∧ (_goal=0) ∧ (active=1) ∧ (home1=1) ∧ (home2=1)
∧ (known1=0) ∧ (known2=0) ∧ (known_room1=0) ∧ (known_room2=0)
∧ (pos1=0) ∧ (pos2=0) ∧ (turn=1)

∧ (_goal=0) ∧ (active=2) ∧ (home1=1) ∧ (home2=1)
∧ (known1=0) ∧ (known2=0) ∧ (known_room1=0) ∧ (known_room2=0)
∧ (pos1=0) ∧ (pos2=0) ∧ (turn=2)

∧ (_goal=0) ∧ (active=1) ∧ (home1=1) ∧ (home2=1)
∧ (known1=0) ∧ (known2=0) ∧ (known_room1=0) ∧ (known_room2=0)
∧ (pos1=0) ∧ (pos2=0) ∧ (turn=2)

∧ (_goal=0) ∧ (active=2) ∧ (home1=0) ∧ (home2=1)
∧ (known1=0) ∧ (known2=0) ∧ (known_room1=0) ∧ (known_room2=0)
∧ (pos1=2) ∧ (pos2=0) ∧ (turn=3)

∧ (_goal=0) ∧ (active=1) ∧ (home1=0) ∧ (home2=1)
∧ (known1=0) ∧ (known2=0) ∧ (known_room1=0) ∧ (known_room2=0)
∧ (pos1=2) ∧ (pos2=0) ∧ (turn=3)

∧ (_goal=0) ∧ (active=2) ∧ (home1=0) ∧ (home2=0)
∧ (known1=0) ∧ (known2=0) ∧ (known_room1=0) ∧ (known_room2=0)
∧ (pos1=2) ∧ (pos2=2) ∧ (turn=1)

∧ (_goal=0) ∧ (active=1) ∧ (home1=0) ∧ (home2=0)
∧ (known1=0) ∧ (known2=0) ∧ (known_room1=0) ∧ (known_room2=0)
∧ (pos1=2) ∧ (pos2=2) ∧ (turn=1)

∧ (_goal=0) ∧ (active=1) ∧ (home1=0) ∧ (home2=0)
∧ (known1=0) ∧ (known2=0) ∧ (known_room1=0) ∧ (known_room2=0)
∧ (pos1=2) ∧ (pos2=2) ∧ (turn=2)

∧ (_goal=0) ∧ (active=2) ∧ (home1=0) ∧ (home2=0)
∧ (known1=0) ∧ (known2=0) ∧ (known_room1=0) ∧ (known_room2=0)
∧ (pos1=2) ∧ (pos2=2) ∧ (turn=2)

∧ (_goal=0) ∧ (active=2) ∧ (home1=1) ∧ (home2=0)
∧ (known1=1) ∧ (known2=0) ∧ (known_room1=2) ∧ (known_room2=0)
∧ (pos1=0) ∧ (pos2=2) ∧ (turn=3)

∧ (_goal=0) ∧ (active=1) ∧ (home1=0) ∧ (home2=0)
∧ (known1=0) ∧ (known2=0) ∧ (known_room1=1) ∧ (known_room2=0)
∧ (pos1=1) ∧ (pos2=2) ∧ (turn=3)

∧ (_goal=0) ∧ (active=2) ∧ (home1=1) ∧ (home2=1)
∧ (known1=1) ∧ (known2=1) ∧ (known_room1=2) ∧ (known_room2=2)
∧ (pos1=0) ∧ (pos2=0) ∧ (turn=1)

∧ (_goal=0) ∧ (active=2) ∧ (home1=1) ∧ (home2=1)
∧ (known1=1) ∧ (known2=1) ∧ (known_room1=2) ∧ (known_room2=2)
∧ (pos1=0) ∧ (pos2=0) ∧ (turn=2)

∧ (_goal=0) ∧ (active=1) ∧ (home1=1) ∧ (home2=1)
∧ (known1=1) ∧ (known2=1) ∧ (known_room1=2) ∧ (known_room2=2)
∧ (pos1=0) ∧ (pos2=0) ∧ (turn=2)

∧ (_goal=0) ∧ (active=2) ∧ (home1=0) ∧ (home2=1)
∧ (known1=1) ∧ (known2=1) ∧ (known_room1=2) ∧ (known_room2=2)
∧ (pos1=2) ∧ (pos2=0) ∧ (turn=3)

∧ (_goal=0) ∧ (active=1) ∧ (home1=0) ∧ (home2=1)
∧ (known1=1) ∧ (known2=1) ∧ (known_room1=2) ∧ (known_room2=2)
∧ (pos1=2) ∧ (pos2=0) ∧ (turn=3)

∧ (_goal=0) ∧ (active=2) ∧ (home1=0) ∧ (home2=0)
∧ (known1=1) ∧ (known2=1) ∧ (known_room1=2) ∧ (known_room2=2)
∧ (pos1=2) ∧ (pos2=2) ∧ (turn=1)

∧ (_goal=0) ∧ (active=1) ∧ (home1=0) ∧ (home2=0)
∧ (known1=1) ∧ (known2=1) ∧ (known_room1=2) ∧ (known_room2=2)
∧ (pos1=2) ∧ (pos2=2) ∧ (turn=1)

∧ (_goal=0) ∧ (active=2) ∧ (home1=0) ∧ (home2=0)
∧ (known1=1) ∧ (known2=1) ∧ (known_room1=2) ∧ (known_room2=2)
∧ (pos1=2) ∧ (pos2=2) ∧ (turn=2)

