



## Fill in the gaps

### All Nightmare Long (Live) by Metallica

Luck  
Runs  
Out  
Crawl from the (1)\_\_\_\_\_ one more time  
Horrorific memory twists the mind  
Dark, rugged, (2)\_\_\_\_\_ and hard to turn  
Path of destruction, feel it burn  
Still life  
Immolation  
Still life  
Infamy  
Hallucination  
Heresy  
Still you run, what's to come?  
What's today?  
'Cause we (3)\_\_\_\_\_ you down (4)\_\_\_\_\_  
mercy  
Hunt you (5)\_\_\_\_\_ all nightmare long  
Feel us breathe upon your face  
Feel us shift, every move we trace  
Hunt you down (6)\_\_\_\_\_ mercy  
Hunt you down all nightmare long, yeah  
Luck  
Runs  
I crawl back in  
But your luck runs out  
Luck  
Runs  
Out  
The (7)\_\_\_\_\_ that is not (8)\_\_\_\_\_ is here  
To flush you out (9)\_\_\_\_\_ (10)\_\_\_\_\_ own fear  
You hide, you hide, but will be found  
Release your (11)\_\_\_\_\_ without a sound  
Still life  
Immolation  
Still life

Infamy  
Hallucination  
Heresy  
Still you run, what's to come?  
What's today?  
'Cause we hunt you (12)\_\_\_\_\_ (13)\_\_\_\_\_  
mercy  
Hunt you down all (14)\_\_\_\_\_ long  
Feel us breathe upon (15)\_\_\_\_\_ face  
Feel us shift, (16)\_\_\_\_\_ (17)\_\_\_\_\_ we trace  
Hunt you down without mercy  
Hunt you down all nightmare long, yeah  
Luck  
Runs  
I crawl back in  
But your (18)\_\_\_\_\_ runs out  
Out  
Then you crawl back in  
Into your obsession  
Never to return  
This is your confession  
Hunt you down (19)\_\_\_\_\_ mercy  
Hunt you (20)\_\_\_\_\_ all (21)\_\_\_\_\_ long  
Feel us breathe upon (22)\_\_\_\_\_ face  
Feel us shift, every move we trace  
Hunt you (23)\_\_\_\_\_ without mercy  
Hunt you down all nightmare long, yeah  
Luck  
Runs  
I crawl back in  
But your luck (24)\_\_\_\_\_ out  
Luck runs out  
Out  
...



## Answer

1. wreckage
2. cold
3. hunt
4. without
5. down
6. without
7. light
8. light
9. with
10. your
11. crypt
12. down
13. without
14. nightmare
15. your
16. every
17. move
18. luck
19. without
20. down
21. nightmare
22. your
23. down
24. runs

Fill in the gaps