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                    Heist to the Museum - Description of the internal state

MstT     Thief 1         Thief 2         Thief 3         Thief 4         Thief 5         Thief 6
Stat    Stat S MD       Stat S MD       Stat S MD       Stat S MD       Stat S MD       Stat S MD
                     Assault party 1                         Assault party 2                      Museum
            Elem 1         Elem 2         Elem 3         Elem 1         Elem 2         Elem 3    Room 1  Room 2  Room 3  Room 4  Room 5
          RId  Id Pos Cv  Id Pos Cv  Id Pos Cv  RId  Id Pos Cv  Id Pos Cv  Id Pos Cv   NP DT   NP DT   NP DT   NP DT   NP DT
####    ####  #   #     ####  #   #     ####  #   #     ####  #   #     ####  #   #     ####  #   #
          #    #  ##  #    #  ##  #    #  ##  #    #    #  ##  #    #  ##  #    #  ##  #    ## ##   ## ##   ## ##   ## ##   ## ##
My friends, tonight's effort produced ## priceless paintings!


Legend:
MstT Stat    - state of the master thief
Thief # Stat - state of the ordinary thief # (# - 1 .. 6)
Thief # S    - situation of the ordinary thief # (# - 1 .. 6) either 'W' (waiting to join a party) or 'P' (in party)
Thief # MD   - maximum displacement of the ordinary thief # (# - 1 .. 6) a random number between 2 and 6
Assault party # RId        - assault party # (# - 1,2) elem # (# - 1 .. 3) room identification (1 .. 5)
Assault party # Elem # Id  - assault party # (# - 1,2) elem # (# - 1 .. 3) member identification (1 .. 6)
Assault party # Elem # Pos - assault party # (# - 1,2) elem # (# - 1 .. 3) present position (0 .. DT RId)
Assault party # Elem # Cv  - assault party # (# - 1,2) elem # (# - 1 .. 3) carrying a canvas (0,1)
Museum Room # NP - room identification (1 .. 5) number of paintings presently hanging on the walls
Museum Room # DT - room identification (1 .. 5) distance from outside gathering site, a random number between 15 and 30
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