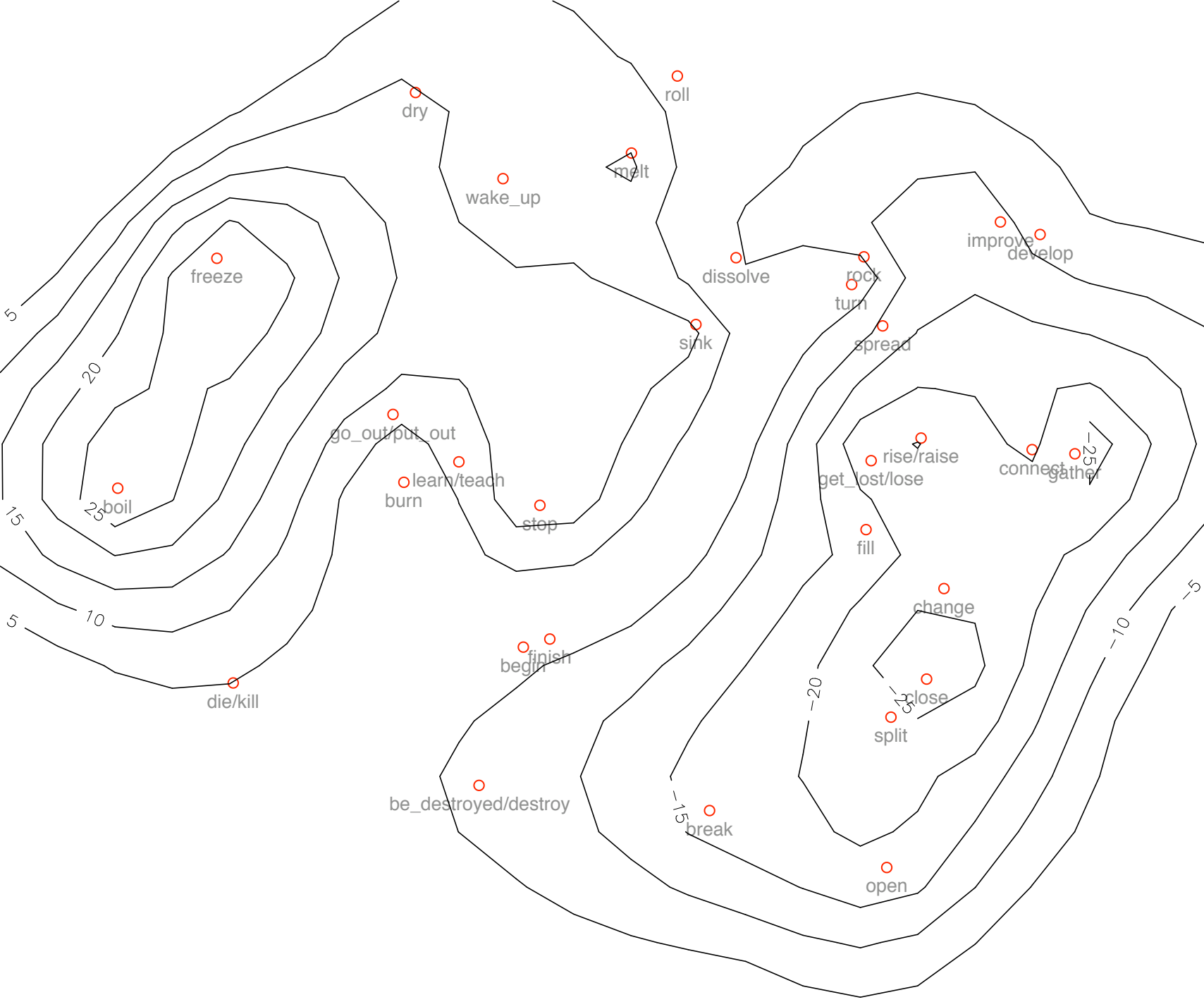
roll
dry
melt
wake_up
freeze
dissolve
rock
improve
develop
turn
sink
spread
go_out/put_out
rise/raise
connect
gather
get_lost/lose
learn/teach
burn
boil
stop
fill
change
finish
begin
die/kill
close
split
be_destroyed/destroy
break
open
5
20
15
25
10
5
−25
−10
−5
−20
−25
−15