Musik

**Main Theme:**[**https://freesound.org/people/Magmi.Soundtracks/sounds/478255/**](https://freesound.org/people/Magmi.Soundtracks/sounds/478255/) **By Magmi.Soundtracks (edited)**

**Castle Theme:**[**https://freesound.org/people/TheoJT/sounds/667735/**](https://freesound.org/people/TheoJT/sounds/667735/) **By TheoJT (edited)**[**https://sonniss.com/gameaudiogdc**](https://sonniss.com/gameaudiogdc)

**Wood Theme:**[**https://freesound.org/people/MusicByMisterbates/sounds/608132/**](https://freesound.org/people/MusicByMisterbates/sounds/608132/) **By MusicByMisterbates**[**https://freesound.org/people/Elanor1995/sounds/688869/**](https://freesound.org/people/Elanor1995/sounds/688869/) **By Elanor1995**[**https://sonniss.com/gameaudiogdc**](https://sonniss.com/gameaudiogdc)

Sounds

**Abilities:  
Erfolgreicher Block:**[**https://freesound.org/people/nekoninja/sounds/370203/**](https://freesound.org/people/nekoninja/sounds/370203/) **By nekoninja  
  
Magnetstrahl:**[**https://sonniss.com/gameaudiogdc**](https://sonniss.com/gameaudiogdc) **Schießen:  
  
Schild kaputt:**[**https://sonniss.com/gameaudiogdc**](https://sonniss.com/gameaudiogdc) **Schild bereit:**[**https://sonniss.com/gameaudiogdc**](https://sonniss.com/gameaudiogdc) **Schlagen:**[**https://sonniss.com/gameaudiogdc**](https://sonniss.com/gameaudiogdc)

**Footsteps:  
Wood:**[**https://sonniss.com/gameaudiogdc**](https://sonniss.com/gameaudiogdc) **Castle:**[**https://freesound.org/people/SpliceSound/sounds/197401/**](https://freesound.org/people/SpliceSound/sounds/197401/) **By SpliceSound  
  
  
UI:  
Bestätigen:**[**https://freesound.org/people/Eponn/sounds/528865/**](https://freesound.org/people/Eponn/sounds/528865/) **By Eponn  
  
Skippen/Hover:**[**https://freesound.org/people/Eponn/sounds/528865/**](https://freesound.org/people/Eponn/sounds/528865/) **By Breviceps  
  
Zurück:**[**https://freesound.org/people/mrickey13/sounds/515626/**](https://freesound.org/people/mrickey13/sounds/515626/) **By mrickey13**