

(A⁷_{sus⁴})

[E] A⁷_{sus⁴} FΔ⁷ A⁷_{sus⁴} FΔ⁷

No drums

D-⁷ E-⁷ A⁷_{sus⁴} D-⁷ E-⁷ A⁷_{sus⁴}

[F] A⁷_{sus⁴}

Drums in

[G] A-⁷

FΔ⁷

[H] A⁷_{sus⁴}

(A⁷_{sus⁴})

Rhythm section except drums, fade out

N.C.

Remark: In-game track loops on A-B-C structure