

HIDE AND SEEK

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Rhythmic ♩ = 120

Piano

When

5 C C/E F Gsus C F

I was ___ ten, ___ my bro-ther and I used to play in our ___ back - yard.

Pno.

8 G Am G/B C C/E F Gsus

We made up ___ games ___ for hou - rs, and fought bat-tles long ___ and ___

Pno.

Hide and Seek

2

11

C F Dm7

hard. Some-times we were an - i - mals; a -

Pno.

14

C/E F G Am

long the grass we'd crawl: I played a lamb; my bro-ther was a li-on, fierce and tall. But

Pno.

17

A^b E^b/G F m7 D^b D^b/B

no-thing com-pared to our fav - o-rite game of all...

Pno.

mp

21

E^b E^b/G A^b B^b/D E^b

Hide and seek: All you have to do is hide, and seek. And it does-n't mat - ter

Pno.

Hide and Seek

25 A^b E^b/G D^b G^b/D^b

if you're weak or if you're strong.

Pno.

28 D^b A^b/B^b E^b E^b/G A^b

'Cause sim - ple is the way you play: All you have to do is

Pno.

31 B^b B^b/C^m F^m7 $G7\#9$

hide a - way, and wait for some-one else to come a - long.

Pno.

35 C^m $F7$ F^m7 E^b/G

And may-be now it sounds a lit-tle dumb.

Pno.

4

Hide and Seek

39

D^b

F m7

A^b/B^b

3

But I can still hear my bro - ther yell: "Ready or not! Here I

Pno.

39

More Groove

44

C

come." _____

Last

Pno.

44

48

C

C/E

F

Gsus

C

F

year I ___ moved ___ here to New York. The ground feels strange un-der my ___ feet.

Pno.

48

51

Gsus

A m

G/B

C

C/E

F

Gsus

Where there once was ___ grass, now ___ there's on-ly mor-tar and ___ con -

Pno.

51

Hide and Seek

54 C F G A m D m7

crete. I make my way to o-pen calls; they'll

Pno.

57 C/E F G A m

start off well, but then I flub a line or miss a note, and ev-ery time, that's when the

Pno.

60 A b Eb/G F m7 D b D b/B

years re-cede be-fore me, and I'm sud-den-ly ten. Stuck once a-gain with

Pno.

subito p

64 Eb Eb/G A b B b B b/D Eb

Hide and Seek. Wear-ing heels, but play-ing hide and seek.

Pno.

mf

6

Hide and Seek

67

A^b

E^b/G

— At least that's how it feels — when I've been — weak, and they've — been strong. —

Pno.

70

D^b

G^b/D^b

D^b

A^b/B^b

E^b

E^b/G

A^b

— They tell me "Thanks" and — "Have a nice — day."

Pno.

73

B^b

B^b/D

C m

What they real-ly mean — is "Go — a - way, — while we wait for some-one

Pno.

76

F m7

G7#9

C m

else to come — a - long." —

Pno.

Hide and Seek

79 F7 F m7 E^b/G D^b

And all my life I've been the one who hid, a-fraid to speak.

Pno.

83 F m7 A^b/B^b

But when do we switch roles? When is it my turn to

Pno.

86 C^b G^b/B^b C^b

seek out my own end - ing, cause I've been keep - ing score!

Pno.

89 G^b/B^b A G[#]7[#]9 C[#]m7

And ev - ery game turns out the same, but I'm

Pno.

Start to Build

92 F#m7 A/B

— not play - ing. No I'm — not play - ing — an - y -

96 F

more!

f

99

103 Bb/C Am7 Bb

So come on, world, — and find me! —

105 Csus C A m7 B \flat Csus

Close your eyes ___ and count ___ to ten, ___ then ___ find me! ___ I'm never gon - na hide ___ a-gain! ___ This

Pno.

Bring it home

108 B \flat F/A B \flat F/A

view is un - ob - scured ___ now, so ev - ery - one ___ can see. And

Pno.

110 B \flat F/A A \flat E \flat /G

may - be it's ___ not per - fect, but at least ___ it's fin - ally me. Me! As

Pno.

112 G \flat D \flat /F F7 B \flat m E \flat sus

fierce as an - y li - on, no long - er ___ the meek little lamb. ___

Pno.

cross-hand

10

Hide and Seek

115

E^b7

E^bm7

D^b/F

G^b A^b

B^bm

A^b/C

Just give me one more shot to show you what I've got, cause

Pno.

118

D^b

D^b/B

G^b/B^b

G^bm/A^b

read-y or not,

Pno.

121

A^b

D^b

Here I am!

ff

Pno.

124

124

rit.

sfz

Pno.