

- **MotionPulse IMPACT:**
 - Bass Drops, Crashes, Debris, Distortion Waves, Dramatic Hits, Metal Slicers, Quick Impacts, Slams, Sonic Pulse, Sub-Sonic Impacts, and Trailer Hits!**
 - **Bass_Drops**
 - Bass_Drop_01.wav
 - Bass_Drop_02.wav
 - Bass_Drop_03.wav
 - Bass_Drop_04.wav
 - Bass_Drop_05.wav
 - Bass_Drop_06.wav
 - Bass_Drop_07.wav
 - Bass_Drop_08.wav
 - Bass_Drop_09.wav
 - Bass_Drop_10.wav
 - Bass_Drop_11.wav
 - Bass_Drop_12.wav
 - Bass_Drop_13.wav
 - Time_Freeze_01.wav
 - Time_Freeze_02.wav
 - **Crashes**
 - Crash_01.wav
 - Crash_02.wav
 - Crash_03.wav
 - Crash_04.wav
 - Crash_05.wav
 - Crash_06.wav
 - Crash_07.wav
 - Crash_08.wav
 - Crash_09.wav
 - Crash_10.wav
 - Crash_Debris_01.wav
 - Crash_Debris_02.wav
 - Crash_Glass_01.wav
 - Crash_Glass_02.wav
 - Crash_Glass_03.wav
 - Crash_Glass_04.wav
 - Crash_Small_01.wav
 - Crash_Small_02.wav
 - **Debris**
 - Debris_Heavy_01.wav
 - Debris_Heavy_02.wav
 - Debris_Heavy_04.wav
 - Debris_Heavy_05.wav
 - Debris_Landslide_01.wav
 - Debris_Metal_01.wav
 - Debris_Metal_02.wav
 - Debris_Metal_03.wav
 - Debris_Metal_04.wav
 - Debris_Metal_05.wav
 - Debris_Metal_06.wav

- Debris_Roll_01.wav
- Debris_Scrape_01.wav
- Debris_Slow_Motion_01.wav
- Debris_Slow_Motion_02.wav
- Debris_Slow_Motion_03.wav
- Debris_Slow_Motion_04.wav
- Debris_Slow_Motion_05.wav
- Explosion_01.wav
- Explosion_02.wav
- Explosion_03.wav
- Wood_Axe_01.wav
- Wood_Axe_02.wav
- Wood_Axe_03.wav
- Wood_Chop_01.wav
- Wood_Chop_02.wav
- Wood_Chop_03.wav
- Wood_Hit_01.wav
- Wood_Hit_02.wav
- **Distortion_Wave**
 - Distortion_Wave_01.wav
 - Distortion_Wave_02.wav
 - Distortion_Wave_03.wav
 - Distortion_Wave_04.wav
 - Distortion_Wave_05.wav
 - Distortion_Wave_06.wav
 - Distortion_Wave_07.wav
 - Distortion_Wave_08.wav
 - Distortion_Wave_Deep_01.wav
 - Distortion_Wave_Deep_02.wav
 - Distortion_Wave_Deep_03.wav
 - Distortion_Wave_Deep_04.wav
 - Distortion_Wave_Deep_05.wav
 - Distortion_Wave_Deep_06.wav
 - Distortion_Wave_Deep_07.wav
 - Distortion_Wave_Deep_08.wav
 - Distortion_Wave_Deep_09.wav
- **Dramatic_Hits**
 - Dramatic_Hit_Bass_01.wav
 - Dramatic_Hit_Bass_02.wav
 - Dramatic_Hit_Cinematic_01.wav
 - Dramatic_Hit_Cinematic_02.wav
 - Dramatic_Hit_Cinematic_03.wav
 - Dramatic_Hit_Eerie_01.wav
 - Dramatic_Hit_Eerie_02.wav
 - Dramatic_Hit_Eerie_03.wav
 - Dramatic_Hit_Eerie_04.wav
 - Dramatic_Hit_Eerie_05.wav
 - Dramatic_Hit_Eerie_Cave_01.wav
 - Dramatic_Hit_Hard_01.wav
 - Dramatic_Hit_Hard_02.wav

- Dramatic_Hit_Hard_03.wav
- Dramatic_Hit_Hard_04.wav
- Dramatic_Hit_Hard_06.wav
- Dramatic_Hit_Hard_07.wav
- Dramatic_Hit_Hard_08.wav
- Dramatic_Hit_Hard_09.wav
- Dramatic_Hit_Hard_10.wav
- Dramatic_Hit_Impact_01.wav
- Dramatic_Hit_Intense_01.wav
- Dramatic_Hit_Intense_02.wav
- Dramatic_Hit_Intense_03.wav
- Dramatic_Hit_Intense_04.wav
- Dramatic_Hit_Intense_05.wav
- Dramatic_Hit_Low_01.wav
- Dramatic_Hit_Pulse_01.wav
- Dramatic_Hit_Pulse_02.wav
- Dramatic_Hit_Pulse_03.wav
- Dramatic_Hit_Pulse_04.wav
- Dramatic_Hit_Slash_01.wav
- Dramatic_Hit_Tension_01.wav
- Dramatic_Hit_Tension_02.wav
- Dramatic_Hit_Tension_03.wav
- Dramatic_Hit_Tension_04.wav
- Dramatic_Hits_Intense_04.wav
- Monster_Growl_01.wav
- Monster_Growl_02.wav
- Monster_Growl_03.wav
- **Metal_Slicers**
 - Metal_Slice_01.wav
 - Metal_Slice_02.wav
 - Metal_Slice_03.wav
 - Metal_Slice_04.wav
 - Metal_Slice_05.wav
 - Metal_Slice_06.wav
 - Metal_Slice_07.wav
 - Metal_Slice_08.wav
 - Metal_Slice_09.wav
 - Metal_Slice_Slam_01.wav
 - Metal_Slice_Slam_02.wav
 - Metal_Slice_Slam_03.wav
 - Metal_Slice_Slam_04.wav
 - Metal_Slice_Slam_05.wav
 - Metal_Slice_Slam_06.wav
 - Metal_Slice_Small_Stylized_01.wav
 - Metal_Slice_Small_Stylized_02.wav
 - Sword_Clanks_01.wav
 - Sword_Knife_Sharpener_01.wav
 - Sword_Mech_01.wav
 - Sword_Mech_02.wav
 - Sword_Mech_03.wav

