

Burn in Hell by Dimmu Borgir (Twisted Sister Cover)

Welcome to the (1)	land	Don't you think no evil	
Come on in child, take my hand		Don't you play with evil, 'caus	
Here there's no (2) or play		Hear no evil	
Only one bill to pay		Don't you see no evil	
There's just five words to say		Don't you lay no evil (18)	
As you go down, down, down		(You're gonna (19)	
You're gonna burn in hell		Speak no evil	
(Oh) Burn in hell		Don't you think no evil	
You can't (3) all the things I've done wrong		Don't you (20)	wit
in my life		(You're (21)	bu
Without (4) trying I've lived on the (5) of		Hear no evil	
a knife		Don't you see no evil	
Well, I've played with fire		Don't you lay no evil (22)	
But I don't want to get myself burned		(You're (23)	
To (6) own (7) be true		Speak no evil	
So I (8) that it's (9) for a turn		Don't you think no evil	
Before I burn in hell		Don't you play with evil, 'caus	
(Oh) Burn in hell		Hear no evil, don't you see n	
Take a (10) look in your heart		Don't you lay no evil (24)	
Tell me (11) do you see?		Speak no evil, don't you think	
It's black and it's (12) now		Don't you play with evil, 'caus	
Is (13) how you (14) it to be?		(You're gonna burn in hell)	
It's up to you, what you do will decide (15) own fate		Hear no evil, don't you see n	
Make your (16) now for tomorrow may be far		Don't you lay no evil (25))
too late		(You're (26)	bu
And (17) you'll burn 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)			
Speak no evil			

use I'm free ____ on me __ in hell) vith evil, 'cause I'm free ourn in hell) ____ on me ourn in hell) use I'm free no evil _____ on me nk no evil use I'm free no evil _____ on me ourn in hell...)



- 1. abandoned
- 2. work
- 3. believe
- 4. even
- 5. edge
- 6. thine
- 7. self
- 8. think
- 9. time
- 10. good
- 11. what
- 12. dark
- 13. that
- 14. want
- 15. your
- 16. choice
- 17. then
- 18. down
- 19. burn
- 20. play
- 20. piay
- 21. gonna
- 22. down
- 23. gonna
- 24. down
- 25. down
- 26. gonna

Fill in the gaps