## MAY THE FORCE BE WITH YOU element66



SCENARIOS. IT WAS CHAD HAMLIN AND FISHER'S LOVE FOR STAR WARS THAT BROUGHT THIS INSTANT ELEMENT66 CLASSIC TO LIFE. AT THE HEART OF DEGOBAH!'S LYRICS. KENNY INGENIOUSLY EMBEDDED A DEEP SEEDED MESSAGE OF HOPE FOR THE FUTURE OF HUMANITY. "WE DISCOVER WE CAN RESHAPE REALITY JUST BY BELIEVING, JUST BY WILLING IT REAL." THE LESSON TO BE LEARNED FROM DEGOBAH! iS THAT IF YOU TRULY BELIEVE.

## Lenent 66 LYRICS BY: KENNETH FISHER

THEN YOU CAN RESHAPE REALITY -

ANYTHING IS POSSIBLE.

MUSIC BY: CHAD HAMLIN & KENNETH FISHER **GUITAR WORK BY: JAMES ANDERSON** DETAILS: DEGOBANI SONG LENGTH - 3:26

MUSICAL KEY - D MINOR TEMPO - 120 BEATS PER MINUTE COVER ART DRAWN BY: DAN MUSGROVE COVER ART GRAPHIC DESIGN BY: CHAD HAMLIN

TIME SIGNATURE - 4/4

**VOCALS BY: KENNETH FISHER** 

## - DEGOBAH! -

METACLORIANS CALLING THESE THINGS THAT WILL NOT LET GO OUTSIDE OF ALL THE OTHERS THE DARK ONES FAULT

I FEEL A YEARNING IN MY SOUL

WE WILL BRING BALANCE AND ORDER A NEW HOPE FOR US ALL MAY THE FORCE BE WITH YOU YOU TRY NOT. YOU JUST DO

I'M GOING TO THE DEGOBAH SYSTEM

GOING TO DEGOBAH

I'M GOING TO THE DEGOBAH SYSTEM I'M GOING TO DEGOBAH I WILL BRING BACK EVERYTHING I NEED TO BE I WILL BECOME ALL THAT YOU WANT FROM ME I CAN SEE THE CENTER INSIDE OF ME

I CAN BE STRONG WE DISCOVER WE CAN RESHAPE REALITY JUST BY BELIEVING. JUST BY WILLING IT REAL THEN WE WILL COVER ALL ANGER INSIDE IF WE BELIEVE IN OURSELVES

MAY THE FORCE BE WITH YOU YOU TRY NOT. YOU JUST DO

> I'M GOING TO THE DEGOBAH SYSTEM GOING TO DEGOBAH I'M GOING TO THE DEGOBAH SYSTEM I'M GOING TO DEGOBAH

THEY THINK THAT THEY CAN CONTROL THE UNIVERSE THEY THINK THEIR POWER WILL EQUAL THEIR MIGHT DESTROYING WORLDS IN THE NAME OF YOUR EMPEROR

YOUR REPUBLIC IS JUST PICKING A FIGHT I AM A REBEL, I AM A JEDI I FIGHT FOR WHAT IS TRUE, I FIGHT FOR WHAT'S RIGHT NOT JUST A SOLDIER, I AM A TRUE KNIGHT

IF YOU BELIEVE, WE WILL WIN THIS FIGHT I'M GOING TO THE DEGOBAH SYSTEM GOING TO DEGOBAH I'M GOING TO THE DEGOBAH SYSTEM I'M GOING TO DEGOBAH