

Nintendo Game  
Alessia Cara

[Intro] Am E Dm G  
Am E Dm G

[Verso]

Am E Dm  
Choose your weapon, and let s go  
G  
Who s gonna beat this level?  
Am E Dm  
I speed up, you slow down  
G Am  
Looks like I m on your tail now  
E Dm  
Another round, do we give up?  
G Am  
This is taking longer than Zelda  
E Dm  
Hold on, what I meant was  
G Am  
Is it too late to get a 1-up?

[Pré-Refrão]

E Dm G  
Baby, baby, baby, this is getting too crazy  
Am  
I don t have the training  
E Dm  
Baby, baby, baby, this love ain t a game  
G  
So we should stop playing

[Refrão]

Am E Dm G  
Push and shove, go head and take your aim  
Am E Dm G  
We better duck cause right now nobody s safe  
Am E Dm G  
And we could grow up, but it s no fun that way  
Am E Dm G  
And so we treat love like it s a Nintendo game  
Am E  
But nobody wins  
Dm G

Nobody wins

Nobody, nobody wins  
But no-, but the game goes on

[Verso]

All the trash talk is getting real old  
I d rather try my hand at Rainbow Road  
I m focused, play my next move  
But you re onto me, so it s no use  
It s a showdown, a game for two  
Pick each other s brains looking for clues  
A battle with no objective  
Who will be the final one standing?

[Pré-Refrão]

Baby, baby, baby, this is getting too crazy  
I don t have the training  
Baby, baby, baby, this love ain t a game  
So we should stop playing

[Refrão]

Push and shove, go head and take your aim  
We better duck cause right now nobody s safe  
And we could grow up, but it s no fun that way  
And so we treat love like it s a Nintendo game  
But nobody wins

Nobody wins

[Ponte]

**Am E Dm G**  
Push and shove, go head and take your aim  
**Am E Dm G**  
We better duck cause right now nobody s safe

[Refrão]

**Am E Dm G**  
Push and shove, go head and take your aim  
**Am E Dm G**  
We better duck cause right now nobody s safe  
**Am E Dm G**  
And we could grow up, but it s no fun that way  
**Am E Dm G**  
And so we treat love like it s a Nintendo game  
**Am**  
But nobody wins

[Final] **Am E Dm G**  
**Am E Dm G**