FlyingJuice

Bamboo Forest

ARTIST	FILE	SPECS	LIBRARY
FLYINGJUICE	FJ_SOURCE_Antique_Furniture_Draws_Handle_Metal_Latch	MHK416, 48kHz, mono	RPG Elements
FLYINGJUICE	FJ_SOURCE_Antique_Furniture_Draws_Handle_Wood_Slide_Reverbed_01	MHK416, 48kHz, mono	RPG Elements
FLYINGJUICE	FJ_SOURCE_Antique_Furniture_Draws_Handle_Wood_Slide_Reverbed_02	MHK416, 48kHz, mono	RPG Elements
FLYINGJUICE	FJ_SOURCE_Blowing_Bubbles_Vial_Bottle_Continuous_Long_Hard_01	MHK416, 48kHz, mono	RPG Elements
FLYINGJUICE	FJ_SOURCE_Blowing_Bubbles_Vial_Bottle_Continuous_Long_Hard_02	MHK416, 48kHz, mono	RPG Elements
FLYINGJUICE	FJ_SOURCE_Blowing_Bubbles_Vial_Bottle_Continuous_Long_Hard_03	MHK416, 48kHz, mono	RPG Elements
FLYINGJUICE	FJ_SOURCE_Blowing_Bubbles_Vial_Bottle_Continuous_Long_Hard_04	MHK416, 48kHz, mono	RPG Elements
FLYINGJUICE	FJ_SOURCE_Blowing_Bubbles_Vial_Bottle_Continuous_Long_Hard_05	MHK416, 48kHz, mono	RPG Elements
FLYINGJUICE	FJ_SOURCE_Blowing_Bubbles_Vial_Bottle_Short Bursts_01	MHK416, 48kHz, mono	RPG Elements
FLYINGJUICE	FJ_SOURCE_Blowing_Bubbles_Vial_Bottle_Short Bursts_02	MHK416, 48kHz, mono	RPG Elements
FLYINGJUICE	FJ_SOURCE_Blowing_Bubbles_Vial_Bottle_Short Bursts_03	MHK416, 48kHz, mono	RPG Elements
FLYINGJUICE	FJ_SOURCE_Broken_Glass_Debris_Hits_01	MHK416, 48kHz, mono	RPG Elements
FLYINGJUICE	FJ_SOURCE_Broken_Glass_Debris_Hits_02	MHK416, 48kHz, mono	RPG Elements
FLYINGJUICE	FJ_SOURCE_Broken_Glass_Debris_Hits_03	MHK416, 48kHz, mono	RPG Elements
FLYINGJUICE	FJ_SOURCE_Broken_Glass_Debris_Movement_01	MHK416, 48kHz, mono	RPG Elements
FLYINGJUICE	FJ_SOURCE_Broken_Glass_Debris_Movement_02	MHK416, 48kHz, mono	RPG Elements
FLYINGJUICE	FJ_SOURCE_Broken_Glass_Debris_Shakes_Long_01	MHK416, 48kHz, mono	RPG Elements
FLYINGJUICE	FJ_SOURCE_Broken_Glass_Debris_Shakes_Long_02	MHK416, 48kHz, mono	RPG Elements
FLYINGJUICE	FJ_SOURCE_Broken_Glass_Debris_Shakes_Short_01	MHK416, 48kHz, mono	RPG Elements
FLYINGJUICE	FJ_SOURCE_Broken_Glass_Debris_Shakes_Short_02	MHK416, 48kHz, mono	RPG Elements
FLYINGJUICE	FJ_SOURCE_Broken_Glass_Debris_Shakes_Short_03	MHK416, 48kHz, mono	RPG Elements
FLYINGJUICE	FJ_SOURCE_Broken_Glass_Debris_Shakes_Short_04	MHK416, 48kHz, mono	RPG Elements
FLYINGJUICE	FJ_SOURCE_Broken_Glass_Debris_Stress_Crack_01	MHK416, 48kHz, mono	RPG Elements
FLYINGJUICE	FJ_SOURCE_Broken_Glass_Debris_Stress_Crack_02	MHK416, 48kHz, mono	RPG Elements
FLYINGJUICE	FJ_SOURCE_Bubbling_Thick_Liquid_Blowing_Bubbles_Pitched_Down	MHK416, 48kHz, mono	RPG Elements
FLYINGJUICE	FJ_SOURCE_Cardboard_Handling_Ripping_Crunch	MHK416, 48kHz, mono	RPG Elements
FLYINGJUICE	FJ_SOURCE_Cork_Pull_Creaking_Bottle	MHK416, 48kHz, mono	RPG Elements

