

Max Payne theme

Main title
Max Payne

Words & Music by Eagleeye

Standard tuning

♩ = 120

S-Gt

Musical notation for measures 1-5. Measure 1 is in 2/4 time, measures 2-5 are in 3/4 time. The notation includes a treble clef, a key signature of one sharp (F#), and a dynamic marking of *f* starting at measure 6. Below the staff is a TAB section with five lines.

Musical notation for measures 6-11. Measure 6 starts with a dynamic marking of *f*. The notation includes a treble clef, a key signature of one sharp (F#), and a dynamic marking of *f*. Below the staff is a TAB section with five lines.

Musical notation for measures 12-18. The notation includes a treble clef, a key signature of one sharp (F#), and a dynamic marking of *f*. Below the staff is a TAB section with five lines.

Musical notation for measures 19-24. The notation includes a treble clef, a key signature of one sharp (F#), and a dynamic marking of *f*. Below the staff is a TAB section with five lines.

Musical notation for measures 25-30. The notation includes a treble clef, a key signature of one sharp (F#), and a dynamic marking of *f*. Below the staff is a TAB section with five lines.

32

TAB

20 — 15	18 — 15 — 11	12	(12)	9 — 8	15 — 8	15		
17 — 12	15 — 12 — 8	9	(9)	6 — 5	12 — 5	12		

39

TAB

6 — 8 — 9	10	7 — 3	11 — 10	6	6 — 8 — 9	10	8 — 7	
3 — 5 — 6	7	4	8 — 7	3	3 — 5 — 6	7	5 — 4	

45

TAB

5 — 7	8	13 — 16 — 18 — 20	20 — 15	18 — 15 — 11	12	(12) — 9 — 8		
2 — 4	5	10 — 13 — 15 — 17	17 — 12	15 — 12 — 8	9	(9) — 6 — 5		

52

TAB

15 — 8	15 — 16	12 — 13	16 — 18 — 20	20 — 15	18 — 15 — 11	12		
12 — 5	12 — 13	9 — 10	13 — 15 — 17	17 — 12	15 — 12 — 8	9		

59

TAB

(12)	9 — 8	15 — 8	15					
(9)	6 — 5	12 — 5	12					

67

TAB

77

T
A
B

87

T
A
B

96

T
A
B

103

T
A
B

109

T
A
B

116

T
A
B

123

T	(12)	9	8	15	8	15	(15)			
A	(9)	6	5	12	5	12	(12)	10	13	15
B								17		12

12#

T	15	12	8	9	(9)	6	5	12	5	12	13	9	10	13	15	17
A																
B																

136

T	17	12	15	12	8	9	(9)	6	5	12	5	12	13
A													
B													

142

T													
A													
B													