



accept

refuse



add

subtract



agree

disagree



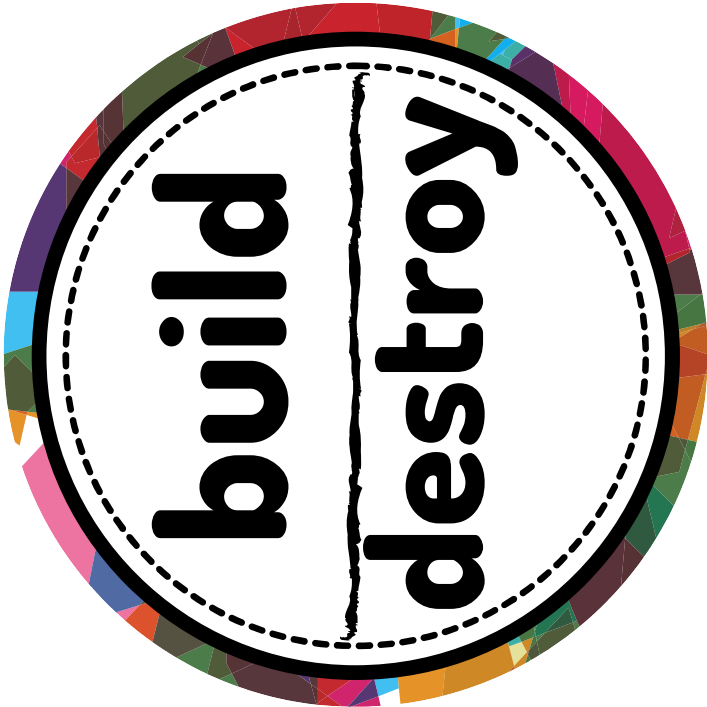
win

lose



arrive

leave



build

destroy



buy

sell



get on

get off



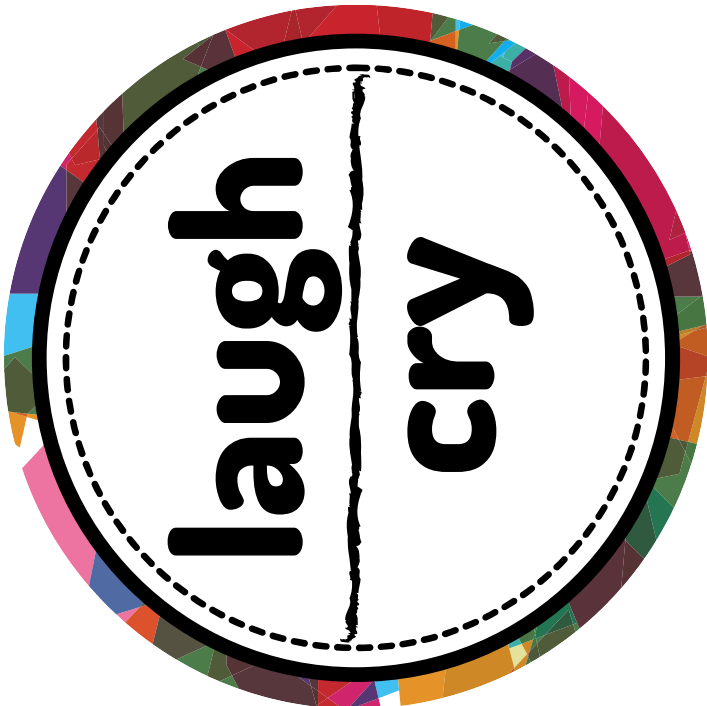
give

get



go

come



laugh

