

THE GREAT ESCAPE

Words and Music by MARTIN JOHNSON,
DAVE KATZ and SAM HOLLANDER

Moderately fast Rock

Chords: E5, E5/D#, E5/C#, E5/B, E5, E5/D#

Chords: E5/C#, E5/B, Esus

Chords: E, Asus2

Pa - per bags and
To - night will

Chord: E/G#

plas - tic hearts, — all our be - long - ings in shop - ping carts. — It's good - bye —
change our lives. — It's so good to be by your side — but we'll cry. —



but we got one more night.
We won't give up the fight.



Let's get drunk and ride a - round
We'll scream loud at the top of our lungs



and make peace with an emp - ty town. We can
and they'll think it's just 'cause we're young. And we'll feel

N.C.

make it right. Throw - it a -
so a - live.

C#m7 4fr Asus2 E5

way, for - get — yes - ter - day. We'll — make the great es - cape. —

Bsus C#m7 4fr Asus2

— And we won't — hear a word they say. — They don't — know us

E5 Bsus F#m11

an - y - way. — Watch it burn, — let it die —

E/G# Asus2 1 Bsus

— 'cause we are fi - n'ly free — to - night. —

Esus

E

The first system of music features a vocal line with a long note on the first staff, followed by a piano accompaniment in the second and third staves. The guitar chords are Esus and E.

2

Bsus

Asus2

to - night. All of the wast -

The second system continues the vocal line with the lyrics "to - night. All of the wast -". The piano accompaniment features a melodic line in the right hand and a steady bass line in the left hand. The guitar chords are Bsus and Asus2.

E/G#

- ed time, the hours that were left be - hind, the

The third system continues the vocal line with the lyrics "- ed time, the hours that were left be - hind, the". The piano accompaniment continues with a melodic line in the right hand and a steady bass line in the left hand. The guitar chord is E/G#.

F#m11

Bsus

an - swers that we'll nev - er find: They don't mean a thing

The fourth system concludes the vocal line with the lyrics "an - swers that we'll nev - er find: They don't mean a thing". The piano accompaniment continues with a melodic line in the right hand and a steady bass line in the left hand. The guitar chords are F#m11 and Bsus.

C#m7 4fr Asus2

to - night.

The first system of the musical score features a vocal line and piano accompaniment. The vocal line has a treble clef and a key signature of two sharps (F# and C#). The lyrics "to - night." are written below the vocal line. The piano accompaniment consists of two staves: a right-hand staff with a treble clef and a left-hand staff with a bass clef. The right-hand piano part features chords and melodic lines, while the left-hand part provides a steady bass line. Chord diagrams for C#m7 (4fr) and Asus2 are shown above the vocal staff.

E5 Bsus C#m7 4fr

The second system of the musical score continues the piano accompaniment. It features a right-hand staff with a treble clef and a left-hand staff with a bass clef. Chord diagrams for E5, Bsus, and C#m7 (4fr) are shown above the staff.

Asus2 E5 B

Throw - it a -

The third system of the musical score includes a vocal line and piano accompaniment. The vocal line has a treble clef and a key signature of two sharps. The lyrics "Throw - it a -" are written below the vocal line. The piano accompaniment consists of two staves: a right-hand staff with a treble clef and a left-hand staff with a bass clef. Chord diagrams for Asus2, E5, and B are shown above the vocal staff.

C#m7 4fr Asus2 E5

way, for - get - yes - ter - day. We'll - make the great es - cape. -

The fourth system of the musical score includes a vocal line and piano accompaniment. The vocal line has a treble clef and a key signature of two sharps. The lyrics "way, for - get - yes - ter - day. We'll - make the great es - cape. -" are written below the vocal line. The piano accompaniment consists of two staves: a right-hand staff with a treble clef and a left-hand staff with a bass clef. Chord diagrams for C#m7 (4fr), Asus2, and E5 are shown above the vocal staff.

