

## 7 Days to Die (Part 1) (A zombie story)

1. Number
2. Food
3. Adjective
4. Adjective
5. Adjective
6. Adjective
7. Noun
8. Noun
9. Number
10. Noun Plural

## 7 Days to Die (Part 1) (A zombie story)

You wake up. It is \_\_\_\_\_<sup>Number</sup>\_\_\_\_\_:00 AM. You have one jar of water, one can of \_\_\_\_\_<sup>Food</sup>\_\_\_\_\_, one torch, and one first aid bandage. You notice a letter laying on the ground, it reads, 'Dear survivor, as you know the wasteland is a \_\_\_\_\_<sup>Adjective</sup>\_\_\_\_\_ and \_\_\_\_\_<sup>Adjective</sup>\_\_\_\_\_ place. If you do this list of quests, you will be allowed to come to a completely \_\_\_\_\_<sup>Adjective</sup>\_\_\_\_\_, and completely \_\_\_\_\_<sup>Adjective</sup>\_\_\_\_\_ settlement'. You read the list. First, create a \_\_\_\_\_<sup>Noun</sup>\_\_\_\_\_ ( \_\_\_\_\_<sup>Noun</sup>\_\_\_\_\_ out of \_\_\_\_\_<sup>Number</sup>\_\_\_\_\_ \_\_\_\_\_<sup>Noun Plural</sup>\_\_\_\_\_ ).