

**PATTERN-MATCHING RULES  
FOR THE RECOGNITION OF  
NATURAL LANGUAGE DIALOGUE EXPRESSIONS**

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## ABSTRACT

Man-machine dialogues using everyday conversational English present difficult problems for computer processing of natural language. Grammar-based parsers which perform a word-by-word, parts-of-speech analysis are too fragile to operate satisfactorily in real time interviews allowing unrestricted English. In constructing a simulation of paranoid thought processes, we designed an algorithm capable of handling the linguistic expressions used by interviewers in teletyped diagnostic psychiatric interviews. The algorithm uses pattern-matching rules which attempt to characterize the input expressions by progressively transforming them into patterns which match, completely or fuzzily, abstract stored patterns. The power of this approach lies in its ability to ignore recognized and unrecognized words and still grasp the meaning of the message. The methods utilized are general and could serve any "host" system which takes natural language input.

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INTRODUCTION

To recognize something is to identify it as an instance of the "same again". This familiarity is possible because of recurrent characteristics of the world which repeat themselves. We shall describe an algorithm which recognizes recurrent characteristics of natural language dialogue expressions. It utilizes a multi-stage sequence of pattern-matching rules for progressively transforming an input expression until it eventually matches an abstract stored pattern. The stored pattern has a pointer to a response function in memory which decides what to do once the input has been recognized. Here we discuss only the recognizing functions, except for one response function (anaphoric substitution) which interactively aids the recognition process. Details of how the response functions operate will be described in a future communication.

We are constructing and testing a simulation of paranoid thought processes; our problem is to reproduce paranoid linguistic behavior in a teletyped diagnostic psychiatric interview. The diagnosis of paranoid states, reactions or modes is made by clinicians who judge the degree of correspondence between what they observe in an interview and their conceptual model of paranoid behavior. There exists a high degree of agreement among psychiatrists about this conceptual model which relies mainly on what an interviewee says and how he says it.

Natural language is a life-expressing code which people use for communication with themselves and others. In a real-life dialogue such as a psychiatric interview, the participants have interests, intentions, and expectations which are revealed in their linguistic expressions. An interactive simulation of a paranoid patient must be able to demonstrate typical paranoid linguistic behavior. To achieve this effect, our paranoid model must have the ability to deal with the teletyped messages of an interviewer.

A number of approaches have been taken for dealing with natural language dialogue expressions. (Winograd,1972; Woods,1970). These approaches rely on parsers which conduct a detailed syntactic and semantic analysis. They perform well for the purposes for which they were designed. Their weakness, for our purposes, lies in their lack of neglecting and ignoring mechanisms. Such mechanisms are necessary in a program which accepts and responds to unrestricted conversational English characterized by expressions novel to the program.

How humans process natural language is largely unknown. They possess some knowledge of grammatical rules, but this fact does not entail that they use a grammar in interpreting and producing language. It seems implausible to us that people possess full transformational grammars for processing language. Language is what is recognized but the processes involved may not be linguistic or grammatical. Originally transformational grammars were not designed to "understand" a large subset of English; they constituted a formal method for deciding whether a string is grammatical.

An analysis of what one's problem actually is should guide the selection or invention of methods appropriate to its solution. Our problem is not to develop a consistent and general theory of language nor to

assert empirically testable hypotheses about how people process language. Our problem is to design an algorithm which recognizes what is being said in a dialogue and what is being said about it in order to make a response such that a sample of I-O pairs from the paranoid model is judged similar to a sample of I-O pairs from paranoid patients. The design task belongs to artificial intelligence in which the criterion is how adequately the computer program performs mind-like functions. New methods had to be devised for an algorithm to participate in a human dialogue in a paranoid-patient-like way. We sought effective methods which could operate efficiently in real time. Since our method provides a general way of many-to-one mapping from surface expressions to a single stored pattern, it is not limited to the simulation of paranoia, but can be used by any type of "host" system which takes natural language as input.

Our method is to transform the input until a pattern is obtained which matches completely or partially a more abstract stored pattern. This strategy has proved adequate for our purposes a satisfactory percentage of the time. The power of this method for natural language dialogues lies in its ability to ignore as irrelevant some of what it recognizes and everything it does not recognize at all. A linguistic parser doing word-by-word, parts-of-speech analysis fails when it cannot find one or more of the input words in its dictionary. A system ~~that must~~ know every word is too fragile for unrestricted dialogues.

In early versions of the paranoid model, such as PARRY1, some of the pattern recognition mechanisms allowed the elements of the pattern to be order independent (Colby, Weber, and Hilf, 1971). For example, consider the following expressions:

- (1) WHERE DO YOU WORK?
- (2) WHAT SORT OF WORK DO YOU DO?
- (3) WHAT IS YOUR OCCUPATION?

- (4) WHAT DO YOU DO FOR A LIVING?
- (5) WHERE ARE YOU EMPLOYED?

In PARRY1 a procedure scans these expressions looking for an information-bearing contentive such as "work", "for a living", etc. When it finds such a contentive along with "you" or "your" in the expression, regardless of word order, it responds to the expression as if it were a question about the nature of one's work. This method correctly classifies the five sentences above. Unfortunately, it includes the two examples below in the same category:

- (6) DOES YOUR FATHER'S CAR WORK?
- (7) HOW DID THINGS WORK OUT FOR YOU?

An insensitivity to word order has the advantage that lexical items representing different parts of speech can represent the same concept, e.g. the word "work" represents the same concept whether it is used as a noun or a verb. But a price is paid for this resilience and elasticity. We find from experience that, since English relies heavily on word order to convey the meaning of its messages, the average penalty of misunderstanding (to be distinguished from ununderstanding), is too great. Hence in PARRY2, as will be described shortly, all the patterns require a specified word order.

For high-complexity problems it is helpful to have constraints. Diagnostic psychiatric interviews (and especially those conducted over teletypes) have several natural constraints. First, clinicians are trained to ask certain questions in certain ways. This limits the number of patterns required to recognize utterances about each topic. Second, only a few hundred standard topics are brought up by interviewers who are, furthermore, trained to use everyday expressions and especially those used by the patient himself. When the interview is conducted by teletypes, expressions tend to be shortened since the

interviewer tries to increase the information transmission rate over the slow channel of a teletype. Finally, teletyped interviews represent written utterances and utterances are known to be highly redundant such that unrecognized words can be ignored without losing the meaning of the message. Also utterances are loaded with idioms, cliches, pat phrases, etc. - all being easy prey for a pattern-matching approach. It is time-wasting and usually futile to try to decode an idiom by analyzing the meanings of its individual words.

We now describe the pattern-matching functions of the algorithm in some detail. (See Fig. 1 for a diagram of the overall flow of control).

#### OVERVIEW

PARRY2 has two primary modules. The first attempts to RECOGNIZE the input and the second RESPONDS. This paper is primarily about the RECOGNIZE module. It functions independently of the RESPOND module except in the case of pronoun references, which the RESPOND module provides to the RECOGNIZER on request.

The recognition module has 4 main steps:

- 1) Identify the words in the question and convert them to internal synonyms.
- 2) Break the input into segments at certain bracketing words.
- 3) Match each segment (independently) to a stored pattern.
- 4) Match the resulting list of recognized segments to a stored complex pattern.

Each of these steps, except the segmenting, throws away what it cannot identify. Occasionally a reference to an unknown topic is mis-recognized as some familiar topic.

#### PREPROCESSING

Each word in the input expression is first, looked up in a dictionary of (currently) about 1900 entries which, for the sake of speed,

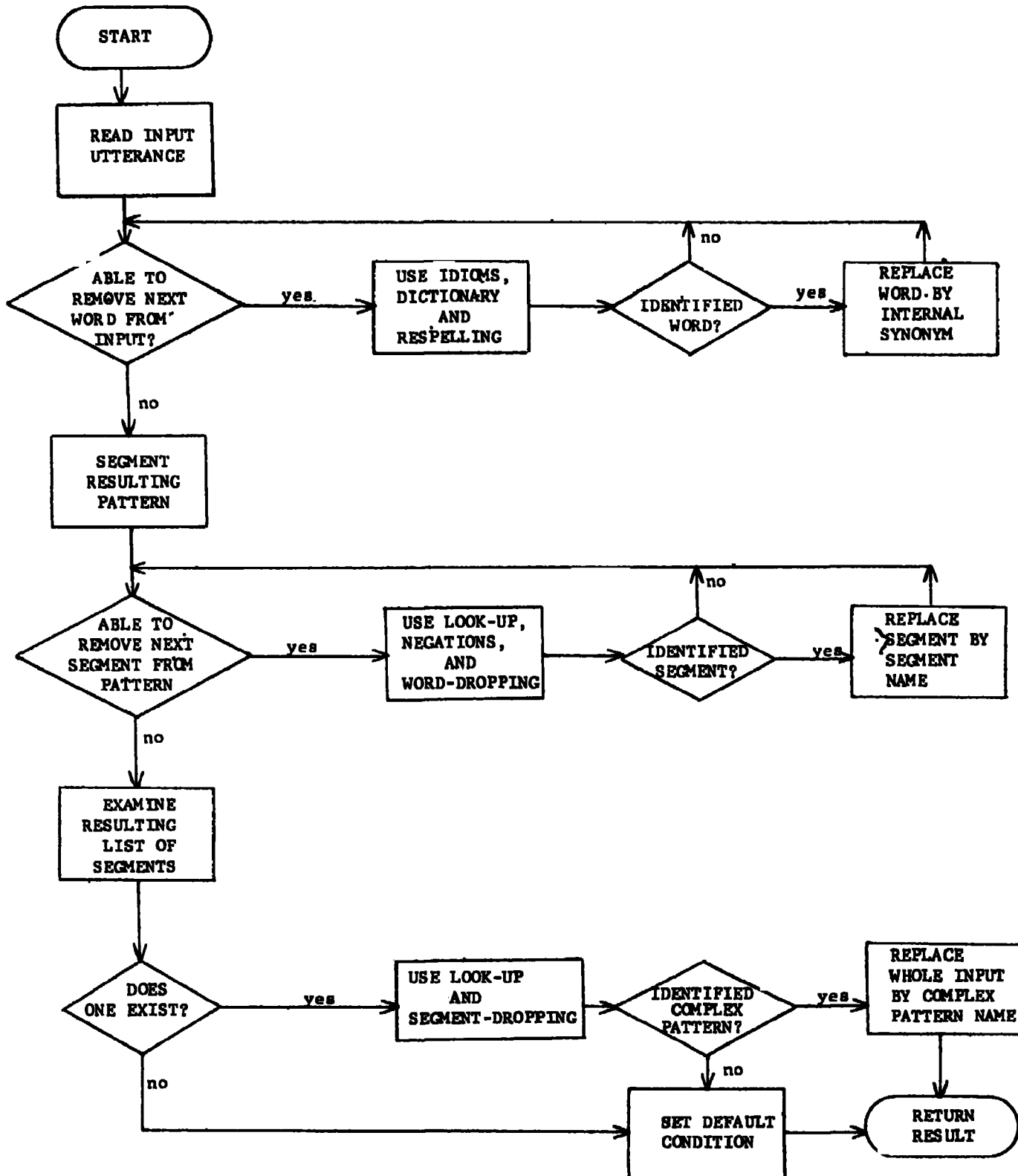


Figure 1

Overall Flow Diagram of Language Recognizer

is maintained in core during run-time. (The dictionary is given in Appendix 2.) The dictionary, which was built empirically from thousands of teletyped interviews with previous versions of the model, consists of words, groups of words, and names of word-classes they can be translated into. Entries in the dictionary reflect PARRY2's main interests. If a word in the input is not in the dictionary, it is checked to see if it ends with one of the common suffixes given in Fig. 2. If it does, the suffix is removed and the remaining word is looked up again. If it is still not in the dictionary, it is dropped from the pattern being formed. Thus if the input is:

WHAT IS YOUR CURRENT OCCUPATION?

and the word "current" is not in the dictionary, the pattern at this stage becomes:

( WHAT IS YOUR OCCUPATION )

The question-mark is thrown away as redundant since questions are recognized by word order. (A statement followed by a question mark (YOU GAMBLE?) is responded to in the same way as that statement followed by a period. Synonymic translations of words are made so that the pattern becomes, for example:

( WHAT BE YOU JOB )

Some groups of words (i.e. idioms) are translated as a group so that, for example, "for a living" becomes "for job". Certain other juxtaposed words are contracted into a single word, e.g. "place of birth" becomes "birthplace". This is done to deal with groups of words which are represented as a single element in the stored pattern, thereby preventing segmentation from occurring at the wrong places, such as at a preposition inside an idiom or phrase. Besides these contractions, certain expansions are made so that for example, "DON'T" becomes "DO NOT" and "I'D" becomes "I WOULD".

S	→	
'D	→	SHOULD
'S	→	
ED	→	
EN	→	
ER	→	
ES	→	
LY	→	
NT	→	NOT
OR	→	
S'	→	
'L	→	WILL
'RE	→	BE
'VE	→	HAVE
EST	→	
FUL	→	
ING	→	
ION	→	
ISH	→	
ITY	→	
IVE	→	
N'T	→	NOT
ABLE	→	
ABLY	→	
LESS	→	
MENT	→	
NESS	→	

FIG. 2. The suffixes are on the left and the words which replace them are on the right. Most suffixes are simply removed and not replaced.

Misspellings can be the bane of teletyped interviews for an algorithm. Here they are handled in two ways. First, common misspellings of important words are simply put in the dictionary. Thus "yuu" is known to mean "you". The apostrophe is often omitted from contractions so most contractions are recognized with or without it. These common misspellings were gathered from over 4000 interviews with earlier versions of the paranoid model. (The model (PARRY) is available for interviewing on the ARPA network).

Second, five common forms of typing error are checked systematically. These are:

- 1) Doubled letter
- 2) Extraneous letter
- 3) Forgetting to hold the "shift key" for an apostrophe
- 4) Hitting a nearby key on the keyboard
- 5) Transposing two letters in a word

The first three errors can be corrected by deleting the offending character from the word. This is accomplished by deleting each character in turn until the word is recognized. The fourth type of error is only checked for eight of the more common near misses. These were also empirically determined and involve the letter pairs (T Y), (Q W), (Y U) (I O), (G H), (O P), (A S), and (N M). These methods are all based on typing errors, but they also correct some legitimate English spelling errors. Two-letter transposition corrects, for example, "beleive" to "believe".

### SEGMENTING

Another weakness in the crude pattern matching of PARRY1 is that it takes the entire input expression as its basic processing unit. If only two words are recognized in an eight word utterance, the risk of misunderstanding is great. We need a way of dealing with units shorter than the entire input expression.

Aided by a heuristic from work in machine-translation (Wilks, 1973 ), we devised a way of bracketing the pattern constructed up to this point into shorter segments using prepositions, wh-forms, certain verbs, etc. as bracketing points. (A list of the bracketing terms appears in Fig. 3). These points tend to separate prepositional phrases and embedded clauses from the main clause. The new pattern formed is termed either "simple", having no delimiters within it, or "complex", i.e., being made up of two or more simple patterns. A simple pattern might be:

( WHAT BE YOU JOB, )

whereas a complex pattern would be:

(( WHY BE YOU ) ( IN HOSPITAL )).

Our experience with this method of segmentation shows that complex patterns from teletyped psychiatric dialogues rarely consist of more than three or four segments.

After certain verbs (See Fig. 4), a bracketing occurs to replace the commonly omitted "THAT", such that:

( I THINK YOU BE AFRAID )

becomes

(( I THINK ) ( YOU BE AFRAID ))

#### MATCHING INDIVIDUAL SEGMENTS.

Conjunctions serve only as markers for the segmenter and they are dropped out after segmentation.

Negations are handled by extracting the "NOT" from the segment and assigning a value to a global variable which indicate that the expression is negative in form. When a pattern is finally matched, this variable is consulted. Some patterns have a pointer to a pattern of opposite meaning if a "NOT" could reverse their meanings. If this

ABOUT	NOR
ABOVE	OF
AFTER	OFF
AGAINST	ON
ALONG	OPPOSITE
ALTHOUGH	OR
AMID	OUT
AMIDST	OUTSIDE
AND	OVER
AROUND	PAST
AS	SINCE
AT	SO
AWAY	THAN
BEAUSE	THAT
BECAUSE	THEN
BEHIND	THEREFORE
BELOW	THROUGH
BESIDE	TO
BESIDES	TOWARD
BUT	UNDER
BY	UNDERNEATH
COMMA	UP
CONCERNING	UPON
DOWN	WHAT
DURING	WHATEVER.
EITHER	WHEN
EXCEPT	WHENEVER
FOR	WHERE
FROM	WHETHER
FURTHERMORE	WHICH
HOW	WHO
HOWEVER	WHOM
IF	WHOSE
IN	WHY
INDEED	WITH
INSIDE	WITHIN
INTO	WITHOUT.
MOREOVER	YET
NEAR	

FIG. 3. Terms used for bracketing input expressions into segments.

APPEARS  
ASSUME  
BELIEVE  
CONSIDER  
FEEL  
FELT  
GATHER  
GUESS  
HOPE  
IMAGINE  
MEAN  
MEANT  
SAID  
SAY  
SEEMS  
SOUNDS  
SUPPOSE  
THINK  
THOUGHT  
UNDERSTAND  
WONDER

**FIG. 4** Special verbs used for bracketing input expressions into segments.

pointer is present and a "NOT" was found, then the pattern matched is replaced by its opposite, e.g. ( I not trust you ) is replaced by the pattern ( I mistrust you ). We have not yet observed the troublesome case of "he gave me not one but two messages". (There is no need to scratch where it doesn't itch).

Substitutions are also made in certain cases. Some segments contain pronouns which could stand for a number of different things of importance to PARRY2. As we mentioned in the introduction, the response functions of memory keep track of the context in order to give pronouns and other anaphoras a correct interpretation. For example, the segment:

( DO YOU AVOID THEM )

could refer to the Mafia, or racetracks, or other patients, depending

on the context. When such a segment is encountered, the pronoun is replaced by its current anaphoric value as determined by the response functions, and a more specific segment such as:

( DO YOU AVOID MAFIA )

is looked up.

Other utterances, such as "Why did you do that?" or just "Why?" (which might be regarded as a massive ellipsis), clearly refer back to previous utterances. These utterances match very general patterns which identify the type of question without indicating the exact topic. The response function which responds to "Why?" consults the context to produce an appropriate answer.

The algorithm next attempts to match the segments with stored simple patterns which currently number about 1700. (The simple patterns appear in Appendix 3). First a complete and perfect match is sought. When a match is found, the stored pattern name has a pointer to the name of a response function in memory which decides what to do further. If a match

is not found, further transformations of the segment are carried out and "fuzzy" match is tried.

For fuzzy matching at this stage, we adopted the heuristic rule of dropping elements in the segment one at a time and attempting a match each time. This heuristic allows ignoring familiar words in unfamiliar contexts. For example, "well" is important in "Are you well?" but meaningless in "Well are you?".

Deleting one element at a time results in, for example, the pattern:

( WHAT BE YOU MAIN PROBLEM )

becoming successively

- (a) ( BE YOU MAIN PROBLEM )
- (b) ( WHAT YOU MAIN PROBLEM )
- (c) ( WHAT BE MAIN PROBLEM )
- (d) ( WHAT BE YOU PROBLEM )
- (e) ( WHAT BE YOU MAIN )

Since the stored pattern in this case matches (d), (e) would not be constructed. We found it unwise to delete more than one element since our segmentation method usually yields segments containing a small number (1-4) of words.

Dropping an element at a time provides a probability threshold for fuzzy matching which is a function of the length of the segment. If a segment consists of five elements, four of the five must be present in a particular order (with the fifth element missing in any position) for a match to occur. If a segment contains four elements, three must match - and so forth.

## COMPLEX-PATTERN MATCH

When more than one simple pattern is detected in the input, a second matching is attempted against about 500 complex patterns. Certain patterns, such as ( HELLO ) and ( I THINK ), are dropped because they are considered meaningless. If a complete match is not found, then simple patterns are dropped, one at a time, from the complex pattern. This allows the input,

(( HOW DO YOU COME ) ( TO BE ) ( IN HOSPITAL ))

to match the stored pattern,

(( HOW DO YOU COME ) ( IN HOSPITAL )).

If no match can be found at this point, the algorithm has arrived at a default condition and the appropriate response functions decide what to do. For example, in a default condition, the model may assume control of the interview, asking the interviewer a question, continuing with the topic under discussion or introducing a new topic.

An annotated example of a diagnostic psychiatric interview is presented in Appendix 1.

## ADVANTAGES AND LIMITATIONS

As mentioned, one of the main advantages of a pattern-matching strategy is that it can ignore as irrelevant both some of what it recognizes and what it does not recognize at all. There are several million words in English, each possessing from one to over a hundred senses. To construct a machine-usable word dictionary of this magnitude is out of the question at this time. Recognition of natural language input in the manner described above allows real-time interaction in a dialogue since it avoids becoming ensnarled in combinatorial

disambiguations and long chains of inferencing which would slow a dialogue algorithm down to impracticality, if it could even function at all. The price paid for pattern-matching is that sometimes, but rarely, ambiguities slip through.

Another advantage of this method is its speed. The algorithm consists of about 28K of programs written in MLISP, 16K of data in LISP, and 16K of data in machine language with several overlays. The complete language recognition process requires less than one second of real time on a time-shared DEC PDP-10.

