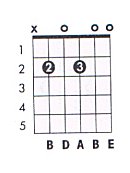
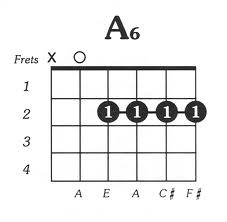
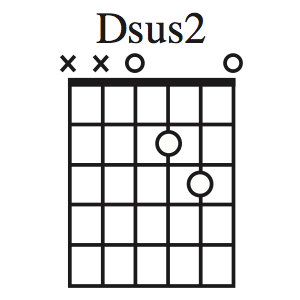
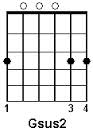
**Better As a Memory**



**Bm11**

Intro **Dsus2 A/C# Bm11 Gsus2** (X2)

I move on like a **[Dsus2]** sinner's prayer. Let 'em go like a **[A6/C#]** levee breaks. Walk away as if **[Bm11]** I Don't care.

Learn to shoulder my **[Gsus2]** mistakes. I'm built to fade like your **[Dsus2]** favorite song, gettin' reckless when there's **[A6/C#]** no

need. Laugh as your stories**[Bm11]** ramble on. Break my heart but it **[Gsus2]** won't bleed. My only friends are **[Bm]** pirates,

it's just who I **[Asus**] am **[A]** I'm **[G]** better as a mem-**[A]**-'ry than as **[D]** your man.

I'm never sure when the **[Dsus2]** truth won't do. I'm pretty good on a **[A6/C#]** lonely night. I move on the way a **[Bm11]** storm

blows through. I never stay, but then again **[Gsus2]** I might. I struggle sometimes to **[Dsus2]** find the words, always sure

until **[A6/C#]** I doubt. Walk a line un-**[Bm11]**-til it blurs. Build walls too high to **[Gsus2]** climb out. But I'm honest to **[Bm]**

a fault, it's just who I **[Asus]** am. **[A]** I'm **[G]** better as a mem-**[A]**-'ry than as **[D]** your man.

**[G]** I see you lean'in. **[D/F#]** You're bound to fall. **[Asus]** I don't wanna **[A]** be that mistake. **{ D Em F#m } [Gsus2]** I'm

just a dreamer, **[D/F#]** nothin' more. **[Em7]**You should know before it gets to late. **[Asus] [A]** 'Cause goodbyes are like a

**[Dsus2]** roulette wheel, you never know where they're **[A6/C#]** gonna land. First you're spinnin; then you're **[Bm11]** standin'

still, left holdin a los-**[Gsus2]**-in hand. But one day you're gonna **[Dsus2]** find someone, right away you'll know **[A6/C3]** it's

true that all of your **[Bm11]** seek-in's done. It's just part of **[Gsus2]** the pass-in through. Right there in that **[Bm]** moment

you'll fin'lly under **[Asus]** stand **[A]** that I was **[G]** better as a mem-[**A]-**'ry than as **[Bm7]** your man, **[Gsus2] [G]** better as a

mem-**[A]**-'ry than as **[D]** your man.

**Dsus A/C# Bm11 Gsus2 Dsus2 A/C# Bm11** **Gsus2** Repeat and Fade