```
0 ´SOUND SOURCE                                  ____________
100 SET40960,49151:WRT0:OPZ1,0:WRITE"@0:ADVENTURE 16384,P,W"
101 BAS16384:PASS1:←SND1 BYT0:←SND2 BYT0:←SND3 BYT0:←SND4 BYT0:←SND5 BYT0
299 ´___________
300 LDA←SND1:BEQ←SOUND2:TAX:LDA←SOUND1DA,X:STA54273:LDA←SOUND1DB,X:STA54276
301 DEC←SND1:LDA#0:STA←SND2:STA←SND3:←SOUND2 LDA←SND2:BEQ←SOUND3:TAX
302 LDA←SOUND2DA,X:STA54273:LDA←SOUND2DB,X:STA54276:DEC←SND2:LDA#0:STA←SND1
303 STA←SND3:←SOUND3 LDA←SND3:BEQ←SOUND4:TAX:LDA←SOUND3DA,X:STA54273
304 LDA←SOUND3DB,X:STA54276:DEC←SND3:LDA#0:STA←SND1:STA←SND2:←SOUND4 LDA←SND4
305 BEQ←SOUND5:TAX:LDA←SOUND4DA,X:STA54280:LDA←SOUND4DB,X:STA54283:DEC←SND4
306 LDA#0:STA←SND5:←SOUND5 LDA←SND5:BEQ←SOUNDEND:TAX:LDA←SOUND5DA,X:STA54280
307 LDA←SOUND5DB,X:STA54283:DEC←SND5:LDA#0:STA←SND4:←SOUNDEND RTS
499 ´___________
500 ←SOUND1DA BYT0,0,15,10,10,0:←SOUND1DB BYT0,0,33,33,33,0
501 ←SOUND2DA BYT0,0,10,20,20,0:←SOUND2DB BYT0,0,33,33,33,0
502 ←SOUND3DA BYT0,0:FORZ=1TO14:BYT Z/3+1:NEXTZ:BYT0
503 ←SOUND3DB BYT0,0:BUF14,65,129:BYT0
504 ←SOUND4DA BYT0,0:FORZ=1TO29:BYT 12+10*LOG(Z+5):NEXTZ:BYT0
505 ←SOUND4DB BYT0,0:BUF29,65:BYT0
506 ←SOUND5DA BYT0,0:FORZ=1TO29:BYTZ/3+2+(ZAND1)*2:NEXTZ:BYT0
507 ←SOUND5DB BYT0,0:BUF29,65:BYT0
997 ´___________
998 PASS2:END
999 __________
1000 SAVE"@0:SOUND SOURCE",8:END
```