

15

— doo — And I can take or leave — it if I please. —
 less. It brings on man-y chan - ges. And I can take or leave — it if I please. —
 less. su-i-cide — chan-ges. — And I can take or leave — it if I please. —
 doo doo doo doo — doo doo doo And I can take or leave — it if I please. —

20

mp — doo doo doo — doodoodoo — doo —
mp — *mp* —
mp *p* The game of life is hard — to play, — I'm gon-na lose it
mp — doo doo — doodoo — doo The game of life is hard — to play, — I'm gon-na lose it
mp — *p* —
 — doo doo — doo doo doo doo - n doo — doo doo

25

The los - ing card I'll some - day lay, — So this is all I have to say. —
 an - y-way. The los - ing card I'll some - day lay, — So this is all I have to say. —
 an - y-way. The los - ing card I'll some - day lay, — So this is all I have to say. —
 — doo doo — doo The los - ing card I'll some - day lay, — So this is all I have to say. —

29

mf

ah *mf* *ah* *ah*

mf That su - i - cide is pain - less. It brings on man - y chan -

mf That su - i - cide is pain - less. su - i - cide

That su - i - cide is pain - less. It brings on man - y chan -

34

mp *p*

And I can take or leave — it if I please. — *mp* *p* The

ges. And I can take or leave — it if I please. — *mp* *p* The

chan-ges. — And I can take or leave — it if I please. — *mp* *p* doo doo — doo doo — doo The

ges. And I can take or leave — it if I please. — *mp* *p*

39 Verse III

sword of time will pierce — our skins. — It does-n't hurt when it be-gins. — But as it works its way —

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