<https://freesound.org/people/Godowan/sounds/240463/> - I used a clang from this track for a metal ball hitting a npc into factory death trap.

<https://freesound.org/people/couchHero/sounds/168910/> - I used 5 seconds of this track for a teleport/portal animation.

<https://freesound.org/people/editor_adp/sounds/269485/> -

<https://freesound.org/people/PaynesBeats/sounds/246314/> - I used this track as a background track for a castle level in a game.

<https://freesound.org/people/mrmccormack/sounds/182359/> - I used a part of this track to build an ambience for a factory background track that is loopable.

<https://freesound.org/people/alienistcog/sounds/123713/>

<https://freesound.org/people/bruce965/sounds/425050/> - I used both tracks for a loopable background track for a void/in-between place for a loopable background track.

<https://freesound.org/people/blue2107/sounds/59980/> - I used part of this track as for a ghost possessing someone in a game.

<https://freesound.org/people/mgamabile/sounds/440773/> - I used the glass breaking for a chandelier breaking in a game.

<https://freesound.org/people/ModulationStation/sounds/131599/> - I used a part of this track for a factory compactor/ death trap.

<https://freesound.org/people/ethanchase7744/sounds/439538/> - I used this track for use of a sword slashing in a game.

<https://freesound.org/people/AwXthority/sounds/465708/>

<https://freesound.org/people/wehrwolf78/sounds/132714/> I used both track for an eerie castle background track

<https://freesound.org/people/Vladimir_Oppenheim/sounds/368391/>

<https://freesound.org/people/mrmccormack/sounds/182359/>

<https://freesound.org/people/kentspublicdomain/sounds/477827/>

<https://freesound.org/people/eguobyte/sounds/360703/> - I used these tracks for a classic busy factory level. Made it loopable.

<https://freesound.org/people/AnthonyChan0/sounds/177956/>

<https://freesound.org/people/mricken1/sounds/384390/> I used both track to make a happy day ambiance loopable track

<https://freesound.org/people/PITCHEDsenses/sounds/489069/> - I used this track for the sound of a gun going off in a game.