```
IndInit C3 \triangleq
\exists i1, i1\_2, i2\_2 \in 0 \dots MAX\_BLOCK\_SLOT :
  LET b1 \stackrel{\triangle}{=} [body \mapsto 1, slot \mapsto i1]
        b1\_2 \stackrel{\triangle}{=} [body \mapsto 2, slot \mapsto i1\_2]
        b2\_2 \stackrel{\triangle}{=} [body \mapsto -2, slot \mapsto i2\_2]
  IN
   \land 0 < i1 \land i1 < i1_{-2} \land i1 < i2_{-2}
   \land all\_blocks = \{GenesisBlock, b1, b1, b1\_2, b2\_2\}
   \land chain1 = \{GenesisBlock, b1, b1\_2\}
   \wedge chain1\_tip = b1\_2
   \wedge chain2 = \{GenesisBlock, b1, b2\_2\}
   \wedge chain2\_tip = b2\_2
   \wedge chain2\_fork\_block\_number = -2
    the rest has to be generated
   \land ffg\_votes = Gen(5) must be \ge 4 to observe disagreement
   \land votes = Gen(12) must be \ge 12 to observe disagreement
   \land justified\_checkpoints = Gen(5)
   \wedge InitAccountableSafety
   \land VotesInv
```

 $\land CheckpointsInv$