



Fill in the gaps

Long Road To Ruin by Foo Fighters

Here now, don't (1)_____ a sound
Say, have you (2)_____ the news today?
One flag was taken down
To raise another in its place
A heavy cross you bear
A stubborn heart remains unchanged
No harm, no life, no love
No (3)_____ singin' in your name
Maybe the season
The colors change in the valley skies
Dear God, I've sealed my fate
Runnin' (4)_____ hell, (5)_____ can
wait
Long (6)_____ to ruin (7)_____ in your eyes
Under the cold streetlights
No tomorrow, no dead end in sight
Let's say we take this town
No king or queen of any state
Get up to (8)_____ it down
Open the (9)_____ and raise the gates
I know a (10)_____ to scale
I (11)_____ a field without a name
Head on without a care
Before it's way too late
Maybe the season
The (12)_____ change in the valley skies
Oh God, I've sealed my fate
Runnin' through hell, (13)_____ can wait
Long road to ruin there in your eyes

Under the cold streetlights
No tomorrow, no dead end
Long road to ruin there in (14)_____ eyes
Under the cold streetlights
No tomorrow, no (15)_____ end in sight
Long (16)_____ to ruin there in your eyes
Under the cold streetlights
No tomorrow, no (17)_____ ends
For every piece to (18)_____ in place
Forever gone without a trace
Your horizon takes its shape
No turnin' back, don't (19)_____ (20)_____ page
Come now, I'm leavin' here tonight
Come now, let's leave it all behind
Is that the (21)_____ you pay
Runnin' through hell, heaven can wait
Long road to ruin (22)_____ in your eyes
Under the cold streetlights
No tomorrow, no dead ends
Long road to ruin there in your eyes
Under the cold streetlights
No tomorrow, no (23)_____ to (24)_____ (25)_____ in
your eyes
Under the cold streetlights
No tomorrow, no (26)_____ end in sight



Answer

1. make
2. heard
3. stranger
4. through
5. heaven
6. road
7. there
8. shut
9. streets
10. wall
11. know
12. colors
13. heaven
14. your
15. dead
16. road
17. dead
18. fall
19. turn
20. that
21. price
22. there
23. road
24. ruin
25. there
26. dead

Fill in the gaps