

Post script

Savatage
Ghost in the ruins

Words & Music by Criss Oliva

Standard tuning

♩ = 135

E-Gt

Measures 1-6 of the guitar piece. The music is in 2/4 time and standard tuning. Measure 1 starts with a first fret barre (marked '1') and a forte dynamic (*f*). The melody consists of eighth notes, and the bass line features triplets and sixteenth notes. The guitar tab below shows fingerings: 0 2 2 0 0 0 0 2 0 3 3 0 3 3 0 2 0.

Measures 7-13 of the guitar piece. Measures 7-13 are a repeat of measures 1-6, indicated by a double bar line with repeat dots and a '3x' marking above the staff. The guitar tab below shows fingerings: 3 2 2 0 0 2 2 0 3 2 0 0 2 1 3 3 0 3 3 0 2 0.

Measures 14-17 of the guitar piece. Measure 14 starts with a key signature change to one sharp (F#) and a 3/4 time signature change. The melody continues with eighth notes, and the bass line features complex rhythmic patterns with many accidentals. The guitar tab below shows fingerings: 3 2 2 0 2 5 5 7 7 6 7 4 7 7 6 7 3 7 7 6 7.

Measures 18-21 of the guitar piece. Measures 18-21 continue the 3/4 time signature. The melody features eighth notes with a key signature change to one sharp (F#) in measure 18. The bass line continues with complex rhythmic patterns. The guitar tab below shows fingerings: 7 7 6 6 5 7 7 6 7 3 7 7 6 7 7 7 6 7.

22

TAB

0 6 7 7 0 6 7 7 0 6 7 7 0 6 7 7 5 4 4

27

p f fff mf fff mp f mp fff mp f fff mp

TAB

4 5 7 5 8 5 7 8 0 5 7 0 5 5 3 0 0 3 0 5

32

fff mp f fff mp f p f fff mf fff mp f mp

TAB

5 3 0 0 3 0 4 5 7 5 8 5 7 8 0 5 7 0 5 0

37

$\text{♩} = 110$ $\text{♩} = 115$ $\text{♩} = 115$

fff mp f fff mp f fff f fff mf f mf

TAB

5 3 0 0 3 3 8 7 7 8 8 8 8 8 8 9 8 10 10 10 8 8

44

mp *f* *mf* *f* *mf*

T	12	10	8	8	8	10	10	3	0	5	8
A	12	10	9	10	8	9	8	10	10	3	4
B	10	8	8	8	8	8	10	8	3	5	8

51

f *mf* *mp* *f* *mf* *f*

♩=115 ♩=115 ♩=115 ♩=100 ♩=95 ♩=85

T	10	10	10	12	10	8	8	8	8	10	10	12	12	12	(12)
A	10	10	10	12	10	9	10	8	9	8	8	10	10	10	10
B	8	10	10	10	8	8	8	8	8	8	8	10	10	10	10

58

mf *f*

T	8	(8)
A	8	(8)
B	8	(8)