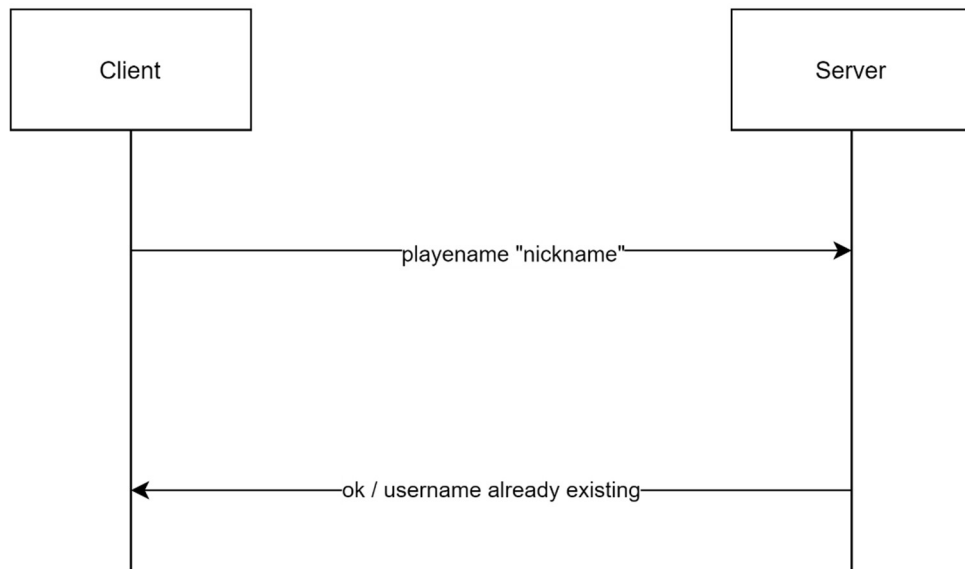


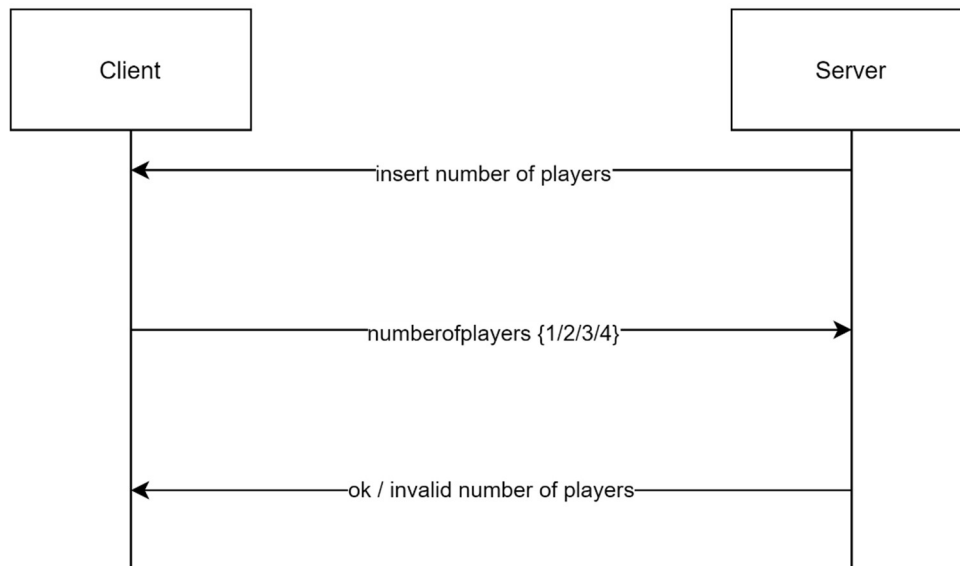
## Connection:

Players can connect to the server using the command “playename”. The server then can response with “ok”, or refuse the nickname since another player already connected with that nickname:



## Create game:

If the player is the first one connecting, the server will ask him to insert the number of players desired for the game:



## Join Game:

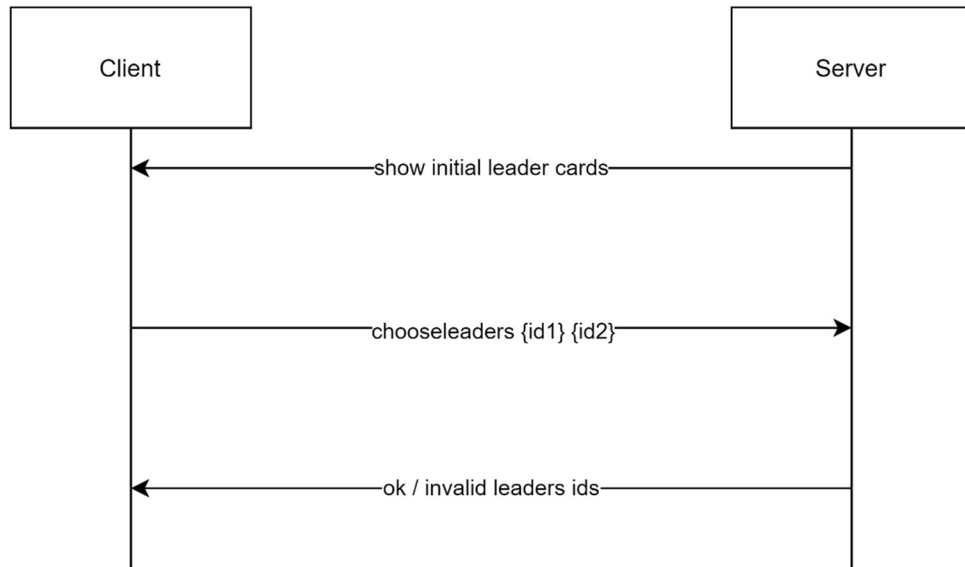
If the player is not the first one connecting, the server will automatically insert him in the already existing game.

## Waiting for other players:

While the number of players chosen is not reached, the players will be waiting for others. Whenever someone joins the game, the server notifies the clients with a message. When the chosen number of players is reached, the server automatically starts the game.

## Choose initial leader cards:

As soon as the game starts, the server shows players their assigned initial leader cards, which are 4. The players then response with the 2 leader cards they want to start with:

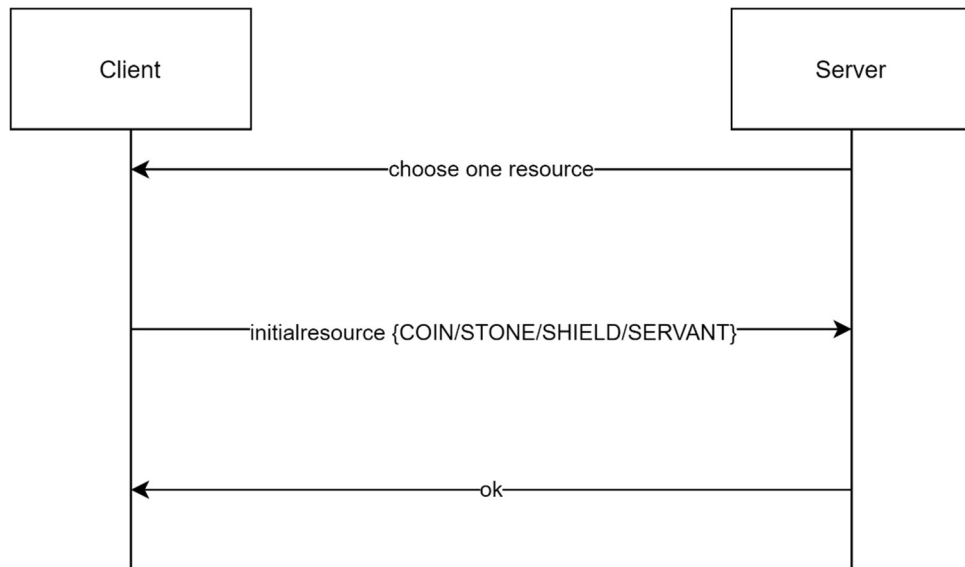


## Inkwell assignment:

The server randomly assigns inkwell to a player, which will be the one starting first.

