

# Megadeth - Problems

Tom: **Gb**

(afinação **Eb** )

(riff 1)

(riff 2)

"Too many problems..."

(riff 3)  
(guitar 1)

(guitar 2)

(riff 1)  
(riff 2)  
(riff 3 except use this for ending to guitar 2)

(riff 1 "...you, what you going to do...")  
(riff 1 Solo Rhythm)

(solo - Mustaine)

(riff 3 except use this for ending to guitar 2)

(riff 1 "...you, what you going to do?")  
(riff 2)

(guitar fills over - riff 2)

(riff 3 except use this for ending to guitar 2)

(riff 1 "...you, what you going to do?")

(ending Rhythm)

"Problem, problem..."

"Problem, problem..."

Ending lead:

(final time)

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

