

Operation: The user has the Minotaur card and it is their turn.

Pre-conditions:

- The Player whose turn it is to move must select a worker.
- The worker must be able to move (a space exists horizontally or diagonally that is not occupied by another worker or a building with a height difference of less than 2 and is NOT a dome) OR move to a space horizontally or vertically where there is an opponent's worker, and the opponent is NOT on the edge of the board.

Post-conditions:

- Worker is moved to a valid position, and the old and new Spaces are updated. The opponent's worker moves back one square horizontally or vertically in the same direction as the Minotaur player's worker.
- The Board state is updated. The Game checks the board for whether the Player has won or lost—if not, the turn switches to the other player. (Being pushed to the third level does not mean you win. The opponent would have to move to the third level by themselves.)