

Appendix 1: Lexical domains

1. Existence

- 1.1. General: To exist / to continue to exist
- 1.2. To begin to exist [*be, live*]
 - 1.2.1. To cause something to exist [*create, make*]
- 1.3. To exist in the perception of others [*appear*]
 - 1.3.1. To cause something to exist in the perception of others [*show*]
- 1.4. To exist in time (becoming real) [*happen*]
 - 1.4.1. To cause something to exist in time [*induce, provoke*]
 - 1.4.1.1. To cause something to exist in time in a particular way [*precipitate, hasten*]
 - 1.4.1.2. To cause something to happen, making it possible [*allow, permit*]
 - 1.4.1.3. To cause something not to happen [*prevent, avoid, stifle, smother*]
- 1.5. To exist as something
 - 1.5.1. To exist as the representation of something else [*represent, express*]
 - 1.5.1.1. To cause something to exist as a representation of something [*copy, reproduce*]
 - 1.5.2. To exist as a part of something [*comprise, constitute*]
- 1.6. To begin to exist [*start, commence, be born*]
 - 1.6.1. To cause to begin to exist [*start, commence*]
 - 1.6.1.1. To cause to be born [*abort*]
 - 1.6.2. To begin to exist in the perception of others [*arise, form*]
 - 1.6.3. To begin to exist in time (becoming real) [*start, originate*]
 - 1.6.3.1. To cause something to begin to exist in time [*start, initiate*]
- 1.7. To continue to exist [*last, endure*]
 - 1.7.1. To stop something from continuing [*interrupt*]
- 1.8. To stop existing [*die*]
 - 1.8.1. To cause somebody/something to stop existing [*kill, murder*]
 - 1.8.2. To stop existing in the perception of others [*disappear, vanish*]

- 1.8.2.1. To cause something to stop existing in the perception of others [*erase, delete*]
- 1.8.2.2. To stop existing in time [*end, finish, cease*]
- 1.8.2.3. To cause something to stop existing in time [*end, finish, cease*]

2. Movement

2.1. General [*move, go, come*]

- 2.1.1. To move in a particular way
 - 2.1.1.1. To move quickly [*speed, race, hurry*]
 - 2.1.1.1.1. To cause somebody/something to move quickly [*speed, race, hurry*]
 - 2.1.1.2. To move slowly [*slow, lumber, trundle*]
 - 2.1.1.2.1. To cause something to move slowly [*slow, brake, rein*]
 - 2.1.1.3. To move slightly [*stir*]
 - 2.1.1.4. To move smoothly, easily [*glide, slide*]
 - 2.1.1.4.1. To cause something to move smoothly, easily [*glide, slide*]
 - 2.1.1.5. To move (forward) suddenly [*leap, lunge*]
 - 2.1.1.6. To move in a circular manner [*circle, turn, spin*]
 - 2.1.1.6.1. To cause something to move in a circular manner [*circle, turn, spin*]
 - 2.1.1.7. To move from side to side/back and forth/ up and down repeatedly [*swing, rock, shake*]
 - 2.1.1.7.1. To cause something to move from side to side/back and forth/ up and down repeatedly [*swing, rock, shake*]
 - 2.1.1.8. To move from an upright position [*lean, bend*]
 - 2.1.1.8.1. To cause something to move from an upright position [*lean, bend*]
- 2.1.2. To move off/away
 - 2.1.2.1. To move off/away from a place/ thing/ person [*separate, leave*]
 - 2.1.2.1.1. To cause somebody/something to move away from a place/ thing/person [*send, separate, remove*]
 - 2.1.2.1.1.1. To cause somebody/something to go away because it is not wanted any more [*discard, scrap*]
- 2.1.3. To move towards a place [*go, travel, advance*]

