```
<sequence id=0>
  <event tick="0" id="1"</pre>
         marker="Foo Bar">
    <address class="delay"
              attribute="time"/>
    <value>400</value>
  </event>
  <!-- we deleted event id="2"
       at some point -
  <event tick="0" id="3"</pre>
         marker="">
    <!-- this goes to 'another'
         player -->
    <address class="player"
             attribute="play"/>
    <value>1</value>
  </event>
  <event tick="100" ia="4"
         marker="Baz Bam">
    <address class="delay"
             attribute="time"/>
    <value>800</value>
  </event>
</sequence>
```