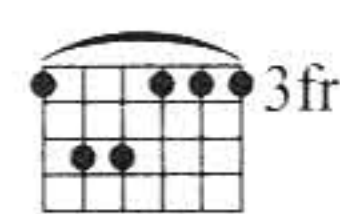


TALK

Words & Music by Guy Berryman, Jon Buckland, Will Champion,
Chris Martin, Karl Bartos, Ralf Huetter & Emil Schult

♩ = 120

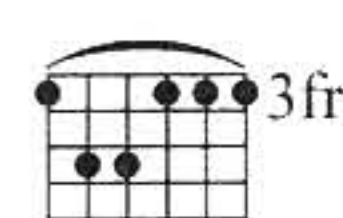
Gm



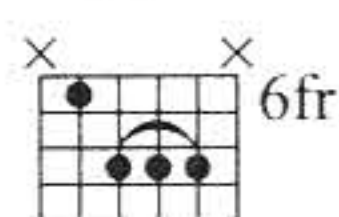
F



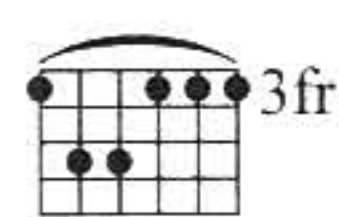
Gm



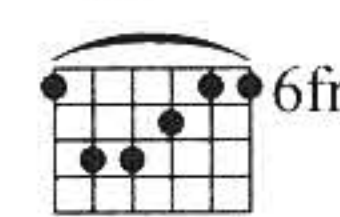
E^b



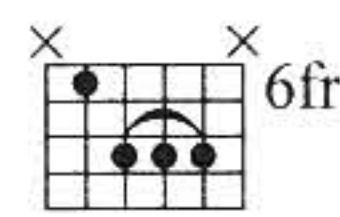
Gm



B^b



E^b



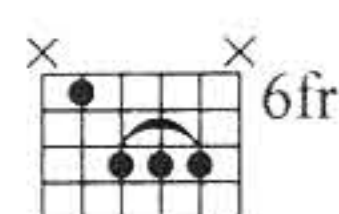
Gm



B^b



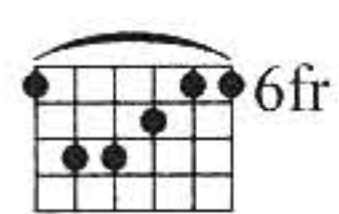
E^b



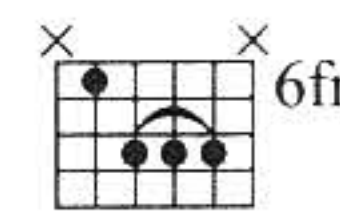
Gm



B^b



E^b



F



FREESHEETS.ORG

© Copyright 2005 Kling Klang Musik GMBH/Sony/ATV Music Publishing/
Edition Positive Songs/Hanseatic Musikverlag GMBH.
Copyright Control (50%)/BMG Music Publishing Limited (50%).
All Rights Reserved. International Copyright Secured.

E^b Gm B^b E^b Gm B^b

1. Oh, bro-ther I can't, I can't get through. I've been

E^b Gm B^b E^b F

try-ing hard to reach you 'cause I don't know what to do.

E^b Gm B^b E^b Gm B^b

Oh, bro-ther I can't be-lieve it's true. I'm so

E^b Gm B^b E^b F

scared a-bout the fu - ture and I want to talk to you. Oh, I want

E^b 6fr F Gm 3fr

to talk to you.

E^b 6fr

You could take a picture of
(3rd) don't know where you're going and you

8^{vb}

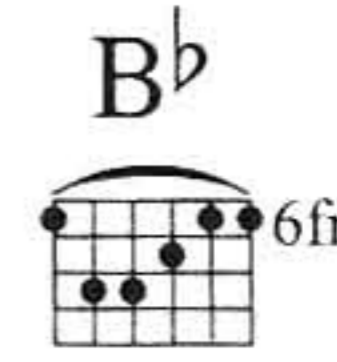
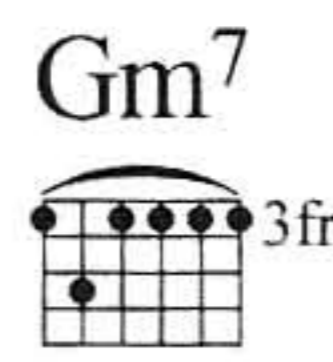
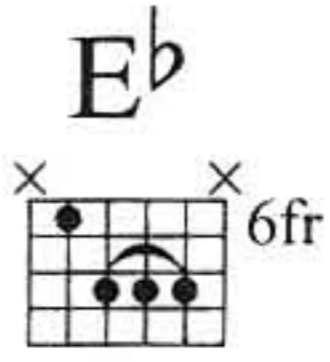
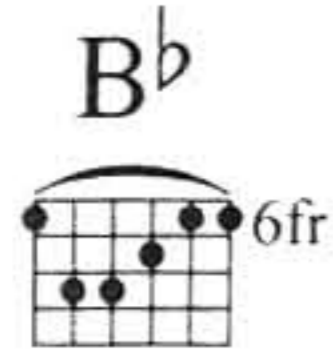
Gm⁷ 3fr B^b 6fr E^b 6fr Gm⁷ 3fr B^b 6fr

