

go(hero, evilLair): herosJourney
intHerosJourney(hero, villain,
evilLair, home): herosJourney

escape(villain): herosJourney
intHerosJourney(hero, villain,
evilLair, home): herosJourney

go(hero, home): herosJourney
intHerosJourney(hero, villain,
evilLair, home): herosJourney

S_0

S_1

S_2

S_3

~~phase(herosJourney, active):~~
herosJourney
place(home, home):
herosJourney
place(evilLair, evilLair):
herosJourney
role(villain, villain):
herosJourney
role(hero, hero): herosJourney

~~phase(herosJourney, phaseA):~~
herosJourney
place(home, home):
herosJourney
place(evilLair, evilLair):
herosJourney
role(villain, villain):
herosJourney
role(hero, hero): herosJourney

~~phase(herosJourney, phaseB):~~
herosJourney
place(evilLair, evilLair):
herosJourney
place(home, home): herosJourney
role(hero, hero): herosJourney
role(villain, villain): herosJourney

place(home, home): herosJourney
place(evilLair, evilLair):
herosJourney
role(villain, villain): herosJourney
role(hero, hero): herosJourney