

DAMAGE

CONTENT BREAKDOWN

ENSEMBLE DESIGNER (732 Sources, 1 NKI, 94 Snapshots); **KIT DESIGNER** (732 Sources, 1 NKI, 51 Snapshots); **LOOP DESIGNER**, 864 Loops, 1 NKI, 63 Snapshots)

01 MONSTER ENSEMBLES	SOURCE NAME	SOURCE DESCRIPTION
Monster Ensembles	ENS Monster Low War Drums	Taikos, bass drums, and a pair of weathered single-head toms struck with drumsticks and mallets
Monster Ensembles	ENS Monster Low Ethnic	Alfaias, dunun, dhol, and a large Chinese tom struck with drumsticks and mallets
Monster Ensembles	ENS Monster Low Bass Blast	Gran casas, bass drums, and large taikos (24" and 60") struck with mallets and bachi
Monster Ensembles	ENS Monster Low Bucket Kicks	Giant plastic tubs and a large flight case struck with drumsticks and mallets
Monster Ensembles	ENS Monster Low Jangles	Drum cases, metal chains, toms, and a huge 60" taiko struck with mallets and bachi
Monster Ensembles	ENS Monster Mids	Dunun, Chinese toms, and a pair of higher mounted toms (8" and 10") struck with drumsticks and mallets
Monster Ensembles	ENS Monster High Ethnics	High Chinese toms, tombak, and shime-daiko struck with drumsticks and mallets
Monster Ensembles	ENS Monster Trash Brigade	Trash cans, gran casas, and a big old dumpster struck with mallets and metals
Monster Ensembles	ENS Monster High Buckets	Assorted plastic buckets, Chinese toms, and shime-daiko struck with drumsticks and mallets
Monster Ensembles	ENS Monster Mids Rims	Dunun, Chinese toms, and a pair of higher mounted toms (8" and 10") played on the rims
Monster Ensembles	ENS Monster High Ethnics Rims	High Chinese toms, tombak, and shime-daiko played on the rims
02 ORGANIC	SOURCE NAME	SOURCE DESCRIPTION
Organic	ENS Gran Casas	Four gran casa ensemble struck with mallets
Organic	SOLO Gran Casa 32"	Solo 32" gran casa struck with a mallet
Organic	SOLO Gran Casa 40"	Solo 40" gran casa struck with a mallet
Organic	SOLO Gran Casa 70"	Solo 70" gran casa struck with a mallet
Organic	SOLO G. Casa 32" 4 Beat Cresc	4 beat Cresc on the 32" gran casa
Organic	SOLO G. Casa 32" 8 Beat Cresc	8 beat Cresc on the 32" gran casa
Organic	SOLO Gran Casa 32" Swell	8 beat swell on the 32" gran casa
Organic	SOLO Gran Casa 32" Roll	Sustained roll on the 32" gran casa (looped)
Organic	SOLO G. Casa 40" 4 Beat Cresc	4 beat Cresc on the 40" gran casa
Organic	SOLO G. Casa 40" 8 Beat Cresc	8 beat Cresc on the 40" gran casa
Organic	SOLO Gran Casa 40" Swell	8 beat swell on the 32" gran casa
Organic	SOLO Gran Casa 40" Roll	Sustained roll on the 32" gran casa (looped)
Organic	SOLO G. Casa 32" Scrape FX 01	Scrape effect on the 32" gran casa using a rubber ball mallet
Organic	SOLO G. Casa 32" Scrape FX 02	Scrape effect on the 32" gran casa using a rubber ball mallet
Organic	SOLO G. Casa 32" Scrape FX 03	Scrape effect on the 32" gran casa using a rubber ball mallet
Organic	SOLO G. Casa 32" Scrape FX 04	Scrape effect on the 32" gran casa using a rubber ball mallet
Organic	SOLO G. Casa 32" Scrape FX 05	Scrape effect on the 32" gran casa using a rubber ball mallet
Organic	SOLO G. Casa 32" Scrape FX 06	Scrape effect on the 32" gran casa using a rubber ball mallet

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Organic	SOLO G. Casa 70" Scrape FX 01	Scrape effect on the 70" gran casa using a rubber ball mallet
Organic	SOLO G. Casa 70" Scrape FX 02	Scrape effect on the 70" gran casa using a rubber ball mallet
Organic	SOLO G. Casa 70" Scrape FX 03	Scrape effect on the 70" gran casa using a rubber ball mallet
Organic	SOLO G. Casa 70" Scrape FX 04	Scrape effect on the 70" gran casa using a rubber ball mallet
Organic	SOLO G. Casa 70" Scrape FX 05	Scrape effect on the 70" gran casa using a rubber ball mallet
Organic	SOLO G. Casa 70" Scrape FX 06	Scrape effect on the 70" gran casa using a rubber ball mallet
Organic	ENS Bass Drums	Six bass drum ensemble struck with mallets
Organic	SOLO Bass Drum 22"	Solo 22" bass drum struck with a mallet
Organic	SOLO Bass Drum 20"	Solo 20" bass drum struck with a mallet
Organic	SOLO Bass Drum 24"	Solo 24" bass drum struck with a mallet
Organic	ENS Snares On	Eight snare drum ensemble struck with drumsticks - snares on
Organic	ENS Snares Off	Eight snare drum ensemble struck with drumsticks - snares off
Organic	ENS Snares Rims	Eight snare drum ensemble played on the rims
Organic	SOLO Low Snare	Solo low snare drum struck with a drumstick
Organic	SOLO Mid Snare	Solo mid snare drum struck with a drumstick
Organic	SOLO High Snare	Solo high snare drum struck with a drumstick
Organic	SOLO Low Snare 4 Beat Cresc	4 beat Cresc on the low snare drum
Organic	SOLO Low Snare 8 Beat Cresc	8 beat Cresc on the low snare drum
Organic	SOLO Low Snare Swell	8 beat swell on the low snare drum
Organic	SOLO Low Snare Roll	Sustained roll on the low snare drum (looped)
Organic	SOLO Mid Snare 4 Beat Cresc	4 beat Cresc on the mid snare drum
Organic	SOLO Mid Snare 8 Beat Cresc	8 beat Cresc on the mid snare drum
Organic	SOLO Mid Snare Swell	8 beat swell on the mid snare drum
Organic	SOLO Mid Snare Roll	Sustained roll on the mid snare drum (looped)
Organic	SOLO High Snare 4 Beat Cresc	4 beat Cresc on the high snare drum
Organic	SOLO High Snare 8 Beat Cresc	8 beat Cresc on the high snare drum
Organic	SOLO High Snare Swell	8 beat swell on the high snare drum
Organic	SOLO High Snare Roll	Sustained roll on the high snare drum (looped)
Organic	ENS All Toms (Sticks)	Six mounted tom ensemble struck with drumsticks
Organic	ENS All Toms (Rods)	Six mounted tom ensemble struck with rocket rods
Organic	ENS Low Toms (Sticks)	Four low tom ensemble struck with drumsticks
Organic	ENS Mid Toms (Sticks)	Four mid tom ensemble struck with drumsticks

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Organic	ENS Mid Toms (Rods)	Four mid tom ensemble struck with rocket rods
Organic	ENS High Toms (Sticks)	Four high tom ensemble struck with drumsticks
Organic	ENS Low Toms Rims	Low tom ensemble played on the rims
Organic	SOLO Tom 16"	Solo 16" tom struck with a drumstick
Organic	SOLO Tom 14"	Solo 14" tom struck with a drumstick
Organic	SOLO Tom 13"	Solo 13" tom struck with a drumstick
Organic	SOLO Tom 12"	Solo 12" tom struck with a drumstick
Organic	SOLO Tom 10"	Solo 10" tom struck with a drumstick
Organic	SOLO Tom 8"	Solo 8" tom struck with a drumstick
Organic	SOLO Roto Tom 14"	Solo 14" roto tom struck with a drumstick
Organic	SOLO Roto Tom 12"	Solo 12" roto tom struck with a drumstick
Organic	SOLO Roto Tom 8"	Solo 8" roto tom struck with a drumstick
Organic	ENS Single Head Toms	Three single-head tom ensemble struck with drumsticks
Organic	SOLO Single Head Tom 22"	Solo 22" single-head tom
Organic	SOLO Single Head Tom 20"	Solo 20" single-head tom
03 TAIKOS	SOURCE NAME	SOURCE DESCRIPTION
Taikos	ENS Low Taikos	Three taiko ensemble struck with bachi
Taikos	ENS Mid Taikos	Five mid taiko ensemble struck with bachi on heads
Taikos	ENS High Taikos	Five high taiko / shime-daiko ensemble struck with bachi
Taikos	ENS Mid Taikos Rims	Five mid taiko ensemble played on the rims
Taikos	SOLO Low Taiko 25"	Solo 25" taiko struck with bachi
Taikos	SOLO Low Taiko 24"	Solo 24" taiko struck with bachi
Taikos	SOLO Mega Low Taiko 60"	Solo 60" taiko struck with bachi
Taikos	SOLO Low Taiko 60" 4 Beat Cresc	4 beat Cresc on the 60" taiko
Taikos	SOLO Low Taiko 60" 8 Beat Cresc	8 beat Cresc on the 60" taiko
Taikos	SOLO Low Taiko 60" Swell	8 beat swell on the 60" taiko
Taikos	SOLO Low Taiko 60" Roll	Sustained roll on the 60" taiko (looped)
Taikos	SOLO Mid Taiko 20"	Solo 20" taiko struck with bachi
Taikos	SOLO Mid Taiko 20" Rim	Solo 20" taiko played on the rim
Taikos	SOLO Mid Taiko 19"	Solo 19" taiko struck with bachi
Taikos	SOLO Mid Taiko 19" Rim	Solo 19" taiko played on the rim
Taikos	ENS Chinese Toms	Three Chinese tom ensemble struck with mallets

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Taikos	SOLO High Chinese Tom	Solo high Chinese tom struck with a drumstick
Taikos	SOLO Low Chinese Tom	Solo low Chinese tom struck with a drumstick
Taikos	SOLO Chinese Tom 4 Beat Cresc	4 beat Cresc on the low Chinese tom
Taikos	SOLO Chinese Tom 8 Beat Cresc	8 beat Cresc on the low Chinese tom
Taikos	SOLO Low Chinese Tom Swell	8 beat swell on the low Chinese tom
04 ETHNIC	SOURCE NAME	SOURCE DESCRIPTION
Ethnic	ENS Alfaias	Four alfaia ensemble struck with wooden sticks
Ethnic	SOLO Low Alfaia	Solo low alfaia struck with a mallet
Ethnic	SOLO Mid Alfaia	Solo mid alfaia struck with a mallet
Ethnic	ENS Dunun	Four dunun ensemble struck with wooden sticks
Ethnic	SOLO Low Dunun	Solo low dunun struck with a wooden stick
Ethnic	SOLO High Dunun	Solo high dunun struck with a wooden stick
Ethnic	ENS Surdos	Two surdo ensemble struck with wooden sticks
Ethnic	ENS Dhols	Two dhol ensemble struck with wooden sticks
Ethnic	SOLO Low Dhol	Solo low dhol struck with a wooden stick
Ethnic	SOLO Mid Dhol	Solo mid dhol struck with a wooden stick
Ethnic	ENS Stick Clicks - Pulis	Four pairs of pulis struck together
Ethnic	ENS Stick Clicks - Drum Sticks	Three pairs of drum sticks struck together
Ethnic	ENS Stick Clicks - PVC Pipes	Two pairs of PVC pipes struck together
Ethnic	ENS Stick Clicks - Taiko Bachi	Three pairs of taiko bachi struck together
Ethnic	ENS Frame Drums Hands	Three frame drum ensemble strick with hands
Ethnic	ENS Frame Drums Fingertips	Three frame drum ensemble struck with fingertips
Ethnic	ENS Frame Drum Rims	Three frame drum ensemble struck with fingertips on the rims
Ethnic	ENS Tombaks Open Hands	Three tombak ensemble struck with hands (open)
Ethnic	ENS Tombaks Muted Hands	Three tombak ensemble struck with hands (muted)
Ethnic	ENS Tombaks Rims	Three tombak ensemble struck with hands on the rims
Ethnic	ENS Tombaks Side Clacks	Three tombak ensemble struck with fingertips on the side of the drum
Ethnic	ENS Darbukas Open Hands	Three darbuka ensemble struck with hands (open)
Ethnic	ENS Darbukas Rims	Three darbuka ensemble struck with hands on the rims
05 Cymbals/Gongs	SOURCE NAME	SOURCE DESCRIPTION
Cymbals/Gongs	SOLO Piatti 16"	Solo 16" piatti struck together
Cymbals/Gongs	SOLO Piatti 18"	Solo 18" piatti struck together

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Cymbals/Gongs	SOLO Piatti 20"	Solo 20" piatti struck together
Cymbals/Gongs	SOLO Piatti Hi-Hat Tight	Solo 20" piatti sandwiched tightly together and struck with a drumstick
Cymbals/Gongs	SOLO Piatti Hi-Hat Medium	Solo 20" piatti sandwiched together and struck with a drumstick
Cymbals/Gongs	SOLO Piatti Hi-Hat Loose	Solo 20" piatti sandwiched loosely together and struck with a drumstick
Cymbals/Gongs	SOLO Chopper Cymbal	Solo chopper cymbal struck with a drumstick
Cymbals/Gongs	ENS Crash Cymbals 1	Two crash cymbal ensemble (20" and 18") struck with mallets
Cymbals/Gongs	ENS Crash Cymbals 2	Two crash cymbal ensemble (19" and 18") struck with mallets
Cymbals/Gongs	ENS Crash Cymbals 3	Two crash cymbal ensemble (16" and 16") struck with mallets
Cymbals/Gongs	SOLO Crash Cymbal 1	Solo 20" crash cymbal struck with a mallet
Cymbals/Gongs	SOLO Crash Cymbal 2	Solo 19" crash cymbal struck with a mallet
Cymbals/Gongs	SOLO Crash Cymbal 3	Solo 16" crash cymbal struck with a mallet
Cymbals/Gongs	SOLO Crash 1 - 4 Beat Cresc	4 beat Cresc on the 20" crash cymbal
Cymbals/Gongs	SOLO Crash 1 - 8 Beat Cresc	8 beat Cresc on the 20" crash cymbal
Cymbals/Gongs	SOLO Crash 2 - 4 Beat Cresc	4 beat Cresc on the 19" crash cymbal
Cymbals/Gongs	SOLO Crash 2 - 8 Beat Cresc	8 beat Cresc on the 19" crash cymbal
Cymbals/Gongs	SOLO Crash 3 - 4 Beat Cresc	4 beat Cresc on the 16" crash cymbal
Cymbals/Gongs	SOLO Crash 3 - 8 Beat Cresc	8 beat Cresc on the 16" crash cymbal
Cymbals/Gongs	SOLO Ride Cymbal 1	Solo 22" ride cymbal struck with a drumstick
Cymbals/Gongs	SOLO Ride Cymbal 2	Solo 22" ride cymbal struck with a drumstick
Cymbals/Gongs	SOLO Large Gong 40"	Solo 40" gong struck with a mallet
Cymbals/Gongs	SOLO Medium Gong 36"	Solo 36" gong struck with a mallet
Cymbals/Gongs	SOLO Small Gong 32"	Solo 32" gong struck with a mallet
Cymbals/Gongs	SOLO Gong 40" 8 Beat Cresc	8 beat Cresc on the 40" gong
Cymbals/Gongs	SOLO Gong 40" FX - Scrape 01	Scrape effect on the 40" gong using a metal brush
Cymbals/Gongs	SOLO Gong 40" FX - Scrape 02	Scrape effect on the 40" gong using a metal brush
Cymbals/Gongs	SOLO Gong 40" FX - Scrape 03	Scrape effect on the 40" gong using a metal brush
Cymbals/Gongs	SOLO Gong 40" FX - Scrape 04	Scrape effect on the 40" gong using a metal brush
Cymbals/Gongs	SOLO Gong 40" FX - Scrape 05	Scrape effect on the 40" gong using a metal brush
Cymbals/Gongs	SOLO Gong 40" FX - Scrape 06	Scrape effect on the 40" gong using a metal brush
Cymbals/Gongs	SOLO Gong 40" FX - Scrape 07	Scrape effect on the 40" gong using a metal brush
Cymbals/Gongs	SOLO Gong 40" FX - Scrape 08	Scrape effect on the 40" gong using a metal brush
Cymbals/Gongs	SOLO Gong 40" FX - R. Scrape	Rattle effect on the 40" gong using a metal brush

