



## Fill in the gaps

### The game of love by Santana & Michelle Branch

Tell me  
Just what you want me to be  
One kiss  
And boom you're the only one for me  
So (1)\_\_\_\_\_ tell me  
why don't you (2)\_\_\_\_\_ around no more  
(3)\_\_\_\_\_ (4)\_\_\_\_\_ now I'm crying  
Outside the door of your candy store  
It just takes a little bit of this  
A little bit of that  
It started with a kiss  
Now we (5)\_\_\_\_\_ up to bat  
A little bit of laughs  
A little bit of pain  
I'm telling you, my babe  
It's all in this (6)\_\_\_\_\_ of love  
Is (7)\_\_\_\_\_ you make it to be  
Sunshine set on (8)\_\_\_\_\_ cold lonely sea  
So please baby try and use me for what I'm good for  
It ain't sayin' goodbye it's knocking down  
The door of your candy store  
It just takes a (9)\_\_\_\_\_ bit of this  
A little bit of that  
It started with a kiss  
Now we were up to bat  
A (10)\_\_\_\_\_ bit of laughs  
A little bit of pain  
I'm telling you, my babe  
It's all in this game of love  
It's all in this game of love

You (11)\_\_\_\_\_ me  
Control me  
Console me  
Please (12)\_\_\_\_\_ me  
You guide me  
(13)\_\_\_\_\_ me  
Into two...  
So please (14)\_\_\_\_\_ me why  
don't you come around no more  
Cause right now I'm (15)\_\_\_\_\_ outside  
The door of your loving store  
It just (16)\_\_\_\_\_ a little bit of this  
A little bit of that  
It started (17)\_\_\_\_\_ a kiss  
Now we (18)\_\_\_\_\_ up to bat  
A little bit of laughs  
A (19)\_\_\_\_\_ bit of pain  
I'm (20)\_\_\_\_\_ you, my babe  
It's all in this game of love  
It's all in this game of love  
It's all in the game of love  
Yeah, in the (21)\_\_\_\_\_ of love  
(22)\_\_\_\_\_ me  
(23)\_\_\_\_\_ me  
Please (24)\_\_\_\_\_ me  
-Make me feel good, yeah-  
I'm out here on my own...  
On my own...



**Fill in the gaps**

**Answer**

1. please
2. come
3. Cause
4. right
5. were
6. game
7. whatever
8. this
9. little
10. little
11. roll
12. hold
13. Divide
14. tell
15. dying
16. takes
17. with
18. were
19. little
20. telling
21. game
22. Roll
23. Control
24. hold