

Youssou N'dour - 7 Seconds

Tom: A

Intro 2x: Gbm Gbm Ebm7 D7M
 Gbm Gbm Ebm7 D7M
 Boul ma sene, boul ma guiss madi re nga fokni mane
 Gbm Gbm Ebm7 D7M
 Khamouma li neka thi sama souf ak thi guinaw
 Gbm Gbm Ebm7 D7M
 Beugouma kouma khol oaldine yaw li neka si yaw
 Gbm Gbm Ebm7 D7M
 Mo ne si man, li ne si mane moye dilene diapale
 Gbm Gbm
 Roughneck and rudeness We should be using,
 Ebm7 D7M
 on the ones who practice wicked charms
 Gbm Gbm
 For the sword and the stone Bad to the bone
 Ebm7 D7M
 Battle is not over Even when it's won
 Bm7 A7M
 And when a child is born into this world
 Ab7
 It has no concept
 Of the tone the skin is living in
 Dbm7
 It's not a second
 B
 7 Seconds away
 A7M
 Just as long as I stay
 B
 I'll be waiting
 Dbm7
 It's not a second
 B
 7 Seconds away
 A7M
 Just as long as I stay
 B
 I'll be waiting
 Gbm Gbm Ebm7 D7M
 I'll be waiting
 Gbm Gbm Ebm7 D7M
 I'll be waiting
 Gbm Gbm Ebm7 D7M
 J'assume les raisons qui nous poussent de changer tout,
 Gbm Gbm Ebm7 D7M
 J'aimerais qu'on oublie leur couleur pour qu'ils esperent
 Gbm Gbm Ebm7
 Beaucoup de sentiments de race qui font qu'ils desesperent
 D7M
 Je veux les portes grandements ouvertes,
 Gbm Gbm

Des amis pour parler de leur peine, de leur joie
 Ebm7 D7M
 Pour qu'ils leur filent des infos qui ne divisent pas
 Dbm7
 Changer
 B
 7 Seconds away
 A7M
 Just as long as I stay
 B
 I'll be waiting
 Dbm7
 It's not a second
 B
 7 Seconds away
 A7M
 Just as long as I stay
 B
 I'll be waiting
 Gbm Gbm Ebm7 D7M
 I'll be waiting
 Gbm Gbm Ebm7 D7M
 I'll be waiting
 Interlude: (Gbm Gbm Ebm7 D7M) 4x
 Bm7 A7M
 And when a child is born into this world
 Ab7
 It has no concept
 Dbm7
 Of the tone the skin is living in
 A7M Dbm7
 And there's a million voices
 A7M Ab7
 And there's a million voices
 To tell you what she should be thinking
 So you better sober up
 Dbm7
 For just a second
 B
 7 Seconds away
 A7M
 Just as long as I stay
 B
 I'll be waiting
 Dbm7
 It's not a second
 B
 7 Seconds away
 A7M
 Just as long as I stay
 B
 I'll be waiting...

Acordes

