All the messages send through the net are elaborated with a visitor pattern

"TurnStartEvent" is only one-directional
"ActivateLeaderCard"is  bi-directional, so it is used either by the server to
show the result of activation leader card
(success with the new available ability or insuccess with the missing requirements
, either by the client to send to the server the leader card to activate

LeaderCard activation

| Server | Client |
|---|---|

TurnStartEvent message

ActivateLeaderCard message

before or after
normal action

ActivateLeaderCard message +
+ ability activated as a info

if can activate

ActivateLeaderCard message+
+ missing requirement as info

if can't activate

If the leader card can be activated, the server only returns the information
about what kind of ability the leader card activates, so that we can show
him a brief text about it: the next time he performs an action related to
that ability (going to the card market if he activated a discount,
or going to the resource market if he activated a marble ability etc.etc.)
he will see it's benefits

if he cannot activate it, we may send him the missing
requirements that didn't let him do that