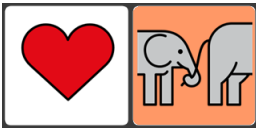
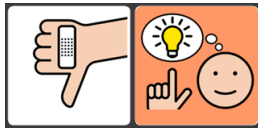
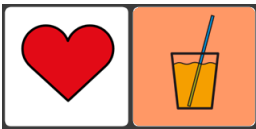
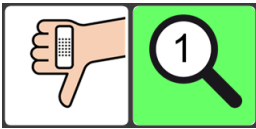
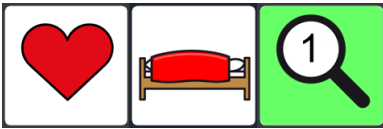
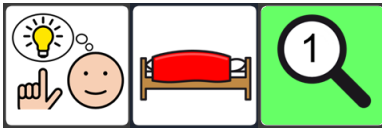
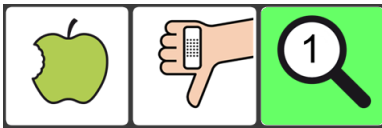


Der Benutzer sagt, wie er sich fühlt.

bin  Unity60 Modul 10	bist  Unity60 Modul 10	ist  Unity60 Modul 10	sind  Unity60 Modul 10
haben  Unity60 Modul 10	Angst  Unity60 Modul 10	Spaß  Unity60 Modul 10	Schmerz  Unity60 Modul 10
Hunger  Unity60 Modul 10	Durst  Unity60 Modul 10	traurig  Unity60 Modul 10	glücklich  Unity60 Modul 10
gut  Unity60 Modul 10	schlecht  Unity60 Modul 10	müde  Unity60 Modul 10	langweilig  Unity60 Modul 10
ärgern  Unity60 Modul 10	freuen  Unity60 Modul 10	lecker  Unity60 Modul 10	eklig  Unity60 Modul 10