some-thing you see.
want to talk.

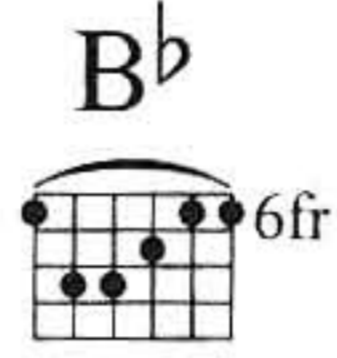
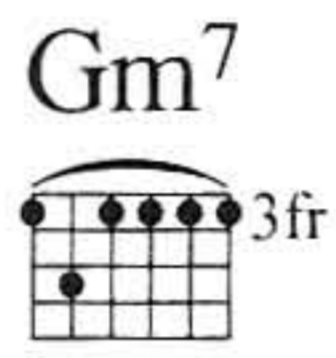
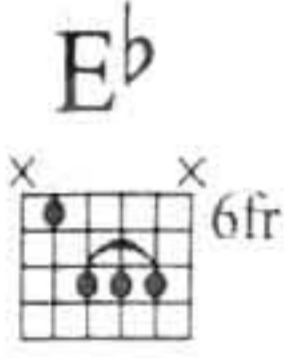
You

E^b 6fr Gm⁷ 3fr B^b 6fr E^b 6fr

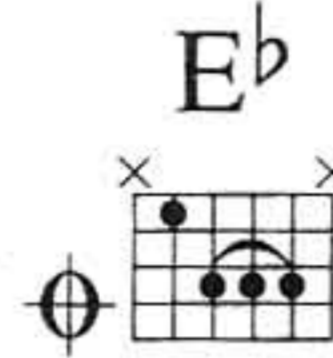
In the future where will I be?
feel like you're going where you've been before.



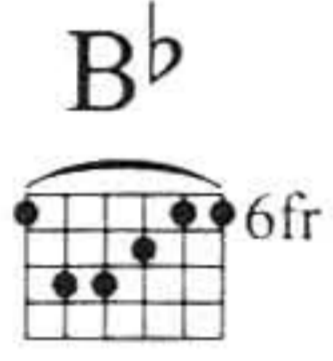
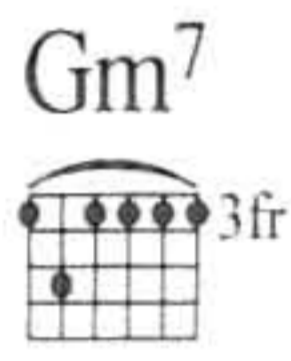
You could climb a ladder up to the sun—
 You'll tell a-ny-one who'll lis-ten but you feel ig-nored.—



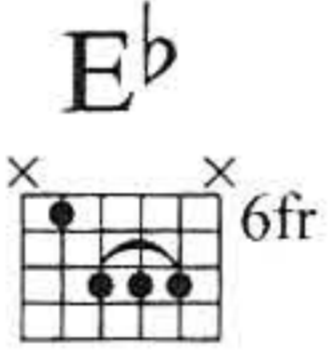
To Coda II ⊕



or write a song no -
 And



To Coda I ⊕



-bo - dy had sung or do some-thing that's nev - er been done.—



E^b Gm B^b E^b Gm B^b

2. Are you lost or in - com - plete? Do you

E^b Gm B^b E^b F

feel like a puz - zle, you can't find your miss - ing piece. Tell me

E^b Gm B^b E^b Gm B^b

how you feel. Well, I

E^b Gm B^b E^b

feel like they're talk - ing in a lan - guage I don't speak.

