



## Fill in the gaps

### Ricochet by Faith No More

All of that thick time without you  
Has (1)\_\_\_\_\_ me so thick and drunk  
"And it's okay to laugh (2)\_\_\_\_\_ it"  
I said, "it's okay to laugh about it"  
Runnin' (3)\_\_\_\_\_ as fast to stay in the same place  
Don't (4)\_\_\_\_\_ my breath until the end of the day  
And I'd rather be shot in the face  
Than (5)\_\_\_\_\_ (6)\_\_\_\_\_ you're going to say  
One day the (7)\_\_\_\_\_ will (8)\_\_\_\_\_ up  
And you'll come up (9)\_\_\_\_\_ again  
And who'll be laughing then?  
You'll (10)\_\_\_\_\_ up empty again  
There's no reason, no explanation, so play the violin  
It's always funny (11)\_\_\_\_\_ someone gets hurt  
And (12)\_\_\_\_\_ it's (13)\_\_\_\_\_ hilarious  
It's always funny until someone (14)\_\_\_\_\_ hurt  
And then it's (15)\_\_\_\_\_ hilarious  
You beat me every time you blink  
If (16)\_\_\_\_\_ I did not (17)\_\_\_\_\_ to think  
Think (18)\_\_\_\_\_ you crackin' a smile

Think about it all the while  
One day the (19)\_\_\_\_\_ will come up  
And you'll (20)\_\_\_\_\_ up empty again  
And who'll be laughing then?  
You'll (21)\_\_\_\_\_ up empty again  
There's no reason, no explanation, so (22)\_\_\_\_\_ the  
violin  
On the ricochet, it's going to hit you  
It's always funny until (23)\_\_\_\_\_ (24)\_\_\_\_\_  
hurt  
On the ricochet, it's going to hit you  
It's always (25)\_\_\_\_\_ (26)\_\_\_\_\_  
(27)\_\_\_\_\_ gets hurt  
You can laugh at me, when it (28)\_\_\_\_\_ you  
And you can laugh at me, when it misses you  
You can laugh at me, when it misses you  
(It's just hilarious)  
It's (29)\_\_\_\_\_ funny until someone gets hurt  
And then it's just hilarious  
It's always (30)\_\_\_\_\_ until...



## Fill in the gaps

### Answer

1. made
2. about
3. twice
4. catch
5. hear
6. what
7. wind
8. come
9. empty
10. come
11. until
12. then
13. just
14. gets
15. just
16. only
17. have
18. about
19. wind
20. come
21. come
22. play
23. someone
24. gets
25. funny
26. until
27. someone
28. misses
29. always
30. funny