, Cartoon, Aquatic, Movement
84	SFX_Object_Rattle_Pop_3	00:00	Designed, Item, Object, Rattle, Pop, Cartoon, Aquatic, Movement
85	SFX_UI_Swipe_1	00:00	Designed, UI, Interface, Motion, Movement, Pop, Swoosh, Watery, Friction, Transition
86	SFX_UI_Swipe_Swoosh_2	00:00	Designed, UI, Interface, Motion, Movement, Paper, Airy, Swoosh, Friction, Transition
87	STGR_Cute_Bright_Success_1	00:03	Stinger, Success, Cute, Bright, Bouncy, Orchestral, Humor, Joyful, Kids, Positive, Cheerful, Playful
88	STGR_Cute_Bright_Success_2	00:03	Stinger, Success, Cute, Bright, Bouncy, Orchestral, Humor, Joyful, Kids, Positive, Cheerful, Playful
89			
90	STGR_Cute_Bright_Success_Short_1	00:01	Stinger, Success, Cute, Bright, Bouncy, Orchestral, Humor, Joyful, Kids, Positive, Cheerful, Playful, Short
	STGR_Magical_Short_Success_1	00:01	Stinger, Success, Cute, Bright, Bouncy, Humor, Joyful, Kids, Positive, Cheerful, Playful, Magical, Short
91	STGR_Marimba_Celesta_Fail_1	00:02	Stinger, Fail, Lose, Cartoon, Sad, Negative, Marimba, Celesta
92	STGR_Marimba_Fail_1	00:02	Stinger, Fail, Lose, Cartoon, Sad, Negative, Marimba
93	STGR_Strings_Fail_1	00:03	Stinger, Fail, Lose, Cartoon, Sad, Negative, Strings
94	STGR_Strings_Guitar_Success_1	00:04	Stinger, Success, Win, Cute, Cartoon, Bouncy, Joyful, Positive, Cheerful, Guitar, Strings