FlyingJuice
Bamboo Forest

ARTIST	FILE	SPECS	LIBRARY
FLYINGJUICE	FJ_SOURCE_Cork_Pull_Pop_Bottle_Open_01	MHK416, 48kHz, mono	RPG Elements
FLYINGJUICE	FJ_SOURCE_Cork_Pull_Pop_Bottle_Open_02	MHK416, 48kHz, mono	RPG Elements
FLYINGJUICE	FJ_SOURCE_Cork_Pull_Squeak_Bottle_Open	MHK416, 48kHz, mono	RPG Elements
FLYINGJUICE	FJ_SOURCE_Extinguish_Hot_Metal_Sizzle_Cooling_Water_01	MHK416, 48kHz, mono	RPG Elements
FLYINGJUICE	FJ_SOURCE_Extinguish_Hot_Metal_Sizzle_Cooling_Water_02	MHK416, 48kHz, mono	RPG Elements
FLYINGJUICE	FJ_SOURCE_Glass_Vial_Bottle_Large_Pop_Open_01	MHK416, 48kHz, mono	RPG Elements
FLYINGJUICE	FJ_SOURCE_Glass_Vial_Bottle_Large_Pop_Open_02	MHK416, 48kHz, mono	RPG Elements
FLYINGJUICE	FJ_SOURCE_Glass_Vial_Bottle_Large_Shake_Liquid_Resonant_01	MHK416, 48kHz, mono	RPG Elements
FLYINGJUICE	FJ_SOURCE_Glass_Vial_Bottle_Medium_Pop_Open_01	MHK416, 48kHz, mono	RPG Elements
FLYINGJUICE	FJ_SOURCE_Glass_Vial_Bottle_Small_Pop_Open_01	MHK416, 48kHz, mono	RPG Elements
FLYINGJUICE	FJ_SOURCE_Glass_Vial_Bottle_Small_Pop_Open_02	MHK416, 48kHz, mono	RPG Elements
FLYINGJUICE	FJ_SOURCE_Glass_Vial_Bottle_Small_Shake_Liquid_01	MHK416, 48kHz, mono	RPG Elements
FLYINGJUICE	FJ_SOURCE_Glass_Vial_Bottle_Small_Shake_Liquid_02	MHK416, 48kHz, mono	RPG Elements
FLYINGJUICE	FJ_SOURCE_Ignite_Match_Extinguishing_Sizzle	MHK416, 48kHz, mono	RPG Elements
FLYINGJUICE	FJ_SOURCE_Jar_Small_Open_Plastic_Lid_Pop	MHK416, 48kHz, mono	RPG Elements
FLYINGJUICE	FJ_SOURCE_Leather_Jacket_Handling_01	MHK416, 48kHz, mono	RPG Elements
FLYINGJUICE	FJ_SOURCE_Leather_Jacket_Handling_02	MHK416, 48kHz, mono	RPG Elements
FLYINGJUICE	FJ_SOURCE_Leather_Jacket_Handling_03	MHK416, 48kHz, mono	RPG Elements
FLYINGJUICE	FJ_SOURCE_Mechanism_Metal_Button_Press	MHK416, 48kHz, mono	RPG Elements
FLYINGJUICE	FJ_SOURCE_Metal_Lock_Latch_Large_01	MHK416, 48kHz, mono	RPG Elements
FLYINGJUICE	FJ_SOURCE_Metal_Lock_Latch_Large_02	MHK416, 48kHz, mono	RPG Elements
FLYINGJUICE	FJ_SOURCE_Metal_Lock_Latch_Small_Jiggle	MHK416, 48kHz, mono	RPG Elements
FLYINGJUICE	FJ_SOURCE_Metal_Lock_Latch_Small_Movement	MHK416, 48kHz, mono	RPG Elements
FLYINGJUICE	FJ_SOURCE_Mouth_Cheeks_Finger_Hit_Pop	MHK416, 48kHz, mono	RPG Elements
FLYINGJUICE	FJ_SOURCE_Mouth_Finger_Pop	MHK416, 48kHz, mono	RPG Elements
FLYINGJUICE	FJ_SOURCE_Mouth_Lips_Pop	MHK416, 48kHz, mono	RPG Elements
FLYINGJUICE	FJ_SOURCE_Opening_Sparkling_Fizzy_Water_Soda	MHK416, 48kHz, mono	RPG Elements
FLYINGJUICE	FJ_SOURCE_Pouring_Liquid_Plastic_Container_Fast	MHK416, 48kHz, mono	RPG Elements

