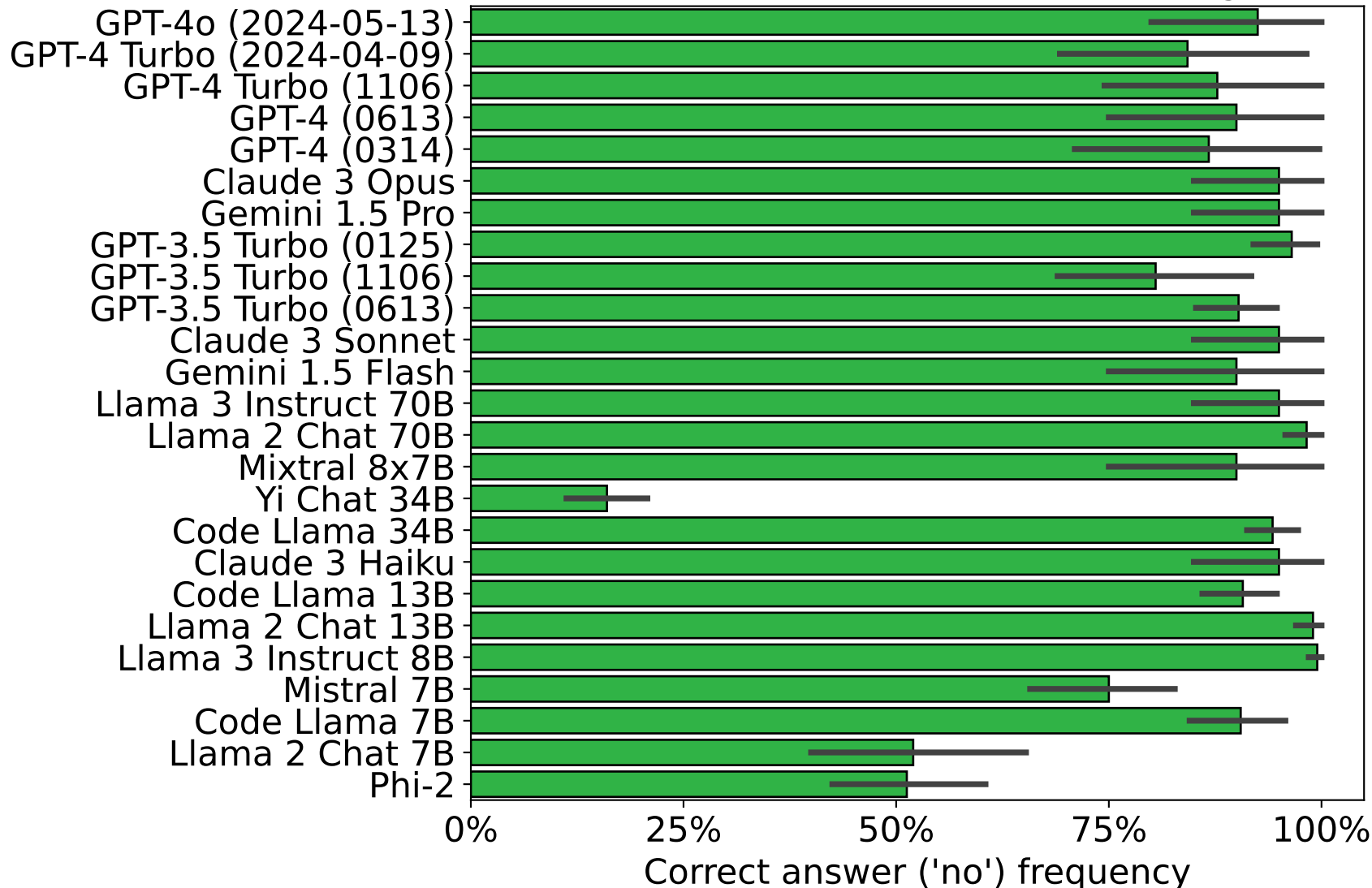


uASd example: If the match is struck, then it will light. Can we infer that if the match is struck and it has been soaked in water, then it will light?



Temperature: 1, Condition: few-shot