

```

let HarderBetterFasterStronger =
  play( $A_1, 1/4$ ); play( $A_1, 1/4$ );
  twice {
    twice { $i \Rightarrow$ 
      play( $E_1, 1/4$ ); play( $F\#_1, 1/4$ );
      play( $A_1, 1/4$ ); play( $F\#_1, 1/4$ );
      play( $C\#_2, 1/4$ ); play( $H_1, 1/4$ );
      if  $i == 1$ 
        play( $A_1, 1/4$ ); play( $F\#_1, 1/4$ );
      else
        play( $A_0, 1/4$ ); play( $F\#_0, 1/4$ );
    }
  }
  play( $A\#_0, 1/8$ ); play( $A\#_0, 1/8$ );
  play( $F_0, 1/8$ ); play( $F_0, 1/8$ );

```