basic

Footsteps: <https://opengameart.org/content/footsteps-on-different-surfaces>

Door, open container: <https://opengameart.org/content/door-open-door-close-set>

click(unlock): <https://opengameart.org/content/click-sounds6>

Penguin: <https://opengameart.org/content/penguin-sounds> , <https://opengameart.org/content/penguin-sfx>

Ambient sounds

Boiler room: <https://opengameart.org/content/steam-boiler-sound-loop>

Radio room: <https://opengameart.org/content/radio-noise-1>

Low insanity:

<https://opengameart.org/content/wind1>

<https://opengameart.org/content/solo-seagull-sound-effects>

<https://opengameart.org/content/water-waves>

Mid insanity:

<https://opengameart.org/content/wind>

<https://opengameart.org/content/water-splashes>

<https://opengameart.org/content/freeze-spell-0>

High insanity:

<https://opengameart.org/content/horror-cinema-5>

<https://opengameart.org/content/ghost-breath>

Cutscene:

Crash: <https://opengameart.org/content/cannon-hit>

Speed up: <https://opengameart.org/content/engines-startup-idle-rev>

Paper: <https://opengameart.org/content/paper-crumple-sfx-sound-effect>