Level complete:

<https://freesound.org/people/Tuudurt/sounds/258142/>

<https://freesound.org/people/Leszek_Szary/sounds/133284/>

<https://freesound.org/people/unadamlar/sounds/341985/>

[**https://freesound.org/people/Leszek\_Szary/sounds/171670/**](https://freesound.org/people/Leszek_Szary/sounds/171670/)

Level fail:

<https://freesound.org/people/davidbain/sounds/135831/>

<https://freesound.org/people/themusicalnomad/sounds/253886/>

<https://freesound.org/people/cabled_mess/sounds/371451/>

<https://freesound.org/people/mouse85224/sounds/371205/>

[**https://freesound.org/people/mouse85224/sounds/371205/**](https://freesound.org/people/mouse85224/sounds/371205/)

End game:

<https://freesound.org/people/Cunningar0807/sounds/436129/>

<https://freesound.org/people/OtisJames/sounds/215773/>

<https://freesound.org/people/Kastenfrosch/sounds/162458/>

<https://freesound.org/people/FunWithSound/sounds/412066/>

[**https://freesound.org/people/kimp10/sounds/341578/**](https://freesound.org/people/kimp10/sounds/341578/)

Background music:

[**https://freesound.org/people/carpuzi/sounds/382327/**](https://freesound.org/people/carpuzi/sounds/382327/) **menu music**

<https://freesound.org/people/4barrelcarb/sounds/365361/>

<https://freesound.org/people/ehohnke/sounds/376416/>

[**https://freesound.org/people/pinkinblue/sounds/425971/**](https://freesound.org/people/pinkinblue/sounds/425971/) **gameplay music**

<https://freesound.org/people/Cnupoc/sounds/449640/>

Each different tile functionality:

* Bouncy straight:

[**https://freesound.org/people/qubodup/sounds/331381/**](https://freesound.org/people/qubodup/sounds/331381/)

<https://freesound.org/people/cabled_mess/sounds/350898/>

<https://freesound.org/people/Leszek_Szary/sounds/172205/>

<https://freesound.org/people/Porphyr/sounds/187584/>

<https://freesound.org/people/Leszek_Szary/sounds/146726/>

* Deflective wall:

[**https://freesound.org/people/GameAudio/sounds/220204/**](https://freesound.org/people/GameAudio/sounds/220204/)

* Flip straight:

[**https://freesound.org/people/Breviceps/sounds/450612/**](https://freesound.org/people/Breviceps/sounds/450612/)

<https://freesound.org/people/iut_Paris8/sounds/88248/>

<https://freesound.org/people/iut_Paris8/sounds/390150/>

<https://freesound.org/people/SieuAmThanh/sounds/401237/>

* Key and door:
  + Key collected:
  + [**https://freesound.org/people/PearceWilsonKing/sounds/238855/**](https://freesound.org/people/PearceWilsonKing/sounds/238855/)
  + <https://freesound.org/people/cabled_mess/sounds/350876/>
  + <https://freesound.org/people/Kastenfrosch/sounds/162476/>
  + Door opened:
  + [**https://freesound.org/people/FenrirFangs/sounds/214003/**](https://freesound.org/people/FenrirFangs/sounds/214003/)
  + <https://freesound.org/people/JarredGibb/sounds/219480/>
  + <https://freesound.org/people/supersnd/sounds/260075/>
  + <https://freesound.org/people/ppfpower87/sounds/341299/>
* Slope straight:

<https://freesound.org/people/blaukreuz/sounds/162668/>

<http://soundbible.com/892-Avalanche.html>

* Teleporter:

[**https://freesound.org/people/GameAudio/sounds/220202/**](https://freesound.org/people/GameAudio/sounds/220202/)

<https://freesound.org/people/Udderdude/sounds/257567/>

<https://freesound.org/people/Leszek_Szary/sounds/146728/>

<https://freesound.org/people/Leszek_Szary/sounds/172207/>

<https://freesound.org/people/Chriddof/sounds/135513/>

Menu clicks:

<https://freesound.org/people/NenadSimic/sounds/171697/>

[**https://freesound.org/people/Breviceps/sounds/448081/**](https://freesound.org/people/Breviceps/sounds/448081/)

<https://freesound.org/people/Leszek_Szary/sounds/146721/>

<https://freesound.org/people/Leszek_Szary/sounds/146720/>

<https://freesound.org/people/Leszek_Szary/sounds/146722/>