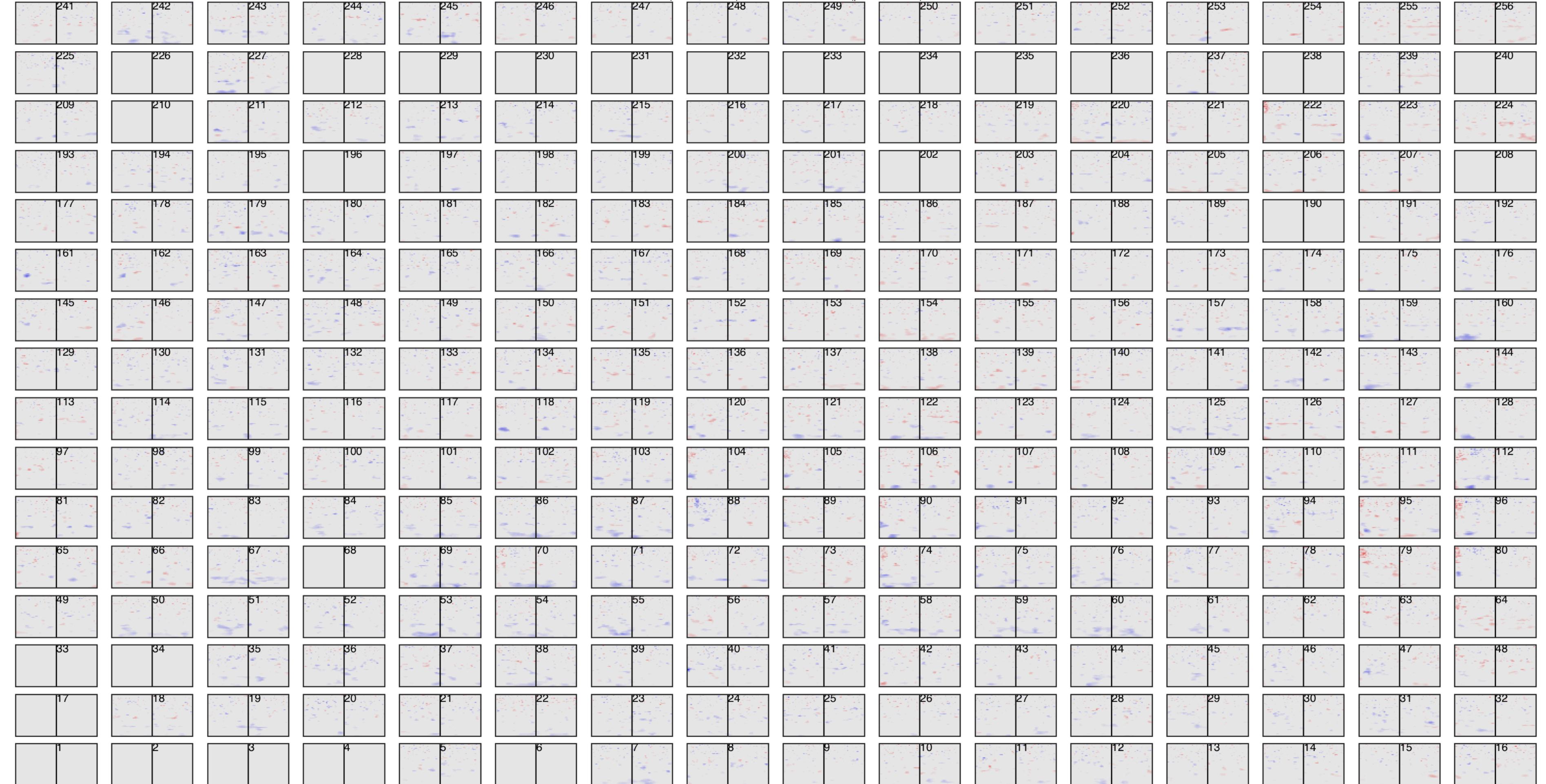
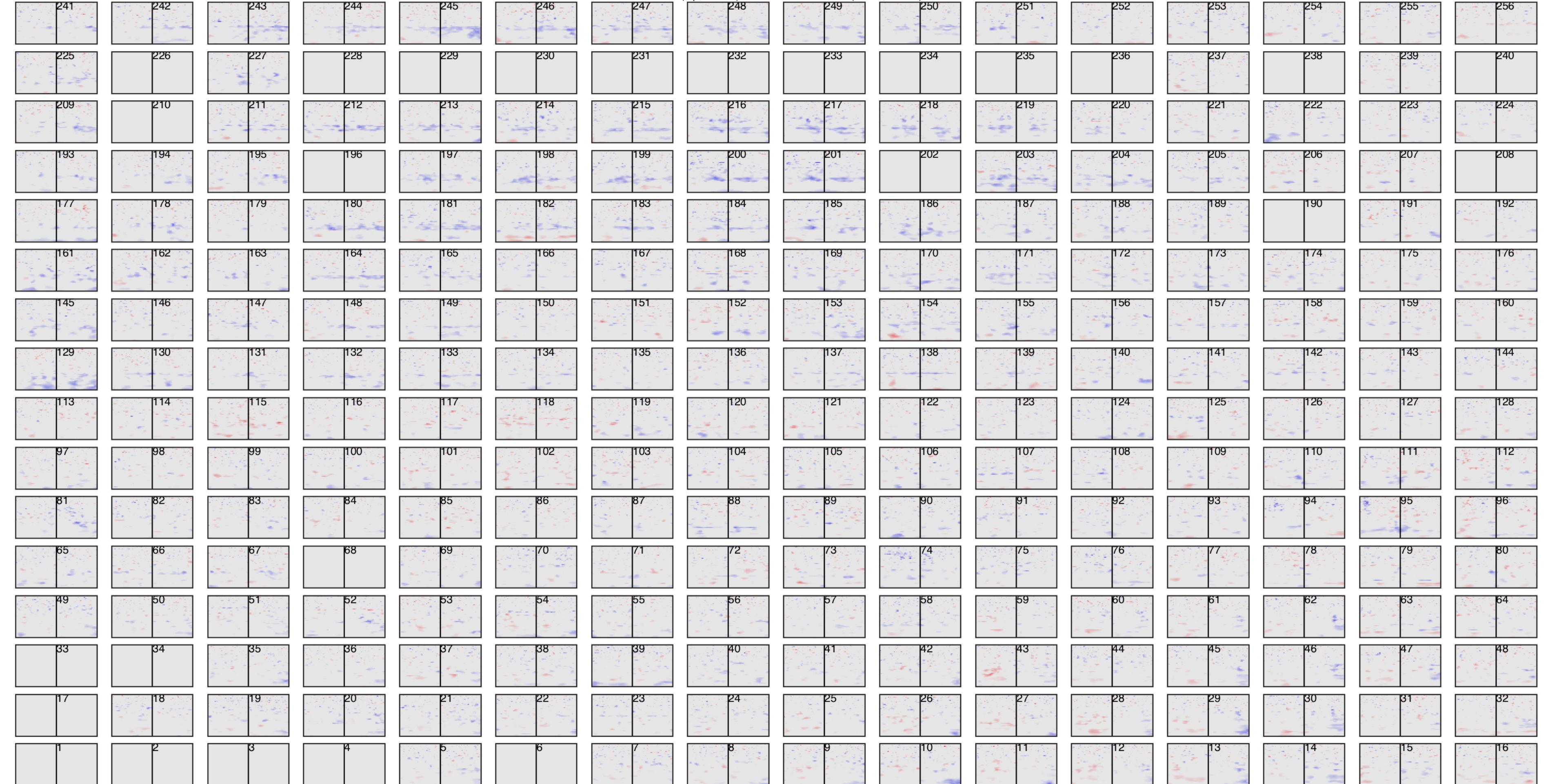




Dominant Prime (effect; n = 11) vs