



## *Wicked Game*

James Vincent McMorrow

♪ Level 35/100 (Beginner)

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# Wicked Game

Words and Music by Chris Isaak

♩ = 112

Guitar: Capo 2nd fret

C#m  
(Bm)



B  
(A)



F#  
(E)



2° only

The

*p*

with Pedal

Detailed description: This system contains the first four measures of the song. The vocal line starts with a whole rest, followed by a half note G4 on the word 'The'. The piano accompaniment begins with a piano (*p*) dynamic, featuring a steady eighth-note melody in the right hand and a bass line with a half-note pedal point in the left hand. The key signature is three sharps (F#, C#, G#) and the time signature is 4/4.

5

C#m (Bm) B (A) F# (E)

world was\_ on\_ fire,\_ no-one could save me but you, it's

(on %) *pp*

Detailed description: This system contains measures 5 through 8. The vocal line continues with the lyrics 'world was\_ on\_ fire,\_ no-one could save me but you, it's'. The piano accompaniment continues with the same rhythmic pattern, marked with a piano-piano (*pp*) dynamic and a 'pedal' symbol. A large watermark '©' is visible in the center of the page.

9

C#m (Bm) B (A) F# (E)

strange what de-sire will make fool - ish peop-le do. I\_

Detailed description: This system contains measures 9 through 12. The vocal line continues with the lyrics 'strange what de-sire will make fool - ish peop-le do. I\_'. The piano accompaniment continues with the same rhythmic pattern.