



All Torn Down Official by The Living End

Tuning: E A D G B E

Key: C#m

GUITAR SOLO

[Intro 1]

C#m Amaj7 C#m/G# G#

C#m Amaj7 C#m/G# G#

C#m Amaj7 C#m/G# G#

C#m Amaj7 C#m/G# G#

SKA

[Intro 2]

C#m A C#m A

SKA (E top)

[Verse 1]

C#m

I see the city and it isn't what it used to be

A

A million houses goin' up and down in front of me

C#m

No time to let the concrete set before it's broken up again

A

E G#

Don't care if it's historic, don't really care at all

SKA (E top)

[Verse 2]

C#m

A hidden landscape on the brink of a development

A

A protest rally never satisfied with development

C#m

Both striving for a perfect world

Each having their own opinions

A

E G#

And so the city grows, it grows on and on

CHORDS

[Chorus]

A B E

All Torn Down

A B E

All Torn Down

A B C#m **HOLD**

All Torn

SKA (E top)

[Verse 3]

C#m

I see the city and it's grown into a big machine

A

The streets are freeways and the parks are just a memory

C#m

No time to let the concrete set before it's broken up again

A E G#
Don't care if it's historic, don't really care at all

CHORDS

[Chorus]
A B E
All Torn Down
A B E
All Torn Down
A B
All Torn

SKA

[Post-Chorus]
C#m
You've got no reason!
A B
You've got no reason!
C#m
You've got no reason!
A B E G#
You've got no reason now!

SKA

[Solo]
C#m A C#m A
C#m A C#m A

SKA

[Verse 4]
C#m
I see the city and it isn't what it used to be
A HOLD
A million houses goin' up and down in front of me
C#m
No time to let the concrete set before it's broken up again
A E G#
Don't care if it's historic, don't really care at all

CHORDS

[Chorus]
A B E
All Torn Down
A B E
All Torn Down
A B
All Torn

SKA

[Post-Chorus]
C#m
You've got no reason!
A B
You've got no reason!
C#m
You've got no reason!

A **B**
You've got no reason!
C#m
You've got no reason!
A **B**
You've got no reason!
C#m
You've got no reason!
A **B** **G#**
You've got no reason now!

[Interlude]
Bm **A**
You've got no reason!
G
You've got no reason!
Bm **A G**
You've got no reason!

SKA

[Outro]
C#m Amaj7 C#m/G# G#
C#m Amaj7 C#m/G# G#
C#sus2