1 - bind, unbind, rebind

2 - lookup

3 - lookup

4 - instantiate, start, join

5 - instantiate, start, join

6 - setMasterThiefState, shutdown

7 - getHeistStatus, startOperations, appraiseSit, prepareAssaultParty, takeARest, collectCanvas, shutdown

8 - sendAssaultParty, shutdown

9 - setOrdinaryThiefState

10 - amINeeded, handCanvas

11 - prepareExcursion, crawlIn, crawlOut

12 - getRoomLocation, pickCanvas

13 - bind, rebind

14 - bind, rebind

15 - bind, rebind

16 - bind, rebind

17 - instantiate

18 - instantiate

19 - instantiate

20 - instantiate