**Music**:

Gameplay:

<https://freesound.org/people/B_Lamerichs/sounds/220322/>

OR:

<https://freesound.org/people/Rootsmessenger/sounds/323541/>

OR:

<https://freesound.org/people/Lionhart151/sounds/324923/>

Ending/Credits:

<https://freesound.org/people/Shuinvy/sounds/238069/>

OR

<https://freesound.org/people/Shuinvy/sounds/326063/>

**SFX**:

Bubbling (Intro)

* Light bubbling - <https://freesound.org/people/Melthurian/sounds/319384/>
* Heavy bubbling - <https://freesound.org/people/jasonmchl/sounds/55246/>

Splash (Intro):

<https://freesound.org/people/Huminaatio/sounds/221917/>

OR:

<https://freesound.org/people/SlykMrByches/sounds/55234/>

Drinking (Ending)

<https://freesound.org/people/giwake/sounds/255528/>

OR:

https://freesound.org/people/testing\_player/sounds/243036/

Slimey/sludgy sounds (Gameplay)

* Generic slime sounds:

<https://freesound.org/people/Perel/sounds/222363/>

* Caught by slimes:

<https://freesound.org/people/suntemple/sounds/253173/>

OR:

<https://freesound.org/people/noirenex/sounds/159408/>

Jar or slime get SFX (Gameplay)

* Capture Slime:

<https://freesound.org/people/suntemple/sounds/241809/>

OR:

<https://freesound.org/people/limetoe/sounds/238855/>

OR:

<https://freesound.org/people/renatalmar/sounds/264981/>

OR:

<https://freesound.org/people/TiesWijnen/sounds/233573/>

OR:

<https://freesound.org/people/suntemple/sounds/253172/>