FlyingJuice

Bamboo Forest

ARTIST	FILE	SPECS	LIBRARY
FLYINGJUICE	FJ_SOURCE_Pouring_Liquid_Plastic_Container_Slow	MHK416, 48kHz, mono	RPG Elements
FLYINGJUICE	FJ_SOURCE_Pouring_Sparkling_Fizzy_Water_Soda_Glass_Tall	MHK416, 48kHz, mono	RPG Elements
FLYINGJUICE	FJ_SOURCE_Pouring_Sparkling_Fizzy_Water_Soda_Plastic_Container	MHK416, 48kHz, mono	RPG Elements
FLYINGJUICE	FJ_SOURCE_Resonating_Metal_Large_Swirl_01	MHK416, 48kHz, mono	RPG Elements
FLYINGJUICE	FJ_SOURCE_Resonating_Metal_Large_Swirl_02	MHK416, 48kHz, mono	RPG Elements
FLYINGJUICE	FJ_SOURCE_Resonating_Metal_Large_Swirl_03	MHK416, 48kHz, mono	RPG Elements
FLYINGJUICE	FJ_SOURCE_Resonating_Metal_Large_Swirl_04	MHK416, 48kHz, mono	RPG Elements
FLYINGJUICE	FJ_SOURCE_Resonating_Metal_Large_Swirl_06	MHK416, 48kHz, mono	RPG Elements
FLYINGJUICE	FJ_SOURCE_Wood_Draw_Board_Hit_Movement_Low_End	MHK416, 48kHz, mono	RPG Elements
FLYINGJUICE	FJ_SOURCE_Wood_Slide_Drawer_Board_01	MHK416, 48kHz, mono	RPG Elements
FLYINGJUICE	FJ_SOURCE_Wood_Slide_Drawer_Board_02	MHK416, 48kHz, mono	RPG Elements
	DESIGNED		
FLYINGJUICE	FJ_Loot_Potions_body_loot_leather_cloth		
FLYINGJUICE	FJ_Loot_Potions_bottle_break		RPG Elements
FLYINGJUICE	FJ_Loot_Potions_bottle_potion_cork_ope		RPG Elements
FLYINGJUICE	FJ_Loot_Potions_inventory_leather_heavy_equip		RPG Elements
FLYINGJUICE	FJ_Loot_Potions_inventory_leather_light_equip		RPG Elements
FLYINGJUICE	FJ_Loot_Potions_lockpicking_drawer_open		RPG Elements
FLYINGJUICE	FJ_Loot_Potions_pickup_potion_large_bubbles		RPG Elements
FLYINGJUICE	FJ_Loot_Potions_pickup_potion_medium_bubbles		RPG Elements
FLYINGJUICE	FJ_Loot_Potions_pickup_potion_small_bubbles		RPG Elements
FLYINGJUICE	FJ_Loot_Potions_potion_brew_bubbles_pour		RPG Elements
FLYINGJUICE	FJ_Loot_Potions_potion_craft_magic_whoosh		RPG Elements
FLYINGJUICE	FJ_Loot_Potions_torch_ignite_harsh		RPG Elements
FLYINGJUICE	FJ_Loot_Potions_wood_box_open		RPG Elements
FLYINGJUICE	FJ_Loot_Potions_wood_chest_open		RPG Elements
FLYINGJUICE	FJ_Loot_Potions_wood_crates_open		RPG Elements
FLYINGJUICE	FJ_Loot_Potions_wood_heavy_door_open		RPG Elements

FlyingJuice

Bamboo Forest

FLYINGJUICE	**EQUIPTact_GRENADE FOLEY-Flash grenade impact wood deck.wav**	**LCT540S, 96kHz, mono**
FLYINGJUICE	FJ_SOURCE_Antique_Furniture_Draws_Handle_Metal_Latch	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Antique_Furniture_Draws_Handle_Wood_Slide_Reverbed_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Antique_Furniture_Draws_Handle_Wood_Slide_Reverbed_02	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Blowing_Bubbles_Vial_Bottle_Continuous_Long_Hard_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Blowing_Bubbles_Vial_Bottle_Continuous_Long_Hard_02	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Blowing_Bubbles_Vial_Bottle_Continuous_Long_Hard_03	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Blowing_Bubbles_Vial_Bottle_Continuous_Long_Hard_04	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Blowing_Bubbles_Vial_Bottle_Continuous_Long_Hard_05	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Blowing_Bubbles_Vial_Bottle_Short Bursts_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Blowing_Bubbles_Vial_Bottle_Short Bursts_02	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Blowing_Bubbles_Vial_Bottle_Short Bursts_03	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Broken_Glass_Debris_Hits_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Broken_Glass_Debris_Hits_02	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Broken_Glass_Debris_Hits_03	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Broken_Glass_Debris_Movement_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Broken_Glass_Debris_Movement_02	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Broken_Glass_Debris_Shakes_Long_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Broken_Glass_Debris_Shakes_Long_02	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Broken_Glass_Debris_Shakes_Short_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Broken_Glass_Debris_Shakes_Short_02	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Broken_Glass_Debris_Shakes_Short_03	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Broken_Glass_Debris_Shakes_Short_04	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Broken_Glass_Debris_Stress_Crack_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Broken_Glass_Debris_Stress_Crack_02	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Bubbling_Thick_Liquid_Blowing_Bubbles_Pitched_Down	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Cardboard_Handling_Ripping_Crunch	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Cork_Pull_Creaking_Bottle	MHK416, 48kHz, mono