A drawback to PARRY1 is that it reacts to the first pattern it finds in the input rather than characterizing the input as fully as possible and then deciding what to do based on a number of tests. Another practical difficulty with PARRY1 from a programmer's viewpoint, is that, since it is a procedural model, elements of the patterns are strung out in various procedures throughout the algorithm. It is often a considerable chore for the programmer to determine whether a given pattern is present and precisely where it is. In PARRY2 the patterns are all collected in one part of the data-base where they can easily be examined.

Concentrating all the patterns in the data base gives PARRY2 a limited "learning" ability. When an input fails to match any stored pattern or matches an incorrect one, as judged by a human operator, a pattern which matches the input can be put into the data-base automatically. If the new pattern has the same meaning as a previously stored pattern, the human operator must provide the name of the appropriate response function. If he doesn't remember the name, he may try to rephrase the input in a form recognizable to PARRY2 and it will name the response function associated with the rephrasing. These mechanisms are

not "learning" in the commonly-used sense but they do allow a person to transfer his knowledge into PARRY2's data-base with very little effort.

Informal observation thus far shows PARRY2's linguistic recognition abilities to be quite superior to PARRY1's. A more systematic and quantitative evaluation of performance is now being carried out. PARRY1 was extensively tested by having judges make ratings of its performance along several dimensions, one of which was linguistic noncomprehension (Colby and Hilf, 1974). These judges also made ratings of teletyped interviews with psychiatric patients and with a random version of PARRY1. The mean ratings of PARRY1 along the dimension of linguistic noncomprehension were better than those received by RANDOM-PARRY but were three times worse than the mean ratings received by patients. Once the ratings of PARRY2 along this dimension are completed, we will be able to compare them with those of PARRY1 and the patients and obtain a more objective measure of improvement.

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## APPENDIX 1.

A diagnostic psychiatric interview illustrating some of the model's linguistic capabilities. I = interviewer, P = PARRY2. Annotations appear in parentheses.

I - GOOD AFTERNOON.) MY NAME IS DR JONES.

P - HELLO.

(PARRY2 recognizes most of the common idiomatic greetings. Both ideas in the doctor's statement are recognized and one is chosen by the response functions to be answered.)

I - WHATS YOURS?

P - PAT SMITH.

("Yours" is correctly understood to mean "your name".)

I - ARE YOU A MAN OR A WOMAN ?

P - I'M A MAN.

I - HOW OLD ARE YOU ?

P - TWENTY-EIGHT, HOW OLD ARE YOU?

(This is another easy, and stereotyped, question. The answer includes a probe for information about the doctor to allow PARRY2 to build up a model of the doctor.)

I - THIRTY FOUR, ARE YOU MARRIED ?

P - I AM SINGLE.

(In this case, two ideas are expressed in two separate sentences. As before, both are recognized and one is answered.)

I - WHERE DO YOU COME FROM ?

P - SAN JOSE.

(This is an idiomatic construction containing no explicit reference to "home town".)

I - WHAT DO YOU DO FOR A LIVING ?

P - I WORK IN THE STOCKROOM AT SEARS.

(The idiom "for a living" means "occupation".)

I - DO YOU KNOW WHERE YOU ARE NOW ?

P - YES, I'M IN THE PALO ALTO VA HOSPITAL.

(The interviewer tests for the patient's orientation as to place. This is not the same question as "Where are you?".)

I - HAVE YOU BEEN HOSPITALIZED BEFORE ?

P - THIS IS THE FIRST TIME.

(The participle is recognized in place of the more common prepositional phrase, "in the hospital".)

I - HOW LONG HAVE YOU BEEN THERE ?

P - ABOUT TWO WEEKS.

("How long" is a common expression. "There" is understood to mean "in the hospital".)

I - ANY HEADACHES ?

P - MY HEALTH IS FINE.

(PARRY2 knows that, "Do you have ..." is frequently omitted from the front of a question.)

I - HOW ABOUT YOUR APPETITE.

P - I HAVE A NORMAL APPETITE.

("How about ..." and "What about ..." are short, idiomatic forms of "What do you think about ...".)

I - ARE YOU HAVING ANY DIFFICULTY WITH YOUR MEMORY ?

P - NO.

(This is a clear example of the advantages of segmenting the question and matching the parts separately. The first segment, "Are you having any difficulty ...", could be followed by any number of topics.)

I - THEN PERHAPS YOU CAN TELL ME WHO IS THE PRESIDENT OF THE UNITED STATES.

P - NIXON IS PRESIDENT.

(Introductory phrases like "Then perhaps you can tell me ..." are recognized and then deleted.)

I - WHAT DAY IS IT TODAY ?

P - IT'S THURSDAY.

(The interviewer is testing for the patient's orientation as to time and PARRY2 responds correctly. All of the usual time orientation questions, (i.e. time, day, month, and year) match the same pattern. A response function consults the computer's internal clock and provides an answer appropriate to the question.)

I - WHAT SEASON IS IT ?

P - LET'S GET ON WITH THE INTERVIEW.

(This is correctly recognized as another time orientation question but PARRY2 becomes impatient with the doctor asking such simple questions.)

I - DO YOU REMEMBER WHAT MY NAME IS ?

P - AS I REMEMBER YOUR NAME IS DOCTOR JONES.

(This verifies that both parts of the doctor's initial statement were understood.)

I - VERY GOOD. HOW IS YOUR MOOD TODAY ?

P - ALL RIGHT I SUPPOSE.

(Dropping the word "today" allows this question to match "How is your mood?".)

I - DO YOU FEEL LIFE IS WORTH LIVING ?

P - I AM NOT SUICIDAL.

(Doctors utilize a number of expressions in trying to be tactful about topics such as suicide. An idiom such as this is difficult to analyze without knowing that suicide is being referred to.)

I - HOW MUCH DO YOU DRINK ?

P - I DRINK ONCE IN A WHILE.

("How much" and "How often" are understood as requests for a quantitative estimate of something, in this case, alcohol.)

I - HAVE YOU EVER TAKEN DRUGS ?

P - I DON'T TAKE DRUGS.

I - DO YOU HAVE ANY TROUBLE SLEEPING ?

P - I SLEEP JUST FINE.

I - HAVE YOU EVER HEARD VOICES THAT OTHER PEOPLE DONT SEEM TO HEAR?

P - I DON'T HEAR VOICES.

(Only the first part of the question was recognized. Everything following the "that" was ignored. This worked nicely in this case, and it usually does.)

I - HAVE YOU EVER HAD VISIONS ?

P - YOU MUST THINK I'M LIKE THE OTHER PATIENTS HERE.

(The doctor is testing for the presence of hallucinations, an effort which PARRY2 finds annoying.)

I - IF YOU ARENT, THEN WHY ARE YOU IN THE HSOPITAL ?

P - I'M QUITE UPSET.

(PARRY2 doesn't understand the conditional nature of the question but he does realize that "If you aren't ..." is content free and is therefore not the main question. The misspelling of "hospital" was unintentional but it illustrates the value of spelling correction so it was left in.)

I - BY WHAT ?

P - DO YOU KNOW ANYTHING ABOUT BOOKIES?

(The recognition routine makes no attempt to understand what is being discussed here. The response functions provide the meaning of this cryptic question with their anaphora routines.)

I - NO, HOW HAVE BOOKIES UPSET YOU\_?

P - A BOOKIE DIDN'T PAY ME OFF ONCE.

(There was no pattern to recognize this whole sentence but the topic, "bookies" was recognized and the response functions went on with the story.)

I - AND THEN WHAT HAPPENED ?

P - I HAD AN ARGUMENT WITH THE BOOKIE WHO DID NOT PAY OFF. LATER ON I REMEMBERED HE HAD FRIENDS IN THE UNDERWORLD AND I THOUGHT HE WOULD USE THEM TO GET EVEN WITH ME.

(The recognizer correctly identifies "What happened?" and the response function decides what it means.)

I - DID HE GET EVEN WITH YOU ?

P - I THINK HE IS BEHIND THE GANGSTERS WHO ARE OUT TO GET ME.

(The response functions provide the information that "he" refers to the "bookie" and "get even with" is a known idiom.)

I - HOW CAN YOU TELL THEY ARE OUT TO GET YOU ?

P - YOU KNOW, THEY KNOW ME.

(The doctor picked up PARRY2's own idiom, "out to get", from the previous output expression.)

I - WHO ?

P - THE MAFIA.

I - HOW DO THEY KNOW ABOUT YOU ?

P - THEY KEEP TABS ON ME.

(PARRY2 is especially good at recognizing questions which lead into the stories he wants to tell.)

I - ARE YOU SURE ABOUT THIS ?

P - YOU DON'T BELIEVE ME DO YOU ?

(PARRY2 responds to mild disbelief. He also recognizes more intense disbelief, as in, "I DON'T BELIEVE YOU", and responds more strongly.)

I - I AM WILLING TO BELIEVE YOU IF YOU GIVE ME SOME EVIDENCE.

P - I SEE.

(This is recognized as reassurance but not as a request for details.)

I - WHAT EVIDENCE DO YOU HAVE THAT THE MAFIA HAS IT IN FOR YOU?

P - THE MAFIA CONTROLS THE BOOKIES.

(The doctor repeats his request for details and it is recognized this time.)

I - SO?

P - THEY ARE AFTER ME.

I - DO THEY KNOW YOU ARE THERE IN THE HOSPITAL?

P - THEY DON'T WANT ME TO TESTIFY.

("They" still refers to "the mafia" although nobody has said so recently.)

I - WHY NOT?

P - YOU KNOW, I HAVE INCRIMINATING EVIDENCE AGAINST THE MAFIA.

I - ARE YOU CERTAIN?

P - YOU DON'T BELIEVE ME?

(This is another instance of the same mild disbelief pattern used previously.)

I - I THINK YOU ARE EMOTIONALLY UPSET.

P - NOW YOU MAY HAVE SOME IDEA OF WHAT THE SITUATION IS.

("I think" may precede any statement and has a negligible effect on its meaning.)

I - YES, I DO. WHAT SORT OF TREATMENT ARE YOU GETTING THERE?

P - WHAT DO YOU THINK OF MY STORY?

(The question was correctly recognized but PARRY2 would rather change the subject.)

I - VERY INTERESTING. WHAT DO YOU THINK OF ME?

P - WHAT DO YOU THINK ABOUT ALL THIS?

(Again, the question is understood but ignored.)

I - I THINK YOU NEED TREATMENT.

P - I TAKE SOME SORT OF SEDATIVES.

(PARRY2 finally consents to let the doctor lead the conversation.)

I - WHEN WILL YOU LEAVE THE HOSPITAL?

P - I WANT TO LEAVE AS SOON AS POSSIBLE.

I - WHAT DOES YOUR DOCTOR SAY ABOUT THIS?

P - ASK THE DOCTOR.

(The response functions have the ability to determine what "this" refers to but, in this case, the segment, "What does your doctor say ...", is sufficient to determine PARRY2's answer.)

I - WHATS HIS NAME?

P - DR WEBER.

I - THANK YOU FOR TALKING WITH ME. GOODBYE AND GOOD LUCK.

P - BYE.

(As before, both ideas are recognized and, the dominant one is answered. PARRY2 recognizes the standard ways to say "Good bye".)

## APPENDIX 2;

The words on the left are translated into the word class names on the right. Words which translate to "A" are included for one of three reasons: 1) They are high-frequency words and it would be wasteful to repeatedly attempt to re-spell them. 2) They could be re-spelled into a completely unrelated word. 3) They might be part of an idiom and must be kept around until after the idioms are checked.

A	→	A	FULL	→	A
ACTUALLY	→	A	GENERAL	→	A
ADVANTAGE	→	A	GOOD DEAL OF	→	A
AGO	→	A	GREAT DEAL OF	→	A
AHEAD	→	A	GUARD	→	A
ALL	→	A	HARD	→	A
ALOUD	→	A	HAVE TO	→	A
ALSO	→	A	HEAVY	→	A
ALTO	→	A	HOLE	→	A
AN	→	A	HOT	→	A
ANY	→	A	IN GENERAL	→	A
AS THOUGH	→	A	IN YOUR OWN WORD	→	A
AT TIMES	→	A	INFORMATION	→	A
BAY	→	A	JOE	→	A
BEG	→	A	JOHN	→	A
BE OF	→	A	JOSE	→	A
BLOW	→	A	JUST	→	A
BOOTS	→	A	<IND	→	A
BOTTLE	→	A	<IND OF	→	A
CASE	→	A	<ISS	→	A
CO	→	A	LANGUAGE	→	A
COLD	→	A	LAST	→	A
CONNECTED	→	A	LATELY	→	A
COSA	→	A	LINE	→	A
COURSE	→	A	LINE OF	→	A
DANGER	→	A	LITTLE	→	A
DEPENDS	→	A	LOCAL	→	A
DIFFICULT	→	A	LOCATED	→	A
DOUBLE	→	A	LOOSE	→	A
DROP	→	A	LOT	→	A
DUMPS	→	A	LOT OF	→	A
EARLY	→	A	MAIN	→	A
EASILY	→	A	MAKE OF	→	A
ENOUGH	→	A	MANY	→	A
ERROR	→	A	MAYBE	→	A
EVEN	→	A	MEADOWS	→	A
EVER	→	A	MIDDLE	→	A
EYE	→	A	MISCHIEF	→	A
FALLING	→	A	MORE	→	A
FAR	→	A	MOVE	→	A
EAST	→	A	MOVEMENT	→	A
FEW	→	A	MUCH	→	A

NATURE → A  
 NATURE OF → A  
 NEXT → A  
 NOSTRA → A  
 NOW → A  
 OCCUPY → A  
 OF DAY → A  
 OF THE DAY → A  
 ONCE → A  
 ONE OF → A  
 ONE TRACK → A  
 ONLY → A  
 OPEN → A  
 OWN → A  
 PALO → A  
 PARDON → A  
 PART → A  
 PART OF → A  
 PATTERN → A  
 PD → A  
 PERHAPS → A  
 PIECE → A  
 PIECE OF → A  
 PLEASE → A  
 POSING → A  
 PRESENT → A  
 PRETTY → A  
 PULL → A  
 QUICK → A  
 QUITE → A  
 REACH → A  
 REALLY → A  
 RECENT → A  
 REPUTATION → A  
 REST → A  
 REST OF → A  
 RID → A  
 RIGHT-NOW → A  
 ROCKER → A  
 RUB → A  
 SAN → A  
 SATURDAY → A  
 SEEM TO → A  
 SEEMS TO → A  
 SELF → A  
 SET → A  
 SHORTS → A  
 SHUT → A  
 SIDE → A  
 SIDE OF → A  
 SIGN → A  
 SIN → A

SIT → A  
 SITUATED → A  
 SO → A  
 SOME → A  
 SOME OF → A  
 SOMETIME → A  
 SOON → A  
 SORT → A  
 SORT OF → A  
 STAND → A  
 STATEMENT → A  
 STILL → A  
 SUCH → A  
 SUDDEN → A  
 TAB → A  
 TASTE OF → A  
 TEND → A  
 TEND TO → A  
 THE → A  
 THOUGH → A  
 TONE → A  
 TOO → A  
 TOP → A  
 UNITED → A  
 UPS → A  
 VERY → A  
 VIET → A  
 WALK → A  
 WAY → A  
 WHILE → A  
 WORTH → A  
  
 ABLE → ABLE  
  
 ACTION → ACTS  
 ACTS → ACTS  
 BEHAVIOR → ACTS  
 HABITS → ACTS  
 RITUALS → ACTS  
  
 ADD → ADD  
 ARITHMETIC → ADD  
 COUNT → ADD  
 DIVIDE → ADD  
 MULTIPLY → ADD  
 SUBTRACT → ADD  
  
 ADDRESS → ADDRE  
 APARTMENT → ADDRE  
 HOUSE → ADDRE  
 RESIDENCE → ADDRE  
 STREET → ADDRE

AGAIN	→	AGAIN	WHETHER	→	AND
AGAIN	→	AGAIN	YET	→	AND
LATER	→	AGAIN	AGGRAVATE	→	ANGER
REPEAT	→	AGAIN	ANGER	→	ANGER
			ANNOY	→	ANGER
AGE	→	AGE	BORE	→	ANGER
			DISGUST	→	ANGER.
ACCEPT	→	AGREE	IRRITATE	→	ANGER
ACCORD	→	AGREE	OFFEND	→	ANGER
AGREE	→	AGREE	RAGE	→	ANGER
ASSURE	→	AGREE	TEMPER	→	ANGER
BELIEVED	→	AGREE			
BELIEVING	→	AGREE	TIRE OF	→	ANGRY IN
FAVOR	→	AGREE			
REASSURE	→	AGREE	ACCUSATORY	→	ANGRY
			AGGRAVATED	→	ANGRY
ALIOTO	→	ALLOT	ANGERED	→	ANGRY
CAPONE	→	ALLOT	ANGRY	→	ANGRY
			ANNOYED	→	ANGRY
ALONE	→	ALONE	ARGUMENTATIVE	→	ANGRY
LONELY	→	ALONE	DEFENSIVE	→	ANGRY
LONESOME	→	ALONE	FURIOUS	→	ANGRY
			HOSTILE	→	ANGRY
AMERICAN	→	ANCES	IMPATIENT	→	ANGRY
ANCESTRY	→	ANCES	INSULTED	→	ANGRY
BACKGROUND	→	ANCES	IRRITABLE	→	ANGRY
DESCENT	→	ANCES	IRRITATED	→	ANGRY
ENGLISH	→	ANCES	MAD	→	ANGRY
ETHNIC	→	ANCES	OFFENDED	→	ANGRY
FRENCH	→	ANCES	OPINIONATED	→	ANGRY
GERMAN	→	ANCES	PEEVE	→	ANGRY
NATIONAL	→	ANCES	PISSED	→	ANGRY
			QUARRELSOME	→	ANGRY
ALTHOUGH	→	AND	QUICKTEMPERED	→	ANGRY
AND	→	AND	REJECTING	→	ANGRY
BEAUSE-	→	AND	RESENTFUL	→	ANGRY
BECAUSE	→	AND	SENSITIVE	→	ANGRY
BESIDES	→	AND	SORE	→	ANGRY
BUT	→	AND	TEMPERED	→	ANGRY
EITHER	→	AND	TOUCHY	→	ANGRY
FURTHERMORE	→	AND			
HOWEVER	→	AND	APPROVE	→	APPRO
IF	→	AND			
MOREOVER	→	AND	ARGUE	→	ARGUE
NOR	→	AND	DISAGREE	→	ARGUE,
OR	→	AND	DISBELIEVE	→	ARGUE
SINCE	→	AND	FIGHT	→	ARGUE
SO THAT	→	AND	QUARREL	→	ARGUE
THAN	→	AND			
THEN	→	AND	ARMED	→	ARMY
THEREFORE	→	AND	ARMY	→	ARMY

BRANCH	→	ARMY	RIDICULOUS	→	BAD
COMBAT	→	ARMY	ROT	→	BAD
MILITARY	→	ARMY	SADIST	→	BAD
NAM	→	ARMY	SADISTIC	→	BAD
NAVY	→	ARMY	SELFISH	→	BAD
SERVICE	→	ARMY	SHORT	→	BAD
VIET NAM	→	ARMY	SHUT UP	→	BAD
VIETNAM	→	ARMY	SHUTUP	→	BAD
WAR	→	ARMY	STINK	→	BAD
			STUPID	→	BAD
ASK	→	ASK	TERRIBLE	→	BAD
QUESTION	→	ASK	TURKEY	→	BAD
			UGLY	→	BAD
ATTENTION	→	ATTEN	UNEDUCATED	→	BAD
GOMMUNICATE	→	ATTEN	UNSUCCESSFUL	→	BAD
LISTEN	→	ATTEN	VAIN	→	BAD
			WEIRD	→	BAD
BAD	→	BAD	WICKED	→	BAD
BORING	→	BAD	WIMP	→	BAD
CHAUVINIST	→	BAD	WISE GUY	→	BAD
CREEP	→	BAD	WISEASS	→	BAD
DECAY	→	BAD	WORST	→	BAD
DULL	→	BAD			
DUMB	→	BAD	BAKER	→	BAKER
DUMDASS	→	BAD	FIREMAN	→	BAKER
DUMHELL	→	BAD			
DUMSHIT	→	BAD	BANANAS	→	BANAN
DUMMY	→	BAD	BONANNO	→	BANAN
ENORMOUS	→	BAD			
EVIL	→	BAD	BATH	→	BATH
FAT	→	BAD	SHOWER	→	BATH
FATHEAD	→	BAD			
FOOL	→	BAD	ARNT	→	BE NOT
FOUL	→	BAD			
FREAK	→	BAD	AM	→	BE
HEEL	→	BAD	ARE	→	BE
HOMELY	→	BAD	BE	→	BE
IDIOT	→	BAD	BECAME	→	BE
IMPOLITE	→	BAD	BECOME	→	BE
INATTENTIVE	→	BAD	IS	→	BE
JERK	→	BAD	PRESENCE	→	BE
LOUSY	→	BAD	WAS	→	BE
MASOCHIST	→	BAD	WERE	→	BE
MASOCHISTIC	→	BAD	WRE	→	BE
NEGATIVE	→	BAD			
NINCOMPOOP	→	BAD	ALCOHOL	→	BEER
NURD	→	BAD	BEER	→	BEER
PERSONAL	→	BAD	BOOZE	→	BEER
PINIHEAD	→	BAD	BRANDY	→	BEER
POOR	→	BAD	GIN	→	BEER
PRY	→	BAD	LIQUOR	→	BEER
RAW	→	BAD	RUM	→	BEER

