



## Doncamatic by Gorillaz

### Fill in the gaps

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

(Talk to me, talk to me...)  
Tell me did you feel that?  
Doncamatic  
Down lowly  
Make up for the time you wasted  
Come slowly  
Claim back the boy  
You left (10)\_\_\_\_\_ and close the white book  
Unpluck the (11)\_\_\_\_\_ (12)\_\_\_\_\_ the game  
It's (13)\_\_\_\_\_ to wipe out  
Till the bar get on the fame  
The song is not the same  
When we're all played out  
Played out, all (14)\_\_\_\_\_ out  
(Talk to me, talk to me...)  
You see the (15)\_\_\_\_\_ is all played out  
Played out, all (16)\_\_\_\_\_ out  
(Talk to me, talk to me...)  
The song is not the same  
When we're all (17)\_\_\_\_\_ out, played out  
(Talk to me, talk to me...)  
The (18)\_\_\_\_\_ is not the same  
When we're all (19)\_\_\_\_\_ out, (20)\_\_\_\_\_  
out  
Played out, (21)\_\_\_\_\_ out  
(Talk to me, talk to me...)  
Tell me did you feel that?



## Fill in the gaps

### Answer

1. time
2. claim
3. time
4. member
5. played
6. feel
7. somebody
8. white
9. till
10. behind
11. brain
12. from
13. time
14. played
15. member
16. played
17. played
18. song
19. played
20. played
21. played