



## Fill in the gaps

### All Nightmare Long (Live) by Metallica

Luck  
Runs  
Out  
Crawl from the (1)\_\_\_\_\_ one more time  
Horrific (2)\_\_\_\_\_ twists the mind  
Dark, rugged, cold and hard to turn  
Path of destruction, feel it burn  
Still life  
Immolation  
Still life  
Infamy  
Hallucination  
Heresy  
Still you run, what's to come?  
What's today?  
'Cause we hunt you (3)\_\_\_\_\_ (4)\_\_\_\_\_  
mercy  
Hunt you (5)\_\_\_\_\_ all (6)\_\_\_\_\_ long  
Feel us breathe (7)\_\_\_\_\_ (8)\_\_\_\_\_ face  
Feel us shift, every move we trace  
Hunt you down (9)\_\_\_\_\_ mercy  
Hunt you down all nightmare long, yeah  
Luck  
Runs  
I crawl back in  
But your luck (10)\_\_\_\_\_ out  
Luck  
Runs  
Out  
The light that is not (11)\_\_\_\_\_ is here  
To flush you out with your 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 (12)\_\_\_\_\_ you down (13)\_\_\_\_\_  
mercy  
Hunt you down all nightmare long  
Feel us breathe upon your face  
Feel us shift, every move we trace  
Hunt you down (14)\_\_\_\_\_ mercy  
Hunt you down all nightmare long, yeah  
Luck  
Runs  
I crawl back in  
But (15)\_\_\_\_\_ luck (16)\_\_\_\_\_ out  
Out  
Then you (17)\_\_\_\_\_ back in  
Into your obsession  
Never to return  
This is your confession  
Hunt you (18)\_\_\_\_\_ without mercy  
Hunt you (19)\_\_\_\_\_ all nightmare long  
Feel us breathe upon your face  
Feel us shift, every (20)\_\_\_\_\_ we trace  
Hunt you (21)\_\_\_\_\_ without mercy  
Hunt you down all nightmare long, yeah  
Luck  
Runs  
I (22)\_\_\_\_\_ (23)\_\_\_\_\_ in  
But your luck runs out  
Luck (24)\_\_\_\_\_ out  
Out  
...



## Fill in the gaps

### Answer

1. wreckage
2. memory
3. down
4. without
5. down
6. nightmare
7. upon
8. your
9. without
10. runs
11. light
12. hunt
13. without
14. without
15. your
16. runs
17. crawl
18. down
19. down
20. move
21. down
22. crawl
23. back
24. runs