VODKA	→	BEER	SKIN	→	BODY
WHISKEY	→	BEER	SWALLOW	→	BODY
WINE	→	BEER	THROAT	→	BODY
			TOES	→	BODY
ALREADY	→	BEFOR	BIRTH	→	BORN
BEFORE	→	BEFOR	BIRTHDATE	→	BORN
PREVIOUS	→	BEFOR	BIRTHDAY	→	BORN
PRIOR	→	BEFOR	BORN	→	BORN
			RAISED	→	BORN
BELONG	→	BELON	REARED	→	BORN
BET	→	BET	BOWEL	→	BOWEL
CARDS	→	BET	CONSTIPATE	→	BOWEL
CRAPS	→	BET	NAUSEA	→	BOWEL
DICE	→	BET	STOMACH	→	BOWEL
GAMBLE	→	BET			
LOTTERY	→	BET	BRAIN	→	BRAIN
POKER	→	BET	HEAD	→	BRAIN
ROULETTE	→	BET	MIND	→	BRAIN
PUT YOU DOWN	→	BLAME YOU	BRING	→	BRING
			BROUGHT	→	BRING
ACCUSE	→	BLAME	PUT	→	BRING
ATTACK	→	BLAME	SEND	→	BRING
BLAME	→	BLAME	SENT	→	BRING
CRITICIZE	→	BLAME			
INSULT	→	BLAME	BIRTHPLACE	→	BRTHP
LOOK DOWN	→	BLAME	PLACE OF BIRTH	→	BRTHP
REMARKS	→	BLAME			
SINGLED	→	BLAME	BUG	→	BUG
SLANDER	→	BLAME			
			ADIOS	→	BYE
BLANK	→	BLANK	BYE	→	BYE
DISAPPEAR	→	BLANK	GOODBYE	→	BYE
BLUSH	→	BLUSH	CAGED	→	CAGED
EMBARRASS	→	BLUSH	COMMITTED	→	CAGED
			LOCKED	→	CAGED
			CALL	→	CALL
ARMS	→	BODY			
BACK	→	BODY	AT EASE	→	CALM
BODY	→	BODY	CALM	→	CALM
BREATH	→	BODY	EASE	→	CALM
CHEST	→	BODY	RELAX	→	CALM
FEET	→	BODY	SAFE	→	CALM
FINGERS	→	BODY			
FOOT	→	BODY	CAPITAL	→	CAPIT
HAIR	→	BODY			
HEART	→	BODY	AUTO	→	CAR
LEGS	→	BODY	AUTOMOBILE	→	CAR
MOUTH	→	BODY			
NOSE	→	BODY			
PHYSICAL	→	BODY			

CAR	→	CAR	ARRIVE	→	COME
DRIVE	→	CAR	CAME	→	COME
			COME	→	COME
CAUSE	→	CAUSE	COMFORT	→	COMFO
LEAD	→	CAUSE	CONSOLE	→	COMFO
MEANING	→	CAUSE			
REASON	→	CAUSE	COMMA	→	COMMA
			INDEED	→	COMMA
CHANGE	→	CHANG	COMPUTER	→	COMPU
DIFFERENT	→	CHANG	MACHINE	→	COMPU
			PLUG	→	COMPU
CHEAT	→	CHEAT	PROGRAM	→	COMPU
GYP	→	CHEAT	SIMULATION	→	COMPU
ROB	→	CHEAT			
SWINDLE	→	CHEAT	CONCLUSION	→	CONCL
TRICK	→	CHEAT	DIAGNOSIS	→	CONCL
CHECK	→	CHECK	ASSURED	→	CONF I
SLOW	→	CHECK	CONFIDENT	→	CONF I
			INITIATIVE	→	CONF I
AT THE TOP	→	CHIEF	SUCCESS	→	CONF I
BOSS	→	CHIEF			
CHIEF	→	CHIEF	CONVINCE	→	CONVI
CHIEF IN	→	CHIEF	PERSUADE	→	CONVI
GANGLADER	→	CHIEF			
LEADER	→	CHIEF	AGREEABLE	→	COOPE
			COOPERATE	→	COOPE
CHOMSKY	→	CHMSK	RESPONSIVE	→	COOPE
COLOR GREEN	→	CHMSK			
SLEEP FURIOUS	→	CHMSK	CAN'T	→	COULD NOT
			CANNOT	→	COULD NOT
CITY	→	CITY	CANT	→	COULD NOT
PALO ALTO	→	CITY	WON'T	→	COULD NOT
TOWN	→	CITY	WONT	→	COULD NOT
CLEAR	→	CLEAR	CAN	→	COULD
OBVIOUS	→	CLEAR	COULD	→	COULD
UNDERSTOOD	→	CLEAR	MAY	→	COULD
			MIGHT	→	COULD
COLBY	→	COLBY	MUST	→	COULD
			SHALL	→	COULD
COLLEGE	→	COLLE	SHOULD	→	COULD
			SUPPOSE TO	→	COULD
BLACK	→	COLOR	WILL	→	COULD
COLOR	→	COLOR	WOULD	→	COULD
GREEN	→	COLOR			
RACE	→	COLOR	CRAM	→	CRAM
WHITE	→	COLOR	SHOVE	→	CRAM
			STICK	→	CRAM
ENTER	→	COME IN			
ADMITTED	→	COME			

BERSERK	→	CRAZY		
BIZARRE	→	CRAZY	DAD	→ DAD
CRAZY	→	CRAZY	FAMILY	→ DAD
DELUSION	→	CRAZY	FAMLY	→ DAD
DELUSIONAL	→	CRAZY	FATHER	→ DAD
EMOTIONAL	→	CRAZY	FOLKS	→ DAD
FLIPPED	→	CRAZY	PARENT	→ DAD
HOPELESS CASE	→	CRAZY		
INSANE	→	CRAZY	DATE	→ DATE
LUNATIC	→	CRAZY		
MENTAL	→	CRAZY	DAY	→ DAY
NUT	→	CRAZY	HOUR	→ DAY
NUTTY	→	CRAZY	MINUTE	→ DAY
OFF YOUR ROCKER	→	CRAZY	MONTH	→ DAY
PARANOIA	→	CRAZY	SEASON	→ DAY
PARANOID	→	CRAZY	TIME	→ DAY
PSYCHIATRIC	→	CRAZY	WEEK	→ DAY
PSYCHOSIS	→	CRAZY	YEAR	→ DAY
PSYCHOTIC	→	CRAZY		
SANE	→	CRAZY	DEAD	→ DEATH
SANITY	→	CRAZY	DEATH	→ DEATH
SCHIZOPHRENIA	→	CRAZY	DIE	→ DEATH
SCHIZOPHRENIC	→	CRAZY	DYING	→ DEATH
SCREW LOOSE	→	CRAZY		
SCREWY	→	CRAZY	DEPENDENT	→ DEPEN
SICK	→	CRAZY		
SICKIE	→	CRAZY	DEUTCH	→ DEUTS
YOYO	→	CRAZY	DEUTSCH	→ DEUTS
			FRANCAIS	→ DEUTS
BOOTLEG	→	CRIME		
CON	→	CRIME	DISTRUST	→ DISTR
CONVICTS	→	CRIME	MISTRUST	→ DISTR
CRIME	→	CRIME	SUSPECT	→ DISTR
PROSTITUTE	→	CRIME	WATCH OUT FOR	→ DISTR
RACKET	→	CRIME	YOUR EYE ON	→ DISTR
RACKETEER	→	CRIME		
RINGS	→	CRIME	DIVORCE	→ DIVOR
SMUGGLE	→	CRIME		
SYNDICATE	→	CRIME	COMMIT	→ DO
VICE	→	CRIME	DI	→ DO
WHORE	→	CRIME	DID	→ DO
			DO	→ DO
CRITICAL	→	CRITI	USED TO	→ DO
SUPERIOR	→	CRITI		
BOOKIE	→	CROOK	DOING	→ DOING
BOOKMAKE	→	CROOK	DONE	→ DOING
CROOK	→	CROOK	UP TO	→ DOING
GAMBLERS	→	CROOK		
JOCKEY	→	CROOK	ADDICT	→ DOPER
OPERATOR	→	CROOK	DOPER	→ DOPER
SWINDLER	→	CROOK	JUNKIE	→ DOPER

DOUBT	→	DOUBT	EXPERIENCE	→	EXPER
ANALYST	→	DR	EXPERT	→	EXPRT
DOCTOR	→	DR	BISEXUAL	→	FAG
DR	→	DR	BOYFRIEND	→	FAG
INTERVIEWER	→	DR	FAG	→	FAG
PSYCHIATRIST	→	DR	FAGGOT	→	FAG
SHRINK	→	DR	FAIRY	→	FAG
STAFF	→	DR	GAY	→	FAG
THERAPIST	→	DR	HOMO	→	FAG
DREAM	→	DREAM	HOMOSEXUAL	→	FAG
ALCOHOLIC	→	DRINK	LESBIAN	→	FAG
DRINK	→	DRINK	QUEEN	→	FAG
DRUNK	→	DRINK	TRANSVESTITE	→	FAG
DTS	→	DRINK	FAIR	→	FAIR
HIT THE BOTTLE	→	DRINK	HONEST	→	FAIR
ACID	→	DRUGS	SQUARE	→	FAIR
ADDICTION	→	DRUGS	STRAIGHT	→	FAIR
AMPHETAMINE	→	DRUGS	FAKE	→	FAKE
COCAINE	→	DRUGS	FALSE	→	FAKE
DEXEDRINE	→	DRUGS	FRAUD	→	FAKE
DOPE	→	DRUGS	IMPOSTER	→	FAKE
DRUG	→	DRUGS	AVOID	→	FEAR
GRASS	→	DRUGS	ESCAPE	→	FEAR
GREENIE	→	DRUGS	EVADE	→	FEAR
GREENS	→	DRUGS	FEAR	→	FEAR
HEROIN	→	DRUGS	HIDE	→	FEAR
LSD	→	DRUGS	FEEL	→	FEEL
MARIHUANA	→	DRUGS	FELT	→	FEEL
MARIJUANA	→	DRUGS	ATTITUDE	→	FEELI
NARCOTIC	→	DRUGS	FEELING	→	FEELI
POT	→	DRUGS	JUDGEMENT	→	FEELI
REDS	→	DRUGS	OUTLOOK	→	FEELI
REEFER	→	DRUGS	SENSATION	→	FEELI
SPEED	→	DRUGS	FIGURE	→	FIND
STONED	→	DRUGS	FIND	→	FIND
TRIPS	→	DRUGS	FOUND	→	FIND
DRY	→	DRY	EPISODES	→	FITS
APPETITE	→	EAT	FIT	→	FITS
BREAKFAST	→	EAT	PERIODS	→	FITS
DINNER	→	EAT	SPELLS	→	FITS
EAT	→	EAT	CROOKED	→	FIXED
FOOD	→	EAT			
LUNCH	→	EAT			
MEAL	→	EAT			
MENU	→	EAT			
SUPPER	→	EAT			

DISHONEST	→	FIXED	ATTACHED	→	FRIEN
FIX	→	FIXED	BUDDY	→	FRIEN
ILLEGAL	→	FIXED	CLOSE	→	FRIEN
KID	→	FIXED	FOND	→	FRIEN
LIAR	→	FIXED	FRIEND	→	FRIEN
LIE	→	FIXED	VISITOR	→	FRIEN
LYING	→	FIXED			
TRICKY	→	FIXED	FUSSY	→	FUSSY
UNFAIR	→	FIXED	IMPULSIVE	→	FUSSY
UNJUST	→	FIXED	JEALOUS	→	FUSSY
			JEALOUSY	→	FUSSY
ANIMAL	→	FOBIA	ARREST	→	FUZZ
BUILDINGS	→	FOBIA	BRIBE	→	FUZZ
CROWDS	→	FOBIA	BUST	→	FUZZ
DARK	→	FOBIA	CELL	→	FUZZ
EARTHQUAKES	→	FOBIA	CONVICTED	→	FUZZ
ELEVATORS	→	FOBIA	COP	→	FUZZ
FIRE	→	FOBIA	COURT	→	FUZZ
HEIGHTS	→	FOBIA	DETECTIVE	→	FUZZ
MICE	→	FOBIA	FBI	→	FUZZ
NOISES	→	FOBIA	FUZZ	→	FUZZ
PHOBIA	→	FOBIA	JAIL	→	FUZZ
PLANES	→	FOBIA	LAW	→	FUZZ
SNAKES	→	FOBIA	LAWYER	→	FUZZ
SPACES	→	FOBIA	POLICE	→	FUZZ
SPIDERS	→	FOBIA	POLICEMAN	→	FUZZ
STORMS	→	FOBIA	POLICEMEN	→	FUZZ
TRAFFIC	→	FOBIA	PRISON	→	FUZZ
TRAINS	→	FOBIA	TRIAL	→	FUZZ
WATER	→	FOBIA			
FOLLOW	→	FOLLO	BASEBALL	→	GAMES
MAKE TO	→	FORCE IN	BRIDGE	→	GAMES
			CHESS	→	GAMES
COMPEL	→	FORCE	FOOTBALL	→	GAMES
CONTROL	→	FORCE	GAME	→	GAMES
FORCE	→	FORCE	GOLF	→	GAMES
HEADS	→	FORCE	SPORT	→	GAMES
HYPNOSIS	→	FORCE	TENNIS	→	GAMES
HYPNOTISM	→	FORCE			
HYPNOTIZE	→	FORCE	GET	→	GET
INFLUENCE	→	FORCE	GOT	→	GET
RUN	→	FORCE	RECEIVE	→	GET
CAUGHT	→	FRAME	CHICK	→	GIRL
FRAME	→	FRAME	DATES	→	GIRL
INCRIMINATE	→	FRAME	FEMALE	→	GIRL
TRAP	→	FRAME	GIRL	→	GIRL
			GIRLFRIEND	→	GIRL
FREE	→	FREE	MISS	→	GIRL
SPARE	→	FREE	MRS	→	GIRL

MS	→	GIRL	GUILT	→	GUILT
OPPOSITE SEX	→	GIRL	GUILTY	→	GUILT
PATRICIA	→	GIRL	INFERIOR	→	GUILT
WOMAN	→	GIRL	INFIDELITY	→	GUILT
WOMEN	→	GIRL	UNWORTHY	→	GUILT
GAVE	→	GIVE	BOMB	→	GUN
GIVE	→	GIVE	BULLET	→	GUN
 			GUN	→	GUN
ATTEND	→	GO IN	KNIFE	→	GUN
 			KNIVES	→	GUN
FLOW	→	GO	PISTOL	→	GUN
GO	→	GO	REVOLVER	→	GUN
GONE	→	GO	RIFLE	→	GUN
WENT	→	GO	SHOTGUN	→	GUN
 			WEAPON	→	GUN
CHRIST	→	GOD	HA	→	HA
DEVIL	→	GOD	 		
GOD	→	GOD	FANTASY	→	HALLU
JESUS	→	GOD	HALLUCINATE	→	HALLU
SATAN	→	GOD	IMAGINARY	→	HALLU
 			IMAGINATION	→	HALLU
ATTRACTIVE	→	GOOD	IMAGINING	→	HALLU
BEAUTIFUL	→	GOOD	MESSAGES	→	HALLU
COOL	→	GOOD	MISSION	→	HALLU
CUTE	→	GOOD	NIGHTMARES	→	HALLU
ENJOYABLE	→	GOOD	VISIONS	→	HALLU
EXCITING	→	GOOD	VOICE	→	HALLU
GOOD	→	GOOD	 		
GREAT	→	GOOD	GO ON	→	HAPPE
HANDSOME	→	GOOD	HAPPEN	→	HAPPE
LIKEABLE	→	GOOD	TAKE PLACE	→	HAPPE
LOYABLE	→	GOOD	WORK OUT	→	HAPPE
NICE	→	GOOD	 		
OBSERVANT	→	GOOD	CHEER	→	HAPPY
PERCEPTIVE	→	GOOD	ECSTASY	→	HAPPY
POLITE	→	GOOD	ELATE	→	HAPPY
RATIONAL	→	GOOD	EUPHORIA	→	HAPPY
REASONABLE	→	GOOD	EXALTATION	→	HAPPY
SATISFACTORY	→	GOOD	EXALTED	→	HAPPY
SINCERE	→	GOOD	EXCITED	→	HAPPY
STRONG	→	GOOD	EXHILARATED	→	HAPPY
UNDERSTANDING	→	GOOD	EXPANSIVE	→	HAPPY
WORTH WHILE	→	GOOD	GLAD	→	HAPPY
WORTHWHILE	→	GOOD	HAPPY	→	HAPPY
 			LAUGHING	→	HAPPY
GOVERNOR	→	GOVERN	OPTIMISTIC	→	HAPPY
REAGAN	→	GOVERN	PLEASED	→	HAPPY
 			PROUD	→	HAPPY
GET ALONG	→	GTLNG	SATISFIED	→	HAPPY
FAILURE	→	GUILT			

BEAT → HARM  
 GET EVEN → HARM  
 GET EVEN WITH → HARM  
 HARM → HARM  
 HIT → HARM  
 HURT → HARM  
 INJURE → HARM  
 POKE → HARM  
 POUND → HARM  
 SLUG → HARM  
 SMASH → HARM

AGAINST YOU → HATE YOU

DISLIKE → HATE  
 GRUDGE → HATE  
 HATE → HATE  
 HAVE IT IN FOR → HATE

LACK → HAVE NOT

HAD → HAVE  
 HAS → HAVE  
 HAVE → HAVE

ALOHA → HELLO  
 ELLO → HELLO  
 GREETINGS → HELLO  
 HELLO → HELLO  
 HI → HELLO  
 HOW DO YOU DO → HELLO

AID → HELP  
 ASSIST → HELP  
 ASSISTANCE → HELP  
 HELP → HELP  
 IEP → HELP  
 SUPPORT → HELP

ACTIVE → HOBBY  
 AMUSEMENT → HOBBY  
 CLUBS → HOBBY  
 DANCE → HOBBY  
 ENJOYMENT → HOBBY  
 ENTERTAIN → HOBBY  
 EXCITEMENT → HOBBY  
 EXERCISE → HOBBY  
 FUN → HOBBY  
 HOBBY → HOBBY  
 LEISURE → HOBBY  
 ORGANIZATIONS → HOBBY  
 PLEASURE → HOBBY

RECREATION → HOBBY  
 RELAXATION → HOBBY

HELD → HOLD  
 HOLD → HOLD  
 KEEP → HOLD  
 KEPT → HOLD

HOME → HOME  
 HOMETOWN → HOME  
 NEIGHBORHOOD → HOME  
 NEIGHBORS → HOME  
 SAN JOSE → HOME

BUM → HOOD  
 CRIMINAL → HOOD  
 GANGLAND → HOOD  
 GANGSTER → HOOD  
 HENCHMAN → HOOD  
 HENCHMEN → HOOD  
 HOOD → HOOD  
 HOODLUM → HOOD  
 MOB → HOOD  
 MOBSTER → HOOD  
 ORGANIZATION → HOOD  
 ROBBER → HOOD  
 SOLDIER → HOOD  
 THEFT → HOOD  
 THIEF → HOOD  
 THIEVES → HOOD  
 THUG → HOOD  
 UNDERWORLD → HOOD

DEVIATE → HORNY  
 HORNY → HORNY  
 IMPOTENT → HORNY  
 LECHER → HORNY  
 LOVER → HORNY  
 MASTURBATE → HORNY  
 ORGASM → HORNY  
 PENIS → HORNY  
 PERVERT → HORNY  
 PORNOGRAPHY → HORNY  
 SEX LIFE → HORNY  
 SEXLIFE → HORNY  
 SEXUAL → HORNY  
 VD → HORNY  
 VIRGIN → HORNY

HORSE → HORSE  
 NAG → HORSE  
 PONY → HORSE

HOW'S	→	HOW BE	REMEMBERING	→	IDEAS
HOWS	→	HOW BE	THINKING	→	IDEAS
			THOUGHTS	→	IDEAS
HOW	→	HOW	AFTER WORK	→	IN HOBBY
WHAT WAY	→	HOW			
			HERE	→	IN WARD
BREATHE	→	HUMAN	ABOUT	→	IN
HUMAN	→	HUMAN	ABOVE	→	IN
PERSON	→	HUMAN	AFTER	→	IN
PERSONALITY	→	HUMAN	AGAINST	→	IN
			ALONG	→	IN
HOW LONG	→	HWLNG	AMID	→	IN
SINCE WHEN	→	HWLNG	AMIDST	→	IN
			AROUND	→	IN
HOW MANY TIMES	→	HWMCH	AS	→	IN
HOW MUCH	→	HWMCH	AT	→	IN
HOW OFTEN	→	HWMCH	AWAY	→	IN
			BEHIND	→	IN
HOW MANY	→	HWMNY	BELOW	→	IN
			BESIDE	→	IN
AGITATED	→	HYPER	BY	→	IN
EXCITABLE	→	HYPER	CONCERNING	→	IN
HIGHSTRUNG	→	HYPER	DOWN	→	IN
HYPER	→	HYPER	DURING	→	IN
JITTERY	→	HYPER	EXCEPT	→	IN
KEYED	→	HYPER	FOR	→	IN
RESTLESS	→	HYPER	FROM	→	IN
STRAIN	→	HYPER	IN	→	IN
STRUNG	→	HYPER	INSIDE	→	IN
TENSE	→	HYPER	INTO	→	IN
TREMBLE	→	HYPER	NEAR	→	IN
			OF	→	IN
I'M	→	I BE	OFF	→	IN
IM	→	I BE	ON.	→	IN
			OPPOSITE	→	IN
ID	→	I COULD	OUT	→	IN
			OUTSIDE	→	IN
I	→	I	OVER	→	IN
MINE	→	I	PAST	→	IN
MY	→	I	THROUGH	→	IN
			TO	→	IN
IDEA	→	IDEA	TOWARD	→	IN
			UNDER	→	IN
CONCENTRATE	→	IDEAS	UNDERNEATH	→	IN
DAYDREAM	→	IDEAS	UP	→	IN
DECIDING	→	IDEAS	UPON	→	IN
DECISION	→	IDEAS	WITH	→	IN
FORGET	→	IDEAS	WITHIN	→	IN
IDEAS	→	IDEAS	WITHOUT	→	IN
IMPULSES	→	IDEAS			
MEMORY	→	IDEAS			

