1- Instanciação, lookup
2- Instanciação
3- Instanciação, join, start
4- addThief, updateThiefState, updateThiefCylinder, updateThiefSituation
5- rollACanvas
6- handACanvas
7- crawlIn, crawlOut, joinParty, reverseDirection, getTargetRoom
8- amINeeded, getPartyId, prepareExcursion