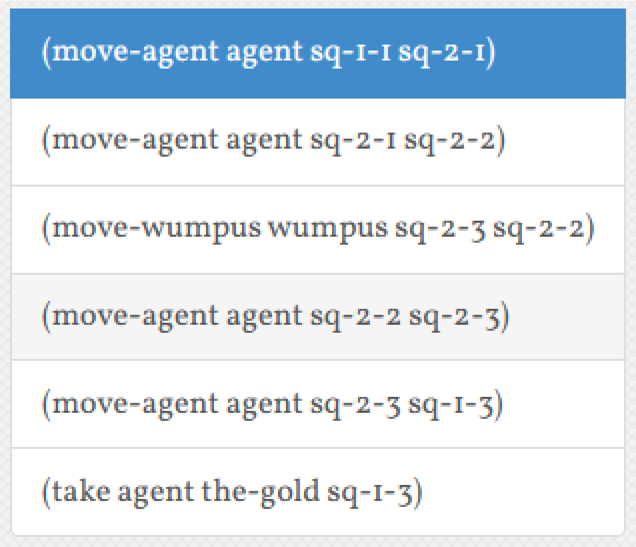

(move-agent agent sq-1-1 sq-2-1)

(move-agent agent sq-2-1 sq-2-2)

(move-wumpus wumpus sq-2-3 sq-2-2)

(move-agent agent sq-2-2 sq-2-3)

(move-agent agent sq-2-3 sq-1-3)

(take agent the-gold sq-1-3)

```
(:action move-agent
  :parameters (agent sq-1-1 sq-2-1)
  :precondition
    (and
      (is-agent agent)
      (at agent sq-1-1)
      (adj sq-1-1 sq-2-1)
      (not
        (pit sq-2-1)
      )
      (not
        (wumpus-in sq-2-1)
      )
    )
  :effect
    (and
      (not
        (at agent sq-1-1)
      )
      (at agent sq-2-1)
    )
)
(:action move-agent
  :parameters (agent sq-2-1 sq-2-2)
  :precondition
    (and
      (is-agent agent)
      (at agent sq-2-1)
      (adj sq-2-1 sq-2-2)
      (not
        (pit sq-2-2)
      )
      (not
        (wumpus-in sq-2-2)
      )
    )
  :effect
    (and
      (not
        (at agent sq-2-1)
      )
      (at agent sq-2-2)
    )
)
(:action move-wumpus
  :parameters (wumpus sq-2-3 sq-2-2)
  :precondition
    (and
      (is-wumpus wumpus)
      (at wumpus sq-2-3)
      (adj sq-2-3 sq-2-2)
      (not
        (pit sq-2-2)
      )
      (not
        (wumpus-in sq-2-2)
      )
    )
  :effect
    (and
      (not
        (at wumpus sq-2-3)
      )
      (at wumpus sq-2-2)
      (not
        (wumpus-in sq-2-3)
      )
      (wumpus-in sq-2-2)
    )
)
(:action move-agent
  :parameters (agent sq-2-2 sq-2-3)
  :precondition
    (and
      (is-agent agent)
      (at agent sq-2-2)
      (adj sq-2-2 sq-2-3)
      (not
        (pit sq-2-3)
      )
      (not
        (wumpus-in sq-2-3)
      )
    )
  :effect
    (and
      (not
        (at agent sq-2-2)
      )
      (at agent sq-2-3)
    )
)
(:action move-agent
  :parameters (agent sq-2-3 sq-1-3)
  :precondition
```

```
    (and
      (is-agent agent)
      (at agent sq-2-3)
      (adj sq-2-3 sq-1-3)
      (not
        (pit sq-1-3)
      )
      (not
        (wumpus-in sq-1-3)
      )
    )
  :effect
    (and
      (not
        (at agent sq-2-3)
      )
      (at agent sq-1-3)
    )
)
(:action take
  :parameters (agent the-gold sq-1-3)
  :precondition
    (and
      (is-agent agent)
      (at agent sq-1-3)
      (at the-gold sq-1-3)
    )
  :effect
    (and
      (have agent the-gold)
      (not
        (at the-gold sq-1-3)
      )
    )
)
```