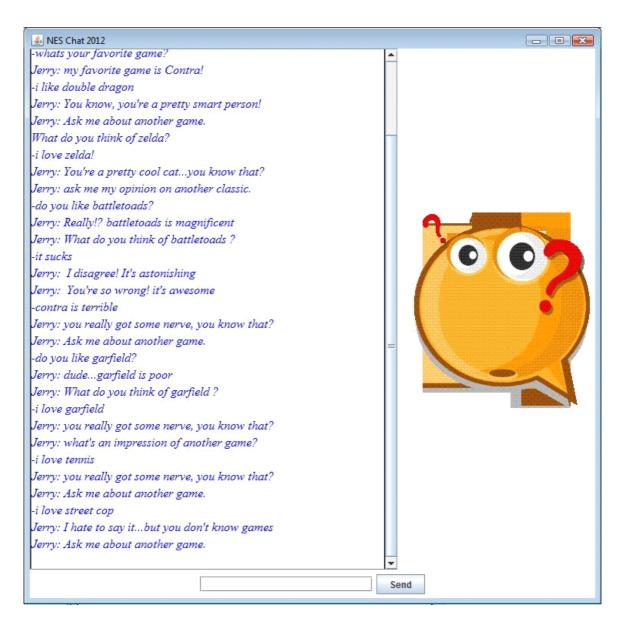
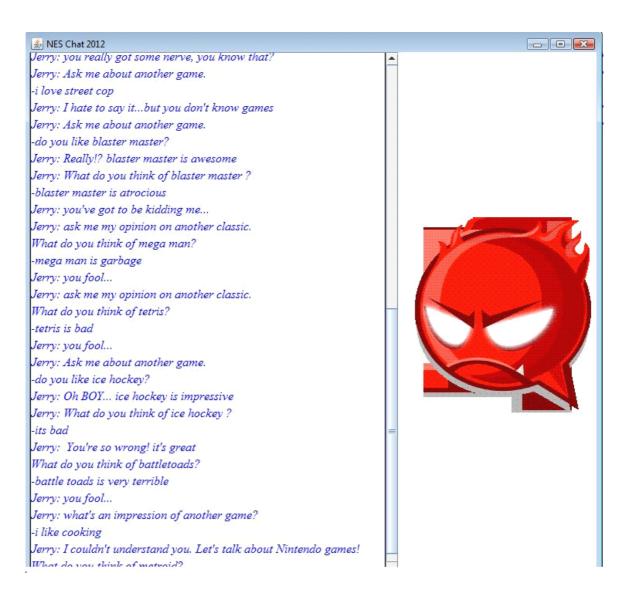


Beginning of conversation. Most responses make the agent happy.



Notice: "What do you think of Zelda?" was a timed response given since the user waited too long. Also notice the change of the emoticon because of the negative feedback. Also notice the response "it sucks" from the user. Jerry was able to identity that previous conversation was about a good game.



Note the agent is at its angriest point.