

STATE 0: occupied(1), occupied(2), occupied(3), occupied(5), occupied(6), occupied(7), on1(a,1), on1(b,2), on1(c,3), on2(d,5), on2(e,6), on2(f,7)

ACTIONS: **move2(d,4)**

STATE 1: -on2(d,5), on2(e,6), on2(f,7), occupied(3), occupied(4), occupied(6), on2(d,4), occupied(1), occupied(2), on1(a,1), on1(b,2), on1(c,3), occupied(7)

ACTIONS: **move1(c,5)**

STATE 2: on2(e,6), on2(f,7), occupied(4), occupied(5), occupied(6), on2(d,4), occupied(1), occupied(2), on1(a,1), on1(b,2), -on1(c,3), on1(c,5), occupied(7)

ACTIONS: **move1(b,3)**

STATE 3: on2(e,6), on2(f,7), occupied(3), occupied(4), occupied(5), occupied(6), on2(d,4), occupied(1), on1(a,1), -on1(b,2), on1(b,3), on1(c,5), occupied(7)

ACTIONS: **move2(d,2)**

STATE 4: on2(e,6), on2(f,7), occupied(3), occupied(5), occupied(6), -on2(d,4), occupied(1), occupied(2), on2(d,2), on1(a,1), on1(b,3), on1(c,5), occupied(7)

ACTIONS: **move2(e,4)**

STATE 5: -on2(e,6), on2(f,7), occupied(3), occupied(4), occupied(5), on2(e,4), occupied(1), occupied(2), on2(d,2), on1(a,1), on1(b,3), on1(c,5), occupied(7)

ACTIONS: **move2(f,6)**

STATE 6: -on2(f,7), occupied(3), occupied(4), occupied(5), occupied(6), on2(e,4), on2(f,6), occupied(1), occupied(2), on2(d,2), on1(a,1), on1(b,3), on1(c,5)

ACTIONS: **move1(c,7)**

STATE 7: occupied(3), occupied(4), occupied(6), on2(e,4), on2(f,6), occupied(1), occupied(2), on2(d,2), on1(a,1), on1(b,3), -on1(c,5), occupied(7), on1(c,7)

ACTIONS: **move1(b,5)**

STATE 8: occupied(4), occupied(5), occupied(6), on2(e,4), on2(f,6), occupied(1), occupied(2), on2(d,2), on1(a,1), -on1(b,3), occupied(7), on1(b,5), on1(c,7)

ACTIONS: **move1(a,3)**

STATE 9: occupied(3), occupied(4), occupied(5), occupied(6), on2(e,4), on2(f,6), occupied(2), on2(d,2), -on1(a,1), on1(a,3), occupied(7), on1(b,5), on1(c,7)

ACTIONS: **move2(d,1)**

STATE 10: occupied(3), occupied(4), occupied(5), occupied(6), on2(e,4), on2(f,6), occupied(1), on2(d,1), -on2(d,2), on1(a,3), occupied(7), on1(b,5), on1(c,7)

ACTIONS: **move2(e,2)**

STATE 11: occupied(3), occupied(5), occupied(6), -on2(e,4), on2(f,6), occupied(1), occupied(2), on2(d,1), on2(e,2), on1(a,3), occupied(7), on1(b,5), on1(c,7)

ACTIONS: **move2(f,4)**

STATE 12: occupied(3), occupied(4), occupied(5), -on2(f,6), occupied(1), occupied(2), on2(d,1), on2(e,2), on2(f,4), on1(a,3), occupied(7), on1(b,5), on1(c,7)

ACTIONS: **move1(b,6)**

STATE 13: occupied(3), occupied(4), occupied(6), occupied(1), occupied(2), on2(d,1), on2(e,2), on2(f,4), on1(a,3), occupied(7), -on1(b,5), on1(b,6), on1(c,7)

ACTIONS: **move1(a,5)**

STATE 14: occupied(4), occupied(5), occupied(6), occupied(1), occupied(2), on2(d,1), on2(e,2), on2(f,4), -on1(a,3), occupied(7), on1(a,5), on1(b,6), on1(c,7)

ACTIONS: **move2(f,3)**

STATE 15: on2(d,1), on2(e,2), on2(f,3), -on2(f,4), on1(a,5), on1(b,6), on1(c,7), occupied(1), occupied(2), occupied(3), occupied(5), occupied(6), occupied(7)