Megadeth - Play For Blood

Tom: Gb

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   (intro - fade in)



(solo - Mustaine)

(riff 1)                                   x2

   "Everybody..."

   "...inside..."

   "Any place..."

   "...lives..."

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

   "With fire and lightning..."

   "...shooting..."

(riff 1a)

   "Any place..."

   "...flight..."
                 x2


(riff 2 - Solo Rhythm)

(solo - Drover)



(riff 3 - Solo Rhythm)


(solo - Mustaine)




(riff 1b)

(riff 1  But don't repeat first line)
(riff 2)
(riff 1a)
(riff 2 - Solo Rhythm)

(solo - Drover)




(riff 3)

(solo - Mustaine)




(riff 4 - Solo Rhythm)       x3
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(solo - Drover)




(riff 5 - Solo Rhythm)       x3


(solo - Mustaine)


(riff 6)


(riff 7 - Solo Rhythm)              x3


(solo - Mustaine)



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 8 - Solo Rhythm)




(riff 7 - Solo Rhythm

(solo - Drover)




(riff 9 - Out chorus and solo rhythm)




Repeat above, end with:
E|------|
B|------|
G|------|
D|------|
A|--4\--|
E|--2\--|

(solo - Mustaine)


(solo - Drover)
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(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

Gb