

NO SAX

Thriller

M

Keyboard

First system of musical notation for 'Thriller'. It features a treble and bass clef with a 4/4 time signature. The key signature has two flats (Bb and Eb). Chords Gm, Bb, C, Gm7, and Bb6 are indicated above the staff. The melody is in the bass clef, and the accompaniment is in the treble clef.

Second system of musical notation for 'Thriller'. It continues the melody and accompaniment from the first system. The treble clef staff has a 5-measure rest, and the bass clef staff continues the melody.

Third system of musical notation for 'Thriller'. It includes the first line of lyrics. Chords C7 and Gm7 are indicated above the staff.

It's close to mid - night, and some-thing e - vil's lurk - ing in the dark.
 You hear the door slam and re - a - lize there's no-where left to run.
 They're out to get you, there's de - mons clos - ing in on ev-'ry side.

Fourth system of musical notation for 'Thriller'. It includes the second line of lyrics. Chord C7 is indicated above the staff.

Un - der the moon - light, you
 You feel the cold hand and
 They will pos - sess you un -

Fifth system of musical notation for 'Thriller'. It includes the third line of lyrics. Chord Gm7 is indicated above the staff.

see a sight that al - most stops your heart. You try to
 won - der if you'll ev - er see the sun You close your
 less you change that num - ber on your dial. Now is the

Sixth system of musical notation for 'Thriller'. It includes the fourth line of lyrics. Chords C7 and Gm7 are indicated above the staff.

scream, but ter - ror takes the sound be - fore you make it.
 eyes and hope that this is just i - mag - i - na - tion.
 time for you and I to cud - dle close to - geth - er.

Seventh system of musical notation for 'Thriller'. It includes the fifth line of lyrics. Chord C7 is indicated above the staff.

You start to freeze as hor - ror looks you right be - tween the
 But all the while you hear a crea - ture creep - ing up be -
 All through the night, I'll save you from the ter - ror on the

Eighth system of musical notation for 'Thriller'. It includes the sixth line of lyrics. Chords Ebmaj7 and Dm7 are indicated above the staff.

eyes. You're par - a - lyzed, 'cause this is
 hind. You're out of time, 'cause this is
 screen. I'll make you see. that this is

23 Gm Bb C Gm7 C7

thrill - er, — thrill - er night, and no one's gon - na save you from the beast
 thrill - er, — thrill - er night. There ain't no sec - ond chancea - gainst the thing
 thrill - er, — thrill - er night, 'cause I can thrill you more than an - y ghost

26 Cm7 Gm Bb C Gm7

— a - bout to strike. You know it's thrill - er, — thrill - er night. You're
 — with for - ty eyes. — Thrill - er, — thrill - er night. You're
 — would ev - er dare — try. — Thrill - er, — thrill - er night. So

29 C7 Eb7 C7 Eb7 To Coda

fight - ing for your life — in - side a kill - er, thrill - er, to -
 fight - ing for your life — in - side a kill - er, thrill - er, to
 let me hold you tight and share a kill - er, thrill - er, to

31 1. Gm7

night.

33 2. Gm7 Bb C7

night.

36 C7 Ebmaj9 F Gm7

Night crea - tures call - ing, the dead start to walk in their mas - quer - ade.

40 Gm7 Bb Em7

There's no es - cap - ing the jaws of the al - ien this time. —

43 Ebmaj7 D7 D.S. al Coda

This is the end of your life. —

⊕ Coda

3

46 Gm Gm Eb/G F/G C/G

night.

Spoken

(1) *Darkness falls across the land,*

the midnight hour is close at hand.

(2) *The foulest stench is in the air,*

the funk of forty thousand years.

51 Gm Eb/G F/G C/G

*Creatures crawl in search of blood
And grizzly ghouls from every tomb*

*to terrorize y'all's neighborhood.
are closing in to seal your doom.*

55 Gm Eb/G F/G C/G

And whosoever shall be found

without the soul for getting down

And though you fight to stay alive,

your body starts to shiver,

59 Gm Eb/G F/G C/G

*Must stand and face the hounds of hell
for no mere mortal can resist*

*and rot inside a corpse's shell.
the evil of the thriller.*

63 1. Gm Eb/G F/G C/G

67 2. Gm

Ah Ha Ha Ha Ha Ha Ha, Ah Ha Ha Ha Ha Ha Ha Ha, Ah Ha Ha Ha Ha Ha!