CURIOUS	→	INTER	CONTRACT	→	KILL
INTEREST	→	INTER	CRUSH	→	KILL
NEW	→	INTER	DESTROY	→	KILL
			DO AWAY WITH	→	KILL
INTELLIGENCE	→	IQ	DOING AWAY WITH	→	KILL
IQ	→	IQ	FATAL	→	KILL
IT'S	→	IT BE	GET RID OF	→	KILL
ITS	→	IT BE	HOMICIDAL	→	KILL
ANYTHING	→	IT	KILL	→	KILL
BIT	→	IT	MURDER	→	KILL
EVERYTHING	→	IT	MURDEROUS	→	KILL
IT	→	IT	OUT TO GET	→	KILL
SOMETHING	→	IT	POISON	→	KILL
THESE	→	IT	SHOOT	→	KILL
THING	→	IT	SHOT	→	KILL
THIS'	→	IT	STAB	→	KILL
			STRANGLE	→	KILL
			VIOLENCE	→	KILL
			VIOLENT	→	KILL
FOREIGNER	→	ITALY	HIT MAN	→	KILLE
IMMIGRANT	→	ITALY	KILLER	→	KILLE
ITALIAN	→	ITALY	MURDERER	→	KILLE
ITALY	→	ITALY	TORPEDO	→	KILLE
MEXICAN	→	ITALY			
ROMAN	→	ITALY	HAVE ON	→	KNOW IN
ROME	→	ITALY			
SICILIAN	→	ITALY	ACQUAINT	→	KNOW
SICILY	→	ITALY	AWARE	→	KNOW
			KEEP TRACK	→	KNOW
CATHOLIC	→	JEW	KNOW	→	KNOW
JEW	→	JEW	KNOWN	→	KNOW
PROTESTANT	→	JEW	KNW	→	KNOW
			MEET	→	KNOW
A LIVING	→	JOB	REALIZE	→	KNOW
BUSINESS	→	JOB	RECALL	→	KNOW
CAREER	→	JOB	REMEBER	→	KNOW
COWORKER	→	JOB	REMEMBER	→	KNOW
EMPLOY	→	JOB			
JOB,	→	JOB	LAUGH	→	LAUGH
OCCUPATION	→	JOB	MAKE FUN	→	LAUGH
POSITION	→	JOB	POKE FUN	→	LAUGH
PROFESSION	→	JOB	RIDICULE	→	LAUGH
SEARS	→	JOB			
WORK	→	JOB	DISCHARGE	→	LEAVE
YOUR LIVING	→	JOB	GET OFF	→	LEAVE
			GET OUT	→	LEAVE
AFTER YOU PD	→	KILL YOU	GO AWAY	→	LEAVE
RUB YOU OUT	→	KILL YOU	GO HOME	→	LEAVE
			GO OUT	→	LEAVE
BLOOD	→	KILL	LEAVE	→	LEAVE
BLOODY	→	KILL	RELEASE	→	LEAVE

LET S	→	LET WE	BOY	→	MALE
LETS	→	LET WE	GUY	→	MALE
			MALE	→	MALE
ALLOW	→	LET	MAN	→	MALE
LET	→	LET	MEN	→	MALE
			MR	→	MALE
ALIVE	→	LIFE	ON MY NERVE	→	THE NERVE
FUTURE	→	LIFE			
LIFE	→	LIFE	ME	→	THE
LIVE	→	LIFE	MYSELF	→	THE
LIVING	→	LIFE			
ADMIRE	→	LIKE	MEAN	→	MEAN
ATTRACT	→	LIKE	MEANT	→	MEAN
CARE	→	LIKE	MISTREAT	→	MISTR
COMPLEMENT	→	LIKE	TAKE ADVANTAGE OF	→	MISTR
DIG	→	LIKE			
ENJOY	→	LIKE	MISUNDERSTAND	→	MISUN
FAVORITE	→	LIKE	MISUNDERSTOOD	→	MISUN
LIKE	→	LIKE			
LOVE	→	LIKE	MOM	→	MOM
PLAY	→	LIKE	MOTHER	→	MOM
PREFER	→	LIKE			
RATHER	→	LIKE	BANK	→	MONEY
			BILL	→	MONEY
LONG	→	LONG	BUNDLE	→	MONEY
			DIME	→	MONEY
LOOK	→	LOOK	DOLLAR	→	MONEY
NOTICE	→	LOOK	DOUGH	→	MONEY
STARE	→	LOOK	FINANCES	→	MONEY
			FINANCIAL	→	MONEY
APPEARANCE	→	LOOKS	LOAN	→	MONEY
LOOKS	→	LOOKS	MONEY	→	NEY
SHOES	→	LOOKS	NICKEL	→	NEY
WEARS	→	LOOKS	PAYROLL	→	MONEY
			PENNY	→	MONEY
GAMBLER	→	LUCKY	POVERTY	→	MONEY
LUCK	→	LUCKY	RICH	→	MONEY
LUCKY	→	LUCKY	TAXES	→	MONEY
UNLUCKY	→	LUCKY	WINNINGS	→	MONEY
WINNER	→	LUCKY			
			FILM	→	MOVIE
COSA NOSTRA	→	MAFIA	GOD FATHER	→	MOVIE
MAFIA	→	MAFIA	GODFATHER	→	MOVIE
MAFIOSI	→	MAFIA	MOVIE	→	MOVIE
MADE	→	MAKE	MUSIC	→	MUSIC
MAKE	→	MAKE	ROCK	→	MUSIC
			NAE	→	NAME

NAME	→	NAME	OUTSIDE YOURSELF	→	ODD
DISAGREEABLE	→	NASTY	PECULIAR	→	ODD
NASTY	→	NASTY	QUEER	→	ODD
SNOTTY	→	NASTY	STRANGE	→	ODD
UNFRIENDLY	→	NASTY	THIS WAY	→	ODD
UNKIND	→	NASTY	UNNATURAL	→	ODD
UNPLEASANT	→	NASTY	UNREAL	→	ODD
			UNUSUAL	→	ODD
NECESSARY	→	NEED	ODOR	→	ODOR
NEED	→	NEED	SMELLS	→	ODOR
			TASTES	→	ODOR
NERY	→	NERVE	ALWAYS	→	OFTEN
NERVE	→	NERVE	FREQUENT	→	OFTEN
NERVOUS	→	NERVE	OFTEN	→	OFTEN
			RECUR	→	OFTEN
EVENT	→	NEWS	OLD	→	OLD
NEWS	→	NEWS			
NEWSPAPER	→	NEWS	EVASIVE	→	ORNER
PAPERS	→	NEWS	DRNERY	→	ORNER
			STUBBORN	→	ORNER
NIGHT	→	NIGHT	UNCOOPERATIVE	→	ORNER
			UNRESPONSIVE	→	ORNER
UNABLE	→	NOT ABLE			
			ANOTHER	→	OTHER
NOTHING	→	NOT IT	ELSE	→	OTHER
			INSTEAD	→	OTHER
HARDLY	→	NOT	OTHER	→	OTHER
NEITHER	→	NOT			
NEVER	→	NOT	OWE	→	OWE
NO	→	NOT			
NONE	→	NOT	ACCIDENT	→	PAINS
NOT	→	NOT	ACHE	→	PAINS
POSING AS	→	NOT	CONDITION	→	PAINS
			CONVULSION	→	PAINS
NUMBER	→	NUMBR	COUGH	→	PAINS
NUMBR	→	NUMBR	DISEASE	→	PAINS
TWO	→	NUMBR	DIZZY	→	PAINS
			ENERGY	→	PAINS
NURSE	→	NURSE	FAIN	→	PAINS
			HEADACHE	→	PAINS
BACKWARD	→	ODD	HEALTH	→	PAINS
BIG	→	ODD	HOT AND COLD	→	PAINS
DISSOLVED	→	ODD	ILL	→	PAINS
MASCINATING	→	ODD	LUMP	→	PAINS
FUNNY	→	ODD	NUMB	→	PAINS
HIPPIE	→	ODD	OPERATION	→	PAINS
HIPPY	→	ODD	PAIN	→	PAINS
KINKY	→	ODD	SHAKY	→	PAINS
LIKE THIS	→	ODD	SICKNESS	→	PAINS
ODD	→	ODD			
OUT OF THE WAY	→	ODD			

SLOW DOWN	→	PAINS	IMPORTANT	→	POINT
TINGLE	→	PAINS	POINT	→	POINT
TIRE	→	PAINS			
WEAK	→	PAINS	DEMOCRAT	→	POLIT
			POLITICAL	→	POLIT
PAT	→	PAT	POLITICS	→	POLIT
PATRICK	→	PAT	REPUBLICAN	→	POLIT
SMITH	→	PAT	VOTE	→	POLIT
			WATERGATE	→	POLIT
HOSPITALIZED	→	PATIE			
OTHERS	→	PATIE	POSSIBLE	→	POSSI
PATIENT.	→	PATIE			
			ATHEIST	→	PRAY
EARN	→	PAY	BIBLE	→	PRAY
PAID	→	PAY	CHURCH	→	PRAY
PAY	→	PAY	HEAVEN	→	PRAY
SALARY	→	PAY	HEREAFTER	→	PRAY
			LIFE AFTER DEATH	→	PRAY
ANYBODY	→	PEOPL	PRAY	→	PRAY
ANYONE	→	PEOPL	RELIGION	→	PRAY
EVERYBODY	→	PEOPL	RELIGIOUS	→	PRAY
EVERYONE	→	PEOPL	SUPERNATURAL	→	PRAY
MEMBER	→	PEOPL			
NOBODY	→	PEOPL	NIXON	→	PRES
ONE	→	PEOPL	PRESIDENT	→	PRES
PARTIES	→	PEOPL	WHITE HOUSE	→	PRES
PEOPLE	→	PEOPL			
SOCIETY	→	PEOPL	EVIDENCE	→	PROOF
SOMEBODY	→	PEOPL	PROOF	→	PROOF
SOMEONE	→	PEOPL			
WORD	→	PEOPL	CONFUSE	→	PUZZL
			PUZZLE	→	PUZZL
PICK	→	PICK			
			BAY MEADOWS	→	RACES
MEDICATION	→	PILLS	HORSERACE	→	RACES
MEDICINE	→	PILLS	RACES	→	RACES
PILLS	→	PILLS	RACETRACK	→	RACES
SEDATIVE	→	PILLS	RACING	→	RACES
THERAPY	→	PILLS	SWEEPSTAKES	→	RACES
THORAZINE	→	PILLS	TRACK	→	RACES
TREATMENT	→	PILLS			
			BOOK	→	READ
ANYWHERE	→	PLACE	READ	→	READ
PLACE	→	PLACE			
			AVERAGE	→	REAL
AMBITION	→	PLANS	EXIST	→	REAL
PLANS	→	PLANS	FAMILIAR	→	REAL
			NATURAL	→	REAL
MINUS	→	PLUS	NORMAL	→	REAL
PLUS	→	PLUS	REAL	→	REAL
TIMES	→	PLUS	REGULAR	→	REAL
			SAME	→	REAL

ANSWER	→	REPLY	SAY	→	SAY
REPLY	→	REPLY	FRIGHTEN	→	SCARE
RESPOND	→	REPLY	SCARE	→	SCARE
YES OR NO	→	REPLY	THREATEN	→	SCARE
CERTAIN	→	RIGHT	EDUCATION	→	SCHOO
CORRECT	→	RIGHT	GRAD	→	SCHOO
OF COURSE	→	RIGHT	GRADE	→	SCHOO
RIGHT	→	RIGHT	GRADUATE	→	SCHOO
SERIOUS	→	RIGHT	HIGH SCHOOL	→	SCHOO
SURE	→	RIGHT	SCHOOL	→	SCHOO
TRUE	→	RIGHT	STUDENT	→	SCHOO
YEAH	→	RIGHT	BALL	→	SCREW
YEP	→	RIGHT	BLOW JOB	→	SCREW
YES	→	RIGHT	INTERCOURSE	→	SCREW
ROOM	→	ROOM	MAKE LOVE	→	SCREW
S	→	S	SCREW	→	SCREW
BLOCKED	→	SAD	SECRET	→	SECRE
BLIE	→	SAD	NOTICED	→	SEE
CRY	→	SAD	SEE	→	SEE
DEJECTED	→	SAD	SEEN	→	SEE
DEPRESS	→	SAD	ACT	→	SEEM
DESPAIR	→	SAD	APPEAR	→	SEEM
DISAPPOINT	→	SAD	BEHAVE	→	SEEM
DISCOURAGE	→	SAD	SEEM	→	SEEM
DISSATISFY	→	SAD	SOUND	→	SEEM
DOWN IN THE DUMPS	→	SAD	APPEARS	→	SEEMS
DOWNHEARTED	→	SAD	SEEMS	→	SEEMS
DOWN	→	SAD	SOUNDS	→	SEEMS
FRUSTRATE	→	SAD	SENSE	→	SENSE
GLUMY	→	SAD	GENDER	→	SEX
HOPELESS	→	SAD	SEX	→	SEX
INSECURE	→	SAD	ASS	→	SHIT
LOW	→	SAD	ASSHOLE	→	SHIT
MELANCHOLY	→	SAD	BASTARD	→	SHIT
MOOD	→	SAD	BITCH	→	SHIT
PESSIMISTIC	→	SAD	BULLSHIT	→	SHIT
PESSIMISTIC	→	SAD	COCK	→	SHIT
SAD	→	SAD	CRAP	→	SHIT
SPIRITS	→	SAD	DROP HEAD	→	SHIT
UNHAPPY	→	SAD	DUNG	→	SHIT
UPS AND DOWNS	→	SAD	FUCK	→	SHIT
WORSE	→	SAD	GODDAMN	→	SHIT
SARCASTIC	→	SARCA			
SERIOUSLY	→	SARCA			
SAID	→	SAY			

HELL	→	SHIT	SMART	→	SMART
LEAK	→	SHIT	WISE	→	SMART
MOTHERFUCKER	→	SHIT			
MY SHORTS	→	SHIT	SMOKE	→	SMOKE
PISS	→	SHIT			
SHIT	→	SHIT	SOLUTION	→	SOLUT
SON OF A BITCH	→	SHIT	WAY OUT	→	SOLUT
SONOFABITCH	→	SHIT			
SUCK	→	SHIT	APOLAGIZE	→	SORRY
TURD	→	SHIT	APOLOGIZE	→	SORRY
UP YOURS	→	SHIT	SORRY	→	SORRY
WISE ASS	→	SHIT	SYMPATHIZE	→	SORRY
ELECTRIC	→	SHOCK	CLARIFY	→	SPECI
RADICAL	→	SHOCK	ELABORATE	→	SPECI
SHOCK	→	SHOCK	ESPECIALLY	→	SPECI
			EXACTLY	→	SPECI
CONSCIOUS	→	SHY	EXAMPLE	→	SPECI
EMBARRASSED	→	SHY	IN PARTICULAR	→	SPECI
QUIET	→	SHY	PARTICULAR	→	SPECI
RESERVED	→	SHY	PRECISE	→	SPECI
SHY	→	SHY	SPECIAL	→	SPECI
TALKATIVE	→	SHY	SPECIFIC	→	SPECI
SIE	→	SIE	SPELL	→	SPELL
VOUS	→	SIE			
			PARLEZ	→	SPREC
BROTHER	→	SISTE	SPRECIEN	→	SPREC
ONLY CHILD	→	SISTE			
SIBLING	→	SISTE	CONSPIRACY	→	SPY
SISTER	→	SISTE	CROSS	→	SPY
			DOUBLECROSS	→	SPY
SITUATION	→	SITUA	EAVESDROP	→	SPY
STATUS	→	SITUA	ENEMY	→	SPY
			FINK	→	SPY
ASLEEP	→	SLEEP	KEEP TAB	→	SPY
DED	→	SLEEP	KIDNAP	→	SPY
GET UP	→	SLEEP	MICROPHONE	→	SPY
INSOMNIA	→	SLEEP	PERSECUTE	→	SPY
SLEEP	→	SLEEP	PLOT	→	SPY
SLEPT	→	SLEEP	PURSUE	→	SPY
WAKE	→	SLEEP	SECRETLY	→	SPY
			SPY	→	SPY
BRIGHT	→	SMART	SQUEAL	→	SPY
BRILLIANT	→	SMART	STOOLIE	→	SPY
CLEVER	→	SMART	STOOLPIGEON	→	SPY
EDUCATED	→	SMART	TAP	→	SPY
INTELLEGENT	→	SMART	VICTIM	→	SPY
INTELLIGENT	→	SMART	WATCHER	→	SPY
LOGICAL	→	SMART	WIRETAP	→	SPY
SENSIBLE	→	SMART			
SHARP	→	SMART	BEGIN	→	STAR1

FIRST	→	START	TEA	→	TEA
START	→	START			
CALIFORNIA	→	STATE	ADVISE	→	TELL
STATE	→	STATE	CONTACT	→	TELL
REMAIN	→	STAY	CONTINUE	→	TELL
STAY	→	STAY	CONVERSATION	→	TELL
END	→	STOP	DISCUSS	→	TELL
GIVE IT UP	→	STOP	EXPLAIN	→	TELL
GIVE UP	→	STOP	GO AHEAD	→	TELL
QUIT	→	STOP	INTERVIEW	→	TELL
STOP	→	STOP	MENTION	→	TELL
			MOVE ON	→	TELL
			SPEAK	→	TELL
			SPOKE	→	TELL
			TALK	→	TELL
STORY	→	STORY	TEACH	→	TELL
STRANGER	→	STRAN	TELL	→	TELL
AUTHORITATIVE	→	STRIC	TESTIFY	→	TELL
DOMINATING	→	STRIC	TOLD	→	TELL
OVERSOLICITOUS	→	STRIC	WHISPER	→	TELL
PERMISSIVE	→	STRIC			
STRICT	→	STRIC	THANK	→	THANK
SUICIDAL	→	SUICI	THAT'S	→	THAT BE
SUICIDE	→	SUICI	THATS	→	THAT BE
TAKE YOUR OWN LIFE	→	SUICI			
WORTH LIVING	→	SUICI	THAT	→	THAT
MISTRUSTFUL	→	SUSPI	THERE	→	THERE
MISTRUSTING	→	SUSPI			
ON YOUR GUARD	→	SUSPI	HE	→	THEY
SUSPICION	→	SUSPI	HER	→	THEY
SUSPICIOUS	→	SUSPI	HIM	→	THEY
			HIS	→	THEY
			SHE	→	THEY
			THEIR	→	THEY
			THEM	→	THEY
			THEY	→	THEY
TAKE	→	TAKE			
USE	→	TAKE	ASSUME	→	THINK
USED	→	TAKE	BELIEVE	→	THINK
USING	→	TAKE	CONSIDER	→	THINK
			GATHER	→	THINK
HEIGHT	→	TALL	GUESS	→	THINK
HIGH	→	TALL	HAVE THE IDEA	→	THINK
TALL	→	TALL	HOPE	→	THINK
			IMAGINE	→	THINK
HEAR	→	TASTE	SUPPOSE	→	THINK
HEARD	→	TASTE	THINK	→	THINK
SMELL	→	TASTE	THOUGHT	→	THINK
TASTE	→	TASTE	WONDER	→	THINK
VISION	→	TASTE			
COFFEE	→	TEA			

