

```
serious_0(A):-dur_minutes(A,8).
serious_0(A):-type(A,fire), pipes(A,0).
serious_0(A):-fatalities(A,0), pipes(A,1),
               lather(A,0).
serious_1(A):-amateur_units(A,1).
serious_1(A):-amateur_units(A,0), pipes(A,2),
               aqualung(A,1).
serious_1(A):-damage(A,300000).
serious_1(A):-damage(A,unknown), type(A,fire),
               profesional_units(A,1).
serious_1(A):-dur_minutes(A,unknown),
               fatalities(A,0), cars(A,1).
serious_2(A):-lather(A,unknown).
serious_2(A):-lather(A,0), aqualung(A,1),
               fan(A,0).
serious_2(A):-amateur_units(A,2),
               profesional_units(A,2).
serious_2(A):-dur_minutes(A,unknown),
               injuries(A,2).
serious_3(A):-fatalities(A,1).
serious_3(A):-fatalities(A,2).
serious_3(A):-injuries(A,2), cars(A,2).
serious_3(A):-pipes(A,4).
```