

## [Demo] NLP Dataset for Customer Service Automation

<b>Company Type</b>	Electricity Suppliers
<b>Inquiry Category</b>	Restoration timeline after an outage
<b>Inquiry Sub-Category</b>	Large-scale outage communication
<b>Description</b>	Customers seek information on major outages affecting a wide area, requesting updates on the overall progress, expected time for complete restoration and any restoration priorities set by the electricity supplier.
<b>Data Size</b>	5,004 paraphrases
<b>Want to buy data?</b>	Please contact <a href="mailto:nlp-data@gross.me">nlp-data@gross.me</a> via your business email address.

### Masked sample paraphrases of one "Electricity Supplier" customer inquiry. (Purchased data will not be masked.)

\_\_\_\_\_ damage has been resolved \_\_\_\_\_ taking \_\_\_\_\_ long with overall \_\_\_\_\_ citywide \_\_\_\_\_?  
 Is \_\_\_\_\_ possible to \_\_\_\_\_ how it \_\_\_\_\_ so long \_\_\_\_\_ restored across \_\_\_\_\_?  
 Is it possible \_\_\_\_\_ it \_\_\_\_\_ long for \_\_\_\_\_ to be \_\_\_\_\_ in \_\_\_\_\_ city despite \_\_\_\_\_?  
 Do you \_\_\_\_\_ it \_\_\_\_\_ taking so \_\_\_\_\_ restore \_\_\_\_\_ across \_\_\_\_\_ city?  
 System \_\_\_\_\_ fixed, \_\_\_\_\_ what \_\_\_\_\_ is causing \_\_\_\_\_ delay \_\_\_\_\_ reconstruction?  
 Chaos \_\_\_\_\_ the restoration \_\_\_\_\_ whole thing, what \_\_\_\_\_ going \_\_\_\_\_?  
 \_\_\_\_\_ City \_\_\_\_\_ chaotic, \_\_\_\_\_ is \_\_\_\_\_ System-wise damage mitigated, but what is \_\_\_\_\_?  
 Chaos reigns \_\_\_\_\_ what \_\_\_\_\_ causing the \_\_\_\_\_ restoration?  
 The \_\_\_\_\_ was solved, \_\_\_\_\_ what's causing \_\_\_\_\_ delays \_\_\_\_\_ from the \_\_\_\_\_ throughout the city?  
 System-wise \_\_\_\_\_ has \_\_\_\_\_ mitigated, \_\_\_\_\_ what \_\_\_\_\_ taking so \_\_\_\_\_ the City is \_\_\_\_\_?  
 There \_\_\_\_\_ isolated \_\_\_\_\_ that \_\_\_\_\_ but what is it \_\_\_\_\_ for the entire system \_\_\_\_\_ be \_\_\_\_\_?  
 \_\_\_\_\_ isolated \_\_\_\_\_ has been resolved, \_\_\_\_\_ so long with overall \_\_\_\_\_?  
 There \_\_\_\_\_ damage \_\_\_\_\_ has \_\_\_\_\_ mitigated, but \_\_\_\_\_ is \_\_\_\_\_ taking \_\_\_\_\_ long to \_\_\_\_\_ of them \_\_\_\_\_ up?  
 Only isolated System-wise \_\_\_\_\_ has \_\_\_\_\_ yet it \_\_\_\_\_ so \_\_\_\_\_ to \_\_\_\_\_ together.  
 Chaos \_\_\_\_\_ delay with \_\_\_\_\_ restoration, what \_\_\_\_\_ up?  
 \_\_\_\_\_ causing \_\_\_\_\_ in \_\_\_\_\_ restoration of the whole thing, \_\_\_\_\_ it \_\_\_\_\_?  
 \_\_\_\_\_ damage has \_\_\_\_\_ mitigated, but \_\_\_\_\_ is \_\_\_\_\_ taking so \_\_\_\_\_ to \_\_\_\_\_ back \_\_\_\_\_?  
 The system issue \_\_\_\_\_ but we are still \_\_\_\_\_ everything back \_\_\_\_\_.  
 While \_\_\_\_\_ reigns \_\_\_\_\_ what is \_\_\_\_\_ restoration \_\_\_\_\_ the \_\_\_\_\_?  
 There is only \_\_\_\_\_ system damage \_\_\_\_\_ been mitigated, \_\_\_\_\_ long?  
 \_\_\_\_\_ as \_\_\_\_\_ why the recovery \_\_\_\_\_ this wacky \_\_\_\_\_ taking so \_\_\_\_\_.  
 \_\_\_\_\_ taken a long time for \_\_\_\_\_ to be \_\_\_\_\_?  
 Is it possible \_\_\_\_\_ it \_\_\_\_\_ long for \_\_\_\_\_ to be \_\_\_\_\_ the city despite \_\_\_\_\_ within \_\_\_\_\_?  
 \_\_\_\_\_ a delay \_\_\_\_\_ of \_\_\_\_\_ thing, what is \_\_\_\_\_ it up?  
 \_\_\_\_\_ it \_\_\_\_\_ to \_\_\_\_\_ it takes so \_\_\_\_\_ for \_\_\_\_\_ to \_\_\_\_\_ across \_\_\_\_\_ city despite being \_\_\_\_\_?  
 \_\_\_\_\_ the \_\_\_\_\_ of the whole \_\_\_\_\_ because \_\_\_\_\_ chaos \_\_\_\_\_ here?  
 \_\_\_\_\_ was \_\_\_\_\_ causing the delays in the \_\_\_\_\_?  
 \_\_\_\_\_ why did it take \_\_\_\_\_ long?

There \_\_\_\_\_ isolated System-wise \_\_\_\_\_ that \_\_\_\_\_ been \_\_\_\_\_ and \_\_\_\_\_ it \_\_\_\_\_ is \_\_\_\_\_ so long?  
 \_\_\_\_\_ in this \_\_\_\_\_ city is still \_\_\_\_\_ long time, \_\_\_\_\_ wondering \_\_\_\_\_.  
 I \_\_\_\_\_ why \_\_\_\_\_ recovery in this \_\_\_\_\_ was \_\_\_\_\_ so \_\_\_\_\_.  
 \_\_\_\_\_ causing so much \_\_\_\_\_ recovering \_\_\_\_\_ chaotic state \_\_\_\_\_ the city?  
 There \_\_\_\_\_ damage that \_\_\_\_\_ been \_\_\_\_\_ yet it is \_\_\_\_\_ so \_\_\_\_\_ overall \_\_\_\_\_ amid a \_\_\_\_\_ city  
 \_\_\_\_\_ the chaos of the \_\_\_\_\_ is only isolated \_\_\_\_\_ has \_\_\_\_\_.  
 \_\_\_\_\_ isolated \_\_\_\_\_ damage that \_\_\_\_\_ but what is it \_\_\_\_\_ to \_\_\_\_\_ them all back?  
 How come \_\_\_\_\_ is \_\_\_\_\_ in this \_\_\_\_\_?  
 \_\_\_\_\_ is only \_\_\_\_\_ System-wise damage \_\_\_\_\_ has \_\_\_\_\_ resolved, \_\_\_\_\_ is taking so \_\_\_\_\_ back to normal.  
 \_\_\_\_\_ isolated damage \_\_\_\_\_ is the \_\_\_\_\_ it takes \_\_\_\_\_ get back \_\_\_\_\_ normal?  
 \_\_\_\_\_ recovery \_\_\_\_\_ wacky city is still \_\_\_\_\_ long \_\_\_\_\_ am wondering why.  
 \_\_\_\_\_ are isolated System-wise \_\_\_\_\_ that have \_\_\_\_\_ is taking so long \_\_\_\_\_ reinstatement amidst \_\_\_\_\_ chaos-filled \_\_\_\_\_.  
 Is \_\_\_\_\_ a reason \_\_\_\_\_ is \_\_\_\_\_ so long \_\_\_\_\_ services to \_\_\_\_\_ restored \_\_\_\_\_?  
 Why are there still delays in \_\_\_\_\_ is \_\_\_\_\_?  
 \_\_\_\_\_ damage \_\_\_\_\_ fixed, but \_\_\_\_\_ causing the \_\_\_\_\_ reconstruction?  
 Why hasn't \_\_\_\_\_ restoration been \_\_\_\_\_ despite \_\_\_\_\_ resolved?  
 When the \_\_\_\_\_ is so \_\_\_\_\_ how \_\_\_\_\_ take \_\_\_\_\_ long for \_\_\_\_\_ occur?  
 As isolated system-wide Damages have \_\_\_\_\_ can \_\_\_\_\_ tell \_\_\_\_\_ restoration \_\_\_\_\_ are \_\_\_\_\_?  
 \_\_\_\_\_ damage, what \_\_\_\_\_ the chaos?  
 Although \_\_\_\_\_ has been solved, \_\_\_\_\_ will \_\_\_\_\_ to rebuild \_\_\_\_\_?  
 There is \_\_\_\_\_ damage that \_\_\_\_\_ been mitigated, \_\_\_\_\_ what \_\_\_\_\_ taking so long \_\_\_\_\_ system back?  
 There \_\_\_\_\_ damage that \_\_\_\_\_ been \_\_\_\_\_ but \_\_\_\_\_ it taking for the \_\_\_\_\_ to \_\_\_\_\_ restored?  
 \_\_\_\_\_ system \_\_\_\_\_ why did it \_\_\_\_\_ so long?  
 Chaos causes \_\_\_\_\_ the restoration \_\_\_\_\_ the whole thing, \_\_\_\_\_?  
 Is there \_\_\_\_\_ reason \_\_\_\_\_ it \_\_\_\_\_ to restore \_\_\_\_\_ across our \_\_\_\_\_ despite \_\_\_\_\_ damage?  
 \_\_\_\_\_ damage has been mitigated, \_\_\_\_\_ is it \_\_\_\_\_ long?  
 \_\_\_\_\_ damage \_\_\_\_\_ been mitigated, what is \_\_\_\_\_ taking so \_\_\_\_\_?  
 There has \_\_\_\_\_ isolated damage \_\_\_\_\_ but \_\_\_\_\_ it \_\_\_\_\_ so \_\_\_\_\_ to \_\_\_\_\_ all back \_\_\_\_\_?  
 What \_\_\_\_\_ slowing down overall restoration \_\_\_\_\_?  
 Chaos causes \_\_\_\_\_ delay in the restoration \_\_\_\_\_ the whole \_\_\_\_\_?  
 I \_\_\_\_\_ know why \_\_\_\_\_ reinstatement is \_\_\_\_\_ in \_\_\_\_\_ chaos.  
 \_\_\_\_\_ are isolated \_\_\_\_\_ that \_\_\_\_\_ been mitigated, \_\_\_\_\_ so long \_\_\_\_\_ the City is chaotic?  
 \_\_\_\_\_ why the recovery in this wacky \_\_\_\_\_ still \_\_\_\_\_ so \_\_\_\_\_ while.  
 We solved the isolated \_\_\_\_\_ problem, but \_\_\_\_\_ long \_\_\_\_\_ recovering \_\_\_\_\_ throughout the city?  
 Progress \_\_\_\_\_ total restoration seems \_\_\_\_\_ be hindered \_\_\_\_\_ across \_\_\_\_\_ entire city, \_\_\_\_\_ what \_\_\_\_\_ these \_\_\_\_\_?  
 There are \_\_\_\_\_ System-wise damage \_\_\_\_\_ has \_\_\_\_\_ fixed yet the \_\_\_\_\_ taking \_\_\_\_\_ long.  
 Is \_\_\_\_\_ it's \_\_\_\_\_ long for \_\_\_\_\_ to \_\_\_\_\_ when the chaos \_\_\_\_\_ so bad?  
 \_\_\_\_\_ system \_\_\_\_\_ have \_\_\_\_\_ resolved, \_\_\_\_\_ reinstatement during city chaos.  
 \_\_\_\_\_ isolated System-wise \_\_\_\_\_ been resolved, \_\_\_\_\_ it is taking \_\_\_\_\_ overall reinstatement amidst \_\_\_\_\_ chaotic city  
 \_\_\_\_\_ been \_\_\_\_\_ the overall \_\_\_\_\_ in this crazy \_\_\_\_\_ dragging on.  
 There \_\_\_\_\_ isolated System-wise \_\_\_\_\_ been fixed, \_\_\_\_\_ it is \_\_\_\_\_ so long \_\_\_\_\_ rejuvenation?  
 \_\_\_\_\_ system-wise \_\_\_\_\_ has been mitigated, but \_\_\_\_\_ it taking \_\_\_\_\_?  
 System damages \_\_\_\_\_ been \_\_\_\_\_ is it \_\_\_\_\_ going \_\_\_\_\_?  
 System \_\_\_\_\_ been \_\_\_\_\_ why \_\_\_\_\_ it still \_\_\_\_\_ on?  
 \_\_\_\_\_ have wondered \_\_\_\_\_ the entire recovery \_\_\_\_\_ this \_\_\_\_\_ still \_\_\_\_\_ at snail's \_\_\_\_\_.  
 \_\_\_\_\_ has been isolated \_\_\_\_\_ repaired but what \_\_\_\_\_ taking \_\_\_\_\_?  
 What is \_\_\_\_\_ such \_\_\_\_\_ in \_\_\_\_\_ from this \_\_\_\_\_ state throughout \_\_\_\_\_?  
 There \_\_\_\_\_ some \_\_\_\_\_ that has \_\_\_\_\_ mitigated, but \_\_\_\_\_ it \_\_\_\_\_ so \_\_\_\_\_ to \_\_\_\_\_ them all \_\_\_\_\_ up?  
 Is \_\_\_\_\_ that \_\_\_\_\_ is taking \_\_\_\_\_ get services \_\_\_\_\_ our city?

There \_\_\_\_ only isolated \_\_\_\_ been solved, yet \_\_\_\_ taking so \_\_\_\_ .  
 We \_\_\_\_ the isolated \_\_\_\_ what's causing the \_\_\_\_ recovering from \_\_\_\_ chaotic \_\_\_\_ throughout the \_\_\_\_ ?  
 \_\_\_\_ system \_\_\_\_ over, but why \_\_\_\_ there \_\_\_\_ in \_\_\_\_ everything?  
 \_\_\_\_ it \_\_\_\_ so long \_\_\_\_ all back \_\_\_\_ isolated damage has \_\_\_\_ mitigated?  
 \_\_\_\_ are \_\_\_\_ still \_\_\_\_ in restoring everything \_\_\_\_ the system \_\_\_\_ resolved?  
 \_\_\_\_ City is not functioning \_\_\_\_ still taking \_\_\_\_ isolated System-wise damage has been \_\_\_\_ ?  
 Although isolated damage \_\_\_\_ up, what is the \_\_\_\_ to get \_\_\_\_ ?  
 \_\_\_\_ city's chaos impedes \_\_\_\_ ?  
 \_\_\_\_ how \_\_\_\_ recovery is still going on?  
 It's been \_\_\_\_ why \_\_\_\_ recovery in \_\_\_\_ crazy city \_\_\_\_ on?  
 \_\_\_\_ you \_\_\_\_ if the \_\_\_\_ are progressing, as \_\_\_\_ have been Resolved?  
 When \_\_\_\_ is \_\_\_\_ so crazy, what is \_\_\_\_ long after \_\_\_\_ has been \_\_\_\_ ?  
 Progress \_\_\_\_ restoration \_\_\_\_ to be slowed \_\_\_\_ turmoil \_\_\_\_ entire \_\_\_\_ .  
 The \_\_\_\_ the city \_\_\_\_ long that \_\_\_\_ isolated System-wise \_\_\_\_ been solved.  
 There is only isolated \_\_\_\_ so what \_\_\_\_ it taking \_\_\_\_ get \_\_\_\_ all \_\_\_\_ up?  
 \_\_\_\_ system damage \_\_\_\_ fixed \_\_\_\_ what is causing \_\_\_\_ reconstruction \_\_\_\_ ?  
 \_\_\_\_ did the \_\_\_\_ with \_\_\_\_ restoration \_\_\_\_ despite the \_\_\_\_ resolved?  
 There are \_\_\_\_ isolated \_\_\_\_ damage mitigated, \_\_\_\_ is \_\_\_\_ so \_\_\_\_ to get \_\_\_\_ back up?  
 \_\_\_\_ the city \_\_\_\_ does the \_\_\_\_ have \_\_\_\_ fixed?  
 What \_\_\_\_ the length \_\_\_\_ takes with \_\_\_\_ reinstatement \_\_\_\_ the \_\_\_\_ ?  
 \_\_\_\_ damage was \_\_\_\_ was causing the delay \_\_\_\_ the \_\_\_\_ ?  
 Is it \_\_\_\_ that \_\_\_\_ long for \_\_\_\_ restored despite the \_\_\_\_ to the systems?  
 \_\_\_\_ was wondering why \_\_\_\_ in this wacky \_\_\_\_ taking \_\_\_\_ .  
 \_\_\_\_ sorted \_\_\_\_ the \_\_\_\_ system problem, \_\_\_\_ what's \_\_\_\_ from recovering from \_\_\_\_ chaotic \_\_\_\_ ?  
 \_\_\_\_ is \_\_\_\_ isolated \_\_\_\_ damage that \_\_\_\_ been \_\_\_\_ but \_\_\_\_ going on when the \_\_\_\_ malfunctioning?  
 \_\_\_\_ has been \_\_\_\_ what is it taking so \_\_\_\_ get them \_\_\_\_ ?  
 While \_\_\_\_ is \_\_\_\_ what \_\_\_\_ slowing the \_\_\_\_ the \_\_\_\_ area?  
 \_\_\_\_ towards \_\_\_\_ seems hindered by turmoil \_\_\_\_ city, \_\_\_\_ what accounts \_\_\_\_ these \_\_\_\_ ?  
 \_\_\_\_ why \_\_\_\_ crazy city \_\_\_\_ still taking so long.  
 I'm wondering \_\_\_\_ in this crazy \_\_\_\_ is \_\_\_\_ happening.  
 \_\_\_\_ urban order is due to \_\_\_\_ ?  
 Chaos \_\_\_\_ in \_\_\_\_ so what \_\_\_\_ slowing \_\_\_\_ restoration?  
 \_\_\_\_ causes \_\_\_\_ overall \_\_\_\_ city chaos?  
 \_\_\_\_ damage \_\_\_\_ what was causing the delay in \_\_\_\_ ?  
 \_\_\_\_ down \_\_\_\_ reinstatement despite the chaos?  
 \_\_\_\_ a \_\_\_\_ only \_\_\_\_ System-wise damage that \_\_\_\_ been fixed.  
 What is \_\_\_\_ delays \_\_\_\_ recovering from this chaotic \_\_\_\_ throughout \_\_\_\_ city \_\_\_\_ we \_\_\_\_ isolated system \_\_\_\_ ?  
 Although isolated damage \_\_\_\_ been solved, what \_\_\_\_ make \_\_\_\_ whole \_\_\_\_ ok?  
 \_\_\_\_ damage was fixed, \_\_\_\_ the \_\_\_\_ the reconstruction delays?  
 \_\_\_\_ hold-up with full restoration \_\_\_\_ ?  
 Why \_\_\_\_ it \_\_\_\_ for overall reinstatement \_\_\_\_ chaos is so \_\_\_\_ ?  
 \_\_\_\_ is slowing down \_\_\_\_ when \_\_\_\_ ?  
 \_\_\_\_ but what \_\_\_\_ the cause of the delayed \_\_\_\_ ?  
 \_\_\_\_ system damage, but \_\_\_\_ about the chaos \_\_\_\_ ?  
 \_\_\_\_ there are \_\_\_\_ System-wise \_\_\_\_ that \_\_\_\_ been \_\_\_\_ it \_\_\_\_ taking so \_\_\_\_ with \_\_\_\_ reinstatement.  
 \_\_\_\_ reigns \_\_\_\_ what's \_\_\_\_ the delay with \_\_\_\_ ?  
 \_\_\_\_ only \_\_\_\_ that has been resolved, yet it \_\_\_\_ taking \_\_\_\_ ?  
 \_\_\_\_ isolated \_\_\_\_ problem, \_\_\_\_ what is \_\_\_\_ such \_\_\_\_ recovering from this chaotic state?  
 The isolated system \_\_\_\_ was solved, \_\_\_\_ lengthy delays \_\_\_\_ from \_\_\_\_ chaotic \_\_\_\_ throughout the \_\_\_\_ ?  
 There is only \_\_\_\_ that \_\_\_\_ been \_\_\_\_ and \_\_\_\_ is taking so \_\_\_\_ the whole system \_\_\_\_ .

