```
#Coded by Dacia
in_thread do
 live_loop :base do
   use bpm 180
   use synth :piano
   play_pattern_timed [:b2,:c3,:b2,:a2,:ab2,:b2], [0.5,0.5,0.5,0.5,0.5,0.5]
  end
  sleep 1.5
  sample :drum_bass_hard
  sleep 0.5
  sample :drum cymbal open
  sleep 0.5
 live loop :ritmo do
   sample :drum cymbal closed
   sleep 0.5
   sample :drum_cymbal hard
   sample :drum_cymbal pedal
   sleep 0.5
  end
  2.times do
    2.times do
     use_synth :square
     play pattern timed [:e,:c5,:b,:e,:c5,:c5,:b,:e],[1,0.5,0.5,1,0.15,0.5,0.15,0.5,0.15,1],release: 0.65
     play_pattern_timed [:e,:c5,:c5,:b,:b,:e,:g,:e,:g,:e,:g,:e,:c], [0.15,0.5,0.15,0.5,0.15,1,0.15,1,0.15,0.5,0.15,0.5,0.15,0.5],
release: 0.65
    end
    play_pattern_timed [:e,:g,:e,:g,:e,:g,:e,:c], [1,0.15,1,0.15,0.5,0.15,0.5,0.15,0.5,0.5],release: 0.65
    play_pattern_timed [:e,:g,:c,:g,:e,:g,:e,:g], [1,0.15,1,0.15,0.5,0.15,0.5,0.15,0.5,0.5],release: 0.65
 end
end
```

```
#Coded by Simone
in_thread do
 sleep 0.3
  use_synth :piano
  sample :bass_thick_c
  play_pattern_timed [:c3, :e4, :c5, :a2, :b3, :f5, :a2], [0.2, 0.2, 0.25, 0.2, 0.3,
0.20]
  sample :bd_gas
  sleep 0.15
  sample :bd_gas
 sleep 0.15
 sample :bd_gas
 sleep 0.15
 sample :bd_gas
 sleep 0.15
 sample :bd_gas
 sleep 0.15
 sample :bd_gas
 sleep 0.15
 sample :bd_gas
 sleep 0.15
 sample :bd_gas
 sleep 0.15
 sample :bd_gas
 sleep 0.20
 use_synth :growl
 play 67
 sleep 0.25
 play 71
 sleep 0.30
  play 70
 sleep 0.25
 play 69
  sleep 0.30
 beat
 play 64
 sleep 0.20
 play 63
 sleep 0.2
 play 68
 play 59
 sleep 0.40
 play 66
 sleep 0.25
 play 71
 sleep 0.30
 play 70
 sleep 0.25
 play 69
 sleep 0.25
```

```
use_synth :hollow
sample :bd_sone
sleep 0.4
play 92
sleep 0.2
play 91
sleep 0.25
play 93
sleep 0.2
play 94
sleep 0.25
play 91
sleep 0.3
play 92
sleep 0.3
play 93
sleep 0.3
play 97
sleep 0.25
play 92
sleep 0.25
play 95
sleep 0.25
play 99
use_synth :growl
sleep 0.25
play 82
sleep 0.3
play 84
sleep 0.3
play 89
sleep 0.25
play 88
sleep 0.25
play 83
sleep 0.30
play 86
sleep 0.25
play 84
sleep 0.3
play 82
sleep 0.3
play 80
sleep 0.3
play 83
sleep 0.50
use_synth :dark_ambience
sample :bd_808
sleep 0.15
play 74
sleep 0.25
play 77
sleep 0.25
```

```
play 78
sleep 0.30
play 77
sleep 0.20
play 73
sleep 0.20
play 72
sleep 0.25
play 76
sleep 0.3
play 77
sleep 0.25
play 74
sleep 0.25
play 79
sleep 0.2
play 75
sleep 0.4
use_synth :growl
sample :bd_pure
play 86
sleep 0.3
play 88
sleep 0.35
play 84
sleep 0.25
play 87
sleep 0.25
play 89
sleep 0.25
play 83
sleep 0.5
play 84
sleep 0.35
play 82
sleep 0.25
play 87
sleep 0.30
play 89
sleep 0.6
use_synth :hollow
sample :bass_hit_c
play 74
sleep 0.3
play 72
sleep 0.25
play 76
sleep 0.25
play 79
sleep 0.25
play 75
sleep 0.30
play 77
```

```
sleep 0.25
 play 71
 sleep 0.25
 play 73
 sleep 0.25
 play 78
 sleep 0.55
 sample :bd ada
 sleep 0.75
 sample :bd_ada
 sleep 0.75
 sample :bd_ada
 sleep 0.75
 sample :bd_ada
 sleep 0.75
 sample :bd_ada
 sleep 0.5
end
```

#Coded by Matilde A.

```
8.times do
 sample:ambi_haunted_hum
 with_fx:echo do
  sample:ambi_dark_woosh
  play 80
  sample:ambi_choir
  sleep 1
  sample:ambi_dark_woosh
  sample :ambi_choir
  play 81
  sample:ambi_dark_woosh
  sample:ambi_choir
  sleep 1
  sample:ambi_dark_woosh
  sample:ambi_choir
  play 80
  sample :ambi_dark_woosh
  sample :ambi_choir
  sleep 1
  sample:ambi_dark_woosh
  sample:ambi_choir
  play 78
  sample:ambi_dark_woosh
  sample :ambi_choir
  sleep 1
  play 81
  sample:ambi_choir
  sleep 1
  sample:ambi_choir
  play 78
 end
end
in_thread do
 2.times do
```

sample:ambi_haunted_hum

with_fx :echo do

```
sample:ambi_dark_woosh
   play 80
sample :ambi_choir
   sleep 1
   sample :ambi_dark_woosh
sample :ambi_choir
   play 81
   sample :ambi_dark_woosh
sample :ambi_choir
   sleep 1
   sample:ambi_dark_woosh
   sample :ambi_choir
   play 80
   sample :ambi_dark_woosh
   sample :ambi_choir
   sleep 1
   sample:ambi_dark_woosh
   sample:ambi_choir
   play 78
   sample :ambi_dark_woosh
   sample:ambi_choir
   sleep 1
   play 81
   sample:ambi_choir
   sleep 1
   sample:ambi_choir
   play 78
  end
 end
end
```