SAO RP

1. Product Name _____

2. Verb - Present Ends In Ing _____

3. Body Part _____

4. Two-Word Noun _____

5. Noun _____

6. Noun - Plural _____

7. Noun - Plural _____

8. Product Name _____

9. Two-Word Noun _____

10. Product Name _____

11. Noun _____

12. Game Title _____

13. Proper Noun - Plural _____

14. Proper Noun - Plural _____

15. Noun _____

16. Number _____

18. Number _____

19. Number _____

20. Noun _____

21. Verb _____

22. Verb _____

23. Verb _____

24. Noun _____

25. Verb - Past Tense _____

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The _____Product Name_____. The first step towards true immersion in _____Verb - Present ends in ING_____. By intercepting _____body part_____ signals, it was the first technology true to the concept of _____two-word noun_____.

As with most new technologies, there was an initial surge of interest. The main problem was the _____Noun_____ of the unit itself and the lack of studios willing to invest. The few companies that attempted to create games for the system failed to harness the true potential of the device, with clumsy _____Noun - Plural_____ and chunky _____Noun - Plural_____. In the end the _____Product Name_____ just left most customers wondering if true _____two-word noun_____ was just a pipe dream.

It seemed as though the _____Product Name_____ was destined to become nothing more than a _____Noun_____ to better virtual reality technologies. But then _____Game Title_____ Online was announced. Fluid _____Proper Noun - Plural_____, realistic _____Proper Noun - Plural_____, and everything that people had dreamed of. It was a true replacement for _____Noun_____. The beta testing exploded the hype to an unbelievable level. It had far surpassed everything before it in every aspect. The small group of _____number_____ testers barely managed to scratch the surface of the game, the best only reaching the _____number_____ th floor.

Upon

release, only _____number_____ copies of the game were sold worldwide. Only the extremely lucky or well

connected managed to get their hands on the innovative game. Once logged in, however, players soon learned

there was no way out. It was initially believed to be a _____Noun_____, but was soon revealed to be intentional. As

night fell, the creator of the game gathered all players and issued them a challenge:

"You need only fulfill one condition to set yourselves free - _____verb_____ this game."

_____verb_____ along the way, however, and _____verb_____ in reality, as well. After forcing players' avatars to

take on the appearance of _____Noun_____ , he disappeared. Chaos _____Verb - Past Tense_____.