Initial resources choice:

Every player without inkwell is asked to choose one resource (or two if it's the 4th player) they'd like to start with:

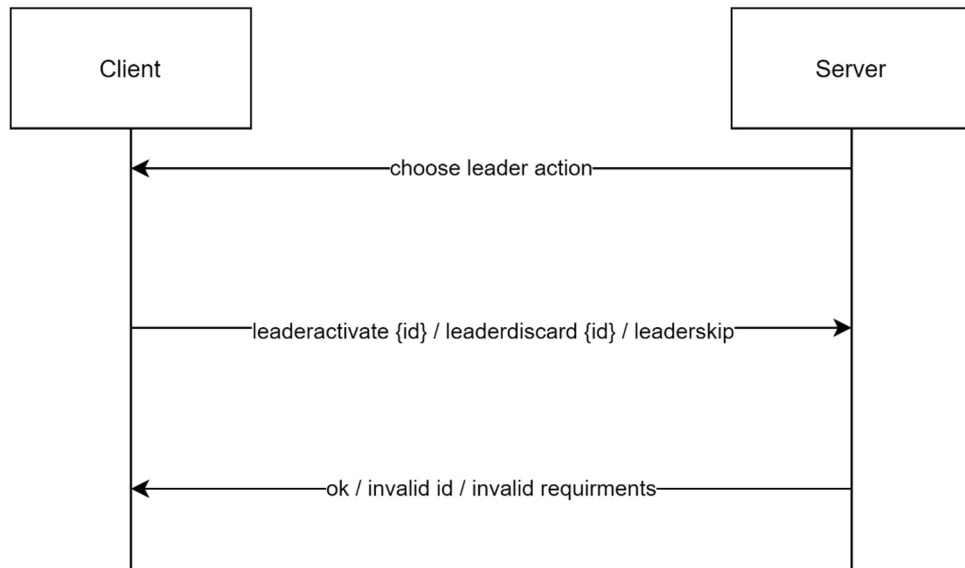


## Wait your turn:

The player waits for his turn until the server notifies him, then he starts the turn.

Leader action (1):

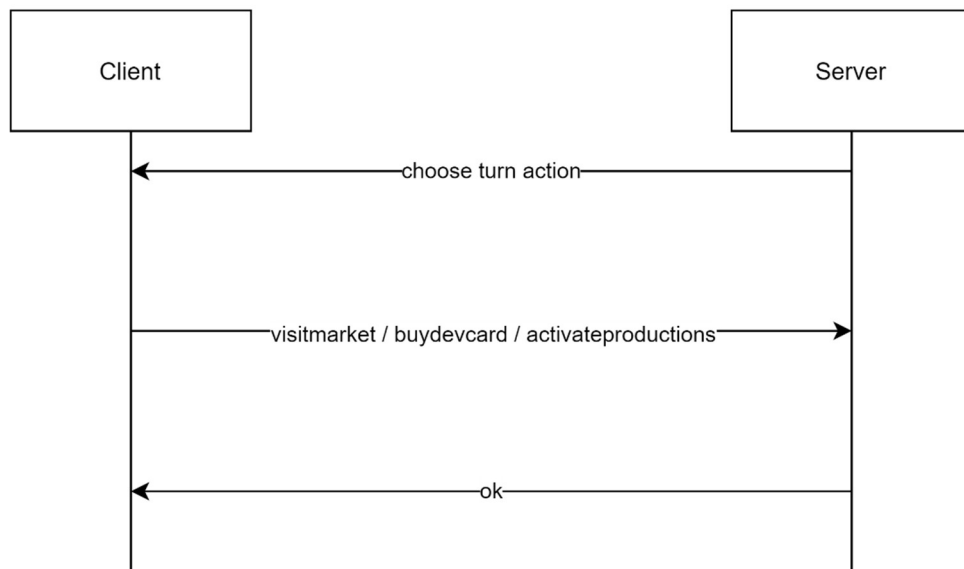
The server asks the client what leader action he'd like to do:



