

Vocals

Throw It All Away

from Sonic Adventure 2

Composed by Fumie Kumatani

Transcribed by Ashanti Mills

♩ = 142
C#5



(C#5)



N.C.



[A]

F-

Play 8x



[B]

F-



Eve-ry-bod-y tries to be—straight, but things are still un - changed.— It's

(F-)



use-less to re-sist. Their ef-fort will— be was - ted. Head

(F-)



straight for your goal by— a - ny means. There is a door that you've ne-ver o - pened. There is a

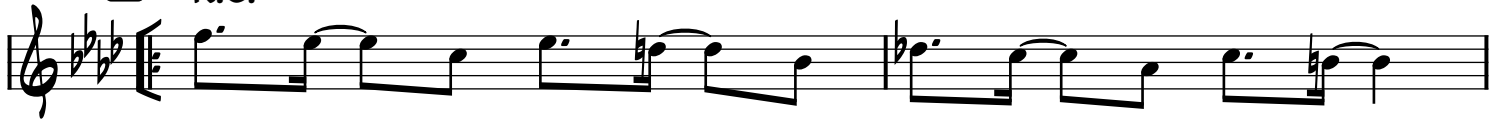
(F-)



win-dow with a view you've ne - ver seen. Get there,— no mat-ter how long it takes.

C

N.C.

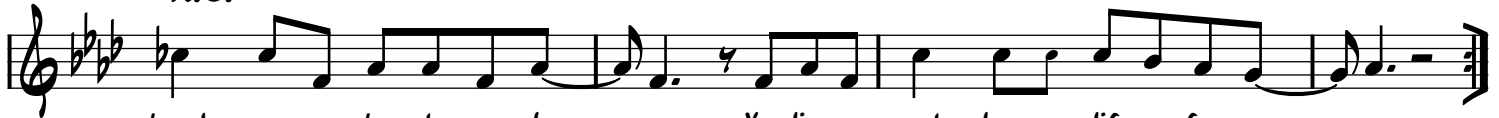


Oh dark, the dark - ness that do - zes in the dusk
 Oh dark, the dark - ness that doz - zes in the dusk



throw it all a - way. No one can
 throw it all a - way. You see a

N.C.



break you, no - bo - dy can tear you. You live an end - less life for - ev - er.
 light where - ev - er you go. You have to face it a - gain and a - gain.



And a - gain. And a - gain.

D

F-

Play 6x



E

F-7



Oh dark, the dark - ness that do - zes in the dusk
 Oh dark, the dark - ness that do - zes in the dusk

G/F

Dbadd9



throw it all a - way. No one can break you, no - bo - dy can tear you. You live an
 throw it all a - way. You see a light where - ev - er you go. You have to

F-7



end face - less it a - gain and for - e - ver.
 face it a - gain and a - gain.