\_\_\_\_ has it taken \_\_\_\_ for \_\_\_\_ restoration to \_\_\_\_?  
 \_\_\_\_ is only \_\_\_\_ mitigated \_\_\_\_ is it taking so long \_\_\_\_ the whole \_\_\_\_ be \_\_\_\_?  
 \_\_\_\_ causes a \_\_\_\_ with \_\_\_\_ restoration of the \_\_\_\_ causing \_\_\_\_?  
 System damage was \_\_\_\_ what is \_\_\_\_ the overall \_\_\_\_?  
 Is it possible \_\_\_\_ it can \_\_\_\_ long for \_\_\_\_ restored across the \_\_\_\_ being \_\_\_\_?  
 \_\_\_\_ towards total restoration seems to have been \_\_\_\_ entire \_\_\_\_.  
 There are isolated \_\_\_\_ damage \_\_\_\_ has \_\_\_\_ mitigated, \_\_\_\_ is \_\_\_\_ so \_\_\_\_ the city is \_\_\_\_?  
 \_\_\_\_ chaos \_\_\_\_ what is \_\_\_\_ the \_\_\_\_ in \_\_\_\_?  
 \_\_\_\_ whole thing is \_\_\_\_ chaos around \_\_\_\_ what \_\_\_\_ stopping \_\_\_\_?  
 Is it \_\_\_\_ a \_\_\_\_ get services back up in our \_\_\_\_?  
 \_\_\_\_ sorted out the \_\_\_\_ problem but \_\_\_\_ the delays in \_\_\_\_ from \_\_\_\_ throughout \_\_\_\_ city?  
 \_\_\_\_ system issue has \_\_\_\_ solved, but \_\_\_\_ still waiting \_\_\_\_ everything \_\_\_\_ be \_\_\_\_?  
 \_\_\_\_ are isolated \_\_\_\_ damage that has been mitigated, but \_\_\_\_ taking \_\_\_\_ all back?  
 There \_\_\_\_ system-wide damage that \_\_\_\_ resolved \_\_\_\_ what is taking \_\_\_\_ long \_\_\_\_?  
 \_\_\_\_ the System-wise damage \_\_\_\_ mitigated, \_\_\_\_ taking so long?  
 There \_\_\_\_ isolated \_\_\_\_ been resolved, \_\_\_\_ taking so long with overall reinstating.  
 Only \_\_\_\_ System \_\_\_\_ has \_\_\_\_ mitigated, but \_\_\_\_ is it taking so \_\_\_\_ them \_\_\_\_?  
 System \_\_\_\_ been fixed, but \_\_\_\_ cause of the \_\_\_\_?  
 Is it \_\_\_\_ that \_\_\_\_ takes so long \_\_\_\_ to \_\_\_\_ our \_\_\_\_ resolved within the \_\_\_\_ systems?  
 \_\_\_\_ damage that \_\_\_\_ been mitigated, but \_\_\_\_ does \_\_\_\_ take to get \_\_\_\_ of \_\_\_\_ back up?  
 \_\_\_\_ what \_\_\_\_ slowing the \_\_\_\_ the whole area?  
 Progress towards total \_\_\_\_ be hindered by turmoil \_\_\_\_ our entire city, \_\_\_\_?  
 \_\_\_\_ the progress of the \_\_\_\_ as isolated system-wide \_\_\_\_ been \_\_\_\_?  
 There \_\_\_\_ isolated System-wise damage that \_\_\_\_ been \_\_\_\_ yet \_\_\_\_ is \_\_\_\_ overall reinstatement.  
 Can \_\_\_\_ give \_\_\_\_ the \_\_\_\_ efforts since \_\_\_\_ damages \_\_\_\_ already been resolved?  
 Is it possible \_\_\_\_ it \_\_\_\_ take so \_\_\_\_ be \_\_\_\_ despite repairs being made \_\_\_\_ confined \_\_\_\_?  
 \_\_\_\_ possible that \_\_\_\_ taking so \_\_\_\_ for \_\_\_\_ happen when it \_\_\_\_ chaos?  
 Why \_\_\_\_ delays in recovering \_\_\_\_ this \_\_\_\_ throughout the city \_\_\_\_ fixed \_\_\_\_ isolated system problem?  
 Is the \_\_\_\_ the \_\_\_\_ efforts \_\_\_\_ as \_\_\_\_ Damages \_\_\_\_ beenResolved?  
 Progress \_\_\_\_ restoration seems \_\_\_\_ be hampered by \_\_\_\_ across \_\_\_\_ accounts for \_\_\_\_?  
 There is \_\_\_\_ isolated \_\_\_\_ damage \_\_\_\_ but \_\_\_\_ is \_\_\_\_ so \_\_\_\_?  
 \_\_\_\_ there \_\_\_\_ reason \_\_\_\_ it is \_\_\_\_ long to restore \_\_\_\_ city?  
 It \_\_\_\_ long with the rejuvenation \_\_\_\_ city \_\_\_\_ isolated System-wise \_\_\_\_ been fixed.  
 \_\_\_\_ isolated \_\_\_\_ damage \_\_\_\_ long is \_\_\_\_ to get them all \_\_\_\_ up?  
 \_\_\_\_ here, what is slowing down restoration \_\_\_\_ entire \_\_\_\_?  
 \_\_\_\_ chaos \_\_\_\_ is slowing \_\_\_\_ restoration of the \_\_\_\_?  
 \_\_\_\_ possible \_\_\_\_ know why \_\_\_\_ takes \_\_\_\_ long for services \_\_\_\_ the city?  
 \_\_\_\_ system-wise damage \_\_\_\_ resolved \_\_\_\_ what \_\_\_\_ it \_\_\_\_ so long?  
 When the \_\_\_\_ is chaotic, \_\_\_\_ is taking \_\_\_\_ long \_\_\_\_ been \_\_\_\_?  
 System \_\_\_\_ been fixed, but \_\_\_\_ is causing the \_\_\_\_ reconstruction?  
 \_\_\_\_ area is chaotic, \_\_\_\_ restoration \_\_\_\_ the whole area?  
 \_\_\_\_ but city \_\_\_\_ is delayed.  
 When \_\_\_\_ is \_\_\_\_ isolated System-wise damage \_\_\_\_ mitigated \_\_\_\_ is \_\_\_\_ taking so \_\_\_\_?  
 The \_\_\_\_ of \_\_\_\_ whole \_\_\_\_ being held \_\_\_\_ chaos, what \_\_\_\_ holding it \_\_\_\_?  
 Why has \_\_\_\_ taken a long \_\_\_\_ for overall \_\_\_\_?  
 \_\_\_\_ damage \_\_\_\_ the system \_\_\_\_ mitigated but \_\_\_\_ is still \_\_\_\_ so \_\_\_\_?  
 \_\_\_\_ System-wise damage \_\_\_\_ been mitigated but what \_\_\_\_ long?  
 I've \_\_\_\_ why overall recovery \_\_\_\_ this wacky \_\_\_\_ on.  
 Local havoc \_\_\_\_ what \_\_\_\_ the hold-up in \_\_\_\_ completely?  
 \_\_\_\_ so much \_\_\_\_ in \_\_\_\_ from this \_\_\_\_ state \_\_\_\_ city?

I wonder why \_\_\_\_\_ entire \_\_\_\_\_ crazy city \_\_\_\_\_ so long.  
 When the \_\_\_\_\_ what is still \_\_\_\_\_ so \_\_\_\_\_ isolated System-wise damage has \_\_\_\_\_ mitigated?  
 Is \_\_\_\_\_ it \_\_\_\_\_ so long for services \_\_\_\_\_ be \_\_\_\_\_ across \_\_\_\_\_ despite being \_\_\_\_\_?  
 \_\_\_\_\_ towards total \_\_\_\_\_ by turmoil \_\_\_\_\_ city and what accounts for \_\_\_\_\_?  
 \_\_\_\_\_ it \_\_\_\_\_ long to make the system \_\_\_\_\_ after \_\_\_\_\_ damage \_\_\_\_\_ been \_\_\_\_\_?  
 \_\_\_\_\_ isolated \_\_\_\_\_ been \_\_\_\_\_ what \_\_\_\_\_ taking so long \_\_\_\_\_ make the \_\_\_\_\_ system \_\_\_\_\_?  
 \_\_\_\_\_ damage has \_\_\_\_\_ fixed, \_\_\_\_\_ what is \_\_\_\_\_ cause of the \_\_\_\_\_?  
 \_\_\_\_\_ is \_\_\_\_\_ still held \_\_\_\_\_ despite the damage \_\_\_\_\_?  
 Is \_\_\_\_\_ a way \_\_\_\_\_ why \_\_\_\_\_ can \_\_\_\_\_ so long for \_\_\_\_\_ be \_\_\_\_\_ across the \_\_\_\_\_?  
 \_\_\_\_\_ repairs \_\_\_\_\_ but how \_\_\_\_\_ will \_\_\_\_\_ take for normal \_\_\_\_\_ to \_\_\_\_\_ city?  
 \_\_\_\_\_ been \_\_\_\_\_ what is it taking to \_\_\_\_\_ the whole \_\_\_\_\_?  
 \_\_\_\_\_ restoration seems to have been \_\_\_\_\_ turmoil across our \_\_\_\_\_ for these \_\_\_\_\_?  
 There \_\_\_\_\_ isolated System-wise \_\_\_\_\_ mitigated \_\_\_\_\_ how long is \_\_\_\_\_ all back?  
 Is it possible \_\_\_\_\_ understand \_\_\_\_\_ it takes so long \_\_\_\_\_ to \_\_\_\_\_ restored \_\_\_\_\_ our \_\_\_\_\_ despite \_\_\_\_\_?  
 \_\_\_\_\_ possible \_\_\_\_\_ understand \_\_\_\_\_ so long for services to \_\_\_\_\_ restored \_\_\_\_\_ city despite being \_\_\_\_\_ the  
 \_\_\_\_\_ systems?  
 \_\_\_\_\_ does \_\_\_\_\_ take \_\_\_\_\_ long for services to \_\_\_\_\_ across the \_\_\_\_\_ despite \_\_\_\_\_ made \_\_\_\_\_ systems?  
 Only \_\_\_\_\_ System-wise damage has \_\_\_\_\_ yet \_\_\_\_\_ taking \_\_\_\_\_ to be put together again.  
 System \_\_\_\_\_ solved; why did \_\_\_\_\_?  
 \_\_\_\_\_ is only \_\_\_\_\_ damage \_\_\_\_\_ has been \_\_\_\_\_ taking for the whole system \_\_\_\_\_ be restored?  
 \_\_\_\_\_ is \_\_\_\_\_ system-wise damage \_\_\_\_\_ been fixed, but \_\_\_\_\_ so \_\_\_\_\_?  
 Chaos \_\_\_\_\_ delay with \_\_\_\_\_ restoration of \_\_\_\_\_ thing, \_\_\_\_\_ is \_\_\_\_\_ back?  
 Is it possible \_\_\_\_\_ it takes so \_\_\_\_\_ services to \_\_\_\_\_ our \_\_\_\_\_ despite \_\_\_\_\_ being made \_\_\_\_\_ the \_\_\_\_\_ systems?  
 I'm wondering \_\_\_\_\_ entire recovery \_\_\_\_\_ city \_\_\_\_\_ taking so long after \_\_\_\_\_.  
 \_\_\_\_\_ damages \_\_\_\_\_ and why \_\_\_\_\_ take \_\_\_\_\_ long?  
 \_\_\_\_\_ are only isolated \_\_\_\_\_ damage \_\_\_\_\_ resolved, \_\_\_\_\_ is taking so long with overall \_\_\_\_\_.  
 There is \_\_\_\_\_ isolated \_\_\_\_\_ damage \_\_\_\_\_ been \_\_\_\_\_ and \_\_\_\_\_ is taking so \_\_\_\_\_ with overall \_\_\_\_\_ city.  
 \_\_\_\_\_ is \_\_\_\_\_ restoration \_\_\_\_\_ there is \_\_\_\_\_ here?  
 \_\_\_\_\_ isolated System-wise damage \_\_\_\_\_ mitigated, what is still \_\_\_\_\_ so \_\_\_\_\_ City \_\_\_\_\_ not \_\_\_\_\_ correctly?  
 \_\_\_\_\_ a reason \_\_\_\_\_ is taking considerable time \_\_\_\_\_ restore \_\_\_\_\_ across \_\_\_\_\_?  
 \_\_\_\_\_ that has \_\_\_\_\_ mitigated \_\_\_\_\_ isolated, but what is \_\_\_\_\_ long \_\_\_\_\_ the \_\_\_\_\_ is \_\_\_\_\_?  
 Is \_\_\_\_\_ possible \_\_\_\_\_ takes \_\_\_\_\_ for services \_\_\_\_\_ in the \_\_\_\_\_ despite repairs being made?  
 It \_\_\_\_\_ isolated System-wise \_\_\_\_\_ been \_\_\_\_\_ what is \_\_\_\_\_ taking so long?  
 Progress towards total \_\_\_\_\_ seems to \_\_\_\_\_ hampered by \_\_\_\_\_ city, \_\_\_\_\_ what accounts \_\_\_\_\_?  
 Why \_\_\_\_\_ it take \_\_\_\_\_ for \_\_\_\_\_ be \_\_\_\_\_ across \_\_\_\_\_ city despite being resolved in \_\_\_\_\_?  
 System damage is \_\_\_\_\_ what \_\_\_\_\_ delay \_\_\_\_\_ reconstruction?  
 \_\_\_\_\_ damage \_\_\_\_\_ been fixed \_\_\_\_\_ what is \_\_\_\_\_ reconstruction?  
 Is \_\_\_\_\_ possible \_\_\_\_\_ it takes \_\_\_\_\_ long \_\_\_\_\_ be \_\_\_\_\_ city despite the damage?  
 \_\_\_\_\_ you \_\_\_\_\_ some \_\_\_\_\_ takes so \_\_\_\_\_ to \_\_\_\_\_ services across the city?  
 There \_\_\_\_\_ isolated System-wise damage mitigated, but \_\_\_\_\_ it \_\_\_\_\_ so \_\_\_\_\_ them \_\_\_\_\_ back up?  
 We \_\_\_\_\_ the isolated \_\_\_\_\_ problem, but \_\_\_\_\_ long \_\_\_\_\_ recovering from \_\_\_\_\_ chaotic state throughout \_\_\_\_\_ city?  
 \_\_\_\_\_ isolated system \_\_\_\_\_ fixed, \_\_\_\_\_ causing the \_\_\_\_\_ recovering from \_\_\_\_\_ state throughout the city?  
 There are isolated System-wise \_\_\_\_\_ what \_\_\_\_\_ taking \_\_\_\_\_ long to \_\_\_\_\_ them back up?  
 There is only isolated \_\_\_\_\_ damage \_\_\_\_\_ been mitigated, \_\_\_\_\_ what is \_\_\_\_\_ so \_\_\_\_\_ City is \_\_\_\_\_ functioning \_\_\_\_\_?  
 \_\_\_\_\_ are isolated \_\_\_\_\_ but \_\_\_\_\_ long \_\_\_\_\_ take to \_\_\_\_\_ of them back?  
 \_\_\_\_\_ pandemonium \_\_\_\_\_ why \_\_\_\_\_ comprehensive \_\_\_\_\_ take \_\_\_\_\_ long?  
 \_\_\_\_\_ isolated system-wise \_\_\_\_\_ that has been \_\_\_\_\_ but \_\_\_\_\_ long is \_\_\_\_\_?  
 \_\_\_\_\_ possible \_\_\_\_\_ it is \_\_\_\_\_ considerable \_\_\_\_\_ of \_\_\_\_\_ restore \_\_\_\_\_ across the city?  
 Are the restoration \_\_\_\_\_ progressing, \_\_\_\_\_ Damages have \_\_\_\_\_ resolved?  
 \_\_\_\_\_ long \_\_\_\_\_ it take for \_\_\_\_\_ to \_\_\_\_\_ of a town?  
 There is \_\_\_\_\_ around here and \_\_\_\_\_ it \_\_\_\_\_?

Is \_\_\_\_\_ why \_\_\_\_\_ so long to get services restored across \_\_\_\_\_?

Although isolated \_\_\_\_\_ has \_\_\_\_\_ fixed, what \_\_\_\_\_ taking \_\_\_\_\_ long to \_\_\_\_\_ system \_\_\_\_\_?

Only isolated System-wise damage \_\_\_\_\_ been \_\_\_\_\_ so long?

Why are \_\_\_\_\_ restoring everything, despite the system \_\_\_\_\_ fixed?

Some \_\_\_\_\_ repaired, so why does \_\_\_\_\_ take \_\_\_\_\_ long to \_\_\_\_\_ up?

\_\_\_\_\_ long delays in recovering \_\_\_\_\_ throughout the city?

\_\_\_\_\_ wondering \_\_\_\_\_ is still \_\_\_\_\_ on in this crazy \_\_\_\_\_.

What is \_\_\_\_\_ so long to \_\_\_\_\_ them \_\_\_\_\_ back \_\_\_\_\_ isolated \_\_\_\_\_?

\_\_\_\_\_ what \_\_\_\_\_ slowing down \_\_\_\_\_ restoration?

There \_\_\_\_\_ system-wise \_\_\_\_\_ but \_\_\_\_\_ taking so long?

Progress \_\_\_\_\_ total restoration \_\_\_\_\_ to be \_\_\_\_\_ unrest \_\_\_\_\_ the \_\_\_\_\_ what accounts \_\_\_\_\_ delays?

Progress \_\_\_\_\_ restoration seems to be \_\_\_\_\_ up \_\_\_\_\_ the entire \_\_\_\_\_.

I've \_\_\_\_\_ recovery in \_\_\_\_\_ wacky \_\_\_\_\_ is still \_\_\_\_\_ long.

Is it possible \_\_\_\_\_ it \_\_\_\_\_ so \_\_\_\_\_ services to be restored, \_\_\_\_\_ repairs \_\_\_\_\_ made \_\_\_\_\_?

There is \_\_\_\_\_ isolated \_\_\_\_\_ been mitigated but \_\_\_\_\_ is \_\_\_\_\_ taking \_\_\_\_\_ long?

How \_\_\_\_\_ it \_\_\_\_\_ to happen when there is so much \_\_\_\_\_?

\_\_\_\_\_ such \_\_\_\_\_ delay \_\_\_\_\_ of the whole thing that what \_\_\_\_\_ holding \_\_\_\_\_?

There \_\_\_\_\_ that has \_\_\_\_\_ mitigated, but \_\_\_\_\_ it taking so \_\_\_\_\_?

\_\_\_\_\_ it take \_\_\_\_\_ long for services \_\_\_\_\_ across our city \_\_\_\_\_ being made \_\_\_\_\_ the \_\_\_\_\_ systems?

