

# Megadeth - Play For Blood

Tom: **Gb**

(intro - fade in)

(solo - Drover)

(solo - Mustaine)

(riff 5 - Solo Rhythm) x3

(riff 1) x2

(solo - Mustaine)

"Everybody..."

"...inside..."

(riff 6)

"Any place..."

"...lives..."

(riff 7 - Solo Rhythm) x3

(riff 2 - Slide down off last notes final time)

"With fire and lightning..."

"...shooting..."

(solo - Mustaine)

(riff 1a)

"Any place..."

"...flight..."

x2

The first three notes lightly ring into the last note for these diminished groups. So hold the first three notes and strike them using a downstroke, then upstroke the e17.

(riff 2 - Solo Rhythm)

(solo - Drover)

(riff 8 - Solo Rhythm)

(riff 3 - Solo Rhythm)

(riff 7 - Solo Rhythm)

(solo - Drover)

(solo - Mustaine)

(riff 1b)

(riff 9 - Out chorus and solo rhythm)

(riff 1 But don't repeat first line)

(riff 2)

(riff 1a)

(riff 2 - Solo Rhythm)

(solo - Drover)

Repeat above, end with:

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E|-----|
B|-----|
G|-----|
D|-----|
A|--4\--|
E|--2\--|
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(riff 3)

(solo - Mustaine)

(solo - Mustaine)

(solo - Drover)

(riff 4 - Solo Rhythm) x3

(solo - Mustaine)

(solo - Drover)

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

