Private Investigation Dire Straits

Private investigations

Fm

Cm/D / -

Bb/C# / G#/B F#/A / C7/A Fm/G / G#dim

Bbm6/F# / C7

Fm

Fm7 Cm/D

It s a mystery to me - the game commences

Bb/C#

For the usual fee - plus expenses

G#/B F#/A

Confidential information - it s in a diary

C7/A Fm/G

This is my investigation - it s not a public inquiry

G#dim / Bbm6/F#

C7

Fm

Fm7 Cm/D

I go checking out the reports - digging up the dirt **Bb/C#**

You get to meet in all sorts - in this line of work

G#/B F#/A

Treachery and treason - there s always an excuse for it ${\tt C7/A} \hspace{1.5cm} {\tt Fm/G}$

And when I find the reason - I still can t get used to it

G#dim / Bbm6/F#

C7 / Fm Eb/F#

G# Eb

And what have you got at the end of the day?

Bbm Fm Eb

What have you got - to take away?

G# C# Eb

A bottle of whisky - and a new set of lies

C# (

Blinds on the windows and a pain behind the eyes

Fm7 / Cm/D