

Init(*Tire(Flat)* \wedge *Tire(Spare)* \wedge *At(Flat,Axle)* \wedge *At(Spare,Trunk)*)

Goal(*At(Spare,Axle)*)

Action(*Remove(obj,loc)*),

 PRECOND: *At(obj,loc)*

 EFFECT: \neg *At(obj,loc)* \wedge *At(obj,Ground)*)

Action(*PutOn(t, Axle)*),

 PRECOND: *Tire(t)* \wedge *At(t,Ground)* \wedge \neg *At(Flat,Axle)* \wedge \neg *At(Spare,Axle)*

 EFFECT: \neg *At(t,Ground)* \wedge *At(t,Axle)*)

Action(*LeaveOvernight*>,

 PRECOND:

 EFFECT: \neg *At(Spare,Ground)* \wedge \neg *At(Spare,Axle)* \wedge \neg *At(Spare,Trunk)*
 \wedge \neg *At(Flat,Ground)* \wedge \neg *At(Flat,Axle)* \wedge \neg *At(Flat, Trunk)*)