Let's Go Crazy

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Guitar

The guitar should go for a bright, slightly piercing tone with plenty of distortion, and the lines want to be delivered with a springy, rhythmic edge to the playing, not too heavy handed. You will also need a wah-wah pedal for the Hendrix-like wailing guitar break in the climactic ending. Apart from that the main points to watch out for are getting the fingering of the florid lines in the guitar solos thoroughly sorted out and keeping time in the climaxes.

Keyboards

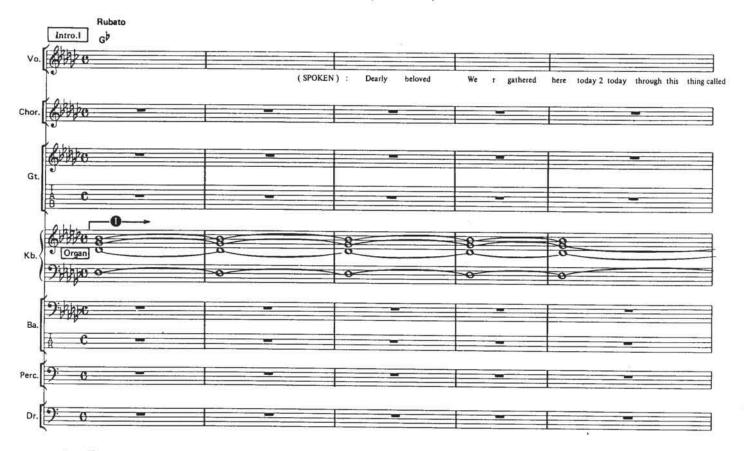
It might be necessary to run through the intro part a few times with the singer to get the timing on the chord changes just right, remembering that the intro also cues the entries of the drums and guitar. You will need at least one polyphonic synth and organ or organ voice plus one other keyboard for the backing melodies as well as some effects to create a nice nuance.

Bass

After a small fill in bar eight of Intro III, the bass begins with a simple two bar pattern that is continuously repeated throughout the song. Obviously the drive and rhythm behind these small seven note phrases needs to be sustained throughout the song and not allowed to sag.

Percussion & Drums

A regular eight beat number and a solid drum beat, almost all on the bass drum and snare, pushes the song comfortably along. The tempo is relatively slow but the drumming needs some sharp attack behind it and needs to work tightly with the guitar and bass parts. Be sure to catch the tempo change for the familiar blues ending that finishes off this piece. As far as instruments go, there seems to be some use of electric drums in the percussion part.



Key. : There is no strict time or tempo to this intro, so don't follow the score too closely here, the note values are only approximate. Like the album, it simply needs a 'rubato' touch and some coordination between keyboards and singer.