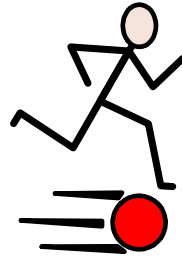
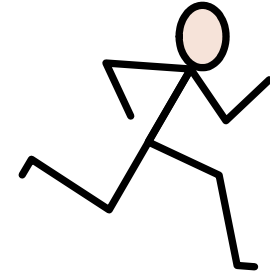


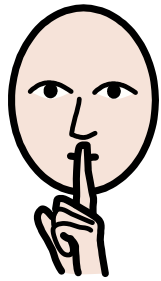
loud



fast



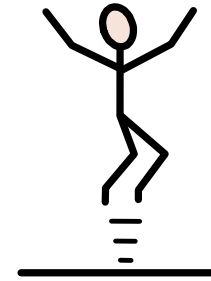
run



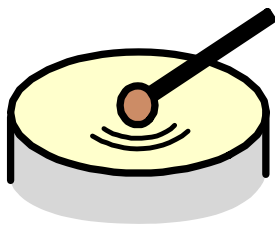
quiet



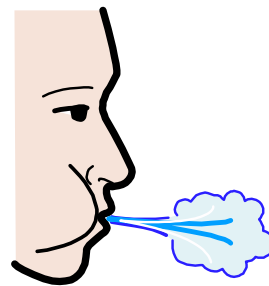
slow



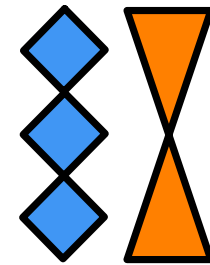
jump



hit



blow



something different