\_\_\_\_\_ chaos-filled \_\_\_\_\_ there \_\_\_\_\_ System-wise damage that \_\_\_\_\_ been resolved.

There are \_\_\_\_\_ System-wise \_\_\_\_\_ that has \_\_\_\_\_ but \_\_\_\_\_ is taking \_\_\_\_\_ long \_\_\_\_\_ the \_\_\_\_\_ malfunctioning?

We sorted \_\_\_\_\_ the isolated system \_\_\_\_\_ but what is \_\_\_\_\_ recovering from the \_\_\_\_\_ throughout \_\_\_\_\_?

\_\_\_\_\_ fixed, \_\_\_\_\_ what's \_\_\_\_\_ of the delay in reconstruction?

\_\_\_\_\_ damage that has been resolved, \_\_\_\_\_ it is taking \_\_\_\_\_ with \_\_\_\_\_ in a \_\_\_\_\_ city.

The restoration of \_\_\_\_\_ was \_\_\_\_\_ because of \_\_\_\_\_ happening?

Why \_\_\_\_\_ we \_\_\_\_\_ in \_\_\_\_\_ the system issue \_\_\_\_\_ been resolved?

\_\_\_\_\_ does the \_\_\_\_\_ persist despite \_\_\_\_\_ fact that \_\_\_\_\_ been resolved?

What is \_\_\_\_\_ lengthy \_\_\_\_\_ in \_\_\_\_\_ this chaotic state throughout the \_\_\_\_\_ sorted out \_\_\_\_\_ isolated \_\_\_\_\_?

\_\_\_\_\_ a reason why it \_\_\_\_\_ long to restore \_\_\_\_\_ our \_\_\_\_\_ resolving \_\_\_\_\_?

There are isolated \_\_\_\_\_ damage \_\_\_\_\_ why is \_\_\_\_\_ so \_\_\_\_\_?

\_\_\_\_\_ the \_\_\_\_\_ but what's \_\_\_\_\_ many delays in recovering from \_\_\_\_\_ chaotic \_\_\_\_\_ the city?

The \_\_\_\_\_ of the whole \_\_\_\_\_ is delayed \_\_\_\_\_ chaos, \_\_\_\_\_ cause?

\_\_\_\_\_ tel \_\_\_\_\_ the restoration efforts are \_\_\_\_\_ as \_\_\_\_\_ Damages \_\_\_\_\_ been resolved?

\_\_\_\_\_ isolated \_\_\_\_\_ is it taking so \_\_\_\_\_ for the whole system to be \_\_\_\_\_?

There \_\_\_\_\_ isolated System-wise \_\_\_\_\_ that \_\_\_\_\_ resolved, and it \_\_\_\_\_ long for \_\_\_\_\_ to \_\_\_\_\_ restored.

\_\_\_\_\_ the \_\_\_\_\_ despite chaos \_\_\_\_\_ restoration?

\_\_\_\_\_ isolated damage \_\_\_\_\_ been \_\_\_\_\_ long is \_\_\_\_\_ taking to \_\_\_\_\_ whole system \_\_\_\_\_?

Is it possible \_\_\_\_\_ is \_\_\_\_\_ long \_\_\_\_\_ get \_\_\_\_\_ across our city?

There are only \_\_\_\_\_ System-wise damage \_\_\_\_\_ been \_\_\_\_\_ what \_\_\_\_\_ so \_\_\_\_\_?

\_\_\_\_\_ total restoration \_\_\_\_\_ to \_\_\_\_\_ slowed \_\_\_\_\_ turmoil across the entire \_\_\_\_\_ what \_\_\_\_\_ for \_\_\_\_\_?

\_\_\_\_\_ causing the lengthy \_\_\_\_\_ in \_\_\_\_\_ the \_\_\_\_\_ state \_\_\_\_\_ the \_\_\_\_\_?

\_\_\_\_\_ are isolated System-wise \_\_\_\_\_ have \_\_\_\_\_ mitigated \_\_\_\_\_ what is \_\_\_\_\_ long?

What's causing \_\_\_\_\_ in recovering \_\_\_\_\_ the \_\_\_\_\_ state \_\_\_\_\_ city?

Why are there \_\_\_\_\_ many \_\_\_\_\_ in recovering \_\_\_\_\_ chaotic \_\_\_\_\_ throughout \_\_\_\_\_ sorted out the isolated \_\_\_\_\_ problem?

\_\_\_\_\_ a \_\_\_\_\_ it is taking \_\_\_\_\_ lot \_\_\_\_\_ time to \_\_\_\_\_ across \_\_\_\_\_ city?

\_\_\_\_\_ slowing \_\_\_\_\_ despite the chaos?

Repairs \_\_\_\_\_ system \_\_\_\_\_ but what \_\_\_\_\_ chaos \_\_\_\_\_?

System issues \_\_\_\_\_ been solved, but \_\_\_\_\_ city chaos?

The isolated system problem \_\_\_\_\_ sorted \_\_\_\_\_ what \_\_\_\_\_ causing \_\_\_\_\_ in \_\_\_\_\_ chaotic state \_\_\_\_\_ the city?

Progress \_\_\_\_\_ restoration \_\_\_\_\_ hampered \_\_\_\_\_ turmoil throughout the city, what \_\_\_\_\_ for \_\_\_\_\_?

There \_\_\_\_\_ System-wise damage \_\_\_\_\_ but \_\_\_\_\_ long is \_\_\_\_\_ them \_\_\_\_\_ back up?  
 \_\_\_\_\_ stopping \_\_\_\_\_ of the whole \_\_\_\_\_ chaos \_\_\_\_\_ around here?  
 \_\_\_\_\_ are isolated \_\_\_\_\_ that \_\_\_\_\_ mitigated, but \_\_\_\_\_ is taking so long when \_\_\_\_\_ is \_\_\_\_\_?  
 There is only \_\_\_\_\_ system damage \_\_\_\_\_ mitigated, but \_\_\_\_\_ taking \_\_\_\_\_ long?  
 Why are \_\_\_\_\_ still experiencing \_\_\_\_\_ restoring \_\_\_\_\_ fact \_\_\_\_\_ the \_\_\_\_\_ is resolved?  
 Chaos \_\_\_\_\_ holding \_\_\_\_\_ the \_\_\_\_\_ the whole \_\_\_\_\_ what \_\_\_\_\_ holding \_\_\_\_\_ back?  
 Is it \_\_\_\_\_ know \_\_\_\_\_ it can take so \_\_\_\_\_ for \_\_\_\_\_ the city?  
 Chaos \_\_\_\_\_ delays \_\_\_\_\_ the \_\_\_\_\_ whole thing, what is \_\_\_\_\_?  
 While \_\_\_\_\_ reigns \_\_\_\_\_ what \_\_\_\_\_ slowing \_\_\_\_\_?  
 \_\_\_\_\_ total \_\_\_\_\_ seems \_\_\_\_\_ turmoil across our \_\_\_\_\_ city, what accounts \_\_\_\_\_ these \_\_\_\_\_  
 \_\_\_\_\_ is the \_\_\_\_\_ so \_\_\_\_\_ in \_\_\_\_\_ chaos?  
 \_\_\_\_\_ City is \_\_\_\_\_ is still taking so \_\_\_\_\_ is only isolated System-wise damage \_\_\_\_\_?  
 \_\_\_\_\_ the \_\_\_\_\_ system problem, but \_\_\_\_\_ delays in recovering \_\_\_\_\_ chaotic state \_\_\_\_\_ the city?  
 Despite \_\_\_\_\_ system issue being resolved, we \_\_\_\_\_ still experiencing \_\_\_\_\_.  
 \_\_\_\_\_ System-wise damage \_\_\_\_\_ mitigated, but \_\_\_\_\_ still taking \_\_\_\_\_ long?  
 \_\_\_\_\_ there \_\_\_\_\_ reason why \_\_\_\_\_ taking so much \_\_\_\_\_ services in \_\_\_\_\_ city?  
 \_\_\_\_\_ been \_\_\_\_\_ system-wise damage, but what's taking \_\_\_\_\_ long \_\_\_\_\_?  
 Reason \_\_\_\_\_ the hold-up \_\_\_\_\_ chaos?  
 Although \_\_\_\_\_ damage has been \_\_\_\_\_ going to \_\_\_\_\_ the situation to return \_\_\_\_\_?  
 \_\_\_\_\_ is \_\_\_\_\_ long \_\_\_\_\_ make the system \_\_\_\_\_ after isolated damage \_\_\_\_\_ resolved?  
 \_\_\_\_\_ isolated system \_\_\_\_\_ has been \_\_\_\_\_ delays \_\_\_\_\_ recovering from \_\_\_\_\_ chaotic state throughout the city?  
 Entire \_\_\_\_\_ chaotic \_\_\_\_\_ hinders \_\_\_\_\_?  
 The \_\_\_\_\_ damage \_\_\_\_\_ been fixed, but \_\_\_\_\_ on \_\_\_\_\_ the \_\_\_\_\_ reinstatement?  
 \_\_\_\_\_ did \_\_\_\_\_ full restoration persist \_\_\_\_\_ the damage \_\_\_\_\_ resolved?  
 \_\_\_\_\_ have \_\_\_\_\_ damage. What about the \_\_\_\_\_?  
 \_\_\_\_\_ that has been \_\_\_\_\_ isolated, but \_\_\_\_\_ so long when the City \_\_\_\_\_?  
 \_\_\_\_\_ experiencing \_\_\_\_\_ in restoring everything after the local system \_\_\_\_\_ been \_\_\_\_\_?  
 Why \_\_\_\_\_ it \_\_\_\_\_ a \_\_\_\_\_ time for the overall \_\_\_\_\_?  
 The recovery \_\_\_\_\_ this wacky \_\_\_\_\_ taking \_\_\_\_\_ I'm \_\_\_\_\_ why.  
 There \_\_\_\_\_ only isolated \_\_\_\_\_ that \_\_\_\_\_ been \_\_\_\_\_ is it \_\_\_\_\_ so long for the system \_\_\_\_\_?  
 \_\_\_\_\_ what's going \_\_\_\_\_ with the \_\_\_\_\_ in \_\_\_\_\_ wacky city?  
 Is it \_\_\_\_\_ to \_\_\_\_\_ why \_\_\_\_\_ so long \_\_\_\_\_ to be restored \_\_\_\_\_ our \_\_\_\_\_ repairs \_\_\_\_\_ made?  
 Chaos \_\_\_\_\_ here, and \_\_\_\_\_ restoration?  
 \_\_\_\_\_ chaos reigns, \_\_\_\_\_ the \_\_\_\_\_ of \_\_\_\_\_ entire area?  
 Even \_\_\_\_\_ isolated System-wise damage \_\_\_\_\_ resolved, it \_\_\_\_\_ so long \_\_\_\_\_ overall \_\_\_\_\_ amidst city \_\_\_\_\_?  
 \_\_\_\_\_ with full \_\_\_\_\_ despite chaos?  
 \_\_\_\_\_ towards \_\_\_\_\_ restoration \_\_\_\_\_ to \_\_\_\_\_ by \_\_\_\_\_ across \_\_\_\_\_ whole city, what accounts for \_\_\_\_\_?  
 When \_\_\_\_\_ running so \_\_\_\_\_ is still taking so \_\_\_\_\_ there is isolated \_\_\_\_\_ mitigated?  
 It's \_\_\_\_\_ a while, \_\_\_\_\_ idea why \_\_\_\_\_ recovery \_\_\_\_\_ this wacky \_\_\_\_\_ on?  
 System \_\_\_\_\_ been \_\_\_\_\_ why \_\_\_\_\_ take so long?  
 \_\_\_\_\_ rejuvenation amidst \_\_\_\_\_ chaos \_\_\_\_\_ taking \_\_\_\_\_ long that \_\_\_\_\_ isolated System-wise \_\_\_\_\_ been \_\_\_\_\_.  
 \_\_\_\_\_ has been fixed, \_\_\_\_\_ the \_\_\_\_\_ of the delayed \_\_\_\_\_?  
 As \_\_\_\_\_ system-wide \_\_\_\_\_ have already been Resolved can \_\_\_\_\_ tel \_\_\_\_\_ the \_\_\_\_\_ efforts?  
 \_\_\_\_\_ it possible that \_\_\_\_\_ so long for overall \_\_\_\_\_ to \_\_\_\_\_ when \_\_\_\_\_ chaos \_\_\_\_\_ so \_\_\_\_\_?  
 When the \_\_\_\_\_ is \_\_\_\_\_ bad, can you \_\_\_\_\_ me \_\_\_\_\_ so \_\_\_\_\_ overall reinstatement \_\_\_\_\_ happen?  
 The system damage \_\_\_\_\_ is \_\_\_\_\_ city \_\_\_\_\_ delayed?  
 There \_\_\_\_\_ only \_\_\_\_\_ damage that has \_\_\_\_\_ resolved, yet \_\_\_\_\_ rejuvenation of the \_\_\_\_\_ is \_\_\_\_\_.  
 Chaos \_\_\_\_\_ what is \_\_\_\_\_ down restoration of \_\_\_\_\_?  
 \_\_\_\_\_ though isolated system-wise \_\_\_\_\_ has been resolved, what's taking \_\_\_\_\_ amidst \_\_\_\_\_?  
 When \_\_\_\_\_ is running so crazy, \_\_\_\_\_ taking \_\_\_\_\_ long \_\_\_\_\_ only isolated \_\_\_\_\_ damage mitigated?

\_\_\_\_\_ only \_\_\_\_\_ has been mitigated, what is \_\_\_\_\_ taking so \_\_\_\_\_ get \_\_\_\_\_ back up?  
 Can you \_\_\_\_\_ if the \_\_\_\_\_ efforts are \_\_\_\_\_ isolated \_\_\_\_\_ already \_\_\_\_\_ resolved?  
 I'm \_\_\_\_\_ why \_\_\_\_\_ recovery in \_\_\_\_\_ city \_\_\_\_\_ still \_\_\_\_\_ on, \_\_\_\_\_ has been \_\_\_\_\_.  
 \_\_\_\_\_ damage was fixed \_\_\_\_\_ the delay \_\_\_\_\_ the reconstruction?  
 Is it possible \_\_\_\_\_ know \_\_\_\_\_ it \_\_\_\_\_ much \_\_\_\_\_ for \_\_\_\_\_ to \_\_\_\_\_ restored \_\_\_\_\_ the \_\_\_\_\_?  
 We solved the isolated system \_\_\_\_\_ such \_\_\_\_\_ in \_\_\_\_\_ this chaotic state throughout the \_\_\_\_\_?  
 There \_\_\_\_\_ damage \_\_\_\_\_ been \_\_\_\_\_ yet it is \_\_\_\_\_ so long to get \_\_\_\_\_ thing back \_\_\_\_\_.  
 \_\_\_\_\_ it \_\_\_\_\_ that \_\_\_\_\_ is \_\_\_\_\_ long for overall \_\_\_\_\_ when \_\_\_\_\_ is so \_\_\_\_\_?  
 \_\_\_\_\_ reigns \_\_\_\_\_ and \_\_\_\_\_ down restoration?  
 What \_\_\_\_\_ slowing down \_\_\_\_\_ despite \_\_\_\_\_ chaos?  
 \_\_\_\_\_ System damage \_\_\_\_\_ been mitigated, but \_\_\_\_\_ taking so long \_\_\_\_\_ the whole \_\_\_\_\_ restored?  
 The local \_\_\_\_\_ been resolved, \_\_\_\_\_ there are \_\_\_\_\_ in \_\_\_\_\_ everything.  
 \_\_\_\_\_ damage \_\_\_\_\_ been mitigated, but what is \_\_\_\_\_ so \_\_\_\_\_ functioning correctly?  
 There are isolated System-wise damage \_\_\_\_\_ but \_\_\_\_\_ it \_\_\_\_\_ all \_\_\_\_\_ up?  
 Why is full \_\_\_\_\_ despite \_\_\_\_\_?  
 \_\_\_\_\_ it \_\_\_\_\_ so long \_\_\_\_\_ overall?  
 \_\_\_\_\_ System-wise damage \_\_\_\_\_ what is it taking \_\_\_\_\_ to be back?  
 \_\_\_\_\_ reigns in the area, \_\_\_\_\_ slowing \_\_\_\_\_?  
 \_\_\_\_\_ a \_\_\_\_\_ as to why it \_\_\_\_\_ so long \_\_\_\_\_ services \_\_\_\_\_ be \_\_\_\_\_ our \_\_\_\_\_.  
 System-wise \_\_\_\_\_ has been \_\_\_\_\_ but \_\_\_\_\_ is \_\_\_\_\_?  
 There is \_\_\_\_\_ isolated System-wise \_\_\_\_\_ been fixed, \_\_\_\_\_ it is taking \_\_\_\_\_ the \_\_\_\_\_ be restored.  
 \_\_\_\_\_ the restoration of the whole thing \_\_\_\_\_ what is \_\_\_\_\_ it \_\_\_\_\_?  
 \_\_\_\_\_ restoration of \_\_\_\_\_ is \_\_\_\_\_ of chaos, \_\_\_\_\_ is holding \_\_\_\_\_ back?  
 There \_\_\_\_\_ System-wise \_\_\_\_\_ has \_\_\_\_\_ mitigated, but \_\_\_\_\_ it taking so long \_\_\_\_\_ them all \_\_\_\_\_?  
 Although \_\_\_\_\_ damage \_\_\_\_\_ been resolved, \_\_\_\_\_ is taking \_\_\_\_\_ the \_\_\_\_\_ system ok?  
 There is only \_\_\_\_\_ that \_\_\_\_\_ is \_\_\_\_\_ taking so long to \_\_\_\_\_ everyone \_\_\_\_\_ up?  
 I'm wondering \_\_\_\_\_ the entire recovery \_\_\_\_\_ this \_\_\_\_\_ is \_\_\_\_\_ going \_\_\_\_\_ snail's \_\_\_\_\_.  
 \_\_\_\_\_ system damage, \_\_\_\_\_ what about \_\_\_\_\_?  
 What's \_\_\_\_\_ such \_\_\_\_\_ in recovering from \_\_\_\_\_ state throughout the city \_\_\_\_\_.  
 \_\_\_\_\_ are \_\_\_\_\_ System-wise \_\_\_\_\_ and \_\_\_\_\_ is \_\_\_\_\_ taking so \_\_\_\_\_ for the \_\_\_\_\_ system \_\_\_\_\_ be restored?  
 There \_\_\_\_\_ only \_\_\_\_\_ damage that has \_\_\_\_\_ but how \_\_\_\_\_ is it taking \_\_\_\_\_ be restored?  
 During \_\_\_\_\_ causing \_\_\_\_\_ overall reconstruction \_\_\_\_\_?  
 Progress towards \_\_\_\_\_ restoration seems \_\_\_\_\_ in the entire city, \_\_\_\_\_ delays?  
 Chaos \_\_\_\_\_ the \_\_\_\_\_ the whole \_\_\_\_\_ what is \_\_\_\_\_ it back?  
 I've \_\_\_\_\_ why the \_\_\_\_\_ this \_\_\_\_\_ is taking \_\_\_\_\_ long.  
 \_\_\_\_\_ damage has \_\_\_\_\_ it that is taking \_\_\_\_\_ long?  
 There is \_\_\_\_\_ System-wise damage that \_\_\_\_\_ resolved \_\_\_\_\_ it \_\_\_\_\_ taking so \_\_\_\_\_ to \_\_\_\_\_ to \_\_\_\_\_.  
 Is \_\_\_\_\_ that \_\_\_\_\_ so \_\_\_\_\_ for services to be restored \_\_\_\_\_ the city \_\_\_\_\_ being \_\_\_\_\_ confined \_\_\_\_\_?  
 \_\_\_\_\_ in fixing \_\_\_\_\_ because \_\_\_\_\_ city \_\_\_\_\_?  
 \_\_\_\_\_ by turmoil \_\_\_\_\_ the entire city, what is \_\_\_\_\_ reason?  
 There is \_\_\_\_\_ damage that \_\_\_\_\_ been fixed, yet the overall \_\_\_\_\_ of \_\_\_\_\_ long?  
 What's the \_\_\_\_\_ of \_\_\_\_\_ overall \_\_\_\_\_ during \_\_\_\_\_ chaos?  
 \_\_\_\_\_ total \_\_\_\_\_ by \_\_\_\_\_ the entire \_\_\_\_\_ what accounts for these delays?  
 There are \_\_\_\_\_ damage \_\_\_\_\_ have \_\_\_\_\_ mitigated, but what \_\_\_\_\_ long?  
 \_\_\_\_\_ isolated \_\_\_\_\_ damage \_\_\_\_\_ mitigated, but \_\_\_\_\_ is it taking so long to get \_\_\_\_\_ all \_\_\_\_\_?  
 \_\_\_\_\_ it possible to \_\_\_\_\_ takes so \_\_\_\_\_ services \_\_\_\_\_ be \_\_\_\_\_ across the city?  
 \_\_\_\_\_ system \_\_\_\_\_ fixed, \_\_\_\_\_ what is causing the \_\_\_\_\_ reconstruction?  
 Chaos \_\_\_\_\_ what \_\_\_\_\_ down restoration?  
 There \_\_\_\_\_ only \_\_\_\_\_ System-wise damage \_\_\_\_\_ long is \_\_\_\_\_ get \_\_\_\_\_ all back?  
 System \_\_\_\_\_ fixed \_\_\_\_\_ city \_\_\_\_\_.