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Cymbals/Gongs	SOLO Gong 32" FX - Scrape 01	Scrape effect on the 32" gong using a metal brush
Cymbals/Gongs	SOLO Gong 32" FX - Scrape 02	Scrape effect on the 32" gong using a metal brush
Cymbals/Gongs	SOLO Gong 32" FX - Scrape 03	Scrape effect on the 32" gong using a metal brush
Cymbals/Gongs	SOLO Gong 32" FX - Scrape 04	Scrape effect on the 32" gong using a metal brush
Cymbals/Gongs	SOLO Gong 32" FX - Scrape 05	Scrape effect on the 32" gong using a metal brush
Cymbals/Gongs	SOLO Gong 32" FX - Scrape 06	Scrape effect on the 32" gong using a metal brush
Cymbals/Gongs	SOLO Gong 32" FX - Scratch 01	Scrape effect on the 32" gong using a metal brush
Cymbals/Gongs	SOLO Gong 32" FX - Scratch 02	Scrape effect on the 32" gong using a metal brush
Cymbals/Gongs	SOLO Gong 32" FX - R. Scrape	Rattle effect on the 32" gong using a metal brush
Cymbals/Gongs	SOLO Gong 30" FX - Scrape 01	Scrape effect on the 30" gong using a metal brush
Cymbals/Gongs	SOLO Gong 30" FX - Scrape 02	Scrape effect on the 30" gong using a metal brush
Cymbals/Gongs	SOLO Gong 30" FX - Scrape 03	Scrape effect on the 30" gong using a metal brush
Cymbals/Gongs	SOLO Gong 30" FX - Scrape 04	Scrape effect on the 30" gong using a metal brush
Cymbals/Gongs	SOLO Gong 30" FX - Scrape 05	Scrape effect on the 30" gong using a metal brush
Cymbals/Gongs	SOLO Gong 30" FX - Scrape 06	Scrape effect on the 30" gong using a metal brush
Cymbals/Gongs	SOLO Gong 30" FX - Scrape 07	Scrape effect on the 30" gong using a metal brush
Cymbals/Gongs	SOLO Gong 40" FX - Rattle 01	Rattle effect on the 40" gong using a metal brush
Cymbals/Gongs	SOLO Gong 40" FX - Rattle 02	Rattle effect on the 40" gong using a metal brush
Cymbals/Gongs	SOLO Gong 40" FX - Rattle 03	Rattle effect on the 40" gong using a metal brush
Cymbals/Gongs	SOLO Gong 32" FX - Rattle 01	Rattle effect on the 32" gong using a metal brush
Cymbals/Gongs	SOLO Gong 32" FX - Rattle 02	Rattle effect on the 32" gong using a metal brush
Cymbals/Gongs	SOLO Gong 32" FX - Rattle 03	Rattle effect on the 32" gong using a metal brush
Cymbals/Gongs	SOLO Gong 30" FX - Rattle 01	Rattle effect on the 30" gong using a metal brush
Cymbals/Gongs	SOLO Gong 30" FX - Rattle 02	Rattle effect on the 30" gong using a metal brush
Cymbals/Gongs	SOLO Gong 30" FX - Rattle 03	Rattle effect on the 30" gong using a metal brush
Cymbals/Gongs	SOLO Gong 40" FX - Moan 01	Scrape effect on the 40" gong using a rubber ball mallet
Cymbals/Gongs	SOLO Gong 40" FX - Moan 02	Scrape effect on the 40" gong using a rubber ball mallet
Cymbals/Gongs	SOLO Gong 40" FX - Moan 03	Scrape effect on the 40" gong using a rubber ball mallet
Cymbals/Gongs	SOLO Gong 40" FX - Moan 04	Scrape effect on the 40" gong using a rubber ball mallet
Cymbals/Gongs	SOLO Gong 32" FX - Moan 01	Scrape effect on the 32" gong using a rubber ball mallet
Cymbals/Gongs	SOLO Gong 32" FX - Moan 02	Scrape effect on the 32" gong using a rubber ball mallet
Cymbals/Gongs	SOLO Gong 32" FX - Moan 03	Scrape effect on the 32" gong using a rubber ball mallet

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Cymbals/Gongs	SOLO Gong 32" FX - Moan 04	Scrape effect on the 32" gong using a rubber ball mallet
Cymbals/Gongs	SOLO Gong 32" FX - Moan 05	Scrape effect on the 32" gong using a rubber ball mallet
Cymbals/Gongs	SOLO Gong 32" FX - Moan 06	Scrape effect on the 32" gong using a rubber ball mallet
Cymbals/Gongs	SOLO Gong 30" FX - Wail 01	Screech effect on the 30" gong using a cello bow
Cymbals/Gongs	SOLO Gong 30" FX - Wail 02	Screech effect on the 30" gong using a cello bow
Cymbals/Gongs	SOLO Gong 30" FX - Moan 01	Scrape effect on the 30" gong using a rubber ball mallet
Cymbals/Gongs	SOLO Gong 30" FX - Moan 02	Scrape effect on the 30" gong using a rubber ball mallet
Cymbals/Gongs	SOLO Gong 30" FX - Moan 03	Scrape effect on the 30" gong using a rubber ball mallet
Cymbals/Gongs	SOLO Gong 30" FX - Moan 04	Scrape effect on the 30" gong using a rubber ball mallet
Cymbals/Gongs	SOLO Gong 30" FX - Moan 05	Scrape effect on the 30" gong using a rubber ball mallet
Cymbals/Gongs	SOLO Gong 30" FX - Moan 06	Scrape effect on the 30" gong using a rubber ball mallet

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06 FOUND SOUNDS	SOURCE NAME	SOURCE DESCRIPTION
Found Sounds	SOLO Dumpster Low Hammer 1	Large metal dumpster struck with hammers
Found Sounds	SOLO Dumpster Low Hammer 2	Large metal dumpster struck with a hammer
Found Sounds	SOLO Dumpster High Hammer	Large metal dumpster struck with hammers
Found Sounds	SOLO Dumpster Crowbar 1	Large metal dumpster struck with a crowbar
Found Sounds	SOLO Dumpster Crowbar 2	Large metal dumpster struck with a crowbar
Found Sounds	SOLO Dumpster Wrench 1	Large metal dumpster struck with a wrench
Found Sounds	SOLO Dumpster Wrench 2	Large metal dumpster struck with a wrench
Found Sounds	SOLO Dumpster Wrench 3	Large metal dumpster struck with a wrench
Found Sounds	SOLO Dumpster Wrench 4	Large metal dumpster struck with a wrench
Found Sounds	ENS Metal Pole Clangs	Four metal poles struck on concrete blocks
Found Sounds	ENS Hammers on Crowbars	Two crowbars struck with hammers
Found Sounds	ENS Low Trash Cans 1	Four large metal trash cans struck with mallets
Found Sounds	ENS Rods on Trash Cans - Low	Four large metal trash cans stuck on the top with rocket rods
Found Sounds	ENS Rods on Trash Cans - High	Four large metal trash cans stuck on the side with rocket rods
Found Sounds	ENS Small Metal Buckets - Low	Four metal buckets and two paint cans struck on the top with rocket rods
Found Sounds	ENS Small Metal Buckets - High	Four metal buckets and two paint cans struck on the side with rocket rods
Found Sounds	ENS Rods on Trash Lids	Four metal trash can lids struck with rocket rods
Found Sounds	SOLO Trash Can - Low	Solo trash can struck with a mallet
Found Sounds	SOLO Trash Can - High	Solo trash can struck with a mallet
Found Sounds	SOLO Rod on Trash Can -Low	Solo trash can struck with a rocket rod
Found Sounds	SOLO Rod on Trash Can - High	Solo trash can struck with a rocket rod
Found Sounds	SOLO Rod on Trash Lid	Solo metal trash can lid struck with a rocket rod
Found Sounds	SOLO Trash Lid 1 Swell 01	Swelling roll on a metal trash lid with mallets
Found Sounds	SOLO Trash Lid 1 Swell 02	Swelling roll on a metal trash lid with mallets
Found Sounds	SOLO Trash Lid 1 Swell 03	Swelling roll on a metal trash lid with mallets
Found Sounds	SOLO Trash Lid 2 Swell 01	Swelling roll on a metal trash lid with brushes
Found Sounds	SOLO Trash Lid 2 Swell 02	Swelling roll on a metal trash lid with brushes
Found Sounds	SOLO Trash Lid 3 Swell 01	Swelling roll on a metal trash lid with rocket rods
Found Sounds	SOLO Trash Lid 3 Swell 02	Swelling roll on a metal trash lid with rocket rods
Found Sounds	SOLO Trash Lid 3 Swell 03	Swelling roll on a metal trash lid with rocket rods
Found Sounds	SOLO Trash Lid 3 Swell 04	Swelling roll on a metal trash lid with rocket rods

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Found Sounds	SOLO Trash Lid Scrape 01	Scrape effect on a metal trash lid with a brush
Found Sounds	SOLO Trash Lid Scrape 02	Scrape effect on a metal trash lid with a brush
Found Sounds	SOLO Trash Lid Scrape 03	Scrape effect on a metal trash lid with a brush
Found Sounds	SOLO Trash Lid Scrape 04	Scrape effect on a metal trash lid with a brush
Found Sounds	SOLO Trash Lid Scrape 05	Scrape effect on a metal trash lid with a brush
Found Sounds	SOLO Trash Lid Scrape 06	Scrape effect on a metal trash lid with a brush
Found Sounds	ENS Low Plastic Tubs	Three large plastic tubs struck with mallets
Found Sounds	ENS Low Plastic Trash Bins	Four large plastic trash bins struck with mallets
Found Sounds	ENS Plastic Mid Buckets	Four medium sized plastic buckets struck with drumsticks
Found Sounds	ENS Plastic Mid Buckets Rims	Four medium sized plastic buckets played on the rims
Found Sounds	ENS Plastic High Buckets	Four small plastic buckets struck with mallets
07 HYBRID ELEMENTS	SOURCE NAME	SOURCE DESCRIPTION
Hybrid Elements	Atomic Cloud	Booming low hit with saturated tail
Hybrid Elements	Planet Collision	Metallic hybrid impact with resonant tail
Hybrid Elements	Submerged	Resonant hybrid impact with filter processing
Hybrid Elements	Thunder Zap	Hybrid thud with slight crunch
Hybrid Elements	Plastic Deeds	Punchy plastic impact
Hybrid Elements	Mono Punch	Complex hybrid hit with saturation and reverb
Hybrid Elements	Break the Mic	Hard hitting impact with distorted feedback resonance
Hybrid Elements	Pounded Aliens	Layerd hit with metallic impacts and scrapes
Hybrid Elements	Smash Face	Dumpster hit with evolving tail
Hybrid Elements	Blowback	Hard hitting heavy artillery
Hybrid Elements	Clang Diver	Aggressive mettalic impact with booming sub
Hybrid Elements	Fuzz Stomp	Fuzzy and aggressive
Hybrid Elements	Jettison	Deep metallic impact with a fluttering tail
Hybrid Elements	Boom Rattle	Epic low hit with evolving rattles and distortion
Hybrid Elements	Knockout Thud	The sound of losing by KO in slow motion
Hybrid Elements	Dirty Pound	Crunchy low hit with an uncontainable low end
Hybrid Elements	Explosive Decisions	Punchy and mighty metallic hit with swerving tail
Hybrid Elements	Falling Projectiles	Look up and run away
Hybrid Elements	Ejector Blast	Fired up and ready to go
Hybrid Elements	Ghost Machine	Big layered hit with found sounds, jangles, and a ghostly tail

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Hybrid Elements	Broken Machines	Thuddy low hit with a glitching and evolving tail
Hybrid Elements	Trash Compactor	Trash no more
Hybrid Elements	Shredding Files	Aggressive impact with shredding distortion
Hybrid Elements	Tripods Attack	Punchy hit with stuttered processing
Hybrid Elements	Rattallica	Master of damage
Hybrid Elements	Melt my Face	Metallic impact with sizzling tail
Hybrid Elements	Jingle Submarine	Underwater power
Hybrid Elements	Spectral Puncher	Hyped up impact with evolving stereo image
Hybrid Elements	Clang Heaper	Reverberating metallic impact
Hybrid Elements	Klaxon Control	Processed hybrid impact with evolving reverses
Hybrid Elements	Power Wall	Various layers of found sounds with punchy impact
Hybrid Elements	Steel Vengeance	It's coming back to get you
Hybrid Elements	Metallic Boom	Hybrid found sound layers with a punch
Hybrid Elements	Anvil to the Face	Will most definitely hurt
Hybrid Elements	The Anvil	Aggressively punchy metallic hit
Hybrid Elements	It Returns	Evil impact with eerie tail
Hybrid Elements	Bottom Feeder	Processed hybrid impact from the junkyard
Hybrid Elements	Cannon Fodder	Processed hybrid impact from the junkyard
Hybrid Elements	Junk Slam	Processed hybrid impact from the junkyard
Hybrid Elements	Steamy Agression	Processed hybrid impact from the junkyard
Hybrid Elements	Low Mid Punch	Processed hybrid impact from the junkyard
Hybrid Elements	Abrupt Wood Slam	Processed hybrid impact from the junkyard
Hybrid Elements	Lockdown 01	Processed hybrid impact from the junkyard
Hybrid Elements	Lockdown 02	Processed hybrid impact from the junkyard
Hybrid Elements	Lockdown 03	Processed hybrid impact from the junkyard
Hybrid Elements	Super Slam Debris	Processed hybrid impact from the junkyard
Hybrid Elements	Door Slam Shards	Processed hybrid impact from the junkyard
Hybrid Elements	Wood Chain Slam	Processed hybrid impact from the junkyard
Hybrid Elements	Metallic Crash Large	Processed hybrid impact from the junkyard
Hybrid Elements	Metallic Crash Medium	Processed hybrid impact from the junkyard
Hybrid Elements	Hollow Metallic	Processed hybrid impact from the junkyard
Hybrid Elements	Metallic Force	Processed hybrid impact from the junkyard

DAMAGE 2 CONTENT BREAKDOWN

ENSEMBLE DESIGNER (732 Sources, 1 NKI, 94 Snapshots); **KIT DESIGNER** (732 Sources, 1 NKI, 51 Snapshots); **LOOP DESIGNER**, 864 Loops, 1 NKI, 63 Snapshots)

Hybrid Elements	Big Junk Rattler	Processed hybrid impact from the junkyard
Hybrid Elements	Broken Metal Frame	Processed hybrid impact from the junkyard
Hybrid Elements	Debris Gut Punch	Processed hybrid impact from the junkyard
Hybrid Elements	Messy Clang	Processed hybrid impact from the junkyard
Hybrid Elements	Clanky Shakes	Processed hybrid impact from the junkyard
Hybrid Elements	Bell Ringer Punch	Processed hybrid impact from the junkyard
Hybrid Elements	Messy Landing	Processed hybrid impact from the junkyard
Hybrid Elements	Steel Clank N Rattle	Processed hybrid impact from the junkyard
Hybrid Elements	Punchy Ringer	Processed hybrid impact from the junkyard
Hybrid Elements	Sub Clank Debris	Processed hybrid impact from the junkyard
Hybrid Elements	Earthy Shards	Processed hybrid impact from the junkyard
Hybrid Elements	Piercing Fallout 01	Processed hybrid impact from the junkyard
Hybrid Elements	Piercing Fallout 02	Processed hybrid impact from the junkyard
Hybrid Elements	Metallic Messy	Processed hybrid impact from the junkyard
Hybrid Elements	Sub Debris Punch	Processed hybrid impact from the junkyard
Hybrid Elements	Broken Debris 01	Processed hybrid impact from the junkyard
Hybrid Elements	Broken Debris 02	Processed hybrid impact from the junkyard
Hybrid Elements	Metal Debris Rattler	Processed hybrid impact from the junkyard
Hybrid Elements	Poof it Broke	Processed hybrid impact from the junkyard
Hybrid Elements	White Noise Shatter	Processed hybrid impact from the junkyard
Hybrid Elements	Hybrid Sub 01	Processed low sub impact
Hybrid Elements	Hybrid Sub 02	Processed low sub impact
Hybrid Elements	Hybrid Sub 03	Processed low sub impact
Hybrid Elements	Hybrid Sub 04	Processed low sub impact
Hybrid Elements	Hybrid Sub 05	Processed low sub impact
Hybrid Elements	Hybrid Sub 06	Processed low sub impact
Hybrid Elements	Hybrid Sub 07	Processed low sub impact
Hybrid Elements	Hybrid Sub 08	Processed low sub impact
Hybrid Elements	Hybrid Sub 09	Processed low sub impact
Hybrid Elements	Hybrid Sub 10	Processed low sub impact
Hybrid Elements	Hybrid Sub 11	Processed low sub impact
Hybrid Elements	Hybrid Sub 12	Processed low sub impact

DAMAGE 2 CONTENT BREAKDOWN

ENSEMBLE DESIGNER (732 Sources, 1 NKI, 94 Snapshots); **KIT DESIGNER** (732 Sources, 1 NKI, 51 Snapshots); **LOOP DESIGNER**, 864 Loops, 1 NKI, 63 Snapshots)

O8 DAMAGED ELEMENTS	SOURCE NAME	SOURCE DESCRIPTION
Damaged Elements	Subish	Lofi soft kick
Damaged Elements	Hellscape	Distorting mid-range kick
Damaged Elements	Thunder Claps	Wide Gran casa on steroids
Damaged Elements	Gran CasSmasha	Tight Mono Gran Casa
Damaged Elements	Tyk Base Break Face	Punchy taiko and gran casa with edge
Damaged Elements	Jangle Stomp	Road case with jangly noise
Damaged Elements	Power Hour	Explosive gated gran casa
Damaged Elements	Snap N Rumble	Deep Kick with sub undertone
Damaged Elements	Earth Caved	Mid range degrading snappy kick
Damaged Elements	Darkblast	Gated mid range kick
Damaged Elements	Head Puncher Kick	Windy Kick with noise
Damaged Elements	Bucket Clash	Deep Kick with sandy attack
Damaged Elements	Did I Stutter Kick	Electronic zipper zappy kick
Damaged Elements	Meta Thumper Kick	Electronic zipper zappy kick
Damaged Elements	Synth Vomit Kick	Electronic zipper zappy kick
Damaged Elements	Casa Crunch	Electronic zipper zappy kick
Damaged Elements	Door Smash	Thuddy kick with a little dirt
Damaged Elements	Door Flutter	Decimated gran casa kick
Damaged Elements	Destructo Kick	Clicky hollow kick with electronics
Damaged Elements	Flammy Punch	Gated breathy Kick
Damaged Elements	Punching Wood	Clicky hollow resonant Kick
Damaged Elements	Hot Dish	Lofi dirty thud kick
Damaged Elements	Downwards	Snappy kick with whip effect
Damaged Elements	Devil Downer	Resonant plastic bucket kick
Damaged Elements	Blocked Kick	Odd clangy dirt kick
Damaged Elements	Song4	Resonant fed back kick
Damaged Elements	Lower Gut Punch Kick	Low mono thumpy kick
Damaged Elements	Wide Frame Fuzz Kick	Grimy lofo kick that's breaking up
Damaged Elements	Sizzle Dive Kick	Low punch with electronic tail
Damaged Elements	Shermanator Kick	Lofi poking kick with artifacts
Damaged Elements	Gurgle Kick	Sputtering, decaying punchy kick