FlyingJuice

Bamboo Forest

FLYINGJUICE	**EQUIPTact_GRENADE FOLEY-Flash grenade impact wood deck.wav**	**LCT540S, 96kHz, mono**
FLYINGJUICE	FJ_SOURCE_Cork_Pull_Pop_Bottle_Open_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Cork_Pull_Pop_Bottle_Open_02	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Cork_Pull_Squeak_Bottle_Open	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Extinguish_Hot_Metal_Sizzle_Cooling_Water_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Extinguish_Hot_Metal_Sizzle_Cooling_Water_02	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Glass_Vial_Bottle_Large_Pop_Open_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Glass_Vial_Bottle_Large_Pop_Open_02	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Glass_Vial_Bottle_Large_Shake_Liquid_Resonant_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Glass_Vial_Bottle_Medium_Pop_Open_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Glass_Vial_Bottle_Small_Pop_Open_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Glass_Vial_Bottle_Small_Pop_Open_02	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Glass_Vial_Bottle_Small_Shake_Liquid_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Glass_Vial_Bottle_Small_Shake_Liquid_02	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Ignite_Match_Extinguishing_Sizzle	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Jar_Small_Open_Plastic_Lid_Pop	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Leather_Jacket_Handling_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Leather_Jacket_Handling_02	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Leather_Jacket_Handling_03	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Mechanism_Metal_Button_Press	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Metal_Lock_Latch_Large_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Metal_Lock_Latch_Large_02	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Metal_Lock_Latch_Small_Jiggle	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Metal_Lock_Latch_Small_Movement	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Mouth_Cheeks_Finger_Hit_Pop	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Mouth_Finger_Pop	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Mouth_Lips_Pop	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Opening_Sparkling_Fizzy_Water_Soda	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Pouring_Liquid_Plastic_Container_Fast	MHK416, 48kHz, mono

FlyingJuice

Bamboo Forest

ARTIST	**EQUIPTact_GRENADE FOLEY-Flash grenade impact wood deck.wav**	**LCT540S, 96kHz, mono**
FLYINGJUICE	FJ_SOURCE_Pouring_Liquid_Plastic_Container_Slow	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Pouring_Sparkling_Fizzy_Water_Soda_Glass_Tall	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Pouring_Sparkling_Fizzy_Water_Soda_Plastic_Container	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Resonating_Metal_Large_Swirl_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Resonating_Metal_Large_Swirl_02	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Resonating_Metal_Large_Swirl_03	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Resonating_Metal_Large_Swirl_04	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Resonating_Metal_Large_Swirl_06	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Wood_Draw_Board_Hit_Movement_Low_End	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Wood_Slide_Drawer_Board_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Wood_Slide_Drawer_Board_02	MHK416, 48kHz, mono
	DESIGNED	
FLYINGJUICE	FJ_Loot_Potions_body_loot_leather_cloth	
FLYINGJUICE	FJ_Loot_Potions_bottle_break	
FLYINGJUICE	FJ_Loot_Potions_bottle_potion_cork_ope	
FLYINGJUICE	FJ_Loot_Potions_inventory_leather_heavy_equip	
FLYINGJUICE	FJ_Loot_Potions_inventory_leather_light_equip	
FLYINGJUICE	FJ_Loot_Potions_lockpicking_drawer_open	
FLYINGJUICE	FJ_Loot_Potions_pickup_potion_large_bubbles	
FLYINGJUICE	FJ_Loot_Potions_pickup_potion_medium_bubbles	
FLYINGJUICE	FJ_Loot_Potions_pickup_potion_small_bubbles	
FLYINGJUICE	FJ_Loot_Potions_potion_brew_bubbles_pour	
FLYINGJUICE	FJ_Loot_Potions_potion_craft_magic_whoosh	
FLYINGJUICE	FJ_Loot_Potions_torch_ignite_harsh	
FLYINGJUICE	FJ_Loot_Potions_wood_box_open	
FLYINGJUICE	FJ_Loot_Potions_wood_chest_open	
FLYINGJUICE	FJ_Loot_Potions_wood_crates_open	
FLYINGJUICE	FJ_Loot_Potions_wood_heavy_door_open	

FlyingJuice
Bamboo Forest

Grenade Foley
RPG Elements
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FlyingJuice
Bamboo Forest

Grenade Foley
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FlyingJuice
Bamboo Forest

