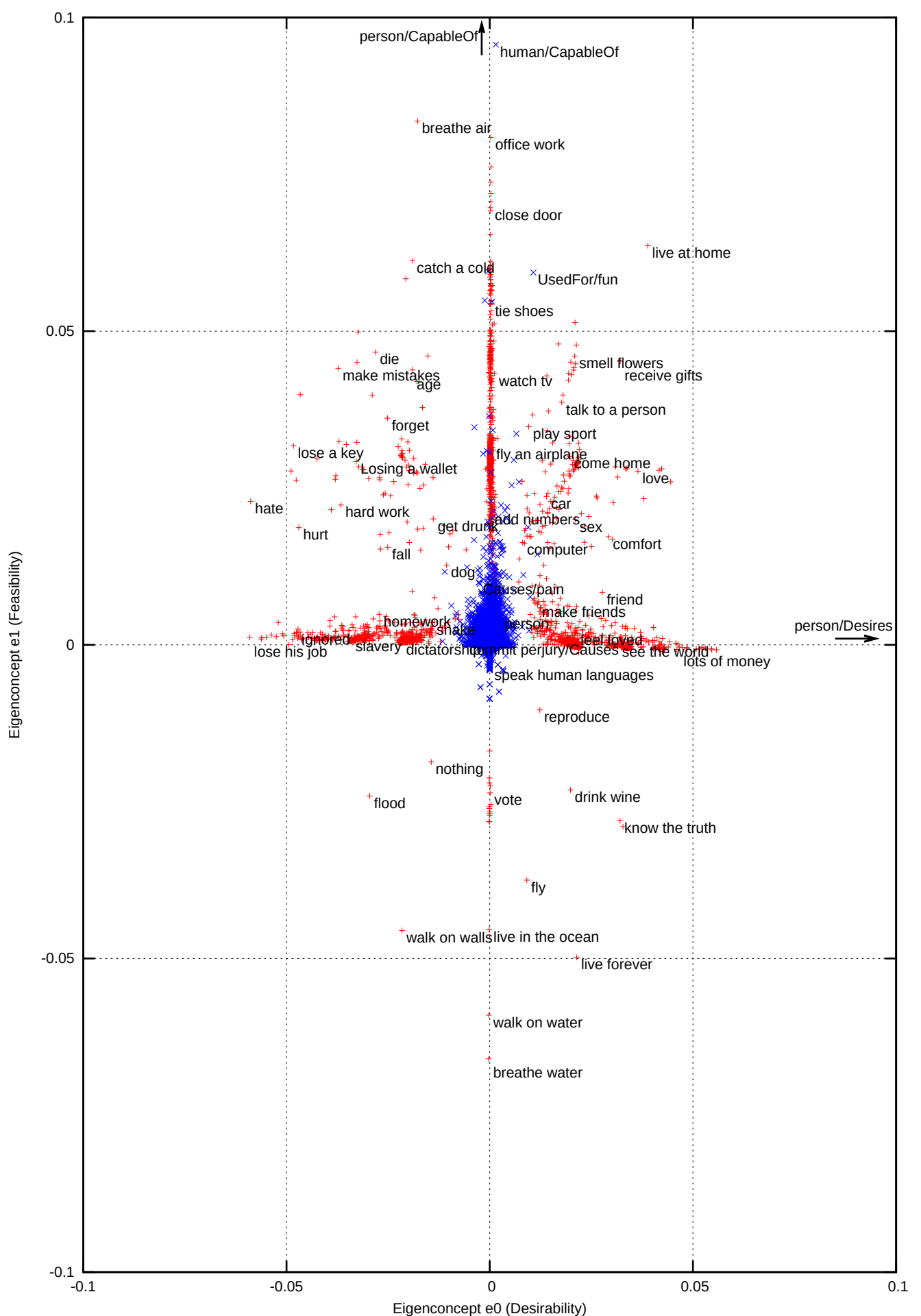
person/CapableOf
human/CapableOf
breathe air
office work
close door
live at home
catch a cold
UsedFor/fun
tie shoes
die
make mistakes
age
smell flowers
receive gifts
watch tv
talk to a person
forget
play sport
lose a key
fly an airplane
Losing a wallet
come home
love
hate
hard work
car
add numbers
sex
hurt
get drunk
comfort
fall
computer
dog
Causes/pain
friend
make friends
homework
person
person/Desires
shake
ignored
feel loved
lose his job
slavery
dictatorship
commit perjury/Causes
see the world
lots of money
speak human languages
reproduce
nothing
flood
vote
drink wine
know the truth
fly
walk on walls
live in the ocean
live forever
walk on water
breathe water
0.1
0.05
0
-0.05
-0.1
-0.1
-0.05
0
0.05
0.1
Eigenconcept e1 (Feasibility)
Eigenconcept e0 (Desirability)