DAMAGE 2 CONTENT BREAKDOWN

ENSEMBLE DESIGNER (732 Sources, 1 NKI, 94 Snapshots); **KIT DESIGNER** (732 Sources, 1 NKI, 51 Snapshots); **LOOP DESIGNER**, 864 Loops, 1 NKI, 63 Snapshots)

Damaged Elements	Squiggle Driver Kick	Mid range punch with gate sub power
Damaged Elements	Throat Punch Kick	Sub kick with electronic punctuation
Damaged Elements	Dirty Bass	Gated hollow mid range kick
Damaged Elements	Funny Thing	Piercy filtered kick
Damaged Elements	Kik Nutz	Tight gritty electronic punch
Damaged Elements	Gate Wash Snare	Gated low washy snare
Damaged Elements	Snare Sparklers	Deep punchy snare with break up
Damaged Elements	Gate Pumper Snare	Gated tight mid high snare
Damaged Elements	Face Slam Snare	Hyped up clangy punchy snare
Damaged Elements	Dive Ripper Snare	Low snare sounding like it's dying
Damaged Elements	Gunshot Snare	Deep sharp attacking snare
Damaged Elements	JiverWash Snare	Wide stereo sloppy low snare with ring
Damaged Elements	Pong Driver Snare	Punchy snare with ringing whine tail
Damaged Elements	Verb Snare	Top ended bright verby snare
Damaged Elements	DigiFuzz	Nasty digital fuzzy snare
Damaged Elements	Bang Bang	Punchy high impact snare with dive tail
Damaged Elements	Sweep the Snare	Tight low mid punch with electronic gate
Damaged Elements	Snarey Fuzzer	Low pingy ringer snare with some fuzz
Damaged Elements	Crackify 03	Nasty pinging snare with electronic angst
Damaged Elements	Crackify 02	Nasty pinging snare with more electronic angst
Damaged Elements	Crackify 04	Nasty pinging snare with the most electronic angst
Damaged Elements	Crack Ring	High pinging snare with good crack
Damaged Elements	Snare Breath	Breathy glitchy double pumpy snare
Damaged Elements	Duck This	Gated snare with white noise burst
Damaged Elements	Ping Shot Snare	High ended bucket snare with schmutz
Damaged Elements	Dry Snap	Glitchy top endy snare with a bit of pitch
Damaged Elements	Smashed Aint	Glitchy, top endy electronic snare with good burst
Damaged Elements	PlastiSnare	Hollow verby snare with a narrow tail
Damaged Elements	Crowed Snare	Glitchy, top endy, electronic snare with good burst and a little ring
Damaged Elements	Short N Dirty	Verby gated snare
Damaged Elements	Snake Hiss	Mid punch with an airblast vibe
Damaged Elements	It Slaps	High pitched snappy snare with short verb tail

DAMAGE

CONTENT BREAKDOWN

ENSEMBLE DESIGNER (732 Sources, 1 NKI, 94 Snapshots); **KIT DESIGNER** (732 Sources, 1 NKI, 51 Snapshots); **LOOP DESIGNER**, 864 Loops, 1 NKI, 63 Snapshots)

Damaged Elements	Snare Copter	Low complex electronic snare
Damaged Elements	Broken Transmitter	Diving electronic snare with hints of R2D2
Damaged Elements	Crackify 01	Gate top end snare with nasty degrading tail
Damaged Elements	Crunch Time	Gated low end snare with hint of gong
Damaged Elements	Wired	Resonant clang snare in the lower register
Damaged Elements	Hollow Moan Snare	Hollow moaning snare that will scare you if you detune it
Damaged Elements	Hollow Clack	Gated hollow resonant snare
Damaged Elements	MegaBite	Grating metallic distortion snare ascending
Damaged Elements	Synth Vomit Snare	High wispy snare with whiny tail
Damaged Elements	Downfall	Nasty electronic descending white noise zap snare with verb
Damaged Elements	Piatti Haze	Dirty loose piatti hi-hat
Damaged Elements	Dish Plate	Choked medium crash cymbal
Damaged Elements	Crispy Hat Closed	Spitting tight piatti hi-hat
Damaged Elements	Crispy Hat Open	Spitting loose piatti hi-hat
Damaged Elements	Tight Hat	Gated metal and cymbal hi-hat
Damaged Elements	Kssh	Metallic scrapy hi-hat
Damaged Elements	Dirty Plates	Open sounding dirty hi-hat with panning tail
Damaged Elements	Hat Jab	Dirty ticky-tack sounding hi-hat
Damaged Elements	Puili Hat	Band filtered puili ticky-tack hi-hat
Damaged Elements	Wow Hat	High endy resonant filtered hi-hat
Damaged Elements	Alien Hat	High endy resonant filtered hi-hat 2
Damaged Elements	Spitty Hat	Super tight clicky hi-hat
Damaged Elements	Trasher Size Cym	Lofi dirty ride cymbal
Damaged Elements	Trasher Hats	Lofi dirty ride cymbal hi-hat
Damaged Elements	Dirt Ride	Dirty quick decay ride cymbal
Damaged Elements	Ride Choker	Clanging honky ride cymbal choke
Damaged Elements	Rev Sweep	Hi-pitched gated breathing sweep
Damaged Elements	Cracking Metal Hat Closed	Clicky dirty closed metal hi-hat with gated verb tail
Damaged Elements	Cracking Metal Hat Open	Clicky dirty open metal hi-hat with gated verb tail
Damaged Elements	Smak Hatz	Spitting chopper cymbal
Damaged Elements	Retribution Clang Cym	Percussive clanky cymbal hit
Damaged Elements	Dump Clanx	Decimated dumpster hit with dirt

DAMAGE

CONTENT BREAKDOWN

ENSEMBLE DESIGNER (732 Sources, 1 NKI, 94 Snapshots); **KIT DESIGNER** (732 Sources, 1 NKI, 51 Snapshots); **LOOP DESIGNER**, 864 Loops, 1 NKI, 63 Snapshots)

Damaged Elements	Dump my Wrench	Distorted gated wrench hit with verb
Damaged Elements	GrungeCrasher Cym	Distorted filtered crowbar with medium decay
Damaged Elements	TrashRideBell Cym	Odd metallic sounding hit
Damaged Elements	Clanger Stutter Cym	Exploding dirty metal hit with verb tail
Damaged Elements	Misty Hat	Clicky clanker hi-hat
Damaged Elements	Hat Cuts	Poking mid range hat-like hit
Damaged Elements	Clap Hat	High metallic clap hit
Damaged Elements	Taiko Chit	Filtered taiko rim - Score a ping pong match with this hi-hat
Damaged Elements	StickWisp	High-pitched clacky metallic hi-hat
Damaged Elements	Tiny Hat	Clanky high-pitched metal hi-hat
Damaged Elements	Shiny Hat	Clanky high-pitched metal hi-hat 2
Damaged Elements	Ripping Paper Hat	Right heavy white noisy peircer
Damaged Elements	Blip Hat	Blippy sounding electronic hit with reflection
Damaged Elements	Beating Heads	Rattlesnake shaking, wispy shaker hat
Damaged Elements	Mortar Crunch	Blown out low hit with air
Damaged Elements	Thicc Tom	Big boomy gated low tom hit
Damaged Elements	Pure Trash	Trashy metallic sounding hit
Damaged Elements	Gas Leak	Resonant feedback hit, electronic sounding
Damaged Elements	Clocking Tom	It's tom o'clock
Damaged Elements	Tom of Death	Tom sample burned to a crisp
Damaged Elements	Tom of Death 2	And just when you thought it couldn't be crunchier
Damaged Elements	Fire Tom Mid	Sizzling hot low tom
Damaged Elements	Trashbang	Saturated metal trash can
Damaged Elements	Damaged Buka	Reverberant Buka with overdrive
Damaged Elements	Gigantus Tomus	Big sounding tom with slight crunch
Damaged Elements	Hairy Wobble Tom	Reverberating tom with filter modulation
Damaged Elements	Tom Knocker	Roomy and punchy tom hit
Damaged Elements	Fried Tom Low	Large tom hit with added metallic layers and distortion
Damaged Elements	Fried Tom High	Medium tom hit with added metallic layers and distortion
Damaged Elements	DestructoTom	Punchy and resonant tom hit with crunch
Damaged Elements	Fire Tom Low	Low tom with distortion
Damaged Elements	Rim Clacker	Overdriven rim hit

DAMAGE 2 CONTENT BREAKDOWN

ENSEMBLE DESIGNER (732 Sources, 1 NKI, 94 Snapshots); **KIT DESIGNER** (732 Sources, 1 NKI, 51 Snapshots); **LOOP DESIGNER**, 864 Loops, 1 NKI, 63 Snapshots)

Damaged Elements	Glitchie	Tom hit glitched beyond recognition
Damaged Elements	Fire Tom High	High tom with distortion
Damaged Elements	Ping Tom	Roomy and wide roto tom hit
Damaged Elements	Down Tom	A groovily processed tom
Damaged Elements	Noisy Punch	Multi-layered tom hit
Damaged Elements	Door Knocker	Tight wooden hit
Damaged Elements	PVC Bucks	Heavily processed PVC pipe hit
Damaged Elements	Dirty Thump	Roomy and crunchy thump
Damaged Elements	Taiko Stick Hype	Resonating taiko stick hit
Damaged Elements	Bucket Love	A bucket burning with passion
Damaged Elements	Broken Bucket	A bucket's broken heart
Damaged Elements	Stik Em Up	Punchy stick hit
Damaged Elements	Stik Me	A punchier stick hit
Damaged Elements	Taiko Stick Buzz	Glitched up taiko stick sample
Damaged Elements	Pulli Aggressive	Distorted puilli sample
Damaged Elements	Dust Bunny	Slightly tonal, slightly dirty sample
Damaged Elements	Can of Blips	Heavily modulated percussion sample
Damaged Elements	Hit the Brakes	Metallic scrape sound effect
Damaged Elements	Decayer	Hard hitting low hit
Damaged Elements	Thump Pump	Booming low hit
Damaged Elements	Band Reduced	Hybrid low punchy boom
Damaged Elements	Hollow Boomer	Tight low hit with a big tail
Damaged Elements	Righteous Thump	Punchy and direct thud
Damaged Elements	Smacker	Big smack in the face
Damaged Elements	Kickish	Punchy and reverberant kick
Damaged Elements	Pucker Up	Hybrid low hit with a lot of depth
Damaged Elements	Saturated	Sizzling hot thundering tom
Damaged Elements	Pushing It	Roaring low hit
Damaged Elements	Striker	A punchy explosion to rock your mix
Damaged Elements	Breaking Up	Aggressive hit with digital processing
Damaged Elements	Blowout	Hybrid metallic hit
Damaged Elements	Terminal	Detuned and processed hybrid percussion

DAMAGE 2 CONTENT BREAKDOWN

ENSEMBLE DESIGNER (732 Sources, 1 NKI, 94 Snapshots); **KIT DESIGNER** (732 Sources, 1 NKI, 51 Snapshots); **LOOP DESIGNER**, 864 Loops, 1 NKI, 63 Snapshots)

Damaged Elements	Knockit	Crunchy wooden hit
Damaged Elements	Knockoff	Fluttering hybrid hit
Damaged Elements	Dirty Slap	Punchy hit with digital distortion
Damaged Elements	Blowpop	Heavily mangled snare hit
Damaged Elements	Gun Powder	Sharp and bright distorted impact
Damaged Elements	Robo Punch	A robotic punch like no other
Damaged Elements	Nasal Punch	Punchy found sound hit
Damaged Elements	Disto Can 01	Can hit with lots of sizzle
Damaged Elements	Descend Skid	Metallic rattle with flanger and distortion
Damaged Elements	Blipzee	Resonant and saturated percussion
Damaged Elements	Dirty Metal	Long metal hit
Damaged Elements	Aliased	Metallic found sound hit with lo fi alias filter
Damaged Elements	Dopple Down	Hybrid metallic hit
Damaged Elements	Brushed Metal	Punchy metallic hit
Damaged Elements	Brushier Metal	Punchy metallic hit with subtle FX
Damaged Elements	Cranial	Eerie found sound impact
Damaged Elements	Dissit	Crunched up found sound impact
Damaged Elements	Disto Can 02	Fire in the can
Damaged Elements	Metong	Saturated metal can hit
Damaged Elements	Clawzit	Punchy and tiny metallic hit
Damaged Elements	Jingle Crack	When you break things
Damaged Elements	Jingle Crack Too	When you break them again
Damaged Elements	Timekeeper 01	High-pitched percussion ideal for rhythmic ostinatos
Damaged Elements	Timekeeper 02	High-pitched percussion ideal for rhythmic ostinatos
Damaged Elements	Timekeeper 03	High-pitched percussion ideal for rhythmic ostinatos
Damaged Elements	Timekeeper 04	High-pitched percussion ideal for rhythmic ostinatos
Damaged Elements	Timekeeper 05	High-pitched percussion ideal for rhythmic ostinatos
Damaged Elements	Timekeeper 06	High-pitched percussion ideal for rhythmic ostinatos
Damaged Elements	Timekeeper 07	High-pitched percussion ideal for rhythmic ostinatos
Damaged Elements	Timekeeper 08	High-pitched percussion ideal for rhythmic ostinatos
Damaged Elements	Timekeeper 09	High-pitched percussion ideal for rhythmic ostinatos
Damaged Elements	Timekeeper 10	High-pitched percussion ideal for rhythmic ostinatos

DAMAGE 2 CONTENT BREAKDOWN

ENSEMBLE DESIGNER (732 Sources, 1 NKI, 94 Snapshots); **KIT DESIGNER** (732 Sources, 1 NKI, 51 Snapshots); **LOOP DESIGNER**, 864 Loops, 1 NKI, 63 Snapshots)

Damaged Elements	Timekeeper 11	High-pitched percussion ideal for rhythmic ostinatos
Damaged Elements	Timekeeper 12	High-pitched percussion ideal for rhythmic ostinatos
Damaged Elements	Metal Pinger 01	Punchy metallic hit
Damaged Elements	Metal Pinger 02	Punchy metallic hit
Damaged Elements	Perky 01	Hollow metallic hit
Damaged Elements	Perky 02	Hollow metallic hit
Damaged Elements	Stick Hatty 01	Hybrid hi-hat sample
Damaged Elements	Stick Hatty 02	Hybrid hi-hat sample
Damaged Elements	Stick Hatty 03	Hybrid hi-hat sample
Damaged Elements	Clave Hat	Clave percussion layered with a hi-hat sample
Damaged Elements	Tambo	Hybrid tambourine sample
Damaged Elements	Clinky 01	Teeny tiny clink
Damaged Elements	Clinky 02	Teeny tiny clink
Damaged Elements	Clinky 03	Teeny tiny clink
Damaged Elements	Identity Crisis 1	Punchy, resonant kick
Damaged Elements	Blocked 1	Low kick with resonant sweep
Damaged Elements	Blocked 2	Bright kick with metallic overtones
Damaged Elements	Identity Crisis 2	Punchy kick with slight sizzle
Damaged Elements	Fury Max 1	Thuddy kick with dirty tail
Damaged Elements	Fury Max 2	Booming metallic kick
Damaged Elements	Murderous	Subdued kick with lots of depth
Damaged Elements	4 Ton Shoes 1	Kick with metallic brightness and booming low end
Damaged Elements	Divers	Found sound based kick with distortion
Damaged Elements	Hammered 1	Roomy and wide kick
Damaged Elements	Chained	Aggressive and metallic
Damaged Elements	Elephantitus 1	Hard hitting and highly compressed low kick
Damaged Elements	Guarded	Booming kick with found sounds
Damaged Elements	Punch Drunk	Furious kick with filter envelope
Damaged Elements	Dragons Breath 1	Distorted kick with wide stereo image
Damaged Elements	Electrocity Rock 1	Punchy and compressed kick
Damaged Elements	Fractured Hall	Boomy bucket kick
Damaged Elements	Transform Roll Out	Low thud with machine malfunction

DAMAGE 2 CONTENT BREAKDOWN

ENSEMBLE DESIGNER (732 Sources, 1 NKI, 94 Snapshots); **KIT DESIGNER** (732 Sources, 1 NKI, 51 Snapshots); **LOOP DESIGNER**, 864 Loops, 1 NKI, 63 Snapshots)