Bsus C#m7 Asus2

— We won't hear a word they say. — They don't know us

E5 Bsus N.C.





an - y - way. — Throw - it a -

C#m7 Asus2 E5

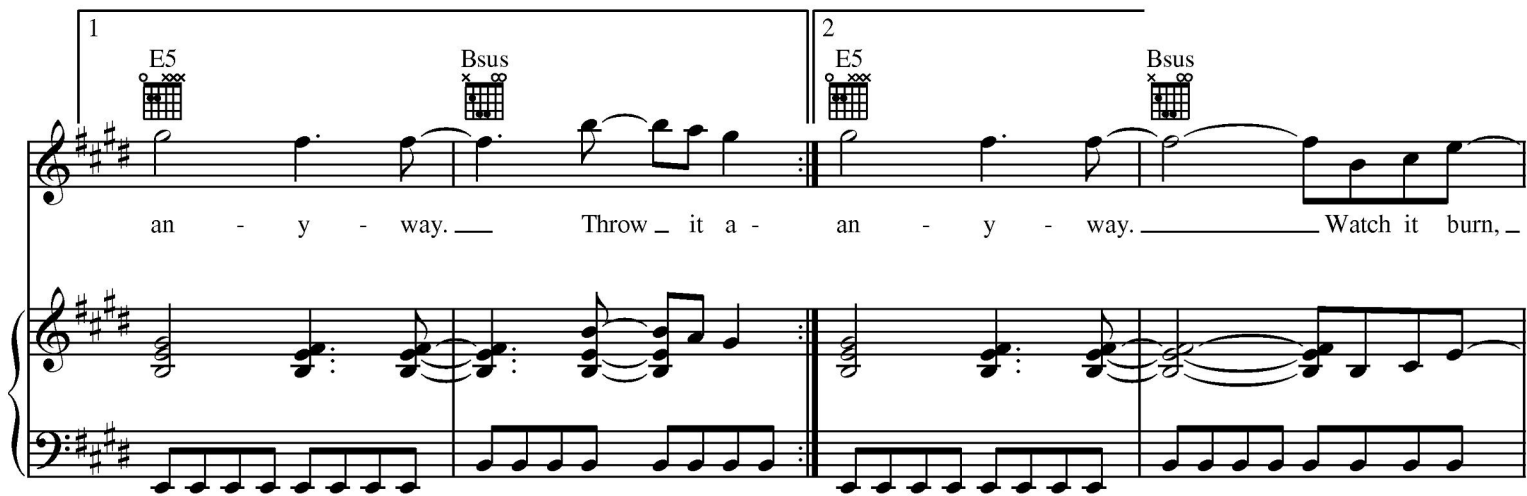
way, for - get - yes - ter - day. We'll - make the great es - cape. —





