

**So Far Away**  
**Alan Parsons**

Title: So Far Away  
Album: Alan Parsons On Air  
Writer: Ian Bairnson  
Transcribed: Ken Reynolds

Enjoy the following Alan Parsons selection.

So Far Away  
Ian Bairnson

[D] - [Dsus] - [D] - [Dsus]

We say [D] welcome to the mission, show us [C] all what you can do  
We [Bm] need a man with vision, so we [G] put our trust in you  
And [D] now we hope sincerely  
That you'll [C] do the best that you can [D] do [Dsus]

Oh, for [D] sure it won't be easy and we'll [C] have to risk our  
lives  
[Bm] Some will try to break us and [G] cut us down to size  
But [D] just remember,  
There can be no [C] consolation prize, [D] not in our eyes [Dsus]

It's a [C] long [G] way to [D] go  
We can't [C] wait [G] one more [D] day  
We need [C] some [G] one to [C] light [G] up the [D] way  
We may [C] run [G] out of [D] time  
Can you [C] hear [G] what we [D] say?  
Because [C] heaven is [C] so [G] far **A** [D] way [Dsus]

Although [D] time is getting short there's still some [C] sand left  
in the glass  
And [Bm] now we have a living, breathing [G] rocket man at last  
It's [D] time to take a step  
And nail our [C] colours to the mast [D] - [Dsus]

No more [D] talk of great adventures when it's [C] movement that we  
need  
It [Bm] must be our intentions that we [G] never lose the lead  
So [D] count us down to zero  
And [C] let's get up to speed, we're [D] up and away [Dsus]

It's a [C] long [G] way to [D] go  
We can't [C] wait [G] one more [D] day  
We need [C] some [G] one to [C] light [G] up the [D] way  
We may [C] run [G] out of [D] time  
Can you [C] hear [G] what we [D] say?  
Because [C] heaven is [C] so [G] far **A** [D] way [Dsus]

[C] - [G] - [D] [C] - [G] - [D] [C] - [G] - [C] - [G] [D] -  
[Dsus] -[D] - [Dsus]

And so [D] now they cry for justice, as if [C] justice will be done  
But the [Bm] eye up in the sky was flying [G] to close to the sun  
The [D] Challenger has fallen and the [C] race has now been run. . .

Enjoy all.

Ken Reynolds

(ltwu46b@prodigy.com)