



1 - writelnString

2 - instantiate

3 - instantiate

4 - instantiate, start, accept

5 - readObject, writeObject, close

6 - instantiate, start

7 - processAndReply

8 - joinParty, createAssaultParty,  
getRoomDistance, getPos, crawlIn, crawlOut,  
stealPainting, waitMyTurn

9 - getType, getArg1, getArg2, getArg3, getArg4

10 - open, readObject, writeObject, close

11 - open, readObject, writeObject, close