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| **Track** | **Title** | **Author** | **Year** | **Link** |
| **Chamber 0** | Gecko Bonus Zone | Jeff Dodson | 2021 | https://alibimusic.com/track/?trackId=4331550 |
| **Chamber 1 Music** | Type R | Jeff Dodson | 2021 | https://alibimusic.com/track/?trackId=4332681 |
| **Chamber 2 Music** | Village Store Front | Jeff Dodson | 2021 | https://alibimusic.com/track/?trackId=4332747 |
| **Chamber 3 Music** | Castle Coin | Jeff Dodson | 2021 | https://alibimusic.com/track/?trackId=4331496 |
| **Chamber 4 Music** | Double Samurai | Jeff Dodson | 2021 | https://alibimusic.com/track/?trackId=4331496 |
| **Chamber 5 Music** | Dungeon Crawler | Jeff Dodson | 2021 | https://alibimusic.com/track/?trackId=4331509 |
| **Chill Effect before the player is about to be put in the fire** | My Kingdom for a Chiptune | Jeff Dodson | 2021 | https://alibimusic.com/track/?trackId=4331638 |
| **Dramatic Effect for when the player is about to be put in the fire** | Alcoholic Barbarian Village | Jeff Dodson | 2021 | https://alibimusic.com/track/?trackId=4331648 |
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| **Fire Sound effect** | Large Fire with Roaring flames close by | ZapSlat |  | https://www.zapsplat.com/music/large-fire-with-roaring-flames-burn-close-by/ |
| **Player Explosion** | Explosion, Metal Debris | BlastWave |  | https://www.zapsplat.com/music/explosion-metal-debris/ |
| **Goo** | Bicycle hand pump, pumping air out into slime or gunge with hiss and bubbles. Version 6 | ZapSlat |  | https://www.zapsplat.com/music/bicycle-hand-pump-pumping-air-out-into-slime-or-gunge-with-hiss-and-bubbles-version-6/ |
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