Progress towards total \_\_\_\_\_ to \_\_\_\_\_ by \_\_\_\_\_ our \_\_\_\_\_ city, what accounts for \_\_\_\_\_?  
 \_\_\_\_\_ here \_\_\_\_\_ what is stopping \_\_\_\_\_?  
 \_\_\_\_\_ wondering \_\_\_\_\_ going on \_\_\_\_\_ in this \_\_\_\_\_ city.  
 \_\_\_\_\_ damage \_\_\_\_\_ dealt \_\_\_\_\_ is it taking so long \_\_\_\_\_ the \_\_\_\_\_ system?  
 \_\_\_\_\_ repaired; why is \_\_\_\_\_ restoration \_\_\_\_\_?  
 There \_\_\_\_\_ only \_\_\_\_\_ System-wise damage \_\_\_\_\_ has been dealt with, \_\_\_\_\_ it is \_\_\_\_\_ for the \_\_\_\_\_ to \_\_\_\_\_.  
 \_\_\_\_\_ only \_\_\_\_\_ but what \_\_\_\_\_ it taking so long to get the \_\_\_\_\_ system back?  
 There \_\_\_\_\_ System-wise \_\_\_\_\_ mitigated, \_\_\_\_\_ is it taking for \_\_\_\_\_ to \_\_\_\_\_ up?  
 I'm \_\_\_\_\_ why \_\_\_\_\_ recovery in \_\_\_\_\_ crazy city \_\_\_\_\_ long.  
 Is it \_\_\_\_\_ it takes so \_\_\_\_\_ for \_\_\_\_\_ be restored \_\_\_\_\_ city \_\_\_\_\_ repairs \_\_\_\_\_ made?  
 System damage has been \_\_\_\_\_ did \_\_\_\_\_ take \_\_\_\_\_?  
 Although isolated \_\_\_\_\_ has \_\_\_\_\_ is \_\_\_\_\_ for the whole \_\_\_\_\_ to \_\_\_\_\_ to \_\_\_\_\_?  
 Only isolated \_\_\_\_\_ damage \_\_\_\_\_ been \_\_\_\_\_ is it taking so \_\_\_\_\_ to \_\_\_\_\_ back?  
 With \_\_\_\_\_ the chaos, what's \_\_\_\_\_ longer it \_\_\_\_\_?  
 \_\_\_\_\_ system issue has \_\_\_\_\_ solved, but there \_\_\_\_\_ delays \_\_\_\_\_ everything.  
 \_\_\_\_\_ does it take so long for services \_\_\_\_\_ city \_\_\_\_\_ repairs being \_\_\_\_\_ to the \_\_\_\_\_?  
 There are only \_\_\_\_\_ System-wise damage \_\_\_\_\_ but \_\_\_\_\_ is \_\_\_\_\_ on \_\_\_\_\_ City?  
 It's \_\_\_\_\_ and any idea \_\_\_\_\_ this wacky \_\_\_\_\_ is \_\_\_\_\_ on?  
 \_\_\_\_\_ hold-up with full \_\_\_\_\_ going on despite \_\_\_\_\_ damage \_\_\_\_\_ resolved?  
 I'm not \_\_\_\_\_ why \_\_\_\_\_ recovery in \_\_\_\_\_ is \_\_\_\_\_ taking so \_\_\_\_\_.  
 We \_\_\_\_\_ the \_\_\_\_\_ problem, \_\_\_\_\_ is \_\_\_\_\_ the \_\_\_\_\_ delays \_\_\_\_\_ recovering \_\_\_\_\_ this chaotic state throughout the \_\_\_\_\_?  
 \_\_\_\_\_ damage \_\_\_\_\_ solved, \_\_\_\_\_ did it take \_\_\_\_\_ long?  
 There is \_\_\_\_\_ damage that \_\_\_\_\_ been \_\_\_\_\_ it is \_\_\_\_\_ so \_\_\_\_\_ to get \_\_\_\_\_ system back \_\_\_\_\_.  
 The whole \_\_\_\_\_ is \_\_\_\_\_ because \_\_\_\_\_ chaos \_\_\_\_\_ what's stopping \_\_\_\_\_?  
 What's \_\_\_\_\_ lengthy \_\_\_\_\_ in recovering \_\_\_\_\_ this \_\_\_\_\_ state \_\_\_\_\_ the \_\_\_\_\_?  
 \_\_\_\_\_ is stopping the restoration \_\_\_\_\_ the \_\_\_\_\_ thing, \_\_\_\_\_ reigns \_\_\_\_\_?  
 It's \_\_\_\_\_ and I'm \_\_\_\_\_ why the recovery \_\_\_\_\_ wacky \_\_\_\_\_ is dragging \_\_\_\_\_.  
 There \_\_\_\_\_ isolated \_\_\_\_\_ mitigated, but how \_\_\_\_\_ it taking to \_\_\_\_\_ them all back \_\_\_\_\_?  
 Is it \_\_\_\_\_ see \_\_\_\_\_ takes so long \_\_\_\_\_ be restored \_\_\_\_\_ the \_\_\_\_\_?  
 Why \_\_\_\_\_ reinstatement is taking \_\_\_\_\_ long \_\_\_\_\_ the \_\_\_\_\_?  
 \_\_\_\_\_ delay in \_\_\_\_\_ restoration \_\_\_\_\_ whole thing, \_\_\_\_\_ is holding it \_\_\_\_\_?  
 System \_\_\_\_\_ is \_\_\_\_\_ why \_\_\_\_\_ delayed?  
 There have \_\_\_\_\_ damage mitigated, but \_\_\_\_\_ long when the City is \_\_\_\_\_?  
 What's causing the \_\_\_\_\_ in recovering \_\_\_\_\_ this \_\_\_\_\_ city?  
 What is slowing \_\_\_\_\_ reinstatement \_\_\_\_\_ the chaos \_\_\_\_\_?  
 There is only isolated System-wise \_\_\_\_\_ has \_\_\_\_\_ fixed, \_\_\_\_\_ takes \_\_\_\_\_ long with \_\_\_\_\_ reinstatement amidst \_\_\_\_\_.  
 \_\_\_\_\_ such \_\_\_\_\_ delay with the \_\_\_\_\_ of the \_\_\_\_\_ what \_\_\_\_\_ on?  
 \_\_\_\_\_ city is chaotic, what is \_\_\_\_\_ so \_\_\_\_\_ isolated System-wise \_\_\_\_\_?  
 Progress \_\_\_\_\_ total \_\_\_\_\_ across the \_\_\_\_\_ accounts for the delays?  
 Is \_\_\_\_\_ a \_\_\_\_\_ why \_\_\_\_\_ is taking \_\_\_\_\_ much time \_\_\_\_\_ services back \_\_\_\_\_?  
 There is only isolated damage that \_\_\_\_\_ been mitigated and \_\_\_\_\_ is \_\_\_\_\_ for \_\_\_\_\_ be \_\_\_\_\_?  
 \_\_\_\_\_ damage was \_\_\_\_\_ what \_\_\_\_\_ the overall reconstruction \_\_\_\_\_?  
 There is \_\_\_\_\_ that has been \_\_\_\_\_ it \_\_\_\_\_ so \_\_\_\_\_ for \_\_\_\_\_ whole system \_\_\_\_\_ be restored?  
 \_\_\_\_\_ full restoration held \_\_\_\_\_ despite \_\_\_\_\_ damage being \_\_\_\_\_?  
 Although \_\_\_\_\_ damage \_\_\_\_\_ been \_\_\_\_\_ what \_\_\_\_\_ it \_\_\_\_\_ to \_\_\_\_\_ under control again?  
 \_\_\_\_\_ awhile, \_\_\_\_\_ idea why \_\_\_\_\_ recovery \_\_\_\_\_ crazy city is dragging \_\_\_\_\_?  
 There are isolated \_\_\_\_\_ damage mitigated, \_\_\_\_\_ is \_\_\_\_\_ so \_\_\_\_\_?  
 \_\_\_\_\_ isolated system-wise \_\_\_\_\_ been resolved but what's taking \_\_\_\_\_ reinstatement?  
 Is it \_\_\_\_\_ takes \_\_\_\_\_ for services \_\_\_\_\_ across our \_\_\_\_\_ despite being damaged?  
 Even though \_\_\_\_\_ issue \_\_\_\_\_ been \_\_\_\_\_ we \_\_\_\_\_ experiencing \_\_\_\_\_ in restoring \_\_\_\_\_.

There is only isolated System-wise damage \_\_\_\_\_ fixed, yet \_\_\_\_\_ long \_\_\_\_\_ to be \_\_\_\_\_.

System damages \_\_\_\_\_ been \_\_\_\_\_ why \_\_\_\_\_ been \_\_\_\_\_?

\_\_\_\_\_ delayed \_\_\_\_\_ of the whole thing, \_\_\_\_\_ is holding \_\_\_\_\_?

\_\_\_\_\_ are isolated System-wise \_\_\_\_\_ has been \_\_\_\_\_ long does \_\_\_\_\_ take for the whole system \_\_\_\_\_?

I am \_\_\_\_\_ the \_\_\_\_\_ in \_\_\_\_\_ city is dragging \_\_\_\_\_.

\_\_\_\_\_ City is running \_\_\_\_\_ so long \_\_\_\_\_ there are isolated System-wise damage \_\_\_\_\_?

Progress towards \_\_\_\_\_ restoration seems \_\_\_\_\_ across \_\_\_\_\_ entire \_\_\_\_\_ accounts for \_\_\_\_\_?

\_\_\_\_\_ though \_\_\_\_\_ damage has \_\_\_\_\_ what's happening with \_\_\_\_\_ amidst the \_\_\_\_\_?

\_\_\_\_\_ damage has been resolved, what \_\_\_\_\_ long?

\_\_\_\_\_ have wondered why \_\_\_\_\_ crazy city \_\_\_\_\_ taking so \_\_\_\_\_.

It \_\_\_\_\_ taking so \_\_\_\_\_ system to be \_\_\_\_\_ back together after only isolated \_\_\_\_\_.

There is \_\_\_\_\_ isolated \_\_\_\_\_ damage that \_\_\_\_\_ fixed, \_\_\_\_\_ the \_\_\_\_\_ rejuvenation \_\_\_\_\_ the city \_\_\_\_\_ taking \_\_\_\_\_.

\_\_\_\_\_ is only \_\_\_\_\_ System-wise \_\_\_\_\_ mitigated, \_\_\_\_\_ is still taking so \_\_\_\_\_ the City \_\_\_\_\_?

There \_\_\_\_\_ isolated System-wise damage \_\_\_\_\_ been \_\_\_\_\_ and \_\_\_\_\_ is still \_\_\_\_\_?

\_\_\_\_\_ fixed, \_\_\_\_\_ restoration is delayed.

When \_\_\_\_\_ City \_\_\_\_\_ hot, what \_\_\_\_\_ so \_\_\_\_\_ there is \_\_\_\_\_ isolated System-wise \_\_\_\_\_ mitigated?

The \_\_\_\_\_ issue has \_\_\_\_\_ solved, \_\_\_\_\_ why are we \_\_\_\_\_ everything?

It has been \_\_\_\_\_ any idea why \_\_\_\_\_ this wacky city \_\_\_\_\_?

Is it \_\_\_\_\_ to know \_\_\_\_\_ takes so \_\_\_\_\_ to \_\_\_\_\_ in our \_\_\_\_\_ repairs being made \_\_\_\_\_ confined systems?

Progress towards \_\_\_\_\_ seems \_\_\_\_\_ be delayed \_\_\_\_\_ turmoil \_\_\_\_\_ entire city.

\_\_\_\_\_ towards total \_\_\_\_\_ by unrest across \_\_\_\_\_ what accounts for \_\_\_\_\_ delays?

Only \_\_\_\_\_ damage has been \_\_\_\_\_ it taking so \_\_\_\_\_ to get \_\_\_\_\_ back up?

I'm \_\_\_\_\_ sure \_\_\_\_\_ recovery \_\_\_\_\_ this wacky \_\_\_\_\_ is \_\_\_\_\_ taking \_\_\_\_\_ long.

While \_\_\_\_\_ is \_\_\_\_\_ here, \_\_\_\_\_ is \_\_\_\_\_ restoration of \_\_\_\_\_ entire \_\_\_\_\_?

\_\_\_\_\_ why \_\_\_\_\_ recovery in \_\_\_\_\_ crazy \_\_\_\_\_ so much time.

The isolated \_\_\_\_\_ is causing such lengthy delays \_\_\_\_\_ recovering \_\_\_\_\_ this \_\_\_\_\_ state?

\_\_\_\_\_ restoration \_\_\_\_\_ delayed because \_\_\_\_\_ chaos, what is \_\_\_\_\_ it up?

Progress \_\_\_\_\_ restoration seems to be hampered by \_\_\_\_\_ across the \_\_\_\_\_ what \_\_\_\_\_?

There \_\_\_\_\_ isolated System-wise damage \_\_\_\_\_ been \_\_\_\_\_ yet the \_\_\_\_\_ is taking \_\_\_\_\_.

Chaos \_\_\_\_\_ around \_\_\_\_\_ and \_\_\_\_\_ has it \_\_\_\_\_ to fix \_\_\_\_\_?

\_\_\_\_\_ is \_\_\_\_\_ System-wise damage, but what \_\_\_\_\_ long \_\_\_\_\_ get \_\_\_\_\_ all back up?

Although \_\_\_\_\_ damage has been fixed, \_\_\_\_\_ it \_\_\_\_\_ long \_\_\_\_\_ rebuild the \_\_\_\_\_?

While the overall rejuvenation \_\_\_\_\_ the \_\_\_\_\_ is \_\_\_\_\_ there is only \_\_\_\_\_ System-wise damage \_\_\_\_\_.

Is it \_\_\_\_\_ understand why \_\_\_\_\_ long \_\_\_\_\_ in \_\_\_\_\_ city to be \_\_\_\_\_?

We \_\_\_\_\_ the isolated \_\_\_\_\_ problem \_\_\_\_\_ is causing \_\_\_\_\_ lengthy delays in \_\_\_\_\_ from this \_\_\_\_\_ city?

There \_\_\_\_\_ isolated System-wise damage \_\_\_\_\_ has \_\_\_\_\_ but \_\_\_\_\_ the \_\_\_\_\_ is \_\_\_\_\_ so long.

Chaos \_\_\_\_\_ and what \_\_\_\_\_ restoration \_\_\_\_\_ the entire \_\_\_\_\_?

\_\_\_\_\_ recovery \_\_\_\_\_ this wacky city is \_\_\_\_\_ taking \_\_\_\_\_ long.

There is \_\_\_\_\_ System-wise \_\_\_\_\_ about the rest of the system?

Why \_\_\_\_\_ restoration taken \_\_\_\_\_ when there's \_\_\_\_\_?

\_\_\_\_\_ is overall reinstatement taking \_\_\_\_\_ long \_\_\_\_\_?

\_\_\_\_\_ it \_\_\_\_\_ so \_\_\_\_\_ with \_\_\_\_\_ restoration efforts right now \_\_\_\_\_ you \_\_\_\_\_ local \_\_\_\_\_?

\_\_\_\_\_ around here and \_\_\_\_\_ is \_\_\_\_\_ delay in \_\_\_\_\_?

\_\_\_\_\_ is \_\_\_\_\_ but what \_\_\_\_\_ it taking so \_\_\_\_\_ for the whole system to be \_\_\_\_\_?

\_\_\_\_\_ is only isolated System-wise \_\_\_\_\_ mitigated \_\_\_\_\_ is it taking so long \_\_\_\_\_ them \_\_\_\_\_?

While \_\_\_\_\_ chaos \_\_\_\_\_ slowing down \_\_\_\_\_ of \_\_\_\_\_ entire area?

\_\_\_\_\_ been wondering why \_\_\_\_\_ recovery in \_\_\_\_\_ wacky \_\_\_\_\_ is \_\_\_\_\_.

When local \_\_\_\_\_ has \_\_\_\_\_ the \_\_\_\_\_ in getting \_\_\_\_\_ back to \_\_\_\_\_?

\_\_\_\_\_ wondering \_\_\_\_\_ the entire recovery \_\_\_\_\_ this wacky \_\_\_\_\_ still \_\_\_\_\_ at a \_\_\_\_\_.

\_\_\_\_\_ system-wise \_\_\_\_\_ been repaired \_\_\_\_\_ what's taking \_\_\_\_\_ the overall reinstatement?

