

`inst(actor, merchant_14)`

fundamental type
(either 'actor' or 'item')

unique identifier

`state(injured, inst(actor, merchant_14))`

state value

instance

`property(has_skill, inst(actor, merchant_14), fighting)`

property name

instance

property value

`relation(has_item, inst(actor, merchant_14), inst(item, book_17))`

relation name

'from' instance

'to' instance

`surface_property(name, inst(item, book_17), "ancient grimoire")`

property name

instance

property value