

Operation: Player Move a Worker and the player picked Minotaur

Pre-condition:

It's currently the player's turn.

The grid worker is moving toward is not occupied by another worker of same team /dome

If the grid moving toward has a worker of another player, there must be another grid behind and that grid is not occupied

The level difference between worker's current level and grid's one is at most 1

The distance between current position and new position is 1

The action is move

Post-condition:

The player is expected to build

The grid's current worker is this moved worker

The original grid's worker stayed on now has no worker

If the landing grid initially has a worker of another player, that worker needs to be pushed one grid backward in a valid grid