

Fill in the gaps

Cloud number nine by Bryan Adams

Number nine, (1) n	ine, number nine	And the moon is out and the sta	ars are bright
Clue number one was when you (2	2) on my	And whatever comes is gonna	be alright
door		Because tonight you will be mine, up on (17)	
clue (3) two was the look that you wore		number nine	
And that's when I knew, it was a pretty good sign		And there ain't no place that I'd rather be	
That something was (4)		And we can't go (18)	but you're here with me
Uup on cloud number nine		Yeah, the (19)	_ is really fine
Well it's a (5) way up		Up on cloud number nine	
And we won't come down tonight		Number nine, number nine, number nine	
Well it may be wrong but baby it (6) feels right		Well we won't come (20) tonight	
And the moon is out and the stars are bright		Yeah we won't come (21) tonight	
And whatever comes is (7) be alright		No we won't come down tonight	
Because tonight you will be mine, up on cloud		Because the (22) is out and the (23)	
(8) nine		are bright	
And there ain't no place that I'd rather be		And whatever comes is (24) be alright	
And we can't go back but you're here with me		Because tonight you will be mine, up on cloud number nine	
Yeah, the weather is really fine		And there ain't no (25)	that I'd rather be
Up on cloud (9) nin	e	And we can't go back but you're	e here (26) me
He (10) you and you hurt me		Yeah, the weather is really fine	
And (11) wasn't the way it was supposed to be		Up on (27) number	er nine
So (12) tonight let's leave the world behind		Yeah we can watch the world go by	
And spend some (13) up on cloud number nine		Up on cloud number nine	
(14) it's a long way up			
And we won't (15) down tonight			
Well it may be (16) but baby it sure feels right			



1. number

- 2. knocked
- 3. number
- 4. wrong
- 5. long
- 6. sure
- 7. gonna
- 8. number
- 9. number
- 10. hurt
- 11. that
- 12. baby
- 13. time
- 14. Well
- 15. come
- 16. wrong
- 17. cloud
- 18. back
- 19. weather
- 20. down
- 21. down
- 22. moon
- 23. stars
- 24. gonna
- 25. place
- 26. with
- 27. cloud

Fill in the gaps