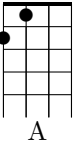
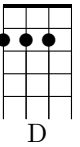


You're In a Bad Way - Saint Etienne

Intro **[A]**///|///**[D]**/ **[A]**///|///**[D]**/ **[A]**///|///**[D]**/ **[A]**///|///**[D]**/

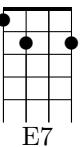
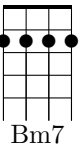
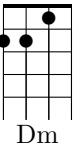


[A] Toast is burned, **[D]** and your **[A]** coffee's cold, **[D]** and you
[A] Leave all the **[D]** post 'cause it's **[A]** nothing but **[Bm7]** bills a **[E7]** gain.
[A] Home from work, **[D]** put the **[A]** TV on. **[D]** Get your
[A] Kicks watching **[D]** Bruce on the **[A]** old gene **[Bm7]** ration **[E7]** game



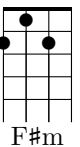
Chorus

[C#m] Just dial my number, I've got some plans for you.
[F#m] You're in a bad way and I can help you through.
[D] You're in a bad way, every **[Dm]** place is just the same.
[A] Just dial my **[F#m]** number, and **[D]** call my **[E7]** name.
[A] Jeans are old **[D]** and your **[A]** hair's all wrong. **[D]** Don't you
[A] Know that **[D]** crew-cuts and **[A]** trainers are **[Bm7]** out a **[E7]** gain?
[A] Going out, **[D]** you're **[A]** feeling low. **[D]**
[A] Running for **[D]** cover, it **[A]** looks like it's **[Bm7]** going to **[E7]** rain
(what a shame.)



Chorus

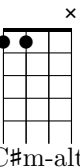
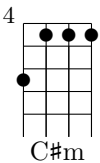
[C#m] Just dial my number, I've got some plans for you.
[F#m] You're in a bad way and I can help you through.
[D] You're in a bad way, every **[Dm]** place is just the same.
[A] Just dial my **[F#m]** number, and **[D]** call my **[E7]** name.



[A]///|///**[D]**/ **[A]**///|///**[D]**/ **[A]**///|///**[D]**/ **[A]**///|///**[D]**/

Chorus

[C#m] Just dial my number, I've got some plans for you.
[F#m] You're in a bad way and I can help you through.
[D] You're in a bad way, every **[Dm]** place is just the same.
[A] Just dial my **[F#m]** number, and **[D]** call my **[E7]** name.
(just dial my number)



[A] You're in a bad way **[D]** **[A]** You're in a bad way **[D]**
[A] You're in a bad way **[D]** **[A]** You're in a bad way **[D]**
[A]///|///**[D]**/ **[A]**///|///**[D]**/ **[A]**///|///**[D]**/ **[A]**///|///**[D]**/