

SERVER

CLIENT

← I want to join the game.

Ok. You joined the game. →

Welcome to Masters of
Renaissance! Write 0 for
single-player or 1 for
multiplayer: →

← "0/1"

Choose your nickname to join
the game: →

← "nickname"

Choose one resource: Write 0
for COINS, 1 for SHIELDS, 2
for SERVANTS, 3 for STONES. →

← "0/1/2/3"

What action do you want to do?
Choose one of them:

Write 0 if you want to take
resources from the market.

Write 1 if you want to buy a
development card.

Write 2 if you want to activate
the production.

→

set starting playerboard
(x0 for player 1, x1 for player 2
and 3, x2 for player 4)

← "0"

Do you want to choose a column
or a row from the market? →
Write 0 for column, 1 for row:

Choose the column's number
you want to get the
resources from: →

← "column number"

Choose the row's number you
want to get the resources
from:

← "1"

→

← "row number"

Available development cards
colours: "cards colours".
Choose development card
colour:

← "1"

→

← "card colour"

Available development cards
levels: "cards levels".
Choose development card level:

→

← "card level"

Do you want to pay the reduced
price for this resource?
Insert 0 for no, 1 for yes.

→

← "0/1"

Do you want to pick the resource
from warehouse or from chest?
Write 0 for warehouse or 1 for
chest:

→

← "0/1"

Do you want to pick the resource
from standard Warehouse or
from extra Warehouse space?
Write 0 for Warehouse or 1
for extra space:

← "0"

→

← "0/1"

This is the resources you have
to pay: "resources".
For this: "resources".
Do you want to activate this
production power? Write 1 if you want
or 0 if you don't:

← "2"

→

← "0/1"

Do you want to activate also
the basic production power?:
Write 1 if you want or 0 if
you don't:

→

← "0/1"

← "1"

Do you want to choose the
resource from warehouse or
from chest? Write 0 for
warehouse or 1 for chest:

→

← "0"

Choose a resource from
warehouse: Write "j" for
"resource available".

→

← "J"

← "1"

Choose a resource from
chest: Write "j" for
"resource available".

→

← "J"

Choose one resource: Write 0
for COINS, 1 for SHIELDS, 2
for SERVANTS, 3 for STONES,
4 for REDCROSS.

→

← "0/1/2/3/4"

Do you want to activate the
extra production power that
cost a "resource"? Write 1 if
you want or 0 if you don't:

→

← "0/1"

← "1"

Choose one resource: Write
0 for COINS, 1 for SHIELDS,
2 for SERVANTS, 3 for
STONES, 4 for REDCROSS.

→

← "0/1/2/3/4"

Do you want to pick the resource
from warehouse or from chest?
Write 0 for warehouse or 1 for
chest:

→

← "0/1"

← "0"

Do you want to pick the
resource from standard
Warehouse or from extra
Warehouse space? Write 0
for Warehouse or 1 for extra
space:

→

← "0/1"

Do you want to do a leader
action? Write 1 if you want or 0
if you don't:

→

← "0/1"

Which leader action do you
want to play? Write 1 if you
want to play a card, 0 if
you want to discard a card.

← "1"

→

What leader card do you
want to discard?:
Write "j" for this
"card".

← "0"

→

← "j"

What leader card do you
want to discard?:
Write "j" for this
"card".

← "1"

→

← "j"