

# Soda Stereo - Games Of Seduction

tom:

Intro: **Bm** **Gbm**

[Primeira Parte]

**B** **Gb**  
I will play the play of servant  
**A** **E**  
And you will play the lady of mine  
**B** **Gb**  
We cross some rhythm roads  
**A** **D** **Db** **B**  
In furious ways tonight anything goes  
( **E** **A** )

[Refrão]

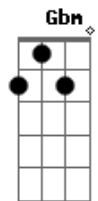
**G** **B E** **A**  
Carry the way, right to the limit  
**G** **B** **E A**  
Carry the way (hey, hey, hey.)  
**G** **B E** **A G**  
Master of slave this is the game of seduction

[Segunda Parte]

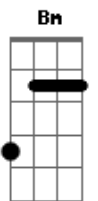
**B** **Gb**  
Remounting to the jungle  
**A** **E**  
Nobody would come to our rescue  
**B** **Gb**  
We seek this in contact  
**A**  
Thunder slows  
**D** **Db** **B**  
Fire that force of feeling  
( **E** **A** )

[Refrão]

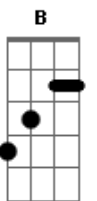
## Acordes



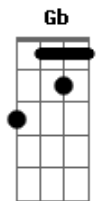
© ukulele-chords.com



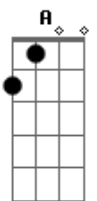
© ukulele-chords.com



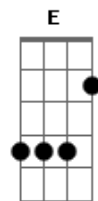
© ukulele-chords.com



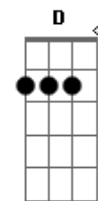
© ukulele-chords.com



© ukulele-chords.com



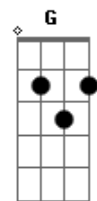
© ukulele-chords.com



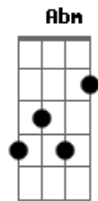
© ukulele-chords.com



© ukulele-chords.com



© ukulele-chords.com



© ukulele-chords.com

**G** **B E** **A**  
Carry the way, right to the limit  
**G** **B** **E A**  
Carry the way (hey, hey, hey.)  
**G** **B E** **A G**  
Master of slave this is the game of seduction

( **Gb** **A** **Abm** )  
( **Gb** **A** **Abm** )  
( **Gb** **A** **Abm** )  
( **Gb** **A** **Abm** )

[Solo] **A** **Gbm** **B** **Abm**  
**A** **Gbm** **B** **Abm**  
**A** **Gbm** **B** **Abm**  
**A** **Gbm** **B** **Abm**

( **G** **Gb** **G** **Abm** )

[Refrão]

**G** **B E** **A**  
Carry the way, right to the limit  
**G** **B** **E A**  
Carry the way (hey, hey, hey.)  
**G** **B** **E A**  
Carry the way (hey, hey, hey.)  
**G** **B E** **A G**  
Master of slave this is the game of seduction

[Segunda Parte]

**B** **Gb**  
We seek this in contact  
**A**  
The touch of your skin  
**D** **Db**  
Takes me away  
**D** **Db** **D** **Db** **Gb**  
Takes me away, takes me away, to the limit