1-instanciate, start, join
2-instanciate
3-sendAssaultParty
4-startOperations, appraiseSituation, takeARest, collectACanvas, getAssaultID, getRoomID, getNumCollectedCanvas
5-sumUpResults, prepareAssaultParty
6-crawIn, reverseDirection, crawOut,
7-handACanvas
8-amINeeded, prepareExcursion
9-rollACanvas
10-instanciate
11-setMasterThiefState, setOrdinaryThiefState, setOrdinaryThiefPosition
12-setMasterThiefState, setAssaultPartyRoom, setOrdinaryThiefStateAndAssPartyIdAndPosAndCvAndSit
13-setMasterThiefState, setOrdinaryThiefState, setAssaultPartyRoom, setOrdinaryThiefStateAndAssPartyIdAndPosAndCvAndSit, sumUpResults
14-collectACanvas
15-getRoomDistance
16-clear, getRoomId, hasCanvas, getInternalThiefIdFromThiefId
17-join, setRoomId, setRoomDistance, getInternalThiefIdFromThiefId
18-getRoomId, setHasCanvas