- 2.1.3.1. To cause somebody/something to move towards a place [*advance*]
- 2.1.3.2. To move towards a common point, coming together [*meet, join, gather*]
 - 2.1.3.2.1. To cause people/things to come together at a common point [*join, gather, assemble*]
- 2.1.3.3. To move backward [*back, reverse*]
 - 2.1.3.3.1. To cause something to move backward [*back, reverse*]
- 2.1.3.4. To move upwards [*rise, ascend*]
 - 2.1.3.4.1. To cause somebody/something to move upwards [*raise, lift*]
- 2.1.3.5. To move downwards [*fall, drop*]
 - 2.1.3.5.1. To cause something to move downwards [*lower, drop*]
- 2.1.4. To move across [*cross*]
- 2.1.5. To move over/through [*pass, clear*]
 - 2.1.5.1. To cause something to move over/through something [*pass*]
- 2.1.6. To move in a different direction [*turn, twist, bend*]
 - 2.1.6.1. To cause something to move in a different direction [*turn, twist, bend*]
- 2.1.7. To move about in no particular direction [*wander, drift*]
- 2.1.8. To move in relation to somebody/something
 - 2.1.8.1. To move together [*accompany*]
 - 2.1.8.1.1. To cause people/animals to move together [*herd*]
 - 2.1.8.1.2. To cause somebody/something to go with you [*take, bring*]
 - 2.1.8.1.3. To move with somebody, going before [*lead*]
 - 2.1.8.1.4. To move with somebody, going after/behind [*follow*]
 - 2.1.8.2. To come together [*join, connect*]
 - 2.1.8.2.1. To cause to come together [*join, connect*]
 - 2.1.8.3. To move slower in relation to somebody/something [*lag, trail*]
 - 2.1.8.4. To move towards and beyond somebody/something [*pass*]
 - 2.1.8.5. To move round in order to be on all sides of [*surround, circle*]
 - 2.1.8.6. To move out in all directions [*spread, scatter*]

- 2.1.8.6.1. To cause to move out in all directions [*spread, scatter*]
- 2.1.8.6.2. To move apart [*separate, divide*]
- 2.1.8.6.2.1. To cause something to move apart from something else [*separate, divide*]
- 2.1.8.6.2.2. To come apart [*break, disintegrate*]
- 2.1.8.6.2.2.1. To cause something to come apart [*break, disintegrate*]
- 2.1.8.7. To move back and forth between places
- 2.1.8.7.1. To cause somebody/something to move back and forth between places
- 2.1.8.8. To move into a place [*enter*]
- 2.1.8.8.1. To cause somebody/something to move into a place [*enter*]
- 2.1.8.8.2. To move into a building by force [*burgle*]
- 2.1.8.9. To move out of a place [*emerge*]
- 2.1.8.10. To move to a different place/position [*change, switch, transfer*]
- 2.1.8.10.1. To cause somebody/something to move to a different place/position [*change, switch, transfer*]
- 2.1.8.10.2. To move somebody/something to a different place/position by holding and drawing them along with force [*pull, drag*]
- 2.1.8.10.3. To move somebody/something to a different place/position by holding by walking behind them and exerting force on them, esp. with one's hands [*push, shove*]
- 2.1.9. To not move any more, after having moved [*stop, halt*]
- 2.1.9.1. To cause somebody/something to not move any more, after having moved [*stop, halt*]
- 2.2. Liquid
- 2.2.1. To move as liquid in a particular way [*flow, ripple*]
- 2.2.1.1. To move slowly in small quantities [*drip, dribble*]
- 2.2.1.2. To move quickly in large quantities [*pour, gush, flood*]
- 2.2.1.2.1. To cause a liquid to move quickly in large quantities [*pour, flood*]
- 2.2.1.3. To move through an opening [*squirt, spurt*]
- 2.2.1.3.1. To cause a liquid to move through an opening [*squirt, spurt*]

