1. **Pause** - Sender spends more time at Receiver’s target location than any other visited location.
2. **Rotate** – Sender matches Receiver’s target orientation by rotating in place.
3. **Entrance** – Senders enters from the direction Receiver should be pointing.
4. **Exit** - Senders exit from the direction Receiver should be pointing.
5. **Wiggle from target:** single step out to point – Sender steps out of Receiver’s target location in the direction of the Receiver’s target orientation.
6. **Wiggle from target:** multiple steps out to point – Sender steps in and out multiple times of Receiver’s target location in the direction of the Receiver’s target orientation. More emphatic version of strategy 3.
7. **Wiggle from target:** number of exits as turns – Sender first goes to Receiver’s target location and then steps in and out of that location. The number of times the Sender steps *out* encodes how many rotations the Receiver must do.
8. **Wiggle from target**: number of visits as turns – Senders goes to a square adjacent to the Receiver’s target and steps in and out of the location multiple times. The number of times the Sender steps *into* the target location encodes the number of rotations the Receiver must do. This strategy will result in one less visit at the target location than the number of exits strategy (strategy 7).
9. **Wiggle from center:** number of exits as turns – Senders steps in and out center game board location number of turns needed for Receiver to reach target orientation.
10. **Circle:** number of circles as turns – Senders circles around Receiver target as many times as Receiver needs to turn.
11. **Draw** – Senders uses larger section of the game board to sketch the Receiver’s overall target configuration.
12. **Line** – Senders steps out multiple steps from Receiver target to indication pointing direction.
13. **Circle in Direction** - sender circles out of target location in direction of Receiver’s target orientation.
14. **Rotate:** number of rotations – Sender goes to Receiver’s target location and rotates in place the number of times required for Receiver’s target orientation.
15. **Wiggle:** sender steps in direction of Receiver’s target direction but in some other part of the board.
16. **Circle Board in Direction –** sender goes to Receiver’s target location and then circles the entire board along the border in the direction of Receiver’s target direction.

Inf. Miscellaneous