* Walking
  + Crunching of snow - outside
  + Sound of shoes on wood flooring - inside
* Pointer Click
* Button Activation
* Wind
* Door Swinging
* Dialogue sound
* Picking up something from inventory
* When Item from inventory does/not work
* When P.O.I. Updates
* When the Accuse Board is pulled up
* Sound when Time changes in game
* Ambient sounds outside
* Ambient sounds inside