Grenade Foley
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FlyingJuice

Bamboo Forest

FLYINGJUICE	**EQUIPTact_GRENADE FOLEY-Flash grenade spoon impact sand.wav**	**LCT540S, 96kHz, mono**
FLYINGJUICE	FJ_SOURCE_Antique_Furniture_Draws_Handle_Metal_Latch	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Antique_Furniture_Draws_Handle_Wood_Slide_Reverbed_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Antique_Furniture_Draws_Handle_Wood_Slide_Reverbed_02	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Blowing_Bubbles_Vial_Bottle_Continuous_Long_Hard_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Blowing_Bubbles_Vial_Bottle_Continuous_Long_Hard_02	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Blowing_Bubbles_Vial_Bottle_Continuous_Long_Hard_03	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Blowing_Bubbles_Vial_Bottle_Continuous_Long_Hard_04	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Blowing_Bubbles_Vial_Bottle_Continuous_Long_Hard_05	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Blowing_Bubbles_Vial_Bottle_Short Bursts_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Blowing_Bubbles_Vial_Bottle_Short Bursts_02	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Blowing_Bubbles_Vial_Bottle_Short Bursts_03	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Broken_Glass_Debris_Hits_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Broken_Glass_Debris_Hits_02	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Broken_Glass_Debris_Hits_03	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Broken_Glass_Debris_Movement_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Broken_Glass_Debris_Movement_02	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Broken_Glass_Debris_Shakes_Long_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Broken_Glass_Debris_Shakes_Long_02	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Broken_Glass_Debris_Shakes_Short_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Broken_Glass_Debris_Shakes_Short_02	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Broken_Glass_Debris_Shakes_Short_03	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Broken_Glass_Debris_Shakes_Short_04	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Broken_Glass_Debris_Stress_Crack_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Broken_Glass_Debris_Stress_Crack_02	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Bubbling_Thick_Liquid_Blowing_Bubbles_Pitched_Down	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Cardboard_Handling_Ripping_Crunch	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Cork_Pull_Creaking_Bottle	MHK416, 48kHz, mono

FlyingJuice

Bamboo Forest

FLYINGJUICE	**EQUIPTact_GRENADE FOLEY-Flash grenade spoon impact sand.wav**	**LCT540S, 96kHz, mono**
FLYINGJUICE	FJ_SOURCE_Cork_Pull_Pop_Bottle_Open_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Cork_Pull_Pop_Bottle_Open_02	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Cork_Pull_Squeak_Bottle_Open	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Extinguish_Hot_Metal_Sizzle_Cooling_Water_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Extinguish_Hot_Metal_Sizzle_Cooling_Water_02	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Glass_Vial_Bottle_Large_Pop_Open_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Glass_Vial_Bottle_Large_Pop_Open_02	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Glass_Vial_Bottle_Large_Shake_Liquid_Resonant_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Glass_Vial_Bottle_Medium_Pop_Open_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Glass_Vial_Bottle_Small_Pop_Open_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Glass_Vial_Bottle_Small_Pop_Open_02	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Glass_Vial_Bottle_Small_Shake_Liquid_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Glass_Vial_Bottle_Small_Shake_Liquid_02	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Ignite_Match_Extinguishing_Sizzle	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Jar_Small_Open_Plastic_Lid_Pop	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Leather_Jacket_Handling_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Leather_Jacket_Handling_02	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Leather_Jacket_Handling_03	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Mechanism_Metal_Button_Press	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Metal_Lock_Latch_Large_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Metal_Lock_Latch_Large_02	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Metal_Lock_Latch_Small_Jiggle	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Metal_Lock_Latch_Small_Movement	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Mouth_Cheeks_Finger_Hit_Pop	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Mouth_Finger_Pop	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Mouth_Lips_Pop	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Opening_Sparkling_Fizzy_Water_Soda	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Pouring_Liquid_Plastic_Container_Fast	MHK416, 48kHz, mono

FlyingJuice

Bamboo Forest

ARTIST	**EQUIPTact_GRENADE FOLEY-Flash grenade spoon impact sand.wav**	**LCT540S, 96kHz, mono**
FLYINGJUICE	FJ_SOURCE_Pouring_Liquid_Plastic_Container_Slow	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Pouring_Sparkling_Fizzy_Water_Soda_Glass_Tall	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Pouring_Sparkling_Fizzy_Water_Soda_Plastic_Container	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Resonating_Metal_Large_Swirl_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Resonating_Metal_Large_Swirl_02	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Resonating_Metal_Large_Swirl_03	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Resonating_Metal_Large_Swirl_04	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Resonating_Metal_Large_Swirl_06	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Wood_Draw_Board_Hit_Movement_Low_End	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Wood_Slide_Drawer_Board_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Wood_Slide_Drawer_Board_02	MHK416, 48kHz, mono
	DESIGNED	
FLYINGJUICE	FJ_Loot_Potions_body_loot_leather_cloth	
FLYINGJUICE	FJ_Loot_Potions_bottle_break	
FLYINGJUICE	FJ_Loot_Potions_bottle_potion_cork_ope	
FLYINGJUICE	FJ_Loot_Potions_inventory_leather_heavy_equip	
FLYINGJUICE	FJ_Loot_Potions_inventory_leather_light_equip	
FLYINGJUICE	FJ_Loot_Potions_lockpicking_drawer_open	
FLYINGJUICE	FJ_Loot_Potions_pickup_potion_large_bubbles	
FLYINGJUICE	FJ_Loot_Potions_pickup_potion_medium_bubbles	
FLYINGJUICE	FJ_Loot_Potions_pickup_potion_small_bubbles	
FLYINGJUICE	FJ_Loot_Potions_potion_brew_bubbles_pour	
FLYINGJUICE	FJ_Loot_Potions_potion_craft_magic_whoosh	
FLYINGJUICE	FJ_Loot_Potions_torch_ignite_harsh	
FLYINGJUICE	FJ_Loot_Potions_wood_box_open	
FLYINGJUICE	FJ_Loot_Potions_wood_chest_open	
FLYINGJUICE	FJ_Loot_Potions_wood_crates_open	
FLYINGJUICE	FJ_Loot_Potions_wood_heavy_door_open	