Subordinate Prime (picket; n = 12) for CAUSE

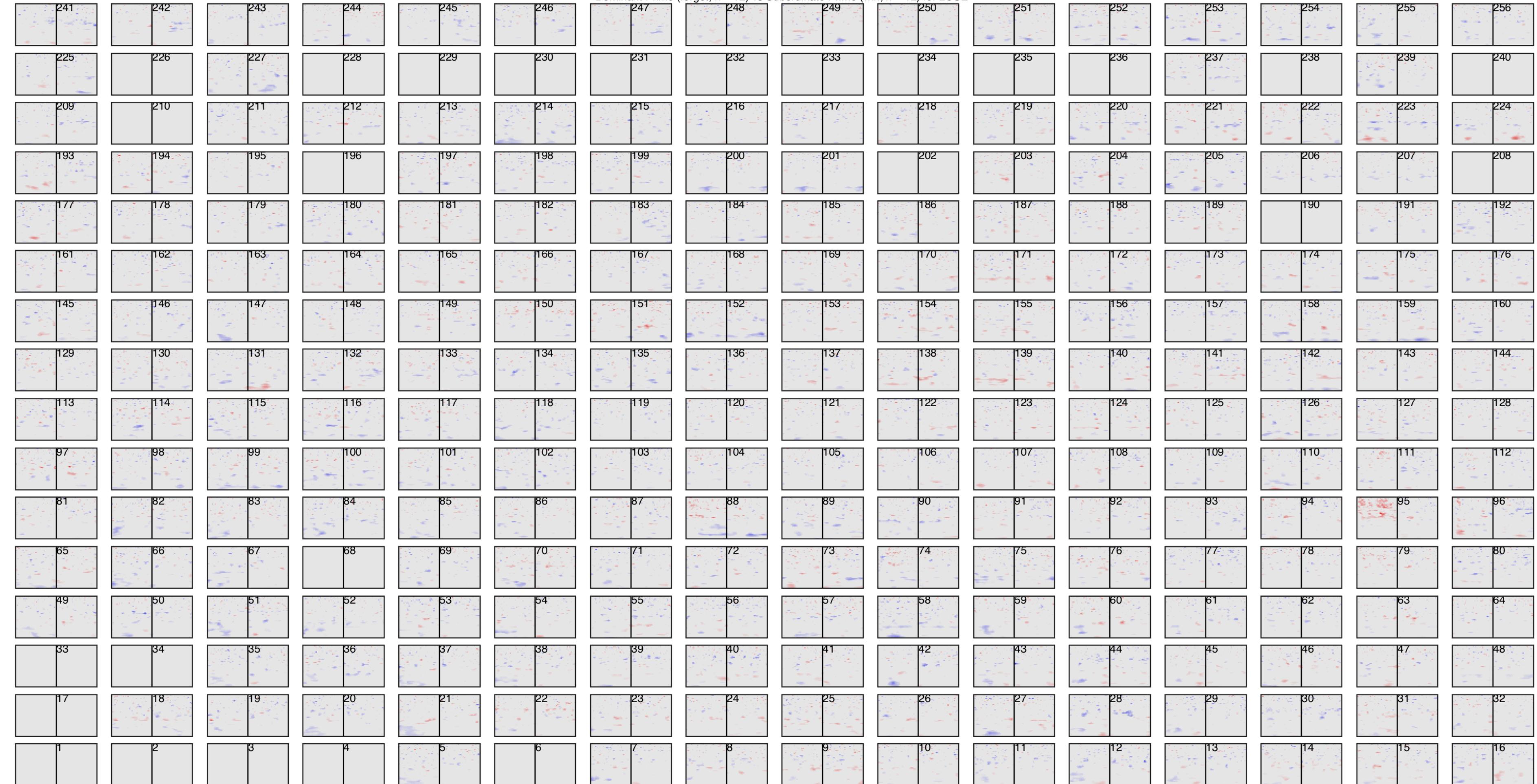


me (dip; n = 12) vs Subordinate Prime (chisel; n = 12) for CHIP

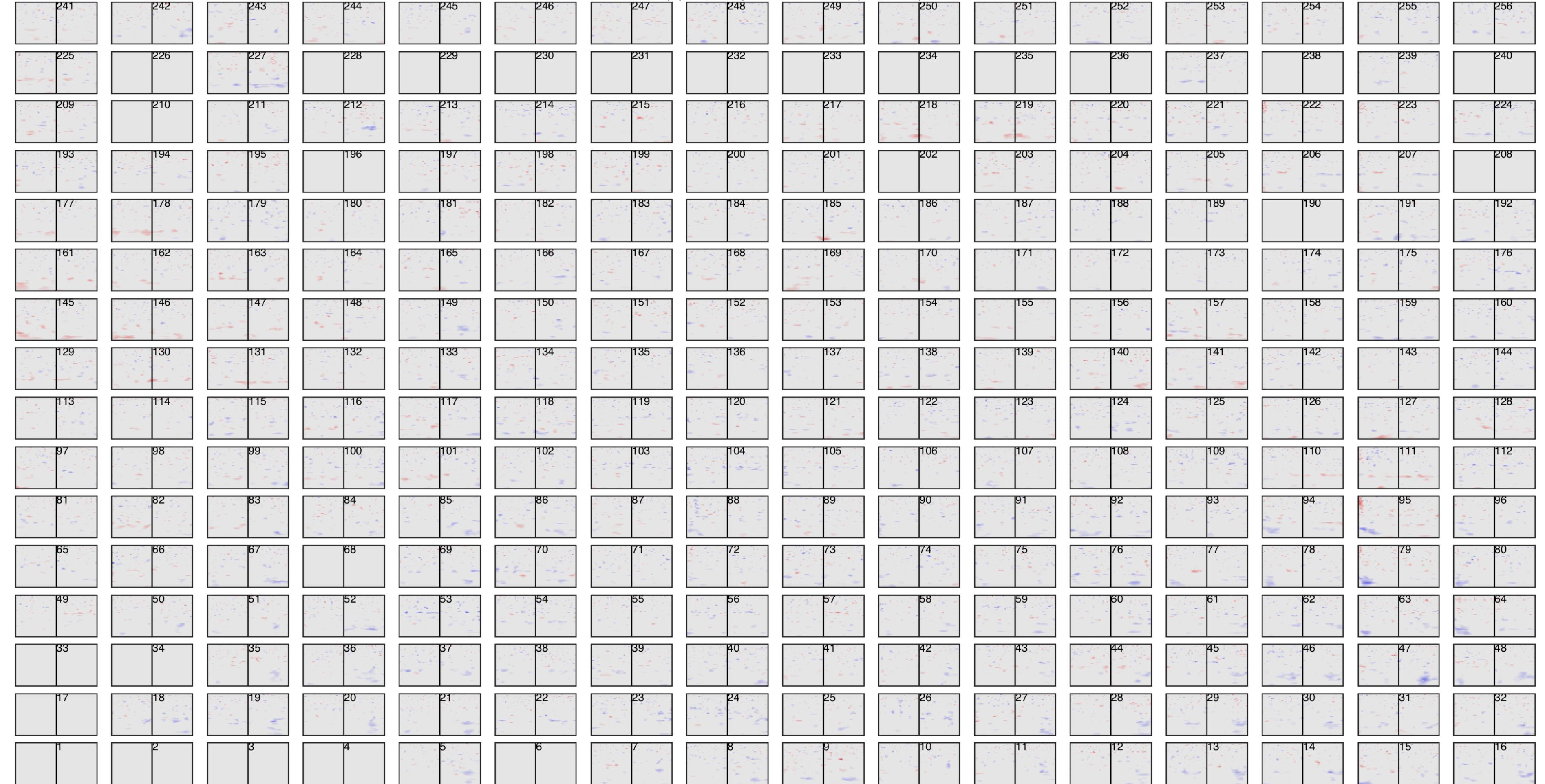




Dominant Prime (forget; n = 12) vs Subordinate