



close



write



call



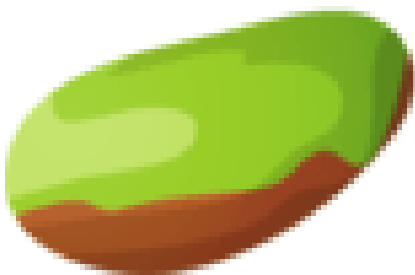
turn



build



teach



grow



draw



feed



catch



throw



clean