

**Plowed
Sponge**

Half-step down

```

D# |-----|
A# |-----3-----0-----3-----3-----3-----|
F# |---0-----2-----2-----0-----0-----2-----|
C# |---2-----0-----2-----0-----x-----0-----|
G# |---2-----x-----0-----x-----3-----|
D# |---0-----2-----3-----|
    E5      D5/F  Asus2    G5      G5/C    D5

```

[Intro]

```

E5
Down, down/up/down/up/down/up
D5/F
Down, down/up/down/up/down/up
Asus2
Down, down/up/down/up/down/up
D5/F
Down, down/up
G5
Down, down/up

```

[Intro] (x4)

```

D# |-----|
A# |--3/5--5-5-5\3--3-3-3/5--5-5-5\3--3-3--|
F# |-----|
C# |-----|
G# |-----|
D# |-----|

```

```

D# |-----|
A# |--3/5--5-5-5/7--7-7-7h8--8-8-8-7-5-0--|
F# |-----|
C# |-----|
G# |-----|
D# |-----|

```

[Verse 1]

```

E5      D5/F      Asus2      D5/F  G5
Will I wake up, some dream I made up
G5/C      G5
No, I guess it s reality-yyyyy...
E5      D5/F      Asus2      D5/F  G5
What will change us, or will we mess up
G5/C      G5
Our only chance to connect with a dre-eammm...

```

[Pre-Chorus]

D5 **G5/C**
 Say a prayer for me (say a prayer for me)
D5 **G5/C**
 Say a prayer for me (say a prayer for me)
D5 **G5/C**
 Say a prayer for me (say a prayer for me)
G5/C
 I m buried by the sound...
 ...in **A...**

[Chorus]

E5 **G5/C**
 world of human wreck-age....in a
E5 **G5/C**
 world of human wreck-age....in a
E5 **G5/C**
 world of human wreck-age...where I m
D5
 lost and I m found and I
G5/C
 can t touch the ground...I m
G5/C **G5/C**
 plowed into the so-ound...

(x2)

D# |-----|
 A# |--3/5--5-5-5\3--3-3-3/5--5-5-5\3--3-3--|
 F# |-----|
 C# |-----|
 G# |-----|
 D# |-----|

D# |-----|
 A# |--3/5--5-5-5/7--7-7-7h8--8-8-8-7-5-0--|
 F# |-----|
 C# |-----|
 G# |-----|
 D# |-----|

(x2)

D# |-----|
 A# |--7h8--8-8-8p7---7-7-7h8--8-8-8p7-7-7--|
 F# |-----|
 C# |-----|
 G# |-----|
 D# |-----|

D# |-----|
 A# |--7h8--8-8-8/10---10-10-10/12--12-12-12-10-8-7-----|
 F# |-----|
 C# |-----|
 G# |-----|

D#|-----|

[Outro]

E5 **D5/F** **Asus2** **D5/F** **G5**

Will I wake up, some dream I made up

G5/C **G5**

No I guess it s reality-yyyy....(hold and fade out)