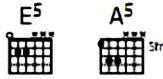


THE OTHER SIDE

Words and Music by BENJ PASEK
and JUSTIN PAUL

Moderately fast



BARNUM:

Right here, right now, I put the of - fer out _



N.C.



I don't wan - na chase you down, _ I know you see it You run with me



N.C.

and I _ can cut you free, out of the drudg - er - y _ and walls you keep in

F⁵ C⁵

So trade your typ - i - cal for some - thin' col - or - ful, _

Rhythmic sound effects

G Am G F

and if it's cra - zy live a lit - tle cra - zy You can play it sen - si - ble, _

C⁵ D7(4) E

a king of con - ven - tion - al, _ or you can risk it all _ and see

§

BARNUM: PHILLIP: C⁵ C

Don't you wan - na get a - way from the
Don't you know that I'm o - kay with this

G(add4) Am7 fsus2

same old part you got - ta play? 'Cause I got what you need, so come -
up - town part I get to play? 'Cause I got what I need, and I

C G(add4) Am7 G F

— with me and take the ride — It - 'll take you to see the oth - er side
— don't wan - na take the ride — I don't need to see the oth - er side

fsus2 C G

'Cause you can do like you do, or you can do like me Stay in the cage, or you
So go and do like you do I'm good to do like me Ain't in a cage, so I

Am7 G(add4) fsus2 C

fi - nal - ly take the key Oh damn, sud - den - ly you're free to fly —
don't need to take the key Oh damn, can't you see I'm do - ing fine? —

To Coda

G(add4)



E7



Am



PHILLIP:

It - 'll take you to the oth - er side
I don't need to O - kay my friend,



G



F

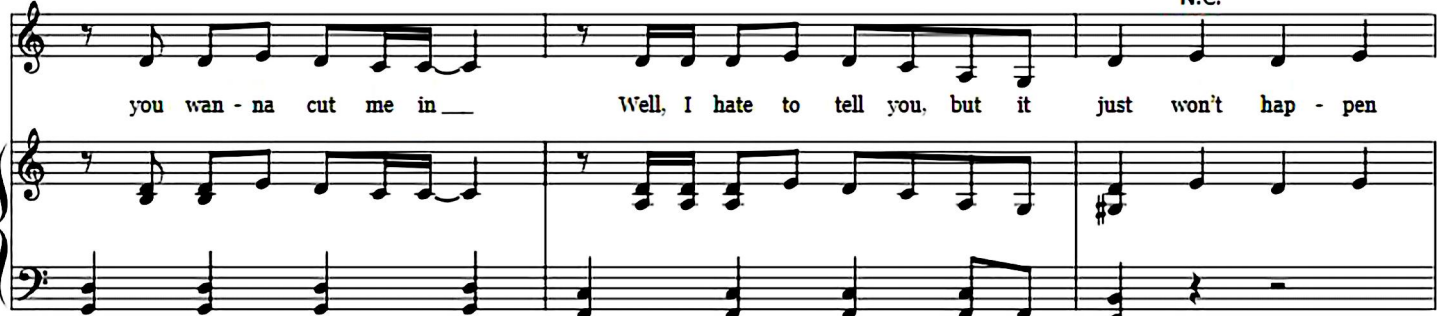


E



N.C.

