

This game is too quiet

1 Click on the raindrop and click on the sounds tab at the top.

Click on Import

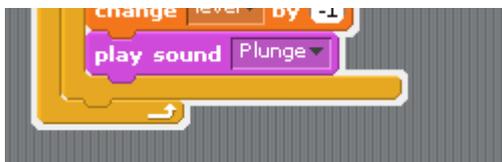


Go into the effects folder and select your sound. I have gone for 'plunge' as it sounds like a big raindrop splashing down.

2 click on the scripts tab and then on the sounds button at the top.

Find 'play sound' (not the one that says 'until done' – just 'play sound')

Select it and drag it to the existing code and put it near the bottom just under 'change level'. If it doesn't say the name of the sound you picked then change it to that one.



3 If you do not like the pre-recorded sounds then why not make your own ?

If you want to try this then click on the sounds tab again.

This time instead of clicking 'import', click on 'record'

Flip the page over to see how this works →

The sound recorder allows you to add any sounds you like to the game :



The red dot is the record button.

Press this and then start making your noise.

The black square is the stop button. You press this at the end to stop recording.

The green arrow (it may be grey until you record something) allows you to play it.

Once you press 'OK' you can give it a name and use it exactly like you did with the plunge noise above.