Damaged Elements	Didi Stutter	Kick with all the crunch and filter modulation
Damaged Elements	Dragons Breath 2	Wide, sizzling kick
Damaged Elements	Elephantitus 2	Hard impact with gated room sound
Damaged Elements	Hammered 2	Found sound based kick
Damaged Elements	4 Ton Shoes 2	Muffled and punchy kick
Damaged Elements	Elephantitus 3	Crispy kick slice
Damaged Elements	Elephantitus 4	Short and metal
Damaged Elements	Elephantitus 5	Jangly low thud
Damaged Elements	Elephantitus 6	Jangly medium thud
Damaged Elements	4 Ton Shoes 3	Punchy and hollow metal impact
Damaged Elements	Hammered 3	Controlled hammer on dumpster kick
Damaged Elements	Electrocity Rock 2	Tight, gated hit
Damaged Elements	4 Ton Shoes 3	Very punchy. Very nice
Damaged Elements	4 Ton Shoes 4	A slice of found sounds
Damaged Elements	Damage Face 1	Slightly tonal kick with mild sizzle
Damaged Elements	Damage Face 2	Gated, booming kick
Damaged Elements	Damage Face 3	Punchy kick with lo fi processing
Damaged Elements	Damage Face 4	Thuddy kick with crunch
Damaged Elements	Hear The Screams	Screaming into the vast void
Damaged Elements	Crystal Syndrome	Crunched up snare with metallic overtones
Damaged Elements	Mow U Down	Aggressive snare with subtle low end
Damaged Elements	Ghost Pit	Jangly and ghastly snare hit
Damaged Elements	4 Ton Shoes 1	Glitche up jangles
Damaged Elements	Flourish To Clanker 1	Synthetic snare flourish
Damaged Elements	Melt Me Face	Crushed snare with gated room
Damaged Elements	Hammered 1	Hard hitting low snare hit
Damaged Elements	Smashes In Door 1	Bright and metallic processed snare
Damaged Elements	Somethings Burning	Layered snare with digital noise and sizzle
Damaged Elements	Smashes In Door 2	Metallic snare hit layered with found sounds
Damaged Elements	Electrocity Rock 1	Thuddy snare
Damaged Elements	Viking In A Well	Sizzling stick hit on snare
Damaged Elements	Almost Stealth	Processed metallic hit

DAMAGE 2 CONTENT BREAKDOWN

ENSEMBLE DESIGNER (732 Sources, 1 NKI, 94 Snapshots); **KIT DESIGNER** (732 Sources, 1 NKI, 51 Snapshots); **LOOP DESIGNER**, 864 Loops, 1 NKI, 63 Snapshots)

Damaged Elements	Tribal Drama	Big plastics with big snare
Damaged Elements	Damage Face 1	Punctual and sizzly
Damaged Elements	Damage Face 2	Distorted resonant snare
Damaged Elements	Flourish To Clanker 2	Crunchy snare with fluttered tail
Damaged Elements	Static Groove 1	Very fuzzy snare
Damaged Elements	Static Groove 2	Roomy and fuzzy snare
Damaged Elements	Hammered 2	A snare with a sizzle
Damaged Elements	Cage Match 1	Distorted high snare
Damaged Elements	Electrocity Rock 2	Layered snare with heavy processing
Damaged Elements	Electrocity Rock 3	Layered hit with sticks and toms
Damaged Elements	Electrocity Rock 4	Sizzly bucket hit
Damaged Elements	Cage Match 2	Fuzzy metallic snare
Damaged Elements	Grouch Wobble	Glitchy, distorted, and gated snare
Damaged Elements	Scavenger March	Layers of found sounds and distortion
Damaged Elements	Crusty Clapper 1	Hollow and crunchy clack sample
Damaged Elements	4 Ton Shoes 2	Found metal and jangle snare
Damaged Elements	Dragons Breath	Flanging snare with a fuzzy attitude
Damaged Elements	Crusty Clapper 2	Fiery high tom with extra sizzle
Damaged Elements	Growling Lion 1	Saturated high percussion with lots of crunch
Damaged Elements	The Legends Are True	Resonant snare packing a punch
Damaged Elements	Growling Lion 2	Snare sampled crushed beyond recognition
Damaged Elements	Mortar Shells	Angry cyber snare
Damaged Elements	Rubber Groove	Fluttering and wide thud
Damaged Elements	Beating Heads	Resonant percussion hit with rhythmic tail
Damaged Elements	Electrocity Rock	Layered percussion with punch
Damaged Elements	4 Ton Shoes 1	A cog in the machine
Damaged Elements	Almost Stealth	Bright trash can hit
Damaged Elements	Hammered	Processed plastic rim hit
Damaged Elements	Viking In A Well	Stick hit with an attitude
Damaged Elements	Elephantitus 1	Angry puilli hit
Damaged Elements	Mission Prep 1	Sizzling stick hit
Damaged Elements	Cyborg Meeting 1	Stick hit with resonant modulation

DAMAGE 2 CONTENT BREAKDOWN

ENSEMBLE DESIGNER (732 Sources, 1 NKI, 94 Snapshots); **KIT DESIGNER** (732 Sources, 1 NKI, 51 Snapshots); **LOOP DESIGNER**, 864 Loops, 1 NKI, 63 Snapshots)

Damaged Elements	Elphantitus 2	Crushed and tight stick hit
Damaged Elements	4 Ton Shoes 2	Puilli on bucket
Damaged Elements	Collateral	Filtered crushed percussion
Damaged Elements	Stealth Mission	A slice of taiko stick crush
Damaged Elements	The Legends Are True 1	Punchy and reverberating found sound ping
Damaged Elements	The Legends Are True 2	Layers of found sound with baked in reverb
Damaged Elements	The Legends Are True 3	Resonant percussive ping
Damaged Elements	Fresh Beet 1	Beet crushed percussion
Damaged Elements	Spectral Tape	Sizzling and resonant percussion sample
Damaged Elements	Hot Trash	Better than hot garbage
Damaged Elements	Game Theory	Punchy and crispy bucket hit
Damaged Elements	Bang And Boom	Found sound hit
Damaged Elements	Demented Clock 1	Glitched up sample
Damaged Elements	Demented Clock 2	An even more glitched up sample
Damaged Elements	Damage Face	Gated and destroyed
Damaged Elements	Cyborg Meeting 2	Modulated glitch percussion
Damaged Elements	Dragons Breath	Distorted cymbal hit
Damaged Elements	Mission Prep 2	Crushed cymbal hit
Damaged Elements	Mission Prep 3	Distorted puilli hit
Damaged Elements	Santa Kikd Ur Ass 1	And he used this hi hat
Damaged Elements	Santa Kikd Ur Ass 2	And this crushed hi hat too
Damaged Elements	Okay Boomer	Crunched up hi hat from a different generation
Damaged Elements	Cyborg Meeting 3	Tonal glitch
Damaged Elements	Cyborg Meeting 4	Tonal glitch
Damaged Elements	Fresh Beet 2	Fresh sounds from fresh produce
Damaged Elements	Bazaar Hazard	Horn like tonal effect
09 TRANSITIONS	SOURCE NAME	SOURCE DESCRIPTION
Transitions	Gong Cym Swell 01 (4-Beat)	4 beat layered gong and cymbal swell
Transitions	Gong Cym Swell 02 (4-Beat)	4 beat layered gong and cymbal swell
Transitions	Gong Cym Swell 03 (4-Beat)	4 beat layered gong and cymbal swell
Transitions	Gong Cym Swell 04 (4-Beat)	4 beat layered gong and cymbal swell
Transitions	Gong Cym Swell 05 (4-Beat)	4 beat layered gong and cymbal swell

DAMAGE 2

CONTENT BREAKDOWN

ENSEMBLE DESIGNER (732 Sources, 1 NKI, 94 Snapshots); **KIT DESIGNER** (732 Sources, 1 NKI, 51 Snapshots); **LOOP DESIGNER**, 864 Loops, 1 NKI, 63 Snapshots)

Transitions	Gong Cym Swell 06 (4-Beat)	4 beat layered cymbal swell
Transitions	Cym Swell 01 (4-Beat)	4 beat layered cymbal swell
Transitions	Cym Swell 02 (4-Beat)	4 beat layered cymbal swell
Transitions	Cym Swell 03 (4-Beat)	4 beat layered cymbal swell
Transitions	Cym Swell 04 (4-Beat)	4 beat layered cymbal swell
Transitions	Cym Swell 05 (4-Beat)	4 beat layered cymbal swell
Transitions	Cym Swell 06 (4-Beat)	4 beat layered cymbal swell
Transitions	Hybrid Swell 01 (4-Beat)	4 beat hybrid swell
Transitions	Hybrid Swell 02 (4-Beat)	4 beat hybrid swell
Transitions	Hybrid Swell 03 (4-Beat)	4 beat hybrid swell
Transitions	Hybrid Swell 04 (4-Beat)	4 beat hybrid swell
Transitions	Hybrid Swell 05 (4-Beat)	4 beat hybrid swell
Transitions	Hybrid Swell 06 (4-Beat)	4 beat hybrid swell
Transitions	Hybrid Swell 07 (4-Beat)	4 beat hybrid swell
Transitions	Hybrid Swell 08 (4-Beat)	4 beat hybrid swell
Transitions	Hybrid Swell 09 (4-Beat)	4 beat hybrid swell
Transitions	Hybrid Swell 10 (4-Beat)	4 beat hybrid swell
Transitions	Hybrid Swell 11 (4-Beat)	4 beat hybrid swell
Transitions	Hybrid Swell 12 (4-Beat)	4 beat hybrid swell
Transitions	Hybrid Swell 01 (2-Beat)	4 beat hybrid swell
Transitions	Hybrid Swell 02 (2-Beat)	4 beat hybrid swell
Transitions	Hybrid Swell 03 (2-Beat)	4 beat hybrid swell
Transitions	Hybrid Swell 04 (2-Beat)	4 beat hybrid swell
Transitions	Hybrid Swell 05 (2-Beat)	4 beat hybrid swell
Transitions	Hybrid Swell 06 (2-Beat)	4 beat hybrid swell
Transitions	Hybrid Swell 07 (2-Beat)	4 beat hybrid swell
Transitions	Hybrid Swell 08 (2-Beat)	4 beat hybrid swell
Transitions	Hybrid Swell 09 (2-Beat)	4 beat hybrid swell
Transitions	Hybrid Swell 10 (2-Beat)	4 beat hybrid swell
Transitions	Hybrid Swell 11 (2-Beat)	4 beat hybrid swell
Transitions	Hybrid Swell 12 (2-Beat)	4 beat hybrid swell
Transitions	Hybrid Swell 01 (1-Beat)	4 beat hybrid swell

DAMAGE

CONTENT BREAKDOWN

ENSEMBLE DESIGNER (732 Sources, 1 NKI, 94 Snapshots); **KIT DESIGNER** (732 Sources, 1 NKI, 51 Snapshots); **LOOP DESIGNER**, 864 Loops, 1 NKI, 63 Snapshots)

Transitions	Hybrid Swell 02 (1-Beat)	4 beat hybrid swell
Transitions	Hybrid Swell 03 (1-Beat)	4 beat hybrid swell
Transitions	Hybrid Swell 04 (1-Beat)	4 beat hybrid swell
Transitions	Hybrid Swell 05 (1-Beat)	4 beat hybrid swell
Transitions	Hybrid Swell 06 (1-Beat)	4 beat hybrid swell
Transitions	Hybrid Swell 07 (1-Beat)	4 beat hybrid swell
Transitions	Hybrid Swell 08 (1-Beat)	4 beat hybrid swell
Transitions	Hybrid Swell 09 (1-Beat)	4 beat hybrid swell
Transitions	Hybrid Swell 10 (1-Beat)	4 beat hybrid swell
Transitions	Hybrid Swell 11 (1-Beat)	4 beat hybrid swell
Transitions	Hybrid Swell 12 (1-Beat)	4 beat hybrid swell
Transitions	Cymbal Reverse 01 (4-Beat)	4 beat reversed cymbal swell
Transitions	Cymbal Reverse 02 (4-Beat)	4 beat reversed cymbal swell
Transitions	Cymbal Reverse 03 (4-Beat)	4 beat reversed cymbal swell
Transitions	Cymbal Reverse 04 (4-Beat)	4 beat reversed cymbal swell
Transitions	Cymbal Reverse 05 (4-Beat)	4 beat reversed cymbal swell
Transitions	Cymbal Reverse 06 (4-Beat)	4 beat reversed cymbal swell
Transitions	Cym/Gong Reverse 01 (4-Beat)	4 beat reversed cymbal/gong swell
Transitions	Cym/Gong Reverse 02 (4-Beat)	4 beat reversed cymbal/gong swell
Transitions	Cym/Gong Reverse 03 (4-Beat)	4 beat reversed cymbal/gong swell
Transitions	Cym/Gong Reverse 04 (4-Beat)	4 beat reversed cymbal/gong swell
Transitions	Cym/Gong Reverse 05 (4-Beat)	4 beat reversed cymbal/gong swell
Transitions	Cym/Gong Reverse 06 (4-Beat)	4 beat reversed cymbal/gong swell
Transitions	Damage Reverse 01 (4-Beat)	4 beat reversed Damage hit
Transitions	Damage Reverse 02 (4-Beat)	4 beat reversed Damage hit
Transitions	Damage Reverse 03 (4-Beat)	4 beat reversed Damage hit
Transitions	Damage Reverse 04 (4-Beat)	4 beat reversed Damage hit
Transitions	Damage Reverse 05 (4-Beat)	4 beat reversed Damage hit
Transitions	Damage Reverse 06 (4-Beat)	4 beat reversed Damage hit
Transitions	Damage Reverse 07 (4-Beat)	4 beat reversed Damage hit
Transitions	Damage Reverse 08 (4-Beat)	4 beat reversed Damage hit
Transitions	Damage Reverse 09 (4-Beat)	4 beat reversed Damage hit

DAMAGE 2 CONTENT BREAKDOWN

ENSEMBLE DESIGNER (732 Sources, 1 NKI, 94 Snapshots); **KIT DESIGNER** (732 Sources, 1 NKI, 51 Snapshots); **LOOP DESIGNER**, 864 Loops, 1 NKI, 63 Snapshots)

Transitions	Damage Reverse 10 (4-Beat)	4 beat reversed Damage hit
Transitions	Damage Reverse 11 (4-Beat)	4 beat reversed Damage hit
Transitions	Damage Reverse 12 (4-Beat)	4 beat reversed Damage hit
Transitions	Gong Cym Reverse 01 (2-Beat)	2 beat reversed cymbal/gong swell
Transitions	Gong Cym Reverse 02 (2-Beat)	2 beat reversed cymbal/gong swell
Transitions	Gong Cym Reverse 03 (2-Beat)	2 beat reversed cymbal/gong swell
Transitions	Hybrid Reverse 01 (2-Beat)	2 beat hybrid reverse swell
Transitions	Hybrid Reverse 02 (2-Beat)	2 beat hybrid reverse swell
Transitions	Hybrid Reverse 03 (2-Beat)	2 beat hybrid reverse swell
Transitions	Junkyard Reverse 01 (2-Beat)	2 beat reversed junkyard hit
Transitions	Junkyard Reverse 02 (2-Beat)	2 beat reversed junkyard hit
Transitions	Junkyard Reverse 03 (2-Beat)	2 beat reversed junkyard hit
Transitions	Organic Reverse 01 (2-Beat)	2 beat reversed drum hit
Transitions	Organic Reverse 02 (2-Beat)	2 beat reversed drum hit
Transitions	Organic Reverse 03 (2-Beat)	2 beat reversed drum hit
Transitions	Gong Cym Reverse 01 (1-Beat)	1 beat reversed cymbal/gong swell
Transitions	Gong Cym Reverse 02 (1-Beat)	1 beat reversed cymbal/gong swell
Transitions	Gong Cym Reverse 03 (1-Beat)	1 beat reversed cymbal/gong swell
Transitions	Hybrid Reverse 01 (1-Beat)	1 beat hybrid reverse swell
Transitions	Hybrid Reverse 02 (1-Beat)	1 beat hybrid reverse swell
Transitions	Hybrid Reverse 03 (1-Beat)	1 beat hybrid reverse swell
Transitions	Junkyard Reverse 01 (1-Beat)	1 beat reversed junkyard hit
Transitions	Junkyard Reverse 02 (1-Beat)	1 beat reversed junkyard hit
Transitions	Junkyard Reverse 03 (1-Beat)	1 beat reversed junkyard hit
Transitions	Organic Reverse 01 (1-Beat)	1 beat reversed drum hit
Transitions	Organic Reverse 02 (1-Beat)	1 beat reversed drum hit
Transitions	Organic Reverse 03 (1-Beat)	1 beat reversed drum hit
10 LOOPS	LOOP NAME	LOOP DESCRIPTION
Damaged (Straight)	Hammered (Full)	Taiko groove over exploding gran casa drums
Damaged (Straight)	Hammered (Low)	
Damaged (Straight)	Hammered (Mid)	
Damaged (Straight)	Hammered (High)	

DAMAGE 2 CONTENT BREAKDOWN

ENSEMBLE DESIGNER (732 Sources, 1 NKI, 94 Snapshots); **KIT DESIGNER** (732 Sources, 1 NKI, 51 Snapshots); **LOOP DESIGNER**, 864 Loops, 1 NKI, 63 Snapshots)

Damaged (Straight)	Fury Max (Full)	Industrial beat with metallic reverb and crunchy kick
Damaged (Straight)	Fury Max (Low)	
Damaged (Straight)	Fury Max (Mid)	
Damaged (Straight)	Fury Max (High)	
Damaged (Straight)	4 Ton Shoes (Full)	Sizzly kick and snare beat with trash can lid percussion
Damaged (Straight)	4 Ton Shoes (Low)	
Damaged (Straight)	4 Ton Shoes (Mid)	
Damaged (Straight)	4 Ton Shoes (High)	
Damaged (Straight)	Damage Face (Full)	Damaged rock beat with gated ride cymbal
Damaged (Straight)	Damage Face (Low)	
Damaged (Straight)	Damage Face (Mid)	
Damaged (Straight)	Damage Face (High)	
Damaged (Straight)	Slam it Shut (Full)	Driving processed beat with panning effects and swells
Damaged (Straight)	Slam it Shut (Low)	
Damaged (Straight)	Slam it Shut (Mid)	
Damaged (Straight)	Slam it Shut (High)	
Damaged (Straight)	Fresh Beet (Full)	Grooving rhythm that develops under a processed hi-hat pattern
Damaged (Straight)	Fresh Beet (Low)	
Damaged (Straight)	Fresh Beet (Mid)	
Damaged (Straight)	Fresh Beet (High)	
Damaged (Straight)	Elephantitus (Full)	Big booming low hits with a driving puili ostinato
Damaged (Straight)	Elephantitus (Low)	
Damaged (Straight)	Elephantitus (Mid)	
Damaged (Straight)	Elephantitus (High)	
Damaged (Straight)	Death Proof (Full)	Steady rhythm created with gated kicks, snares and percussion
Damaged (Straight)	Death Proof (Low)	
Damaged (Straight)	Death Proof (Mid)	
Damaged (Straight)	Death Proof (High)	
Damaged (Straight)	Static Groove (Full)	Epic industrial beat
Damaged (Straight)	Static Groove (Low)	
Damaged (Straight)	Static Groove (Mid)	
Damaged (Straight)	Static Groove (High)	

