Sound effects list

Filename	Description
sl_count	SFX when game is counting down to start
sl_start	SFX for start after count down
sl_move	SFX when player moves the cursor about the play grid
sl_swap	SFX when player swaps blocks
sl_connect	SFX when 3+ blocks are connected to an arrow forming a chain
sl_addtoconnected	SFX when new block(s) are added to an existing chain
sl_scan	SFX when scanline is 'activated' and played during a scan
sl_addscan	SFX when blocks are added to chain that is being scanned
sl_remove	SFX when blocks have been scanned and are removed from grid
sl_drop	SFX when a block falls down onto a lower layer