

**Take Me  
Natty Fox**

Take Me " Natty Fox

Tunning

e=eb

b=bb

g=gb

d=db

a=ab

E=cb

INTRO: **A# C# A# C# D# C# D#/E D# C# A# C# A#**  
**A# C# A# C# D# C# D#/E E E E E**

VERSE

**A# D# C# A# D# C#**

Lightnight strike, by definition should be as dead as the nail

**A# C# A# C# A#**

in a door

Don t know why, I keep on hanging on my body should be hitting  
the floor

Someone must be looking out, my heart has started giving out,  
but i remain to my surprise though everything they say.

I still don t understand it, they could take my soul and damn  
it, but they ve given me another chance to live another day.

INTRO RIFF

CHORUS

**G# A# C# D# (4x)**

Save Me Now

For the Rain comes Down and washes me away

Donâ€™t Know Why

that still remains to live another day

Save Me Now

For the time comes in and washes me away

lost inside

oh lost inside myself again

INTRO RIFF

VERSE02

Hammer down, metal to metal as I bend my broken body to new  
Sparks will fly, throughout creation of a stronger more proficient view  
I just can t get beside it, i have failed to recognize it, so i ve  
locked myself inside this box of pieces that i ve made

So Here i am to prove it, we have one chance or we loose it, but i m  
terrified i ll miss the mark and die here anyway

CHORUS

Save Me Now  
For the Rain comes Down and washes me away  
Donâ€™t Know Why  
that still remains to live another day  
Save Me Now  
For the time comes in and washes me away  
lost inside  
oh lost inside myself again

BRIGDE: **A# C# (3x) D#**

A Beautiful coincidence, of things better left unsaid  
Daft dissuasion compromises me, to take control of my disconnected head  
Dissalusioned by a million whispers, that tell me that I m dead  
Coalescence of a catalogue of mayhem, their words like fire spread

CHORUS

Save Me Now  
For the Rain comes Down and washes me away  
Donâ€™t Know Why  
that still remains to live another day  
Save Me Now  
For the time comes in and washes me away  
lost inside  
oh lost inside myself again

INTRO RIFF