**UseContextMenu**

**Use Case**: UseContextMenu

**Scope**: Splendor

**Level**: Sub Function

**Intention in Context**: Intention of the Player is to use the context menu of a card in order to perform an action other than the default purchase of the card; reserving the card or viewing its respective tooltip.

**Primary Actor**: Player

Secondary Actor: Player (who can view and interact with the context menu triggered on a card)

**Main Success Scenarios**:

1. Current *Player* triggers a context menu on a card of their choice.
2. *System* informs the current *Player* that they can either reserve a card from the game board or view the tooltip for that particular card.
3. *Player* informs *System* of their choice.

**Extensions**:

3a. Current *Player* informs *System* that they would like to view the tooltip for the chosen card.

3a.1 The *System* displays the tooltip information for the card to the *Player*.