cry



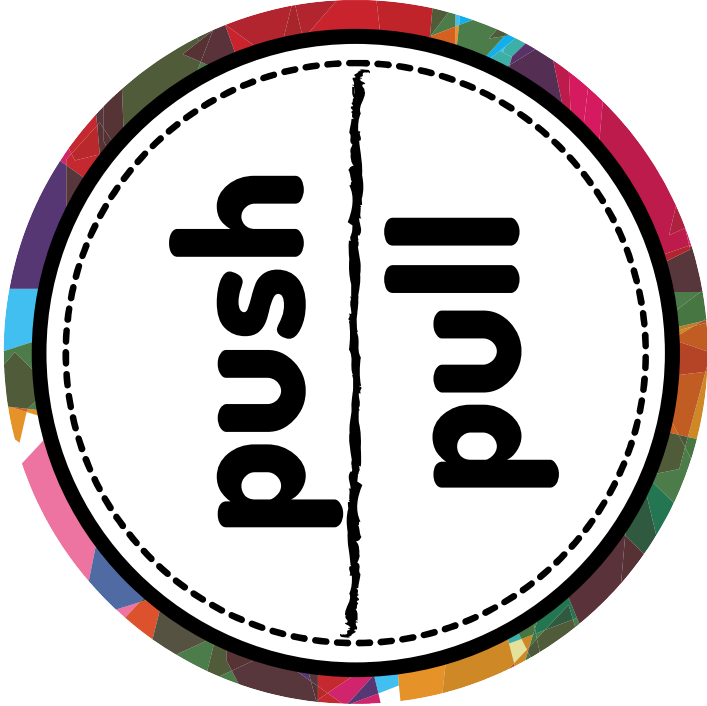
live

die



open

close



push

pull



put on

take off



read

write



save

spend



start

finish



come

go



work

play



appear

disappear



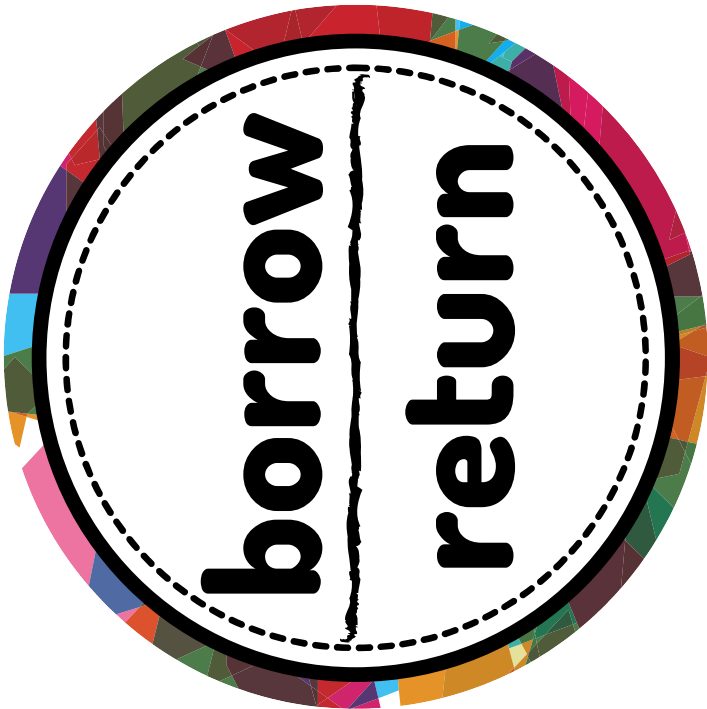
take off

