$$\Delta_1 = \langle nearTrench, findOre \vee makeGold \rangle \longmapsto \{place\}$$
$$\Delta_2 = \langle nearPlane, findOre \vee makeGold \rangle \longmapsto \{move\}$$
$$\Delta_3 = \langle nearBlock, findOre \rangle \longmapsto \{destroy\}$$
$$\Delta_4 = \langle nearFurnace, makeGold \rangle \longmapsto \{craft\}$$
$$\Delta_5 = \langle nearDoor, makeGold \rangle \longmapsto \{open\}$$