1. The horror match _____ **(begin)** when **a friend of mine** joined the lobby.
2. He was nervous because of a bad **lag**, so he _____ **(drink)** some cold water.
3. After our successful escape, we _____ **(sing)** a victory song together.
4. In that scary level, our characters _____ **(swim)** across a dark river through **thick** fog.
5. **A friend of mine** _____ **(bring)** a powerful flashlight to blind the monster.
6. Yesterday I _____ **(buy)** a new skin with a dark color **palette**.
7. The monster almost _____ **(catch)** me near the generator, but I quickly **hid**.
8. That experienced player _____ **(teach)** me how to play a clever **mind game** near the window.
9. The game designers _____ **(draw)** the map using a very gloomy color **palette**.
10. Sparks _____ **(fly)** from the broken generator when the monster **missed**his hit.
11. The **thick** fog _____ **(grow)** darker as we **went***(go)* deeper into the forest.
12. I _____ **(know)** it was a trap, because I **saw***(see)* the monster waiting behind the **tin** cans.
13. The player _____ **(throw)** a bottle to distract the enemy and gain time for a fast **recovery**.
14. That silly mistake during the **mind game** _____ **(cost)** us the whole match.
15. The monster _____ **(cut)** off our path to the exit doors.
16. I _____ **(put)** my character behind a big pile of **tin** cans and waited.

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