

# Walkaway (by Cast) { 1996 }

Intro : [C] / [G] // [Am] / [G] // [F] / [G] // [C] / [G] //

If [C] you've ... [G] heard ... [Am] all they got to [G] say  
 You [F] looked but turned a-[G]-way, just walk a-[C]-way, walk a-[G]-way  
 If [C] you've ... [G] said ... [Am] all you got to [G] say  
 Now your [F] words just slip a-[G]-way  
 Just walk a-[C]-way, walk a-[G]-way, walk a-[F]-way //  
 That's what they [C] say, what they [G] say, what they [F] say //  
 You gotta walk a-[G]-way ///

If [C] you've ... [G] played ... [Am] all the games they've [G] played  
 You [F] played them yester-[G]-day, just walk a-[C]-way, walk a-[G]-way  
 If [C] you've ... [G] been ... [Am] where they wanna [G] go  
 Seen [F] all they've got to [G] show  
 Just walk a-[C]-way, walk a-[G]-way, walk a-[F]-way //  
 That's what they [C] say, what they [G] say, what they [F] say //  
 You gotta walk a-[G]-way ///|

[C] / [G] // [Am] / [G] // [F] / [G] // [C] / [G] //  
 [C] / [G] // [Am] / [G] // [F] / [G] // [C] / [G] //  
 [C] ///| [G] ///| [Am] ///| [Em] ///| [Dm] ///| [F] ///| [C] ///| [G] //

And now you must be-[C]-lieve me, we never lose our [G] dreams  
 So now you must be-[C]-lieve me, we never lose our [G] dreams

If [C] you've ... [G] proved ... [Am] all there is to [G] prove,  
 You got [F] nothing left to [G] use, just walk a-[C]-way, walk a-[G]-way  
 If [C] you've ... [G] done ... [Am] all there is to [G] do  
 Ain't [F] nothing left for [G] you  
 Just walk a-[C]-way, walk a-[G]-way, walk a-[F]-way //  
 That's what they [C] say, what they [G] say, what they [F] say //  
 Walk a-[C]-way, walk a-[G]-way, walk a-[F]-way //  
 That's what they [C] say-ay, what they [G] say, what they [F] say //  
 You gotta walk a-[G]-way ... to-<C>-day