- 2.2.1.3.2. To cause (liquid) to go in [*inject*]
- 2.2.2. To move in/downward below the surface of a liquid [*sink, plunge*]
- 2.2.2.1. To cause somebody/something to move in/downwards below the surface of a liquid [*sink, plunge, dip*]
- 2.2.2.2. To move in liquid using parts of the body [*swim, paddle*]
- 2.2.3. To move over liquid [*sail, cruise*]
- 2.2.3.1. To cause something to move over liquid [*launch, sail, paddle*]
- 2.2.3.2. To move over liquid in no particular direction [*float, drift*]
- 2.2.4. To move upwards to the surface of a liquid [*surface*]
- 2.2.4.1. To cause something to move upwards to the surface of a liquid [*surface*]
- 2.3. Atmosphere
- 2.3.1. To move as air [*blow*]
- 2.3.2. To move through the air [*fly, flutter, float*]
- 2.3.2.1. To cause something to move through the air [*fly, float*]
- 2.3.3. To move upwards in the air [*rise, soar*]
- 2.3.4. To move downwards in the air [*swoop, dive*]
- 2.4. Land
- 2.4.1. To move in a particular way [*skulk, creep, scamper*]
- 2.4.1.1. To move using one's feet [*walk*]
- 2.4.1.1.1. To move quickly using one's feet [*run*]
- 2.4.1.1.2. To move up and down using one's feet [*jump*]
- 2.4.1.2. To move downwards to the ground [*fall*]
- 2.4.2. To cause somebody/something to move downwards to the ground [*trip, tumble*]
- 2.4.3. To move one's body [*gesture, exercise*]
- 2.4.3.1. To move one's body from side to side [*squirm, wriggle*]
- 2.4.3.2. To move one's body by raising it [*stand*]
- 2.4.3.3. To move one's body by lowering it [*sit, bend*]
- 2.4.3.4. To move a part of one's body [*duck, lick, wave*]

3. POSITION (To be in a particular/state/condition/position without moving/ changing)

3.1. To be in a particular/state/condition/position without moving/changing [*stay, lie*]3.1.1. To cause somebody/something to stay in a particular state/condition/ position [*keep, maintain*]3.1.1.1. To cause somebody to be in a particular place/position [*put, place*]3.1.1.1.1. To put things together [*join, attach*]3.1.1.1.2. To put many things together [*pool*]3.1.1.1.3. To put something around something else [*wrap*]3.1.1.1.4. To put something on (the surface of) something else [*cover, spread*]3.1.1.1.4.1. To cover something with something else to protect it/make it more attractive [*paint, coat*]3.1.1.1.4.2. To cover somebody/something so that it cannot be seen [*enshroud, cloak*]3.1.1.1.5. To put something on top of something else [*pile*]3.1.1.1.6. To put something in/onto something else [*insert, fill*]3.1.1.1.7. To put something in a particular position/order [*arrange, classify*]3.1.1.1.8. To put somebody/something in the place of somebody/ something else [*replace, substitute*]3.1.1.1.9. To put somebody/something in a bad situation [*risk, endanger*]

Contact

4.1. To come into contact with somebody/something [*hit*]4.1.1. To hit somebody/something hard and continuously for a long time [*beat, batter*]4.1.2. To hit a ball [*slice, hook*]4.1.3. To hit against something [*collide*]4.1.3.1. To cause something to hit against something [*crash, ground*]4.1.4. To not hit [*miss*]