DAMAGE 2 CONTENT BREAKDOWN

ENSEMBLE DESIGNER (732 Sources, 1 NKI, 94 Snapshots); **KIT DESIGNER** (732 Sources, 1 NKI, 51 Snapshots); **LOOP DESIGNER**, 864 Loops, 1 NKI, 63 Snapshots)

Damaged (Straight)	Scavenger March (Full)	Rhythmic marching beat with stuttered swells and FX processing
Damaged (Straight)	Scavenger March (Low)	
Damaged (Straight)	Scavenger March (Mid)	
Damaged (Straight)	Scavenger March (High)	
Damaged (Straight)	Grouch Wobble (Full)	Aggressive metallic percussion with resonant filtering
Damaged (Straight)	Grouch Wobble (Low)	
Damaged (Straight)	Grouch Wobble (Mid)	
Damaged (Straight)	Grouch Wobble (High)	
Damaged (Straight)	Beating Heads (Full)	Subdued beat with controlled crunch and effects
Damaged (Straight)	Beating Heads (Low)	
Damaged (Straight)	Beating Heads (Mid)	
Damaged (Straight)	Beating Heads (High)	
Damaged (Straight)	Hear the Screams (Full)	Aggressive hits with long, processed, eerie reverb tails
Damaged (Straight)	Hear the Screams (Low)	
Damaged (Straight)	Hear the Screams (Mid)	
Damaged (Straight)	Hear the Screams (High)	
Damaged (Straight)	Murderous (Full)	Evolving high percussion with long, booming hits and slight crunch
Damaged (Straight)	Murderous (Low)	
Damaged (Straight)	Murderous (Mid)	
Damaged (Straight)	Murderous (High)	
Damaged (Straight)	Hot Trash (Full)	Overdriven low hits with roomy metallic high percussion and FX
Damaged (Straight)	Hot Trash (Low)	
Damaged (Straight)	Hot Trash (Mid)	
Damaged (Straight)	Hot Trash (High)	
Damaged (Straight)	Rodeo Punk (Full)	Snares and found sounds through wide reverb and fading echoes
Damaged (Straight)	Rodeo Punk (Low)	
Damaged (Straight)	Rodeo Punk (Mid)	
Damaged (Straight)	Rodeo Punk (High)	
Damaged (Straight)	Final Girl (Full)	Snare hits with a zipper-like sizzle with subdued low end and high percussion
Damaged (Straight)	Final Girl (Low)	
Damaged (Straight)	Final Girl (Mid)	
Damaged (Straight)	Final Girl (High)	

DAMAGE 2 CONTENT BREAKDOWN

ENSEMBLE DESIGNER (732 Sources, 1 NKI, 94 Snapshots); **KIT DESIGNER** (732 Sources, 1 NKI, 51 Snapshots); **LOOP DESIGNER**, 864 Loops, 1 NKI, 63 Snapshots)

Damaged (Straight)	Divers (Full)	Distorted low end swell stutters with processed rhythmic percussion
Damaged (Straight)	Divers (Low)	
Damaged (Straight)	Divers (Mid)	
Damaged (Straight)	Divers (High)	
Damaged (Straight)	Standing Waves (Full)	Wide and open cinematic drums with ambient reverb and delay
Damaged (Straight)	Standing Waves (Low)	
Damaged (Straight)	Standing Waves (Mid)	
Damaged (Straight)	Standing Waves (High)	
Damaged (Straight)	Mow U Down (Full)	Heavily processed organic drums with gated distortion
Damaged (Straight)	Mow U Down (Low)	
Damaged (Straight)	Mow U Down (Mid)	
Damaged (Straight)	Mow U Down (High)	
Damaged (Straight)	Rolling Switches (Full)	Big boomy hits with a noise gate and big reverb
Damaged (Straight)	Rolling Switches (Low)	
Damaged (Straight)	Rolling Switches (Mid)	
Damaged (Straight)	Rolling Switches (High)	
Damaged (Straight)	Mortar Shells (Full)	Metallic hits with stuttered swells and modulated filter processing
Damaged (Straight)	Mortar Shells (Low)	
Damaged (Straight)	Mortar Shells (Mid)	
Damaged (Straight)	Mortar Shells (High)	
Damaged (Straight)	Kikd Ur Ass (Full)	Processed organic drums with wide stereo movement and added bass definition
Damaged (Straight)	Kikd Ur Ass (Low)	
Damaged (Straight)	Kikd Ur Ass (Mid)	
Damaged (Straight)	Kikd Ur Ass (High)	
Damaged (Straight)	Robot Trench (Full)	Metallic found sounds with a phasing reverb and stereo delay
Damaged (Straight)	Robot Trench (Low)	
Damaged (Straight)	Robot Trench (Mid)	
Damaged (Straight)	Robot Trench (High)	
Damaged (Straight)	Identity Crisis (Full)	Pumping four-on-the-floor rhythm with organic drums and effectual percussion
Damaged (Straight)	Identity Crisis (Low)	
Damaged (Straight)	Identity Crisis (Mid)	
Damaged (Straight)	Identity Crisis (High)	

DAMAGE

CONTENT BREAKDOWN

ENSEMBLE DESIGNER (732 Sources, 1 NKI, 94 Snapshots); **KIT DESIGNER** (732 Sources, 1 NKI, 51 Snapshots); **LOOP DESIGNER**, 864 Loops, 1 NKI, 63 Snapshots)

Damaged (Straight)	Electiocity Rock (Full)	Intricate stick rhythms with organic back-beat through ambient reverb
Damaged (Straight)	Electiocity Rock (Low)	
Damaged (Straight)	Electiocity Rock (Mid)	
Damaged (Straight)	Electiocity Rock (High)	
Damaged (Straight)	Hissing Fauna (Full)	Subdued low percussion under intricate stutter hi-hats with delay and reverb
Damaged (Straight)	Hissing Fauna (Low)	
Damaged (Straight)	Hissing Fauna (Mid)	
Damaged (Straight)	Hissing Fauna (High)	
Damaged (Straight)	Invaders (Full)	They are coming for you while grooving to this beat
Damaged (Straight)	Invaders (Low)	
Damaged (Straight)	Invaders (Mid)	
Damaged (Straight)	Invaders (High)	
Damaged (Straight)	Stay Away (Full)	Kick drum with gated gong swell under organic percussion with mild processing
Damaged (Straight)	Stay Away (Low)	
Damaged (Straight)	Stay Away (Mid)	
Damaged (Straight)	Stay Away (High)	
Damaged (Straight)	Alien Invasion (Full)	Menacing driving rhythm with heavy FX processing and rhythmic gating
Damaged (Straight)	Alien Invasion (Low)	
Damaged (Straight)	Alien Invasion (Mid)	
Damaged (Straight)	Alien Invasion (High)	
Damaged (Straight)	Crusty Clapper (Full)	Organic low drums under effectual high percussion with reso filter
Damaged (Straight)	Crusty Clapper (Low)	
Damaged (Straight)	Crusty Clapper (Mid)	
Damaged (Straight)	Crusty Clapper (High)	
Damaged (Straight)	Heartache (Full)	Tight low percussion rhythm with swells and stutters under reverberating backbeat
Damaged (Straight)	Heartache (Low)	
Damaged (Straight)	Heartache (Mid)	
Damaged (Straight)	Heartache (High)	
Damaged (Straight)	Growling Lion (Full)	Tonal kick drum with a noise gate backbeat and effectual stingers
Damaged (Straight)	Growling Lion (Low)	
Damaged (Straight)	Growling Lion (Mid)	
Damaged (Straight)	Growling Lion (High)	

DAMAGE

CONTENT BREAKDOWN

ENSEMBLE DESIGNER (732 Sources, 1 NKI, 94 Snapshots); **KIT DESIGNER** (732 Sources, 1 NKI, 51 Snapshots); **LOOP DESIGNER**, 864 Loops, 1 NKI, 63 Snapshots)

Damaged (Straight)	Cyber Fly (Full)	Organic percussion groove with an effectual tonal percussion pattern
Damaged (Straight)	Cyber Fly (Low)	
Damaged (Straight)	Cyber Fly (Mid)	
Damaged (Straight)	Cyber Fly (High)	
Damaged (Straight)	Cyborg Meeting (Full)	Subdued percussion groove with filter modulation
Damaged (Straight)	Cyborg Meeting (Low)	
Damaged (Straight)	Cyborg Meeting (Mid)	
Damaged (Straight)	Cyborg Meeting (High)	
Damaged (Straight)	Did I Stutter (Full)	Wide snare hits over stuttered kick with slight sizzle
Damaged (Straight)	Did I Stutter (Low)	
Damaged (Straight)	Did I Stutter (Mid)	
Damaged (Straight)	Did I Stutter (High)	
Hybrid Cinematic (Straight)	Chained (Full)	Mixed percussion groove with smashed junkyard hits
Hybrid Cinematic (Straight)	Chained (Low)	
Hybrid Cinematic (Straight)	Chained (Mid)	
Hybrid Cinematic (Straight)	Chained (High)	
Hybrid Cinematic (Straight)	Cyber Breach (Full)	Steady hybrid percussion beats with wide low metallic hits
Hybrid Cinematic (Straight)	Cyber Breach (Low)	
Hybrid Cinematic (Straight)	Cyber Breach (Mid)	
Hybrid Cinematic (Straight)	Cyber Breach (High)	
Hybrid Cinematic (Straight)	Mission Prep (Full)	Booming drum patterns with driving hybrid high percussion
Hybrid Cinematic (Straight)	Mission Prep (Low)	
Hybrid Cinematic (Straight)	Mission Prep (Mid)	
Hybrid Cinematic (Straight)	Mission Prep (High)	
Hybrid Cinematic (Straight)	Hunted (Full)	Organic and hybrid percussion with a wide stage presence and effectual stingers
Hybrid Cinematic (Straight)	Hunted (Low)	
Hybrid Cinematic (Straight)	Hunted (Mid)	
Hybrid Cinematic (Straight)	Hunted (High)	
Hybrid Cinematic (Straight)	Nothing to Declare (Full)	Clean organic drum strikes with slightly processed high percussion patterns
Hybrid Cinematic (Straight)	Nothing to Declare (Low)	
Hybrid Cinematic (Straight)	Nothing to Declare (Mid)	
Hybrid Cinematic (Straight)	Nothing to Declare (High)	

DAMAGE

CONTENT BREAKDOWN

ENSEMBLE DESIGNER (732 Sources, 1 NKI, 94 Snapshots); **KIT DESIGNER** (732 Sources, 1 NKI, 51 Snapshots); **LOOP DESIGNER**, 864 Loops, 1 NKI, 63 Snapshots)

Hybrid Cinematic (Straight)	Circuit Pong (Full)	Frantic organic drums with evolving metallic percussion hits and FX
Hybrid Cinematic (Straight)	Circuit Pong (Low)	
Hybrid Cinematic (Straight)	Circuit Pong (Mid)	
Hybrid Cinematic (Straight)	Circuit Pong (High)	
Hybrid Cinematic (Straight)	Tribal Drama (Full)	Epic organic drums with added effects processing for extra depth and width
Hybrid Cinematic (Straight)	Tribal Drama (Low)	
Hybrid Cinematic (Straight)	Tribal Drama (Mid)	
Hybrid Cinematic (Straight)	Tribal Drama (High)	
Hybrid Cinematic (Straight)	Any Minute Now (Full)	Percussive impacts with found metal soundscapes
Hybrid Cinematic (Straight)	Any Minute Now (Low)	
Hybrid Cinematic (Straight)	Any Minute Now (Mid)	
Hybrid Cinematic (Straight)	Any Minute Now (High)	
Hybrid Cinematic (Straight)	Hospitality (Full)	Organic hand drum groove under slightly processed steady stick rhythms
Hybrid Cinematic (Straight)	Hospitality (Low)	
Hybrid Cinematic (Straight)	Hospitality (Mid)	
Hybrid Cinematic (Straight)	Hospitality (High)	
Hybrid Cinematic (Straight)	Tasty (Full)	Syncopated organic drum groove
Hybrid Cinematic (Straight)	Tasty (Low)	
Hybrid Cinematic (Straight)	Tasty (Mid)	
Hybrid Cinematic (Straight)	Tasty (High)	
Hybrid Cinematic (Straight)	Surveillance (Full)	Filtered low drums with ambient taiko stick beats and organic drums with delay
Hybrid Cinematic (Straight)	Surveillance (Low)	
Hybrid Cinematic (Straight)	Surveillance (Mid)	
Hybrid Cinematic (Straight)	Surveillance (High)	
Hybrid Cinematic (Straight)	Pale Man (Full)	Deep low drum beat with evolving filter under sparse organic drum patterns
Hybrid Cinematic (Straight)	Pale Man (Low)	
Hybrid Cinematic (Straight)	Pale Man (Mid)	
Hybrid Cinematic (Straight)	Pale Man (High)	
Hybrid Cinematic (Straight)	Seizmic Waves (Full)	Snare with wide stereo movement, a booming low drum and effected high percussion
Hybrid Cinematic (Straight)	Seizmic Waves (Low)	
Hybrid Cinematic (Straight)	Seizmic Waves (Mid)	
Hybrid Cinematic (Straight)	Seizmic Waves (High)	

DAMAGE

CONTENT BREAKDOWN

ENSEMBLE DESIGNER (732 Sources, 1 NKI, 94 Snapshots); **KIT DESIGNER** (732 Sources, 1 NKI, 51 Snapshots); **LOOP DESIGNER**, 864 Loops, 1 NKI, 63 Snapshots)

Hybrid Cinematic (Straight)	Z Plane (Full)	Tight organic drums that contrast with wide gran casa hits
Hybrid Cinematic (Straight)	Z Plane (Low)	
Hybrid Cinematic (Straight)	Z Plane (Mid)	
Hybrid Cinematic (Straight)	Z Plane (High)	
Hybrid Cinematic (Straight)	Sneaky (Full)	Mixed hybrid percussion groove with subtle panning and delay
Hybrid Cinematic (Straight)	Sneaky (Low)	
Hybrid Cinematic (Straight)	Sneaky (Mid)	
Hybrid Cinematic (Straight)	Sneaky (High)	
Hybrid Cinematic (Straight)	Cross Fire (Full)	Big organic hits followed by panning found sound percussion
Hybrid Cinematic (Straight)	Cross Fire (Low)	
Hybrid Cinematic (Straight)	Cross Fire (Mid)	
Hybrid Cinematic (Straight)	Cross Fire (High)	
Hybrid Cinematic (Straight)	Blocked (Full)	Big drums with tight hi-hat grooves
Hybrid Cinematic (Straight)	Blocked (Low)	
Hybrid Cinematic (Straight)	Blocked (Mid)	
Hybrid Cinematic (Straight)	Blocked (High)	
Hybrid Cinematic (Straight)	Liquifried (Full)	Loud drum hits with a steady effectual ostinato with slight crunch
Hybrid Cinematic (Straight)	Liquifried (Low)	
Hybrid Cinematic (Straight)	Liquifried (Mid)	
Hybrid Cinematic (Straight)	Liquifried (High)	
Hybrid Cinematic (Straight)	Must Insist (Full)	Filtered brooding kick with bright metallic percussion hits
Hybrid Cinematic (Straight)	Must Insist (Low)	
Hybrid Cinematic (Straight)	Must Insist (Mid)	
Hybrid Cinematic (Straight)	Must Insist (High)	
Hybrid Cinematic (Straight)	Bang and Boom (Full)	Hybrid percussion groove with slight overdrive and filter processing
Hybrid Cinematic (Straight)	Bang and Boom (Low)	
Hybrid Cinematic (Straight)	Bang and Boom (Mid)	
Hybrid Cinematic (Straight)	Bang and Boom (High)	
Hybrid Cinematic (Straight)	Time Crunch (Full)	Forward-driving organic drums with intricate and complex subdivided fills
Hybrid Cinematic (Straight)	Time Crunch (Low)	
Hybrid Cinematic (Straight)	Time Crunch (Mid)	
Hybrid Cinematic (Straight)	Time Crunch (High)	

DAMAGE

CONTENT BREAKDOWN

ENSEMBLE DESIGNER (732 Sources, 1 NKI, 94 Snapshots); **KIT DESIGNER** (732 Sources, 1 NKI, 51 Snapshots); **LOOP DESIGNER**, 864 Loops, 1 NKI, 63 Snapshots)

