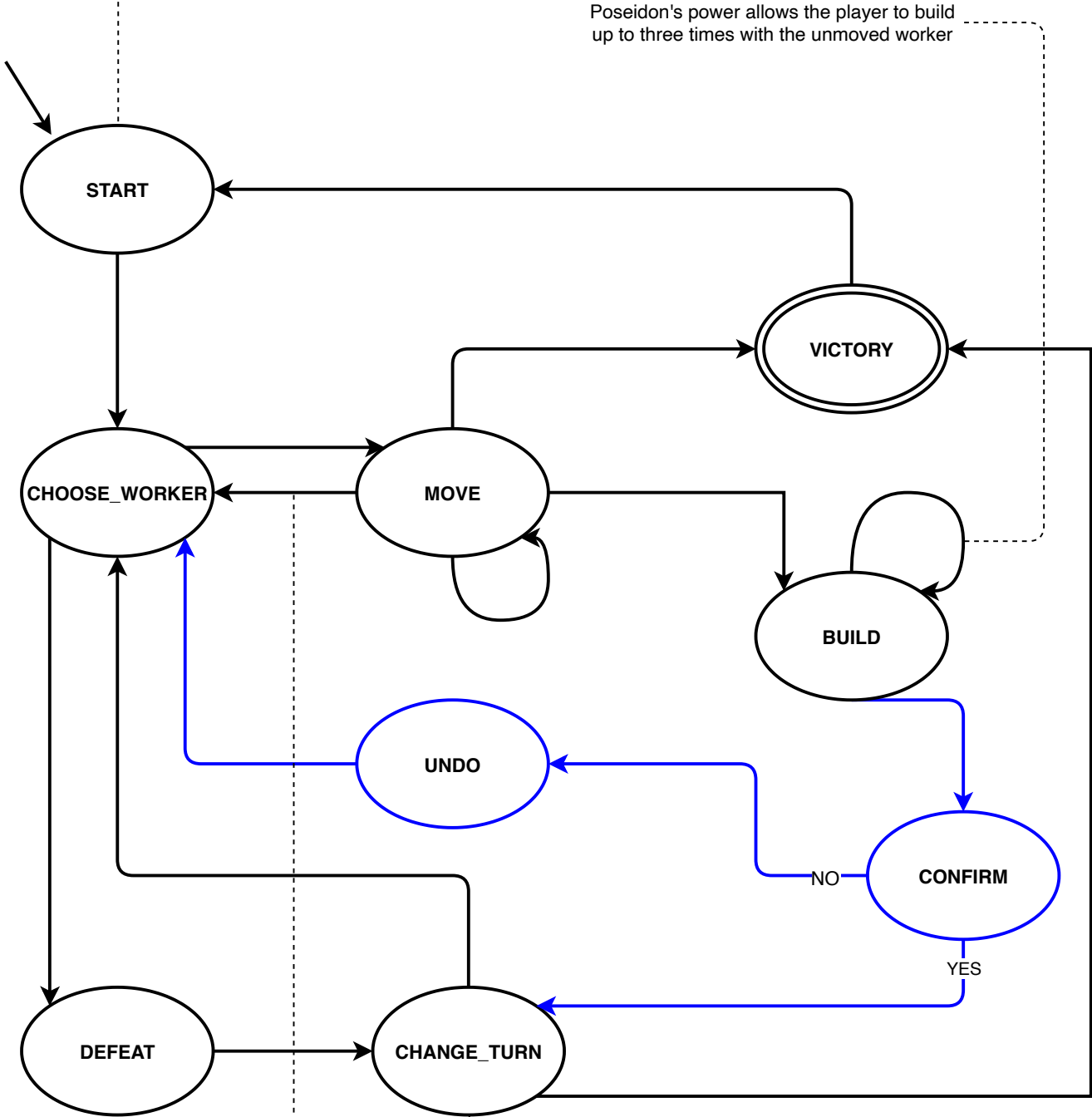


Inside this state there are the function to start the game, which are:

- the Challenger choses God powers (equal to the number of players);
- in clockwise order, everyone chooses a God Power;
- the Challenger chooses who starts first.



Poseidon's power allows the player to build up to three times with the unmoved worker

If no move is possible for the chosen worker, the player is told to choose the other one

Adding the passive win conditions inside Change_Turn