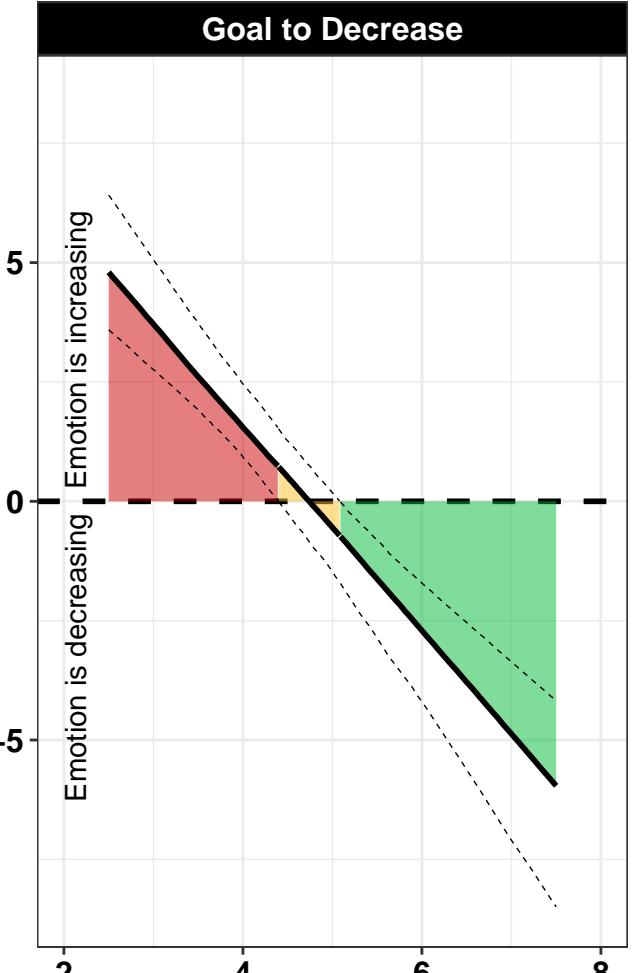


Guilty x ER Goal: Negative Emotions Interaction

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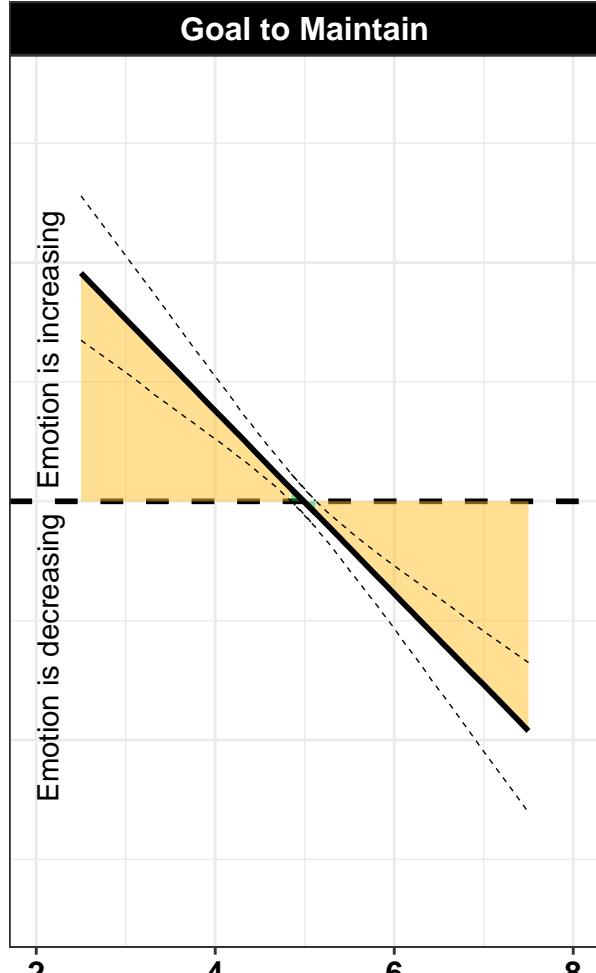
Goal to Decrease

dE/dt



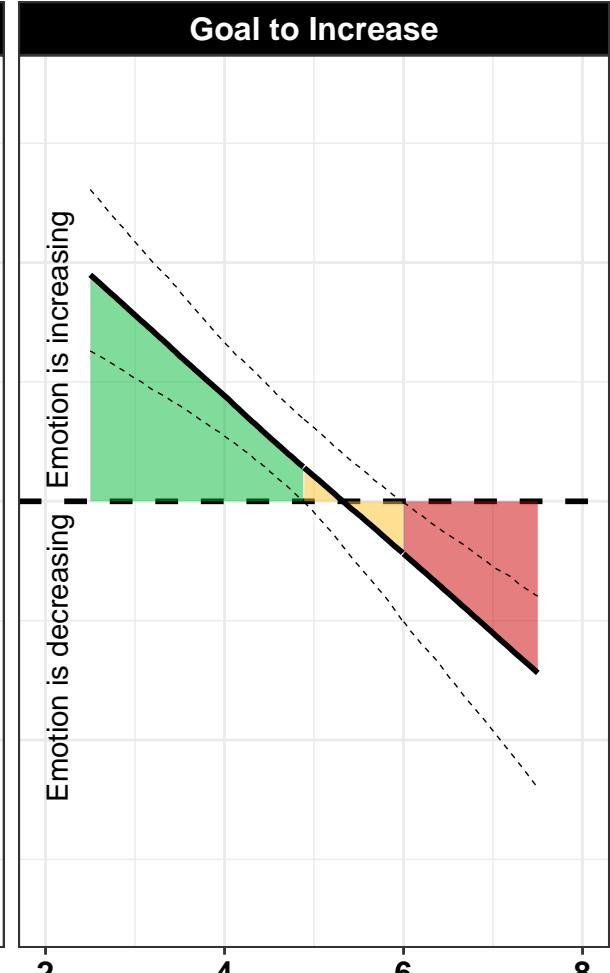
Goal to Maintain

Emotion is decreasing Emotion is increasing



Goal to Increase

Emotion is decreasing Emotion is increasing



Guilty