## Knights of Cydonia v2

## Muse

Intro:		
	eF <sup>#</sup> G AAH eF <sup>#</sup> G AAH Ahh, ahh, ahh Ahh, ahh, ahh	eF <sup>#</sup> G AAH eF <sup>#</sup> G AAH H (slide) Ahh, ahh, ahh Ahh, ahh
Zw:	e e e e	
	e G C G H C D# G	c G G <sup>#</sup> D <sup>#</sup> G G <sup>#</sup> D <sup>#</sup> G c c c c
	c D#G# D# Ahh, ahh, ahh Ahh, ahh, ahh	<b>g</b> <sup>#</sup> <b>D</b> <sup>#</sup> <b>E H D</b> <sup>#</sup> <b>E H D</b> <sup>#</sup> <b>g</b> <sup>#</sup> <b>g</b> <sup>#</sup> <b>g</b> <sup>#</sup> <b>g</b> <sup>#</sup> <b>g</b> <sup>#</sup> <b>g</b>
1:	g# H Come ride with me D# E	E H Through the veins of history G H
	I'll show you how god	Falls asleep on the job
	e H And how can we win	C G
	H C	When fools can be kings  G H e e e e
	Don't waste your time	Or time will waste you
Intro:	eF <sup>#</sup> G AAH eF <sup>#</sup> G AAH Ahh, ahh, ahh Ahh, ahh, ahh	eF <sup>#</sup> G AAH eF <sup>#</sup> G AAH H (slide) Ahh, ahh, ahh Ahh, ahh
Zw:	e e e e	
Ref:	e h  No one's gonna take me alive	A e Time has come to make things right
	You and I must fight for our rights	You and I must fight to survive
	No one's gonna take me alive You and I must fight for our rights	Time has come to make things right You and I must fight to survive
Solo:	e h A e e h A e	
Ref:	e h  No one's gonna take me alive You and I must fight for our rights	A e Time has come to make things right You and I must fight to survive
Outro:	e h A e e h A e	eh A e eh A e
	e e e e	