SUB inglés

Everyone pound your feet to this phenomenon

Fill in the gaps

Phenomenon by Thousand Foot Krutch

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 (5) 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 (6) 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 (1) 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 time (7) 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 (8) it loud
Raise up your lighters, (2) to the righteous	Let's show 'em all how you move to this phenomenon
We need You to (3) us	Roll, open your soul
Get prepared to go!	Maybe (9) control inside of this phenomenon
If you're like us, calling all riders	Just let yourself go
Roll up beside us, no (4) to hide us	And let everyone know you move to this phenomenon
All freedom fighters, let's unite us	You move to this phenomenon
Switch on your nitrous and let's go	You move to this phenomenon
Down, here comes the sound	



Answ 1. make

- 2. praise
- 3. guide
- 4. place
- 5. lose
- 6. waiting
- 7. things
- 8. make
- 9. lose

Fill in the gaps