



Fill in the gaps

Burn in Hell by Dimmu Borgir (Twisted Sister Cover)

Welcome to the abandoned land
Come on in child, take my hand
Here there's no work or play
Only one bill to pay
There's (1)_____ (2)_____ words to say
As you go down, down, down
You're (3)_____ (4)_____ in hell
(Oh) (5)_____ in hell
You can't believe all the (6)_____ I've done
(7)_____ in my life
Without even (8)_____ I've lived on the edge of a
knife
Well, I've (9)_____ (10)_____ fire
But I don't want to get myself burned
To thine own self be true
So I think that it's time for a turn
Before I burn in hell
(Oh) Burn in hell
Take a good (11)_____ in (12)_____ heart
Tell me what do you see?
It's black and it's dark now
Is (13)_____ how you want it to be?
It's up to you, what you do (14)_____ decide your own
fate
Make your choice now for tomorrow may be far too late
And (15)_____ you'll (16)_____ in hell
Hear no evil
Don't you see no evil
Don't you lay no (17)_____ (18)_____ on me
(You're gonna burn in hell)
Speak no evil

Don't you think no evil
Don't you play with evil, 'cause I'm free
Hear no evil
Don't you see no evil
Don't you lay no evil down on me
(You're (19)_____ burn in hell)
Speak no evil
Don't you think no evil
Don't you play with evil, 'cause I'm free
(You're (20)_____ burn in hell)
Hear no evil
Don't you see no evil
Don't you lay no (21)_____ down on me
(You're (22)_____ (23)_____ in hell)
Speak no evil
Don't you (24)_____ no evil
Don't you play with evil, 'cause I'm free
Hear no evil, don't you see no evil
Don't you lay no evil down on me
Speak no evil, don't you (25)_____ no evil
Don't you play with evil, 'cause I'm free
(You're (26)_____ (27)_____ in hell)
Hear no evil, don't you see no evil
Don't you lay no evil down on me
(You're gonna burn in hell...)
...



Fill in the gaps

Answer

1. just
2. five
3. gonna
4. burn
5. Burn
6. things
7. wrong
8. trying
9. played
10. with
11. look
12. your
13. that
14. will
15. then
16. burn
17. evil
18. down
19. gonna
20. gonna
21. evil
22. gonna
23. burn
24. think
25. think
26. gonna
27. burn