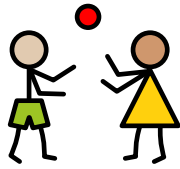




I



go



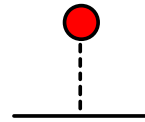
play



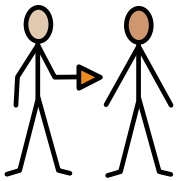
more



fast



high



you



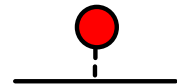
stop



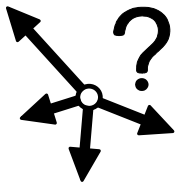
water



slow



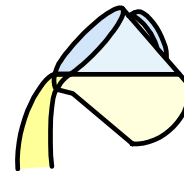
low



where?



different



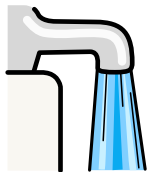
pour



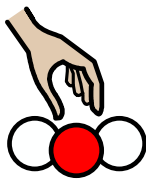
splash



like



water



choose



change



wet



dry