

Megadeth - 44 Minutes

Tom: D	(play riff 2)
(intro)	(play riff 3)
(guitar 1)	(riff 5 - solo rhythm)
	(final time)
(guitar 2)	(solo) (broderick)
(guitar 3)	
(lead into verse)	
(guitar 1)	
(guitar 2)	
(riff 1)	(end solo)
	(riff 6 - solo rhythm)
(riff 2)	
(guitar 1)	(solo - mustaine)
(guitar 2)	
	(end solo)
(riff 3)	(riff 7 - solo rhythm)
(guitar 1)	
	(guitar 1)
	(guitar 2)
(guitar 2)	(solo - broderick)
(guitar 3 - comes in the 2nd time)	
(riff 4 - solo rhythm)	
(guitar 1)	(end solo)
	(play riff 3)
(guitar 2)	(riff 8)
(solo) (broderick)	(guitar 1)
	(guitar 2)
(play riff 1)	(riff 9 - solo rhythm)

(guitar 1)

(guitar 2)

(both guitars)

(guitar 1)

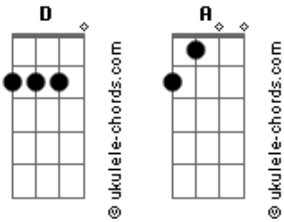
(guitar 2)

(solo) (broderick)

(end solo)

(notation)

Acordes



- 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