Megadeth - Burnt Ice

Tom: E		Back to one:
this one even though it was	me song. Took a lot of work on all my work. Most of the credit	Diff 6 (Colo Dhuthm)
		Riff 6 (Solo Rhythm)
Guitar 2	x2	
	x2	x3
		Guitar Solo (Mustaine)
Riff 2		
"He said he'd"		
Final time:		
"Pounding on the"		
Guitar fills over Riff 2 #1		
#2		
#3		Fed Colo
#4		End Solo
End Cuiton fills		Riff 7
End Guitar fills Riff 3		"Always looking"
Guitar 1		"broken, beaten" Final time:
Guitar 2		"away, but he's" Riff 8 (Solo Rhythm)
Riff 4		
"Anything"		
"For that next"		
Guitar fill over Riff 4		Solo (Drover)
Riff 5 Guitar 1		
"Spiral to"		
"Without the truth"		Riff 9 Guitar 1
Guitar 2		lst ending:
Two guitars play next part: Guitar A		2nd ending:
Guitar <mark>B</mark>		Guitar 2

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x2

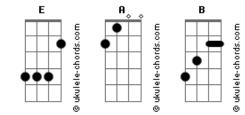
x2

x2

x16

Solo (Mustaine)	x2	
		End Solo
	x2	
	x2	Notation:
	*2	10 = bend a quarter step.
		10b11 = bend a half step.
		10b12 = bend a full step.
		10b12r10 = bend and release.
End Solo		[10]12 = pre-bend.
Solo (Drover)		<pre>[10]12r10 = pre-bend and release. {14} = pick the 14th fret while holding the most</pre>
50t0 (DIOVEL)		<pre>{14} = pick the 14th fret while holding the most previous bend.</pre>
		= touch the string above the 17th fret while
		previous note(s) is(are) still ringing.
х3		
		10b13 = tremolo bar bend, from the 10th fret to the 13th
		fret. 7d4 = tremolo bar dive, from the 7th fret to the 4th
		fret.
End Solo		12~ = tremolo bar vibrato.
Riff 11		<pre>x = mute with fret-hand</pre>
"Chaday recenter "		= palm mute
"Shadow people"		X\\ = pick slide h = hammer-on
Guitar fill over Riff 11		p = pull-off
		~ = vibrato
		t = finger tap
		/ = slide up
Play Riff 11 Solo Rhythm		\
Solo (Mustaine)		n. = natural narmonics a = artificial harmonics
Soco (hastaric)		= ghost note
		tm = trem picking
		tr = trill
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Acordes



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