F Eb F

And they're talk - ing it___ to me. ___

Gm

D.S. al Coda

So you


⊕ *Coda I*

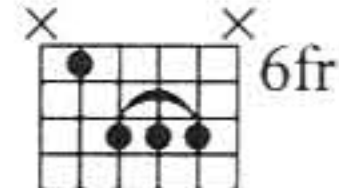
Eb F


some - thing that's nev - er been done. ___ Do ___

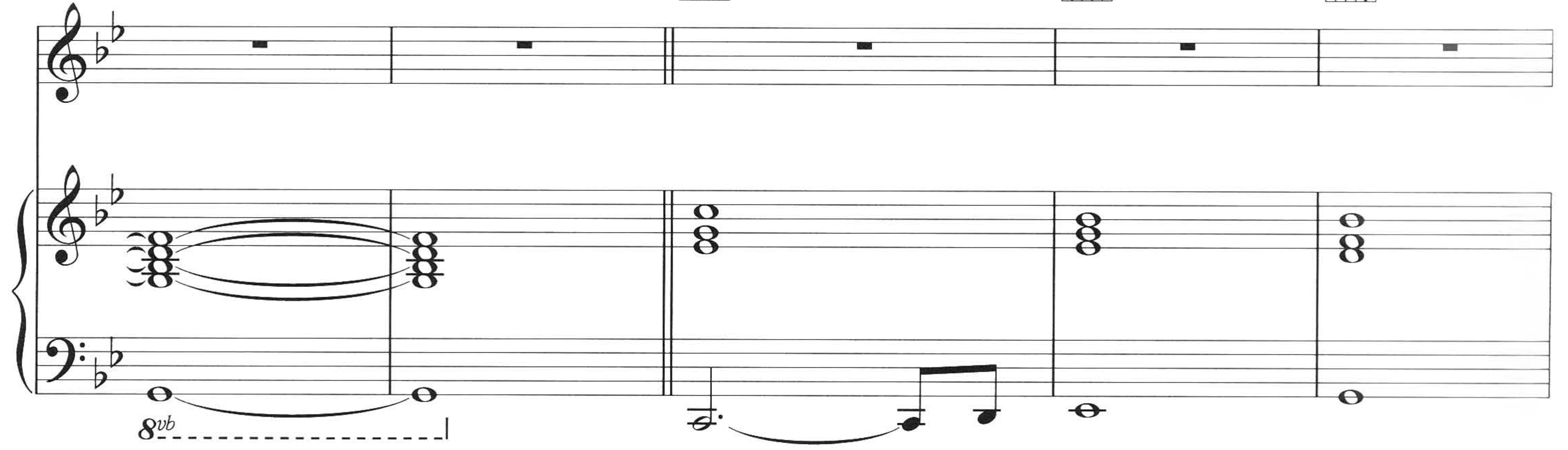
Eb F Gm7

some-thing that's nev - er been done. _



Cm  3fr

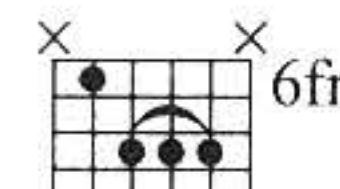
E \flat  6fr


Gm 7  3fr





8 vb


F  Cm  3fr

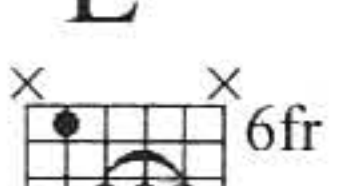
E \flat  6fr


Gm 7  3fr

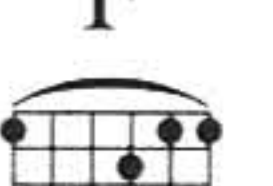
F 

