



## Doncamatic by Gorillaz

### Fill in the gaps

Doncamatic  
Down lowly  
Make up for the time you wasted  
Come slowly  
And claim back (1)\_\_\_\_\_ you're (2)\_\_\_\_\_ behind  
Close the white book  
Unpluck the brain (3)\_\_\_\_\_ the game  
Cause it's time to wipe out till the stars  
Get on the fame  
The song is not the same  
When we're all (4)\_\_\_\_\_ out  
Played out, all (5)\_\_\_\_\_ out  
They said the (6)\_\_\_\_\_ is all played out  
Played out, all played out  
Tell me did you feel that?  
Don't slow down  
Even if it's only to escape  
Just down, low down  
Before somebody steals the place  
Close the white book  
Unpluck the brain (7)\_\_\_\_\_ the game  
'Cause it's time to wipe out till the stars  
Get on the fame  
And the conversation's over  
We're all (8)\_\_\_\_\_ out  
Played out, all (9)\_\_\_\_\_ out  
(Talk to me, (10)\_\_\_\_\_ to me...)  
You see the member is all played out  
Played out, all (11)\_\_\_\_\_ out

(Talk to me, talk to me...)  
Tell me did you (12)\_\_\_\_\_ that?  
Doncamatic  
Down lowly  
Make up for the time you wasted  
Come slowly  
Claim back the boy  
You left (13)\_\_\_\_\_ and close the (14)\_\_\_\_\_ book  
Unpluck the brain from the game  
It's time to wipe out  
Till the bar get on the fame  
The (15)\_\_\_\_\_ is not the same  
When we're all (16)\_\_\_\_\_ out  
Played out, all (17)\_\_\_\_\_ out  
(Talk to me, talk to me...)  
You see the (18)\_\_\_\_\_ is all (19)\_\_\_\_\_ out  
Played out, all (20)\_\_\_\_\_ out  
(Talk to me, talk to me...)  
The song is not the same  
When we're all played out, played out  
(Talk to me, (21)\_\_\_\_\_ to me...)  
The song is not the same  
When we're all played out, played out  
Played out, played out  
(Talk to me, (22)\_\_\_\_\_ to me...)  
Tell me did you feel that?



## Fill in the gaps

### Answer

1. before
2. left
3. from
4. played
5. played
6. member
7. from
8. played
9. played
10. talk
11. played
12. feel
13. behind
14. white
15. song
16. played
17. played
18. member
19. played
20. played
21. talk
22. talk