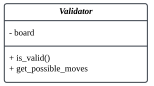

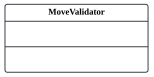

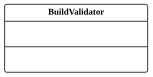

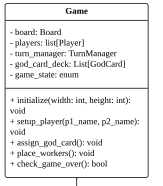

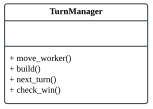

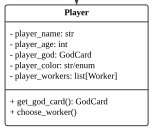

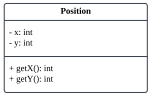

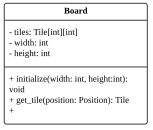

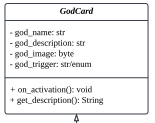

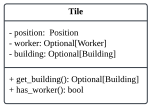

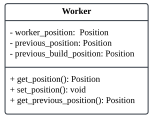

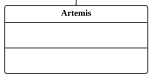

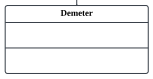

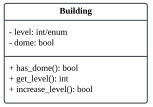

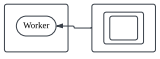

get_worker_level()
Tile = get_tile(x, y)
Worker Height = Tile.get_building.get_level()
(Level 1)

Check Valid Movement ->
Tile.get_building.get_level() (Level 3), compare
Level 3 - Level 1 == 2 So, not a valid move

```
if abs(new_row - current_row) > 1 or abs(new_col - current_col) > 1:
    return False
```