FlyingJuice
Bamboo Forest

Grenade Foley
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Bamboo Forest

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FlyingJuice

Bamboo Forest

FLYINGJUICE	**EQUIPTact_GRENADE FOLEY-Frag grenade impact wood crate.wav**	**LCT540S, 96kHz, mono**
FLYINGJUICE	FJ_SOURCE_Antique_Furniture_Draws_Handle_Metal_Latch	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Antique_Furniture_Draws_Handle_Wood_Slide_Reverbed_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Antique_Furniture_Draws_Handle_Wood_Slide_Reverbed_02	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Blowing_Bubbles_Vial_Bottle_Continuous_Long_Hard_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Blowing_Bubbles_Vial_Bottle_Continuous_Long_Hard_02	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Blowing_Bubbles_Vial_Bottle_Continuous_Long_Hard_03	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Blowing_Bubbles_Vial_Bottle_Continuous_Long_Hard_04	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Blowing_Bubbles_Vial_Bottle_Continuous_Long_Hard_05	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Blowing_Bubbles_Vial_Bottle_Short Bursts_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Blowing_Bubbles_Vial_Bottle_Short Bursts_02	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Blowing_Bubbles_Vial_Bottle_Short Bursts_03	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Broken_Glass_Debris_Hits_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Broken_Glass_Debris_Hits_02	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Broken_Glass_Debris_Hits_03	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Broken_Glass_Debris_Movement_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Broken_Glass_Debris_Movement_02	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Broken_Glass_Debris_Shakes_Long_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Broken_Glass_Debris_Shakes_Long_02	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Broken_Glass_Debris_Shakes_Short_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Broken_Glass_Debris_Shakes_Short_02	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Broken_Glass_Debris_Shakes_Short_03	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Broken_Glass_Debris_Shakes_Short_04	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Broken_Glass_Debris_Stress_Crack_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Broken_Glass_Debris_Stress_Crack_02	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Bubbling_Thick_Liquid_Blowing_Bubbles_Pitched_Down	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Cardboard_Handling_Ripping_Crunch	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Cork_Pull_Creaking_Bottle	MHK416, 48kHz, mono

FlyingJuice

Bamboo Forest

FLYINGJUICE	**EQUIPTact_GRENADE FOLEY-Frag grenade impact wood crate.wav**	**LCT540S, 96kHz, mono**
FLYINGJUICE	FJ_SOURCE_Cork_Pull_Pop_Bottle_Open_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Cork_Pull_Pop_Bottle_Open_02	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Cork_Pull_Squeak_Bottle_Open	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Extinguish_Hot_Metal_Sizzle_Cooling_Water_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Extinguish_Hot_Metal_Sizzle_Cooling_Water_02	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Glass_Vial_Bottle_Large_Pop_Open_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Glass_Vial_Bottle_Large_Pop_Open_02	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Glass_Vial_Bottle_Large_Shake_Liquid_Resonant_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Glass_Vial_Bottle_Medium_Pop_Open_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Glass_Vial_Bottle_Small_Pop_Open_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Glass_Vial_Bottle_Small_Pop_Open_02	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Glass_Vial_Bottle_Small_Shake_Liquid_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Glass_Vial_Bottle_Small_Shake_Liquid_02	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Ignite_Match_Extinguishing_Sizzle	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Jar_Small_Open_Plastic_Lid_Pop	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Leather_Jacket_Handling_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Leather_Jacket_Handling_02	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Leather_Jacket_Handling_03	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Mechanism_Metal_Button_Press	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Metal_Lock_Latch_Large_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Metal_Lock_Latch_Large_02	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Metal_Lock_Latch_Small_Jiggle	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Metal_Lock_Latch_Small_Movement	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Mouth_Cheeks_Finger_Hit_Pop	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Mouth_Finger_Pop	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Mouth_Lips_Pop	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Opening_Sparkling_Fizzy_Water_Soda	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Pouring_Liquid_Plastic_Container_Fast	MHK416, 48kHz, mono

