## Fill in the gaps

## Phenomenon by Thousand Foot Krutch

inglès

If you're like 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 freedom fighters, let's unite us	Roll, open your soul
Switch on your nitrous and let's go	Maybe lose control inside of this phenomenon
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 (6) 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 (1) you (2) to this	Down, here comes the sound
phenomenon	Everyone pound your feet to this phenomenon
Don't let these spiders (3) up beside us	Now, let's make it loud
They want to bite us, inject the virus	Let's show 'em all how you move to (8)
Raise up your lighters, praise to the righteous	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 (4) us, no place to hide us	And let everyone (9) you move to this
All freedom fighters, let's unite us	phenomenon
Switch on your nitrous and let's go	You move to this phenomenon
Down, here comes the sound	You move to this phenomenon
Everyone pound your feet to (5) phenomenon	



- 1. know
- 2. move
- 3. crawl
- 4. beside
- 5. this
- 6. invisible
- 7. time
- 8. this
- 9. know

## Fill in the gaps