

```
1: #include "defs.h"
2:
3: #include "PLL.h"
4: #include "LCDG.h"
5: #include "Timer.h"
6: #include "Game.h"
7: #include "switch.h"
8: #include "music.h"
9:
10: void main(void) {
11:     PLL_Init();
12:     LCD_Init();    // TCNT at 1.5 MHz
13:     Timer_Init();
14:     DDRP |= 0xA0; // heartbeats, PP7 every 3000, PP5 at sampling rate
15:     Key_Init();
16:     DAC_Init();
17:     Music_InitOC7();
18:     asm cli
19:     Game_Init();
20:
21:     //enableOC6(&whee, 60000, 25, 5);
22:
23:     for(;;) {
24:     }
25: }
26:
```