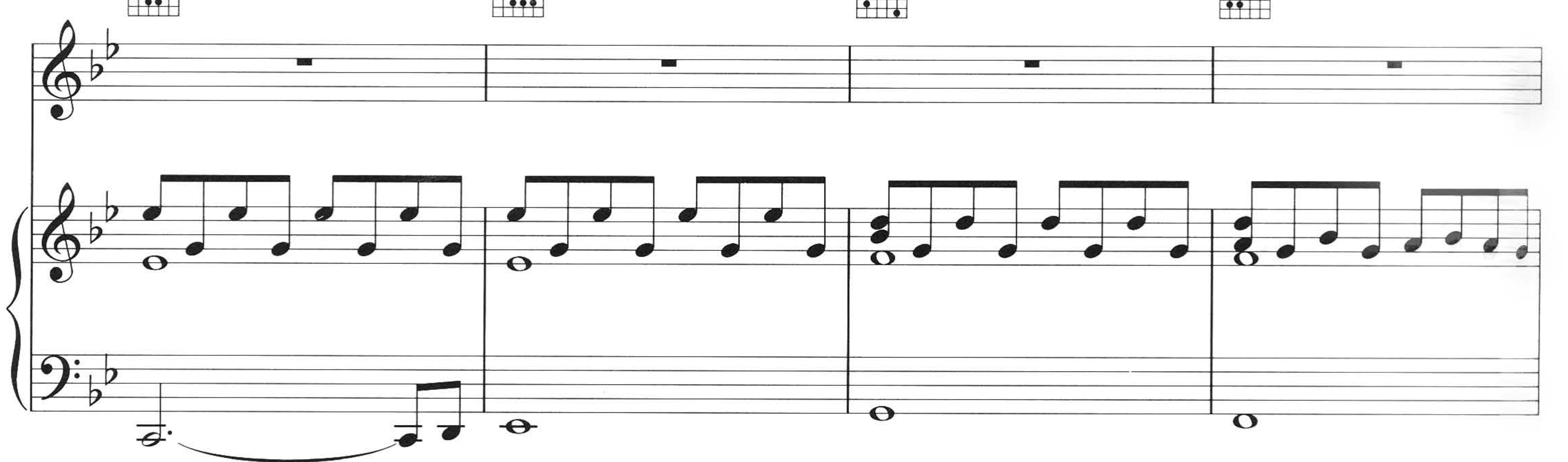



Cm  3fr

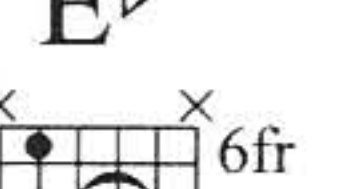
E \flat  6fr

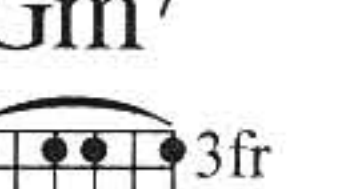
Gm 7  3fr


F 

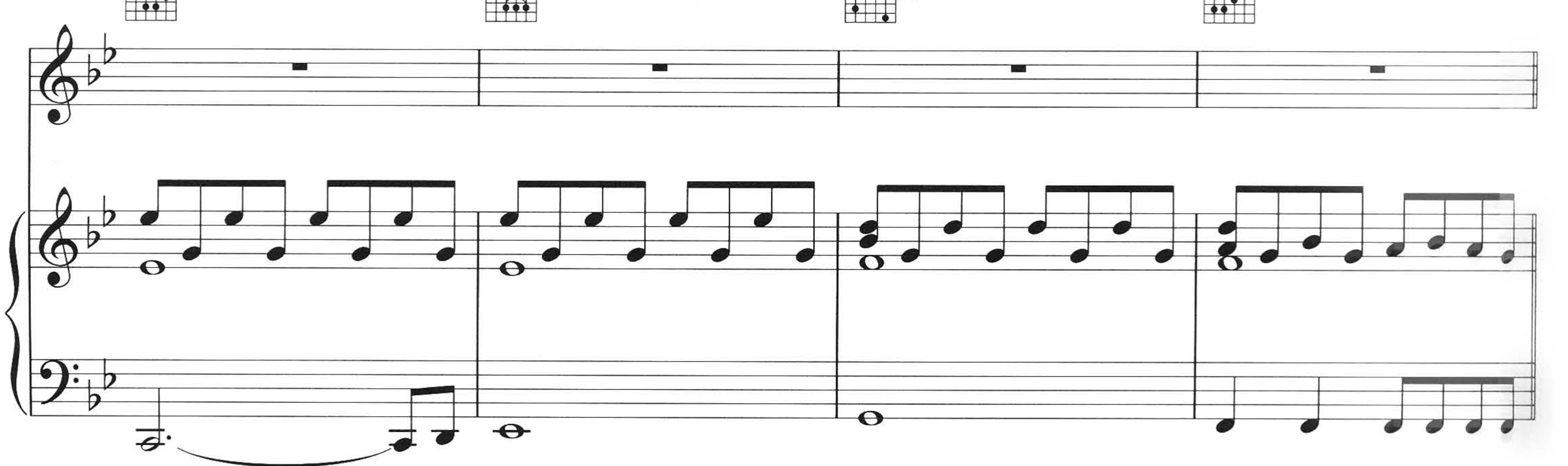


Cm  3fr

E \flat  6fr

Gm 7  3fr

F 



E^b
x x 0 0 0 0 6fr

Gm⁷
x 0 0 0 3 3fr

B^b
x 0 0 0 6 6fr

E^b
x x 0 0 0 0 6fr

Play 3 times

⊕ Coda II

F
x 0 0 0 0 0

D.S. al Coda II

E^b
x x 0 0 0 0 6fr

Gm⁷
x 0 0 0 3 3fr

B^b
x 0 0 0 6 6fr

E^b
x x 0 0 0 0 6fr

F
x 0 0 0 0 0

E^bmaj⁷
x x 0 0 0 0 6fr

F
x 0 0 0 0 0

Gm
x 0 0 0 3 3fr