## Turn action:

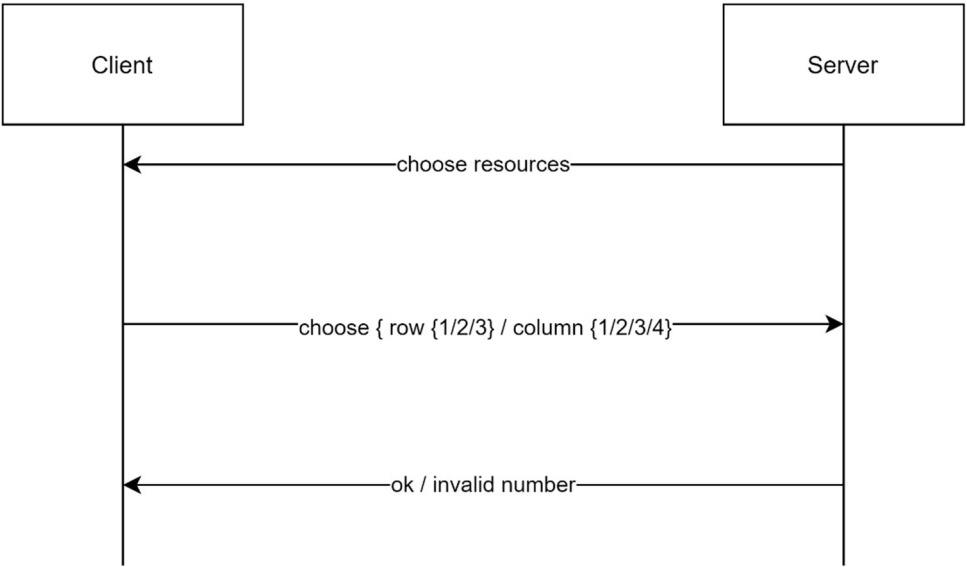
After the leader action, the player can choose one turn action between:

