

# wicked game

wicked game  
Chris Isaak  
heart shaped world

Words & Music by Chris Isaak

Standard tuning

♩ = 115

**intro**

E-Gt

*p* *f* *p* *f*  
let ring -----

T  
A  
B

7 7

8

Don't hesitate to play it with wah !

*p* *f* *p* let ring

T  
A  
B

2 3 0 2 3 0 2 (2) 0 2 2 0 2 2

12

*mf* *f* *mp* *p* *f* *mf* *f* *mp*  
let ring -----

T  
A  
B

(2) 2 4 5 6 6 (6) (6) 3 0 2 3 2 3 0 2

15

**1° Couplet**

*f* *mp* let ring get ring *f* *mp* *p* *f* *mf*

T  
A  
B

(2) 0 2 2 2 0 2 2 0 1 (1) (1) (1) (1) (1)

22

TAB (1) (1) (1) (1) (1) (1) (1) (1) (1) (1)

32 **Chorus**

*p* *f* *mf* *p* *f* *mf*  
let ring - + let ring - +

TAB (1) (1) (7/1) (1) (1) (1) (7/1) (1) (1)

41

*f* *p* *f* *p* let ring

TAB (1) (1) 2 3 0 2 3 0 2 (2/2) 0 2 2 0 2 2

44

*mf* *f* *mp* *p* *f* *mf* *f* *mp*  
let ring ----- |

TAB (2) 2 4 5/6/6 (6) (6) 2 3 0 2 3 2 3 0 2

47 **Bridge**

*f* *mp* *f* *mp* *p* *f*  
let ring get ring

TAB (2/2) 0 2 2 2 2 0 2 2 0 1

54

*p* ..... *mf*

TAB: 11-14-16 | 9-11-14 | 4 | 11-14-16 | 9-7-4

60

*tr*

**Chorus**

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

*tr* *let ring*

TAB: (4) | 14(16) 11(14) | 9-7-4 | 4 | (4) | 7(4) | (4)

68

*p* *f* *mf* *p* *f* *mf* *p* *f*

*let ring*

TAB: (4) | (4) | 7(4) | (4) | (4) | (4) | 7(4) | (4) | 0(4)

77

*mf* *p* *f* *mf* *f* *p*

*let ring*

TAB: (4) | 7(4) | (4) | (4) | (4) | (4) | 2-3-0-2-3-0-2

83

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

*let ring* *let ring*

TAB: (2) 0 2 2 0 | (2) 2 2 2 | 5 6 6 | (6)

86

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

let ring

TAB (6) 2 3 0 2 3 2 3 0 2 (2) 0 2 2 2 0 2 2 0 1 (1)

2° Couplet

90

*p* *f* *mf*

let ring

TAB (1) (1) (1) (1) (1) (1) (1) (1) (1) (1)

Chorus

100

*p* *f* *mf*

let ring

TAB (1) (1) (1) (1) (1) (1) 7 (1) (1)

109

*p* *f* *mf* *f* *p*

let ring

TAB (1) 7 (1) (1) (1) (1) 2 3 0 2 3 0 2

115

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

let ring

let ring

let ring

TAB (2) 0 2 2 0 (2) 2 2 2 5 6 6 1 1 1 1 1 2 2 2 2 2 2 2 2 2 2 2 2 0 0 0 0 12 12 2 0

118

*f mp* *f mp* *f mp* *p f* *p*

let ring

12  
0  
1

T  
A  
B

(1) 2 3 0 2 3 2 3 0 2 (2) 0 2 2 2 0 2 2 2 2 2 2 2 7

122

*let ring*

T  
A  
B

0