

Original Query

Action	
type	Fight
actor	??
object	??
to	Troll
from	--

Intends

State	
type	Health
actor	Troll
object	--
value	Dead
to	--

Adapted Result

Action	
type	Fight
actor	Lancelot
object	Sword
to	Troll
from	--

Transformed Query

Transform

Action	
type	Fight
actor	??
object	??
to	?Monster
from	--

Intends

State	
type	Health
actor	?Monster
object	--
value	Dead
to	--

Raw Match

Adapt

Action	
type	Fight
actor	Lancelot
object	Sword
to	Dragon
from	--

Intends

State	
type	Health
actor	Dragon
object	--
value	Dead
to	--

Recall