- Visit market
- Buy development card
- Activate productions



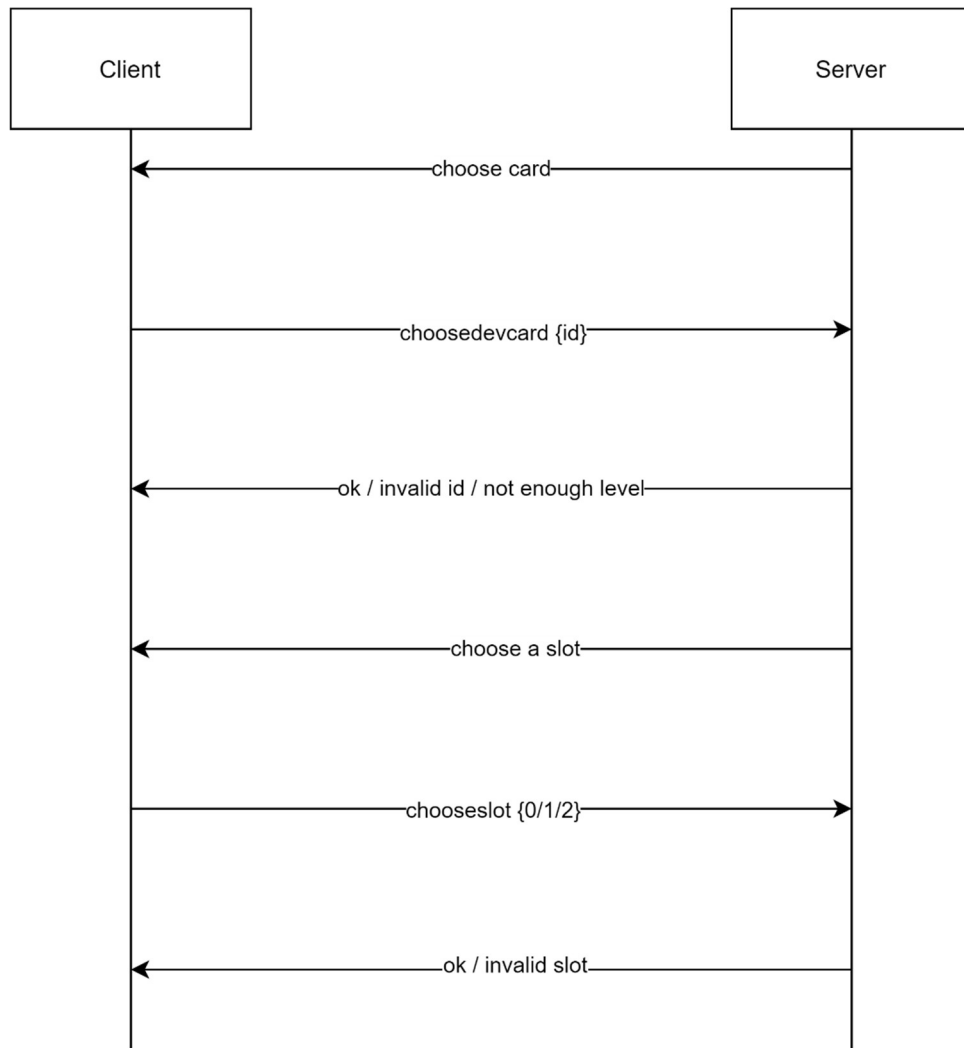
**Visit market:**

The player can choose one row or column of the market and add the resources to his depots.



## Buy development card:

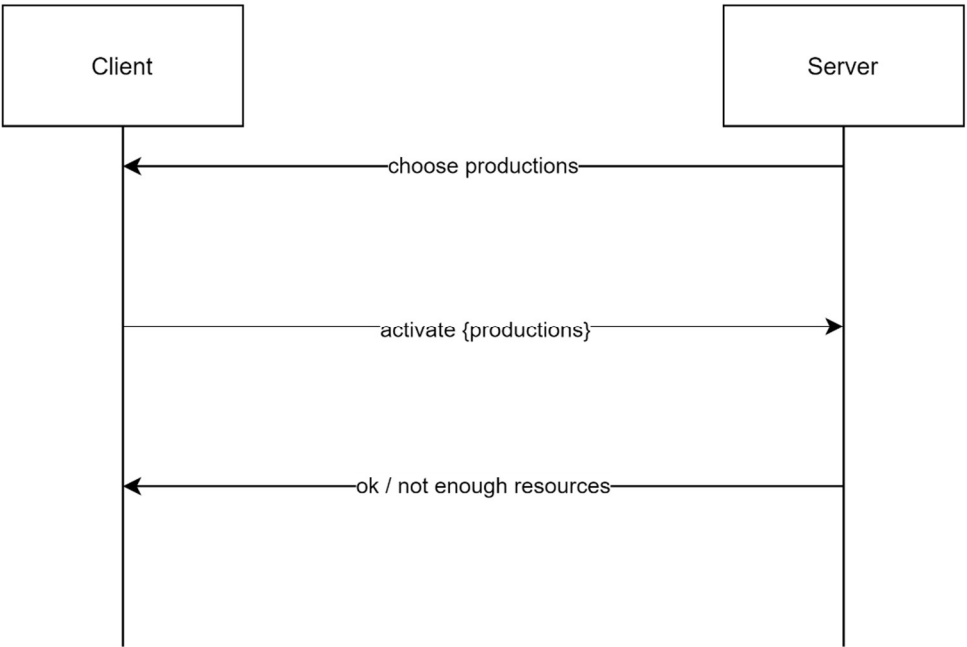
The player chooses one card of the development grid and, if he has enough resources and an available level required, he can buy that. Then the server asks the client what slot he'd like to put the acquired card, and if possible the card is put in the slot:





**Activate production:**

The player chooses the production he wants to activate and, if he has enough resources required, he converts the chosen resource:



**Leader action (2):**

The client, then, is asked to choose the “end turn” leader action, which works just like the first one.