\_\_\_\_ don't \_\_\_\_ the \_\_\_\_ in \_\_\_\_ city is taking \_\_\_\_ long.  
 \_\_\_\_ towards total restoration \_\_\_\_ to be hampered \_\_\_\_ across \_\_\_\_ what accounts \_\_\_\_?  
 \_\_\_\_ come recovery \_\_\_\_ still \_\_\_\_ this crazy \_\_\_\_?  
 \_\_\_\_ are \_\_\_\_ to be restored despite \_\_\_\_ system issue being \_\_\_\_?  
 \_\_\_\_ system \_\_\_\_ been \_\_\_\_ what's \_\_\_\_ the delay in the \_\_\_\_?  
 It \_\_\_\_ long \_\_\_\_ to rebuild \_\_\_\_ despite \_\_\_\_ being resolved.  
 \_\_\_\_ system issue \_\_\_\_ fixed, \_\_\_\_ why \_\_\_\_ having delays in restoring \_\_\_\_?  
 \_\_\_\_ have \_\_\_\_ solved. Why did \_\_\_\_ so long?  
 I'm wondering why \_\_\_\_ in \_\_\_\_ wacky city is \_\_\_\_ much \_\_\_\_.  
 System \_\_\_\_ but \_\_\_\_ about the \_\_\_\_ reconstruction delay?  
 \_\_\_\_ everything slowly \_\_\_\_ midst of \_\_\_\_?  
 There is only \_\_\_\_ damage \_\_\_\_ has \_\_\_\_ it takes \_\_\_\_ with \_\_\_\_ reinstatement amidst a chaos-filled \_\_\_\_.  
 Chaos causes delays \_\_\_\_ of \_\_\_\_ whole \_\_\_\_ what is \_\_\_\_?  
 \_\_\_\_ isolated \_\_\_\_ problem was \_\_\_\_ but what's \_\_\_\_ delays in \_\_\_\_ this chaotic state throughout \_\_\_\_?  
 What \_\_\_\_ taking \_\_\_\_ long \_\_\_\_ city is \_\_\_\_?  
 \_\_\_\_ isolated System-wise damage \_\_\_\_ mitigated, but \_\_\_\_ is \_\_\_\_ so \_\_\_\_ to \_\_\_\_ all of them \_\_\_\_?  
 \_\_\_\_ damage is \_\_\_\_ but \_\_\_\_ is \_\_\_\_ the delay \_\_\_\_ the \_\_\_\_?  
 It's been awhile \_\_\_\_ any idea \_\_\_\_ the \_\_\_\_ city \_\_\_\_ on?  
 \_\_\_\_ is \_\_\_\_ bad, why is it \_\_\_\_ so long for \_\_\_\_ to \_\_\_\_?  
 \_\_\_\_ only \_\_\_\_ damage that \_\_\_\_ and it \_\_\_\_ so \_\_\_\_ to get the whole system \_\_\_\_ together.  
 System \_\_\_\_ have \_\_\_\_ solved; why \_\_\_\_ not \_\_\_\_ sooner?  
 \_\_\_\_ system issue \_\_\_\_ been \_\_\_\_ but \_\_\_\_ are \_\_\_\_ having delays \_\_\_\_ everything?  
 System-wise \_\_\_\_ mitigated \_\_\_\_ what \_\_\_\_ taking \_\_\_\_ long when \_\_\_\_ is running so \_\_\_\_?  
 \_\_\_\_ isolated \_\_\_\_ damage \_\_\_\_ been fixed, \_\_\_\_ what \_\_\_\_ taking \_\_\_\_ long?  
 \_\_\_\_ been mitigated, but \_\_\_\_ long \_\_\_\_ it taking to get all \_\_\_\_ them back?  
 Progress \_\_\_\_ restoration seems \_\_\_\_ be \_\_\_\_ turmoil across \_\_\_\_ entire city, \_\_\_\_ accounts \_\_\_\_ these delays?  
 \_\_\_\_ has been \_\_\_\_ what \_\_\_\_ taking \_\_\_\_ when the \_\_\_\_ is running \_\_\_\_ crazy?  
 Progress \_\_\_\_ restoration \_\_\_\_ be \_\_\_\_ by \_\_\_\_ across the \_\_\_\_ city, what \_\_\_\_ for \_\_\_\_ delays?  
 \_\_\_\_ wondering \_\_\_\_ the recovery in this \_\_\_\_ is still \_\_\_\_.  
 There \_\_\_\_ only \_\_\_\_ damage \_\_\_\_ has been \_\_\_\_ what \_\_\_\_ it \_\_\_\_ so \_\_\_\_ for the whole system \_\_\_\_ be \_\_\_\_?  
 \_\_\_\_ reigns around \_\_\_\_ so what is \_\_\_\_ in \_\_\_\_?  
 \_\_\_\_ are we still \_\_\_\_ delays \_\_\_\_ restoring \_\_\_\_ despite \_\_\_\_ issue?  
 It is only \_\_\_\_ System-wise \_\_\_\_ has been \_\_\_\_ what \_\_\_\_ is taking \_\_\_\_ long?  
 The \_\_\_\_ problem was \_\_\_\_ but \_\_\_\_ long delays in recovering from the chaotic \_\_\_\_ throughout \_\_\_\_?  
 \_\_\_\_ have \_\_\_\_ solved; why \_\_\_\_ it last \_\_\_\_ long?  
 \_\_\_\_ repaired system \_\_\_\_ but what about \_\_\_\_?  
 System damage \_\_\_\_ but what's causing \_\_\_\_ in \_\_\_\_?  
 Is it \_\_\_\_ that it \_\_\_\_ taking \_\_\_\_ lot \_\_\_\_ restore services \_\_\_\_ our \_\_\_\_?  
 When \_\_\_\_ there are isolated \_\_\_\_ but what is \_\_\_\_ so long?  
 \_\_\_\_ around \_\_\_\_ what's \_\_\_\_ the delay in \_\_\_\_?  
 \_\_\_\_ solved \_\_\_\_ isolated \_\_\_\_ problem, but \_\_\_\_ causing \_\_\_\_ lengthy delays \_\_\_\_ from \_\_\_\_ chaotic \_\_\_\_?  
 \_\_\_\_ wondering why the entire \_\_\_\_ in \_\_\_\_ not finished.  
 \_\_\_\_ is isolated system-wise \_\_\_\_ that has \_\_\_\_ resolved but \_\_\_\_ overall reinstatement?  
 \_\_\_\_ reigns \_\_\_\_ and \_\_\_\_ is \_\_\_\_ of \_\_\_\_ entire area?  
 \_\_\_\_ of the \_\_\_\_ is delayed \_\_\_\_ chaos, what \_\_\_\_ going on?  
 \_\_\_\_ there a \_\_\_\_ is taking a \_\_\_\_ time to \_\_\_\_ services \_\_\_\_ city?  
 \_\_\_\_ total \_\_\_\_ hampered \_\_\_\_ the \_\_\_\_ city, what accounts for the delays?  
 \_\_\_\_ is \_\_\_\_ isolated System-wise \_\_\_\_ how long is \_\_\_\_ taking for the \_\_\_\_ system to \_\_\_\_?  
 What is \_\_\_\_ long for the whole \_\_\_\_ be ok \_\_\_\_ damage \_\_\_\_ been \_\_\_\_?  
 \_\_\_\_ damage was fixed, \_\_\_\_ causing the overall \_\_\_\_?

Chaos \_\_\_\_ a \_\_\_\_ with the \_\_\_\_ the \_\_\_\_ is going on?  
 \_\_\_\_ isolated \_\_\_\_ damage that has \_\_\_\_ mitigated, \_\_\_\_ what \_\_\_\_ still \_\_\_\_ so long?  
 \_\_\_\_ reigns around here, \_\_\_\_ the restoration of \_\_\_\_ whole thing, \_\_\_\_ holding it \_\_\_\_?  
 There \_\_\_\_ only isolated System-wise \_\_\_\_ mitigated, \_\_\_\_ what \_\_\_\_ taking \_\_\_\_ long?  
 \_\_\_\_ isolated system problem was \_\_\_\_ what \_\_\_\_ such lengthy delays \_\_\_\_ from this \_\_\_\_ state \_\_\_\_ the \_\_\_\_?  
 The \_\_\_\_ has been \_\_\_\_ but \_\_\_\_ is \_\_\_\_ so long when the \_\_\_\_?  
 \_\_\_\_ only isolated \_\_\_\_ damage that \_\_\_\_ yet \_\_\_\_ is \_\_\_\_ so long with \_\_\_\_ restoration.  
 What is \_\_\_\_ reinstatement despite \_\_\_\_?  
 When \_\_\_\_ havoc \_\_\_\_ what is \_\_\_\_ restoring everything?  
 Chaos \_\_\_\_ with \_\_\_\_ of the whole thing, \_\_\_\_ it?  
 \_\_\_\_ is fixed \_\_\_\_ the \_\_\_\_ is delayed.  
 Progress towards total \_\_\_\_ seems to \_\_\_\_ by \_\_\_\_ across \_\_\_\_ entire \_\_\_\_ for \_\_\_\_?  
 What's \_\_\_\_ long \_\_\_\_ recovering \_\_\_\_ chaotic \_\_\_\_ throughout the city?  
 \_\_\_\_ there \_\_\_\_ reason \_\_\_\_ it is \_\_\_\_ a lot of \_\_\_\_ restore \_\_\_\_ our \_\_\_\_?  
 There are \_\_\_\_ System-wise damage \_\_\_\_ what is \_\_\_\_ taking \_\_\_\_ long to get \_\_\_\_ back?  
 When the City \_\_\_\_ chaotic, what is still \_\_\_\_ damage has \_\_\_\_?  
 \_\_\_\_ solved the isolated system \_\_\_\_ lengthy delays in \_\_\_\_ from this chaotic state throughout \_\_\_\_?  
 \_\_\_\_ towards total restoration seem \_\_\_\_ be hampered by \_\_\_\_ our \_\_\_\_ for \_\_\_\_ delays?  
 \_\_\_\_ reason \_\_\_\_ takes a lot of \_\_\_\_ to restore services \_\_\_\_ our \_\_\_\_?  
 How \_\_\_\_ reinstating \_\_\_\_ happen when the \_\_\_\_ is so bad?  
 \_\_\_\_ is \_\_\_\_ isolated damage that \_\_\_\_ dealt \_\_\_\_ the rejuvenation of \_\_\_\_ is taking \_\_\_\_ long?  
 When \_\_\_\_ havoc \_\_\_\_ subsided, \_\_\_\_ the holding \_\_\_\_ on \_\_\_\_ things \_\_\_\_?  
 \_\_\_\_ damage has \_\_\_\_ repaired, \_\_\_\_ how long \_\_\_\_ it \_\_\_\_ for \_\_\_\_ to \_\_\_\_?  
 \_\_\_\_ has been isolated \_\_\_\_ damage \_\_\_\_ is \_\_\_\_ taking \_\_\_\_ long for the \_\_\_\_ system to \_\_\_\_?  
 Although \_\_\_\_ has \_\_\_\_ resolved, what is the longer \_\_\_\_ to normal?  
 \_\_\_\_ only \_\_\_\_ System-wise damage that \_\_\_\_ been mitigated, but \_\_\_\_ is \_\_\_\_ taking so long to \_\_\_\_?  
 System-wise \_\_\_\_ has \_\_\_\_ but what is still taking so \_\_\_\_ is \_\_\_\_?  
 chaos \_\_\_\_ what is \_\_\_\_ restoration of \_\_\_\_ area?  
 There \_\_\_\_ isolated \_\_\_\_ that has \_\_\_\_ mitigated, but what is it taking \_\_\_\_ long \_\_\_\_ be \_\_\_\_?  
 \_\_\_\_ towards \_\_\_\_ restoration \_\_\_\_ hampered \_\_\_\_ across \_\_\_\_ city, \_\_\_\_ explains these delays?  
 There \_\_\_\_ only isolated System-wise \_\_\_\_ that has been mitigated \_\_\_\_ what \_\_\_\_ it \_\_\_\_ them \_\_\_\_ back \_\_\_\_?  
 \_\_\_\_ the \_\_\_\_ in \_\_\_\_ city is taking \_\_\_\_ after all this time.  
 Chaos reigns here \_\_\_\_ restoration?  
 \_\_\_\_ only isolated System-wise \_\_\_\_ mitigated, \_\_\_\_ what is it \_\_\_\_ so long \_\_\_\_ the \_\_\_\_ system \_\_\_\_?  
 The system \_\_\_\_ but \_\_\_\_ causing \_\_\_\_ delayed reconstruction?  
 There are \_\_\_\_ that has been \_\_\_\_ but \_\_\_\_ it \_\_\_\_ long \_\_\_\_ get \_\_\_\_ all back up?  
 \_\_\_\_ is \_\_\_\_ here, \_\_\_\_ is \_\_\_\_ down the restoration of the \_\_\_\_?  
 \_\_\_\_ reigns \_\_\_\_ what is causing a delay \_\_\_\_?  
 \_\_\_\_ rejuvenation amidst \_\_\_\_ taking so long \_\_\_\_ is only isolated \_\_\_\_ that \_\_\_\_ been resolved.  
 \_\_\_\_ isolated damage \_\_\_\_ mitigated. \_\_\_\_ it \_\_\_\_ so \_\_\_\_ for the whole system to be restored?  
 The isolated \_\_\_\_ but what is \_\_\_\_ so \_\_\_\_ delays \_\_\_\_ recovering from the chaotic \_\_\_\_ city?  
 \_\_\_\_ chaos, system issues persist, \_\_\_\_ have \_\_\_\_ resolved?  
 There \_\_\_\_ System-wise damage \_\_\_\_ mitigated, but how \_\_\_\_ is \_\_\_\_ for the whole system to \_\_\_\_?  
 There \_\_\_\_ only \_\_\_\_ that has \_\_\_\_ with, yet it is \_\_\_\_ so \_\_\_\_ for the \_\_\_\_ restored.  
 What's \_\_\_\_ takes \_\_\_\_ rebuild \_\_\_\_ chaos?  
 Is there \_\_\_\_ it is taking a \_\_\_\_ to reestablish services \_\_\_\_?  
 \_\_\_\_ delay with \_\_\_\_ restoration of the \_\_\_\_ thing, \_\_\_\_ stopping it?  
 \_\_\_\_ damage has \_\_\_\_ cleaned \_\_\_\_ what \_\_\_\_ for the situation to \_\_\_\_ to \_\_\_\_?  
 \_\_\_\_ it \_\_\_\_ that \_\_\_\_ taking considerable time \_\_\_\_ reestablish \_\_\_\_ city despite \_\_\_\_ damage?  
 \_\_\_\_ there \_\_\_\_ chaos here, \_\_\_\_ is \_\_\_\_ of the entire \_\_\_\_?

though isolated \_\_\_\_\_ been resolved, \_\_\_\_\_ is \_\_\_\_\_ with \_\_\_\_\_ overall reinstatement?  
 There \_\_\_\_\_ isolated System-wise \_\_\_\_\_ that has been \_\_\_\_\_ but \_\_\_\_\_ so \_\_\_\_\_ when \_\_\_\_\_ city is \_\_\_\_\_?  
 What is causing so much \_\_\_\_\_ from this chaotic \_\_\_\_\_?  
 \_\_\_\_\_ are \_\_\_\_\_ delays \_\_\_\_\_ restoring \_\_\_\_\_ after the \_\_\_\_\_ issue \_\_\_\_\_ been solved?  
 We sorted \_\_\_\_\_ system problem, \_\_\_\_\_ are there \_\_\_\_\_ delays \_\_\_\_\_ recovering from this chaotic \_\_\_\_\_ the \_\_\_\_\_?  
 Entire \_\_\_\_\_ conditions hamper \_\_\_\_\_?  
 There \_\_\_\_\_ been \_\_\_\_\_ system-wise \_\_\_\_\_ what's taking \_\_\_\_\_ long?  
 \_\_\_\_\_ wondering \_\_\_\_\_ the \_\_\_\_\_ in \_\_\_\_\_ is taking so long after some \_\_\_\_\_.  
 \_\_\_\_\_ damages \_\_\_\_\_ why did it \_\_\_\_\_ for \_\_\_\_\_ long?  
 \_\_\_\_\_ the \_\_\_\_\_ going on in \_\_\_\_\_ crazy city?  
 \_\_\_\_\_ though \_\_\_\_\_ has \_\_\_\_\_ the longer it takes to \_\_\_\_\_ back to \_\_\_\_\_?  
 The \_\_\_\_\_ resolved, but why \_\_\_\_\_ we \_\_\_\_\_ having \_\_\_\_\_ in restoring \_\_\_\_\_?  
 \_\_\_\_\_ being resolved \_\_\_\_\_ the \_\_\_\_\_ it takes \_\_\_\_\_ long for services to \_\_\_\_\_ across \_\_\_\_\_.  
 There is only isolated damage \_\_\_\_\_ been \_\_\_\_\_ but \_\_\_\_\_ get the whole system \_\_\_\_\_ to normal?  
 \_\_\_\_\_ only isolated System-wise \_\_\_\_\_ mitigated, \_\_\_\_\_ is still \_\_\_\_\_ when \_\_\_\_\_ City is \_\_\_\_\_?  
 I've \_\_\_\_\_ wondering why \_\_\_\_\_ this wacky city \_\_\_\_\_ still \_\_\_\_\_!  
 \_\_\_\_\_ have \_\_\_\_\_ solved; why is \_\_\_\_\_ ongoing?  
 Why does \_\_\_\_\_ long for services to \_\_\_\_\_ restored \_\_\_\_\_ our city \_\_\_\_\_ the \_\_\_\_\_?  
 \_\_\_\_\_ restoration \_\_\_\_\_ so \_\_\_\_\_ when \_\_\_\_\_ reigns here?  
 \_\_\_\_\_ is \_\_\_\_\_ taking \_\_\_\_\_ for overall reinstatement \_\_\_\_\_ happen \_\_\_\_\_ chaos is \_\_\_\_\_?  
 Chaos causes such a \_\_\_\_\_ with the \_\_\_\_\_ of \_\_\_\_\_ holding it \_\_\_\_\_?  
 Is it possible to \_\_\_\_\_ takes \_\_\_\_\_ long for services \_\_\_\_\_ in \_\_\_\_\_ despite \_\_\_\_\_ being made to \_\_\_\_\_?  
 \_\_\_\_\_ damage \_\_\_\_\_ been \_\_\_\_\_ what's causing the \_\_\_\_\_ in \_\_\_\_\_?  
 \_\_\_\_\_ damage \_\_\_\_\_ the System has \_\_\_\_\_ mitigated, \_\_\_\_\_ what is \_\_\_\_\_ so \_\_\_\_\_?  
 \_\_\_\_\_ is \_\_\_\_\_ so \_\_\_\_\_ the \_\_\_\_\_ is chaotic, \_\_\_\_\_ there is \_\_\_\_\_ isolated \_\_\_\_\_ mitigated?  
 \_\_\_\_\_ here so what \_\_\_\_\_ slowing \_\_\_\_\_?  
 System-wise \_\_\_\_\_ has \_\_\_\_\_ mitigated, but \_\_\_\_\_ taking \_\_\_\_\_ long?  
 There is isolated \_\_\_\_\_ but what is it that \_\_\_\_\_ taking \_\_\_\_\_?  
 \_\_\_\_\_ is \_\_\_\_\_ so \_\_\_\_\_ with \_\_\_\_\_ of \_\_\_\_\_ city \_\_\_\_\_ of isolated \_\_\_\_\_ that has been solved.  
 There is \_\_\_\_\_ system-wise damage \_\_\_\_\_ has \_\_\_\_\_ resolved \_\_\_\_\_ what is \_\_\_\_\_ long?  
 \_\_\_\_\_ are \_\_\_\_\_ System-wise damage that has been \_\_\_\_\_ it taking \_\_\_\_\_ get \_\_\_\_\_ all \_\_\_\_\_ up?  
 chaos \_\_\_\_\_ what is slowing \_\_\_\_\_ restoration \_\_\_\_\_ the \_\_\_\_\_ area?  
 \_\_\_\_\_ does \_\_\_\_\_ take so \_\_\_\_\_ for \_\_\_\_\_ to be \_\_\_\_\_ our \_\_\_\_\_ being made to \_\_\_\_\_ systems?  
 Chaos \_\_\_\_\_ and why has \_\_\_\_\_ taken \_\_\_\_\_ long \_\_\_\_\_?  
 The system damage \_\_\_\_\_ but what \_\_\_\_\_ delay \_\_\_\_\_ the \_\_\_\_\_?  
 When the \_\_\_\_\_ what is causing \_\_\_\_\_ delay?  
 Even though \_\_\_\_\_ has \_\_\_\_\_ what \_\_\_\_\_ it take to \_\_\_\_\_ chaos?  
 \_\_\_\_\_ towards total \_\_\_\_\_ hampered by \_\_\_\_\_ our \_\_\_\_\_ accounts for these \_\_\_\_\_?  
 \_\_\_\_\_ it possible \_\_\_\_\_ it \_\_\_\_\_ for \_\_\_\_\_ to \_\_\_\_\_ restored across the entire city?  
 \_\_\_\_\_ problem \_\_\_\_\_ been solved, but \_\_\_\_\_ is causing \_\_\_\_\_ lengthy \_\_\_\_\_ in recovering from \_\_\_\_\_ the city?  
 Is \_\_\_\_\_ it is \_\_\_\_\_ so long \_\_\_\_\_ back to normal \_\_\_\_\_ chaos is so \_\_\_\_\_?  
 \_\_\_\_\_ has it taken \_\_\_\_\_ long \_\_\_\_\_ chaotic \_\_\_\_\_ to \_\_\_\_\_?  
 System \_\_\_\_\_ but \_\_\_\_\_ is causing \_\_\_\_\_ in reconstruction?  
 Progress towards \_\_\_\_\_ restoration \_\_\_\_\_ hampered \_\_\_\_\_ turmoil across \_\_\_\_\_ entire city.  
 System damages \_\_\_\_\_ but \_\_\_\_\_ does \_\_\_\_\_ take \_\_\_\_\_ long?  
 \_\_\_\_\_ reason \_\_\_\_\_ overall \_\_\_\_\_ is taking so long \_\_\_\_\_ chaos?  
 \_\_\_\_\_ why it's taking so \_\_\_\_\_ to \_\_\_\_\_ this crazy \_\_\_\_\_.  
 \_\_\_\_\_ is causing the \_\_\_\_\_ in \_\_\_\_\_ from \_\_\_\_\_ chaotic \_\_\_\_\_ of \_\_\_\_\_ city?  
 \_\_\_\_\_ has \_\_\_\_\_ much \_\_\_\_\_ to restore overall?  
 When \_\_\_\_\_ City is running so hot, what \_\_\_\_\_ still taking so \_\_\_\_\_ damage \_\_\_\_\_?

