Heist to the Museum - Description of the internal state

```
MstT Thief 1
               Thief 2
                              Thief 3
                                         Thief 4
                                                     Thief 5
                                                                  Thief 6
                                                                                        VCk
                                         Stat S MD Stat S MD
                                                                  Stat S MD
                                                                              0 1 2 3 4 5 6
Stat Stat S MD
               Stat S MD
                             Stat S MD
                 Assault partv 1
                                                     Assault party 2
                                                                                        Museum
                    Elem 2
                                             Elem 1
          Elem 1
                            Elem 3
                                                        Elem 2
                                                                Elem 3 Room 1 Room 2 Room 3 Room 4
   RId Id Pos Cv Id Pos Cv Id Pos Cv RId Id Pos Cv Id Pos Cv Id Pos Cv NP DT
                                                                                 NP DT
                                                                                         NP DT
                                                                                                NP DT
                                                                                                         NP DT
               #### # # #### # #
                                          #### # #
                                                      #### # #
                                                                  #### # # ### ### ### ### ### ###
     # # ## # # # # # # # #
                                            # ## # ## #
                                                                           ## ##
My friends, tonight's effort produced ## priceless paintings!
Legend:
MstT Stat - state of the master thief
Thief # Stat - state of the ordinary thief # (# - 1 .. 6)
          - situation of the ordinary thief # (# - 1 .. 6) either 'W' (waiting to join a party) or 'P' (in party)
Thief # MD - maximum displacement of the ordinary thief # (# - 1 .. 6) a random number between 2 and 6
                        - assault party \# (\# - 1,2) elem \# (\# - 1 .. 3) room identification (1 .. 5)
Assault party # RId
Assault party \# Elem \# Id - assault party \# (\# - 1,2) elem \# (\# - 1 .. 3) member identification (1 .. 6)
Assault party \# Elem \# Pos - assault party \# (\# - 1,2) elem \# (\# - 1 .. 3) present position (0 .. DT RId)
Assault party # Elem # Cv - assault party # (\# - 1, 2) elem \# (\# - 1 ... 3) carrying a canvas (0, 1)
Museum Room # NP - room identification (1 .. 5) number of paintings presently hanging on the walls
Museum Room # DT - room identification (1 .. 5) distance from outside gathering site, a random number between 15 and 30
VCk 0
            - local clock of the master thief
VCk 1
            - local clock of the ordinary thief 1
VCk 2
            - local clock of the ordinary thief 2
VCk 3
            - local clock of the ordinary thief 3
VCk 4
            - local clock of the ordinary thief 4
VCk 5
         - local clock of the ordinary thief 5
VCk 6
           - local clock of the ordinary thief 6
```