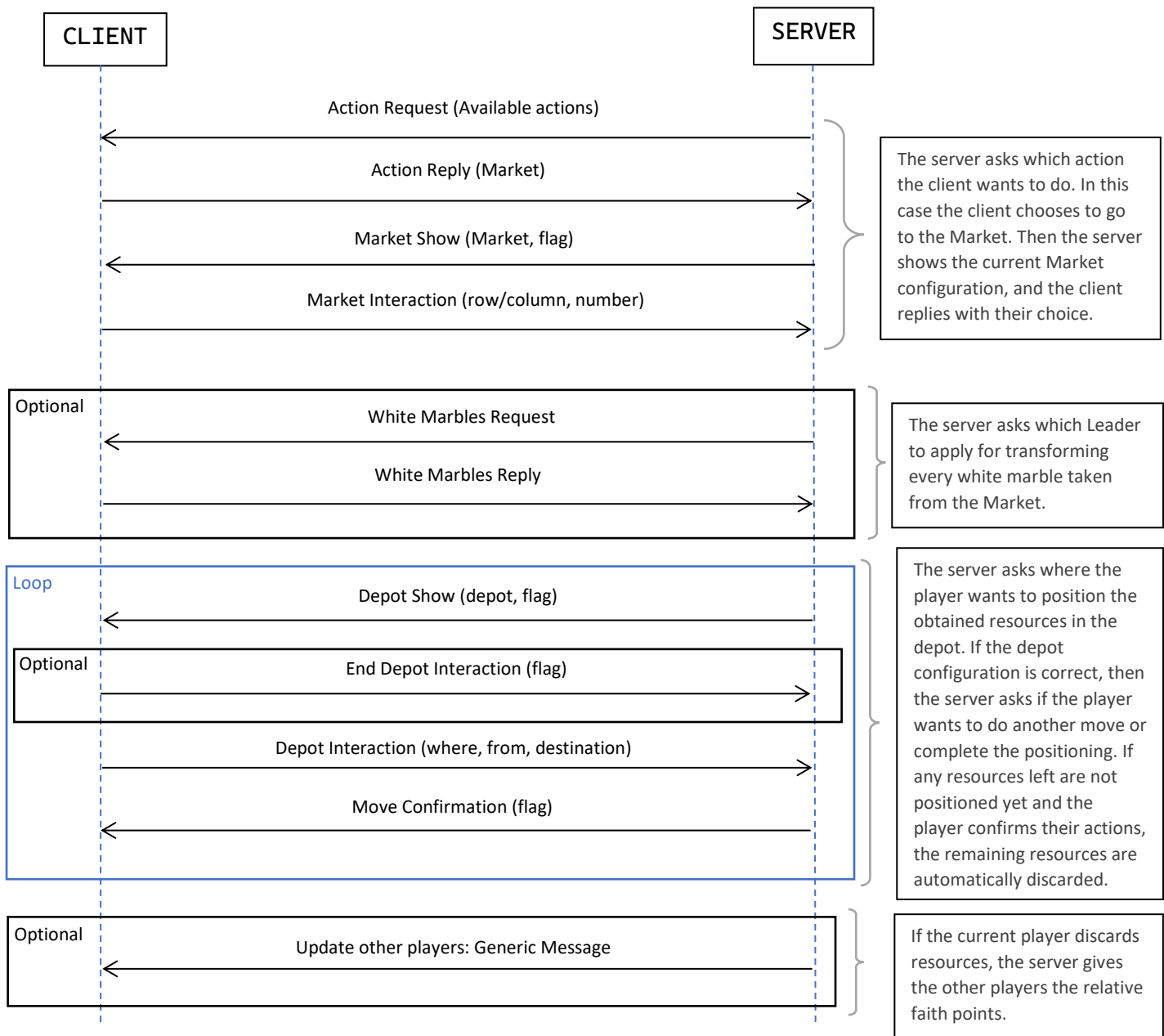


# Market Interaction



This is the communication flow describing the interaction with the Market and the Warehouse Depot. First, the player chooses to go to the Market and then selects which row/column he wants to shift.

Then, if the player has played two Leader Cards, each with the White Marble Ability, the server asks how many times they want to activate each leader ability. The number of activations is based on how many white marbles the player got from the Market. In the extended version of the game, it may happen that not every white marble can be “consumed”.

Afterwards, the player interacts with the depot: the server shows the current configuration and asks which moves to do and the player replies with their move. The server checks the validity of the current configuration and in the case the result is correct, it notifies the player with the possibility of confirmation of the resources positions. If there are any resources left outside the warehouse, and the player decides to confirm the positions, then the server automatically discards the resources, giving the other players the relative faith points, according to the game rules.