

# THE RIDDLE

Words and Music by  
JOHN ONDRASIK

Moderately fast

There was a man back in  
The bat-ter swings and the

nine - ty five whose  
sum - mer flies as  
heart ran out of sum - mers. But be - fore  
I look in - to my an -

he died, I asked him, "Wait, what's the sense in life? Come  
- gel's eyes. A song plays on while the moon is hid - ing

o - ver me, come o - ver me?  
o - ver me. Some-thing comes o - ver me.  
He said, "Son, why you got to  
I guess we're big and I

Gsus G Gsus

sing that tune? Catch a Dy - lan song — or some e -  
 guess we're small. If you think a - bout it, man, you know, we've -

G Em

clipse of the moon, let an an - gel swing — and make  
 — got it all, 'cause we're all — we got — on this bounce -

C D

— you swoon, then you will see, — you will see." —  
 - ing ball and I love you free, — I love you free - ly.

C D G

Then he said, "Here's a } rid - dle for you; find the an -  
 Here's a } a }

To Coda 

Em C D G

- swer. There's a rea - son for the world, you and I."

Gsus G

Picked up my kid from school to - day, "Did you

Gsus G Em

learn an - y - thing, 'cause in the world to - day you can't live in a cas - tle far -

C D

— a - way. — Now talk to me, — come talk to me." — He said, "Dad, —

G Gsus G Gsus

I'm big, but we're small-er than small. In the scheme of things, well, we're

G Em Em

noth-ing at all. Still, ev-'ry moth-er's child sings a lone - ly song, so

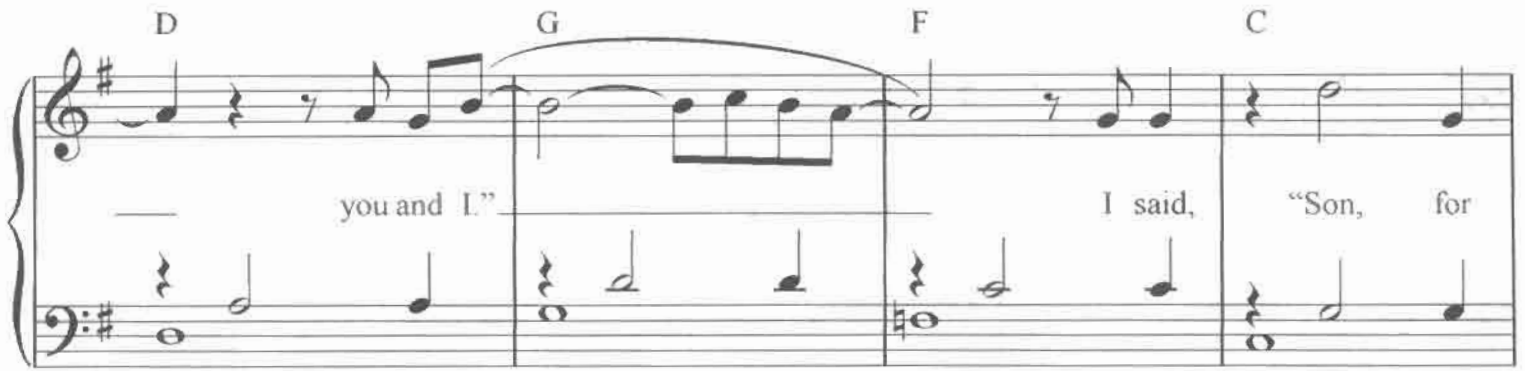
C D C

play with me, come play with me. And hey, Dad, here's a

D G Em C

rid - dle for you. Find the an-swer. There's a rea - son for the world,

D G F C



you and I." I said, "Son, for

D G D/F# Em C



all I've told you, when you get right down to the rea-son for the world, -

D G C



who am I? There are

D G Em C



se-crets that we still have left to find. There have been

D G F(add2) C

mys ter - ies from the be - gin - ning of time. There are

D G Em

an - swers we're not wise e - nough to see." He said, "You

C C/D D D.S. al Coda

look - ing for a clue. I love you free."

CODA D7 G Gsus2 G

you and I...  
*rall.*