

win	shout		

sink	borrow	go	sleep	exit	leave	wake up	live	die	push
hide	drop	leave	spend	learn	come	save	lose	fail	arrive
take off	punish	reward	show	stand	throw	catch	teach		
destroy	put on	pull	cool	answer	sit	heat	pass		
win	shout	whisper	float	pick	give	take	enter		
lend	break	mend	build	stay	open	close	question		