

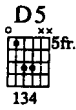
# ONE WAY OR ANOTHER

Elec. Gtr. 1 tuned to "drop D":

- ⑥ = D      ③ = G
- ⑤ = A      ② = B
- ④ = D      ① = E

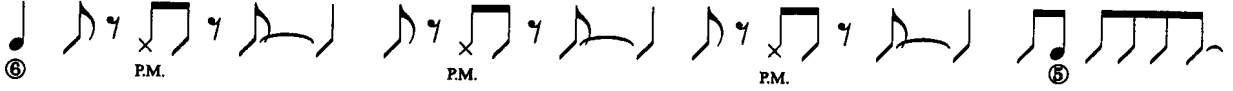
Fast ♩ = 164

Intro:



Rhy. Fig. 1

Elec. Gtr. 1



\*Elec. Gtr. 2

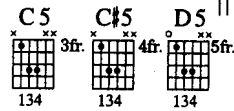
Rhy. Fig. 1A

*mf* hold throughout

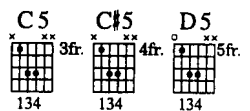
TAB: 0 0 2 4 2 2 (2) 4 2 4 2 2 0 0 2 4 2 2 4 2 0 0 4 2

\*2nd time only.

1.



2.

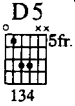


end Rhy. Fig. 1

end Rhy. Fig. 1A

## Verse:

w/Rhy. Figs. 1 (Elec. Gtr. 1) & 1A (Elec. Gtr. 2) 2 times, simile



1. One way or an - oth - er, I'm gon - na find ya. I'm gon - na  
 2. One way or an - oth - er, I'm gon - na find ya. I'm gon - na  
 3. One way or an - oth - er, I'm gon - na lose ya. I'm gon - na

\*Elec. Gtr. 3

*f* hold throughout

TAB: 9/10 9/10

w/Fill 1 (Elec. Gtr. 3) Verses 2 & 3 only, simile

C#5 4fr. C5 3fr. B5

134 134 134

get ya, get ya, get ya, get ya, One way or an - oth - er, I'm gon - na  
 get ya, get ya, get ya, get ya. One way or an - oth - er, I'm gon - na  
 give you the slip. A slip o' the hip or an - oth - er, I'm gon - na

C5 3fr. C#5 4fr. D5 5fr.

134 134 134

win ya. I'm gon - na get ya, get ya, get ya, get ya. One way or an -  
 win ya. I'll get ya, I'll get ya. One way or an -  
 lose ya. I'm gon - na trick ya. I'll trick ya. One way or an -

C#5 4fr. C5 3fr. B5

134 134 134

oth - er, I'm gon - na see ya. I wan - na meet ya, meet ya, meet ya, meet ya.  
 oth - er, I'm gon - na see ya. 1. How 'bout I meet ya, meet ya, meet ya, meet ya.  
 oth - er, I'm gon - na lose ya. 3. I'm gon - na trick ya, trick ya, trick ya, trick ya.

Fill 1  
Elec. Gtr. 3

T  
A  
B

2 4 3 5 7 5 7

To Coda ⊕

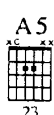
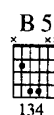
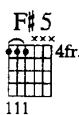
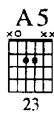
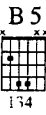
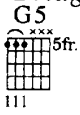
One day, may-be next week, I'm gon-na meet ya. I'm gon-na meet ya. I'll meet ya.  
 One day, may-be next week, I'm gon-na meet ya, I'll meet ya, ah.  
 One way or an - oth - er, I'm gon-na lose ya. I'm gon-na

Fill 2

T  
A  
B

2 4 2 4 2 0 2 4 2 4 2 0 2

Bridge:

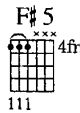
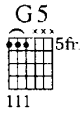
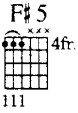


1. I will drive past your house. And if the lights are all  
 2. And if the lights are all out, I'll follow your bus down-

Elec. Gtr. 3

TAB 4 5 4 7 4 4 5 4 4 6 4 2

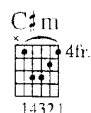
1. | 2.



down, I'll see who's a - round.  
 town; see who's hang - ing out.

TAB 4 4 5 2 4 2 4

Guitar Solo:

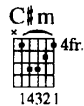


Elec. Gtr. 1

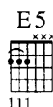
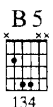
Cont. rhy. simile

Elec. Gtr. 3

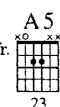
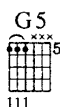
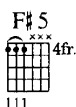
TAB 4 5 4 5 4 5 4 5 4 5 4 6 5 4 6 5



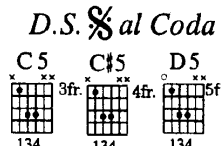
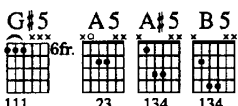
Musical notation for the first system, including a treble clef staff with a melody and a guitar TAB staff with fret numbers.



Musical notation for the second system, including a treble clef staff with a melody and a guitar TAB staff with fret numbers.

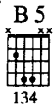


Musical notation for the third system, including a treble clef staff with a melody and a guitar TAB staff with fret numbers.

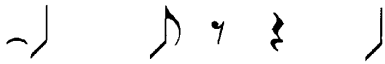
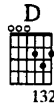


Musical notation for the fourth system, including a treble clef staff with a melody and a guitar TAB staff with fret numbers.

Coda



\*Interlude:  
Half-time feel



give you the slip. 1. I'll walk down the mall, stand o - ver by the wall  
2. Lead you to the su - per - mar - ket, check out some

Elec. Gtr. 2 Fill 3

T  
A  
B

5 0 5 0 5 0 5 4 3

\*Vocal 2nd and 3rd times only.



1.2.

3.

where I can see it all, find out who you call. get lost in the crowd.  
spe - cials and rap; we'd

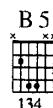
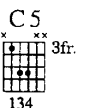
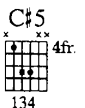
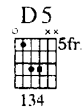
end Fill 3

T  
A  
B

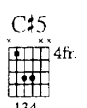
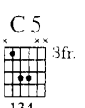
2 2 2 2 2 2 2 2 2 3 4 2 2 2 2 3 4

Outro:

\*end half-time feel  
w/Fill 3 (Elec. Gtr. 2) simile



Repeat and fade



\*Elec. Gtr. 1

One way or an - oth - er, I'm gon-na get ya. I'll get ya. I'll get ya, get ya, get ya, get ya.  
Where I can see it all, find out who you call.

\*From 2nd time on.