

## Found Plan (output)

(moveto red home woods)

(tell-path red wolf woods)

```
(:action moveto
:parameters (red home woods)
:precondition
  (and
    (forward home woods)
    (at red home)
  )
:effect
  (and
    (at red woods)
    (not
      (at red home)
    )
  )
)
```

## Found Plan (output)

(moveto red home woods)

(tell-path red wolf woods)

```
(:action tell-path
:parameters (red wolf woods)
:precondition
  (and
    (at red woods)
    (at wolf woods)
    (not
      (= red wolf)
    )
    (not
      (path_know red)
    )
    (path_know wolf)
  )
:effect
  (and
    (path_know red)
  )
)
```