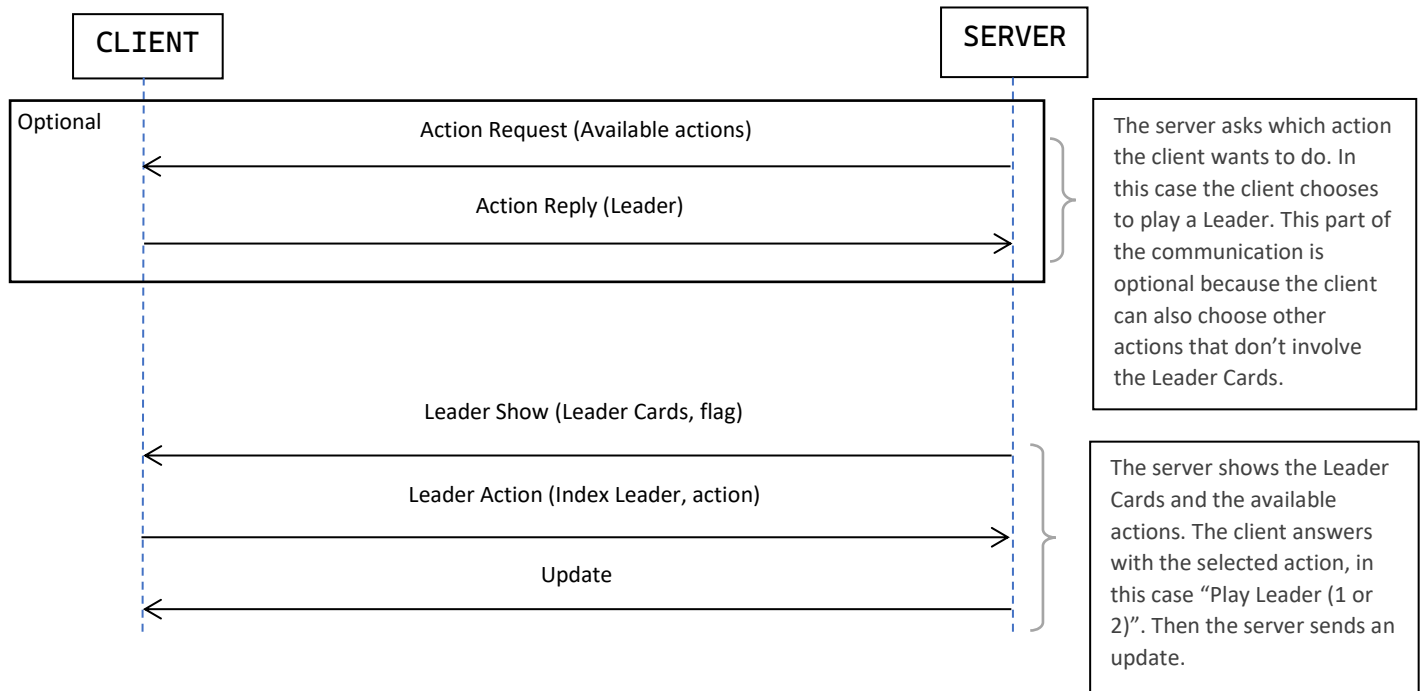


# Leader Card Play



This is the communication flow between the client and the server that happens when the player decides to play a Leader Card. The optional phase is the beginning of every turn and the player can choose not to do any action regarding the Leader Cards (such as going to the Market).

The second part is always executed and can happen in two different scenarios:

1. The player chooses a Leader Action at the beginning of the turn (so the optional part occurs), then the server asks which other action, among the available one, they want to do.
2. The player chooses a different action at the beginning of the turn and, before its end, the server asks if they want to play or discard their Leader cards.