5. Change (To begin to be different)

5.1. To become [*change*]5.1.1. To change somebody/something [*vary, transform*]5.1.2. To change by increasing (becoming more) [*grow, increase*]5.1.2.1. To cause something to change by increasing it [*increase, augment*]5.1.3. To change by decreasing (becoming less) [*lessen, decrease, diminish*]5.1.3.1. To cause something to change by decreasing it (making it less) [*lessen, decrease, reduce, diminish*]5.1.4. To change becoming better [*improve*]5.1.4.1. To cause something to change by making it better [*improve, enhance*]5.1.4.2. To cause something to change by making physically more attractive [*decorate, adorn*]5.1.4.3. To cause something to change by making it better/right again [*correct, fix, amend*]5.1.4.4. To cause something to change by making it better/free of something bad [*clean, purify, cure*]5.1.5. To change by becoming worse [*worsen, deteriorate, spoil*]5.1.5.1. To cause something to change by making it worse [*worsen, deteriorate, spoil*]5.1.5.2. To cause something to change by making it less good/ attractive/satisfactory [*harm, damage*]5.1.5.3. To cause something to change by making it impure/dangerous/ dirty [*dirty, defile, pollute*]5.1.6. To change in time [*age*]5.1.6.1. To cause something to change in time [*age*]

5.1.7. To change in appearance

5.1.7.1. To change color [*color, redden*]5.1.7.1.1. To cause something change color [*color, redden*]5.1.7.2. To change in texture [*coarsen*]5.1.7.2.1. To cause something to change in texture [*smooth, crumple*]5.1.7.3. To change in state [*solidify, liquefy*]5.1.7.3.1. To cause something to change in state [*solidify, liquefy*]5.1.8. To change, becoming like something else [*normalize*]

- 5.1.8.1. To cause something to change, making it like something else [*standardize, normalize*]
6. Perception (To become aware of the existence of somebody/something)
- 6.1. General perception (all senses): to become aware [*perceive, find, discover*]
- 6.2. Visual perception (To become aware by using one's eyes) [*see, look*]
- 6.2.1. To see [*notice, observe*]
- 6.2.2. To see intentionally [*distinguish, discern*]
- 6.2.2.1. To see intentionally, directing one's eyes [*gaze, stare*]
- 6.2.3. To be seen [*show*]
- 6.2.3.1. To cause somebody/something to be seen: [*show*]
- 6.2.4. To not see [*be blind*]
- 6.2.4.1. To cause somebody to be unable to see [*blind, dazzle*]
- 6.2.4.2. To cause something not to be seen any more [*hide, conceal*]
- 6.3. Tactile perception (To become aware by using one's hands) [*touch, feel*]
- 6.4. Olfactory perception (To become aware through one's nose) [*smell, scent*]
- 6.4.1. To cause somebody to become aware of something through one's nose [*smell, stink*]
- 6.5. Auditory perception (To become aware through one's ears)
- 6.5.1. To perceive something with one's ears [*hear*]
- 6.5.2. To hear intentionally [*listen*]
- 6.6. Taste perception (To become aware through one's mouth) [*taste*]
7. Cognition (to become aware through one's mind) [*know*]
- 7.1. To become aware of something, (having it) in one's mind [*know*]
- 7.1.1. To come to know something [*learn*]
- 7.1.1.1. To cause somebody to learn [*teach*]
- 7.1.1.2. To cause something to be known [*show*]
- 7.1.2. To know the nature/meaning of something [*understand*]
- 7.1.2.1. To cause somebody to understand something [*enlighten, illuminate*]

- 7.1.2.2. To cause something to be understood better [*clarify*]
- 7.1.2.3. To understand with difficulty [*grasp*]
- 7.1.2.4. To not understand [*mistake*]
- 7.1.2.4.1. To cause somebody not to understand/understand with difficulty
- 7.2. To use one's mind to become (more) aware of something in a certain way [*think about*]
- 7.2.1. To think about something bringing it back into one's mind from the past [*remember*]
- 7.2.2. To think about something that has happened in the past [*reflect*]
- 7.2.3. To think about something (usu. in order to understand it better) [*meditate*]
- 7.2.4. To think about something in order to make a decision (in the future) [*consider*]
- 7.3. To use one's mind to form an opinion/idea [*think (of)*]
- 7.3.1. To think something, having formed an opinion/come to a decision about it [*decide*]
- 7.3.2. To think something is true [*believe*]
- 7.3.3. To think something is going to happen [*expect*]
- 7.3.4. To think something is likely to be true [*suppose*]
- 7.3.5. To think without knowing if it is true [*guess*]
- 7.3.6. To think something may not be true [*doubt*]
- 7.3.7. To think (of) something, forming it in one's mind as an idea/picture [*imagine*]
8. Feeling (to become aware of something other than by sight, having a sensation)
- 8.1. To feel something bad [*suffer*]
- 8.1.1. To cause somebody to feel something bad [*punish*]
- 8.2. To feel something good [*enjoy*]
- 8.3. To feel sadness [*grieve*]
- 8.3.1. To cause somebody to feel sadness [*sadden, grieve, distress*]
- 8.4. To feel happiness [*delight in, thrill, rejoice*]
- 8.4.1. To cause somebody to feel happiness [*please, gladden, thrill*]
- 8.5. To feel aversion [*dislike, hate, detest*]
- 8.5.1. To cause somebody to feel physical aversion [*disgust*]

