

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 _____.