

Seek & Destroy

Intro

PM PM PM PM PM

0 0 7 8 7 0 7 8 7 0 8 7 5 7 5 7 0 0 7 8 7 0 7 8 7 0 8 7 5 7 5 7

PM PM PM PM PM

0 0 7 8 7 0 7 8 7 0 8 7 5 7 5 7 0 0 7 8 7 0 7 8 7 0 8 7 5 7 5 7

PM PM PM PM PM

0 0 7 8 7 0 7 8 7 0 8 7 5 7 5 7 0 0 7 8 7 0 7 8 7 0 8 7 5 7 5 7

PM PM PM PM PM

0 0 7 8 7 0 7 8 7 0 8 7 5 7 5 7 0 0 7 8 7 0 7 8 7 0 8 7 5 7 5 7

Main Riff

PM PM PM PM

0 0 0 0 5 7 5 7 0 0 0 0 7 5 7 6 0 0 0 0 5 7 5 7 0 0 0 0 7 5 7 6

PM PM PM PM

0 0 0 0 5 7 5 7 0 0 0 0 7 5 7 6 0 0 0 0 5 7 5 7 0 0 0 0 7 5 7 6

PM PM PM PM

0 0 0 0 5 7 5 7 0 0 0 0 7 5 7 6 0 0 0 0 5 7 5 7 0 0 0 0 7 5 7 6

PM PM PM PM

0 0 0 0 5 7 5 7 0 0 0 0 7 5 7 6 0 0 0 0 5 7 5 7 0 0 0 0 7 5 7 6

Seek & Destroy

Verse

The diagram illustrates a 16-bit bus structure. It is divided into two 8-bit segments, each labeled 'PM' (Programmable Memory) above it. The bus is represented by a horizontal bar with vertical lines indicating bit positions. Below the bar, the bit values are shown. The first 8-bit segment contains the bits 0, 0, 0, 0, 0, 0, 0, 0. The second 8-bit segment contains the bits 0, 0, 0, 0, 7, 6, 5, 7. The third 8-bit segment contains the bits 0, 0, 0, 0, 0, 0, 0, 0. The fourth 8-bit segment contains the bits 0, 0, 0, 0, 7, 6, 5, 7.

The diagram illustrates a 16-bit bus structure divided into two 8-bit segments, each labeled 'PM' (Programmable Memory). The bus is represented by a horizontal bar with vertical lines indicating bit positions. Below the bar, the bit values are shown in a sequence of 16 bits: 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0. The first 8 bits correspond to the first 'PM' segment, and the next 8 bits correspond to the second 'PM' segment. The bit values are 0 for all bits except for the 10th bit (counting from 0), which is 5, and the 11th bit, which is 7. The bus is labeled 'PM' at both ends.

The diagram illustrates a 16-bit bus structure. It is divided into two segments, each labeled 'PM' (Programmable Memory) above it. Each segment is 8 bits wide. The bus is represented by a horizontal bar with vertical lines indicating bit positions. Below the bar, the bit values are shown: the first 8 bits are 0 0 0 0 0 0 0 0, and the next 8 bits are 0 0 0 0 7 6 5 7. The 'PM' label is positioned above the first 8 bits of each segment.

The diagram illustrates a 16-bit bus structure divided into two segments, each labeled 'PM' (Programmable Memory). The bus is represented by a horizontal bar with vertical lines indicating bit positions. The first segment (bits 0-15) contains the following bit values: 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 7, 6. The second segment (bits 16-31) contains the following bit values: 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 7, 6. The bus is also divided into four 4-bit sections by vertical lines. The bit values are shown as small circles below the bus line.

Pre-Chorus

PM			PM			PM			
5		5	5		5	5		5	7 5
5		5	5		5	5		5	
	0	0		0	0		0	0	7 6 5
									7 6 5

PM				PM				PM							
5			5	5			5	5			5	/	9		7
5			5	5			5	5			5			9	7
	0	0	0		0	0	0		0	0	0			9	8
														7	/
														5	

Chorus

/ 9 7 9 8 7 10	12 10	11 10 9 8	9 7	0 0 0 0 0 0 0 0 0 0 0 0
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12 10	11 9	10 8	9 7	0 0 0	0 0 0 0	0 0 0 0	0 0 0 0
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