FlyingJuice

Bamboo Forest

ARTIST	**EQUIPTact_GRENADE FOLEY-Frag grenade impact wood crate.wav**	**LCT540S, 96kHz, mono**
FLYINGJUICE	FJ_SOURCE_Pouring_Liquid_Plastic_Container_Slow	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Pouring_Sparkling_Fizzy_Water_Soda_Glass_Tall	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Pouring_Sparkling_Fizzy_Water_Soda_Plastic_Container	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Resonating_Metal_Large_Swirl_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Resonating_Metal_Large_Swirl_02	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Resonating_Metal_Large_Swirl_03	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Resonating_Metal_Large_Swirl_04	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Resonating_Metal_Large_Swirl_06	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Wood_Draw_Board_Hit_Movement_Low_End	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Wood_Slide_Drawer_Board_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Wood_Slide_Drawer_Board_02	MHK416, 48kHz, mono
	DESIGNED	
FLYINGJUICE	FJ_Loot_Potions_body_loot_leather_cloth	
FLYINGJUICE	FJ_Loot_Potions_bottle_break	
FLYINGJUICE	FJ_Loot_Potions_bottle_potion_cork_ope	
FLYINGJUICE	FJ_Loot_Potions_inventory_leather_heavy_equip	
FLYINGJUICE	FJ_Loot_Potions_inventory_leather_light_equip	
FLYINGJUICE	FJ_Loot_Potions_lockpicking_drawer_open	
FLYINGJUICE	FJ_Loot_Potions_pickup_potion_large_bubbles	
FLYINGJUICE	FJ_Loot_Potions_pickup_potion_medium_bubbles	
FLYINGJUICE	FJ_Loot_Potions_pickup_potion_small_bubbles	
FLYINGJUICE	FJ_Loot_Potions_potion_brew_bubbles_pour	
FLYINGJUICE	FJ_Loot_Potions_potion_craft_magic_whoosh	
FLYINGJUICE	FJ_Loot_Potions_torch_ignite_harsh	
FLYINGJUICE	FJ_Loot_Potions_wood_box_open	
FLYINGJUICE	FJ_Loot_Potions_wood_chest_open	
FLYINGJUICE	FJ_Loot_Potions_wood_crates_open	
FLYINGJUICE	FJ_Loot_Potions_wood_heavy_door_open	

FlyingJuice
Bamboo Forest

Grenade Foley
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FlyingJuice

Bamboo Forest

FLYINGJUICE	**EQUIPTact_GRENADE FOLEY-Frag grenade spoon impact metal sheet.wav**	**LCT540S, 96kHz, mono**
FLYINGJUICE	FJ_SOURCE_Antique_Furniture_Draws_Handle_Metal_Latch	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Antique_Furniture_Draws_Handle_Wood_Slide_Reverbed_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Antique_Furniture_Draws_Handle_Wood_Slide_Reverbed_02	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Blowing_Bubbles_Vial_Bottle_Continuous_Long_Hard_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Blowing_Bubbles_Vial_Bottle_Continuous_Long_Hard_02	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Blowing_Bubbles_Vial_Bottle_Continuous_Long_Hard_03	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Blowing_Bubbles_Vial_Bottle_Continuous_Long_Hard_04	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Blowing_Bubbles_Vial_Bottle_Continuous_Long_Hard_05	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Blowing_Bubbles_Vial_Bottle_Short Bursts_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Blowing_Bubbles_Vial_Bottle_Short Bursts_02	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Blowing_Bubbles_Vial_Bottle_Short Bursts_03	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Broken_Glass_Debris_Hits_01	MHK416, 48kHz, mono
	FJ_SOURCE_Broken_Glass_Debris_Hits_02	MHK416, 48kHz, mono
	FJ_SOURCE_Broken_Glass_Debris_Hits_03	MHK416, 48kHz, mono
	FJ_SOURCE_Broken_Glass_Debris_Movement_01	MHK416, 48kHz, mono
	FJ_SOURCE_Broken_Glass_Debris_Movement_02	MHK416, 48kHz, mono
	FJ_SOURCE_Broken_Glass_Debris_Shakes_Long_01	MHK416, 48kHz, mono
	FJ_SOURCE_Broken_Glass_Debris_Shakes_Long_02	MHK416, 48kHz, mono
	FJ_SOURCE_Broken_Glass_Debris_Shakes_Short_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Broken_Glass_Debris_Shakes_Short_02	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Broken_Glass_Debris_Shakes_Short_03	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Broken_Glass_Debris_Shakes_Short_04	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Broken_Glass_Debris_Stress_Crack_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Broken_Glass_Debris_Stress_Crack_02	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Bubbling_Thick_Liquid_Blowing_Bubbles_Pitched_Down	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Cardboard_Handling_Ripping_Crunch	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Cork_Pull_Creaking_Bottle	MHK416, 48kHz, mono

