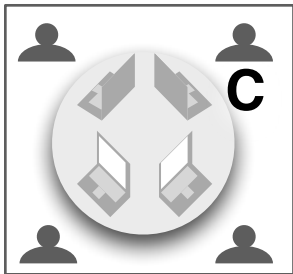




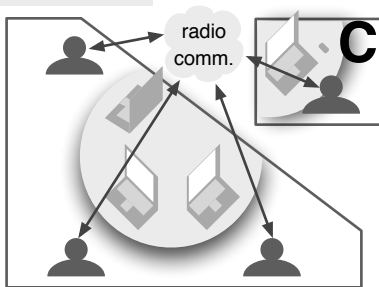
room; walls prevent
face-to-face comm.



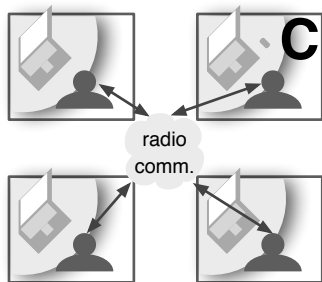
audio data



(a.) tutorial: all players in the same room; communicate face-to-face



(b.) co-located (C): all seekers in one room, coordinator isolated; seekers communicate face-to-face, coordinator by radio



(c.) distributed (D): all players isolated; communication by radio