

MERCY IN YOU

Musica e testo di
MARTIN GORE

The first system of the score shows the vocal line and piano accompaniment. The vocal line consists of four measures of whole notes: C4, E4, G4, and C5. The piano accompaniment features a rhythmic pattern of eighth notes in the right hand and a steady bass line in the left hand. A fermata is placed over the final measure of both parts.

Am  B 

(1.) You know what I need _____ when my heart bleeds, -
 (3.) When here in my mind _____ I have been blind, -

The second system continues the vocal line and piano accompaniment. The vocal line has two lines of lyrics. The piano accompaniment continues with the same rhythmic pattern, with a key signature change to B major indicated by a sharp sign on the F# note in the right hand.

Cm  Em  Em7  Eb 

_____ I suf - fer from greed, _____ a long - ing to feed _____
 _____ e - mo - tion - al - ly be - hind, _____ I have faith I will find _____

The third system continues the vocal line and piano accompaniment. The vocal line has two lines of lyrics. The piano accompaniment continues with the same rhythmic pattern, with a key signature change to E minor indicated by a flat sign on the E note in the right hand.

Ab *To Coda* Cm F

on the mer - cy in — you. —
the mer - cy

Am B Cm

I can't con-veal — the way I'm healed, — the plea-sure I feel —
(2.) When here in my mind — I feel in - clined — to wrong-ly treat you un - kind, —

Em Em7 Eb Ab

— when I have to deal — with the mer - cy
— I have faith I will find — the mer - cy

Cm F Cm *Not 2^o*

in — you. —
in — you. —

F Abadd9 Cm

I would do it all a - gain, —
I would lose my way a - gain, —

Ab Cm Dbadd9

lose my way and fall a - gain, — just so I could
be led hope-less-ly a - stray a - gain, — just so I could

1. Ab Db Cm /Bb

call a - gain — on the mer - cy in — you, —
pray a - gain —

F Ab Cm /Bb F Ab

on the mer - cy in — you. —

2.

Db

(Cm)

for the mer - cy in — you. —

D.%. al Coda

⊕ CODA

Cm

/Bb

F

Ab

*Repeat ad lib.
(as Instr.)
To Fade*

in — you. — The mer - cy