Prime (win; n = 12) for LOSE

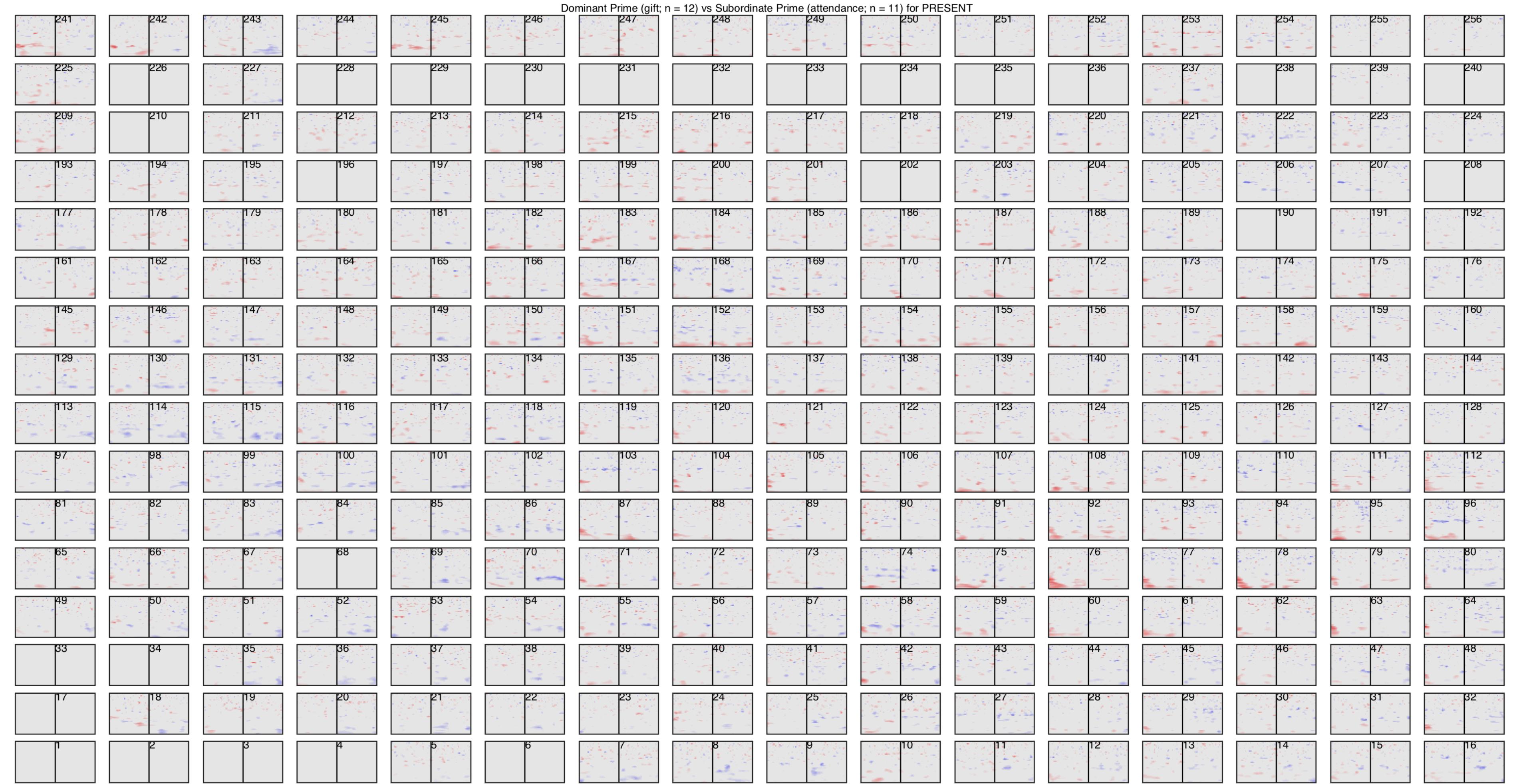


Dominant Prime (squeak; n = 12) vs Subordinate Prime (click; n = 12) for MOUSE











Dominant Prime (thrift; n = 12) vs Subordinate Prime (reservation; n = 12) for SAVE

