(define (problem wumpus-problem-3)

(:domain wumpus-domain)

(:objects sq-1-1 sq-1-2 sq-1-3

sq-2-1 sq-2-2 sq-2-3

the-gold the-arrow

agent wumpus)

(:init (adj sq-1-1 sq-1-2) (adj sq-1-2 sq-1-1)

(adj sq-1-2 sq-1-3) (adj sq-1-3 sq-1-2)

(adj sq-2-1 sq-2-2) (adj sq-2-2 sq-2-1)

(adj sq-2-2 sq-2-3) (adj sq-2-3 sq-2-2)

(adj sq-1-1 sq-2-1) (adj sq-2-1 sq-1-1)

(adj sq-1-2 sq-2-2) (adj sq-2-2 sq-1-2)

(adj sq-1-3 sq-2-3) (adj sq-2-3 sq-1-3)

(pit sq-1-2)

(is-gold the-gold)

(at the-gold sq-1-3)

(is-agent agent)

(at agent sq-1-1)

(is-arrow the-arrow)

(have agent the-arrow)

(is-wumpus wumpus)

(at wumpus sq-2-2)

(wumpus-in sq-2-2))

(:goal (and (have wumpus the-gold) (dead agent)))

)