I'm \_\_\_\_\_ taken so \_\_\_\_\_ the recovery in \_\_\_\_\_ city.  
 There has \_\_\_\_\_ isolated \_\_\_\_\_ what \_\_\_\_\_ it taking so long \_\_\_\_\_ back?  
 \_\_\_\_\_ the system issue \_\_\_\_\_ resolved, \_\_\_\_\_ are \_\_\_\_\_ experiencing \_\_\_\_\_ in restoring \_\_\_\_\_?  
 There are isolated \_\_\_\_\_ that has \_\_\_\_\_ resolved, \_\_\_\_\_ it \_\_\_\_\_ taking \_\_\_\_\_ reinstatement.  
 The \_\_\_\_\_ fixed, why \_\_\_\_\_ city restoration delayed?  
 Chaos \_\_\_\_\_ what is slowing \_\_\_\_\_ of the \_\_\_\_\_ area?  
 \_\_\_\_\_ it \_\_\_\_\_ to \_\_\_\_\_ it takes so long for \_\_\_\_\_ to \_\_\_\_\_ across \_\_\_\_\_?  
 \_\_\_\_\_ did it take so \_\_\_\_\_?  
 \_\_\_\_\_ though \_\_\_\_\_ system-wise damage \_\_\_\_\_ resolved, what \_\_\_\_\_ it that \_\_\_\_\_ long?  
 \_\_\_\_\_ are isolated \_\_\_\_\_ taking so long to get all of \_\_\_\_\_ back?  
 \_\_\_\_\_ the City is chaotic, system-wise damage has been \_\_\_\_\_ is \_\_\_\_\_?  
 \_\_\_\_\_ recovery \_\_\_\_\_ city is taking \_\_\_\_\_ long, \_\_\_\_\_ wondering why.  
 System damages \_\_\_\_\_ did it \_\_\_\_\_ this long?  
 \_\_\_\_\_ causes \_\_\_\_\_ delay \_\_\_\_\_ the \_\_\_\_\_ of the whole \_\_\_\_\_ what \_\_\_\_\_?  
 When \_\_\_\_\_ City \_\_\_\_\_ running \_\_\_\_\_ is it taking \_\_\_\_\_ long?  
 There \_\_\_\_\_ isolated System-wise damage that \_\_\_\_\_ yet it is \_\_\_\_\_ to \_\_\_\_\_ whole system \_\_\_\_\_.  
 There \_\_\_\_\_ isolated \_\_\_\_\_ that has \_\_\_\_\_ but what \_\_\_\_\_ so long?  
 While \_\_\_\_\_ chaotic, \_\_\_\_\_ down the restoration of the whole \_\_\_\_\_?  
 System \_\_\_\_\_ been \_\_\_\_\_ causing the overall reconstruction \_\_\_\_\_?  
 \_\_\_\_\_ awhile, so any idea \_\_\_\_\_ with the \_\_\_\_\_ wacky city?  
 \_\_\_\_\_ isolated \_\_\_\_\_ has been resolved, how \_\_\_\_\_ will it take \_\_\_\_\_?  
 I have wondered why \_\_\_\_\_ in \_\_\_\_\_ crazy \_\_\_\_\_ is \_\_\_\_\_ long.  
 The \_\_\_\_\_ system \_\_\_\_\_ but \_\_\_\_\_ about the \_\_\_\_\_  
 It \_\_\_\_\_ taking \_\_\_\_\_ long with \_\_\_\_\_ rejuvenation of \_\_\_\_\_ because of \_\_\_\_\_ System-wise \_\_\_\_\_ that \_\_\_\_\_ been \_\_\_\_\_.  
 \_\_\_\_\_ are isolated System-wise \_\_\_\_\_ mitigated, \_\_\_\_\_ what \_\_\_\_\_ it that \_\_\_\_\_ taking \_\_\_\_\_ to \_\_\_\_\_ all back?  
 \_\_\_\_\_ the progress of the restoration \_\_\_\_\_ system-wide \_\_\_\_\_ already been \_\_\_\_\_?  
 \_\_\_\_\_ some \_\_\_\_\_ been repaired, \_\_\_\_\_ is the \_\_\_\_\_ of time it \_\_\_\_\_ to \_\_\_\_\_ back \_\_\_\_\_?  
 Do \_\_\_\_\_ know \_\_\_\_\_ the \_\_\_\_\_ of \_\_\_\_\_ is progressing, as isolated system-wide \_\_\_\_\_ been Resolved?  
 Only isolated System-wise \_\_\_\_\_ was mitigated, but \_\_\_\_\_ so long \_\_\_\_\_ all \_\_\_\_\_?  
 When the City \_\_\_\_\_ so \_\_\_\_\_ what \_\_\_\_\_ taking \_\_\_\_\_ long when there \_\_\_\_\_ isolated \_\_\_\_\_ mitigated?  
 \_\_\_\_\_ isolated system \_\_\_\_\_ was solved, but \_\_\_\_\_ is causing the delays in \_\_\_\_\_ throughout \_\_\_\_\_?  
 \_\_\_\_\_ towards total restoration \_\_\_\_\_ to \_\_\_\_\_ turmoil across our entire \_\_\_\_\_.  
 \_\_\_\_\_ the system \_\_\_\_\_ being \_\_\_\_\_ we \_\_\_\_\_ delays \_\_\_\_\_ restoring everything.  
 Restoring \_\_\_\_\_ slow \_\_\_\_\_?  
 What's the longer \_\_\_\_\_ takes \_\_\_\_\_ get \_\_\_\_\_ to \_\_\_\_\_ the \_\_\_\_\_?  
 chaos reigns \_\_\_\_\_ the \_\_\_\_\_ of the whole thing  
 Only \_\_\_\_\_ System-wise \_\_\_\_\_ has been resolved \_\_\_\_\_ so long \_\_\_\_\_ to be put back \_\_\_\_\_.  
 There has been isolated \_\_\_\_\_ but how \_\_\_\_\_ is \_\_\_\_\_ taking \_\_\_\_\_ the whole \_\_\_\_\_?  
 \_\_\_\_\_ has been fixed \_\_\_\_\_ isolated, \_\_\_\_\_ the \_\_\_\_\_ of the \_\_\_\_\_ is \_\_\_\_\_ so long?  
 I'm wondering \_\_\_\_\_ the recovery \_\_\_\_\_ this \_\_\_\_\_ it's been awhile.  
 \_\_\_\_\_ fixed, but \_\_\_\_\_ of the delay in reconstruction?  
 \_\_\_\_\_ damage has been \_\_\_\_\_ is \_\_\_\_\_ so long to repair \_\_\_\_\_ system?  
 \_\_\_\_\_ isolated \_\_\_\_\_ damage mitigated, \_\_\_\_\_ long does it \_\_\_\_\_ all of \_\_\_\_\_ back up?  
 \_\_\_\_\_ delayed reinstating \_\_\_\_\_ urban \_\_\_\_\_ by what?  
 \_\_\_\_\_ isolated system problem \_\_\_\_\_ fixed, \_\_\_\_\_ what is causing the \_\_\_\_\_ in \_\_\_\_\_ this chaotic \_\_\_\_\_?  
 \_\_\_\_\_ system \_\_\_\_\_ has been solved, but there are still delays \_\_\_\_\_.  
 \_\_\_\_\_ though \_\_\_\_\_ is taking so \_\_\_\_\_ with overall reinstatement amidst the chaos?  
 \_\_\_\_\_ you tell \_\_\_\_\_ reinstatement is \_\_\_\_\_ so \_\_\_\_\_ in the chaos?  
 \_\_\_\_\_ towards \_\_\_\_\_ seems hampered by turmoil \_\_\_\_\_ city, what \_\_\_\_\_ delays?  
 \_\_\_\_\_ is \_\_\_\_\_ isolated \_\_\_\_\_ damage \_\_\_\_\_ mitigated, \_\_\_\_\_ what is going on with \_\_\_\_\_?

\_\_\_\_ isolated damage \_\_\_\_ been \_\_\_\_ what is \_\_\_\_ taking \_\_\_\_ long to \_\_\_\_ \_\_\_\_ system?  
 System \_\_\_\_ have \_\_\_\_ still \_\_\_\_ during city chaos.  
 \_\_\_\_ a \_\_\_\_ city, \_\_\_\_ only \_\_\_\_ System-wise \_\_\_\_ that has \_\_\_\_ resolved.  
 \_\_\_\_ toward total \_\_\_\_ seems \_\_\_\_ by turmoil \_\_\_\_ entire \_\_\_\_ what accounts \_\_\_\_ these delays?  
 I've been \_\_\_\_ why \_\_\_\_ recovery \_\_\_\_ crazy city is \_\_\_\_ .  
 \_\_\_\_ isolated system problem was fixed, \_\_\_\_ what's \_\_\_\_ long delays \_\_\_\_ state throughout the \_\_\_\_ ?  
 Why \_\_\_\_ hold-up \_\_\_\_ restoration still \_\_\_\_ despite chaos?  
 What is holding \_\_\_\_ thing because of chaos around \_\_\_\_ ?  
 How come \_\_\_\_ this wacky \_\_\_\_ is \_\_\_\_ on?  
 \_\_\_\_ isolated \_\_\_\_ damage \_\_\_\_ been resolved, but \_\_\_\_ overall reinstatement?  
 \_\_\_\_ caused \_\_\_\_ delay in the restoration of \_\_\_\_ whole thing, what \_\_\_\_ ?  
 \_\_\_\_ damages \_\_\_\_ solved; why \_\_\_\_ it \_\_\_\_ so long?  
 Overall rejuvenation \_\_\_\_ is \_\_\_\_ so \_\_\_\_ because of \_\_\_\_ System-wise \_\_\_\_ that \_\_\_\_ been \_\_\_\_ .  
 \_\_\_\_ are \_\_\_\_ still \_\_\_\_ restoring everything after \_\_\_\_ system issue is \_\_\_\_ ?  
 Why does it \_\_\_\_ so \_\_\_\_ for services \_\_\_\_ restored \_\_\_\_ despite \_\_\_\_ damaged \_\_\_\_ the system?  
 \_\_\_\_ that \_\_\_\_ mitigated \_\_\_\_ isolated, but what is it \_\_\_\_ taking \_\_\_\_ long?  
 We \_\_\_\_ system problem, \_\_\_\_ so much delay \_\_\_\_ recovering from \_\_\_\_ chaotic state \_\_\_\_ the city?  
 Is it possible \_\_\_\_ the recovery \_\_\_\_ wacky city \_\_\_\_ ?  
 \_\_\_\_ system \_\_\_\_ has been repaired, \_\_\_\_ about the \_\_\_\_ ?  
 Why \_\_\_\_ we still \_\_\_\_ in restoring everything, \_\_\_\_ though \_\_\_\_ is \_\_\_\_ ?  
 \_\_\_\_ damage \_\_\_\_ been resolved, but \_\_\_\_ will it take \_\_\_\_ reinstatement \_\_\_\_ take \_\_\_\_ ?  
 There \_\_\_\_ isolated \_\_\_\_ damage that has been fixed, yet \_\_\_\_ taking \_\_\_\_ with \_\_\_\_ reinstatement.  
 Why are we \_\_\_\_ in restoring \_\_\_\_ even after \_\_\_\_ system issue \_\_\_\_ ?  
 \_\_\_\_ to \_\_\_\_ why \_\_\_\_ recovery \_\_\_\_ this wacky \_\_\_\_ still dragging on.  
 Only \_\_\_\_ System-wise \_\_\_\_ been \_\_\_\_ but \_\_\_\_ is \_\_\_\_ so \_\_\_\_ get them all back up?  
 I have been wondering why \_\_\_\_ this wacky \_\_\_\_ still \_\_\_\_ .  
 \_\_\_\_ slows \_\_\_\_ restoration when \_\_\_\_ here?  
 Even \_\_\_\_ isolated System-wise damage \_\_\_\_ it \_\_\_\_ taking so \_\_\_\_ overall rejuvenation amidst \_\_\_\_ ?  
 \_\_\_\_ is causing such \_\_\_\_ the restoration \_\_\_\_ what is holding it back?  
 I'm \_\_\_\_ the entire recovery in \_\_\_\_ is \_\_\_\_ so \_\_\_\_ .  
 What \_\_\_\_ longer it \_\_\_\_ to \_\_\_\_ back \_\_\_\_ after \_\_\_\_ chaos?  
 \_\_\_\_ isn't \_\_\_\_ done despite the \_\_\_\_ being \_\_\_\_ ?  
 \_\_\_\_ the \_\_\_\_ with \_\_\_\_ despite chaos?  
 We sorted \_\_\_\_ the \_\_\_\_ but what is \_\_\_\_ long delays \_\_\_\_ from this chaotic state \_\_\_\_ ?  
 \_\_\_\_ slowing down \_\_\_\_ of \_\_\_\_ entire area \_\_\_\_ it \_\_\_\_ chaotic \_\_\_\_ ?  
 Why \_\_\_\_ the \_\_\_\_ chaos?  
 Why \_\_\_\_ the overall \_\_\_\_ taking so \_\_\_\_ the \_\_\_\_ ?  
 Why \_\_\_\_ the \_\_\_\_ with \_\_\_\_ restoration \_\_\_\_ occurring \_\_\_\_ chaos?  
 Chaos has caused a \_\_\_\_ the \_\_\_\_ thing, what \_\_\_\_ it up?  
 There is \_\_\_\_ isolated \_\_\_\_ what is \_\_\_\_ for the whole system to \_\_\_\_ ?  
 \_\_\_\_ in the area, what is \_\_\_\_ the \_\_\_\_ the entire \_\_\_\_ ?  
 \_\_\_\_ being \_\_\_\_ confined systems, \_\_\_\_ so \_\_\_\_ services to be restored across \_\_\_\_ .  
 \_\_\_\_ it taking \_\_\_\_ to \_\_\_\_ system \_\_\_\_ isolated damage has been \_\_\_\_ ?  
 We \_\_\_\_ out \_\_\_\_ problem, but \_\_\_\_ causing the \_\_\_\_ from this chaotic state?  
 While \_\_\_\_ chaotic, \_\_\_\_ slowing down restoration \_\_\_\_ the \_\_\_\_ area?  
 There is \_\_\_\_ System-wise damage \_\_\_\_ been mitigated, \_\_\_\_ long \_\_\_\_ taking?  
 System \_\_\_\_ but what's \_\_\_\_ cause of \_\_\_\_ reconstruction delay?  
 It \_\_\_\_ so long with the \_\_\_\_ of \_\_\_\_ only isolated System-wise \_\_\_\_ ?  
 Is it \_\_\_\_ us to understand why \_\_\_\_ to be \_\_\_\_ across the city?  
 \_\_\_\_ does \_\_\_\_ take \_\_\_\_ long for \_\_\_\_ restored across the city \_\_\_\_ being \_\_\_\_ in confined \_\_\_\_ ?

How \_\_\_\_ the recovery \_\_\_\_ still happening \_\_\_\_ this \_\_\_\_ ?

\_\_\_\_ perplexed as to why \_\_\_\_ recovery \_\_\_\_ this wacky city \_\_\_\_ .

\_\_\_\_ towards total restoration \_\_\_\_ entire city, \_\_\_\_ causes these delays?

There is only \_\_\_\_ damage \_\_\_\_ been \_\_\_\_ yet \_\_\_\_ is \_\_\_\_ long with the overall \_\_\_\_ .

There is only isolated \_\_\_\_ that \_\_\_\_ been \_\_\_\_ what is it \_\_\_\_ so long \_\_\_\_ system \_\_\_\_ restored?

What \_\_\_\_ the \_\_\_\_ with \_\_\_\_ reinstatement after the \_\_\_\_ ?

There \_\_\_\_ only isolated System-wise \_\_\_\_ has been \_\_\_\_ it \_\_\_\_ taking \_\_\_\_ for the \_\_\_\_ be \_\_\_\_ to normal.

\_\_\_\_ being made to \_\_\_\_ confined systems, \_\_\_\_ takes \_\_\_\_ long for services \_\_\_\_ across \_\_\_\_ city.

Is \_\_\_\_ possible \_\_\_\_ it \_\_\_\_ considerable \_\_\_\_ restore services across our \_\_\_\_ resolving \_\_\_\_ ?

\_\_\_\_ some damage \_\_\_\_ been \_\_\_\_ what \_\_\_\_ to take \_\_\_\_ situation to return \_\_\_\_ normal?

There's been isolated system-wise \_\_\_\_ with overall reinstatement?

\_\_\_\_ much time is \_\_\_\_ for \_\_\_\_ to \_\_\_\_ across \_\_\_\_ city?

\_\_\_\_ slowing the overall \_\_\_\_ despite the \_\_\_\_ ?

\_\_\_\_ though isolated system-wise \_\_\_\_ has \_\_\_\_ resolved, what \_\_\_\_ it \_\_\_\_ taking \_\_\_\_ ?

\_\_\_\_ slowing restoration \_\_\_\_ reigns here?

\_\_\_\_ solved the isolated system problem, \_\_\_\_ causing \_\_\_\_ delays in \_\_\_\_ this \_\_\_\_ throughout the city?

The \_\_\_\_ the city is \_\_\_\_ so \_\_\_\_ because there \_\_\_\_ only isolated \_\_\_\_ that has \_\_\_\_ .

Does it \_\_\_\_ sense that \_\_\_\_ takes so long for \_\_\_\_ across the city \_\_\_\_ ?

There \_\_\_\_ only \_\_\_\_ damage \_\_\_\_ been \_\_\_\_ it is taking so long \_\_\_\_ be restored.

\_\_\_\_ only \_\_\_\_ damage \_\_\_\_ been \_\_\_\_ what is taking so \_\_\_\_ the \_\_\_\_ is not functioning correctly?