∧ (_goal=0) ∧ (active=1) ∧ (home1=0) ∧ (home2=0)
∧ (known1=1) ∧ (known2=1) ∧ (known_room1=2) ∧ (known_room2=2)
∧ (pos1=2) ∧ (pos2=2) ∧ (turn=2)

∧ (_goal=0) ∧ (active=2) ∧ (home1=1) ∧ (home2=0)
∧ (known1=1) ∧ (known2=1) ∧ (known_room1=2) ∧ (known_room2=2)
∧ (pos1=0) ∧ (pos2=2) ∧ (turn=3)

∧ (_goal=0) ∧ (active=1) ∧ (home1=0) ∧ (home2=0)
∧ (known1=0) ∧ (known2=1) ∧ (known_room1=0) ∧ (known_room2=2)
∧ (pos1=1) ∧ (pos2=2) ∧ (turn=3)

∧ (_goal=0) ∧ (active=1) ∧ (home1=0) ∧ (home2=0)
∧ (known1=0) ∧ (known2=0) ∧ (known_room1=0) ∧ (known_room2=0)
∧ (pos1=1) ∧ (pos2=1) ∧ (turn=1)

∧ (_goal=0) ∧ (active=2) ∧ (home1=0) ∧ (home2=0)
∧ (known1=0) ∧ (known2=0) ∧ (known_room1=0) ∧ (known_room2=0)
∧ (pos1=1) ∧ (pos2=1) ∧ (turn=2)

∧ (_goal=0) ∧ (active=1) ∧ (home1=0) ∧ (home2=0)
∧ (known1=0) ∧ (known2=0) ∧ (known_room1=0) ∧ (known_room2=0)
∧ (pos1=1) ∧ (pos2=1) ∧ (turn=2)

∧ (_goal=0) ∧ (active=2) ∧ (home1=0) ∧ (home2=0)
∧ (known1=0) ∧ (known2=0) ∧ (known_room1=0) ∧ (known_room2=0)
∧ (pos1=2) ∧ (pos2=1) ∧ (turn=3)

∧ (_goal=0) ∧ (active=1) ∧ (home1=1) ∧ (home2=0)
∧ (known1=1) ∧ (known2=0) ∧ (known_room1=1) ∧ (known_room2=0)
∧ (pos1=0) ∧ (pos2=1) ∧ (turn=3)

∧ (_goal=0) ∧ (active=1) ∧ (home1=1) ∧ (home2=1)
∧ (known1=1) ∧ (known2=1) ∧ (known_room1=1) ∧ (known_room2=1)
∧ (pos1=0) ∧ (pos2=0) ∧ (turn=1)

∧ (_goal=0) ∧ (active=1) ∧ (home1=1) ∧ (home2=1)
∧ (known1=1) ∧ (known2=1) ∧ (known_room1=1) ∧ (known_room2=1)
∧ (pos1=0) ∧ (pos2=0) ∧ (turn=2)

∧ (_goal=0) ∧ (active=2) ∧ (home1=1) ∧ (home2=1)
∧ (known1=1) ∧ (known2=1) ∧ (known_room1=1) ∧ (known_room2=1)
∧ (pos1=0) ∧ (pos2=0) ∧ (turn=2)

∧ (_goal=0) ∧ (active=1) ∧ (home1=0) ∧ (home2=1)
∧ (known1=1) ∧ (known2=1) ∧ (known_room1=1) ∧ (known_room2=1)
∧ (pos1=1) ∧ (pos2=0) ∧ (turn=3)

∧ (_goal=0) ∧ (active=2) ∧ (home1=0) ∧ (home2=1)
∧ (known1=1) ∧ (known2=1) ∧ (known_room1=1) ∧ (known_room2=1)
∧ (pos1=1) ∧ (pos2=0) ∧ (turn=3)

∧ (_goal=0) ∧ (active=1) ∧ (home1=0) ∧ (home2=0)
∧ (known1=1) ∧ (known2=1) ∧ (known_room1=1) ∧ (known_room2=1)
∧ (pos1=1) ∧ (pos2=1) ∧ (turn=1)

∧ (_goal=0) ∧ (active=2) ∧ (home1=0) ∧ (home2=0)
∧ (known1=1) ∧ (known2=1) ∧ (known_room1=1) ∧ (known_room2=1)
∧ (pos1=1) ∧ (pos2=1) ∧ (turn=1)

∧ (_goal=0) ∧ (active=2) ∧ (home1=0) ∧ (home2=0)
∧ (known1=1) ∧ (known2=1) ∧ (known_room1=1) ∧ (known_room2=1)
∧ (pos1=1) ∧ (pos2=1) ∧ (turn=2)

∧ (_goal=0) ∧ (active=1) ∧ (home1=0) ∧ (home2=0)
∧ (known1=1) ∧ (known2=1) ∧ (known_room1=1) ∧ (known_room2=1)
∧ (pos1=1) ∧ (pos2=1) ∧ (turn=2)

∧ (_goal=0) ∧ (active=2) ∧ (home1=0) ∧ (home2=0)
∧ (known1=0) ∧ (known2=1) ∧ (known_room1=0) ∧ (known_room2=1)
∧ (pos1=2) ∧ (pos2=1) ∧ (turn=3)

∧ (_goal=0) ∧ (active=1) ∧ (home1=1) ∧ (home2=0)
∧ (known1=1) ∧ (known2=1) ∧ (known_room1=1) ∧ (known_room2=1)
∧ (pos1=0) ∧ (pos2=1) ∧ (turn=3)