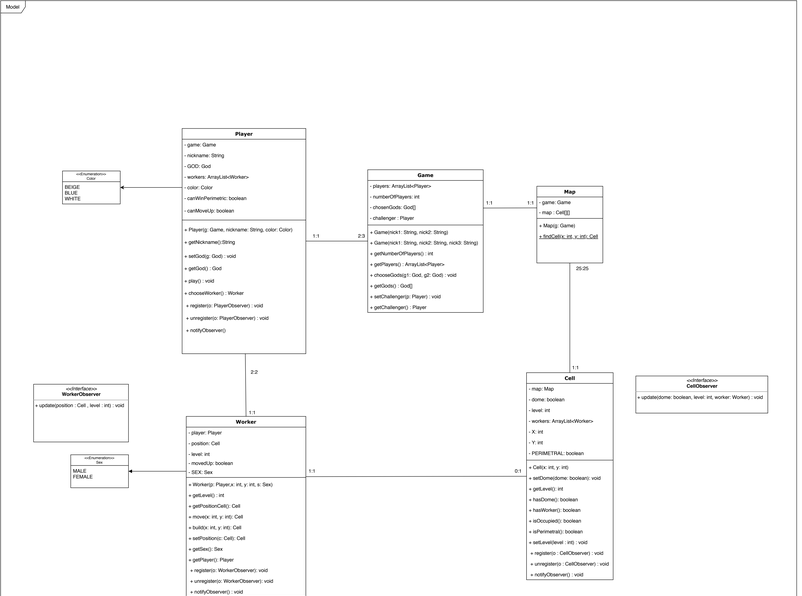
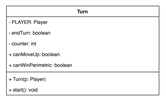
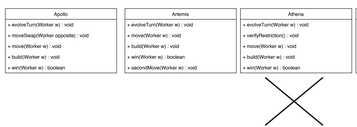


Text





ho messo il metodo "applyRestriction()"
fa si che venga settato a 1 un attributo in worker
che non è il worker del player possessore della carta Athena,
attributo chiamato ad esempio "hasMoved"

mettersi un attributo booleano 0/1 su ogni worker per vedere se la sua vittoria è limitata o meno