you wan - na cut me in — Well, I hate to tell you, but it just won't hap - pen



Am



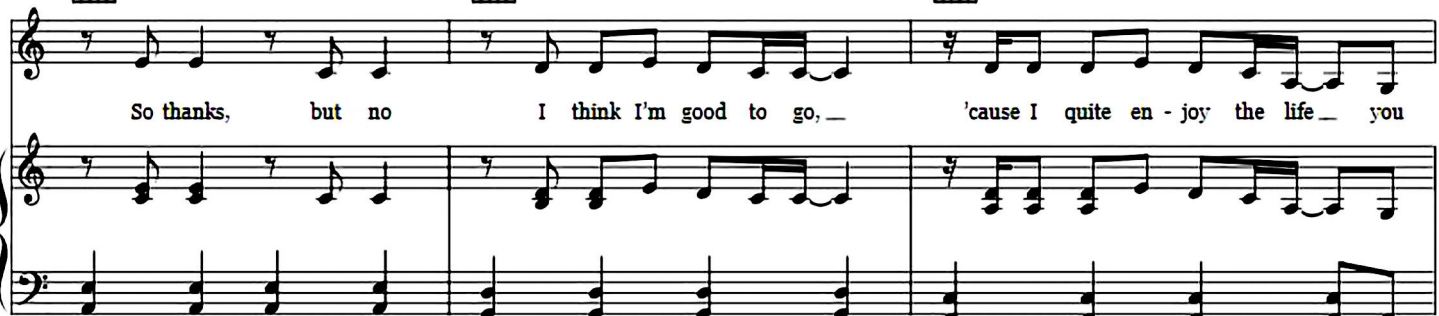
G



F



So thanks, but no I think I'm good to go, — 'cause I quite en - joy the life — you



E



N.C.

F



Csus2



say I'm trapped in Now I ad - mire — you — and that whole show you do —



G Am⁷ G F

You're on - to some - thin' Real - ly, it's some - thin' But I live a - mong the swells, and

p

D.S. al Coda

C^{sus2} D⁷(4) E⁷

we don't pick up pea-nut shells I'll have to leave that up to you

E⁷ BARNUM: fsus² C

see the__ oth - er Now is this real - ly how__ you'd like to spend__ your days? Whis -

G(add4) Am G fsus²

PHILLIP:
- key and mis - er - y and par - ties and plays? - If I were mixed up with you I'd be the

C⁵ G(add4) E⁷ **BARNUM:**

talk of the town, dis-graced and dis-owned, an - oth - er one of the clowns - But you would

Fsus2 C⁵ G

fi - nal - ly live a lit - tle, fi - n'ly laugh a lit - tle Just let me give you the free -

Am G F#sus2

- dom to dream, and it - 'll wake you up and cure your ach - in',

D7(4) rit. F#sus2

take your walls and start 'em break - in' Now that's a deal that

Slowly, freely

Bm7,5



E7



N.C.

seems worth tak - in' but I guess I'll leave that up to you

Tempo I

A5



PHILLIP:

Well, it's in - trigu - ing, but to go ___ would cost me great - ly

So what per - cent - age of ___ the show ___ would I be tak - ing?

D5



BARNUM:

Well, fair e - nough, _ you'd want a piece ___ of all ___ the ac - tion

Am



I'd give you sev - en We could shake and make it hap - pen

E7



PHILLIP:

F



BARNUM:

I was - n't born this morn - ing Eight - een would be just fine Why not just go a - head _ and

E



PHILLIP: BARNUM:

F



ask for nick - els on the dime? _ Fif - teen I'd do eight Twelve
(Spoken): Maybe nine

E



E



Fsus2



PHILLIP & BARNUM:

Ten! Don't you _____



PHILLIP:

BARNUM:

PHILLIP
& BARNUM:

PHILLIP:

wan - na get a - way to a whole new _____ part you're gon - na play? 'Cause I



BARNUM:

PHILLIP
& BARNUM:

got what you need, so come _____ with me and take the ride _____



BARNUM:

PHILLIP:

to the _____ oth - er side So if you do like I do So if you do like me

PHILLIP & BARNUM:

Am⁷ G(add4) F#sus2

for - get the cage, 'cause we know how to make the key Oh damn,

C G(add4) Am⁷ G(add4)

sud - den - ly we're free to fly We're go - in' to the oth - er side

F#sus2 C G(add4)

PHILLIP: **BARNUM:**

So if you do like I do To the oth - er side so if you do like me Go - in'



PHILLIP:

PHILLIP & BARNUM:

to the oth - er side 'cause if you do, we're go - in' ...to the oth - er side



N.C.

We're go - in' to the oth - er side