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                    Heist to the Museum - Description of the internal state

MstT    Thief 1          Thief 2          Thief 3          Thief 4          Thief 5          Thief 6
Stat   Stat S MD        Stat S MD        Stat S MD        Stat S MD        Stat S MD        Stat S MD
                 Assault party 1                          Assault party 2                              Museum
           Elem 1         Elem 2         Elem 3               Elem 1         Elem 2         Elem 3   Room 1   Room 2   Room 3   Room 4   Room 5
      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)
Thief # S    - 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 # RId        - assault party # (# - 1,2) elem # (# - 1 .. 3) room identification (1 .. 5)
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
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