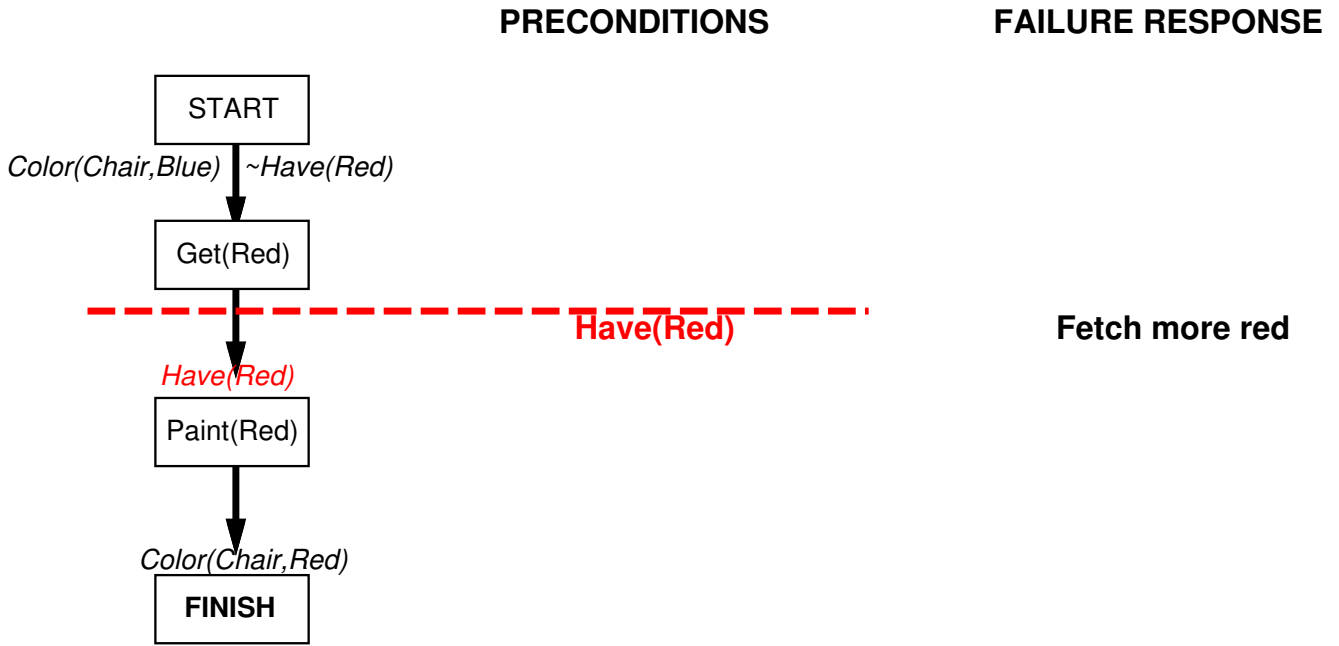
PRECONDITIONS
FAILURE RESPONSE
START
Color(Chair,Blue)
~Have(Red)
Get(Red)
Have(Red)
Fetch more red
Have(Red)
Paint(Red)
Color(Chair,Red)
FINISH