

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class RumbleSound : MonoBehaviour
6 {
7     private AudioSource Player;
8
9     // Start is called before the first frame update
10    void Start()
11    {
12        Player = GetComponent<AudioSource>();
13    }
14
15    // Update is called once per frame
16    void Update()
17    {
18        if(SaveScript.Rumble1 == true || SaveScript.Rumble2 == true)
19        {
20            Player.Play();
21        }
22        else
23        {
24            Player.Stop();
25        }
26    }
27 }
28
```