SUB inglés

Long road to ruin there in your eyes

Fill in the gaps

Long Road To Ruin by Foo Fighters

| Here now, don't make a sound | Under the cold streetlights |
|---------------------------------------|---------------------------------------|
| Say, have you heard the news today? | No tomorrow, no dead end |
| One flag was (1) down | Long road to ruin there in your eyes |
| To raise another in its place | Under the cold streetlights |
| A heavy cross you bear | No tomorrow, no dead end in sight |
| A stubborn (2) remains unchanged | Long road to (6) there in (7) eyes |
| No harm, no life, no love | Under the cold streetlights |
| No stranger singin' in your name | No tomorrow, no dead ends |
| Maybe the season | For every piece to fall in place |
| The colors change in the valley skies | Forever gone without a trace |
| Dear God, I've sealed my fate | Your horizon takes its shape |
| Runnin' through hell, heaven can wait | No turnin' back, don't turn that page |
| ong road to ruin there in your eyes | Come now, I'm leavin' here tonight |
| Under the cold streetlights | Come now, let's leave it all behind |
| No tomorrow, no dead end in sight | Is that the price you pay |
| Let's say we take this town | Runnin' through hell, heaven can wait |
| No king or queen of any state | Long road to (8) there in your eyes |
| Get up to shut it down | Under the cold streetlights |
| Open the streets and raise the gates | No tomorrow, no (9) ends |
| know a wall to scale | Long road to ruin there in your eyes |
| know a (3) without a name | Under the cold streetlights |
| Head on (4) a care | No tomorrow, no (10) ends |
| Before it's way too late | Long road to ruin there in your eyes |
| Maybe the season | Under the cold streetlights |
| The colors change in the valley skies | No tomorrow, no dead end in sight |
| Oh God, I've sealed my fate | |
| Runnin' (5) hell, heaven can wait | |



- 1. taken
- 2. heart
- 3. field
- 4. without
- 5. through
- 6. ruin
- 7. your
- 8. ruin
- 9. dead
- 10. dead

Fill in the gaps