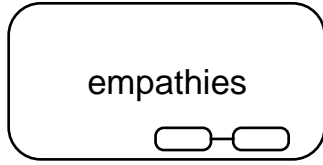«state pattern»
Multichart Pend

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))
.
.
.
```