



Fill in the gaps

Burn in Hell by Dimmu Borgir (Twisted Sister Cover)

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

Don't you think no evil
Don't you play with evil, 'cause I'm free
Hear no evil
Don't you see no evil
Don't you lay no evil down on me
(You're (19)_____ (20)_____ in hell)
Speak no evil
Don't you (21)_____ no evil
Don't you (22)_____ with evil, 'cause I'm free
(You're gonna 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
Don't you think no evil
Don't you play with evil, 'cause I'm free
Hear no evil, don't you see no evil
Don't you lay no evil (23)_____ on me
Speak no evil, don't you think no evil
Don't you (24)_____ with evil, 'cause I'm free
(You're gonna burn in hell)
Hear no evil, don't you see no evil
Don't you lay no (25)_____ down on me
(You're (26)_____ (27)_____ in hell...)
...



Fill in the gaps

Answer

1. work
2. just
3. burn
4. Burn
5. believe
6. even
7. played
8. with
9. myself
10. self
11. think
12. time
13. look
14. what
15. black
16. decide
17. burn
18. evil
19. gonna
20. burn
21. think
22. play
23. down
24. play
25. evil
26. gonna
27. burn