land



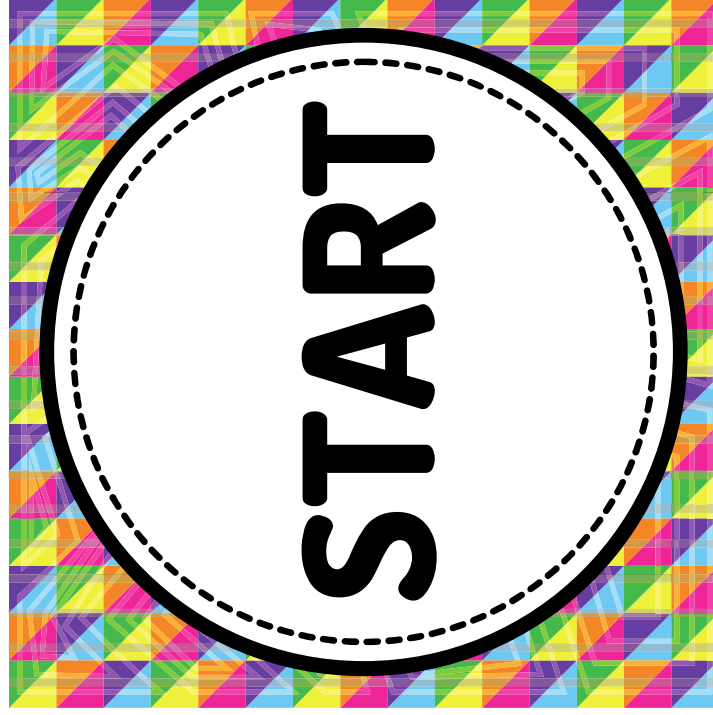
stop

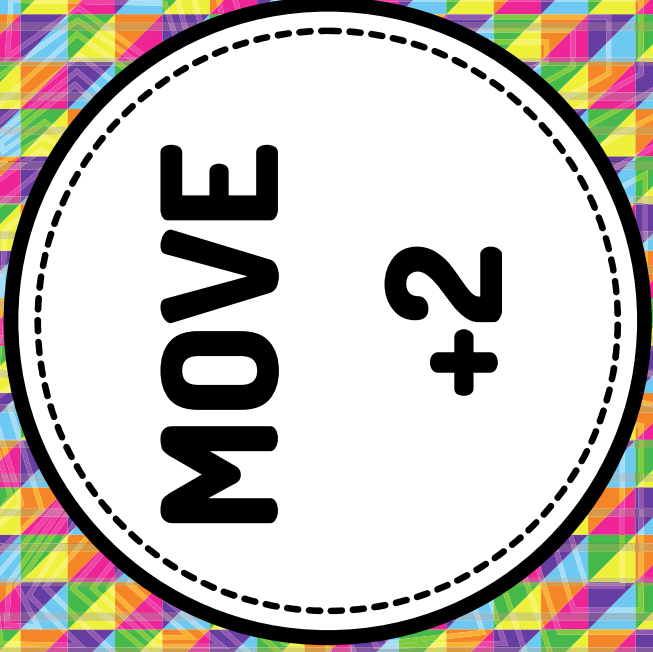
move



borrow

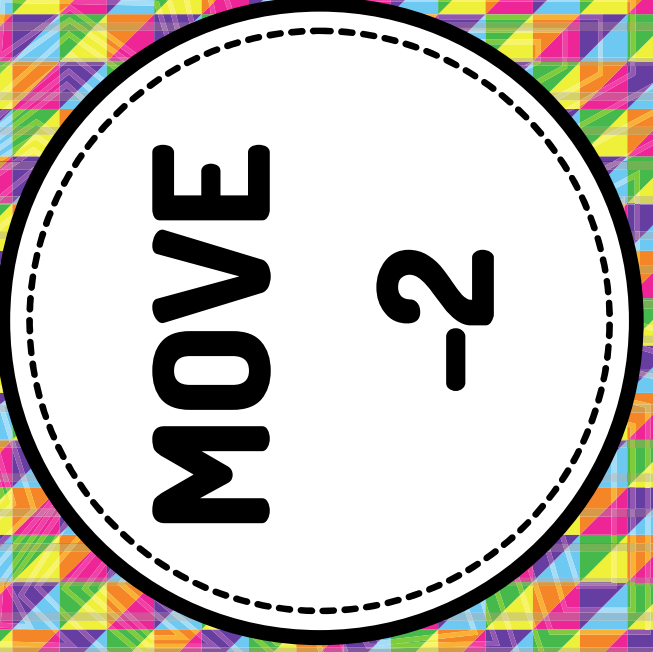
return





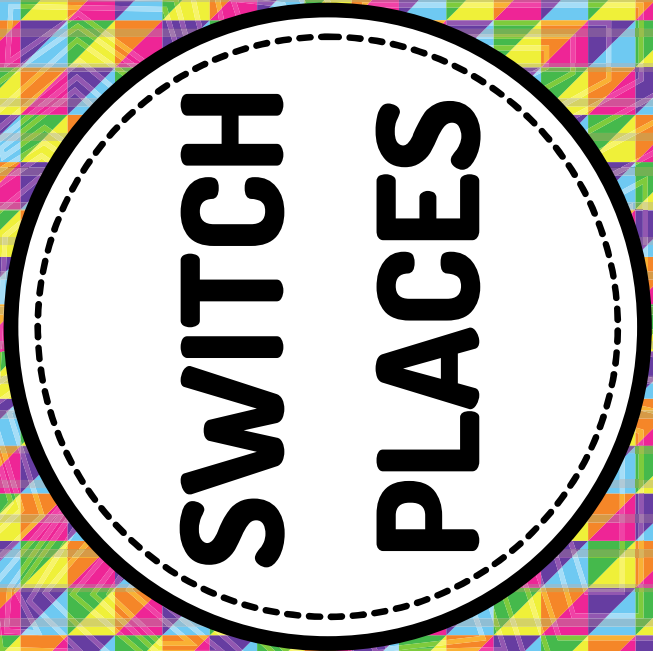
MOVE

+2



MOVE

-2



**SWITCH
PLACES**