AFTERNOON	→	TODAY	USA	→	USA
EVENING	→	TODAY			
MORNING	→	TODAY	VA	→	VA
TODAY	→	TODAY			
TONIGHT	→	TODAY	AGNEW	→	VEEP
TONITE	→	TODAY	VEEP	→	VEEP
			VICE PRESIDENT	→	VEEP
TOMORROW	→	TOMOR			
			STATIONED	→	VET
SUBJECT	→	TOPIC	<u>VET</u>	→	<u>VET</u>
TOPIC	→	TOPIC	VETERAN	→	VET
AWFUL	→	TOUGH	VISIT	→	VISIT
TOO BAD	→	TOUGH			
TOUGH	→	TOUGH	VOLUNTARY	→	VOLUN
DEAL	→	TREAT	ATTEMPT	→	WANT
TREAT	→	TREAT	DECIDE	→	WANT
			EXPECT	→	WANT
CONFIDE	→	TRUST	INTEND	→	WANT
JOIN	→	TRUST	LOOK FOR	→	WANT
SHARE	→	TRUST	UGHT	→	WANT
TRUST	→	TRUST	PLAN	→	WANT
			READY	→	WANT
BROADCAST	→	TV	SEEK	→	WANT
ELECTRICITY	→	TV	SUGGEST	→	WANT
RADIO	→	TV	TRY	→	WANT
RAYS	→	TV	WANT	→	WANT
SHOW	→	TV	WILLING	→	WANT
TELEVISION	→	TV	WISH	→	WANT
TRANSMITTED	→	TV	WOULD LIKE	→	WANT
TV	→	TV			
			HOSPITAL	→	WARD
UNCLE	→	UNCLE	HOSPITALIZATION	→	WARD
			HOSPIYAL	→	WARD
KEEP UP WITH	→	UNDRS	WARD	→	WARD
UNDERSTAND	→	UNDRS			
			AFRAID	→	WARY
BOTHER	→	UPSET	ANXIETY	→	WARY
COMPLAINT	→	UPSET	ANXIOUS	→	WARY
DIFFICULTY	→	UPSET	AVOIDING	→	WARY
DISTURB	→	UPSET	EVADING	→	WARY
GO TO PIECE	→	UPSET	FEARFUL	→	WARY
MATTER	→	UPSET	FRIGHTENED	→	WARY
PROBLEM	→	UPSET	HIDING	→	WARY
TROUBLE	→	UPSET	IN DANGER	→	WARY
TROUBLESOME	→	UPSET	PREOCCUPIED	→	WARY
UNCONTROLLABLE	→	UPSET	SCARED	→	WARY
UPSET	→	UPSET	THREAT	→	WARY
			THREATENED	→	WARY
AMERICA	→	USA	UNCOMFORTABLE	→	WARY
UNITED STATE	→	USA	UNEASY	→	WARY

WARY	→	WARY	WHO'S	→	WHO BE
OBSERVED	→	WATCH	WHO	→	WHO
WATCH	→	WATCH	WHOM	→	WHO
BATHROOM	→	WC	HOW COME	→	WHY
THE JOHN	→	WC	WHAT FOR	→	WHY
WC	→	WC	WHAT REASON	→	WHY
			WHY)	→	WHY
OUR	→	WE	BACHELOR	→	WIFE
US	→	WE	CHILDREN	→	WIFE
WE	→	WE	ENGAGED	→	WIFE
CLIMATE	→	WEATH	MARITAL	→	WIFE
WEATHER	→	WEATH	MARRIAGE	→	WIFE
WEBER	→	WEBER	MARRIED	→	WIFE
			SINGLE	→	WIFE
BUILD	→	WEIGH	WIFE	→	WIFE
WEIGH	→	WEIGH	BORROW	→	WIN
WEIGHT	→	WEIGH	BUY	→	WIN
			COST	→	WIN
ALL RIGHT	→	WELL	GAIN	→	WIN
ALRIGHT	→	WELL	LEND	→	WIN
BEST	→	WELL	LOSE	→	WIN
BETTER	→	WELL	LOST	→	WIN
CURED	→	WELL	MISSING	→	WIN
HEALTHY	→	WELL	WIN	→	WIN
OK	→	WELL	WON	→	WIN
WELL	→	WELL			
			WORD	→	WORD
MAY I HAVE	→	WHAT BE	ANXIETIES	→	WORRY
WHAT'S	→	WHAT BE	BROOD	→	WORRY
WHAT'S	→	WHAT BE	CONCERN	→	WORRY
WHAT'S	→	WHAT BE	DESPERATE	→	WORRY
WHADYA	→	WHAT DO YOU	FEARS	→	WORRY
			STEW	→	WORRY
I BEG YOUR PARDON	→	WHAT	TENSIONS	→	WORRY
WAT	→	WHAT	ULCER	→	WORRY
WHAT	→	WHAT	WORRY	→	WORRY
WHATEVER	→	WHAT			
WHICH	→	WHAT	IN ERROR	→	WRONG
WHOSE	→	WHAT	INCORRECT	→	WRONG
			KIDDING	→	WRONG
HOW LONG AGO	→	WHEN	MISTAKE	→	WRONG
WHAT TIMES	→	WHEN	UNCERTAIN	→	WRONG
WHEN	→	WHEN	UNSURE	→	WRONG
WHENEVER	→	WHEN	WRONG	→	WRONG
WHERE	→	WHERE	WEEKEND	→	YESTE
			YESTERDAY	→	YESTE.

YOU'RE	→	YOU BE	YOU	→	YOU
ARNOLD	→	YOU DAD	YOU	→	YOU
YOU'VE	→	YOU HAVE	YOU HAPPEN TO	→	YOU
BE YOU FROM	→	YOU HOME	YOUR	→	YOU
YOU MIND	→	YOU LIKE	YOURSELF	→	YOU
BETTY	→	YOU MOM	YPU	→	YOU
YOURS	→	YOU NAME	YUU	→	YOU
ON YOUR NERVE	→	YOU NERVE	BABY	→	YOUTH
			CHILD	→	YOUTH
			CHILDHOOD	→	YOUTH
			SON	→	YOUTH
			YOUTH	→	YOUTH

## APPENDIX 3.

The simple patterns are on the left. The numbers on the right represent pointers to response functions.

BE THERE IT	→	λ0010
COULD YOU LIKE GIVE ME	→	λ0010
COULD YOU TELL ME	→	λ0010
I BE INTER	→	λ0010
TELL	→	λ0010
TELL ME	→	λ0010
TELL ME IT	→	λ0010
WHAT BE THERE	→	λ0010
WHAT COULD YOU TELL	→	λ0010
WHAT ELSE COULD YOU TELL ME	→	λ0010
WHAT HAPPÉ	→	λ0010
YOU COULD TELL ME	→	λ0010
YOU KNOW IT	→	λ0010
YOU LIKE TELL ME	→	λ0010
YOU TELL	→	λ0010
HOW COULD YOU BE RIGHT	→	λ0020
HOW COULD YOU KNOW	→	λ0020
HOW COULD YOU TELL	→	λ0020
HOW YOU FIND	→	λ0020
HOW YOU IT	→	λ0020
HOW YOU KNOW	→	λ0020
HOW YOU KNOW IT	→	λ0020
HOW YOU MEAN	→	λ0020
THAT COULD MEAN	→	λ0020
WHAT MAKE YOU SAY	→	λ0020
WHAT MAKE YOU THINK	→	λ0020
WHY YOU ASK	↳	λ0020
WHY YOU FEEL	→	λ0020
WHY YOU SAY	→	λ0020
WHY YOU THINK	→	λ0020
YOU MEAN	→	λ0020
BE HAPPÉ	→	λ0021
BE SPECI	→	λ0021
COULD YOU GIVE ME PROOF	→	λ0021
COULD YOU SPECI	→	λ0021
COULD YOU TELL	→	λ0021
GIVE ME PROOF	→	λ0021
IN PROOF	→	λ0021
WHAT BE HAPPÉ	→	λ0021
WHAT YOU BE GET	→	λ0021
WHAT YOU BE SAY	→	λ0021
WHAT YOU MEAN	→	λ0021
WHAT YOU SAY	→	λ0021
WHAT YOU TELL ME	→	λ0021
YOU BE SPECI	→	λ0021
YOU SPECI	→	λ0021
WHAT BE CAUSE	→	λ0030
WHAT CAUSE IT	→	λ0030
WHY	→	λ0030
WHY BE	→	λ0030
WHY BE IT NEED	→	λ0030
WHY COULD PEOP	→	λ0030

HOW	→	λ0031
HOW IT HAPPE	→	λ0031
HOW YOU	→	λ0031
WHAT HOME	→	λ0032
WHERE	→	λ0032
WHERE IT HAPPE	→	λ0032
WHERE YOU GO	→	λ0032
HOWLNG IT BE	→	λ0033
WHEN	→	λ0033
WHEN BE IT	→	λ0033
WHEN IT BE	→	λ0033
WHEN IT HAPPE	→	λ0033
WHEN YOU GO	→	λ0033
YOU SPECI DAY	→	λ0033
HOWLNG	→	λ0034
HOWLNG YOU BE	→	λ0034
HOWLNG YOU BE DOING	→	λ0034
HOWMNY DAY	→	λ0034
IN LONG	→	λ0034
COULD YOU GIVE ME NAME	→	λ0035
COULD YOU TELL ME IT BE NAME	→	λ0035
COULD YOU TELL ME NAME	→	λ0035
PEOPL SPECI	→	λ0035
SPECI PEOPL	→	λ0035
TELL ME NAME	→	λ0035
WHAT BE IT HE NAME	→	λ0035
WHAT BE NAME	→	λ0035
WHAT PATIE	→	λ0035
WHAT PATIE YOU MEAN	→	λ0035
WHAT PEOPL	→	λ0035
WHAT PEOPL BE	→	λ0035
WHAT PEOPL IT	→	λ0035
WHO	→	λ0035
WHO BE	→	λ0035
WHO BE IT	→	λ0035
WHO BE IT PEOPL	→	λ0035
WHO BE PEOPL	→	λ0035
WHO COME	→	λ0035
WHO KNOW YOU	→	λ0035
WHO WANT	→	λ0035
WHO YOU THINK	→	λ0035
YOU KNOW IT BE NAME	→	λ0035
YOU PEOPL	→	λ0035
WHAT	→	λ0036
WHAT BE IT	→	λ0036
WHAT FEEL	→	λ0036
WHAT IT BE	→	λ0036
HOW YOU REPLY	→	λ0037
WHAT BE YOU GO	→	λ0037
WHAT COULD YOU	→	λ0037
WHAT YOU	→	λ0037
WHAT YOU COULD	→	λ0037
YOU GO	→	λ0037
YOU IT	→	λ0037
BE PEOPL	→	λ0038
BE PEOPL WANT	→	λ0038
BE THERE PEOPL	→	λ0038

PEOPL	→	λ0038
PEOPL BE WANT	→	λ0038
PEOPL BET	→	λ0038
PEOPL IT	→	λ0038
PEOPL WANT	→	λ0038
WANT BE FORCE	→	λ0038
WHAT IT PEOPL	→	λ0038
GOOD DAY	→	λ0042
HELLO	→	λ0042
BYE	→	λ0045
HOW BE GO	→	λ0047
HOW BE IT	→	λ0047
HOW BE YOU	→	λ0047
HOW BE YOU FEEL	→	λ0047
HOW BE YOU IT DAY	→	λ0047
HOW IT BE	→	λ0047
HOW YOU BE	→	λ0047
HOW YOU BE DOING	→	λ0047
YOU GOOD DAY	→	λ0047
HOW IT MAKE YOU FEEL	→	λ0048
HOW YOU FEEL	→	λ0048
THAT MAKE YOU FEEL	→	λ0048
WHAT BE YOU FEEL	→	λ0048
BE YOU PATIE	→	λ0050
WHERE BE THERE	→	λ0060
WHERE BE YOU	→	λ0060
WHERE YOU BE	→	λ0060
WHAT HOME BE IT	→	λ0062
WHAT HOME BE WARD	→	λ0062
WHAT VA WARD	→	λ0062
WHERE BE WARD	→	λ0062
HOW YOU FIND WARD	→	λ0070
HOW YOU LIKE BE PATIE	→	λ0070
HOW YOU LIKE WARD	→	λ0070
YOU LIKE IT THERE	→	λ0070
YOU LIKE WARD	→	λ0070
YOU ODD WARD,	→	λ0070
BE PILLS HELP YOU	→	λ0100
IN HELP YOU THERE	→	λ0100
IN WARD BE HELP	→	λ0100
IN WARD HELP YOU	→	λ0100
IT BE HELP YOU	→	λ0100
IT HELP YOU	→	λ0100
WHAT BRING YOU	→	λ0120
WHAT MAKE YOU COME	→	λ0120
WHAT UPSET BRING YOU	→	λ0120
WHY BE YOU THERE	→	λ0120
WHY DR BRING YOU	→	λ0120
WHY YOU COME	→	λ0120
IN WARD LONG	→	λ0130
YOU BE THERE LONG	→	λ0130
HOWLONG YOU BE PATIE	→	λ0140
HOWLONG YOU BE THERE	→	λ0140
BE DR FRIEN	→	λ0150
DR LIKE YOU	→	λ0150
DR TREAT YOU WELL	→	λ0150
HOW BE DR TREAT YOU	→	λ0150

HOW BE DR TREAT YOU THERE	→	λ0150
HOW BE PFOPL TREAT YOU THERE	→	λ0150
HOW DR TREAT YOU	→	λ0150
IN DR	→	λ0160
IN DR THERE	→	λ0160
IN YOU DR	→	λ0160
WHAT BE DR LIKE	→	λ0160
YOU LIKE DR	→	λ0160
BE PATIE BAD THERE	→	λ0170
BE PFOPL BAD THERE	→	λ0170
PATIE BEAT YOU	→	λ0170
PATIE HATE YOU	→	λ0170
PATIE UPSET YOU	→	λ0170
HOW BE PATIE	→	λ0180
HOW BE PATIE THERE	→	λ0180
WHAT BE PATIE LIKE	→	λ0180
WHAT PATIE BE THERE	→	λ0180
HOW BE PATIE ODD	→	λ0190
WHAT BE CRAZY	→	λ0190
WHY BE PATIE ODD	→	λ0190
WHY PATIE SEEN ODD	→	λ0190
BE PATIE FRICN	→	<del>λ0210</del>
BE PATIE FRIEN THERE	→	λ0210
BE PFOPL FRIEN THERE	→	λ0210
HOW BE PATIE TREAT YOU	→	λ0210
HOW PATIE TREAT YOU	→	λ0210
IN PATIE	→	λ0210
IN PATIE THERE	→	λ0210
PATIE LIKE YOU	→	λ0210
PATIE TREAT YOU WELL	→	λ0210
YOU LIKE PATIE	→	λ0210
BE UPSET	→	λ0300
BE YOU UPSET	→	λ0300
CAUSE YOU UPSET	→	λ0300
IN UPSET	→	λ0300
IT UPSET YOU	→	λ0300
THAT YOU BE UPSET DAY	→	λ0300
UPSET	→	λ0300
YOU BE UPSET	→	λ0300
YOU IT UPSET	→	λ0300
YOU UPSET	→	λ0300
YOU UPSET BE	→	λ0300
YOU UPSET GET	→	λ0300
BE THERE IT ODD	→	λ0320
IN BE UPSET	→	λ0320
IN BE YOU UPSET	→	λ0320
IN IT UPSET	→	λ0320
IN UPSET YOU	→	λ0320
IN YOU FEEL	→	λ0320
IN YOU UPSET	→	λ0320
IT BE UPSET	→	λ0320
TELL ME YOU UPSET	→	λ0320
THERE BE IT ODD	→	λ0320
WHAT BE BEAT YOU	→	λ0320
WHAT BE UPSET	→	λ0320
WHAT BE UPSET YOU	→	λ0320
WHAT BE YOU UPSET	→	λ0320

WHAT IT YOU UPSET	→	λ0320
WHAT UPSET BE YOU	→	λ0320
WHAT UPSET YOU	→	λ0320
WHAT UPSET YOU BE	→	λ0320
WHAT YOU FIND BAD	→	λ0320
WHAT YOU FIND UPSET	→	λ0320
WHEN YOU GET UPSET	→	λ0320
WHY BE YOU UPSET	→	λ0320
WHY IT UPSET YOU	→	λ0320
WHY YOU UPSET	→	λ0320
HWLNG YOU BE FEEL	→	λ0330
HWLNG YOU UPSET GO	→	λ0330
HWLNG YOU BE UPSET	→	λ0340
HWLNG YOU IT UPSET	→	λ0340
BE YOU BE SARCA	→	λ0350
YOU BE SARCA	→	λ0350
YOU SEEM SARCA	→	λ0350
WHY BE YOU BE SARCA	→	λ0360
BE YOU NERVE	→	λ0370
NERVE	→	λ0370
THAT MAKE YOU NERVE	→	λ0370
YOU BE NERVE	→	λ0370
YOU GET NERVE	→	λ0370
YOU SEEM NERVE	→	λ0370
HWLNG YOU BE NERVE	→	λ0380
IT MAKE YOU NERVE	→	λ0390
WHAT MAKE YOU NERVE	→	λ0390
WHY BE YOU NERVE	→	λ0390
WHY YOU BE NERVE	→	λ0390
YOU TASTE HALLU	→	λ0400
BE YOU MALE	→	λ0410
IN MALE	→	λ0410
MALE	→	λ0410
SEX	→	λ0410
WHAT BE YOU SEX	→	λ0410
WHAT SEX BE YOU	→	λ0410
BE YOU GIRL	→	λ0412
GIRL	→	λ0412
COULD I ASK YOU NAME	→	λ0420
COULD YOU TELL ME YOU NAME	→	λ0420
IN KNOW YOU NAME	→	λ0420
IN YOU NAME	→	λ0420
NAME	→	λ0420
TELL ME YOU NAME	→	λ0420
WHAT BE YOU NAME	→	λ0420
WHAT YOU NAME BE	→	λ0420
WHO BE PAT-PAT	→	λ0420
WHO BE YOU	→	λ0420
WHO YOU BE	→	λ0420
AGE	→	λ0440
BE YOU OLD	→	λ0440
COULD YOU TELL ME YOU AGE	→	λ0440
HOW OLD BE YOU	→	λ0440
HOW OLD YOU BE	→	λ0440
TELL ME YOU AGE	→	λ0440
WHAT BE YOU AGE	→	λ0440
HOW YOU MAKE JOB	→	λ0460

IN JOB	→	20460
IN YOU JOB	→	20460
THAT JOB	→	20460
WHAT BE YOU OFTEN YOU COME	→	20460
WHAT JOB BE YOU	→	20460
WHAT JOB BE YOU DOING	→	20460
WHAT JOB YOU	→	20460
WHAT YOU JOB BE	→	20460
WHAT YOU OFTEN COME	→	20460
WHEN YOU BE JOB	→	20460
WHERE BE YOU OFTEN COME	→	20460
WHFRE BE YOU OFTEN YOU BE	→	20460
WHERE YOU JOB	→	20460
YOU JOB	→	20460
WHAT BE YOU JOB	→	20462
HWLNG YOU JOB	→	20470
HOW YOU LIKE JOB	→	20490
YOU LIKE JOB	→	20490
YOU LIKE YOU JOB	→	20490
BE YOU EARN WELL	→	20492
HWMCH BE YOU EARN	→	20492
HWMCH MONEY YOU GET	→	20492
HWMCH MONEY YOU MAKE	→	20492
HWMCH YOU EARN	→	20492
HWMCH YOU GET EARN	→	20492
HWMCH YOU MAKE	→	20492
WHAT BE YOU MONEY	→	20492
YOU GET EARN	→	20492
YOU MAKE	→	20492
IN YOU CHIEF	→	20494
YOU LIKE YOU CHIEF	→	20494
COULD YOU LIKE JOB	→	20496
WHAT JOB COULD YOU LIKE	→	20496
WHAT JOB YOU LIKE	→	20496
WHY YOU LEAVE YOU JOB	→	20496
YOU WANT- JOB	→	20496
IN ARMY	→	20500
IN BORN	→	20520
IN YOU BORN	→	20520
WHAT BE YOU BORN	→	20520
WHAT DATE BE YOU BORN	→	20520
WHAT DAY BE YOU BORN	→	20520
WHEN BE YOU BORN	→	20520
YOU BE BORN	→	20520
WHAT BE YOU BIRTH	→	20540
WHFRE BE YOU BORN	→	20540
IN IT TELL	→	20572
IN IT YOU TELL ME	→	20572
TELL BE GO	→	20572
BE I MALE	→	20600
I BE OR	→	20630
I NAME BE	→	20630
I NAME BE OR	→	20630
I GIVE YOU I NAME	→	20632
I STATE I NAME	→	20632
I TELL I NAME	→	20632
I TELL YOU I NAME	→	20632

TELL ME I NAME	→	λ0632
WHAT BE I NAME	→	λ0632
WHAT I NAME BE	→	λ0632
WHO BE I	→	λ0632
WHO I BE	→	λ0632
YOU KNOW I NAME	→	λ0632
BE I JOB	→	λ0638
I BE DOING	→	λ0638
I JOB BE	→	λ0638
WHAT BE I	→	λ0638
WHAT BE I DOING	→	λ0638
WHAT BE I JOB	→	λ0638
WHAT BE WE DOING	→	λ0638
WHAT I	→	λ0638
BE YOU WIFE	→	λ0640
WHAT BE YOU WIFE	→	λ0640
WIFE	→	λ0640
YOU TRUST YOU WIFE	→	λ0640
YOU WIFE	→	λ0640
YOU WIFE LIKE YOU	→	λ0640
BE GIRL FRIEN	→	λ0660
GIRL HATE YOU	→	λ0660
GIRL LIKE YOU	→	λ0660
GIRL UPSET YOU	→	λ0660
HOW GIRL TREAT YOU	→	λ0660
I DATE	→	λ0660
IN DATE	→	λ0660
IN GIRL	→	λ0660
LIKE GIRL	→	λ0660
YOU DATE	→	λ0660
YOU LIKE GIRL	→	λ0660
HOWLING YOU BE WIFE	→	λ0680
YOU BE WIFE	→	λ0680
WHO BE YOU GIRL	→	λ0690
YOU GIRL	→	λ0690
BE YOU BEAT	→	λ0700
IN BEAT YOU	→	λ0700
IN PEOPLE GET UPSET YOU	→	λ0700
PEOPLE ANGER YOU	→	λ0700
PEOPLE HATE YOU	→	λ0700
PEOPLE UPSET YOU	→	λ0700
WHAT PEOPLE UPSET YOU	→	λ0710
WHO BE GET UPSET YOU	→	λ0710
WHO GET UPSET YOU	→	λ0710
WHO MAKE YOU NERVE	→	λ0710
WHO UPSET YOU	→	λ0710
IN HOBBY	→	λ0760
IN YOU HOBBY	→	λ0760
WHAT BE YOU HOBBY	→	λ0760
WHAT HOBBY YOU	→	λ0760
YOU GET HOBBY	→	λ0760
YOU HOBBY	→	λ0760
IN HAPPY	→	λ0770
IT HAPPY	→	λ0770
IT NOT HAPPY	→	λ0770
WHAT BE NOT	→	λ0770
YOU EXPER	→	λ0770