Hybrid Cinematic (Straight)	Game Theory (Full)	Subtle booming hits with dynamic stereo movement
Hybrid Cinematic (Straight)	Game Theory (Low)	
Hybrid Cinematic (Straight)	Game Theory (Mid)	
Hybrid Cinematic (Straight)	Game Theory (High)	
Hybrid Cinematic (Straight)	Navigating Tunnels (Full)	Eerie rhythmic soundscape with stutter effects and tonal drones
Hybrid Cinematic (Straight)	Navigating Tunnels (Low)	
Hybrid Cinematic (Straight)	Navigating Tunnels (Mid)	
Hybrid Cinematic (Straight)	Navigating Tunnels (High)	
Hybrid Cinematic (Straight)	Stealth Mission (Full)	Reverberating cinematic drums
Hybrid Cinematic (Straight)	Stealth Mission (Low)	
Hybrid Cinematic (Straight)	Stealth Mission (Mid)	
Hybrid Cinematic (Straight)	Stealth Mission (High)	
Hybrid Cinematic (Straight)	Cannon Drop (Full)	Sparse hybrid percussion patterns with reverb and delay
Hybrid Cinematic (Straight)	Cannon Drop (Low)	
Hybrid Cinematic (Straight)	Cannon Drop (Mid)	
Hybrid Cinematic (Straight)	Cannon Drop (High)	
Hybrid Cinematic (Straight)	Momentarily (Full)	Metallic percussion ostinato with a low, pitch shifting drum hit
Hybrid Cinematic (Straight)	Momentarily (Low)	
Hybrid Cinematic (Straight)	Momentarily (Mid)	
Hybrid Cinematic (Straight)	Momentarily (High)	
Hybrid Cinematic (Straight)	Waiting Game (Full)	Puili offbeats with filtered hand drum groove
Hybrid Cinematic (Straight)	Waiting Game (Low)	
Hybrid Cinematic (Straight)	Waiting Game (Mid)	
Hybrid Cinematic (Straight)	Waiting Game (High)	
Hybrid Cinematic (Straight)	Wiretaps (Full)	Hybrid groove crafted with found metallic sounds and organic percussion
Hybrid Cinematic (Straight)	Wiretaps (Low)	
Hybrid Cinematic (Straight)	Wiretaps (Mid)	
Hybrid Cinematic (Straight)	Wiretaps (High)	
Hybrid Cinematic (Straight)	Retribution (Full)	Dry, forceful impacts with junkyard hit accents
Hybrid Cinematic (Straight)	Retribution (Low)	
Hybrid Cinematic (Straight)	Retribution (Mid)	
Hybrid Cinematic (Straight)	Retribution (High)	

DAMAGE

CONTENT BREAKDOWN

ENSEMBLE DESIGNER (732 Sources, 1 NKI, 94 Snapshots); **KIT DESIGNER** (732 Sources, 1 NKI, 51 Snapshots); **LOOP DESIGNER**, 864 Loops, 1 NKI, 63 Snapshots)

Hybrid Cinematic (Straight)	Head Puncher (Full)	Gated hi-hat beat with organic drum fills
Hybrid Cinematic (Straight)	Head Puncher (Low)	
Hybrid Cinematic (Straight)	Head Puncher (Mid)	
Hybrid Cinematic (Straight)	Head Puncher (High)	
Hybrid Cinematic (Straight)	Delayed Response (Full)	Found metallic sounds ticking with gated stutter effects and reverberating drum hits
Hybrid Cinematic (Straight)	Delayed Response (Low)	
Hybrid Cinematic (Straight)	Delayed Response (Mid)	
Hybrid Cinematic (Straight)	Delayed Response (High)	
Hybrid Cinematic (Straight)	Can Carnival (Full)	Cinematic samba groove using metallic found sounds and beating low surdos
Hybrid Cinematic (Straight)	Can Carnival (Low)	
Hybrid Cinematic (Straight)	Can Carnival (Mid)	
Hybrid Cinematic (Straight)	Can Carnival (High)	
Hybrid Cinematic (Straight)	Set the Perimeter (Full)	Ambient groove with gated cymbals and slightly processed drums
Hybrid Cinematic (Straight)	Set the Perimeter (Low)	
Hybrid Cinematic (Straight)	Set the Perimeter (Mid)	
Hybrid Cinematic (Straight)	Set the Perimeter (High)	
Hybrid Cinematic (Straight)	Inner Workings (Full)	Filtered drum figures with reverb and a driving hi-hat pattern
Hybrid Cinematic (Straight)	Inner Workings (Low)	
Hybrid Cinematic (Straight)	Inner Workings (Mid)	
Hybrid Cinematic (Straight)	Inner Workings (High)	
Hybrid Cinematic (Straight)	Hunting Wolves (Full)	Evolving slow beat with a gated tonal stinger
Hybrid Cinematic (Straight)	Hunting Wolves (Low)	
Hybrid Cinematic (Straight)	Hunting Wolves (Mid)	
Hybrid Cinematic (Straight)	Hunting Wolves (High)	
Hybrid Cinematic (Straight)	Bazaar Hazard (Full)	Organic drum groove with a tonal horn-like stinger effect
Hybrid Cinematic (Straight)	Bazaar Hazard (Low)	
Hybrid Cinematic (Straight)	Bazaar Hazard (Mid)	
Hybrid Cinematic (Straight)	Bazaar Hazard (High)	
Organic Cinematic (Straight)	Caravan (Full)	Pulsating organic drums with a driving taiko stick beat
Organic Cinematic (Straight)	Caravan (Low)	
Organic Cinematic (Straight)	Caravan (Mid)	
Organic Cinematic (Straight)	Caravan (High)	

DAMAGE

CONTENT BREAKDOWN

ENSEMBLE DESIGNER (732 Sources, 1 NKI, 94 Snapshots); **KIT DESIGNER** (732 Sources, 1 NKI, 51 Snapshots); **LOOP DESIGNER**, 864 Loops, 1 NKI, 63 Snapshots)

Organic Cinematic (Straight)	Waiting for Battle (Full)	Low gran casa hits with subdued ride cymbal patterns and hand drum fills
Organic Cinematic (Straight)	Waiting for Battle (Low)	
Organic Cinematic (Straight)	Waiting for Battle (Mid)	
Organic Cinematic (Straight)	Waiting for Battle (High)	
Organic Cinematic (Straight)	Time is Up (Full)	Earthy drums accented with metal pole clangs
Organic Cinematic (Straight)	Time is Up (Low)	
Organic Cinematic (Straight)	Time is Up (Mid)	
Organic Cinematic (Straight)	Time is Up (High)	
Organic Cinematic (Straight)	Run 4 Ur Life (Full)	Beating drum groove with impactful tom accents
Organic Cinematic (Straight)	Run 4 Ur Life (Low)	
Organic Cinematic (Straight)	Run 4 Ur Life (Mid)	
Organic Cinematic (Straight)	Run 4 Ur Life (High)	
Organic Cinematic (Straight)	Intimated (Full)	Slightly muffled drum beat with ride cymbal offbeats
Organic Cinematic (Straight)	Intimated (Low)	
Organic Cinematic (Straight)	Intimated (Mid)	
Organic Cinematic (Straight)	Intimated (High)	
Organic Cinematic (Straight)	Horse Hammer (Full)	High tom swells punctuated with large organic hits
Organic Cinematic (Straight)	Horse Hammer (Low)	
Organic Cinematic (Straight)	Horse Hammer (Mid)	
Organic Cinematic (Straight)	Horse Hammer (High)	
Organic Cinematic (Straight)	Rumble Jungle (Full)	Big epic drum hits surrounded by a blend of stick and puili percussion grooves
Organic Cinematic (Straight)	Rumble Jungle (Low)	
Organic Cinematic (Straight)	Rumble Jungle (Mid)	
Organic Cinematic (Straight)	Rumble Jungle (High)	
Organic Cinematic (Straight)	Foundations (Full)	Large war drums and pulsating taiko stick beats
Organic Cinematic (Straight)	Foundations (Low)	
Organic Cinematic (Straight)	Foundations (Mid)	
Organic Cinematic (Straight)	Foundations (High)	
Organic Cinematic (Straight)	Sneak and Show (Full)	Subtle low drum hits under a steady beat of stick sixteenth notes
Organic Cinematic (Straight)	Sneak and Show (Low)	
Organic Cinematic (Straight)	Sneak and Show (Mid)	
Organic Cinematic (Straight)	Sneak and Show (High)	

DAMAGE 2 CONTENT BREAKDOWN

ENSEMBLE DESIGNER (732 Sources, 1 NKI, 94 Snapshots); **KIT DESIGNER** (732 Sources, 1 NKI, 51 Snapshots); **LOOP DESIGNER**, 864 Loops, 1 NKI, 63 Snapshots)

Organic Cinematic (Straight)	Power Games (Full)	Droning groove with a blend of a variety of organic percussion
Organic Cinematic (Straight)	Power Games (Low)	
Organic Cinematic (Straight)	Power Games (Mid)	
Organic Cinematic (Straight)	Power Games (High)	
Organic Cinematic (Straight)	Thunder Waves (Full)	A cinematic organic groove made out of metallic found sounds
Organic Cinematic (Straight)	Thunder Waves (Low)	
Organic Cinematic (Straight)	Thunder Waves (Mid)	
Organic Cinematic (Straight)	Thunder Waves (High)	
Organic Cinematic (Straight)	Searching (Full)	Bright and aggressive cinematic drums
Organic Cinematic (Straight)	Searching (Low)	
Organic Cinematic (Straight)	Searching (Mid)	
Organic Cinematic (Straight)	Searching (High)	
Organic Cinematic (Straight)	High Alert (Full)	Stick ostinato with hard hitting drum fills
Organic Cinematic (Straight)	High Alert (Low)	
Organic Cinematic (Straight)	High Alert (Mid)	
Organic Cinematic (Straight)	High Alert (High)	
Organic Cinematic (Straight)	Massive Answers (Full)	Aggressive drum hits with cymbal-like metallic hits
Organic Cinematic (Straight)	Massive Answers (Low)	
Organic Cinematic (Straight)	Massive Answers (Mid)	
Organic Cinematic (Straight)	Massive Answers (High)	
Organic Cinematic (Straight)	Onwards (Full)	Big snares and steady drum stick beats
Organic Cinematic (Straight)	Onwards (Low)	
Organic Cinematic (Straight)	Onwards (Mid)	
Organic Cinematic (Straight)	Onwards (High)	
Organic Cinematic (Straight)	Continents (Full)	Tom-based forward driving groove
Organic Cinematic (Straight)	Continents (Low)	
Organic Cinematic (Straight)	Continents (Mid)	
Organic Cinematic (Straight)	Continents (High)	
Organic Cinematic (Straight)	Metalworks (Full)	Organic cinematic metals
Organic Cinematic (Straight)	Metalworks (Low)	
Organic Cinematic (Straight)	Metalworks (Mid)	
Organic Cinematic (Straight)	Metalworks (High)	

DAMAGE

CONTENT BREAKDOWN

ENSEMBLE DESIGNER (732 Sources, 1 NKI, 94 Snapshots); **KIT DESIGNER** (732 Sources, 1 NKI, 51 Snapshots); **LOOP DESIGNER**, 864 Loops, 1 NKI, 63 Snapshots)

Organic Cinematic (Straight	Before the Storm (Full)	Big gran casa hits with sparse pole metal clangs
Organic Cinematic (Straight	Before the Storm (Low)	
Organic Cinematic (Straight	Before the Storm (Mid)	
Organic Cinematic (Straight	Before the Storm (High)	
Organic Cinematic (Straight	Pedal Through (Full)	Steady tom groove over large kick drum hits and offbeat cymbals
Organic Cinematic (Straight	Pedal Through (Low)	
Organic Cinematic (Straight	Pedal Through (Mid)	
Organic Cinematic (Straight	Pedal Through (High)	
Organic Cinematic (Straight	Oasis (Full)	
Organic Cinematic (Straight	Oasis (Low)	Organic hand drum groove with big gran casa low hits
Organic Cinematic (Straight	Oasis (Mid)	
Organic Cinematic (Straight	Oasis (High)	
Organic Cinematic (Straight	Against the Clock (Full)	Polyrhythmic drum groove with organic drums and sticks
Organic Cinematic (Straight	Against the Clock (Low)	
Organic Cinematic (Straight	Against the Clock (Mid)	
Organic Cinematic (Straight	Against the Clock (High)	
Organic Cinematic (Straight	Rucaneado (Full)	Sparse but steady organic groove
Organic Cinematic (Straight	Rucaneado (Low)	
Organic Cinematic (Straight	Rucaneado (Mid)	
Organic Cinematic (Straight	Rucaneado (High)	
Organic Cinematic (Straight	Trucking (Full)	Kick drum and snare ensemble with constant PVC pipe beat
Organic Cinematic (Straight	Trucking (Low)	
Organic Cinematic (Straight	Trucking (Mid)	
Organic Cinematic (Straight	Trucking (High)	
Organic Cinematic (Straight	Taiko Tantra (Full)	Meditative taiko groove
Organic Cinematic (Straight	Taiko Tantra (Low)	
Organic Cinematic (Straight	Taiko Tantra (Mid)	
Organic Cinematic (Straight	Taiko Tantra (High)	
Organic Cinematic (Straight	Mighty Rumble (Full)	Epic cinematic drums with subtle puili rhythms
Organic Cinematic (Straight	Mighty Rumble (Low)	
Organic Cinematic (Straight	Mighty Rumble (Mid)	
Organic Cinematic (Straight	Mighty Rumble (High)	

DAMAGE

CONTENT BREAKDOWN

ENSEMBLE DESIGNER (732 Sources, 1 NKI, 94 Snapshots); **KIT DESIGNER** (732 Sources, 1 NKI, 51 Snapshots); **LOOP DESIGNER**, 864 Loops, 1 NKI, 63 Snapshots)

Organic Cinematic (Straight)	Fall In (Full)	Organic snare groove with large drum accents and stick clicks
Organic Cinematic (Straight)	Fall In (Low)	
Organic Cinematic (Straight)	Fall In (Mid)	
Organic Cinematic (Straight)	Fall In (High)	
Organic Cinematic (Straight)	Opening (Full)	Constant high percussion clicks with evolving organic drum fills
Organic Cinematic (Straight)	Opening (Low)	
Organic Cinematic (Straight)	Opening (Mid)	
Organic Cinematic (Straight)	Opening (High)	
Organic Cinematic (Straight)	Motherland (Full)	Elaborate rhythm with a complex percussion ensemble
Organic Cinematic (Straight)	Motherland (Low)	
Organic Cinematic (Straight)	Motherland (Mid)	
Organic Cinematic (Straight)	Motherland (High)	
Organic Cinematic (Straight)	Tom Barrage (Full)	Big toms everywhere
Organic Cinematic (Straight)	Tom Barrage (Low)	
Organic Cinematic (Straight)	Tom Barrage (Mid)	
Organic Cinematic (Straight)	Tom Barrage (High)	
Organic Cinematic (Straight)	Something Wicked (Full)	Unnerving low drums with a steady high percussion ostinato
Organic Cinematic (Straight)	Something Wicked (Low)	
Organic Cinematic (Straight)	Something Wicked (Mid)	
Organic Cinematic (Straight)	Something Wicked (High)	
Organic Cinematic (Straight)	Full Steam (Full)	Carefully crafted complex drum soundscape
Organic Cinematic (Straight)	Full Steam (Low)	
Organic Cinematic (Straight)	Full Steam (Mid)	
Organic Cinematic (Straight)	Full Steam (High)	
Organic Cinematic (Straight)	On the Move (Full)	Big drums and big cymbals
Organic Cinematic (Straight)	On the Move (Low)	
Organic Cinematic (Straight)	On the Move (Mid)	
Organic Cinematic (Straight)	On the Move (High)	
Organic Cinematic (Straight)	Incidentals (Full)	Intricate drum pattern with a hybrid selection of organic drums and found sounds
Organic Cinematic (Straight)	Incidentals (Low)	
Organic Cinematic (Straight)	Incidentals (Mid)	
Organic Cinematic (Straight)	Incidentals (High)	

DAMAGE

CONTENT BREAKDOWN

ENSEMBLE DESIGNER (732 Sources, 1 NKI, 94 Snapshots); **KIT DESIGNER** (732 Sources, 1 NKI, 51 Snapshots); **LOOP DESIGNER**, 864 Loops, 1 NKI, 63 Snapshots)

Organic Cinematic (Straight)	Perpetual (Full)	Evolving cinematic groove
Organic Cinematic (Straight)	Perpetual (Low)	
Organic Cinematic (Straight)	Perpetual (Mid)	
Organic Cinematic (Straight)	Perpetual (High)	
Organic Cinematic (Straight)	Issues (Full)	Snare and tom groove with heavy low hit accents
Organic Cinematic (Straight)	Issues (Low)	
Organic Cinematic (Straight)	Issues (Mid)	
Organic Cinematic (Straight)	Issues (High)	
Organic Cinematic (Straight)	Jungle Hang (Full)	Jungle Hang
Organic Cinematic (Straight)	Jungle Hang (Low)	
Organic Cinematic (Straight)	Jungle Hang (Mid)	
Organic Cinematic (Straight)	Jungle Hang (High)	
Damaged (Triplet)	Cage Match (Full)	Heavily processed tight shuffle rhythm with eerie stereo movement
Damaged (Triplet)	Cage Match (Low)	
Damaged (Triplet)	Cage Match (Mid)	
Damaged (Triplet)	Cage Match (High)	
Damaged (Triplet)	Surrender (Full)	Distorted low hits with stereo metallic percussion
Damaged (Triplet)	Surrender (Low)	
Damaged (Triplet)	Surrender (Mid)	
Damaged (Triplet)	Surrender (High)	
Damaged (Triplet)	Crunch N Punch (Full)	Dry distorted drums with intricate stutters and stereo percussion
Damaged (Triplet)	Crunch N Punch (Low)	
Damaged (Triplet)	Crunch N Punch (Mid)	
Damaged (Triplet)	Crunch N Punch (High)	
Damaged (Triplet)	Demented Clock (Full)	Steady ticking rhythm with controlled crunch and effects
Damaged (Triplet)	Demented Clock (Low)	
Damaged (Triplet)	Demented Clock (Mid)	
Damaged (Triplet)	Demented Clock (High)	
Damaged (Triplet)	Flourish to Clanker (Full)	Complex groove with effectual glitches and FX processing
Damaged (Triplet)	Flourish to Clanker (Low)	
Damaged (Triplet)	Flourish to Clanker (Mid)	

