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 rose to (1) it	'Cause I heard it (17) out your name
It was dark and I was over	Your name
Until you kissed my lips and you saved me	I set (18) to the rain
My hands, they were strong	And I (19) us (20) the flames
But my (2) were far too weak	Well, I felt something die
To stand in your arms	'Cause I knew that that was the (21) time
Without falling to your feet	The last time
But there's a side to you	Sometimes I wake up by the door
That I (3) knew, never knew	And heard you calling, (22) be
All the things you'd say	(23) for you
They (4) never true, never true	Even (24) when we're already over
And the (5) you'd play	I can't (25) myself from (26) for
You would always win, (6) win	you
But I set (7) to the rain	I set fire to the rain
Watched it (8) as I touched (9) face	Watched it pour as I touch your face
Well, it burned while I cried	Well, it burned while I cried
'Cause I heard it (10) out your name	'Cause I heard it screaming out your name
Your name	Your name
When (11) with you I could stay there	I set fire to the rain
Close my eyes, feel you here forever	And I threw us into the flames
You and me together, nothing is better	Well, I felt something die
'Cause there's a side to you	'Cause I knew that that was the last time
That I never knew, (12) knew	The (27) (28) (oh)
All the things you'd say	(Oh, no)
They were never true, never true	Let it burn
And the games you's play	(Oh) let it burn
You (13) (14) win,	Let it burn
(15) win	(Oh oh oh)
But I set fire to the rain	
Watched it (16) as I touched your face	

SUB inglés

1. claim

- 2. knees
- 3. never
- 4. were
- 5. games
- 6. always
- 7. fire
- 8. pour
- 9. your
- 10. screaming
- 11. laying
- 12. never
- 13. would
- 14. always
- 15. always
- 16. pour
- 17. screaming
- 18. fire
- 19. threw
- 20. into
- 21. last
- 22. must
- 23. waiting
- 24. that
- 25. help
- 26. looking
- 27. last
- 28. time

Fill in the gaps