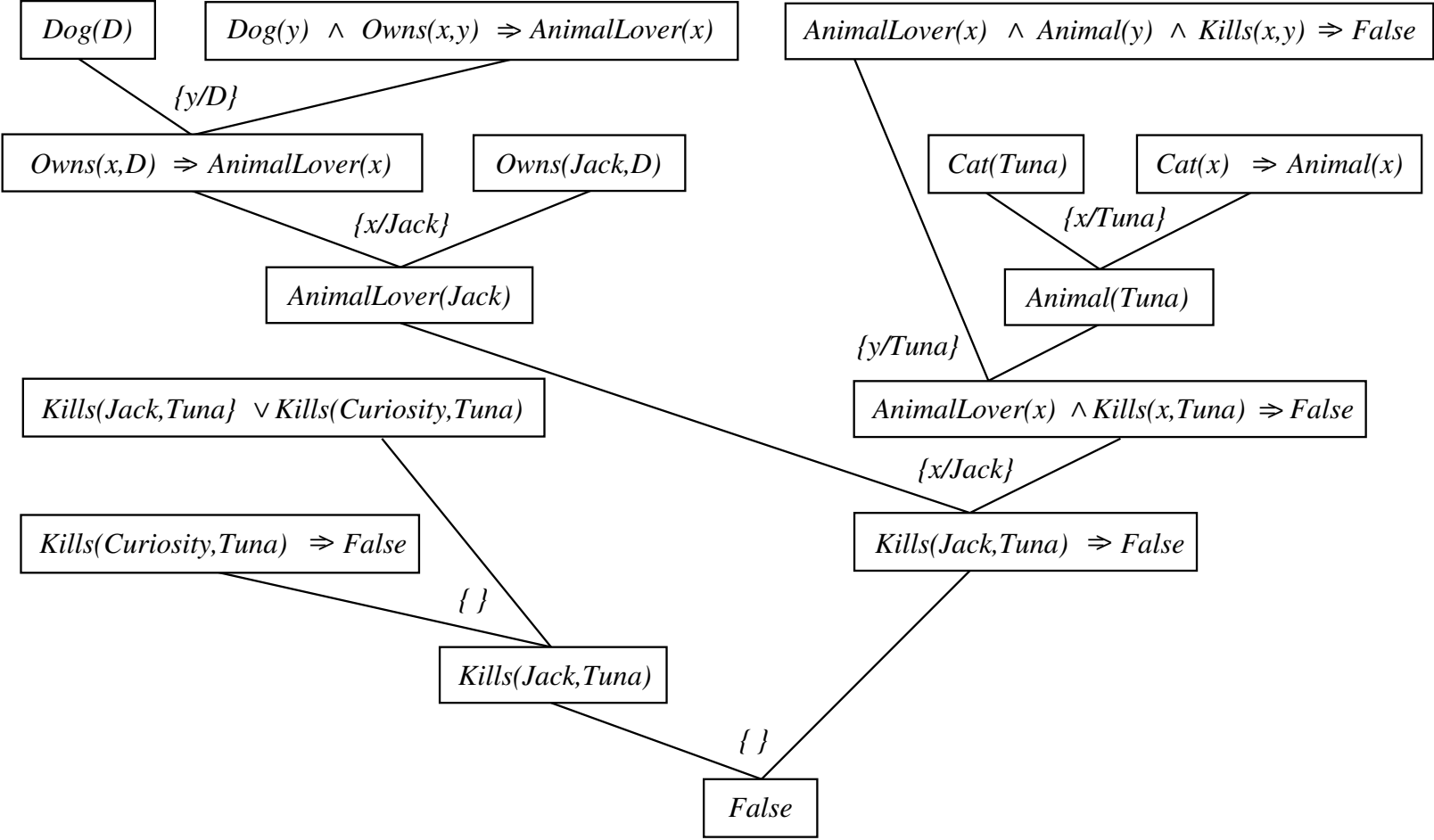
Dog(D)
Dog(y) ∧ Owns(x,y) ⇒ AnimalLover(x)
AnimalLover(x) ∧ Animal(y) ∧ Kills(x,y) ⇒ False
{y/D}
Owns(x,D) ⇒ AnimalLover(x)
Owns(Jack,D)
Cat(Tuna)
Cat(x) ⇒ Animal(x)
{x/Jack}
{x/Tuna}
AnimalLover(Jack)
Animal(Tuna)
{y/Tuna}
Kills(Jack,Tuna} ∨ Kills(Curiosity,Tuna)
AnimalLover(x) ∧ Kills(x,Tuna) ⇒ False
{x/Jack}
Kills(Curiosity,Tuna) ⇒ False
Kills(Jack,Tuna) ⇒ False
{ }
Kills(Jack,Tuna)
{ }
False