The system damage \_\_\_\_ been \_\_\_\_ the \_\_\_\_ reconstruction?

\_\_\_\_ isolated \_\_\_\_ problem was \_\_\_\_ but what is causing such delays \_\_\_\_ this \_\_\_\_ state \_\_\_\_ ?

We \_\_\_\_ the isolated \_\_\_\_ problem, but \_\_\_\_ is \_\_\_\_ in recovering \_\_\_\_ chaotic state?

There \_\_\_\_ isolated System-wise damage mitigated, \_\_\_\_ taking \_\_\_\_ long?

\_\_\_\_ causing such \_\_\_\_ delays \_\_\_\_ state of the city?

How \_\_\_\_ for \_\_\_\_ reinstatement to happen when \_\_\_\_ so bad?

\_\_\_\_ around here so \_\_\_\_ the delay \_\_\_\_ restoration?

Progress towards total \_\_\_\_ seems to \_\_\_\_ across \_\_\_\_ entire \_\_\_\_ why?

There are \_\_\_\_ System-wise \_\_\_\_ has \_\_\_\_ resolved, \_\_\_\_ the overall \_\_\_\_ of \_\_\_\_ is \_\_\_\_ so long.

Although \_\_\_\_ has been mitigated, what \_\_\_\_ long \_\_\_\_ get \_\_\_\_ all back?

\_\_\_\_ longer it takes \_\_\_\_ rebuild \_\_\_\_ damage being \_\_\_\_ ?

\_\_\_\_ damage \_\_\_\_ but \_\_\_\_ was causing the \_\_\_\_ in \_\_\_\_ reconstruction?

\_\_\_\_ isolated \_\_\_\_ fixed, what is \_\_\_\_ taking \_\_\_\_ long to repair the \_\_\_\_ ?

Although isolated system-wise \_\_\_\_ resolved, what's \_\_\_\_ so long \_\_\_\_ reinstatement \_\_\_\_ ?

I'm \_\_\_\_ why the \_\_\_\_ this wacky \_\_\_\_ been taking so \_\_\_\_ .

\_\_\_\_ sorted \_\_\_\_ the \_\_\_\_ system problem, but \_\_\_\_ the lengthy delays in \_\_\_\_ chaotic \_\_\_\_ ?

\_\_\_\_ it \_\_\_\_ to know \_\_\_\_ for \_\_\_\_ restored across our \_\_\_\_ despite being resolved within the \_\_\_\_ systems?

System damages \_\_\_\_ been solved \_\_\_\_ why \_\_\_\_ still \_\_\_\_ ?

\_\_\_\_ is only isolated damage \_\_\_\_ been mitigated \_\_\_\_ what \_\_\_\_ taking so \_\_\_\_ the \_\_\_\_ system to \_\_\_\_ ?

Progress towards \_\_\_\_ restoration \_\_\_\_ be \_\_\_\_ turmoil across the \_\_\_\_ .

\_\_\_\_ holding up \_\_\_\_ restoration \_\_\_\_ thing because of chaos?

We solved \_\_\_\_ isolated \_\_\_\_ but \_\_\_\_ is causing \_\_\_\_ from this chaotic state?

What \_\_\_\_ be \_\_\_\_ the \_\_\_\_ in \_\_\_\_ order?

The damage \_\_\_\_ mitigated, but \_\_\_\_ long to get all of \_\_\_\_ ?

\_\_\_\_ only isolated System-wise damage \_\_\_\_ yet the rejuvenation of the city \_\_\_\_ long.

Progress \_\_\_\_ seems to \_\_\_\_ by turmoil in our entire \_\_\_\_ for \_\_\_\_ delays?

\_\_\_\_ it take so long \_\_\_\_ services to \_\_\_\_ our \_\_\_\_ despite damage \_\_\_\_ ?

System \_\_\_\_ fixed, but \_\_\_\_ delays?

There \_\_\_\_ only a small \_\_\_\_ System-wise damage that has \_\_\_\_ is \_\_\_\_ so \_\_\_\_ .

There are only isolated System-wise \_\_\_\_ has \_\_\_\_ what \_\_\_\_ still taking \_\_\_\_ when the \_\_\_\_



functioning correctly?

\_\_\_\_\_ isolated System-wise damage \_\_\_\_\_ been resolved, \_\_\_\_\_ is taking \_\_\_\_\_ overall rejuvenation \_\_\_\_\_ the city?  
\_\_\_\_\_ damages have \_\_\_\_\_ but why \_\_\_\_\_?

\_\_\_\_\_ been fixed, \_\_\_\_\_ what \_\_\_\_\_ the cause of \_\_\_\_\_ delay?

\_\_\_\_\_ seems \_\_\_\_\_ have been impeded \_\_\_\_\_ across the entire city.

What \_\_\_\_\_ it \_\_\_\_\_ so \_\_\_\_\_ when \_\_\_\_\_ City \_\_\_\_\_ chaotic?

There \_\_\_\_\_ only \_\_\_\_\_ damage mitigated, \_\_\_\_\_ it \_\_\_\_\_ to get \_\_\_\_\_ all back up?

\_\_\_\_\_ is \_\_\_\_\_ when the \_\_\_\_\_ not functioning correctly when there \_\_\_\_\_ only isolated System-wise \_\_\_\_\_ has \_\_\_\_\_?

\_\_\_\_\_ isolated damage \_\_\_\_\_ what is the \_\_\_\_\_ takes to get \_\_\_\_\_ normal?

\_\_\_\_\_ it that \_\_\_\_\_ takes \_\_\_\_\_ overall \_\_\_\_\_ happen when the chaos is so \_\_\_\_\_?

There are \_\_\_\_\_ damage \_\_\_\_\_ been mitigated, but \_\_\_\_\_ is \_\_\_\_\_ taking \_\_\_\_\_ long \_\_\_\_\_ get \_\_\_\_\_ all \_\_\_\_\_ up?

\_\_\_\_\_ only \_\_\_\_\_ but what is \_\_\_\_\_ taking so long \_\_\_\_\_ whole system to be \_\_\_\_\_?

\_\_\_\_\_ isolated system-wise damage \_\_\_\_\_ long with overall reinstatement \_\_\_\_\_ citywide \_\_\_\_\_?

Only \_\_\_\_\_ has been mitigated, \_\_\_\_\_ is \_\_\_\_\_ so long?

Is \_\_\_\_\_ to know \_\_\_\_\_ takes \_\_\_\_\_ services to be \_\_\_\_\_ across \_\_\_\_\_ city \_\_\_\_\_ being damaged?

Why \_\_\_\_\_ experiencing delays \_\_\_\_\_ the system \_\_\_\_\_ resolved?

There \_\_\_\_\_ damage \_\_\_\_\_ has \_\_\_\_\_ but \_\_\_\_\_ it take to get everyone back up?

Progress \_\_\_\_\_ total \_\_\_\_\_ seems \_\_\_\_\_ be hampered by \_\_\_\_\_ our \_\_\_\_\_ city; \_\_\_\_\_ the delays?

\_\_\_\_\_ chaos \_\_\_\_\_ what \_\_\_\_\_ slowing restoration?

We \_\_\_\_\_ out the isolated system \_\_\_\_\_ what's causing the \_\_\_\_\_ recovering \_\_\_\_\_ chaotic state \_\_\_\_\_?

System damage has \_\_\_\_\_ fixed \_\_\_\_\_ causing \_\_\_\_\_ delay?

\_\_\_\_\_ is the restoration \_\_\_\_\_ going \_\_\_\_\_ the damage \_\_\_\_\_ resolved?

\_\_\_\_\_ is causing \_\_\_\_\_ delay in the \_\_\_\_\_ of the \_\_\_\_\_ chaos?

The damage done to \_\_\_\_\_ been mitigated, but what \_\_\_\_\_?

Why is there a \_\_\_\_\_ restoration despite \_\_\_\_\_?

\_\_\_\_\_ isolated \_\_\_\_\_ but what is causing such delays in \_\_\_\_\_ state \_\_\_\_\_ the city?

\_\_\_\_\_ isolated \_\_\_\_\_ has \_\_\_\_\_ resolved, what is taking \_\_\_\_\_ long?

Even though \_\_\_\_\_ System-wise \_\_\_\_\_ taking \_\_\_\_\_ long \_\_\_\_\_ the overall rejuvenation of the city.

\_\_\_\_\_ have been \_\_\_\_\_ System-wise damage \_\_\_\_\_ what \_\_\_\_\_ it taking \_\_\_\_\_?

There \_\_\_\_\_ only \_\_\_\_\_ System-wise damage \_\_\_\_\_ has been \_\_\_\_\_ it \_\_\_\_\_ taking so \_\_\_\_\_ to get \_\_\_\_\_ whole \_\_\_\_\_ to \_\_\_\_\_.

\_\_\_\_\_ isolated system-wise damage \_\_\_\_\_ resolved, what \_\_\_\_\_ so \_\_\_\_\_ overall reinstatement \_\_\_\_\_ chaos?

There \_\_\_\_\_ isolated System-wise \_\_\_\_\_ but \_\_\_\_\_ is it taking \_\_\_\_\_ get them \_\_\_\_\_ back \_\_\_\_\_?

What is \_\_\_\_\_ so \_\_\_\_\_ from the chaotic \_\_\_\_\_ throughout \_\_\_\_\_ city?

\_\_\_\_\_ restoration of the \_\_\_\_\_ has \_\_\_\_\_ delayed because of \_\_\_\_\_ what \_\_\_\_\_ up?

\_\_\_\_\_ City is running so \_\_\_\_\_ what is \_\_\_\_\_ so \_\_\_\_\_ when there \_\_\_\_\_ System-wise \_\_\_\_\_ mitigated?

\_\_\_\_\_ reigns \_\_\_\_\_ is slowing down \_\_\_\_\_?

Why \_\_\_\_\_ restoration \_\_\_\_\_ being held \_\_\_\_\_ despite the \_\_\_\_\_ being \_\_\_\_\_?

Although \_\_\_\_\_ damage has been \_\_\_\_\_ what \_\_\_\_\_ it taking \_\_\_\_\_ whole system \_\_\_\_\_?

\_\_\_\_\_ isolated damage has \_\_\_\_\_ is it \_\_\_\_\_ the entire \_\_\_\_\_ to be \_\_\_\_\_?

\_\_\_\_\_ has \_\_\_\_\_ taken such \_\_\_\_\_ for overall restoration \_\_\_\_\_ be \_\_\_\_\_?

Progress towards \_\_\_\_\_ restoration \_\_\_\_\_ by turmoil \_\_\_\_\_ entire city, \_\_\_\_\_ accounts for \_\_\_\_\_?

\_\_\_\_\_ are we \_\_\_\_\_ delays \_\_\_\_\_ the \_\_\_\_\_ issue has been resolved?

Why is full restoration still \_\_\_\_\_ up \_\_\_\_\_ fact \_\_\_\_\_ has \_\_\_\_\_?

\_\_\_\_\_ reigns \_\_\_\_\_ and what is slowing \_\_\_\_\_ entire area?

Local \_\_\_\_\_ has \_\_\_\_\_ what is the hold-up \_\_\_\_\_ things \_\_\_\_\_?

There \_\_\_\_\_ isolated System \_\_\_\_\_ that \_\_\_\_\_ but what is \_\_\_\_\_ so long?

\_\_\_\_\_ the \_\_\_\_\_ so \_\_\_\_\_ can it \_\_\_\_\_ so long \_\_\_\_\_ overall reinstatement \_\_\_\_\_ happen?

With the chaos, \_\_\_\_\_ the longer \_\_\_\_\_ takes \_\_\_\_\_ to \_\_\_\_\_?

\_\_\_\_\_ damage \_\_\_\_\_ resolved but how \_\_\_\_\_ will it \_\_\_\_\_ to get \_\_\_\_\_?

\_\_\_\_\_ been fixed, what is \_\_\_\_\_ that is \_\_\_\_\_ so \_\_\_\_\_ fix the whole \_\_\_\_\_?

Although some \_\_\_\_\_ what will it \_\_\_\_\_ for \_\_\_\_\_ situation to return \_\_\_\_\_?

Despite repaired \_\_\_\_\_ what \_\_\_\_\_ around?

\_\_\_\_\_ causing so much \_\_\_\_\_ recovering \_\_\_\_\_ this \_\_\_\_\_ state throughout \_\_\_\_\_?

\_\_\_\_\_ though isolated \_\_\_\_\_ damage has been \_\_\_\_\_ what's \_\_\_\_\_ so \_\_\_\_\_ overall \_\_\_\_\_?

Why \_\_\_\_\_ we still having delays \_\_\_\_\_ restoring \_\_\_\_\_ after \_\_\_\_\_ system \_\_\_\_\_ been \_\_\_\_\_?

\_\_\_\_\_ System-wise \_\_\_\_\_ has been resolved, it is \_\_\_\_\_ long for \_\_\_\_\_ to \_\_\_\_\_ put \_\_\_\_\_ together.

Even though \_\_\_\_\_ isolated \_\_\_\_\_ has \_\_\_\_\_ it \_\_\_\_\_ taking \_\_\_\_\_ long with overall \_\_\_\_\_.

\_\_\_\_\_ delayed the restoration of the \_\_\_\_\_ is \_\_\_\_\_ on?

Progress \_\_\_\_\_ total restoration seems \_\_\_\_\_ been \_\_\_\_\_ by turmoil \_\_\_\_\_ our \_\_\_\_\_ city, what \_\_\_\_\_ delays?

\_\_\_\_\_ to \_\_\_\_\_ why \_\_\_\_\_ takes so long for services to \_\_\_\_\_ in our city \_\_\_\_\_ made?

\_\_\_\_\_ does overall \_\_\_\_\_ so \_\_\_\_\_ in the \_\_\_\_\_?

How long does \_\_\_\_\_ overall \_\_\_\_\_ to \_\_\_\_\_ when there \_\_\_\_\_ chaos?

chaos \_\_\_\_\_ here and \_\_\_\_\_ slowing \_\_\_\_\_?

\_\_\_\_\_ damages \_\_\_\_\_ been \_\_\_\_\_ it \_\_\_\_\_ for so long?

\_\_\_\_\_ is \_\_\_\_\_ isolated damage that has \_\_\_\_\_ mitigated but \_\_\_\_\_ to \_\_\_\_\_ them all \_\_\_\_\_ up?

Is it possible \_\_\_\_\_ know why \_\_\_\_\_ takes so long \_\_\_\_\_ despite being resolved?

I \_\_\_\_\_ why the recovery \_\_\_\_\_ this wacky \_\_\_\_\_ dragging \_\_\_\_\_.

Why \_\_\_\_\_ we still experiencing \_\_\_\_\_ restoring everything \_\_\_\_\_ of \_\_\_\_\_ local \_\_\_\_\_ issue?

When havoc \_\_\_\_\_ subsided, \_\_\_\_\_ is \_\_\_\_\_ restoring things \_\_\_\_\_?

Although isolated damage \_\_\_\_\_ been \_\_\_\_\_ it \_\_\_\_\_ so \_\_\_\_\_ the system?

\_\_\_\_\_ why the \_\_\_\_\_ recovery \_\_\_\_\_ this \_\_\_\_\_ is dragging on.

Chaos \_\_\_\_\_ with the \_\_\_\_\_ the whole thing \_\_\_\_\_ is holding \_\_\_\_\_?

\_\_\_\_\_ is \_\_\_\_\_ bad, can \_\_\_\_\_ it \_\_\_\_\_ taking so long for overall \_\_\_\_\_?

\_\_\_\_\_ are \_\_\_\_\_ that has been \_\_\_\_\_ but \_\_\_\_\_ so long?

While chaos reigns \_\_\_\_\_ what \_\_\_\_\_ delay in \_\_\_\_\_?

\_\_\_\_\_ what is slowing down restoration?

The damage has \_\_\_\_\_ but \_\_\_\_\_ is it \_\_\_\_\_ get them \_\_\_\_\_ back \_\_\_\_\_?

\_\_\_\_\_ are \_\_\_\_\_ still \_\_\_\_\_ delays in restoring \_\_\_\_\_ despite \_\_\_\_\_ system \_\_\_\_\_ being \_\_\_\_\_?

\_\_\_\_\_ was fixed, \_\_\_\_\_ what was causing \_\_\_\_\_ reconstruction \_\_\_\_\_?

\_\_\_\_\_ it is chaos here, \_\_\_\_\_ is \_\_\_\_\_ restoration of \_\_\_\_\_?

We \_\_\_\_\_ the isolated system \_\_\_\_\_ but \_\_\_\_\_ is \_\_\_\_\_ the \_\_\_\_\_ recovering from \_\_\_\_\_ state throughout \_\_\_\_\_?

When \_\_\_\_\_ is chaotic, what \_\_\_\_\_ taking so long \_\_\_\_\_ System-wise \_\_\_\_\_ has \_\_\_\_\_?

There is only \_\_\_\_\_ System-wise \_\_\_\_\_ so long for the \_\_\_\_\_ system to be restored.

What is \_\_\_\_\_ such long \_\_\_\_\_ recovering from \_\_\_\_\_ chaotic \_\_\_\_\_ the \_\_\_\_\_ out the \_\_\_\_\_ system problem?

\_\_\_\_\_ isolated system-wise \_\_\_\_\_ has \_\_\_\_\_ fixed, yet the rejuvenation \_\_\_\_\_ taking so \_\_\_\_\_?

We \_\_\_\_\_ out the \_\_\_\_\_ problem, \_\_\_\_\_ what is causing so \_\_\_\_\_ delays in \_\_\_\_\_ chaotic \_\_\_\_\_ city?

\_\_\_\_\_ around \_\_\_\_\_ so \_\_\_\_\_ causing a delay with \_\_\_\_\_?

\_\_\_\_\_ damage has been resolved, \_\_\_\_\_ it takes \_\_\_\_\_ rebuild?

System \_\_\_\_\_ why \_\_\_\_\_ it take this \_\_\_\_\_?

\_\_\_\_\_ restoration of \_\_\_\_\_ thing was delayed because of chaos, \_\_\_\_\_?

\_\_\_\_\_ the chaos is \_\_\_\_\_ bad, how long \_\_\_\_\_ for \_\_\_\_\_ happen?

\_\_\_\_\_ rejuvenation \_\_\_\_\_ taking so long because of \_\_\_\_\_ isolated \_\_\_\_\_ damage that \_\_\_\_\_ resolved.

\_\_\_\_\_ so long when \_\_\_\_\_ City is chaotic \_\_\_\_\_ not \_\_\_\_\_.

\_\_\_\_\_ it possible that it is \_\_\_\_\_ so \_\_\_\_\_ overall \_\_\_\_\_ when \_\_\_\_\_ chaos is \_\_\_\_\_ bad?

Only isolated System-wise \_\_\_\_\_ been \_\_\_\_\_ but \_\_\_\_\_ is it taking so \_\_\_\_\_ to \_\_\_\_\_ restored?

\_\_\_\_\_ repairs \_\_\_\_\_ been \_\_\_\_\_ but \_\_\_\_\_ long \_\_\_\_\_ it take \_\_\_\_\_ the \_\_\_\_\_ return \_\_\_\_\_ normal?

\_\_\_\_\_ out \_\_\_\_\_ system problem, but \_\_\_\_\_ is \_\_\_\_\_ so much delays in \_\_\_\_\_ this chaotic state \_\_\_\_\_?

We \_\_\_\_\_ out \_\_\_\_\_ isolated system problem, \_\_\_\_\_ are there \_\_\_\_\_ long \_\_\_\_\_ in recovering \_\_\_\_\_ chaotic \_\_\_\_\_?

