SUB inglês

Fill in the gaps

Set Fire To The Rain (Cover) (Live) by Vázquez Sounds

I let it fall, my heart	Well, it burned while I cried
And as it fell, you (1) to claim it	'Cause I heard it screaming out (17) name
It was dark and I was over	Your name
Until you (2) my lips and you saved me	I set fire to the rain
My hands, (3) (4) strong	And I threw us (18) the flames
But my knees were far too weak	Well, I felt something die
To stand in your arms	'Cause I knew that (19) was the last time
Without (5) to your feet	The (20) time
But there's a (6) to you	Sometimes I wake up by the door
That I (7) knew, never knew	And heard you calling, must be (21) for you
All the things you'd say	Even (22) (23) we're already over
They were never true, never true	I can't help myself from looking for you
And the (8) you'd play	I set fire to the rain
You would always win, (9) win	Watched it pour as I touch (24) face
But I set fire to the rain	Well, it (25) (26) I cried
Watched it pour as I touched your face	'Cause I heard it screaming out (27) name
Well, it (10) while I cried	Your name
'Cause I heard it screaming out your name	I set fire to the rain
Your name	And I threw us into the flames
When laying with you I could stay there	Well, I felt something die
Close my eyes, feel you here forever	'Cause I knew (28) that was the last time
You and me together, (11) is better	The (29) time (oh)
'Cause there's a side to you	(Oh, no)
That I never knew, (12) knew	Let it burn
All the things you'd say	(Oh) let it burn
They were never true, (13) true	Let it burn
And the games you's play	(Oh oh oh)
You would (14) win, always win	
But I set fire to the rain	
Watched it (15) as I touched (16) face	

1. rose

- 2. kissed
- 3. they
- 4. were
- 5. falling
- 6. side
- 7. never
- 8. games
- 9. always
- 10. burned
- 11. nothing
- 12. never
- 13. never
- 14. always
- 15. pour
- 16. your
- 17. your
- 18. into
- 19. that
- 20. last
- 21. waiting
- 22. that
- 23. when
- 24. your
- 25. burned
- 26. while
- 27. your
- 28. that
- 29. last

Fill in the gaps