

Funkspiel XXX Spieler 0

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February 13, 2022

0.1 Regeln

- RULE

0.1.1 TaskID: 10

Aufgabenstellung: This is a simulated emergency task. In all communication, make sure to always use the term 'simulated emergency' to make sure this is not a real emergency. Do now start your stopwatch. Once it is started you need to declare the simulated emergency on your communications channel and ask other players for emergency resources.

0.1.2 TaskID: 35

Aufgabenstellung: Contact jcontact_player > and get the information associated with the ID of the

0.1.3 TaskID: 13

Aufgabenstellung: Contact jcontact_player > and send the following information :

0.1.4 TaskID: 58

Aufgabenstellung: Contact jcontact_player > and get the information associated with the ID of the

0.1.5 TaskID: 50

Aufgabenstellung: Contact jcontact_player > and send the following information :

0.1.6 TaskID: 16

Aufgabenstellung: Contact jcontact_player > and get the information associated with the ID of the

0.1.7 TaskID: 8

Aufgabenstellung: Contact jcontact_player > and get the information associated with the ID of the

0.1.8 TaskID: 33

Aufgabenstellung: Contact jcontact_player > and send the following information :

0.1.9 TaskID: 47

Aufgabenstellung: Contact jcontact_player > andgettheInformationassociatedwiththeIDofth

0.1.10 TaskID: 22

Aufgabenstellung: This is a simulated emergency task. In all communication, make sure to always use the term 'simulated emergency' to make sure this is not a real emergency. Do now start your stopwatch. Once it is started you need to declare the simulated emergency on your communications channel and ask other players for emergency resources.

0.1.11 TaskID: 15

Aufgabenstellung: This is a simulated emergency task. In all communication, make sure to always use the term 'simulated emergency' to make sure this is not a real emergency. Do now start your stopwatch. Once it is started you need to declare the simulated emergency on your communications channel and ask other players for emergency resources.

0.1.12 TaskID: 40

Aufgabenstellung: Contact jcontact_player > andgettheInformationassociatedwiththeIDofth

0.1.13 TaskID: 38

Aufgabenstellung: This is a simulated emergency task. In all communication, make sure to always use the term 'simulated emergency' to make sure this is not a real emergency. Do now start your stopwatch. Once it is started you need to declare the simulated emergency on your communications channel and ask other players for emergency resources.

0.1.14 TaskID: 51

Aufgabenstellung: Contact jcontact_player > andgettheInformationassociatedwiththeIDofth

0.1.15 TaskID: 44

Aufgabenstellung: Contact jcontact_player > andgettheInformationassociatedwiththeIDofth

0.1.16 TaskID: 24

Aufgabenstellung: Contact $j_{contact_player} >$ and get the Information associated with the ID of the

0.1.17 TaskID: 54

Aufgabenstellung: Contact $j_{contact_player} >$ and send the following information :

0.1.18 TaskID: 7

Aufgabenstellung: Contact $j_{contact_player} >$ and send the following information :

0.1.19 TaskID: 21

Aufgabenstellung: This is a simulated emergency task. In all communication, make sure to always use the term 'simulated emergency' to make sure this is not a real emergency. Do now start your stopwatch. Once it is started you need to declare the simulated emergency on your communications channel and ask other players for emergency resources.

0.1.20 TaskID: 53

Aufgabenstellung: This is a simulated emergency task. In all communication, make sure to always use the term 'simulated emergency' to make sure this is not a real emergency. Do now start your stopwatch. Once it is started you need to declare the simulated emergency on your communications channel and ask other players for emergency resources.