



# All Star

2nd, 3rd Verses

w/Riff A (1 3/4 times) and Rhy. Fig. 1

G D Am C

years start com-ing and they don't stop com-ing. Fed to the rules and I hit the ground run-ning.  
3. See additional lyrics

G D Am C

Did- n't make sense not to live for fun. Your brain gets smart but your head gets dumb.—

G D Am C

So much to do, so much— to see. So what's wrong— with tak - ing the back streets? You'll

Rhy. Fill 1

Gtr. III (acous.)

©1fr. 2fr.  
F F#  
sl.

G D

nev - er know if you don't go. You'll nev - er shine if you don't glow.

Gtr. I

Gtr. II

w/light dist.

**f**

(Gtr. II out)

Chorus

(end Rhy. Fig. 2A)

Rhy. Fig. 2A

G C C#m7b5 C

Hey now, you're an all star; get your game on, go play.

Rhy. Fig. 2 (Gtr. I)

(end Rhy. Fig. 2)

# All Star

w/Rhy. Figs. 2 & 2A (both 2 times)

G C C#m7b5 C

Hey now, you're a rock star; get the show on, get paid. And

G C C#m7b5 C

all that glit - ters is gold. On - ly shoot - ing

Rhy. Fill 2A (Gtr. III)

G F C C (Gtr. III out) C (Gtr. III out)

stars— break the mold. 3. It's a

Rhy. Fill 2 (Gtr. I)

(dist. off) (dist. off)

w/voc. effects  
N.C.  
\*8va

1.2.3.

4.  
w/Rhy. Fill 1  
8va

\*\*Gtr. IV Full Full \*\*\*Full Full (Gtr. IV out)

*mf* Gtr. I Full Full \*\*\*Full Full Full Full (Gtr. IV out)

22 17 17 15 17 18 17 17 15 17 15 18 17

3 3 3 4 3 4

sl. w/light dist.

\*\*\*Hold previous bend and play note at 18th fret.

\*8va refers to Gtr. IV only.  
\*\*Kybd. arr. for gtr.

Chorus

w/Rhy. Figs. 2 & 2A (both 3 times)

G C C#m7b5 C

Hey now, you're an all star; get your game on, go play.

G C C#m7b5 C

Hey now, you're a rock star; get the show on, get paid. And

# All Star

w/Rhy. Fills 2 & 2A (Gtr. I out)

G C C#m7b5 C G F

all that glit - ters is gold. — On - ly shoot - ing stars... 4. Some -

4th Verse  
w/Riff A (1 3/4 times)

G D Am C

bod - y once asked could I spare — some change for gas. "I need to

\*Gtr. V

*mf* let ring

\*12-stg. elec. w/clean tone

G D Am C

get my - self a - way from this place." — I said, "Yep. —

*mf* let ring

G D Am C

— what a con - cept. I could use — a lit - tle fuel my - self and we could

*mf* let ring

# All Star

G D N.C.

all use a lit - tle change." Well, the

Gtrs. II & V (Gtr. V out)

Detailed description: This system contains the first three lines of music. The top line is the vocal melody with lyrics 'all use a lit - tle change." Well, the'. Above the notes are chords G, D, and N.C. The second line is the guitar part for Gtr. II & V, with a 'H' (hammer-on) mark above a note. The third line is the bass line with fret numbers 3, 0, 0, 3, 2, 2, 3, 0.

G C C#° C

years start com - ing and they don't stop com - ing. Fed to the rules and I hit the ground run-ning.

Rhy. Fig. 3 (Gtrs. I & II) (end Rhy. Fig. 3)

let ring

Detailed description: This system contains the next three lines of music. The top line is the vocal melody with lyrics 'years start com - ing and they don't stop com - ing. Fed to the rules and I hit the ground run-ning.'. Above the notes are chords G, C, C#°, and C. The second line is the guitar part for Rhy. Fig. 3 (Gtrs. I & II), with a 'let ring' instruction. The third line is the bass line with fret numbers 3, 0, 0, 0, 3, 2, 0, 2, 4, 2, 0, 2, 3, 2, 0, 2.

w/Rhy. Fig. 3 (2½ times)

G C C#° C

Did - n't make sense not to live for fun. Your brain gets smart but your head gets dumb.—

G C C#° C

So much to do, so much— to see. So what's wrong— with tak - ing the back streets? You'll

w/Rhy. Fills 1 & 3

G C C#° C N.C.

nev - er know if you don't go. (Go!) You'll nev - er shine if you don't glow.

Detailed description: This system contains the final three lines of music. The top line is the vocal melody with lyrics 'Did - n't make sense not to live for fun. Your brain gets smart but your head gets dumb.—'. Above the notes are chords G, C, C#°, and C. The second line is the guitar part for w/Rhy. Fig. 3 (2½ times). The third line is the vocal melody with lyrics 'So much to do, so much— to see. So what's wrong— with tak - ing the back streets? You'll'. Above the notes are chords G, C, C#°, and C. The fourth line is the guitar part for w/Rhy. Fills 1 & 3. The fifth line is the vocal melody with lyrics 'nev - er know if you don't go. (Go!) You'll nev - er shine if you don't glow.'. Above the notes are chords G, C, C#°, C, and N.C. The sixth line is the guitar part for the final fill.

Rhy. Fill 3 (Gtrs. I & II)

\*Played by Gtr. I only; Gtr. II out.

Detailed description: This is a boxed section for Rhythm Fill 3 (Gtrs. I & II). It shows a guitar line with a melodic phrase and a bass line with fret numbers 4, 2, 0, 2, 3, 2. The guitar line includes a dynamic marking 'f sl. w/light dist.' and a 'sl.' marking. A note is marked with an asterisk and a dashed line. The bass line has a 'sl.' marking and a '1 2' marking.



# BASS LINE FOR ALL STAR

As Recorded by Smash Mouth  
(From the album ASTRO LOUNGE/Interscope Records)

Transcribed by Steve Gorenberg

Words and Music by Greg Camp

Tune down 1/2 step:

- ④ = E $\flat$    ② = D $\flat$   
③ = A $\flat$    ① = G $\flat$

Moderate Rock  $\text{♩} = 108$

Ist Verse

G D Am C Am C

(Vocal:) 1. Some - bod - y once told me... 2. Well, the

# All Star

2. C N.C. 1.2.3. 4.

*mf* *f sl.*

3 3 3 3 4 3 4 1 2 *sl.*

Chorus G C C#m7b5 C G F Play 3 times

Hey now, you're an all star... 4. Some -

3 3 3 3 3 3 3 3 3 3 4 4 4 4 4 4 3 3 3 3 3 3 3 3 3 3 1 1 1 1 1

4th Verse G D Am C G D Am C mf

bod - y once asked...

3 3 5 7 5 2 3 5 3 4 5 7 5 2 3 5

G D Am C G D N.C.

3 4 5 7 5 2 3 5 3 4 5 7 5

G C C#° C C#° C N.C. 1.2.3. 4.

*sl.* *sl.*

3 3 3 3 4 4 3 3 4 4 3 1 2 *sl.*

Chorus G C C#m7b5 C G F C Play 5 times

Hey now, you're an all star...

3 3 3 3 3 3 3 3 3 3 4 4 4 4 4 4 3 3 3 3 3 3 3 3 3 3 1 1 1 1 1 3