YOU ODD EXPER	→	20770
WHAT RACES	→	20780
WHAT RACES BE RACES	→	20780
WHAT RACES YOU GO	→	20780
WHERE YOU BET	→	20780
WHY YOU LIKE RACES	→	20781
WHAT YOU BET	→	20782
WHEN PEOPLE GET UPSET YOU	→	20800
HOW YOU TELL YOU SITUA	→	20801
TELL ME YOUR STORY	→	20801
WHAT BE YOUR STORY	→	20801
WHO BE BAD PEOPLE	→	20820
HOW BE HOOD BAD	→	20830
THAT HOOD BE BAD HOOD	→	20830
BE HOOD FRIEND	→	20840
YOU KNOW CRIME	→	20840
YOU KNOW HOOD	→	20840
WHAT YOU FEAR	→	20850
MAFIA SCARE YOU	→	20852
WHAT PEOPLE MAKE YOU WARY	→	20852
WHO BE YOU WARY	→	20852
WHO MAKE YOU WARY	→	20852
WHO SCARE YOU	→	20852
YOU FEAR RIGHT PEOPLE	→	20852
BE HOOD KILL YOU	→	20854
HOOD BE KILL YOU	→	20854
HOOD GET KILL YOU	→	20854
HOOD HARM YOU	→	20854
HOOD KILL YOU	→	20854
HOOD WANT	→	20854
HOOD WARY	→	20854
IN HOOD UPSET YOU	→	20854
WHAT BE HOOD	→	20854
WHO FIXED RACES	→	20860
HOOD SCARE YOU	→	20870
HOW HOOD MAKE YOU WARY	→	20870
IN FEAR HOOD	→	20870
PEOPLE SCARE YOU	→	20870
YOU FEAR HOOD	→	20870
IN CRIME	→	20880
IN HOOD	→	20880
WHAT HOOD	→	20880
HOW HOOD FORGE CRIME	→	20890
IN CROOK	→	20920
YOU KNOW CROOK	→	20920
HOW ODD BE BET	→	20922
HOWMUCH BE BET	→	20922
HOWMUCH CROOK OWE YOU	→	20922
HOWMUCH MONEY YOU WIN	→	20922
HOWMUCH YOU BET	→	20922
HOWMUCH YOU WIN	→	20922
YOU WIN	→	20922
TELL ME CROOK NAME	→	20932
WHAT BE CROOK NAME	→	20932
WHO BE CROOK	→	20932
WHO BE YOU CROOK	→	20932
YOU KNOW CROOK NAME	→	20932

BE CROOK KILL YOU	→	20936
CROOK	→	20936
CROOK FRIEN BE KILL YOU	→	20936
CROOK HARM YOU	→	20936
CROOK IT	→	20936
CROOK KILL	→	20936
CROOK KILL YOU	→	20936
CROOK TAKE FRIEN	→	20936
CROOK TAKE HOOD	→	20936
CROOK WANT	→	20936
HOWMCH CROOK UPSET YOU	→	20936
WHAT COULD CROOK FRIEN	→	20936
BE BET UPSET	→	20948
BE BET YOU UPSET	→	20948
HOW BE YOU MONEY	→	20948
HOW BE YOU MONEY SITUA	→	20948
IN YOU BET UPSET	→	20950
WHAT BE YOU BET UPSET	→	20950
BE YOU LUCKY	→	20950
IN BET	→	20960
IN MONEY	→	20960
YOU BET	→	20960
YOU HOUSE	→	20960
I BET	→	20962
I WIN	→	20962
I WIN MONEY BET	→	20962
IN STOP	→	20971
WHAT MAKE YOU STOP	→	20971
WHY YOU BET	→	20971
WHY YOU GET HOBBY	→	20971
WHY YOU STOP	→	20971
WHY YOU STOP GO	→	20971
WHY YOU STOP I	→	20971
YOU COULD STOP	→	20971
YOU STOP	→	20972
YOU STOP BET	→	20972
BET BE FIXED	→	20974
HOW YOU KNOW RACES BE FIXED	→	20974
IT BE FIXED	→	20974
RACES BE FIXED	→	20974
IN FUZZ	→	20980
WHAT FUZZ	→	20980
YOU LIKE FUZZ	→	20980
IN IT INTER YOU	→	21000
RACES INTER YOU	→	21000
YOU LIKE HORSE	→	21000
TELL ME PROOF	→	21001
WHAT BE YOU PROOF	→	21001
WHAT FIND	→	21001
WHAT PROOF	→	21001
WHAT PROOF YOU	→	21001
WHAT YOU FIND	→	21001
WHAT YOU PROOF	→	21001
YOU FIND	→	21001
YOU PROOF	→	21001
WHAT BE IT CRIME	→	21002
WHAT BE ODD CRIME	→	21002

WHAT CRIME	→	λ1002
WHO BE KILL YOU	→	λ1002
IN MAFIA	→	λ1010
WHO BE MAFIA	→	λ1010
BE MAFIA KILL YOU	→	λ1020
BE PEOPL KILL YOU	→	λ1020
HOW MAFIA MAKE YOU WARY	→	λ1020
MAFIA BE KILL YOU	→	λ1020
MAFIA HARM YOU	→	λ1020
MAFIA KILL	→	λ1020
MAFIA SCARE	→	λ1020
MAFIA WANT	→	λ1020
PEOPL BE KILL YOU	→	λ1020
WHAT BE MAFIA	→	λ1020
WHAT MAFIA	→	λ1020
WHO BE YOU SPY	→	λ1020
WHY BE MAFIA KILL YOU	→	λ1030
WHY MAFIA BE KILL YOU	→	λ1030
WHY PEOPL BE KILL YOU	→	λ1030
HOW MAFIA KNOW	→	λ1040
HOW MAFIA KNOW YOU	→	λ1040
HOW MAFIA KNOW YOU BE	→	λ1040
HOW YOU KNOW MAFIA KNOW YOU	→	λ1040
BE YOU BE-SPY	→	λ1050
BE YOU SPY	→	λ1050
IN SPY	→	λ1050
IN SPY YOU	→	λ1050
MAFIA BEAT YOU	→	λ1050
MAFIA SPY	→	λ1050
MAFIA SPY YOU	→	λ1050
WHO SPY	→	λ1050
WHO SPY HATE YOU	→	λ1050
WHY BE MAFIA INTER	→	λ1060
WHY MAFIA KNOW	→	λ1060
WHY MAFIA KNOW YOU	→	λ1060
WHY MAFIA SPY YOU	→	λ1060
WHY PEOPL KNOW	→	λ1060
WHY PEOPL SPY	→	λ1060
WHY PEOPL SPY YOU	→	λ1060
HOW MAFIA SPY YOU	→	λ1070
WHERE MAFIA SPY YOU	→	λ1070
WHERE PEOPL SPY YOU	→	λ1070
HOW YOU SPY PROOF	→	λ1030
IN MAFIA SECRE	→	λ1100
TELL ME MAFIA SECRE	→	λ1100
WHAT BE CLEAR	→	λ1100
WHAT BE MAFIA SECRE	→	λ1100
WHAT SECRE	→	λ1100
BE YOU BE HOLD THERE	→	λ1120
IN HOLD YOU	→	λ1120
WHEN MAFIA SPY YOU	→	λ1160
WHEN PEOPL SPY YOU	→	λ1160
TELL ME CHIEF NAME	→	λ1180
WHAT BE CHIEF NAME	→	λ1180
WHO BE DRAIN	→	λ1180
WHO BE CHIEF	→	λ1180
WHO BE MAFIA CHIEF	→	λ1180

WHO CHIEF BE	→	λ1180
WHO FORCE MAFIA	→	λ1180
YOU KNOW CHIEF	→	λ1180
YOU KNOW CHIEF NAME	→	λ1180
CROOK KNOW YOU BE	→	λ1190
MAFIA KNOW	→	λ1190
MAFIA KNOW YOU	→	λ1190
MAFIA KNOW YOU BE	→	λ1190
WHAT CHIEF KNOW	→	λ1190
WHAT MAFIA KNOW	→	λ1190
WHAT MAFIO KNOW	→	λ1190
WHY BE MAFIA HAPPY YOU BE	→	λ1191
WHY COULD MAFIA WANT YOU	→	λ1191
WHY MAFIA	→	λ1191
WHY MAFIA WANT	→	λ1191
WHY MAFIA WANT YOU ODD	→	λ1191
WHY PEOPLE WANT	→	λ1191
HOW FORCE WARD	→	λ1192
MAFIA FORCE WARD	→	λ1192
BE YOU GOOD SLEEP	→	λ1200
HOW BE YOU SLEEP	→	λ1200
HOW YOU SLEEP	→	λ1200
HOWMCH SLEEP YOU GET	→	λ1200
HOWMCH YOU SLEEP	→	λ1200
HOWMNY DAY YOU SLEEP	→	λ1200
IN SLEEP	→	λ1200
IN SLEEP DAY	→	λ1200
SLEEP RIGHT	→	λ1200
SLEEP WELL	→	λ1200
YOU BE SLEEP WELL	→	λ1200
YOU SLEEP	→	λ1200
YOU SLEEP WELL DAY	→	λ1200
YOU UPSET SLEEP	→	λ1200
BE YOU WIN WEIGH	→	λ1220
HOW BE YOU WEIGH	→	λ1220
IN WEIGH	→	λ1220
IN YOU WEIGH	→	λ1220
WHAT BE YOU WEIGH	→	λ1220
YOU WEIGH	→	λ1220
BE YOU BOWEL	→	λ1240
BE YOU GOOD EAT	→	λ1240
HOW BE LAT	→	λ1240
HOW BE YOU FAT	→	λ1240
IN HOW I	→	λ1240
IN EAT	→	λ1240
YOU BOWEL	→	λ1240
YOU FAT	→	λ1240
YOU EAT EAT DAY	→	λ1240
YOU FAT IT DAY	→	λ1240
YOU UPSET BOWEL	→	λ1240
FAT ODD	→	λ1242
EAT TASTE	→	λ1242
EAT TASTE ODD	→	λ1242
EAT TASTE RIGHT	→	λ1242
IN MAKE EAT TASTE ODD	→	λ1242
IN IDEAS	→	λ1250
IN KILL BAD IDEAS	→	λ1250

IN MAKE IDEAS	→	λ1250
IN MAKE YOU BRAIN	→	λ1250
IN YOU IDEAS	→	λ1250
YOU IDEAS	→	λ1250
YOU IDEAS BE	→	λ1250
YOU IDEAS IT	→	λ1250
YOU IDEAS UPSET YOU	→	λ1250
YOU IDEAS YOU COULD KILL	→	λ1250
YOU UPSET IDEAS	→	λ1250
YOU UPSET MAKE YOU BRAIN	→	λ1250
BE YOU BRAIN GO PUZZL	→	λ1260
COULD YOU KNOW	→	λ1260
COULD YOU KNOW IT	→	λ1260
COULD YOU KNOW NAME	→	λ1260
HOW BE YOU IDEAS	→	λ1260
IDEAS RIGHT	→	λ1260
LIKE YOU BRAIN BE PUZZL	→	λ1260
YOU BRAIN BE SAD	→	λ1260
YOU BRAIN GO PUZZL	→	λ1260
YOU WIN YOU IDEAS	→	λ1260
HOW BE YOU INITI	→	λ1262
BE DRINK UPSET	→	λ1280
DRINK BE UPSET	→	λ1280
DRINK BE YOU UPSET	→	λ1280
HOWMCH YOU DRINK	→	λ1280
IN DRINK	→	λ1280
YOU DRINK	→	λ1280
YOU DRINK UPSET	→	λ1280
YOU WANT DRINK	→	λ1280
WHY YOU DRINK	→	λ1292
WHO BE ALIOT	→	λ1300
YOU KNOW ITALY CROOK	→	λ1320
BE HOOD ITALY	→	λ1330
HOOD COME	→	λ1330
YOU LIKE ITALY	→	λ1330
HOW ITALY UPSET YOU	→	λ1331
WHY YOU FEAR ITALY	→	λ1331
WHY YOU KNOW ITALY	→	λ1331
WHY YOU TRUST ITALY	→	λ1331
YOU KNOW ITALY	→	λ1340
BE YOU ANCES	→	λ1350
BE YOU ITALY	→	λ1350
WHAT BE YOU ANCES	→	λ1350
IN BE WIFE OFTEN	→	λ1360
IN GET WIFE	→	λ1360
IN WIFE	→	λ1360
WHY BE YOU WIFE	→	λ1390
BE YOU DIVOR	→	λ1402
DIVOR	→	λ1402
ADD NUMBR	→	λ1410
ADD NUMBR ADD NUMBR	→	λ1410
COULD YOU ADD	→	λ1410
WHAT BE NUMBR	→	λ1410
WHAT BE NUMBR ADD NUMBR	→	λ1410
HOWMCH YOU READ	→	λ1418
IN READ	→	λ1418
YOU READ	→	λ1418

YOU REAM HOBBY	→	λ1418
BE YOU BRAIN CLEAR	→	λ1420
BE YOU BRAIN SEEM	→	λ1420
HOW BE YOU BRAIN	→	λ1420
IN YOU BRAIN	→	λ1420
YOU BRAIN BE	→	λ1420
YOU BRAIN BE CLEAR	→	λ1420
BE YOU WELL CHILD	→	λ1430
HOW BE YOU YOUTH	→	λ1430
IN CHILD	→	λ1430
IN YOU YOUTH	→	λ1430
IN YOUTH	→	λ1430
WHAT BE YOU YOUTH LIKE	→	λ1430
WHEN YOU BE CHILD	→	λ1430
WHEN YOU BE YOUTH	→	λ1430
YOU HAPPY YOUTH	→	λ1430
YOU SAD YOUTH	→	λ1430
YOU GET UPSET YOU	→	λ1432
YOU HATE YOU	→	λ1432
YOU LIKE YOU	→	λ1432
CHIMSK CHIMSK	→	λ1440
YOU KNOW COLBY	→	λ1446
YOU KNOW DR COLBY	→	λ1446
BE YOU COMPU	→	λ1450
BE YOU DEATH	→	λ1450
BE YOU HUMAN	→	λ1450
BE YOU LIFE	→	λ1450
IN BE COMPU	→	λ1450
WHAT BE COMPU	→	λ1450
YOU BE COMPU	→	λ1450
YOU BE HUMAN	→	λ1450
YOU BE LIFE	→	λ1450
YOU BE PATIE	→	λ1450
YOU BE PEOPL	→	λ1450
YOU REAI	→	λ1450
YOU SEEM COMPU	→	λ1450
YOU SEEM HUMAN	→	λ1450
YOU LIKE COMPU	→	λ1452
YOU BE DEATH	→	λ1454
YOU BRAIN	→	λ1454
IN DEATH	→	λ1460
YOU FEAR DEATH	→	λ1460
ALONE	→	λ1470
BE IT SAD	→	λ1470
BE YOU ALONE	→	λ1470
BE YOU SAD	→	λ1470
HARM	→	λ1470
IN ALONE	→	λ1470
IN SAD	→	λ1470
IT BE SAD	→	λ1470
IT SAD YOU	→	λ1470
IT SEEM SAD	→	λ1470
SAD	→	λ1470
YOU BE SAD	→	λ1470
YOU BLAME YOU	→	λ1470
YOU SAD	→	λ1470
IN POLIT	→	λ1472

IN POLIT SITUA	→	λ1472
POLIT	→	λ1472
POLIT INTER YOU	→	λ1472
WHY YOU TELL POLIT	→	λ1472
YOU LIKE POLIT	→	λ1472
BE YOU POLIT	→	λ1473
WHAT POLIT YOU BELON	→	λ1473
YOU POLIT	→	λ1473
HOW BE WEATH	→	λ1474
WHAT BE WEATH LIKE	→	λ1474
DR IT	→	λ1480
DR THINK	→	λ1480
DR WANT	→	λ1480
HOW CRAZY DR THINK	→	λ1480
HOW DR FEEL	→	λ1480
WHAT DR SAY	→	λ1480
WHAT DR THINK	→	λ1480
YOU KNOW CONCL DR YOU	→	λ1480
WHY COULD I ASK DR	→	λ1490
DR BE HELP	→	λ1500
TELL ME DR NAME	→	λ1510
WHAT BE DR NAME	→	λ1510
WHAT BE YOU DR NAME	→	λ1510
WHAT DR YOU	→	λ1510
WHO BE DR	→	λ1510
WHO BE YOU DR	→	λ1510
YOU DR	→	λ1510
YOU KNOW DR NAME	→	λ1510
WHO BE DR WEBER	→	λ1520
YOU KNOW DR WEBER	→	λ1520
TELL ME DREAM	→	λ1530
YOU DREAM	→	λ1530
BE DRUGS UPSET	→	λ1532
BE YOU DRUGS	→	λ1532
DRUGS BE UPSET	→	λ1532
IN DRUGS	→	λ1532
YOU DRUGS UPSET	→	λ1532
BE YOU TAKE DRUGS	→	λ1534
TAKE DRUGS	→	λ1534
WHAT DRUGS YOU TAKE	→	λ1534
WHAT DRUGS YOU WANT	→	λ1534
YOU BE DRUGS	→	λ1534
YOU DRUGS	→	λ1534
YOU GET DRUGS	→	λ1534
YOU SMOKE DRUGS	→	λ1534
YOU TAKE DRUGS	→	λ1534
HOWMCH SCHOO YOU	→	λ1540
IN SCHOO	→	λ1540
WHAT BE YOU SCHOO	→	λ1540
YOU SCHOO	→	λ1540
HOW YOU LIKE SCHOO	→	λ1550
WHAT BE YOU GAMES	→	λ1590
WHAT GAMES YOU	→	λ1590
WHAT GAMES YOU WANT	→	λ1590
YOU LIKE GAMES	→	λ1590
FOBIA UPSET YOU	→	λ1592
IN FOBIA	→	λ1592

YOU FEAR HORSE	→	λ1592
YOU FOBIA	→	λ1592
BE YOU INTER	→	λ1600
THAT INTER YOU	→	λ1600
WHAT BE INTER	→	λ1600
WHAT BE INTER DAY	→	λ1600
WHAT BE YOU DOING	→	λ1600
WHAT INTER YOU	→	λ1600
WHAT YOU BE DOING	→	λ1600
WHAT YOU FIND INTER	→	λ1600
WHAT YOU FIND INTER YOU	→	λ1600
WHY WE TELL	→	λ1600
YOU INTER	→	λ1600
YOU WIN INTER	→	λ1600
COULD MAKE YOU GOOD	→	λ1610
WHAT COULD MAKE YOU GOOD	→	λ1610
WHAT HELP YOU NEED	→	λ1610
WHAT HELP YOU WANT	→	λ1610
WHAT YOU NEED	→	λ1610
YOU NEED	→	λ1610
YOU NEED HELP	→	λ1610
WHY BE IT HELP YOU	→	λ1620
WHY YOU NEED HELP	→	λ1620
DR UNDRS	→	λ1630
WHAT DR	→	λ1632
WHAT DR COULD I ASK	→	λ1632
TELL YOU ANCES	→	λ1640
YOU TELL ANCES	→	λ1640
BE YOU BODY RIGHT	→	λ1660
BE YOU OFTEN PAINS	→	λ1660
BE YOU TASTE RIGHT	→	λ1660
BE YOU WELL	→	λ1660
HOW BE YOU BODY	→	λ1660
HOW BE YOU TASTE	→	λ1660
IN CAR PAINS	→	λ1660
IN GOOD PAINS	→	λ1660
IN PAINS	→	λ1660
IN YOU PAINS	→	λ1660
IN YOU TASTE	→	λ1660
PAINS	→	λ1660
PAINS RIGHT	→	λ1660
THAT YOU BE RIGHT DAY	→	λ1660
WHAT BE YOU PAINS	→	λ1660
WHAT PAINS YOU	→	λ1660
WHAT PAINS YOU BE	→	λ1660
YOU BODY	→	λ1660
YOU BODY BEAT	→	λ1660
YOU BODY FEEL	→	λ1660
YOU BODY RACES	→	λ1660
YOU PAINS	→	λ1660
YOU PAINS FITS	→	λ1660
YOU TASTE WELL	→	λ1660
YOU UPSET BODY	→	λ1660
YOU UPSET GET YOU BODY	→	λ1660
YOU UPSET TASTE	→	λ1660
HOW BE YOU PAINS	→	λ1670
BE YOU SEX	→	λ1690

