

CLOCKS

Words & Music by

Guy Berryman, Jon Buckland, Will Champion & Chris Martin

<http://piano-sheet.blogspot.com>

Guitar capo 1st fret

♩ = 130

E^b
(D)



B^bm
(Am)



Fm
(Em)



E^b
(D)



B^bm
(Am)



Fm
(Em)



E^b
(D)



B^bm
(Am)



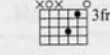
Fm
(Em)



E^b
(D)



B^bmadd¹¹
(Amadd¹¹)



1. The lights go out and I can't be saved, tides that I tried to
2. Con - fu - sion that nev - er stops, the clos - ing walls and the

Fm7
(Em7)



E♭

(D)



B♭madd11

(Amadd11)



swim a - gainst_ have brought me down up - on my knees,_
tick - ing clocks. Gon - na come back and take you home,_ I



Fm7

(Em7)



E♭

(D)

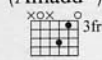


oh, I beg, I beg and plead... Sing - ing: come out with
could not stop now that you know... Sing - ing: come out u -



B♭madd11

(Amadd11)



Fm7

(Em7)



things un - said... Shoot an ap - ple off my head... And a
- pon my seas,_ cursed missed op - por - tu - ni - ties... Am I



E♭

(D)



B♭madd11

(Amadd11)



trou - ble that can't be named... A ti - ger's wait - ing
a part of the cure?_ Or am I part of



Fm7
(Em7)



E♭
(D)



B♭m
(Am)



to be tamed... } Sing- ing... You

the dis - ease?_ }

Fm
(Em)



E♭
(D)



are. You

B♭m
(Am)



Fm
(Em)



are.

E♭
(D)



B♭m
(Am)



You are...

Fm
(Em)



E^b
(D)



B^bm
(Am)



— You —

Fm
(Em)



E^b
(D)



— are. — 1 & 2° Tacet You —

B^bm7
(Am7)



Fm/A^b
(Em/G)



Play 4 times

— are. —

G^bmaj7
(Fmaj7)



D^b
(C)




A^b6
(G⁶)




— And noth - ing else com - pares. —

G^bmaj⁷
(Fmaj⁷)



D^b
(C)




A^b⁶
(G⁶)





And noth - ing else com - pares. _____


G^bmaj⁷
(Fmaj⁷)



D^b
(C)




A^b⁶
(G⁶)





And noth - ing else com - pares. _____


G^bmaj⁷
(Fmaj⁷)




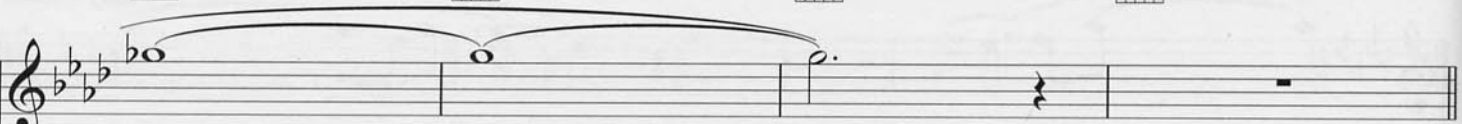
G^bmaj⁹
(Fmaj⁹)




G^bmaj⁷
(Fmaj⁷)




G^bmaj⁹
(Fmaj⁹)



E^b
(D)



B^bm
(A^m)



F^m
(E^m)





E^b
(D)

B^bm⁷
(Am⁷)

Fm/A^b
(Em/G)

Play 4 times

1 & 2° Tacet You

are.

E^b
(D)

B^bm⁷
(Am⁷)

Fm/A^b
(Em/G)

Play 4 times

Home,

home,

where I want

to

go.

E^b
(D)

B^bm⁷
(Am⁷)

Fm/A^b
(Em/G)

Repeat ad lib. and fade