How in the world will I go on

F#

G#

C#

```
Don't Walk Away
Electric Light Orchestra (ELO)
Intro: C# F# C# F#
C#
               Fm
Why do I say, don t walk away
                                         G#
You ll be the way you were before, when you don t want me anymore
                    Fm
                                        Ebm
Don t turn around, don t ever leave, a lonely room where empty days
                  F#
Are gathering to meet me when you re
F#
      C#
gone, gone
Ebm
                       G#
                            F#
                                  C#
How in the world will I I I go on
C#
             F#
                    G#
                                   F#
                                          C#
(Don t walk away) all you gotta do is stay
             F#
                    G#
                                   F#
(Don t walk away) all you gotta do is stay
             F#
                    G#
(Don t walk away)
            C#
                                                   Bbm
Don t walk away (don t walk away), don t say goodbye (don t say goodbye)
Don t turn around (don t turn around), don t let it die (don t let it die)
When shadows fall (when shadows fall), when day is done (when day is done)
                F#
All through the night (all through the night), all of my life (all of my life)
                         G#
Don t walk away ay ay ay ay ay ay
C#
               Fm
Is it a dream, when will it end
       Ebm
                                         G#
                                                             F#
When everything we ve ever known has ended and I m all alone
                                        Ebm
Where will I go, where will I be, the feelings that I ve never shown
Maybe I ll find the answer when you re
F#
       C#
gone, gone
                       G#
                                  C#
```

C#

F#

(Don t walk away) all you gotta do is stay

C# F# G# F# C#

(Don t walk away) all you gotta do is stay

C# F# G# F#

(Don t walk away)

(Refrão) (3x)