- 8.5.2. To cause somebody to feel emotional aversion [*anger, enrage*]
- 8.6. To feel attraction [*like, love, admire*]
- 8.6.1. To cause somebody to feel attraction [*attract, fascinate, interest*]
- 8.6.2. To feel a loss of attraction [*tire, weary*]
- 8.6.2.1. To cause somebody to feel a loss of attraction [*tire, weary*]
- 8.7. To feel something bad in one's body [*hurt, ache*]
- 8.7.1. To cause somebody to feel something bad in their body [*hurt, wound*]
- 8.7.2. To cause somebody to feel less pain [*alleviate, assuage*]
- 8.8. To feel fear [*fear, dread, worry*]
- 8.8.1. To cause somebody to feel fear [*frighten, scare, terrify*]
- 8.8.1.1. To cause somebody feel less fear/anger [*calm, soothe*]
- 8.9. To feel surprise [*wonder, marvel*]
- 8.9.1. To cause somebody to feel surprise [*surprise, astonish, amaze*]
- 8.10. To feel shame
- 8.10.1. To cause somebody to feel shame [*shame, disgrace, embarrass*]
- 8.11. To feel a need to do something or to have/get something [*want, wish, desire*]
9. Speech [*say, speak, talk*]
- 9.1. To say something in a particular way
- 9.1.1. To say something formally [*address, state, declare*]
- 9.1.2. To say something informally [*gossip, chat*]
- 9.1.3. To say something firmly [*insist, emphasize*]
- 9.1.4. To say something precisely [*specify*]
- 9.1.5. To say something briefly [*mention*]
- 9.1.6. To say something again [*repeat*]
- 9.1.7. To say something with difficulty [*stutter, stammer*]
- 9.1.8. To say something quickly/continuously [*chatter, babble*]
- 9.1.9. To say something suddenly/loudly [*exclaim, shout*]
- 9.1.10. To say something in a soft way [*whisper*]
- 9.1.11. To say something angrily [*snarl*]
- 9.1.12. To say something unhappily in a dissatisfied way [*complain, lament*]
- 9.1.13. To say something in a proud way [*boast, brag*]

