

Megadeth - Doctor Is Calling

Tom: Gb

Tuning: Standard

Riff 1
Guitar 1 (Clean)

Guitar 2 (Distortion w/ tremolo)

Guitar 3 (Distortion)

Guitar 4 (Distortion)

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E|-----|
B|-----|
G|-[fades in]-----|
D|-----|
A|-----5~-----4~-----3~-----|
E|-----2-----2-----2--0-|
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Riff 2 (Distortion)

Riff 3 (Guitar 2 plays top notes) x2

"The doctor is calling..."

Riff 3a (Guitar 2 plays top notes)

"Something's going wrong..."

"I listen to the voices..."

"Something's going down..."

"Looking past the bars..."

Riff 4
Guitar 1 (12-string acoustic)

"The coat of arms..."

"I hear the doctor..."

"The family crest..."

"I hear the doctor..."

Guitar 2 (Distortion)

Riff 1a
Guitar 1 (Distortion)

Guitar 2 (Distortion w/ tremolo)

Guitar 3 (Distortion)

Play Riff 2
Play Riff 3a "Always sharing..."

Riff 4a
Guitar 1 (12-string acoustic)

"I hear the doctor..."

"I see the chalkline..."

"I hear the doctor..."

Guitar 2 (Distortion)

Play Riff 1 w/o guitar 4

Riff 2a

Riff 2b (Solo Rhythm)

x3

(Division: harmony guitar plays top notes)

x3

(Division: harmony guitar plays top notes)

Solo (Friedman)

End Solo

Riff 4b (Play 2x)
Guitar 1 (12-string acoustic)

"The coat of arms..."

"I hear the doctor..."

Guitar 2 (Distortion)

Riff 5
Guitar 1

Guitar 2

Riff 4c
Guitar 1 (12-string acoustic)

"I see the chalkline..."

"I hear the doctor..."

"A merciful embalming..."

Guitar 2 (Distortion)

Riff 6
Guitar 1 (12-string acoustic)

Guitar 2 (Distortion)

Ending
Guitar 1 (Acoustic)

Guitar 2 (Distortion)

e|-----|
B|-----|
G|-----|
D|-----|
A|--3--|
E|--1--|

Notation:

10 = bend a quarter step.
10b11 = bend a half step.
10b12 = bend a full step.
10b12r10 = bend and release.
[10]12 = pre-bend.

[10]12r10 = pre-bend and release.
{14} = pick the 14th fret while holding the most previous bend.
= touch the string above the 17th fret while previous note(s) is(are) still ringing.

10b13 = tremolo bar bend, from the 10th fret to the 13th fret.
7d4 = tremolo bar dive, from the 7th fret to the 4th fret.
12~ = tremolo bar vibrato.

x = mute with fret-hand
= palm mute
X\\ = pick slide
h = hammer-on
p = pull-off
~ = vibrato
t = finger tap
/ = slide up
\\ = slide down
h. = natural harmonics
a = artificial harmonics
= ghost note
tm = trem picking
tr = trill

Acordes

