«state pattern»
Multichart Pend

dispatch_to_empathy
dispatch_to_all_empathy

empathies

Outer state hook:
Other_Retreat_Ready_War_Cry
  archer.dispatch_to_empathy(e)

```
Retreat_Ready_War_Cry /
 ready = True
 for name, other archer.others.items():
   if other.dead() is not True:
     ready &= other.waiting()
   else:
     archer.snoop_scribble(
       "{} thinks {} is dead".
       format(archer.name, name))
  if ready:
   # let's make sure the archer isn't a chicken
   delay_time = random.randint(10,50)
  else:
   delay_time = random.randint(30,60)
  archer.post_fifo(
   Event(signal=signals.Retreat_War_Cry),
   times=1,
   period=archer.to_time(
     delay_time),
   deferred=True)
```

waiting_to_lure

```
entry /
 archer.yell(
   Event(signal=signals.Other_Retreat_Ready_War_Cry,
     payload=archer.name))
.
.
.
```