

$q_0 = \{3m, 3c, 0\}$  - start state

$\bigcirc$  - left side of the river.

$\bigcirc$  - useless states ~~unallowed states~~  
 $\rightarrow$  - unallowed transitions.

$\bigcirc$  - right side of river

$F = \{3m, 3c, 1\}$  - final state (goal).

$(q_0 \wedge F) \in Q$ , where  $Q$  is the set of states

$\Sigma = \{1m, 1c\}, \{2m, 0c\}, \{0m, 2c\}, \{1m, 0c\}, \{0m, 1c\}, \{1\}, \{0\}$

$\bigcirc$  - unallowed states ( $\#m \neq \#c$ )

hence, no flow of outgoing edges here in game over.

