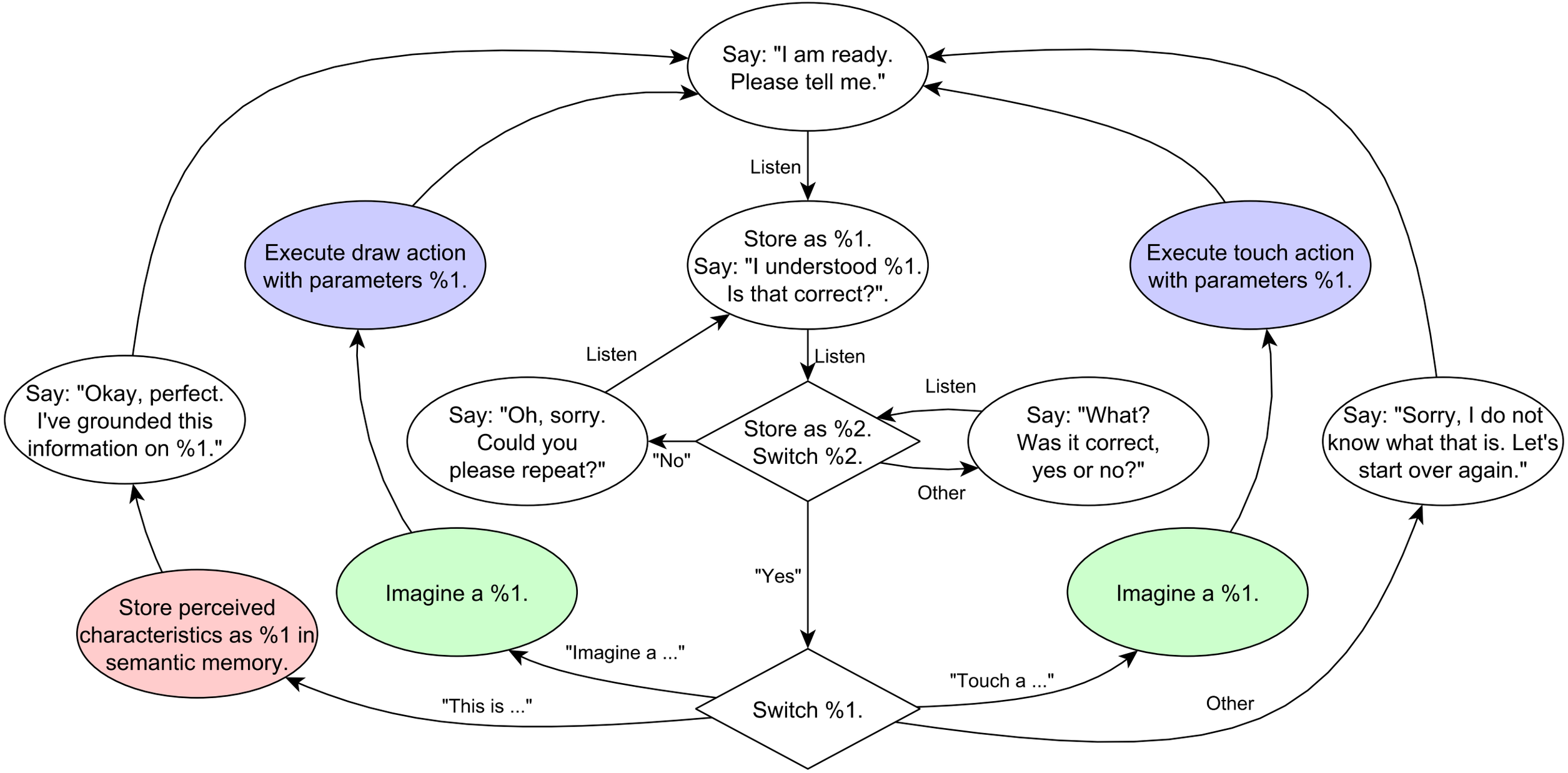
Say: "I am ready. Please tell me."
Listen
Store as %1. Say: "I understood %1. Is that correct?".
Execute draw action with parameters %1.
Execute touch action with parameters %1.
Listen
Listen
Listen
Say: "Oh, sorry. Could you please repeat?"
"No"
Store as %2. Switch %2.
Other
Say: "What? Was it correct, yes or no?"
Say: "Okay, perfect. I've grounded this information on %1."
Say: "Sorry, I do not know what that is. Let's start over again."
"Yes"
Imagine a %1.
Imagine a %1.
Store perceived characteristics as %1 in semantic memory.
"Imagine a ..."
"Touch a ..."
"This is ..."
Switch %1.
Other