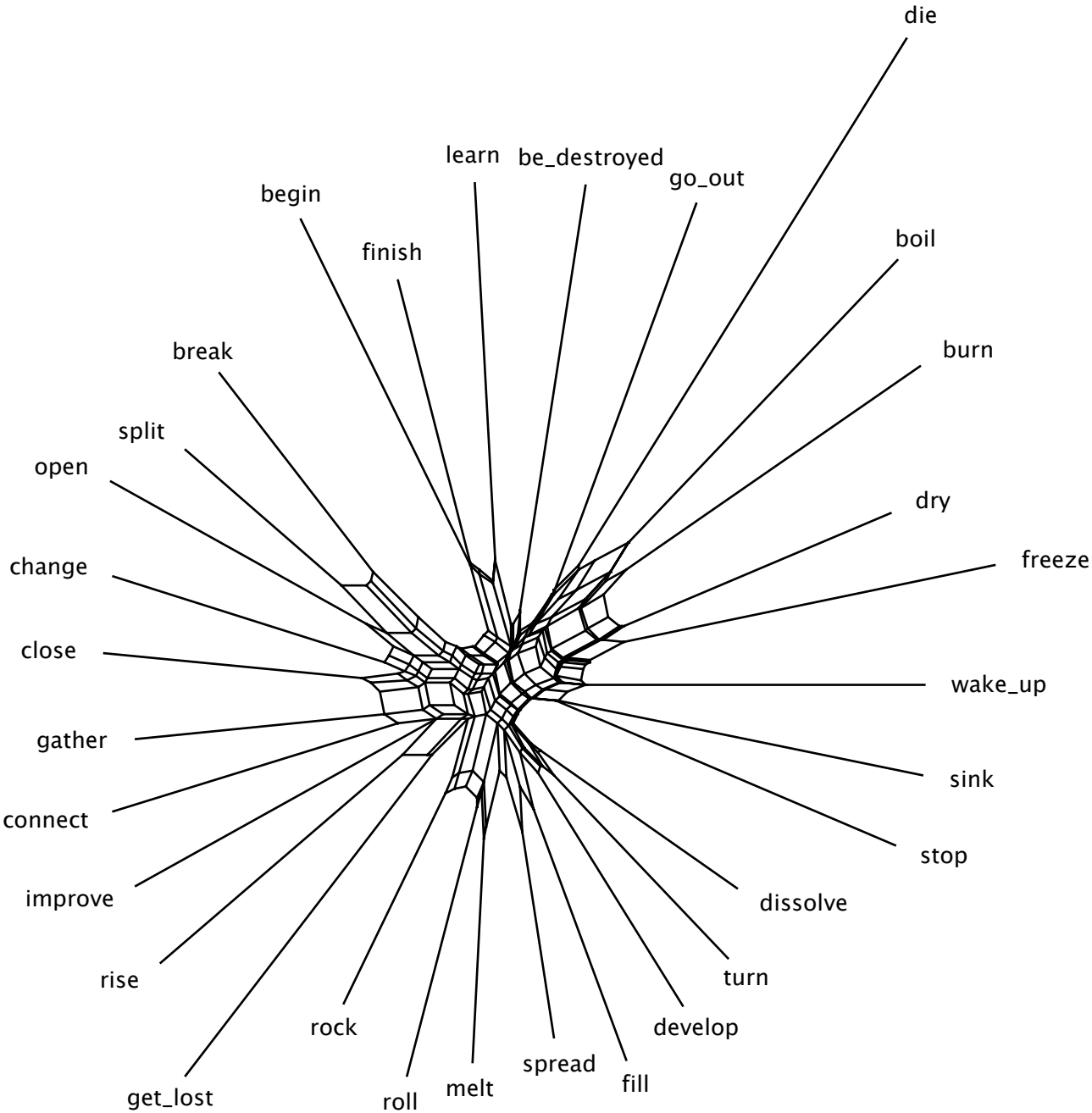
die
learn
be_destroyed
go_out
begin
boil
finish
break
burn
split
open
dry
change
freeze
close
wake_up
gather
sink
connect
stop
improve
dissolve
rise
turn
rock
develop
spread
get_lost
fill
roll
melt