SUB inglês

Fill in the gaps

Phenomenon by Thousand Foot Krutch

Everyone pound (5)_____ feet to this phenomenon

If you're (1) us, calling all riders	Now, let's make it loud
Roll up beside us, no place to hide us	Let's show 'em all how you move to this phenomenon
All (2) fighters, let's unite us	Roll, open your soul
Switch on your nitrous and let's go	Maybe lose control (6) of this phenomeno
Destination for navigation	Just let yourself go
Man up ya stations, feel the sensation	And let everyone know you move to this phenomenon
Surround invasion with communication	Can't take it anymore, shake until we move the floor
Move quick, we might avoid contamination	What are we waiting for? Let's go
Down, here comes the sound	I'm tired of being ordinary
Everyone pound your feet to this phenomenon	Don't care if there's people staring
Now, let's make it loud	I'll rely on Your strength to carry me on
Let's show 'em all how you move to this Phenomenon	I'm not invisible like you
Roll, open your soul	Next (7) things get a little messed up
Maybe lose control inside of this phenomenon	I'll shine, but I'll never be see-through
Just let yourself go	I'm fine just trying to wake the rest up
And let everyone know you move to this phenomenon	Down, here comes the sound
Don't let these spiders crawl up beside us	Everyone pound your feet to this phenomenon
They want to bite us, inject the virus	Now, let's make it loud
Raise up your lighters, praise to the righteous	Let's show 'em all how you move to this phenomenon
We need You to guide us	Roll, open your soul
Get prepared to go!	Maybe lose control inside of this phenomenon
If you're like us, calling all riders	Just let yourself go
Roll up beside us, no place to (3) us	And let everyone know you move to this phenomenon
All freedom fighters, let's unite us	You move to (8) phenomenon
Switch on your (4) and let's go	You (9) to this phenomenon
Down, here comes the sound	



- 1. like
- 2. freedom
- 3. hide
- 4. nitrous
- 5. your
- 6. inside
- 7. time
- 8. this
- 9. move

Fill in the gaps