



```
1125 CALL SOUND(-350,116.5,0,164,8,233,16,-7,4)
1130 FOR J=1 TO 170 :: NEXT J :: RETURN
1140 X=2^(1/12) :: FOR I=1 TO 13 :: K=110*X^I :: CALL SOUND(100,K,0) :: PRINT K :: NEXT I
1150 FOR I=1 TO 30 :: NEXT I :: RETURN
1110 CALL SPRITE(#2,96,8,100,120,-6,-6,#3,97,8,100,120,6,-6)
1113 CALL COLOR(8,6,6) :: CALL COLOR(9,8,6) :: CALL COLOR(10,8,6) :: GOSUB 1130 :: CALL HCHAR(12,13,32,10) :: CALL HCHAR(13,13,32,10)
1115 CALL SPRITE(#4,98,8,100,120,-6,6,#5,98,8,100,120,6,6) :: GOSUB 1150 :: GOSUB 1150 :: GOSUB 1150
1119 FOR I=1 TO 4 :: GOSUB 1130 :: NEXT I :: GOTO 119
1120 CALL SOUND(-350,116.5,0,164,8,233,16,-7,4)
1125 CALL SOUND(-350,116.5,0,164,8,233,16,-7,4)
1130 FOR J=1 TO 170 :: NEXT J :: RETURN
1140 X=2^(1/12) :: FOR I=1 TO 13 :: K=110*X^I :: CALL SOUND(100,K,0) :: PRINT K :: NEXT I
1150 FOR I=1 TO 30 :: NEXT I :: RETURN
```