

- 1. readlnChar, readlnString, writeString, writeInString
- 2. exists
- 3. instantiate
- 4. instantiate, start, join
- 5. writeInString
- 6. instantiate, openForWriting, openForAppending,close, writelnString
- 7. instantiate, full, write, read
- 8. startOperations,appraiseSit, takeARest,collectCanvas,getAvailableAssaultParty, getAvailableRoom, getNumberOfCanvas
- 9. prepareAssaultParty,sumUpResults
- 10. sendAssaultParty
- ${\tt 11.\ crawlIn, crawlOut, reverse Direction, get Target Room}$
- 12. rollACanvas
- 13. handACanvas
- 14. prepareExcursion,amlNeeded
- 15. setAssaultPartyRoomld, addAssaultPartyElement
- 16. yieldAssaultPartyElementCanvas, removeAssaultPartyElement
- 17. holdAssaultPartyElementCanvas
- 18. updateAssaultPartyElementPosition
- 19. getRoomDistance