

# little by little

Words & Music by Noel Gallagher

♩ = 74



1. We the peo - ple, fight for our... ex - is-  
(Verse 2 see block lyric)



- tence. We don't claim to be per - fect but we're free. We

Em<sup>9</sup>



A



Asus<sup>4</sup>



A



dream our dreams a - lone\_ with no\_\_ re - sis - tance,

Em<sup>9</sup>



A



Asus<sup>4</sup>



A



fad - ed like the stars\_ we wish to be.\_\_\_\_ Y' know I did - n't

D



D/F#



G



D/F#



Em<sup>7</sup>



mean\_\_\_\_ what I just said,\_\_\_\_ but my God woke up on the wrong side of His bed.

A



Asus<sup>4</sup>



A



§

G



D



\_\_\_\_ And it just don't mat - ter now,\_\_\_\_ lit - tle by lit - tle we

Asus<sup>4</sup>

A

Em<sup>7</sup>

D/F<sup>#</sup>

G

D



gave you ev - 'ry - thing you ev - er dreamed of. As lit - tle by lit - tle, the

Asus<sup>4</sup>

A

Em<sup>7</sup>

D/F<sup>#</sup>

G

D

Asus<sup>4</sup>

A

Em<sup>7</sup>

D/F<sup>#</sup>



wheels of your life have slow-ly fal-len off. Lit - tle by lit - tle you have to live it all in all your life.

G

D

To Coda

Cadd<sup>9</sup>

G

and all the time I just ask my - self why are you real - ly here?

1.

Asus<sup>4</sup>



2.

A



Asus<sup>4</sup>



A



G



D/F<sup>#</sup>



Hey!

Instrumental ad lib.

A Asus<sup>4</sup> A G D/F# D

*D. Sc. al Coda*

A G D A Asus<sup>4</sup> A

♠ *Coda*

Asus<sup>4</sup> A Em<sup>7</sup> D/F# G D Asus<sup>4</sup> A Em<sup>7</sup> D/F#

— my - self why — are you real - ly here? —

G D Asus<sup>4</sup> A Em<sup>7</sup> D/F# G D

Why are you real - ly here? —

Asus<sup>4</sup>



2fr

A



Em<sup>7</sup>



D/F#



G



D



Cadd<sup>9</sup>



G



Why are you real - ly here?—

Guitar

D



Dsus<sup>4</sup>



3fr

Play 3 times ad lib.

D



Dsus<sup>4</sup>/2



2fr

D



C/D



Repeat ad lib. to fade

Verse 2:

True perfection has to be imperfect  
I know that that sounds foolish but it's true  
The day has come and now you'll have to accept  
The life inside your head we give to you.

Y'know I didn't mean what I just said etc.