- 9.1.14. To say something in a rude way [*insult*]
- 9.2. To say something
- 9.2.1. To say something is the case (positive things)
- 9.2.1.1. To say yes to somebody/something [*accept, agree*]
- 9.2.1.2. To say that something is true [*acknowledge, admit*]
- 9.2.1.2.1. To say that something will happen [*foretell, predict*]
- 9.2.1.2.2. To say that something is certain [*promise, guarantee*]
- 9.2.1.3. To say positive things about somebody/ something
- 9.2.1.3.1. To say positive things, speaking favorably [*praise, extol*]
- 9.2.1.3.2. To say positive things, saying that something should be considered [*suggest, advise*]
- 9.2.2. To say something is not the case (negative things)
- 9.2.2.1. To say no to somebody/something [*refuse, reject*]
- 9.2.2.2. To say negative things about somebody/ something [*criticize, slander*]
- 9.2.2.2.1. To say negative things so that others will laugh [*ridicule*]
- 9.2.2.3. To say something bad may happen [*warn, threaten*]
- 9.2.3. To say something without knowing if it is the case [*guess*]
- 9.3. To say something for a particular purpose/ with a specific result
- 9.3.1. To say something to somebody so that they will do it [*direct, order*]
- 9.3.1.1. To say something to somebody else to put an idea in their mind [*suggest*]
- 9.3.2. To say something in order to get something else [*ask, request*]
- 9.3.2.1. To say something in question form in order to get an answer [*ask, question*]
- 9.3.2.1.1. To say something in return to something [*answer*]
- 9.3.2.1.2. To say something not in return to something [*remark, comment*]
- 9.3.3. To say something to somebody to tell them about it
- 9.3.3.1. To say something expressing an opinion or judgement one has arrived at [*reason*]
- 9.3.3.2. To say something to somebody so that they will remember it [*remind*]

- 9.3.3.3. To say something to somebody so that they will know it [*inform, notify*]
- 9.3.3.4. To say something to somebody giving an account of it [*describe*]
- 9.3.3.5. To say the main points of [*outline*]
- 9.3.3.6. To say something to somebody else, talking it over from several points of view [*discuss*]
- 9.4. To say something by a particular means [*telephone*]
- 9.5. To say something in a different language [*translate*]

10. Sound

- 10.1. Sound produced by living creatures
 - 10.1.1. To make a sound by speaking
 - 10.1.1.1. To make a loud sound [*shout*]
 - 10.1.1.2. To make a soft sound [*murmur*]
 - 10.1.1.3. To make a sound indicating an emotion
 - 10.1.1.3.1. unhappiness [*cry, whine*]
 - 10.1.1.3.2. happiness [*laugh*]
 - 10.1.1.3.3. disapproval [*hoot, boo*]
 - 10.1.2. To make a sound related to body conditions
 - 10.1.2.1. To make a sound by breathing [*sigh*]
 - 10.1.2.1.1. To make a sound by breathing quickly and audibly [*gasp, puff*]
 - 10.1.2.2. To make a sound by expelling air
 - 10.1.2.2.1. To make a sound by expelling air from one's throat [*cough, burp*]
 - 10.1.2.2.2. To make a sound by expelling air from one's nose [*sneeze, snort*]
 - 10.1.2.2.3. To make a sound by expelling air through one's anus [*fart*]
 - 10.1.2.3. To make a sound by inhaling air [*sniff*]
 - 10.1.3. To make a sound like an animal
 - 10.1.3.1. To make a sound like a wild/angry animal [*growl, howl*]
 - 10.1.3.2. To make a sound like a domestic animal [*bark, meow*]
 - 10.1.3.3. To make a sound like a bird [*chirp, squawk*]
 - 10.1.3.4. To make a sound like an insect [*buzz*]
- 10.2. Sounds produced by Nature [*bubble, rustle*]
- 10.3. Sounds produced by objects
 - 10.3.1. To make a musical sound [*ring, chime*]

- 10.3.2. To make a metallic sound [*clink, clank*]
- 10.3.3. To make a frictional sound [*rasp, grate*]
- 10.3.4. To make a punctual, explosive sound [*crash, bang*]
- 10.3.5. To make a dull, punctual sound
 - 10.3.5.1. Something hitting against something else [*thud, thump*]
 - 10.3.5.2. Something heavy hitting against liquid [*splash*]
- 10.3.6. To make a durative sound [*roar, boom*]
- 10.3.7. To make an iterative, sibilant sound [*rattle, swish*]

11. Light

- 11.1. To give off light/ be bright [*shine*]
 - 11.1.1. To shine brightly [*glare, blaze*]
 - 11.1.2. To shine softly/faintly [*shimmer, glimmer*]
 - 11.1.3. To shine steadily [*beam*]
 - 11.1.4. To shine unsteadily [*flicker*]
 - 11.1.5. To cause something to give off light/be bright [*shine, illuminate*]
- 11.2. To be/become without light [*darken, dim*]

