



## Fill in the gaps

### All Nightmare Long (Live) by Metallica

Luck  
Runs  
Out  
Crawl from the wreckage one (1)\_\_\_\_\_ time  
Horrid memory twists the mind  
Dark, rugged, (2)\_\_\_\_\_ and hard to turn  
Path of destruction, (3)\_\_\_\_\_ it burn  
Still life  
Immolation  
Still life  
Infamy  
Hallucination  
Heresy  
Still you run, what's to come?  
What's today?  
'Cause we hunt you (4)\_\_\_\_\_ without mercy  
Hunt you (5)\_\_\_\_\_ all (6)\_\_\_\_\_ long  
Feel us breathe (7)\_\_\_\_\_ your face  
Feel us shift, (8)\_\_\_\_\_ move we trace  
Hunt you down without mercy  
Hunt you down all (9)\_\_\_\_\_ long, yeah  
Luck  
Runs  
I crawl back in  
But your luck runs out  
Luck  
Runs  
Out  
The light that is not (10)\_\_\_\_\_ is here  
To (11)\_\_\_\_\_ you out (12)\_\_\_\_\_ (13)\_\_\_\_\_ own fear  
You hide, you hide, but will be found  
Release your crypt without a sound  
Still life  
Immolation  
Still life

Infamy  
Hallucination  
Heresy  
Still you run, what's to come?  
What's today?  
'Cause we hunt you down without mercy  
Hunt you down all nightmare long  
Feel us breathe upon your face  
Feel us shift, every (14)\_\_\_\_\_ we trace  
Hunt you down (15)\_\_\_\_\_ mercy  
Hunt you down all nightmare long, yeah  
Luck  
Runs  
I (16)\_\_\_\_\_ back in  
But your luck runs out  
Out  
Then you crawl back in  
Into (17)\_\_\_\_\_ obsession  
Never to return  
This is your confession  
Hunt you down without mercy  
Hunt you (18)\_\_\_\_\_ all nightmare long  
Feel us (19)\_\_\_\_\_ upon (20)\_\_\_\_\_ face  
Feel us shift, (21)\_\_\_\_\_ (22)\_\_\_\_\_ we trace  
Hunt you down (23)\_\_\_\_\_ mercy  
Hunt you down all nightmare long, yeah  
Luck  
Runs  
I crawl (24)\_\_\_\_\_ in  
But (25)\_\_\_\_\_ luck runs out  
Luck runs out  
Out  
...



Answer

1. more
2. cold
3. feel
4. down
5. down
6. nightmare
7. upon
8. every
9. nightmare
10. light
11. flush
12. with
13. your
14. move
15. without
16. crawl
17. your
18. down
19. breathe
20. your
21. every
22. move
23. without
24. back
25. your

**Fill in the gaps**