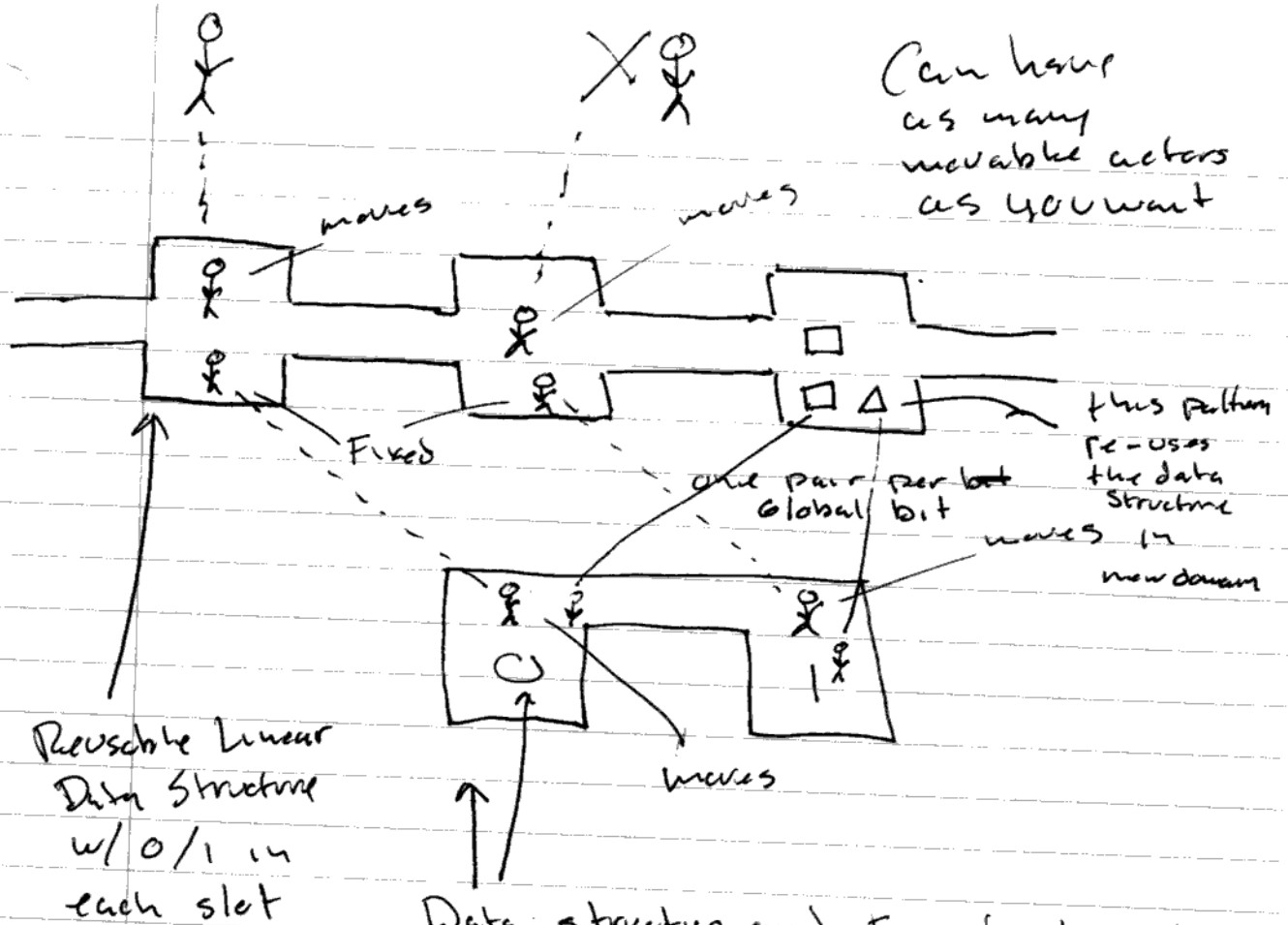


- more than one actor in structure/node
- actor can observe, modify or move

actor/observer  
mechanism



Data structure and Fixed elements in rooms are reusable by many actors and states