footstep1\_1.wav, footstep1\_2.wav, footstep1\_3.wav, footstep2\_1.wav, footstep2\_2.wav, footstep2\_3.wav, footstep3\_1.wav, footstep3\_2.wav, footstep3\_3.wav, footstep3\_4.wav, human\_text\_scroll\_sound.wav, jump?.wav, robot\_text\_scroll\_sound.wav, swinging\_or\_dashing?.wav, taking\_damage.wav, wire\_throw1.wav, wire\_throw2.wav, and wire\_throw3.wav were recorded by Zane Walter.

draining.wav and overloading.wav come from a slightly modified version of “Electricity buzz”,

futuristic\_door\_opening.wav comes from “Futuristic door opening”, checkpoint.wav comes from “Unlock game notification”, better\_taking\_damage.wav comes from “Metallic sword strike”, terminal\_fully\_drained.wav, terminal\_fully\_drained.wav, terminal\_fully\_drained.wav come from “Robot small malfunction”, enemy\_overloaded.wav comes from “Futuristic electricity sparks”, enemy\_drained.wav comes from “Robot shutting down”, enemy\_attack.wav comes from “Karate fighter hit”, laser.wav comes from “Short laser gun shot”, boss\_electricity.wav comes from “Electric charge hum” from <https://mixkit.co/> under the Mixkit License (details: <https://mixkit.co/terms/> )