Why has \_\_\_\_\_ the city to be restored?

The \_\_\_\_\_ system-wise \_\_\_\_\_ has been \_\_\_\_\_ about the \_\_\_\_\_ reinstatement?

\_\_\_\_\_ been \_\_\_\_\_ what is still taking \_\_\_\_\_ long when the \_\_\_\_\_ functioning \_\_\_\_\_?  
 \_\_\_\_\_ towards total \_\_\_\_\_ seems \_\_\_\_\_ by turmoil \_\_\_\_\_ the city, so what \_\_\_\_\_ for \_\_\_\_\_?  
 \_\_\_\_\_ issues have been resolved, but \_\_\_\_\_ still being \_\_\_\_\_.  
 \_\_\_\_\_ sorted \_\_\_\_\_ the \_\_\_\_\_ problem, but \_\_\_\_\_ long \_\_\_\_\_ in recovering from this chaotic state throughout \_\_\_\_\_?  
 \_\_\_\_\_ does \_\_\_\_\_ hold-up \_\_\_\_\_ restoration \_\_\_\_\_ despite the damage \_\_\_\_\_ resolved?  
 \_\_\_\_\_ is only isolated damage \_\_\_\_\_ has been \_\_\_\_\_ how \_\_\_\_\_ it take to \_\_\_\_\_?  
 What \_\_\_\_\_ the delay \_\_\_\_\_ the restoration of the \_\_\_\_\_?  
 What is \_\_\_\_\_ despite the \_\_\_\_\_?  
 I'm wondering \_\_\_\_\_ entire \_\_\_\_\_ this \_\_\_\_\_ is \_\_\_\_\_ going on, \_\_\_\_\_ been a \_\_\_\_\_.  
 \_\_\_\_\_ causes a \_\_\_\_\_ the restoration \_\_\_\_\_ whole \_\_\_\_\_ going on?  
 \_\_\_\_\_ mitigated is isolated, but what is \_\_\_\_\_ long \_\_\_\_\_ get \_\_\_\_\_ all back?  
 \_\_\_\_\_ is \_\_\_\_\_ the overall \_\_\_\_\_ despite \_\_\_\_\_ city chaos?  
 There are \_\_\_\_\_ System-wise damage that \_\_\_\_\_ been \_\_\_\_\_ what \_\_\_\_\_ it \_\_\_\_\_ to get \_\_\_\_\_ back?  
 Progress towards total \_\_\_\_\_ seems \_\_\_\_\_ turmoil across \_\_\_\_\_ city.  
 Can you \_\_\_\_\_ if the \_\_\_\_\_ are \_\_\_\_\_ system-wide Damages \_\_\_\_\_ been Resolved?  
 \_\_\_\_\_ been wondering why the \_\_\_\_\_ in this wacky \_\_\_\_\_ so \_\_\_\_\_.  
 \_\_\_\_\_ system issue \_\_\_\_\_ been \_\_\_\_\_ aren't we \_\_\_\_\_ everything?  
 There is only \_\_\_\_\_ System-wise damage \_\_\_\_\_ has been mitigated, \_\_\_\_\_ is \_\_\_\_\_?  
 \_\_\_\_\_ the isolated \_\_\_\_\_ problem, but \_\_\_\_\_ delays \_\_\_\_\_ recovering from \_\_\_\_\_ chaotic state throughout the \_\_\_\_\_?  
 \_\_\_\_\_ damage \_\_\_\_\_ been mitigated, what is it \_\_\_\_\_ so \_\_\_\_\_ them \_\_\_\_\_ back up?  
 \_\_\_\_\_ are \_\_\_\_\_ been mitigated, but \_\_\_\_\_ long is it \_\_\_\_\_ get them all back \_\_\_\_\_?  
 System damage \_\_\_\_\_ restoration delayed?  
 \_\_\_\_\_ sorted out \_\_\_\_\_ isolated system problem, but \_\_\_\_\_ causing \_\_\_\_\_ lengthy \_\_\_\_\_ this \_\_\_\_\_ state throughout the \_\_\_\_\_?  
 Why has \_\_\_\_\_ so long to \_\_\_\_\_ around \_\_\_\_\_?  
 \_\_\_\_\_ total \_\_\_\_\_ seem \_\_\_\_\_ be hampered \_\_\_\_\_ across \_\_\_\_\_ entire \_\_\_\_\_ what \_\_\_\_\_ for these delays?  
 The damage has \_\_\_\_\_ how long \_\_\_\_\_ it take \_\_\_\_\_ the \_\_\_\_\_?  
 \_\_\_\_\_ isolated \_\_\_\_\_ problem, \_\_\_\_\_ is causing the \_\_\_\_\_ delays in recovering \_\_\_\_\_ this chaotic \_\_\_\_\_ the city?  
 \_\_\_\_\_ have \_\_\_\_\_ solved, \_\_\_\_\_ why is it \_\_\_\_\_ happening?  
 \_\_\_\_\_ overall rejuvenation \_\_\_\_\_ city is taking so long \_\_\_\_\_ there \_\_\_\_\_ only \_\_\_\_\_ damage \_\_\_\_\_ resolved.  
 There \_\_\_\_\_ isolated \_\_\_\_\_ mitigated \_\_\_\_\_ is it taking so \_\_\_\_\_ get \_\_\_\_\_ all \_\_\_\_\_ up?  
 There \_\_\_\_\_ been mitigated, but \_\_\_\_\_ about the City?  
 \_\_\_\_\_ isolated system problem \_\_\_\_\_ fixed \_\_\_\_\_ is causing \_\_\_\_\_ lengthy \_\_\_\_\_ in \_\_\_\_\_ from this \_\_\_\_\_ the city?  
 \_\_\_\_\_ City \_\_\_\_\_ correctly, \_\_\_\_\_ is still taking so long \_\_\_\_\_ isolated \_\_\_\_\_ damage \_\_\_\_\_ mitigated?  
 \_\_\_\_\_ damage has \_\_\_\_\_ resolved \_\_\_\_\_ how long \_\_\_\_\_ it taking?  
 \_\_\_\_\_ system problem was solved, \_\_\_\_\_ what's causing \_\_\_\_\_ in \_\_\_\_\_ state throughout the city?  
 Restoring \_\_\_\_\_ slow \_\_\_\_\_?  
 \_\_\_\_\_ though only \_\_\_\_\_ damage \_\_\_\_\_ been resolved, it is \_\_\_\_\_ so \_\_\_\_\_ be put \_\_\_\_\_ again.  
 \_\_\_\_\_ damage has \_\_\_\_\_ but \_\_\_\_\_ going on \_\_\_\_\_ reconstruction?  
 There is only isolated \_\_\_\_\_ has \_\_\_\_\_ mitigated, \_\_\_\_\_ is it taking \_\_\_\_\_ long \_\_\_\_\_ system \_\_\_\_\_ restored?  
 \_\_\_\_\_ towards total \_\_\_\_\_ seem \_\_\_\_\_ be hampered \_\_\_\_\_ turmoil \_\_\_\_\_ entire \_\_\_\_\_.  
 \_\_\_\_\_ damage is mitigated, \_\_\_\_\_ what \_\_\_\_\_ taking \_\_\_\_\_ to \_\_\_\_\_ them \_\_\_\_\_ back?  
 When the City is not \_\_\_\_\_ is \_\_\_\_\_ when \_\_\_\_\_ System-wise damage mitigated?  
 \_\_\_\_\_ a reason \_\_\_\_\_ it takes \_\_\_\_\_ long \_\_\_\_\_ services \_\_\_\_\_ city \_\_\_\_\_ the damage?  
 Chaos \_\_\_\_\_ a delay with \_\_\_\_\_ the whole \_\_\_\_\_ what \_\_\_\_\_ happen?  
 Chaos \_\_\_\_\_ causing \_\_\_\_\_ the \_\_\_\_\_ whole thing, what is \_\_\_\_\_ on?  
 Progress \_\_\_\_\_ restoration \_\_\_\_\_ hindered by turmoil in \_\_\_\_\_ what accounts for \_\_\_\_\_?  
 I \_\_\_\_\_ repaired, but why \_\_\_\_\_ so \_\_\_\_\_?  
 \_\_\_\_\_ slowing \_\_\_\_\_ reinstatement despite \_\_\_\_\_?  
 Chaos reigns \_\_\_\_\_ slowing the restoration of \_\_\_\_\_ area?  
 While isolated \_\_\_\_\_ damage \_\_\_\_\_ mitigated, what \_\_\_\_\_ it \_\_\_\_\_ so long to \_\_\_\_\_?

Why are we still \_\_\_\_\_ though \_\_\_\_\_ system issue is \_\_\_\_\_?

There \_\_\_\_\_ mitigated, \_\_\_\_\_ what is \_\_\_\_\_ so long to get \_\_\_\_\_ back?

There are isolated \_\_\_\_\_ damage \_\_\_\_\_ has \_\_\_\_\_ the \_\_\_\_\_ the city \_\_\_\_\_ so long?

\_\_\_\_\_ why the \_\_\_\_\_ in this \_\_\_\_\_ city is \_\_\_\_\_ long.

Progress \_\_\_\_\_ total \_\_\_\_\_ seems to \_\_\_\_\_ hindered \_\_\_\_\_ turmoil \_\_\_\_\_ the city; \_\_\_\_\_ delays?

There \_\_\_\_\_ only \_\_\_\_\_ System-wise damage \_\_\_\_\_ resolved \_\_\_\_\_ it \_\_\_\_\_ taking so long for \_\_\_\_\_ be \_\_\_\_\_.

\_\_\_\_\_ was fixed \_\_\_\_\_ what is causing the \_\_\_\_\_?

It's \_\_\_\_\_ awhile, any \_\_\_\_\_ why the overall recovery \_\_\_\_\_ wacky \_\_\_\_\_?

With \_\_\_\_\_ isolated \_\_\_\_\_ mitigated, what \_\_\_\_\_ taking so \_\_\_\_\_ to \_\_\_\_\_ all back?

System-wise damage \_\_\_\_\_ been \_\_\_\_\_ what \_\_\_\_\_ long \_\_\_\_\_ get them all \_\_\_\_\_ up?

There have \_\_\_\_\_ isolated System-wise damage \_\_\_\_\_ but \_\_\_\_\_ taking \_\_\_\_\_ get them all \_\_\_\_\_?

System issues \_\_\_\_\_ been resolved, \_\_\_\_\_ are \_\_\_\_\_ city chaos.

\_\_\_\_\_ is \_\_\_\_\_ isolated System-wise \_\_\_\_\_ that has been solved, \_\_\_\_\_ it is taking \_\_\_\_\_ to be \_\_\_\_\_.

The system issue \_\_\_\_\_ resolved, \_\_\_\_\_ why \_\_\_\_\_ there \_\_\_\_\_ everything?

There \_\_\_\_\_ isolated \_\_\_\_\_ that has \_\_\_\_\_ but \_\_\_\_\_ taking so long?

\_\_\_\_\_ still \_\_\_\_\_ delays \_\_\_\_\_ restoring everything even though \_\_\_\_\_ issue is \_\_\_\_\_?

\_\_\_\_\_ still experiencing delays in \_\_\_\_\_ even after \_\_\_\_\_ issue \_\_\_\_\_ fixed?

\_\_\_\_\_ anyone \_\_\_\_\_ why the \_\_\_\_\_ in \_\_\_\_\_ is still \_\_\_\_\_ on?

There \_\_\_\_\_ damage that \_\_\_\_\_ mitigated, \_\_\_\_\_ is it taking \_\_\_\_\_ to \_\_\_\_\_ the whole system back?

\_\_\_\_\_ a \_\_\_\_\_ it takes considerable time to \_\_\_\_\_ services \_\_\_\_\_ city \_\_\_\_\_ damage?

\_\_\_\_\_ is \_\_\_\_\_ System-wise damage that \_\_\_\_\_ resolved, but it \_\_\_\_\_ taking \_\_\_\_\_ with overall reinstatement \_\_\_\_\_ city.

\_\_\_\_\_ issue has \_\_\_\_\_ but why \_\_\_\_\_ there delays \_\_\_\_\_ everything?

\_\_\_\_\_ damage is fixed, \_\_\_\_\_ is delayed.

\_\_\_\_\_ have wondered \_\_\_\_\_ the \_\_\_\_\_ recovery \_\_\_\_\_ this \_\_\_\_\_ is still going \_\_\_\_\_.

\_\_\_\_\_ is \_\_\_\_\_ damage that has \_\_\_\_\_ mitigated, \_\_\_\_\_ what is \_\_\_\_\_ so long?

\_\_\_\_\_ damages have \_\_\_\_\_ solved, \_\_\_\_\_ did they \_\_\_\_\_ so \_\_\_\_\_?

\_\_\_\_\_ running so fast, \_\_\_\_\_ is still taking so \_\_\_\_\_ isolated System-wise \_\_\_\_\_ been mitigated?

Progress towards total \_\_\_\_\_ hampered by \_\_\_\_\_ our \_\_\_\_\_ these delays?

I \_\_\_\_\_ why the recovery \_\_\_\_\_ is still \_\_\_\_\_ so long.

\_\_\_\_\_ the recovery \_\_\_\_\_ this \_\_\_\_\_ city is \_\_\_\_\_ long, after \_\_\_\_\_ time.

Is \_\_\_\_\_ damage has \_\_\_\_\_ fixed?

\_\_\_\_\_ stopping \_\_\_\_\_ restoration \_\_\_\_\_ the whole \_\_\_\_\_ when \_\_\_\_\_ is \_\_\_\_\_ around?

Although \_\_\_\_\_ damage \_\_\_\_\_ been \_\_\_\_\_ it taking \_\_\_\_\_ for \_\_\_\_\_ whole system to \_\_\_\_\_ ok?

When \_\_\_\_\_ City is \_\_\_\_\_ crazy, \_\_\_\_\_ is \_\_\_\_\_ so long when \_\_\_\_\_ damage has \_\_\_\_\_?

\_\_\_\_\_ was fixed, \_\_\_\_\_ is going on \_\_\_\_\_ reconstruction?

When \_\_\_\_\_ City \_\_\_\_\_ is \_\_\_\_\_ so long when \_\_\_\_\_ are \_\_\_\_\_ damage mitigated?

There \_\_\_\_\_ damage \_\_\_\_\_ been mitigated \_\_\_\_\_ is still \_\_\_\_\_ long when the \_\_\_\_\_ is malfunctioning?

\_\_\_\_\_ causing \_\_\_\_\_ restoration of \_\_\_\_\_ order?

There \_\_\_\_\_ System-wise damage that \_\_\_\_\_ been mitigated, \_\_\_\_\_ what is \_\_\_\_\_ so \_\_\_\_\_ the \_\_\_\_\_ is not functioning \_\_\_\_\_?

\_\_\_\_\_ is chaotic, what \_\_\_\_\_ the \_\_\_\_\_ the entire area?

What is causing such lengthy \_\_\_\_\_ in \_\_\_\_\_ the \_\_\_\_\_ the \_\_\_\_\_?

\_\_\_\_\_ is \_\_\_\_\_ so \_\_\_\_\_ is still taking so long when the \_\_\_\_\_ been \_\_\_\_\_?

\_\_\_\_\_ does it \_\_\_\_\_ so \_\_\_\_\_ recover \_\_\_\_\_ citywide pandemonium?

There is only \_\_\_\_\_ damage that has been fixed, \_\_\_\_\_ it \_\_\_\_\_ long \_\_\_\_\_ whole \_\_\_\_\_ up \_\_\_\_\_ running.

\_\_\_\_\_ amidst \_\_\_\_\_ is taking so long that only isolated \_\_\_\_\_ damage \_\_\_\_\_.

There has \_\_\_\_\_ damage \_\_\_\_\_ has been resolved \_\_\_\_\_ taking so \_\_\_\_\_?

While the area \_\_\_\_\_ what \_\_\_\_\_ down \_\_\_\_\_?

\_\_\_\_\_ are there still delays in restoring \_\_\_\_\_ after \_\_\_\_\_?

\_\_\_\_\_ everything \_\_\_\_\_ amid chaos?

\_\_\_\_\_ isolated system problem has been solved, but \_\_\_\_\_ is \_\_\_\_\_ lengthy \_\_\_\_\_ this \_\_\_\_\_ state?  
How \_\_\_\_\_ is \_\_\_\_\_ for overall \_\_\_\_\_ when there is so \_\_\_\_\_?  
I \_\_\_\_\_ wondered \_\_\_\_\_ the recovery in \_\_\_\_\_ wacky \_\_\_\_\_ still \_\_\_\_\_.  
\_\_\_\_\_ is causing a delay \_\_\_\_\_ the \_\_\_\_\_ the \_\_\_\_\_ causing it?  
Chaos \_\_\_\_\_ around here so \_\_\_\_\_ a \_\_\_\_\_ restoration?  
Is it \_\_\_\_\_ that the chaos \_\_\_\_\_ so bad that \_\_\_\_\_ taking \_\_\_\_\_ long \_\_\_\_\_ to \_\_\_\_\_?  
System \_\_\_\_\_ been \_\_\_\_\_ but \_\_\_\_\_ still being \_\_\_\_\_ chaos.  
System-wise \_\_\_\_\_ has \_\_\_\_\_ mitigated but \_\_\_\_\_ is \_\_\_\_\_ taking so \_\_\_\_\_ the city \_\_\_\_\_?  
\_\_\_\_\_ isolated \_\_\_\_\_ damage fixed, \_\_\_\_\_ city \_\_\_\_\_?  
When \_\_\_\_\_ city is running \_\_\_\_\_ what \_\_\_\_\_ taking so long when \_\_\_\_\_ has been \_\_\_\_\_?  
Is there an \_\_\_\_\_ for why overall \_\_\_\_\_ long \_\_\_\_\_ chaos?  
What \_\_\_\_\_ delayed reconstruction \_\_\_\_\_ chaos?  
I'm not sure why \_\_\_\_\_ crazy city \_\_\_\_\_ so long.  
\_\_\_\_\_ such delays in recovering from the \_\_\_\_\_ the \_\_\_\_\_?  
System damage \_\_\_\_\_ but what is \_\_\_\_\_ reconstruction \_\_\_\_\_?  
\_\_\_\_\_ has \_\_\_\_\_ but \_\_\_\_\_ is the \_\_\_\_\_ it takes \_\_\_\_\_ get back to \_\_\_\_\_?  
\_\_\_\_\_ damage, what's taking so long with \_\_\_\_\_?  
System damage \_\_\_\_\_ why \_\_\_\_\_ city \_\_\_\_\_?  
What's \_\_\_\_\_ longer it takes \_\_\_\_\_ the \_\_\_\_\_ to \_\_\_\_\_ the \_\_\_\_\_?  
Progress towards \_\_\_\_\_ to \_\_\_\_\_ hindered by \_\_\_\_\_ across \_\_\_\_\_ entire city; \_\_\_\_\_ accounts \_\_\_\_\_ delays?  
Why \_\_\_\_\_ taken \_\_\_\_\_ long to \_\_\_\_\_ back \_\_\_\_\_ normal?  
There is only isolated \_\_\_\_\_ damage \_\_\_\_\_ has \_\_\_\_\_ is \_\_\_\_\_ long?  
\_\_\_\_\_ is only isolated System-wise \_\_\_\_\_ but \_\_\_\_\_ it taking so \_\_\_\_\_ get them \_\_\_\_\_?  
\_\_\_\_\_ chaos reigns, what is \_\_\_\_\_ restoration \_\_\_\_\_ entire \_\_\_\_\_?  
Although \_\_\_\_\_ damage has \_\_\_\_\_ what is \_\_\_\_\_ with the \_\_\_\_\_?