- Sword_Mech_04.wav
- Sword_Mech_05.wav
- Sword_Mech_06.wav
- Sword_Mech_07.wav
- Sword_Mech_08.wav
- Sword_Mech_09.wav
- Sword_Mech_10.wav
- Sword_Unsheath_01.wav
- Sword_Unsheath_02.wav
- **Quick_Impacts**
 - Quick_Impact_01.wav
 - Quick_Impact_02.wav
 - Quick_Impact_03.wav
 - Quick_Impact_04.wav
 - Quick_Impact_05.wav
 - Quick_Impact_06.wav
 - Quick_Impact_07.wav
 - Quick_Impact_08.wav
 - Quick_Impact_09.wav
 - Quick_Impact_10.wav
- **Slams**
 - Slam_01.wav
 - Slam_02.wav
 - Slam_03.wav
 - Slam_04.wav
 - Slam_05.wav
 - Slam_06.wav
 - Slam_07.wav
 - Slam_08.wav
 - Slam_09.wav
 - Slam_10.wav
 - Slam_Deep_01.wav
 - Slam_Deep_02.wav
 - Slam_Deep_03.wav
 - Slam_Deep_04.wav
 - Slam_Door_Low_01.wav
 - Slam_Door_Low_02.wav
 - Slam_Electric_Short_01.wav
 - Slam_Electric_Short_02.wav
 - Slam_Electric_Short_03.wav
 - Slam_Impact_01.wav
 - Slam_Impact_02.wav
 - Slam_Impact_03.wav
 - Slam_Impact_04.wav
 - Slam_Impact_05.wav
 - Slam_Low_01.wav
 - Slam_Metal_01.wav
 - Slam_Metal_02.wav
 - Slam_Metal_03.wav
 - Slam_Mid_01.wav

- Slam_Mid_02.wav
- Slam_Mid_03.wav
- Slam_Short_01.wav
- Slam_Short_02.wav
- Slam_Short_03.wav
- Slam_Slice_Fast_01.wav
- Slam_Tech_01.wav
- Slam_Tech_02.wav
- Slam_Tech_03.wav
- Slam_Unlock_01.wav
- Slam_Unlock_02.wav
- **Sonic_Pulse**
 - Radar_Ping_01.wav
 - Radar_Ping_02.wav
 - Radar_Ping_03.wav
 - Radar_Ping_04.wav
 - Shell_Shocked_01.wav
 - Shell_Shocked_02.wav
 - Shell_Shocked_03.wav
 - Shell_Shocked_04.wav
 - Sonic_Pulse_Hit_01.wav
 - Sonic_Pulse_Hit_02.wav
 - Sonic_Pulse_Hit_03.wav
 - Sonic_Pulse_Hit_Dry_01.wav
 - Sonic_Pulse_Hit_Dry_02.wav
- **Sub-Sonic_Impacts**
 - Sub_Sonic_01.wav
 - Sub_Sonic_02.wav
 - Sub_Sonic_03.wav
 - Sub_Sonic_04.wav
 - Sub_Sonic_05.wav
 - Sub_Sonic_06.wav
 - Sub_Sonic_07.wav
 - Sub_Sonic_08.wav
 - Sub_Sonic_09.wav
 - Sub_Sonic_Deep_01.wav
 - Sub_Sonic_Deep_02.wav
 - Sub_Sonic_Deep_03.wav
 - Sub_Sonic_Deep_04.wav
 - Sub_Sonic_Deep_05.wav
 - Sub_Sonic_Deep_06.wav
- **Trailer_Hits**
 - Trailer_Hits_Chop_01.wav
 - Trailer_Hits_Chop_02.wav
 - Trailer_Hits_Chop_03.wav
 - Trailer_Hits_Chop_04.wav
 - Trailer_Hits_Eerie_01.wav
 - Trailer_Hits_Eerie_02.wav
 - Trailer_Hits_Eerie_03.wav
 - Trailer_Hits_Eerie_04.wav

- Trailer_Hits_Eerie_05.wav
- Trailer_Hits_Impact_01.wav
- Trailer_Hits_Impact_02.wav
- Trailer_Hits_Impact_03.wav
- Trailer_Hits_Impact_04.wav
- Trailer_Hits_Impact_05.wav
- Trailer_Hits_Impact_06.wav
- Trailer_Hits_Impact_07.wav
- Trailer_Hits_Impact_08.wav
- Trailer_Hits_Impact_09.wav
- Trailer_Hits_Impact_10.wav
- Trailer_Hits_Impact_11.wav
- Trailer_Hits_Impact_12.wav
- Trailer_Hits_Melody_01.wav
- Trailer_Hits_Melody_02.wav
- Trailer_Hits_Melody_03.wav
- Trailer_Hits_Slice_01.wav
- Trailer_Hits_Slice_02.wav