1 - writelnString

2 - instantiate, start, join

3 - instantiate

4 - instantiate, reportFinalStatus, reportLegend

5 - startOperations, appraiseSit, waitForThieves, prepareAssaultParty, sendAssaultParty, sumUpResults

6 - takeARest, collectACanvas

7 - amINeeded, prepareExcursion

8 - handACanvas

9 - getDistFromOutside, crawlIN, getAssaultP_roomID, reverseDirection, crawlOUT

10 - roolACanvas

11 - instantiate, openForWriting, openForAppending, close, writelnString

12 - getAssaultP_Thieves, getAParty_Created, setAParty_Created, getAssaultParty_ID, setAssaultP_inAction,
    setAssaultP_roomID, moveFirstPartyMember, getAssaultP_RoomID, getAssaultP_inAction
13 - roomStates

14 - getAssaultP_roomID, getThiefIndex, setAParty_Ctreated, setAssaultP_inAction, setAssaultP_roomID

15 - distRooms

16 - setMRoom_NPaintings, setMRoom_DT_outside, setOTState

17 - setAParty_Elem_Pos, setAParty_Elem_CV, setOT_State

18 - setMasterThiefState, setOTState, setAParty_Elem_CV, setAssaultParty_RId, setAssaultParty_Elem_ID

19 - setMasterThiefState, setOTState, setAParty_Elem_ID, setAssaultParty_RId, setOTSituation, setStolenPaintings