```python
import pygame

import random

import math


# Initialize Pygame and mixer

pygame.init()

pygame.mixer.init()


# Set up the display

WIDTH, HEIGHT = 800, 600

screen = pygame.display.set_mode((WIDTH, HEIGHT))

pygame.display.set_caption("Psychedelic Soundscape Explorer")


# Colors

BLACK = (0, 0, 0)


# Player

player_pos = [WIDTH // 2, HEIGHT // 2]

player_radius = 20


# Sound zones

sound_zones = []

for _ in range(5):

    sound_zones.append(

        [

            random.randint(0, WIDTH),
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        random.randint(0, HEIGHT),
        random.randint(50, 150),
    ]
)


# Create sounds
sounds = [pygame.mixer.Sound(f"sound{i}.wav") for i in range(1, 6)]


# Main game loop
running = True
clock = pygame.time.Clock()


while running:
    for event in pygame.event.get():
        if event.type == pygame.QUIT:
            running = False

    # Move player
    keys = pygame.key.get_pressed()
    if keys[pygame.K_LEFT]:
        player_pos[0] -= 5
    if keys[pygame.K_RIGHT]:
        player_pos[0] += 5
    if keys[pygame.K_UP]:
        player_pos[1] -= 5
    if keys[pygame.K_DOWN]:
```

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        player_pos[1] += 5

    # Clear the screen
    screen.fill(BLACK)

    # Draw and play sounds
    for i, (x, y, radius) in enumerate(sound_zones):
        distance = math.sqrt(
            (player_pos[0] - x) ** 2 + (player_pos[1] - y) ** 2
        )
        if distance < radius:
            intensity = 1 - (distance / radius)
            sounds[i].set_volume(intensity)
            sounds[i].play(-1)

            # Create trippy color based on distance and sound
            r = int(255 * math.sin(intensity * math.pi / 2))
            g = int(255 * math.cos(intensity * math.pi / 2))
            b = int(255 * (1 - intensity))

            pygame.draw.circle(
                screen, (r, g, b), (x, y), int(radius * intensity), 2
            )
        else:
            sounds[i].stop()
```

```python
    # Draw player
    pygame.draw.circle(
        screen, (255, 255, 255), player_pos, player_radius
    )

    pygame.display.flip()
    clock.tick(60)

pygame.quit()
```