



## Doncamatic by Gorillaz

Doncamatic  
Down lowly  
Make up for the time you wasted  
Come slowly  
And claim (1)\_\_\_\_\_ (2)\_\_\_\_\_ you're left behind  
Close the (3)\_\_\_\_\_ book  
Unpluck the brain from the game  
Cause it's (4)\_\_\_\_\_ to (5)\_\_\_\_\_ 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 (6)\_\_\_\_\_ is all played out  
Played out, all played out  
Tell me did you feel that?  
Don't slow down  
Even if it's only to escape  
Just down, low down  
Before (7)\_\_\_\_\_ (8)\_\_\_\_\_ the place  
Close the white 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 (10)\_\_\_\_\_ out  
(Talk to me, talk to me...)  
You see the member is all played out  
Played out, all played out

## Fill in the gaps

(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 (11)\_\_\_\_\_ (12)\_\_\_\_\_ and  
(13)\_\_\_\_\_ the white book  
Unpluck the brain from the game  
It's time to (14)\_\_\_\_\_ out  
Till the bar get on the fame  
The (15)\_\_\_\_\_ is not the same  
When we're all (16)\_\_\_\_\_ out  
Played out, all played out  
(Talk to me, talk to me...)  
You see the (17)\_\_\_\_\_ is all played out  
Played out, all played out  
(Talk to me, (18)\_\_\_\_\_ to me...)  
The song is not the same  
When we're all played out, (19)\_\_\_\_\_ out  
(Talk to me, talk to me...)  
The song is not the same  
When we're all (20)\_\_\_\_\_ out, (21)\_\_\_\_\_ out  
Played out, played out  
(Talk to me, talk to me...)  
Tell me did you feel that?



**Fill in the gaps**

**Answer**

1. back
2. before
3. white
4. time
5. wipe
6. member
7. somebody
8. steals
9. till
10. played
11. left
12. behind
13. close
14. wipe
15. song
16. played
17. member
18. talk
19. played
20. played
21. played