

Never Say Die

Words and Music by Lauren Mayberry,
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♩ = 110

B7(omit3)



First system of music, measures 1-4. Treble clef, key of D major (F# C# G# D), 4/4 time. Bass clef, same key and time. Dynamics: *p*. Pedal point is indicated by a long line in the bass clef.

with Pedal

Esus2



5

C#m7sus



Second system of music, measures 5-8. Treble clef, key of D major, 4/4 time. Bass clef, same key and time. Dynamics: *simile*. Pedal point is indicated by a long line in the bass clef.

1. Was-n't it gon-na be fun and _ was-n't it gon-na be new? _ Was-n't it gon-na be diff - 'rent and

A₉⁶



B7(omit3)



8

Third system of music, measures 9-12. Treble clef, key of D major, 4/4 time. Bass clef, same key and time. Pedal point is indicated by a long line in the bass clef.

was-n't it gon-na be true? _ Did-n't you say that?

Esus2



10

Fourth system of music, measures 13-16. Treble clef, key of D major, 4/4 time. Bass clef, same key and time. Pedal point is indicated by a long line in the bass clef.

Did-n't you say that? Did-n't you say that? Did-n't you say that?

Esus2



C#m7sus



13

(1.) Weren't you gon-na be sor - ry, weren't you gon-na be pure? _ Weren't we gon-na be hon - est and
 2. Weren't you try-ing for-give - ness and weren't_ you try-ing to stay? _ Weren't you try-ing to look _ up and

mp

A₉

B7(omit3)



16

weren't we gon-na be more? _ } Did-n't you say that? Did-n't you say that?
 weren't you try-ing - to pray? _ }

Esus2



A(add9)



19

Did-n't you say that? Did-n't you say that? All you _ want _

f

B(add4)



C#m7



E5



22

_ is _ to play _ at play-ing God, _ but I'm fall -

25

A(add9) B(add4) C#m7 E

- ing in, I'm fall - ing out.

29

A(add9) B(add4) C#m7 E5

All you need is to play at play-ing God, and I'm fall-

sim.

33

A(add9) B(add4) C#m7 E

- ing in, I'm fall - ing out.

37

A(add9) B(add4) C#m7 E5

Nev-er, nev-er, nev-er, ev-er nev-er, ev-er, ev-er say die. _ (Did-n't you say that?)

40

A(add9) B(add4)

Did-n't you say that?) Nev-er, nev-er, nev-er, ev-er, nev-er, ev-er, ev-er say die. _

43

C#m7 E A(add9) B(add4)

_ (Did-n't you say that? Did-n't you say that?) Nev-er, nev-er, nev-er, ev-er,

46

C#m7 E5 A(add9) B(add4)

nev-er, ev-er, ev-er stop, (Did-n't you say that? Did-n't you say that?) Nev-er, nev-er, nev-er, ev-er,

50

C#m7 E

nev-er, ev-er, ev-er say die. — (Did-n't you say that? Did-n't you say that?)

53

A B C#m 1. Emaj7 2. E

ff

59

A(add9) B(add4) C#m7 E5

(Did-n't you say that? Did-n't you say that?)

63

A(add9) B(add4) C#m7 E

(Repeat to fade)

(Did-n't you say that? Did-n't you say that?)