Guideline:

So, I think it would go something like this. The game would start with "Loop 1" playing by default, and would continue to play again at the completion of it's audio file (aka, it would be on an endless loop). Then when a pipe completion is made, the next numerical loop would start in when "Loop 1" has finished one cycle (completion of audio file) within its endless loop.

Or, in the case of more loops down the line, it would start when the previous loop has completed one cycle within its endless loop.

Once all loops are playing, then this would simply continue on until the end of the game.