Title: Move

Actors: Player

Trigger: The Player wants to Move

Pre-Conditions: The player has not worked on a role and does not have a role to work on

Post-Conditions: The player will have moved

Basic Flow:

Desc: Player successfully moves

1. Player moves to any adjacent area through any connection
2. If a player moves onto a set with a face down scene card, the player turns that card face up

Termination Outcome: Player is moved