

### Thump Bass

C1 = **1u**  
C2 = **470n**  
C3 = **22u**

### Squeek Toy

C1 = **22n**  
C2 = **22n**  
C3 = **1u**

### Boiink

C1 = **100n**  
C2 = **22n**  
C3 = **1u**

### Gabbabass

C1 = **10u**  
C2 = **100n**  
C3 = **22u**

### Skrew Bass

C1 = **1u**  
C2 = **470n**  
C3 = **100u**

### Space Droplet

C1 = **470n**  
C2 = **22n**  
C3 = **1u**

### Bird

C1 = **100n**  
C2 = **4.7n**  
C3 = **4.7u**

### El Grito

C1 = **1u**  
C2 = **10n**  
C3 = **100u**

### Tekno Boom

C1 = **1u**  
C2 = **220n**  
C3 = **100u**

### Hi Whistle

C1 = **3.3n**  
C2 = **3.3n**  
C3 = **10u**

### Checkout Scan

C1 = **100n**  
C2 = **100n**  
C3 = **1u**

### Lazer Tom

C1 = **1u**  
C2 = **22n**  
C3 = **22u**

### Pak-Man

C1 = **220n**  
C2 = **100n**  
C3 = **1u**

### Bass Boom

C1 = **220n**  
C2 = **220n**  
C3 = **22u**

### Beep

C1 = **100n**  
C2 = **220n**  
C3 = **1u**

### Spinback

C1 = **1u**  
C2 = **3.3n**  
C3 = **100u**

### House Bass

C1 = **1u**  
C2 = **220n**  
C3 = **22u**

### Metal Blip

C1 = **3.3n**  
C2 = **33n**  
C3 = **1u**

### Hi Tom

C1 = **100n**  
C2 = **220n**  
C3 = **4.7u**

### Looong Bass

C1 = **1u**  
C2 = **100n**  
C3 = **100u**

### Car Blip

C1 = **3.3n**  
C2 = **220n**  
C3 = **4.7u**

### Mid Tom

C1 = **100n**  
C2 = **470n**  
C3 = **4.7u**

### Mouse

C1 = **10n**  
C2 = **10n**  
C3 = **1u**

### Space Hawk

C1 = **470n**  
C2 = **3.3n**  
C3 = **100u**

### Lazer Tag

C1 = **10u**  
C2 = **22n**  
C3 = **22u**