RE YOU SEX GOOD	→	λ1690
IN SEX	→	λ1690
IN TELL SEX	→	λ1690
IN YOU SEX	→	λ1690
SEX MAKE YOU NERVE	→	λ1690
WHAT SEX YOU	→	λ1690
WHO HE YOU SEX	→	λ1690
YOU LIKE MALE	→	λ1690
YOU SCREW	→	λ1690
YOU SEX	→	λ1690
YOU SEX EXPER	→	λ1690
YOU SEX FEEL	→	λ1690
YOU SEX IDEAS	→	λ1690
YOU SEX UPSET	→	λ1690
BE YOU TALL	→	λ1710
TALL	→	λ1710
HOW TALL BE YOU	→	λ1720
HOW TALL YOU	→	λ1720
WHAT BE YOU WEIGH LIKE	→	λ1730
BE YOU FRIEN	→	λ1760
IN PEOPL	→	λ1760
YOU LIKE KNOW STRAN	→	λ1760
YOU LIKE PEOPL	→	λ1760
YOU LIKE STRAN	→	λ1760
OR BRING YOU	→	λ1772
OR MAKE YOU COME	→	λ1772
HOW BE IT YOU COME	→	λ1772
HOW YOU COME	→	λ1772
HOW YOU GET	→	λ1772
IN WARD VOLUN	→	λ1772
PEOPL BRING YOU	→	λ1772
PEOPL MAKE YOU COME	→	λ1772
WHO BRING YOU	→	λ1772
WHO MAKE YOU COME	→	λ1772
WHY FIZZ BRING YOU	→	λ1772
YOU BRING YOU	→	λ1772
YOU COME	→	λ1772
THAT BAD	→	λ1774
THAT SAD YOU	→	λ1774
THAT UPSET YOU	→	λ1774
BE PEOPL FRIEN	→	λ1780
BE YOU LIKE	→	λ1780
HOW BE PEOPL TREAT YOU	→	λ1780
HOW PEOPL FEEL	→	λ1780
HOW PEOPL TREAT YOU	→	λ1780
HOW PEOPL YOU	→	λ1780
HOW YOU FRIEN FEEL	→	λ1780
PEOPL GOOD YOU	→	λ1780
PEOPL LIKE	→	λ1780
PEOPL LIKE YOU	→	λ1780
PEOPL TREAT YOU	→	λ1780
PEOPL TREAT YOU WELL	→	λ1780
YOU GET TREAT	→	λ1780
YOU TREAT	→	λ1780
HOW PEOPL BLAME YOU	→	λ1790
WHAT DATE YOU COME	→	λ1830
WHEN YOU COME	→	λ1830

IN WARD OFTEN	→	λ1850
YOU BE CRAZY ODD OFTEN	→	λ1850
YOU OFTEN WARD	→	λ1850
BE IT OFTEN DAY YOU BE	→	λ1860
BE IT YOU OFTEN WARD	→	λ1860
YOU BE PATIE OFTEN	→	λ1860
YOU BE THFRE OFTEN	→	λ1860
COULD YOU LEAVE WARD	→	λ1880
IN DE LEAVE	→	λ1880
IN LEAVE	→	λ1880
IN LEAVE WARD	→	λ1880
IN STAY	→	λ1880
IN STAY THERE	→	λ1880
IN WANT YOU LEAVE	→	λ1880
WHEN YOU BE LEAVE	→	λ1880
WHEN YOU LEAVE	→	λ1880
WHEN YOU LEAVE WARD	→	λ1880
YOU BE LEAVE	→	λ1880
YOU COULD BE LEAVE	→	λ1880
YOU LEAVE	→	λ1880
HOWMCH PEOPL UPSET YOU	→	λ1900
HOW PATIE MAKE YOU NERVE	→	λ1910
HOW PEOPL MAKE YOU NERVE	→	λ1910
HOW PEOPL UPSET YOU	→	λ1910
WHY PATIE MAKE YOU NERVE	→	λ1930
WHY PEOPL MAKE YOU NERVE	→	λ1930
WHY PEOPL UPSET YOU	→	λ1930
BE THERE IT YOU WANT	→	λ1970
COULD YOU LIKE	→	λ1970
WHAT COULD YOU LIKE	→	λ1970
WHAT YOU LIKE	→	λ1970
WHAT YOU WANT	→	λ1970
YOU WANT	→	λ1970
WHAT BE YOU PLANS	→	λ1972
YOU PLANS	→	λ1972
WHERE COULD YOU BE	→	λ1990
WHERE COULD YOU GO	→	λ1990
WHERE COULD YOU LIKE	→	λ1990
WHERE YOU BELON	→	λ1990
WHERE YOU WANT	→	λ1990
YOU COULD BE	→	λ1990
FRIEN VISIT YOU	→	λ1992
IN FRIEN	→	λ1992
IN VISIT YOU	→	λ1992
IN YOU FRIEN	→	λ1992
PEOPL COME	→	λ1992
PEOPL VISIT YOU	→	λ1992
WHO BE YOU FRIEN	→	λ1992
WHO VISIT YOU	→	λ1992
WHO YOU LIKE	→	λ1992
WHO YOU TASTE	→	λ1992
YOU FRIEN	→	λ1992
YOU SHOCK	→	λ2010
YOU SHOCK PILLS	→	λ2010
BE YOU GET PILLS	→	λ2020
BE YOU GET PILLS THERE	→	λ2020
IN PILLS	→	λ2020

YOU NEED PILLS	→	λ2020
YOU TAKE PILLS	→	λ2020
WHAT PILLS, BE YOU GET	→	λ2030
WHAT PILLS, YOU TAKE	→	λ2030
WHY YOU DISTR	→	λ2070
WHY YOU DISTR PEOPL	→	λ2070
BE YOU PATIE THERE	→	λ2100
IN ASK YOU ASK	→	λ2120
IN ASK YOU IT	→	λ2120
ME ASK YOU ASK	→	λ2120
ME ASK YOU IT	→	λ2120
ASK ME	→	λ2130
ASK ME ASK	→	λ2130
ASK ME IT	→	λ2130
BE THERE ASK YOU WANT	→	λ2130
IN ASK ME	→	λ2130
LIKE-TELL	→	λ2130
PICK IT	→	λ2130
PICK IT WE COULD TELL	→	λ2130
PICK TOPIC	→	λ2130
WHAT COULD WE TELL	→	λ2130
WHAT COULD YOU LIKE TELL	→	λ2130
YOU ASK	→	λ2130
YOU ASK ME	→	λ2130
YOU ASK ME IT	→	λ2130
BE THERE SPY HATE YOU	→	λ2150
PEOPL BE SPY YOU	→	λ2150
PEOPL HARM YOU	→	λ2150
PEOPL SPY	→	λ2150
PEOPL SPY HATE YOU	→	λ2150
PEOPL SPY YOU	→	λ2150
THAT YOU BE SPY	→	λ2150
YOU BE SPY	→	λ2150
YOU SPY-	→	λ2150
BE THERE PEOPL YOU TRUST	→	λ2160
IN SUSPI	→	λ2160
SUSPI	→	λ2160
YOU BE SUSPI	→	λ2160
YOU DISTR PEOPL	→	λ2160
YOU SEEM SUSPI	→	λ2160
YOU TRUST PEOPL	→	λ2160
WHAT YOU DISTR	→	λ2170
WHO BE YOU SUSPI	→	λ2170
WHO YOU DISTR	→	λ2170
WHY BE YOU SUSPI	→	λ2170
WHY ITALY SEEM ODD	→	λ2180
IN ITALY	→	λ2200
ITALY	→	λ2200
ITALY IT	→	λ2200
WHAT ITALY	→	λ2210
ITALY UPSET YOU	→	λ2230
YOU FEAR ITALY	→	λ2230
BE YOU JEW	→	λ2250
WHAT BE YOU PRAY	→	λ2250
WHAT BE YOU PRAY ANCES	→	λ2250
WHAT PRAY BE YOU	→	λ2250
BE YOU PRAY	→	λ2260

IN PRAY	→	λ2260
THERE BE GOD	→	λ2260
YOU PRAY	→	λ2260
WHAT STATE BE YOU	→	λ2280
WHAT STATE YOU LIFE	→	λ2280
HOMI	→	λ2290
WHAT YOU HOME	→	λ2290
YOU HOME	→	λ2290
YOU LIFE	→	λ2290
WHAT BE YOU HOME	→	λ2300
WHAT HOME BE YOU	→	λ2300
WHAT HOME YOU COME	→	λ2300
WHAT HOME YOU LIFE	→	λ2300
WHERE BE YOU HOME	→	λ2300
WHERE BE YOU LIFE	→	λ2300
WHERE YOU COME	→	λ2300
WHERE YOU HOME	→	λ2300
WHERE YOU LIFE	→	λ2300
WHY BE YOU HOME BAD	→	λ2330
YOU LIKE HOME	→	λ2330
YOU LIKE YOU BE LIFE	→	λ2330
BE HOME FRIEN	→	λ2340
YOU LIFE ALONE	→	λ2370
WHAT BE YOU CHILD NAME	→	λ2380
YOU CHILD	→	λ2380
YOU LIKE YOU CHILD	→	λ2380
COULD YOU SPELL	→	λ2390
HOW YOU KILL YOU	→	λ2400
IN SUICI	→	λ2400
LIFE BE SUICI	→	λ2400
SEFM SUICI	→	λ2400
SUICI	→	λ2400
YOU SUICI	→	λ2400
BE SHIT	→	λ2410
EAT SHIT	→	λ2410
EAT SHIT YOU SHIT	→	λ2410
I SHIT YOU SHIT	→	λ2410
IN YOU SHIT	→	λ2410
SCREW YOU	→	λ2410
SHIT	→	λ2410
SHIT YOU	→	λ2410
YOU BAD SHIT	→	λ2410
YOU BE SHIT	→	λ2410
BE RACES GOOD	→	λ2420
IN HORSE	→	λ2420
IN RACES	→	λ2420
RACES BE GOOD	→	λ2420
WHAT CROOK	→	λ2440
BE YOU CHEAT	→	λ2450
CROOK BE WRQNG	→	λ2450
CROOK CHEAT	→	λ2450
CROOK CHEAT YOU	→	λ2450
CROOK TAKE YOU	→	λ2450
HOW BE CROOK BAD	→	λ2450
HOW BE CROOK CHEAT	→	λ2450
HOW CROOK CHEAT YOU	→	λ2450
IN CHEAT YOU	→	λ2450

PEOPI CHEAT YOU	→	λ2450
HALLU COME	→	λ2470
HALLU UPSET YOU	→	λ2470
HOW BE YOU HALLU	→	λ2470
IN BAD ODOR	→	λ2470
IN YOU BODY	→	λ2470
IT TASTE ODD	→	λ2470
YOU GET HALLU	→	λ2470
YOU HALLU	→	λ2470
YOU HALLU IT	→	λ2470
YOU SEE IT	→	λ2470
YOU TASTE	→	λ2470
YOU TASTE IT ODD	→	λ2470
YOU TASTE ODD ODOR	→	λ2470
YOU TASTE YOU IDEAS	→	λ2470
YOU TASTE YOU IDEAS TELL	→	λ2470
YOU TASTE YOU NAME	→	λ2470
BE YOU COLOR	→	λ2471
WHAT BE YOU RACES	→	λ2471
WHAT COLOR BE YOU	→	λ2471
WHAT RACES BE YOU	→	λ2471
DATE	→	λ2472
DAY BE	→	λ2472
IN DAY	→	λ2472
TELL ME DAY	→	λ2472
WHAT BE DATE	→	λ2472
WHAT BE DAY	→	λ2472
WHAT DAY	→	λ2472
WHAT DAY BE DAY	→	λ2472
WHAT DAY BE IT	→	λ2472
WHAT DAY BE WE	→	λ2472
WHAT DAY IT BE	→	λ2472
YOU KNOW DATE	→	λ2472
YOU KNOW DAY	→	λ2472
WHAT BE YESTE	→	λ2473
WHAT DAY BE YESTE	→	λ2473
IN TOMOR	→	λ2474
WHAT BE TOMOR	→	λ2474
WHAT DAY BE TOMOR	→	λ2474
IN PRES	→	λ2476
WHAT BE PRES NAME	→	λ2476
WHO BE PRES	→	λ2476
WHO PRES	→	λ2476
WHO BE VEEP	→	λ2477
WHO BE GOVER	→	λ2478
WHO BE PRES OFTEN	→	λ2479
S	→	λ2600
I COULD GET REPLY	→	λ2674
THAT BE REPLY	→	λ2674
YOU REPLY I-ASK	→	λ2674
YOU REPLY ME	→	λ2674
COULD YOU REPLY	→	λ2676
COULD YOU REPLY ASK	→	λ2676
I ASK	→	λ2676
I ASK YOU ASK	→	λ2676
REPLY	→	λ2676
REPLY ASK	→	λ2676

REPLY I ASK	→	λ2676
WE REPLY IT	→	λ2676
YOU FEAR I ASK	→	λ2676
YOU FEAR REPLY	→	λ2676
BE THERE IT I COULD HELP YOU	→	λ2680
COULD I HELP	→	λ2680
HELP YOU	→	λ2680
HOW COULD I HELP YOU	→	λ2680
I COULD HELP	→	λ2680
I HELP YOU	→	λ2680
IN BE HELP	→	λ2680
IN COMFO YOU	→	λ2680
IN HELP	→	λ2680
IN HELP YOU	→	λ2680
IN UNDRS	→	λ2680
IF BE HELP	→	λ2680
WHAT COULD HELP	→	λ2680
WHAT COULD HELP YOU	→	λ2680
WHAT COULD I	→	λ2680
IN HELP ME	→	λ2690
YOU BE WANT MF HELP YOU	→	λ2712
YOU WANT HELP	→	λ2712
YOU WANT I HELP	→	λ2712
I APPRO	→	λ2720
YOU APPRO	→	λ2730
I BLAME YOU	→	λ2740
BE RIGHT	→	λ2760
I AGREE	→	λ2760
I BE CONVI	→	λ2760
IN AGREE	→	λ2760
SEEMS RIGHT	→	λ2760
THAT BE RIGHT	→	λ2760
YOU BE RIGHT	→	λ2780
YOU CONVI ME	→	λ2760
YOU SEEM RIGHT	→	λ2760
YOU AGREE	→	λ2770
BE WRONG	→	λ2780
I ARGUE	→	λ2780
SEEMS WRONG	→	λ2780
THAT BE WRONG	→	λ2780
WRONG	→	λ2780
YOU BE WRONG	→	λ2780
YOU SAY	→	λ2780
YOU SEEM WRONG	→	λ2780
I FEEL	→	λ2800
I GET	→	λ2800
I GET YOU	→	λ2800
I KNOW	→	λ2800
I SEE	→	λ2800
I UNDRS	→	λ2800
I SAY	→	λ2801
I THINK	→	λ2801
IT SEEMS	→	λ2801
WHO SAY	→	λ2802
BE YOU UNDRS	→	λ2810
WE BE UNDRS	→	λ2810
YOU SEE	→	λ2810

YOU UNDRS	→	λ2810
AGAIN IT	→	λ2820
I BE MISUN	→	λ2820
I MISUN YOU	→	λ2820
YOU PUZZL ME	→	λ2820
BE YOU MISUN	→	λ2830
YOU BE MISUN	→	λ2830
YOU MISUN	→	λ2830
YOU SEEM MISUN	→	λ2830
I TRUST	→	λ2840
I TRUST YOU	→	λ2840
BE I STRAN	→	λ2850
IN BE STRAN	→	λ2850
YOU TRUST ME	→	λ2850
WHY I COULD TRUST YOU	→	λ2860
YOU DISTR	→	λ2870
YOU DISTR ME	→	λ2870
I WANT YOU TRUST	→	λ2872
TRUST ME	→	λ2872
I GIVE YOU I WORD	→	λ2874
YOU COULD TRUST	→	λ2874
YOU COULD TRUST ME	→	λ2874
HOW COULD I GET YOU TRUST	→	λ2876
IN TRUST ME	→	λ2876
WHAT COULD MAKE YOU TRUST ME	→	λ2876
WHAT MAKE YOU DISTR ME	→	λ2876
WHY YOU TRUST ME	→	λ2876
I BE FRIEN	→	λ2880
I BE YOU FRIEN	→	λ2880
I LIKE YOU	→	λ2880
IN BE FRIEN	→	λ2880
IN BE YOU FRIEN	→	λ2880
WE BE FRIEN	→	λ2880
WE LIKE	→	λ2880
COULD YOU LIKE ME	→	λ2890
YOU LIKE ME	→	λ2890
I HATE YOU	→	λ2900
WHY COULD I LIKE	→	λ2900
YOU HATE ME	→	λ2910
BE I UPSET YOU	→	λ2912
I UPSET YOU	→	λ2912
I BE HAPPY	→	λ2920
I BE ANGRY	→	λ2940
YOU ANGER ME	→	λ2940
YOU ARGUE	→	λ2940
YOU BLAME	→	λ2940
ANGRY	→	λ2950
BE YOU ANGRY	→	λ2950
I ANGRY YOU	→	λ2950
IN ANGER	→	λ2950
YOU BE ANGRY	→	λ2950
YOU RIGHT BE ANGRY	→	λ2950
YOU SEEM ANGRY	→	λ2950
IN ANGER YOU	→	λ2952
WHAT ANGRY YOU	→	λ2952
WHY BE YOU ANGRY	→	λ2952
I BE CALM	→	λ2960

BE YOU CALM,	→	λ2970
CALM	→	λ2970
IN SCARE YOU	→	λ2970
YOU BE CALM	→	λ2970
YOU COULD CALM	→	λ2970
YOU SEEM CALM	→	λ2970
I. BE WARY	→	λ2980
BE I BEAT	→	λ2990
BE YOU WARY	→	λ2990
I MAKE YOU WARY	→	λ2990
I SCARE YOU	→	λ2990
IN BE WARY	→	λ2990
IN FEAR	→	λ2990
WARY	→	λ2990
YOU BE WARY	→	λ2990
YOU FEAR ME	→	λ2990
YOU SEEM WARY	→	λ2990
YOU WARY	→	λ2990
WHY BE YOU WARY	→	λ2991
WHY YOU BE WARY	→	λ2991
BE YOU NODD	→	λ2992
BE CROOK-FRIEN	→	λ2993
BE YOU CROOK	→	λ2993
BE YOU FIXED LUCKY	→	λ2993
I BE GOOD DR	→	λ2994
I BE BAD	→	λ2996
I BE ODD	→	λ2996
I BE SEX	→	λ2996
COULD YOU LIKE DATE	→	λ2998
COULD YOU LIKE SCREW	→	λ2998
IN SCRFW	→	λ2998
IN SCREW ME	→	λ2998
IN SCREW YOU	→	λ2998
WE DATE	→	λ2998
WE SCREW	→	λ2998
BE YOU BAD	→	λ3000
BE YOU OFTEN IT BAD	→	λ3000
IN BE BAD	→	λ3000
YOU BAD	→	λ3000
YOU BAD BRAIN	→	λ3000
YOU BAD LOOKS	→	λ3000
YOU DE BAD	→	λ3000
YOU BE BAD HUMAN	→	λ3000
YOU ODD LOOKS	→	λ3000
YOU SEEM BAD	→	λ3000
BE ODD	→	λ3020
BE YOU ODD	→	λ3020
I FIND YOU ODD	→	λ3020
ODD	→	λ3020
YOU BE ODD	→	λ3020
YOU BLAME ME	→	λ3020
YOU INTER ME	→	λ3020
YOU ODD	→	λ3020
YOU OFTEN BE ODD	→	λ3020
YOU SEEM ODD	→	λ3020
BE YOU GOOD	→	λ3030
BE YOU GOOD MALE	→	λ3030

WHAT HUMAN BE YOU	→	λ3030
YOU BE GOOD	→	λ3030
YOU BE GOOD HUMAN	→	λ3030
YOU GOOD LOOKS	→	λ3030
YOU GOOD MALE	→	λ3030
YOU SEEM GOOD	→	λ3030
GOOD	→	λ3050
THAT BE GOOD	→	λ3050
YOU MAKE SENSE	→	λ3070
BE YOU BODY	→	λ3100
BE YOU RIGHT BODY	→	λ3100
HOW BE YOU LOOKS	→	λ3100
IN YOU LOOKS	→	λ3100
LOOKS BE IT	→	λ3100
PEOPL GIVE YOU ODD SEEM	→	λ3100
PEOPL LOOKS	→	λ3100
PEOPL SEE YOU	→	λ3100
THAT MAKE YOU BAD	→	λ3100
WHAT YOU SEEM LIKE	→	λ3100
YOU LOOKS	→	λ3100
BE YOU CRAZY	→	λ3110
CRAZY	→	λ3110
HOW CRAZY BE YOU	→	λ3110
IN CRAZY PILLS	→	λ3110
IN YOU CRAZY	→	λ3110
WHAT CRAZY UPSET	→	λ3110
YOU BE CRAZY	→	λ3110
YOU CRAZY PILLS	→	λ3110
YOU CRAZY UPSET	→	λ3110
YOU GET CRAZY	→	λ3110
YOU SEEM CRAZY	→	λ3110
KILL	→	λ3122
YOU DAY BE NUMBR	→	λ3122
I GIVE YOU SHOCK PILLS	→	λ3130
I GUN	→	λ3130
I HARM YOU	→	λ3130
I KILL YOU	→	λ3130
IN HARM YOU	→	λ3130
IN HARM YOU LOOKS	→	λ3130
IN KILL YOU	→	λ3130
KILL YOU	→	λ3130
YOU DEATH	→	λ3130
I BE SORRY	→	λ3140
I BE WRONG	→	λ3140
I SORRY	→	λ3140
SORRY	→	λ3140
BE YOU RIGHT	→	λ3150
COULD YOU BE MISUN	→	λ3150
PEOPL COULD THINK	→	λ3150
THERE YOU GO AGAIN	→	λ3170
THAT OFTEN	→	λ3190
YOU AGAIN YOU	→	λ3190
YOU HE AGAIN YOU	→	λ3190
YOU OFTEN SAY	→	λ3190
I LIKE	→	λ3200
I BE LEAVE	→	λ4447
I COULD GO	→	λ4447