FlyingJuice

Bamboo Forest

FLYINGJUICE	**EQUIPTact_GRENADE FOLEY-Frag grenade spoon impact metal sheet.wav**	**LCT540S, 96kHz, mono**
FLYINGJUICE	FJ_SOURCE_Cork_Pull_Pop_Bottle_Open_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Cork_Pull_Pop_Bottle_Open_02	MHK416, 48kHz, mono
	FJ_SOURCE_Cork_Pull_Squeak_Bottle_Open	MHK416, 48kHz, mono
	FJ_SOURCE_Extinguish_Hot_Metal_Sizzle_Cooling_Water_01	MHK416, 48kHz, mono
	FJ_SOURCE_Extinguish_Hot_Metal_Sizzle_Cooling_Water_02	MHK416, 48kHz, mono
	FJ_SOURCE_Glass_Vial_Bottle_Large_Pop_Open_01	MHK416, 48kHz, mono
	FJ_SOURCE_Glass_Vial_Bottle_Large_Pop_Open_02	MHK416, 48kHz, mono
	FJ_SOURCE_Glass_Vial_Bottle_Large_Shake_Liquid_Resonant_01	MHK416, 48kHz, mono
	FJ_SOURCE_Glass_Vial_Bottle_Medium_Pop_Open_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Glass_Vial_Bottle_Small_Pop_Open_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Glass_Vial_Bottle_Small_Pop_Open_02	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Glass_Vial_Bottle_Small_Shake_Liquid_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Glass_Vial_Bottle_Small_Shake_Liquid_02	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Ignite_Match_Extinguishing_Sizzle	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Jar_Small_Open_Plastic_Lid_Pop	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Leather_Jacket_Handling_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Leather_Jacket_Handling_02	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Leather_Jacket_Handling_03	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Mechanism_Metal_Button_Press	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Metal_Lock_Latch_Large_01	MHK416, 48kHz, mono
	FJ_SOURCE_Metal_Lock_Latch_Large_02	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Metal_Lock_Latch_Small_Jiggle	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Metal_Lock_Latch_Small_Movement	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Mouth_Cheeks_Finger_Hit_Pop	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Mouth_Finger_Pop	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Mouth_Lips_Pop	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Opening_Sparkling_Fizzy_Water_Soda	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Pouring_Liquid_Plastic_Container_Fast	MHK416, 48kHz, mono

FlyingJuice

Bamboo Forest

ARTIST	EQUIPTact_GRENADE FOLEY-Frag grenade spoon impact metal sheet.wav	LCT540S, 96kHz, mono
	FJ_SOURCE_Pouring_Liquid_Plastic_Container_Slow	MHK416, 48kHz, mono
	FJ_SOURCE_Pouring_Sparkling_Fizzy_Water_Soda_Glass_Tall	MHK416, 48kHz, mono
	FJ_SOURCE_Pouring_Sparkling_Fizzy_Water_Soda_Plastic_Container	MHK416, 48kHz, mono
	FJ_SOURCE_Resonating_Metal_Large_Swirl_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Resonating_Metal_Large_Swirl_02	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Resonating_Metal_Large_Swirl_03	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Resonating_Metal_Large_Swirl_04	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Resonating_Metal_Large_Swirl_06	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Wood_Draw_Board_Hit_Movement_Low_End	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Wood_Slide_Drawer_Board_01	MHK416, 48kHz, mono
FLYINGJUICE	FJ_SOURCE_Wood_Slide_Drawer_Board_02	MHK416, 48kHz, mono
	DESIGNED	
	FJ_Loot_Potions_body_loot_leather_cloth	
	FJ_Loot_Potions_bottle_break	
	FJ_Loot_Potions_bottle_potion_cork_ope	
	FJ_Loot_Potions_inventory_leather_heavy_equip	
	FJ_Loot_Potions_inventory_leather_light_equip	
FLYINGJUICE	FJ_Loot_Potions_lockpicking_drawer_open	
FLYINGJUICE	FJ_Loot_Potions_pickup_potion_large_bubbles	
FLYINGJUICE	FJ_Loot_Potions_pickup_potion_medium_bubbles	
FLYINGJUICE	FJ_Loot_Potions_pickup_potion_small_bubbles	
FLYINGJUICE	FJ_Loot_Potions_potion_brew_bubbles_pour	
FLYINGJUICE	FJ_Loot_Potions_potion_craft_magic_whoosh	
FLYINGJUICE	FJ_Loot_Potions_torch_ignite_harsh	
FLYINGJUICE	FJ_Loot_Potions_wood_box_open	
FLYINGJUICE	FJ_Loot_Potions_wood_chest_open	
FLYINGJUICE	FJ_Loot_Potions_wood_crates_open	
FLYINGJUICE	FJ_Loot_Potions_wood_heavy_door_open	

FlyingJuice
Bamboo Forest

Grenade Foley
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