

# Never Say Die

Words and Music by Lauren Mayberry,  
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♩ = 110

B7(omit3)



*with Pedal*

Esus2



C#m7sus



5

1. Was-n't it gon-na be fun and \_ was-n't it gon-na be new? \_ Was-n't it gon-na be diff - 'rent and

A<sub>9</sub><sup>6</sup>



B7(omit3)



8

was-n't it gon-na be true? \_ Did-n't you say that?

Esus2



10

Did-n't you say that? Did-n't you say that? Did-n't you say that?

Esus2

C#m7sus

13



(1.) Weren't you gon-na be sor - ry, weren't you gon-na be pure? \_ Weren't we gon-na be hon - est and  
 2. Weren't you try-ing for-give - ness and weren't\_ you try-ing to stay? \_ Weren't you try-ing to look \_ up and

*mp*

A<sub>9</sub>

B7(omit3)

16



weren't we gon-na be more? \_ }  
 weren't you try-ing - to pray? \_ }

Did-n't you say that? Did-n't you say that?

Esus2

A(add9)

19



Did-n't you say that? Did-n't you say that? All you \_ want \_

*f*

B(add4)

C#m7

E5

22



\_ is \_ to play \_ at play-ing God, \_ but I'm fall -

25

A(add9) B(add4) C#m7 E

- ing in, I'm fall - ing out.

29

A(add9) B(add4) C#m7 E5

All you need is to play at play-ing God, and I'm fall-

*sim.*

33

A(add9) B(add4) C#m7 E

- ing in, I'm fall - ing out.

A(add9)

B(add4)

C#m7

E5

37



Nev-er, nev-er, nev-er, ev-er nev-er, ev-er, ev-er say die. \_ (Did-n't you say that?

A(add9)

B(add4)

40



Did-n't you say that?) Nev-er, nev-er, nev-er, ev-er, nev-er, ev-er, ev-er say die. \_

C#m7

E

A(add9)

B(add4)

43



— (Did-n't you say that? Did-n't you say that?) Nev-er, nev-er, nev-er, ev-er,

C#m7

E5

A(add9)

B(add4)

46



nev-er, ev-er, ev-er stop, (Did-n't you say that? Did-n't you say that?) Nev-er, nev-er, nev-er, ev-er,

50

C#m7 E

nev-er, ev-er, ev-er say die. — (Did-n't you say that? Did-n't you say that?)

53

A B C#m 1. Emaj7 2. E

*ff*

59

A(add9) B(add4) C#m7 E5

(Did-n't you say that? Did-n't you say that?)

63

A(add9) B(add4) C#m7 E

(Repeat to fade)

(Did-n't you say that? Did-n't you say that?)