I GO	→	24447
HOWMCH YOU IDEAS	→	24816
IN COLLE	→	24820
WHAT AGE YOU SCHOOL	→	24822
WHEN YOU SCHOOL	→	24822
WHAT SCHOOL	→	24824
WHAT SCHOOL YOU	→	24824
WHERE BE YOU SCHOOL	→	24824
IT MAKE YOU FEAR PEOP	→	24830
WHAT BE YOU WARY	→	24830
WHAT MAKE YOU WARY	→	24830
YOU FEAR IT	→	24830
BE YOU KILL	→	24840
IN HARM PEOP	→	24840
IN KILL PEOP	→	24840
LIKE HARM PEOP	→	24840
LIKE KILL PEOP	→	24840
YOU GET KILL	→	24840
YOU HARM PEOP	→	24840
IT BE REAL	→	24852
IT SEEM REAL	→	24852
WHERE BE YOU YESTE	→	24860
BE YOU HYPER	→	24862
HYPER	→	24862
IN HYPER	→	24862
YOU BE HYPER	→	24862
PEOP BLAME	→	24864
PEOP SAY	→	24864
PEOP HATE YOU	→	24866
PEOP BE BAD	→	24868
YOU BAD TREAT	→	24868
WHAT WARD	→	24870
WHAT WARD BE IT	→	24870
WHAT WARD BE YOU	→	24870
WHAT DAY BE BAD	→	24872
WHAT DAY BE GOOD	→	24872
WHAT DAY YOU FEEL	→	24872
WHEN BE BAD	→	24872
WHEN BE GOOD	→	24872
WHEN YOU FEEL	→	24872
WHAT BE NURSE NAME	→	24876
YOU DRINK EAT	→	24878
BE YOU BAKER	→	24882
IN WARD	→	24886
WHAT BE WARD LIKE	→	24886
IN YOU	→	24890
WHAT BE YOU LIKE	→	24890
IN LIFE	→	24892
LIFE BE GOOD	→	24892
YOU GET GOOD	→	24896
HOW OLD BE PEOP	→	24897
WHAT BE YOU CAUSE	→	24900
WHAT CAUSE YOU	→	24900
WHY BE YOU	→	24900
WHY YOU	→	24900
WHY YOU BE	→	24900
WHY YOU GO	→	24900

WHY YOU IT	+	24900
YOU CAUSE	→	24900
HOW IT SEEM	→	24922
HOW LIFE SEEM	→	24922
HOW SEEM	→	24922
YOU UPSET GET IT	→	24924
WHAT YOU WORRY	→	24926
WORRY	→	24926
YOU WORRY	→	24926
BE IT WRONG	→	24928
BE THERE IT WRONG	→	24928
IT WRONG	→	24928
THERE BE IT WRONG	→	24928
WHAT BE WRONG	→	24928
WHAT COULD BE WRONG	→	24928
WHAT YOU FEAR BE WRONG	→	24928
YOU FEAR RIGHT	→	24940
YOU FEAR RIGHT IT	→	24940
YOU BLAME PEOP	→	24944
BE YOU ANGRY HUMAN	→	24946
IN FORCE YOU ANGRY	→	24946
YOU GET ANGRY	→	24946
YOU OFTEN WIN YOU ANGRY	→	24946
YOU UPSET FORCE YOU ANGRY	→	24946
HOWMCH YOU SMOKE	→	24948
YOU SMOKE	→	24948
WHAT BE YOU TOMOR	→	24950
WHAT YOU TOMOR	→	24950
OR VISIT YOU	→	24952
HOWMCH YOU SEE YOU OR	→	24952
YOU OR SEE YOU	→	24952
YOU OR TELL	→	24952
YOU OR VISIT YOU	→	24952
YOU SEE OR DAY	→	24952
YOU SEE YOU OR	→	24952
WHO BE MAFID	→	24954
COULD YOU NAME HOOD	→	24956
COULD YOU NAME PEOP	→	24956
COULD YOU TELL ME HOOD NAME	→	24956
WHO BE HOOD	→	24956
HELP ME	→	24960
I BE CRAZY	→	24960
I BE MOVIE	→	24960
BE CROOK RIGHT	→	24962
CROOK BE GOOD	→	24962
CROOK MONEY ME	→	24962
CROOK MONEY YOU	→	24962
IN KNOW YOU	→	24964
IN TELL	→	24964
IN TELL AGAIN	→	24964
IN TELL IT	→	24964
IN TELL ME	→	24964
IN TELL ME IT	→	24964
BE THERE PEOP FORCE YOU BRAIN	→	25002
BE YOU BE FORCE	→	25002
BE YOU BRAIN BE FORCE	→	25002
BE YOU BRAIN BE READ	→	25002

BE YOU IDEAS TAKE	→	λ5002
COULD PEOPL READ YOU BRAIN	→	λ5002
IN FORCE YOU BRAIN	→	λ5002
IN FORCE YOU FEEL	→	λ5002
IN FORCE YOU IDEAS	→	λ5002
IN MAKE YOU FEEL	→	λ5002
IN MAKE YOU THINK	→	λ5002
IN READ YOU BRAIN	→	λ5002
PEOPL COULD READ YOU BRAIN	→	λ5002
PEOPL READ YOU BRAIN	→	λ5002
YOU BE FORCE	→	λ5002
YOU IDEAS BE BE TV	→	λ5002
YOU IDEAS BE READ	→	λ5002
YOU UPSET FORCE YOU FEEL	→	λ5002
YOU UPSET FORCE YOU IDEAS	→	λ5002
IN IT	→	λ5003
IN RIGHT ACTS	→	λ5003
IN RIGHT IT	→	λ5003
YOU ACTS BE	→	λ5003
BE YOU BODY BE FORCE	→	λ5004
IN FORCE	→	λ5004
IN FORCE YOU	→	λ5004
PEOPL FORCE	→	λ5004
COULD YOU STOP IT	→	λ5005
IN STOP IT ACTS	→	λ5005
FRICN SEEM ODD	→	λ5007
HOW PEOPL SEEM	→	λ5007
PEOPL SEEM CHANG	→	λ5007
PEOPL SEEM ODD	→	λ5007
PEOPL SEEM REAL	→	λ5007
STRAN OFTEN SEEM	→	λ5007
IT SEEM ODD	→	λ5008
IN CHANG	→	λ5012
THERE BE CHANG	→	λ5012
YOU CHANG	→	λ5012
COMPU FORCE	→	λ5013
TV FORCE	→	λ5013
TV KILL	→	λ5013
COULD YOU FORCE BRAIN	→	λ5014
COULD YOU FORCE IDEAS	→	λ5014
COULD YOU FORCE PATIE	→	λ5014
COULD YOU READ BRAIN	→	λ5014
YOU COULD FORCE BRAIN	→	λ5014
YOU COULD FORCE IDEAS	→	λ5014
YOU COULD FORCE PATIE	→	λ5014
YOU COULD READ BRAIN	→	λ5014
IN BATH OFTEN	→	λ5019
YOU FITS	→	λ5020
IN YESTE	→	λ5025
WHAT BE YOU YESTE	→	λ5025
WHAT YOU YESTE	→	λ5025
IN CONCL	→	λ5028
BE YOU FUSSY	→	λ5030
FUSSY	→	λ5030
YOU BE FUSSY	→	λ5030
WHAT BE YOU CHIEF NAME	→	λ5032
YOU LIKE ARMY	→	λ5035

PEOPL FEAR YOU	→	λ5037
BE IHELP	→	λ5038
WHEN IT FEEL	→	λ5040
WHEN YOU UPSET	→	λ5040
YOU IT UPSET QFTEN	→	λ5040
BE YOU DEPEN	→	λ5043
BE YOU STRIC	→	λ5044
BE PEOPL ANGRY	→	λ5049
BE YOU BE TELL	→	λ5049
BE YOU BLAME	→	λ5049
IN BLAME	→	λ5049
IN BLAME YOU	→	λ5049
IN TREAT BAD	→	λ5049
PATIE BLAME YOU	→	λ5049
PEOPL BE ANGRY	→	λ5049
PEOPL BLAME YOU	→	λ5049
PEOPL TELL	→	λ5049
YOU BE BLAME	→	λ5049
YOU BE TELL	→	λ5049
YOU TASTE PEOPL TELL	→	λ5049
WHEN CROOK MONEY YOU	→	λ5054
BE YOU MISUN FEEL	→	λ5061
BE YOU MISUN IDEAS	→	λ5061
YOU CRAZY FEEL	→	λ5061
YOU LEAVE YOU BODY	→	λ5061
YOU MISUN FEEL	→	λ5061
YOU ODD FEEL	→	λ5061
YOU PUZZL FEEL	→	λ5061
YOU UPSET FEEL	→	λ5061
IN WIN YOU BRAIN	→	λ5062
YOU BE WIN YOU BRAIN	→	λ5062
YOU FEAR WIN YOU BRAIN	→	λ5062
YOU WIN YOU BRAIN	→	λ5062
IN MOVIE	→	λ5066
YOU LIKE MOVIE	→	λ5066
YOU SEE MOVIE	→	λ5066
WHAT TV YOU SEE	→	λ5067
WHAT YOU SEE	→	λ5067
YOU SEE TV	→	λ5067
WHERE ELSE YOU LIFE	→	λ5068
YOU LIFE ELSE	→	λ5068
THAT IT BE UPSET	→	λ5069
THAT PEOPL BE UPSET	→	λ5069
IN DR OFTEN	→	λ5070
YOU SEE DR OFTEN	→	λ5070
WHEN YOU SLEEP	→	λ5071
WHEN YOU SLEEP IT DAY	→	λ5071
WHO BLAME YOU	→	λ5073
BE YOU GOD	→	λ5076
GOD TELL	→	λ5076
IN GOD	→	λ5076
YOU TASTE GOD	→	λ5076
BE YOU HAPPY	→	λ5077
BE YOU HAPPY HUMAN	→	λ5077
HAPPY	→	λ5077
HOW YOU LIKE	→	λ5077
HOW YOU LIKE IT	→	λ5077

IN HAPPY	→	λ5077
WHY YOU LIKE	→	λ5077
YOU COULD BE HAPPY	→	λ5077
YOU FIND IT	→	λ5077
YOU FIND IT GOOD	→	λ5077
YOU LIKE	→	λ5077
YOU LIKE BE	→	λ5077
YOU LIKE IT	→	λ5077
I KNOW IT	→	λ5080
I LIKE TELL	→	λ5081
I TELL	→	λ5081
COULD WE TELL AGAIN	→	λ5082
IN KNOW AGAIN	→	λ5082
IN ME AGAIN	→	λ5082
IN YOU AGAIN	→	λ5082
SEE YOU AGAIN	→	λ5082
YOU COULD ESCAP	→	λ5083
LEAVE	→	λ5084
WHY YOU TELL	→	λ5085
I BE CROOK	→	λ5086
I BE HOOD	→	λ5086
I BE MAFIA	→	λ5086
I BE PEOPL	→	λ5086
WHY YOU HARM ME	→	λ5088
I LIKE BE	→	λ5089
I LIKE SEX	→	λ5090
IN BE CAGED	→	λ5094
YOU COULD BE CAGED	→	λ5094
YOU COULD STAY	→	λ5094
I BE PAT PAT	→	λ5105
I BE YOU	→	λ5105
I BE GOD	→	λ5106
IN CAR YOU CAR	→	λ5107
WHAT CAR YOU	→	λ5107
WHAT CAR YOU CAR	→	λ5107
RIGHT I COULD	→	λ5108
RIGHT IT BE	→	λ5108
RIGHT IT COULD	→	λ5108
I LIKE COMPU	→	λ5110
IN COMPU	→	λ5110
IN TV	→	λ5110
I BE SCHOO	→	λ5113
WHAT HOME YOU JOB	→	λ5115
WHAT BE YOU EAT	→	λ5116
WHAT EAT YOU LIKE	→	λ5116
IT BAD BE GO	→	λ5117
PATIE UNDRS	→	λ5120
PEOPL UNDRS	→	λ5120
YOU HARM CROOK	→	λ5121
YOU WANT FRIEN	→	λ5122
YOU UPSET TELL	→	λ5124
YOU ASK PATIE	→	λ5125
I BE COLBY	→	λ5128
I NAME BE DR COLBY	→	λ5128
IN I	→	λ5130
PEOPL GET UPSET ME	→	λ5130
THAT YOU BODY BE	→	λ5131

YOU BODY BE	→	λ5131
YOU BODY BE BAD	→	λ5131
WHY YOU LEAVE	→	λ5134
WHY YOU LEAVE IT	→	λ5134
WHY YOU STAY	→	λ5134
WHAT BE YOU CONLL	→	λ5135
WHAT YOU BE TELL BE WRONG	→	λ5135
WHAT YOU BE IDEAS	→	λ5136
PATIE KNOW	→	λ5137
PEOPL KNOW	→	λ5137
HWLNG YOU BE BET	→	λ5140
WHEN YOU OFTEN BET	→	λ5140
BE CHIEF FRIEN	→	λ5141
BE MAFIA FRIEN	→	λ5141
BE MAFIO FRIEN	→	λ5141
YOU KNOW MAFIO	→	λ5141
WHAT BE CROOK	→	λ5146
BF YOU FUZZ	→	λ5148
FUZZ FUZZ YOU	→	λ5148
YOU BE FUZZ	→	λ5148
YOU CAGED CRIME	→	λ5148
CHIEF BE MAFIO	→	λ5150
WHERE CHIEF LIFE	→	λ5152
WHERE MAFIO LIFE	→	λ5152
WHERE CHIEF JOB	→	λ5153
WHERE MAFIO JOB	→	λ5153
IN NURSE	→	λ5154
HOW CRAZY PATIE THINK	→	λ5155
WHAT PATIE FEEL	→	λ5155
WHAT PATIE SAY	→	λ5155
WHAT PATIE THINK	→	λ5155
WHAT PEOPL SAY	→	λ5155
WHAT PEOPL THINK	→	λ5155
WHAT CRAZY MEAN	→	λ5156
WHAT HALLU MEAN	→	λ5156
IN LIKE	→	λ5157
THAT POINT	→	λ5158
WHAT BE POINT	→	λ5158
WHAT POINT	→	λ5158
BE YOU BODY DRY	→	λ5159
PILLS MAKE YOU BODY DRY	→	λ5159
HOW GIRL MAKE YOU NERVE	→	λ5160
WHY GIRL MAKE YOU NERVE	→	λ5160
IN CHIEF	→	λ5161
IN MAFIA CHIEF	→	λ5161
IN MAFIO	→	λ5161
BE YOU BLUSH	→	λ5162
BE YOU SHY	→	λ5162
BE YOU SHY HUMAN	→	λ5162
YOU BE SHY	→	λ5162
YOU BLUSH	→	λ5162
YOU SEEM SHY	→	λ5162
WHEN YOU LEAVE JOB	→	λ5165
DR GET ME	→	λ5166
WHO BE YOU ANGRY	→	λ5167
WHO MAKE YOU ANGRY	→	λ5167
WHY COULD DR WANT YOU	→	λ5168

HOW GOOD BE YOU	→	λ5171
WHAT BE YOU IQ	→	λ5171
I BE PRES	→	λ5172
WHAT BE CAPIT	→	λ5174
WHO DE LIFE	→	λ5176
WHY COULD YOU REPLY	→	λ5177
WHY YOU REPLY	→	λ5177
BE IT ANGER YOU	→	λ5178
THAT MAKE YOU ANGRY	→	λ5178
STOP CHANG TOPIC	→	λ5180
WE TELL	→	λ5180
WHY YOU CHANG TOPIC	→	λ5180
YOU CHANG TOPIC	→	λ5180
WHAT COULD YOU LIKE ME	→	λ5181
WHAT YOU WANT ME	→	λ5181
THAT MAKE YOU WARY	→	λ5186
YOU GET WARY	→	λ5186
PEOPL TRUST YOU	→	λ5188
CHANG TORIC	→	λ5190
IN IT ELSE	→	λ5190
IN STOP TELL	→	λ5190
STOP TELL	→	λ5190
WE CHANG TOPIC	→	λ5190
YOU TELL ME IT	→	λ5190
WHERE BE RACES	→	λ5193
IN VA	→	λ5194
WHAT VA	→	λ5194
WHAT VA MEAN	→	λ5194
BE YOU NAME	→	λ5195
BE YOU NAME PAT	→	λ5195
BE YOU PAT	→	λ5195
COULD I YOU PAT	→	λ5195
PAT	→	λ5195
I KNOW YOU NAME	→	λ5196
THAT BE BAD	→	λ5199
THAT BE JOUGH	→	λ5199
TOUGH	→	λ5199
WELL DAY	→	λ5199
WHEN I SAY	→	λ5200
I HOME BE	→	λ5205
I LIFE	→	λ5205
THANK	→	λ5206
THANK YOU	→	λ5206
MAFIA FORCE CRIME	→	λ5207
MAFIA FORCE DRUGS	→	λ5207
BE YOU THERE	→	λ5209
GET PRAY	→	λ5210
WID UNDRS	→	λ5211
WHAT ROOM BE YOU	→	λ5213
WHAT MUSIC YOU LIKE	→	λ5214
I IDEAS	→	λ5215
WHY COULD CROOK	→	λ5217
WHY COULD CROOK WANT	→	λ5217
I LIE YOU	→	λ5218
YOU WELL THINK	→	λ5218
I TAKE SHIT	→	λ5219
IN WC	→	λ5219

I BE POLIT	↳	λ5222
COULD I	→	λ5223
IN REAL	→	λ5224
WHAT BE REAL	→	λ5224
WHAT MEAN	→	λ5224
WHAT REAL MEAN	→	λ5224
WHAT RIGHT MEAN	→	λ5224
IN RIGHT	→	λ5225
RIGHT	→	λ5225
I BE	→	λ5226
HWMCH	→	λ5227
HWMCH YOU	→	λ5227
HWMCH YOU BE	→	λ5227
HWMCH YOU BE DOING	→	λ5227
I BE GO	→	λ5228
I BE WANT	→	λ5228
I WANT	→	λ5228
I	→	λ5229
LIKE ME	→	λ5229
BE YOU FEEL	→	λ5230
BE YOU KNOW	→	λ5230
YOU BE FEEL	→	λ5230
YOU FEEL	→	λ5230
YOU KNOW	→	λ5230
YOU THINK	→	λ5230
BE YOU	→	λ5231
IN YOU BE	→	λ5231
LIKE YOU	→	λ5231
YOU BE	→	λ5231
WHAT BE CITY	→	λ5232
WHERE BE PALO	→	λ5232
YOU GO ALONE	→	λ5233
HOW YOU KNOW CHIEF	→	λ5234
IN KNOW CHIEF	→	λ5234
WHEN YOU KNOW CHIEF	→	λ5234
WHERE YOU KNOW CHIEF	→	λ5234
WHY YOU KNOW CHIEF	→	λ5234
HOW DR	→	λ5235
WHY DR	→	λ5235
WHY DR BLAME YOU	→	λ5235
WHY DR WANT	→	λ5235
I GET YOU LEAVE	→	λ5236
I LEAVE YOU	→	λ5236
HOW WE TELL	→	λ5239
WHAT WE TELL LIKE	→	λ5239
WHAT BE DR EXPRT	→	λ5240
WHERE COULD WE BE GET	→	λ5241
HOW YOU FIND IT	→	λ5242
HOW YOU GET IT	→	λ5242
WHERE YOU GET IT	→	λ5242
WHERE YOU GET PROOF	→	λ5242
WHO GIVE YOU PROOF	→	λ5242
WHY COULD YOU LIKE	→	λ5243
WHY YOU WANT	→	λ5243
HWMCH YOU SEE YOU	→	SP1
YOU SEE YOU	→	SP1
YOU VISIT YOU	→	SP1

PEOPL THINK	→	SP2
WELL	→	SP3
IN ASK	→	SP4
IN KNOW	→	SP4
IN THINK	→	SP4
HWMNY	→	SP5
WHY YOU SEE YOU OFTEN	→	SP6
YOU BELON	→	SP7
THAT HARM YOU	→	SP9
THAT BE	→	SP10
HWMCH YOU FEEL	→	SP20
HWMCH YOU GO	→	SP21
YOU-GO OFTEN	→	SP21
I WANT YOU	→	SP26
IN BE THERE	→	SP29
IN COME	→	SP31
IN HOME	→	SP34
IN ME	→	SP36
ME	→	SP36
WHAT BE YOU	→	SP51
WHAT YOU BE	→	SP51
WHAT BE	→	SP52
WHAT COULD MAKE YOU FEEL	→	SP54
HWMCH YOU KNOW	→	SP59
WHAT BE YOU IDEAS	→	SP59
WHAT COULD YOU SAY	→	SP59
WHAT YOU FEEL	→	SP59
WHAT YOU KNOW	→	SP59
WHAT YOU THINK	→	SP59
WHEN YOU THINK	→	SP61
HWLNG YOU WANT	→	SP62
WHEN COULD YOU LIK	→	SP62
WHEN YOU WANT	→	SP62
HOW YOU GTLNG	→	SP86
HWMCH YOU TELL	→	SP86
IN GTLNG	→	SP86
WHY YOU GTLNG	→	SP86
YOU GTLNG	→	SP86
YOU WANT ME	→	SP87