

Extreme: Rise solo (2:17-3:12)

Played by Nuno Bettencourt

Transcribed by Bakerman

$\text{♩} = 175$

Drop D tuning

19 19

T
A
B

5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 3 0 3 5 3 0 5 5 5 5 3 3 3 3 3 5 5 5 5

9 9 6 5 6 5

5 6 8 8 8 8 8 8 8 8 8 8 8 7 5 8 5 7 8 7 5 8 5 7 8 8 8 8 8 8 8 8 7 5 4 8 8 7 5 8

3 3 5

5 7 8 7 5 8 5 7 8 8 13 13 13 13 13 12 10 13 10 12 13 13 15 15 15 15 13 15 17 22 22 22 22

8va

5

steady gliss. - string noise w/ bar

22 22 22 22 22 17 13

0 2 5

0 (0) -6

-1 1/2 -2 1/2 -2 1/2 -2 1/2 -2 1/2 -2 1/2 -1 1/2

w/ bar

catch 3rd string during bend grad. release

1/2

(5) 7 10 (10) (10) (10) (10) (10) (10) (10) X X X (17) (17)

Musical notation for the first system, featuring a treble clef staff with a melodic line and a guitar staff with fret numbers and techniques like "grad. release".

Musical notation for the second system, including a treble clef staff and a guitar staff with techniques like "P.M. --|" and "1/2".

Musical notation for the third system, showing a treble clef staff and a guitar staff with techniques like "P.M. --|" and "P.M.".

Musical notation for the fourth system, featuring a treble clef staff and a guitar staff with techniques like "semi-P.H.", "P.M. --", and "rake".

Musical notation for the fifth system, including a treble clef staff and a guitar staff with techniques like "P.M.", "semi-P.H.", and "rake".

slight P.M. throughout

sim.

1.

octave-up pitch shifter fades in next 2 meas.

2.

pitch shifter off

end slight P.M. -|