Bsus C#m7 Asus2

— And we won't hear a word they say. — They don't know us

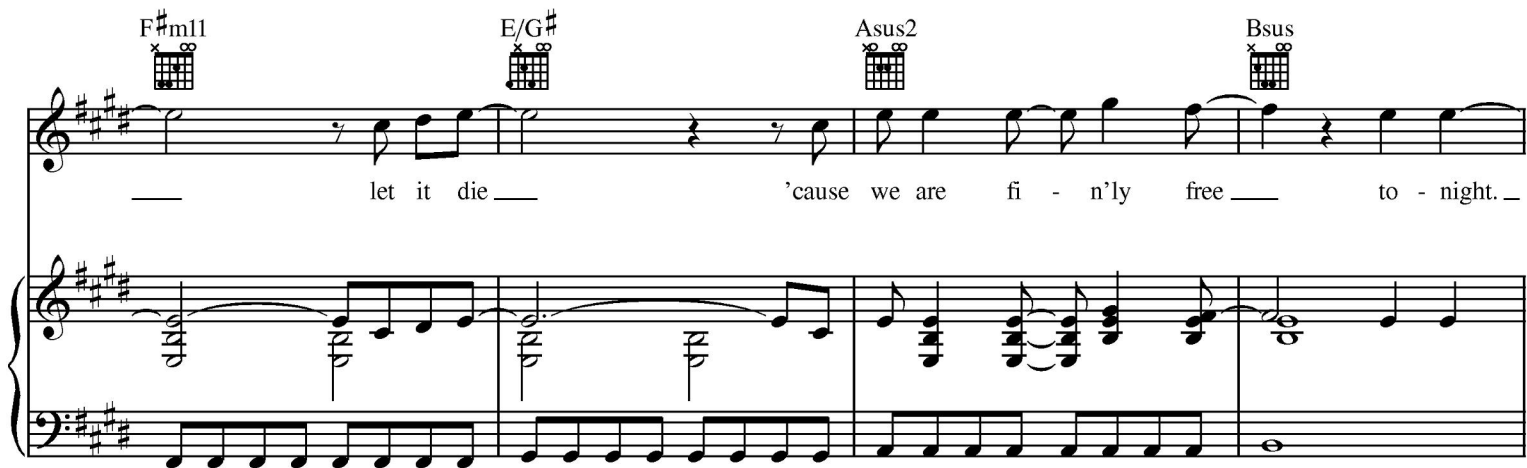
1   2  









an - y - way. — Throw - it a - an - y - way. — Watch it burn, —



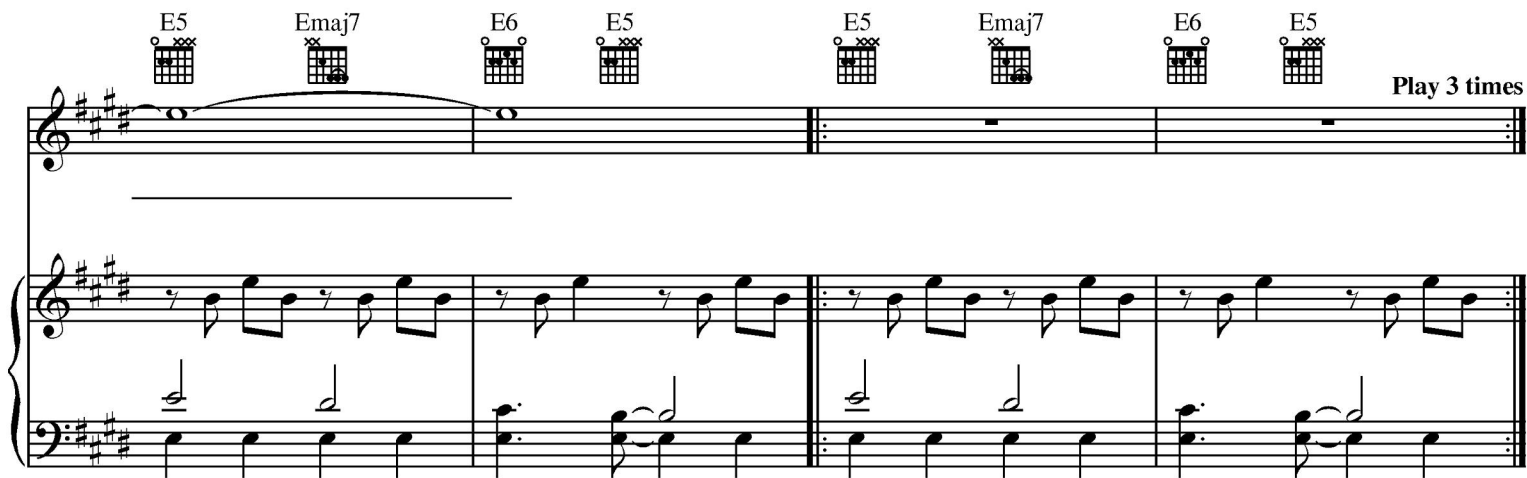
   





— let it die — 'cause we are fi - n'ly free — to - night. —




Play 3 times



Optional Ending 

Repeat and Fade