DAMAGE 2

CONTENT BREAKDOWN

ENSEMBLE DESIGNER (732 Sources, 1 NKI, 94 Snapshots); **KIT DESIGNER** (732 Sources, 1 NKI, 51 Snapshots); **LOOP DESIGNER**, 864 Loops, 1 NKI, 63 Snapshots)

Damaged (Triplet)	Flourish to Clanker (High)	
Damaged (Triplet)	Hiders (Full)	Pulsing kick with wide high percussion hits with ambient reverb and reverse swells
Damaged (Triplet)	Hiders (Low)	
Damaged (Triplet)	Hiders (Mid)	
Damaged (Triplet)	Hiders (High)	
Damaged (Triplet)	Rolling Punches (Full)	Saturated drums with subdivided rolls and swells
Damaged (Triplet)	Rolling Punches (Low)	
Damaged (Triplet)	Rolling Punches (Mid)	
Damaged (Triplet)	Rolling Punches (High)	
Damaged (Triplet)	Sizzle Sticks (Full)	Pulsating rhythm with low thundering drums and snares
Damaged (Triplet)	Sizzle Sticks (Low)	
Damaged (Triplet)	Sizzle Sticks (Mid)	
Damaged (Triplet)	Sizzle Sticks (High)	
Damaged (Triplet)	Transform Roll Out (Full)	Sparse triplet rhythm with effectual tonal stingers
Damaged (Triplet)	Transform Roll Out (Low)	
Damaged (Triplet)	Transform Roll Out (Mid)	
Damaged (Triplet)	Transform Roll Out (High)	
Damaged (Triplet)	Prep for Battle (Full)	Thunderous metallic rhythms
Damaged (Triplet)	Prep for Battle (Low)	
Damaged (Triplet)	Prep for Battle (Mid)	
Damaged (Triplet)	Prep for Battle (High)	
Damaged (Triplet)	Motionless (Full)	Spread out rhythmic hits with saturation
Damaged (Triplet)	Motionless (Low)	
Damaged (Triplet)	Motionless (Mid)	
Damaged (Triplet)	Motionless (High)	
Damaged (Triplet)	Lucifer's Dream (Full)	Low beating drums with distorted snare hits and panning metallic percussion
Damaged (Triplet)	Lucifer's Dream (Low)	
Damaged (Triplet)	Lucifer's Dream (Mid)	
Damaged (Triplet)	Lucifer's Dream (High)	
Damaged (Triplet)	Ghost Pit (Full)	Evil groove designed to raise the specters

DAMAGE 2 CONTENT BREAKDOWN

ENSEMBLE DESIGNER (732 Sources, 1 NKI, 94 Snapshots); **KIT DESIGNER** (732 Sources, 1 NKI, 51 Snapshots); **LOOP DESIGNER**, 864 Loops, 1 NKI, 63 Snapshots)

Damaged (Triplet)	Ghost Pit (Low)	
Damaged (Triplet)	Ghost Pit (Mid)	
Damaged (Triplet)	Ghost Pit (High)	
Damaged (Triplet)	Tick Tock (Full)	Gated drum hits with ample stereo movement and effectual glitches
Damaged (Triplet)	Tick Tock (Low)	
Damaged (Triplet)	Tick Tock (Mid)	
Damaged (Triplet)	Tick Tock (High)	
Damaged (Triplet)	First Contact (Full)	Epic drum hits followed by subtle glitchy percussion effects
Damaged (Triplet)	First Contact (Low)	
Damaged (Triplet)	First Contact (Mid)	
Damaged (Triplet)	First Contact (High)	
Damaged (Triplet)	Rough Shape (Full)	Organic subdued drums with low percussion swells
Damaged (Triplet)	Rough Shape (Low)	
Damaged (Triplet)	Rough Shape (Mid)	
Damaged (Triplet)	Rough Shape (High)	
Damaged (Triplet)	Swat Team Knockin (Full)	Tight drum hits combined with fluttering gated high percussion
Damaged (Triplet)	Swat Team Knockin (Low)	
Damaged (Triplet)	Swat Team Knockin (Mid)	
Damaged (Triplet)	Swat Team Knockin (High)	
Damaged (Triplet)	Aliens on Ice (Full)	Organic drum groove with a resonant reverb and a complex rhythm
Damaged (Triplet)	Aliens on Ice (Low)	
Damaged (Triplet)	Aliens on Ice (Mid)	
Damaged (Triplet)	Aliens on Ice (High)	
Damaged (Triplet)	Industry Titan (Full)	Brooding low drums with reverberating metallic percussion hits
Damaged (Triplet)	Industry Titan (Low)	
Damaged (Triplet)	Industry Titan (Mid)	
Damaged (Triplet)	Industry Titan (High)	
Damaged (Triplet)	Fractured Hall (Full)	Crunched organic percussion
Damaged (Triplet)	Fractured Hall (Low)	
Damaged (Triplet)	Fractured Hall (Mid)	

DAMAGE

CONTENT BREAKDOWN

ENSEMBLE DESIGNER (732 Sources, 1 NKI, 94 Snapshots); **KIT DESIGNER** (732 Sources, 1 NKI, 51 Snapshots); **LOOP DESIGNER**, 864 Loops, 1 NKI, 63 Snapshots)

Damaged (Triplet)	Fractured Hall (High)	
Damaged (Triplet)	Leviathan (Full)	Hard hitting drums with effectual tonal percussion stingers
Damaged (Triplet)	Leviathan (Low)	
Damaged (Triplet)	Leviathan (Mid)	
Damaged (Triplet)	Leviathan (High)	
Damaged (Triplet)	Stumble (Full)	Tightly crafted drum groove with heavy glitching
Damaged (Triplet)	Stumble (Low)	
Damaged (Triplet)	Stumble (Mid)	
Damaged (Triplet)	Stumble (High)	
Damaged (Triplet)	Martian Stroll (Full)	A gate to unexplored worlds
Damaged (Triplet)	Martian Stroll (Low)	
Damaged (Triplet)	Martian Stroll (Mid)	
Damaged (Triplet)	Martian Stroll (High)	
Damaged (Triplet)	Rubber Groove (Full)	Deep low kick with fluttering snares and hybrid high percussion
Damaged (Triplet)	Rubber Groove (Low)	
Damaged (Triplet)	Rubber Groove (Mid)	
Damaged (Triplet)	Rubber Groove (High)	
Damaged (Triplet)	Melt My Face (Full)	Industrial rock beat with heavily stuttered swells
Damaged (Triplet)	Melt My Face (Low)	
Damaged (Triplet)	Melt My Face (Mid)	
Damaged (Triplet)	Melt My Face (High)	
Damaged (Triplet)	Something's Burning (Full)	Distorted, sizzling, and burnt
Damaged (Triplet)	Something's Burning (Low)	
Damaged (Triplet)	(Mid)Something's Burning	
Damaged (Triplet)	Something's Burning (High)	
Damaged (Triplet)	Dragon's Breath (Full)	Effectual drum hits with a tight cymbal pattern
Damaged (Triplet)	Dragon's Breath (Low)	
Damaged (Triplet)	Dragon's Breath (Mid)	
Damaged (Triplet)	Dragon's Breath (High)	
Damaged (Triplet)	Pounding Through (Full)	Sizzling low, boomy hit and reverberating hybrid percussion patterns

DAMAGE 2 CONTENT BREAKDOWN

ENSEMBLE DESIGNER (732 Sources, 1 NKI, 94 Snapshots); **KIT DESIGNER** (732 Sources, 1 NKI, 51 Snapshots); **LOOP DESIGNER**, 864 Loops, 1 NKI, 63 Snapshots)

Damaged (Triplet)	Pounding Through (Low)	
Damaged (Triplet)	Pounding Through (Mid)	
Damaged (Triplet)	Pounding Through (High)	
Damaged (Triplet)	Damnation (Full)	Thundering clangs and distorted tonal booms
Damaged (Triplet)	Damnation (Low)	
Damaged (Triplet)	Damnation (Mid)	
Damaged (Triplet)	Damnation (High)	
Damaged (Triplet)	Bark No Bite (Full)	Tight low kick with filtered snares and tonal effects
Damaged (Triplet)	Bark No Bite (Low)	
Damaged (Triplet)	Bark No Bite (Mid)	
Damaged (Triplet)	Bark No Bite (High)	
Damaged (Triplet)	Night Shift (Full)	Crunched up rock beat
Damaged (Triplet)	Night Shift (Low)	
Damaged (Triplet)	Night Shift (Mid)	
Damaged (Triplet)	Night Shift (High)	
Damaged (Triplet)	Spectral Tape (Full)	Finely saturated organic percussion groove
Damaged (Triplet)	Spectral Tape (Low)	
Damaged (Triplet)	Spectral Tape (Mid)	
Damaged (Triplet)	Spectral Tape (High)	
Damaged (Triplet)	Broken Cities (Full)	Pulsating drum beat with metallic percussion turned into tonal glitches
Damaged (Triplet)	Broken Cities (Low)	
Damaged (Triplet)	Broken Cities (Mid)	
Damaged (Triplet)	Broken Cities (High)	
Damaged (Triplet)	Smashes in Door (Full)	First you knock, then you smash
Damaged (Triplet)	Smashes in Door (Low)	
Damaged (Triplet)	Smashes in Door (Mid)	
Damaged (Triplet)	Smashes in Door (High)	
Damaged (Triplet)	Gangbusters (Full)	Filtered tight kick and gated hi-hats and snares
Damaged (Triplet)	Gangbusters (Low)	
Damaged (Triplet)	Gangbusters (Mid)	

DAMAGE 2 CONTENT BREAKDOWN

ENSEMBLE DESIGNER (732 Sources, 1 NKI, 94 Snapshots); **KIT DESIGNER** (732 Sources, 1 NKI, 51 Snapshots); **LOOP DESIGNER**, 864 Loops, 1 NKI, 63 Snapshots)

Damaged (Triplet)	Gangbusters (High)	
Damaged (Triplet)	Viking in a Well (Full)	Ambient groove with saturated high percussion
Damaged (Triplet)	Viking in a Well (Low)	
Damaged (Triplet)	Viking in a Well (Mid)	
Damaged (Triplet)	Viking in a Well (High)	
Hybrid Cinematic (Triplet)	Batterin Ram (Full)	Big impacts with metallic percussion echoes and reverses
Hybrid Cinematic (Triplet)	Batterin Ram (Low)	
Hybrid Cinematic (Triplet)	Batterin Ram (Mid)	
Hybrid Cinematic (Triplet)	Batterin Ram (High)	
Hybrid Cinematic (Triplet)	War Room (Full)	Solo snare pattern surrounded by epic big drum hits
Hybrid Cinematic (Triplet)	War Room (Low)	
Hybrid Cinematic (Triplet)	War Room (Mid)	
Hybrid Cinematic (Triplet)	War Room (High)	
Hybrid Cinematic (Triplet)	Searchlight (Full)	Organic cinematic drums with slight panning and delay
Hybrid Cinematic (Triplet)	Searchlight (Low)	
Hybrid Cinematic (Triplet)	Searchlight (Mid)	
Hybrid Cinematic (Triplet)	Searchlight (High)	
Hybrid Cinematic (Triplet)	Power Trip (Full)	Steady organic drums with a taiko stick ostinato
Hybrid Cinematic (Triplet)	Power Trip (Low)	
Hybrid Cinematic (Triplet)	Power Trip (Mid)	
Hybrid Cinematic (Triplet)	Power Trip (High)	
Hybrid Cinematic (Triplet)	Cine Bonham (Full)	Organic drum groove with processed percussion accents
Hybrid Cinematic (Triplet)	Cine Bonham (Low)	
Hybrid Cinematic (Triplet)	Cine Bonham (Mid)	
Hybrid Cinematic (Triplet)	Cine Bonham (High)	
Hybrid Cinematic (Triplet)	Time's Ticking (Full)	Tick, tock, tick, tock...
Hybrid Cinematic (Triplet)	Time's Ticking (Low)	
Hybrid Cinematic (Triplet)	Time's Ticking (Mid)	
Hybrid Cinematic (Triplet)	Time's Ticking (High)	
Hybrid Cinematic (Triplet)	Return the Favor (Full)	Focused drum groove with subtle stereo movement and slight glitching

DAMAGE 2

CONTENT BREAKDOWN

ENSEMBLE DESIGNER (732 Sources, 1 NKI, 94 Snapshots); **KIT DESIGNER** (732 Sources, 1 NKI, 51 Snapshots); **LOOP DESIGNER**, 864 Loops, 1 NKI, 63 Snapshots)

Hybrid Cinematic (Triplet)	Return the Favor (Low)	
Hybrid Cinematic (Triplet)	Return the Favor (Mid)	
Hybrid Cinematic (Triplet)	Return the Favor (High)	
Hybrid Cinematic (Triplet)	Cross Dimension (Full)	Hybrid percussion groove with stereo effects and mild reverb
Hybrid Cinematic (Triplet)	Cross Dimension (Low)	
Hybrid Cinematic (Triplet)	Cross Dimension (Mid)	
Hybrid Cinematic (Triplet)	Cross Dimension (High)	
Hybrid Cinematic (Triplet)	Collateral (Full)	Subdued organic drums with a deep low end
Hybrid Cinematic (Triplet)	Collateral (Low)	
Hybrid Cinematic (Triplet)	Collateral (Mid)	
Hybrid Cinematic (Triplet)	Collateral (High)	
Hybrid Cinematic (Triplet)	Mixed Signals (Full)	Organic drum hits through rhythmic effects processing and mild stutters
Hybrid Cinematic (Triplet)	Mixed Signals (Low)	
Hybrid Cinematic (Triplet)	Mixed Signals (Mid)	
Hybrid Cinematic (Triplet)	Mixed Signals (High)	
Hybrid Cinematic (Triplet)	Sneaky Luis (Full)	Cinematic organic drums with focused stereo movement and a gated metallic ostinato
Hybrid Cinematic (Triplet)	Sneaky Luis (Low)	
Hybrid Cinematic (Triplet)	Sneaky Luis (Mid)	
Hybrid Cinematic (Triplet)	Sneaky Luis (High)	
Hybrid Cinematic (Triplet)	Tactical Incursion (Full)	Repeating drum groove with stereo delay and filter modulation
Hybrid Cinematic (Triplet)	Tactical Incursion (Low)	
Hybrid Cinematic (Triplet)	Tactical Incursion (Mid)	
Hybrid Cinematic (Triplet)	Tactical Incursion (High)	
Hybrid Cinematic (Triplet)	Boom Tock (Full)	Large gran casa hits and crunched up snares with hybrid high percussion
Hybrid Cinematic (Triplet)	Boom Tock (Low)	
Hybrid Cinematic (Triplet)	Boom Tock (Mid)	
Hybrid Cinematic (Triplet)	Boom Tock (High)	
Hybrid Cinematic (Triplet)	Almost Stealth (Full)	
Hybrid Cinematic (Triplet)	Almost Stealth (Low)	Hissing groove with pulsating found metallic sounds
Hybrid Cinematic (Triplet)	Almost Stealth (Mid)	

DAMAGE 2 CONTENT BREAKDOWN

ENSEMBLE DESIGNER (732 Sources, 1 NKI, 94 Snapshots); **KIT DESIGNER** (732 Sources, 1 NKI, 51 Snapshots); **LOOP DESIGNER**, 864 Loops, 1 NKI, 63 Snapshots)

Hybrid Cinematic (Triplet)	Almost Stealth (High)	
Hybrid Cinematic (Triplet)	Zipper Snares (Full)	Aggressive snare grooves with panning metallic sounds
Hybrid Cinematic (Triplet)	Zipper Snares (Low)	
Hybrid Cinematic (Triplet)	Zipper Snares (Mid)	
Hybrid Cinematic (Triplet)	Zipper Snares (High)	
Hybrid Cinematic (Triplet)	Full Statements (Full)	Low gran casa hits with snare ensemble fills and processed stereo cymbals
Hybrid Cinematic (Triplet)	Full Statements (Low)	
Hybrid Cinematic (Triplet)	Full Statements (Mid)	
Hybrid Cinematic (Triplet)	Full Statements (High)	
Hybrid Cinematic (Triplet)	Waves (Full)	Evolving drum groove with mild effects processing
Hybrid Cinematic (Triplet)	Waves (Low)	
Hybrid Cinematic (Triplet)	Waves (Mid)	
Hybrid Cinematic (Triplet)	Waves (High)	
Hybrid Cinematic (Triplet)	The Legends are True (Full)	Cinematic percussion groove with heavily processed glitch effects
Hybrid Cinematic (Triplet)	The Legends are True (Low)	
Hybrid Cinematic (Triplet)	The Legends are True (Mid)	
Hybrid Cinematic (Triplet)	The Legends are True (High)	
Hybrid Cinematic (Triplet)	War Horn (Full)	Epic hand drum groove with unnerving tonal drone effects
Hybrid Cinematic (Triplet)	War Horn (Low)	
Hybrid Cinematic (Triplet)	War Horn (Mid)	
Hybrid Cinematic (Triplet)	War Horn (High)	
Hybrid Cinematic (Triplet)	Weathered (Full)	Brooding tom groove with slight effects processing and crunchy snares
Hybrid Cinematic (Triplet)	Weathered (Low)	
Hybrid Cinematic (Triplet)	Weathered (Mid)	
Hybrid Cinematic (Triplet)	Weathered (High)	
Hybrid Cinematic (Triplet)	Okay Boomer (Full)	Glitchy drum groove with filter modulation, mild reverb and delay
Hybrid Cinematic (Triplet)	Okay Boomer (Low)	
Hybrid Cinematic (Triplet)	Okay Boomer (Mid)	
Hybrid Cinematic (Triplet)	Okay Boomer (High)	
Hybrid Cinematic (Triplet)	Pounding Away (Full)	Pulsing percussion with swelling effects and intricate subdivision