12. Possession

- 12.1. To have something [*possess, own, hold*]
 - 12.1.1. To come to have something [*get, obtain*]
 - 12.1.1.1. To get something as a result of force/skill [*take, capture*]
 - 12.1.1.2. To get something through effort/as a reward [*gain, earn*]
 - 12.1.1.3. To get something after it has been given/sent to you [*receive*]
 - 12.1.1.4. To get a large number of things over a period of time [*collect, accumulate*]
 - 12.1.1.5. To get something back after it has been lost/stolen [*recover*]
 - 12.1.2. To continue to have something [*keep, save*]
 - 12.1.2.1. To have something within as a part [*contain, include*]
 - 12.1.2.2. To cause something to have something as a part [*include, incorporate*]
 - 12.1.2.2.1. To not include [*omit, exclude*]
- 12.1.3. To stop having [*lose*]

- 12.1.3.1. To cause to stop having [*take, steal*]
- 12.1.4. To cause somebody/something to have [*give*]
- 12.1.4.1. To give something formally [*present, confer*]
- 12.1.4.2. To give something, having the power/authority to do so [*concede*]
- 12.1.4.3. To give something in return for something else [*exchange, trade*]
- 12.1.4.4. To give something in return for something good done [*reward, honor, bestow*]
- 12.1.4.5. To give money in return for something [*pay*]
- 12.1.4.6. To give somebody/something what is needed [*provide, supply*]
- 12.1.4.7. To give something for use after death [*leave, bequeath*]
- 12.1.4.8. To give something in shares/units to many people [*distribute*]
- 12.1.4.9. To cause somebody/something to have more money [*enrich*]

12.2. To not have [*lack*]

13. Action

- 13.1. To do something [*perform*]
- 13.1.1. To start to do something [*undertake*]
- 13.1.2. To continue doing something [*proceed*]
- 13.1.3. To do something bringing it to a finish [*accomplish, fulfil*]
- 13.1.4. To do something again [*repeat*]
- 13.1.5. To do something well [*succeed*]
- 13.1.6. To do something badly [*botch*]
- 13.1.7. To do something in particular [*work*]
- 13.1.7.1. To stop working [*retire*]
- 13.1.7.1.1. To cause somebody to stop working [*retire*]
- 13.1.8. To do something for somebody [*help*]
- 13.2. To not do something [*fail, neglect*]
- 13.2.1.1. To cause somebody not to do something [*prevent*]
- 13.2.2. To stop doing something [*end, finish*]
- 13.2.3. To make an effort in order to be able to do something [*try, attempt*]
- 13.3. To do something for a particular purpose [*act*]
- 13.3.1. To cause somebody to do something [*influence*]
- 13.3.2. To do something to cause enjoyment [*amuse*]
- 13.3.3. To do something to cause suffering [*torment*]

- 13.3.4. To do something to get a certain result [*deal with, use*]
- 13.3.4.1. To use something without the right to do so [*pirate*]
- 13.3.4.2. To use a writing instrument [*write, scribble*]
- 13.3.4.3. To use something until it is finished [*consume, exhaust*]
- 13.3.4.3.1. To cause somebody to consume something [*drug, dope*]
- 13.3.4.4. To use one's teeth to cut through something [*bite*]
- 13.3.4.5. To use violence against somebody/something to hurt/damage [*fight, attack*]
- 13.4. To make something [*create*]
- 13.4.1. To make something as a result of a natural process [*sweat*]
- 13.4.2. To make something by doing something [*produce*]
- 13.4.3. To make something in a particular way [*fashion*]
- 13.4.4. To make something in a particular place [*manufacture*]
- 13.4.5. To make something as a representation of something else [*copy*]