S0	A0	S1	A1	S2	A2	S3	A3	S4	A4	S5	A5	S6
at(Monkey,A)	go(Monkey, A, B)	at(Monkey,A)	go(Monkey, A, B)	at(Monkey,A)	go(Monkey, A, B)	at(Monkey,A)	go(Monkey, A, B)	at(Monkey,A)	go(Monkey, A, B)	at(Monkey,A)	go(Monkey, A, B)	at(Monkey,A)
at(Bananas, B)	go(Monkey, A, C)	at(Bananas, B)	go(Monkey, A, C)	at(Bananas, B)	go(Monkey, A, C)	at(Bananas, B)	go(Monkey, A, C)	at(Bananas, B)	go(Monkey, A, C)	at(Bananas, B)	go(Monkey, A, C)	at(Bananas, B)
at(Box, C)		at(Box, C)	go(Monkey, B, A)	at(Box, C)	go(Monkey, B, A)	at(Box, C)	go(Monkey, B, A)	at(Box, C)	go(Monkey, B, A)	at(Box, C)	go(Monkey, B, A)	at(Box, C)
height(Monkey, low)		height(Monkey, low)	go(Monkey, B, C)	height(Monkey, low)	go(Monkey, B, C)	height(Monkey, low)	go(Monkey, B, C)	height(Monkey, low)	go(Monkey, B, C)	height(Monkey, low)	go(Monkey, B, C)	height(Monkey, low)
height(Bananas, high)		height(Bananas, high)	go (Monkey, C, A)	height(Bananas, high)	go (Monkey, C, A)	height(Bananas, high)	go (Monkey, C, A)	height(Bananas, high)	go (Monkey, C, A)	height(Bananas, high)	go (Monkey, C, A)	height(Bananas, high)
height(Box, low)		height(Box, low)	go(Monkey, C, B)	height(Box, low)	go(Monkey, C, B)	height(Box, low)	go(Monkey, C, B)	height(Box, low)	go(Monkey, C, B)	height(Box, low)	go(Monkey, C, B)	height(Box, low)
pushable(Box)		pushable(Box)	climb(Monkey, Box)	pushable(Box)	climb(Monkey, Box)	pushable(Box)	climb(Monkey, Box)	pushable(Box)	climb(Monkey, Box)	pushable(Box)	climb(Monkey, Box)	pushable(Box)
climbable(Box)		climbable(Box)	grasp(Monkey, Box)	climbable(Box)	grasp(Monkey, Box)	climbable(Box)	grasp(Monkey, Box)	climbable(Box)	grasp(Monkey, Box)	climbable(Box)	grasp(Monkey, Box)	climbable(Box)
notHolding(Monkey, Box)		notHolding(Monkey, Box)		notHolding(Monkey, Box)	grasp(Monkey, Bananas)	notHolding(Monkey, Box)	grasp(Monkey, Bananas)	notHolding(Monkey, Box)	grasp(Monkey, Bananas)	notHolding(Monkey, Box)	grasp(Monkey, Bananas)	notHolding(Monkey, Box)
notHolding(Monkey, Bananas)		notHolding(Monkey, Bananas)		notHolding(Monkey, Banan	push(Box, C, B)	notHolding(Monkey, Banan	push(Box, C, B)	notHolding(Monkey, Banan	push(Box, C, B)	notHolding(Monkey, Banan	push(Box, C, B)	notHolding(Monkey, Bananas)
graspable(Box)		graspable(Box)		graspable(Box)	push(Box, C, A)	graspable(Box)	push(Box, C, A)	graspable(Box)	push(Box, C, A)	graspable(Box)	push(Box, C, A)	graspable(Box)
graspable(Bananas)		graspable(Bananas)		graspable(Bananas)	ungrasp(Monkey, Box)	graspable(Bananas)	ungrasp(Monkey, Box)	graspable(Bananas)	ungrasp(Monkey, Box)	graspable(Bananas)	ungrasp(Monkey, Box)	graspable(Bananas)
		at(Monkey,B)		at(Monkey,B)		at(Monkey,B)	push(Box, B, A)	at(Monkey,B)	push(Box, B, A)	at(Monkey,B)	push(Box, B, A)	at(Monkey,B)
		at(Monkey,C)		at(Monkey,C)		at(Monkey,C)	push(Box, B, C)	at(Monkey,C)	push(Box, B, C)	at(Monkey,C)	push(Box, B, C)	at(Monkey,C)
				height(Monkey, high)		height(Monkey, high)	push(Box, A, B)	height(Monkey, high)	push(Box, A, B)	height(Monkey, high)	push(Box, A, B)	height(Monkey, high)
Goals Set (S6)				holding(Monkey, box)		holding(Monkey, box)	push(Box, A, C)	holding(Monkey, box)	push(Box, A, C)	holding(Monkey, box)	push(Box, A, C)	holding(Monkey, box)
holding(Monkey, Bananas)						at(Box, B)	ungrasp(Monkey, Bananas)	at(Box, B)	ungrasp(Monkey, Bananas)	at(Box, B)	ungrasp(Monkey, Bananas)	at(Box, B)
						at(Box, A)		at(Box, A)		at(Box, A)		at(Box, A)
						holding(Monkey, bananas)		holding(Monkey, bananas)		holding(Monkey, bananas)		holding(Monkey, bananas)