DAMAGE 2 CONTENT BREAKDOWN

ENSEMBLE DESIGNER (732 Sources, 1 NKI, 94 Snapshots); **KIT DESIGNER** (732 Sources, 1 NKI, 51 Snapshots); **LOOP DESIGNER**, 864 Loops, 1 NKI, 63 Snapshots)

Hybrid Cinematic (Triplet)	Pounding Away (Low)	
Hybrid Cinematic (Triplet)	Pounding Away (Mid)	
Hybrid Cinematic (Triplet)	Pounding Away (High)	
Hybrid Cinematic (Triplet)	Thunder Song (Full)	Increasingly saturated low drum groove with a drum beat generated with delay
Hybrid Cinematic (Triplet)	Thunder Song (Low)	
Hybrid Cinematic (Triplet)	Thunder Song (Mid)	
Hybrid Cinematic (Triplet)	Thunder Song (High)	
Hybrid Cinematic (Triplet)	Undetected (Full)	Booming, subdued hits with panning drums with delay and reverb
Hybrid Cinematic (Triplet)	Undetected (Low)	
Hybrid Cinematic (Triplet)	Undetected (Mid)	
Hybrid Cinematic (Triplet)	Undetected (High)	
Hybrid Cinematic (Triplet)	Pounding Echos (Full)	Hybrid cinematic groove with monster ensembles and delay
Hybrid Cinematic (Triplet)	Pounding Echos (Low)	
Hybrid Cinematic (Triplet)	Pounding Echos (Mid)	
Hybrid Cinematic (Triplet)	Pounding Echos (High)	
Hybrid Cinematic (Triplet)	Aggro March (Full)	Relentless distorted hybrid groove
Hybrid Cinematic (Triplet)	Aggro March (Low)	
Hybrid Cinematic (Triplet)	Aggro March (Mid)	
Hybrid Cinematic (Triplet)	Aggro March (High)	
Hybrid Cinematic (Triplet)	Triple it Up (Full)	Complex hybrid beat with drum fills and junkyard hits
Hybrid Cinematic (Triplet)	Triple it Up (Low)	
Hybrid Cinematic (Triplet)	Triple it Up (Mid)	
Hybrid Cinematic (Triplet)	Triple it Up (High)	
Hybrid Cinematic (Triplet)	Crystal Syndrome (Full)	Metallic found sound hits with processed tails and reverb
Hybrid Cinematic (Triplet)	Crystal Syndrome (Low)	
Hybrid Cinematic (Triplet)	Crystal Syndrome (Mid)	
Hybrid Cinematic (Triplet)	Crystal Syndrome (High)	
Hybrid Cinematic (Triplet)	Pump It (Full)	Constant stick rhythm with organic epic drum fills
Hybrid Cinematic (Triplet)	Pump It (Low)	
Hybrid Cinematic (Triplet)	Pump It (Mid)	

DAMAGE 2 CONTENT BREAKDOWN

ENSEMBLE DESIGNER (732 Sources, 1 NKI, 94 Snapshots); **KIT DESIGNER** (732 Sources, 1 NKI, 51 Snapshots); **LOOP DESIGNER**, 864 Loops, 1 NKI, 63 Snapshots)

Hybrid Cinematic (Triplet)	Pump It (High)	
Hybrid Cinematic (Triplet)	Cement Shoes (Full)	Epic drum hits with stuttered reverb and delay
Hybrid Cinematic (Triplet)	Cement Shoes (Low)	
Hybrid Cinematic (Triplet)	Cement Shoes (Mid)	
Hybrid Cinematic (Triplet)	Cement Shoes (High)	
Hybrid Cinematic (Triplet)	Mister E (Full)	Thundering low drum hit with effectual hybrid percussion ostinatos
Hybrid Cinematic (Triplet)	Mister E (Low)	
Hybrid Cinematic (Triplet)	Mister E (Mid)	
Hybrid Cinematic (Triplet)	Mister E (High)	
Hybrid Cinematic (Triplet)	Haunted Phase (Full)	Pulsating beat with ghostly effects processing
Hybrid Cinematic (Triplet)	Haunted Phase (Low)	
Hybrid Cinematic (Triplet)	Haunted Phase (Mid)	
Hybrid Cinematic (Triplet)	Haunted Phase (High)	
Hybrid Cinematic (Triplet)	Framed Up (Full)	Intricate drum groove with various degrees of saturation and effects
Hybrid Cinematic (Triplet)	Framed Up (Low)	
Hybrid Cinematic (Triplet)	Framed Up (Mid)	
Hybrid Cinematic (Triplet)	Framed Up (High)	
Hybrid Cinematic (Triplet)	Serious Hussle (Full)	Rapid fire drum fills with intricate organic drum accents
Hybrid Cinematic (Triplet)	Serious Hussle (Low)	
Hybrid Cinematic (Triplet)	Serious Hussle (Mid)	
Hybrid Cinematic (Triplet)	Serious Hussle (High)	
Hybrid Cinematic (Triplet)	Matrix (Full)	Organic hand drums surrounded by tonally effected percussion
Hybrid Cinematic (Triplet)	Matrix (Low)	
Hybrid Cinematic (Triplet)	Matrix (Mid)	
Hybrid Cinematic (Triplet)	Matrix (High)	
Hybrid Cinematic (Triplet)	Installation Art (Full)	Makes you feel smarter, doesn't it?
Hybrid Cinematic (Triplet)	Installation Art (Low)	
Hybrid Cinematic (Triplet)	Installation Art (Mid)	
Hybrid Cinematic (Triplet)	Installation Art (High)	
Organic Cinematic (Triplet)	Guarded (Full)	Toms, taiko sticks and kick drum ensemble grooves

DAMAGE 2 CONTENT BREAKDOWN

ENSEMBLE DESIGNER (732 Sources, 1 NKI, 94 Snapshots); **KIT DESIGNER** (732 Sources, 1 NKI, 51 Snapshots); **LOOP DESIGNER**, 864 Loops, 1 NKI, 63 Snapshots)

Organic Cinematic (Triplet)	Guarded (Low)	
Organic Cinematic (Triplet)	Guarded (Mid)	
Organic Cinematic (Triplet)	Guarded (High)	
Organic Cinematic (Triplet)	Cannons Fired (Full)	Big drum hits with increasingly complex stick rhythms
Organic Cinematic (Triplet)	Cannons Fired (Low)	
Organic Cinematic (Triplet)	Cannons Fired (Mid)	
Organic Cinematic (Triplet)	Cannons Fired (High)	
Organic Cinematic (Triplet)	Direct Orders (Full)	Large organic drums with found metallic percussion accents
Organic Cinematic (Triplet)	Direct Orders (Low)	
Organic Cinematic (Triplet)	Direct Orders (Mid)	
Organic Cinematic (Triplet)	Direct Orders (High)	
Organic Cinematic (Triplet)	Shakes (Full)	Subdued organic hand drums with metal percussion stingers
Organic Cinematic (Triplet)	Shakes (Low)	
Organic Cinematic (Triplet)	Shakes (Mid)	
Organic Cinematic (Triplet)	Shakes (High)	
Organic Cinematic (Triplet)	Pampa (Full)	Organic drum groove inspired in Argentinian zamba
Organic Cinematic (Triplet)	Pampa (Low)	
Organic Cinematic (Triplet)	Pampa (Mid)	
Organic Cinematic (Triplet)	Pampa (High)	
Organic Cinematic (Triplet)	Lay it Down Dude (Full)	A collaboration between epic gran casas, loud toms and piercing metal percussion
Organic Cinematic (Triplet)	Lay it Down Dude (Low)	
Organic Cinematic (Triplet)	Lay it Down Dude (Mid)	
Organic Cinematic (Triplet)	Lay it Down Dude (High)	
Organic Cinematic (Triplet)	Tripper (Full)	An organic drum groove with crash cymbal accents
Organic Cinematic (Triplet)	Tripper (Low)	
Organic Cinematic (Triplet)	Tripper (Mid)	
Organic Cinematic (Triplet)	Tripper (High)	
Organic Cinematic (Triplet)	Bucket Drummers (Full)	The most epic bucket drum groove ever
Organic Cinematic (Triplet)	Bucket Drummers (Low)	
Organic Cinematic (Triplet)	Bucket Drummers (Mid)	

DAMAGE 2

CONTENT BREAKDOWN

ENSEMBLE DESIGNER (732 Sources, 1 NKI, 94 Snapshots); **KIT DESIGNER** (732 Sources, 1 NKI, 51 Snapshots); **LOOP DESIGNER**, 864 Loops, 1 NKI, 63 Snapshots)

Organic Cinematic (Triplet)	Bucket Drummers (High)	
Organic Cinematic (Triplet)	Little Dance (Full)	Cascading organic drum fills
Organic Cinematic (Triplet)	Little Dance (Low)	
Organic Cinematic (Triplet)	Little Dance (Mid)	
Organic Cinematic (Triplet)	Little Dance (High)	
Organic Cinematic (Triplet)	Jungle Lord (Full)	Welcome to his lair
Organic Cinematic (Triplet)	Jungle Lord (Low)	
Organic Cinematic (Triplet)	Jungle Lord (Mid)	
Organic Cinematic (Triplet)	Jungle Lord (High)	
Organic Cinematic (Triplet)	Turning Point (Full)	Complex, but laid back drum groove
Organic Cinematic (Triplet)	Turning Point (Low)	
Organic Cinematic (Triplet)	Turning Point (Mid)	
Organic Cinematic (Triplet)	Turning Point (High)	
Organic Cinematic (Triplet)	Posturing (Full)	Controlled and determined organic percussion beat
Organic Cinematic (Triplet)	Posturing (Low)	
Organic Cinematic (Triplet)	Posturing (Mid)	
Organic Cinematic (Triplet)	Posturing (High)	
Organic Cinematic (Triplet)	Iron Strike (Full)	Organic drums with fierce metallic strikes accentuated with an epic gong hit
Organic Cinematic (Triplet)	Iron Strike (Low)	
Organic Cinematic (Triplet)	Iron Strike (Mid)	
Organic Cinematic (Triplet)	Iron Strike (High)	
Organic Cinematic (Triplet)	Field Advantage (Full)	Cinematic snares, low drums, and metallic found sounds
Organic Cinematic (Triplet)	Field Advantage (Low)	
Organic Cinematic (Triplet)	Field Advantage (Mid)	
Organic Cinematic (Triplet)	Field Advantage (High)	
Organic Cinematic (Triplet)	Stalemate (Full)	Evolving percussion soundscape
Organic Cinematic (Triplet)	Stalemate (Low)	
Organic Cinematic (Triplet)	Stalemate (Mid)	
Organic Cinematic (Triplet)	Stalemate (High)	
Organic Cinematic (Triplet)	The Surge (Full)	Steady stick pattern with evolving epic drum fills

DAMAGE 2 CONTENT BREAKDOWN

ENSEMBLE DESIGNER (732 Sources, 1 NKI, 94 Snapshots); **KIT DESIGNER** (732 Sources, 1 NKI, 51 Snapshots); **LOOP DESIGNER**, 864 Loops, 1 NKI, 63 Snapshots)

Organic Cinematic (Triplet)	The Surge (Low)	
Organic Cinematic (Triplet)	The Surge (Mid)	
Organic Cinematic (Triplet)	The Surge (High)	
Organic Cinematic (Triplet)	Hunter (Full)	Tribal organic drum groove
Organic Cinematic (Triplet)	Hunter (Low)	
Organic Cinematic (Triplet)	Hunter (Mid)	
Organic Cinematic (Triplet)	Hunter (High)	
Organic Cinematic (Triplet)	T2000 (Full)	He'll be back
Organic Cinematic (Triplet)	T2000 (Low)	
Organic Cinematic (Triplet)	T2000 (Mid)	
Organic Cinematic (Triplet)	T2000 (High)	
Organic Cinematic (Triplet)	Repeat (Full)	Organic drums with slight found sound accents
Organic Cinematic (Triplet)	Repeat (Low)	
Organic Cinematic (Triplet)	Repeat (Mid)	
Organic Cinematic (Triplet)	Repeat (High)	
Organic Cinematic (Triplet)	Subdued (Full)	Tight hand drum groove with booming bass
Organic Cinematic (Triplet)	Subdued (Low)	
Organic Cinematic (Triplet)	Subdued (Mid)	
Organic Cinematic (Triplet)	Subdued (High)	
Organic Cinematic (Triplet)	Tombek Tango (Full)	Subdued tombek groove
Organic Cinematic (Triplet)	Tombek Tango (Low)	
Organic Cinematic (Triplet)	Tombek Tango (Mid)	
Organic Cinematic (Triplet)	Tombek Tango (High)	
Organic Cinematic (Triplet)	Keep Going (Full)	Creative organic drum fills under steady ride cymbal groove
Organic Cinematic (Triplet)	Keep Going (Low)	
Organic Cinematic (Triplet)	Keep Going (Mid)	
Organic Cinematic (Triplet)	Keep Going (High)	
Organic Cinematic (Triplet)	Open Ended (Full)	Syncopated yet sparse drum groove
Organic Cinematic (Triplet)	Open Ended (Low)	
Organic Cinematic (Triplet)	Open Ended (Mid)	

DAMAGE 2 CONTENT BREAKDOWN

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Organic Cinematic (Triplet)	Open Ended (High)	
Organic Cinematic (Triplet)	Caracas (Full)	Earthy groove with toms, sticks, and hand drums
Organic Cinematic (Triplet)	Caracas (Low)	
Organic Cinematic (Triplet)	Caracas (Mid)	
Organic Cinematic (Triplet)	Caracas (High)	
Organic Cinematic (Triplet)	The March (Full)	Brooding metal hits and snare crescendos
Organic Cinematic (Triplet)	The March (Low)	
Organic Cinematic (Triplet)	The March (Mid)	
Organic Cinematic (Triplet)	The March (High)	
Organic Cinematic (Triplet)	At Arms (Full)	Marching beat with crash cymbals and snare ensemble
Organic Cinematic (Triplet)	At Arms (Low)	
Organic Cinematic (Triplet)	At Arms (Mid)	
Organic Cinematic (Triplet)	At Arms (High)	
Organic Cinematic (Triplet)	Tribal Talk (Full)	Steady organic drums with metallic found sound accents and cymbal strikes
Organic Cinematic (Triplet)	Tribal Talk (Low)	
Organic Cinematic (Triplet)	Tribal Talk (Mid)	
Organic Cinematic (Triplet)	Tribal Talk (High)	
Organic Cinematic (Triplet)	Circle Drums (Full)	Large drum hits and wide puili and cymbal fills on top of snares
Organic Cinematic (Triplet)	Circle Drums (Low)	
Organic Cinematic (Triplet)	Circle Drums (Mid)	
Organic Cinematic (Triplet)	Circle Drums (High)	
Organic Cinematic (Triplet)	Territorial (Full)	Booming organic drum groove
Organic Cinematic (Triplet)	Territorial (Low)	
Organic Cinematic (Triplet)	Territorial (Mid)	
Organic Cinematic (Triplet)	Territorial (High)	
Organic Cinematic (Triplet)	Predatory (Full)	Percussion crescendos with lots of space and room to breathe
Organic Cinematic (Triplet)	Predatory (Low)	
Organic Cinematic (Triplet)	Predatory (Mid)	
Organic Cinematic (Triplet)	Predatory (High)	
Organic Cinematic (Triplet)	Fire Temple (Full)	Easier than the water temple

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Organic Cinematic (Triplet)	Fire Temple (Low)	
Organic Cinematic (Triplet)	Fire Temple (Mid)	
Organic Cinematic (Triplet)	Fire Temple (High)	
Organic Cinematic (Triplet)	Diablo De Yare (Full)	Dark, subdued organic hand drum groove
Organic Cinematic (Triplet)	Diablo De Yare (Low)	
Organic Cinematic (Triplet)	Diablo De Yare (Mid)	
Organic Cinematic (Triplet)	Diablo De Yare (High)	
Organic Cinematic (Triplet)	Off Blood (Full)	Resonant organic drums with steady puili and stick rhythms
Organic Cinematic (Triplet)	Off Blood (Low)	
Organic Cinematic (Triplet)	Off Blood (Mid)	
Organic Cinematic (Triplet)	Off Blood (High)	
Organic Cinematic (Triplet)	Warpath (Full)	Stoic, yet fierce unison organic groove
Organic Cinematic (Triplet)	Warpath (Low)	
Organic Cinematic (Triplet)	Warpath (Mid)	
Organic Cinematic (Triplet)	Warpath (High)	
Organic Cinematic (Triplet)	Before Hell Breaks (Full)	Resounding low drum groove with wide taiko stick hits and cymbal offbeats
Organic Cinematic (Triplet)	Before Hell Breaks (Low)	
Organic Cinematic (Triplet)	Before Hell Breaks (Mid)	
Organic Cinematic (Triplet)	Before Hell Breaks (High)	
Organic Cinematic (Triplet)	Mayhem (Full)	Intricate collection of drum fills and mixed percussion rhythms
Organic Cinematic (Triplet)	Mayhem (Low)	
Organic Cinematic (Triplet)	Mayhem (Mid)	
Organic Cinematic (Triplet)	Mayhem (High)	