



Refrain 1

8

*f* *mf* *mp* *f* *mp* *mf* *mp* *f* *mf*

C# A#m

10

Fm G#

*f* *mf* *mp* *f* *mp* *mf* *mp* *f* *mf*

12

*f* *mf* *mp* *f* *mp* *mf* *mp* *f* *mf*

14

*f* *mf* *mp* *f* *mp* *mf* *mp* *f* *mf*

16

*f* *mf* *mp* *f* *mp* *mf* *mp* *f* *mf*

18

*f* *mf* *mp* *f* *mp* *mf* *mp* *f* *mf*

C# A#m

TAB

20

*f* *mf* *mp* *f* *mp* *mf* *mp* *f* *mf*

Fm G# C# A#m

TAB

22

*f* *mf* *mp* *f* *mp* *mf* *mp* *f* *mf*

Fm G# C# A#m

TAB

24

*f* *mf* *mp* *f* *mp* *mf* *mp* *f* *mf*

C# A#m

TAB

26

*f* *mf* *mp* *f* *mp* *mf* *mp* *f* *mf*

Fm G# C# A#m

TAB



