

# 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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# SAO RP

The \_\_\_\_\_<sup>Product Name</sup>\_\_\_\_\_. The first step towards true immersion in \_\_\_\_\_<sup>Verb - Present ends in ING</sup>\_\_\_\_\_. By intercepting \_\_\_\_\_<sup>body part</sup>\_\_\_\_\_ signals, it was the first technology true to the concept of \_\_\_\_\_<sup>two-word noun</sup>\_\_\_\_\_.

As with most new technologies, there was an initial surge of interest. The main problem was the \_\_\_\_\_<sup>Noun</sup>\_\_\_\_\_ 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 \_\_\_\_\_<sup>Noun - Plural</sup>\_\_\_\_\_ and chunky \_\_\_\_\_<sup>Noun - Plural</sup>\_\_\_\_\_. In the end the \_\_\_\_\_<sup>Product Name</sup>\_\_\_\_\_ just left most customers wondering if true \_\_\_\_\_<sup>two-word noun</sup>\_\_\_\_\_ was just a pipe dream.

It seemed as though the \_\_\_\_\_<sup>Product Name</sup>\_\_\_\_\_ was destined to become nothing more than a \_\_\_\_\_<sup>Noun</sup>\_\_\_\_\_ to better virtual reality technologies. But then \_\_\_\_\_<sup>Game Title</sup>\_\_\_\_\_ Online was announced. Fluid \_\_\_\_\_<sup>Proper</sup>\_\_\_\_\_ \_\_\_\_\_<sup>Noun - Plural</sup>\_\_\_\_\_, realistic \_\_\_\_\_<sup>Proper Noun - Plural</sup>\_\_\_\_\_, and everything that people had dreamed of. It was a true replacement for \_\_\_\_\_<sup>Noun</sup>\_\_\_\_\_. The beta testing exploded the hype to an unbelievable level. It had far surpassed everything before it in every aspect. The small group of \_\_\_\_\_<sup>number</sup>\_\_\_\_\_ testers barely managed to scratch the surface of the game, the best only reaching the \_\_\_\_\_<sup>number</sup>\_\_\_\_\_ th floor.

Upon

release, only \_\_\_\_\_<sup>number</sup>\_\_\_\_\_ 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 \_\_\_\_\_<sup>Noun</sup>\_\_\_\_\_, 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 - \_\_\_\_\_<sup>verb</sup>\_\_\_\_\_ this game."

\_\_\_\_\_<sup>verb</sup>\_\_\_\_\_ along the way, however, and \_\_\_\_\_<sup>verb</sup>\_\_\_\_\_ in reality, as well. After forcing players' avatars to take on the appearance of \_\_\_\_\_<sup>Noun</sup>\_\_\_\_\_, he disappeared. Chaos \_\_\_\_\_<sup>Verb - Past Tense</sup>\_\_\_\_\_.