

## The CLI is NOT CASE SENSITIVE

Here are all the possible commands:

1. **NOTIFICATIONS** → shows or hides notifications (toggle)
2. **CREATE LOBBY** → creates a new lobby
3. **MOVE TO LOBBY n** → joins the lobby with id number "n"
4. **DISCONNECT** → disconnects from the server (quit)
5. **START GAME** → starts the game (it is effective only if you are the player inside the lobby for longer)
6. **PRINT: ALL LOBBIES** → prints all the lobbies available in the server
7. **PRINT: MY LOBBY** → prints only the lobby joined by the local player
8. **USERNAMES** → prints the usernames of the players on the match (only during initialization)
9. **n** → discards the leader card with id number "n" (only during initialization)
10. **SHn: resource** → n must be a number between (or equals to) 1 to 3 (it is the capacity of the shelf) and resource must be a word picked from the following: COIN, STONE, SERVANT, SHIELD. Choose a resource and put it in the shelf specified (only during initialization)
11. **END TURN** → ends the turn
12. **CLEAR ANY SELECTION** → if you activated a production power that produces resource whose type has to be chosen by the player, this command will clear the previous decision of that types
13. **ANY SELECTION: resource** → if you activated a production power that produces resource whom type has to be chosen by the player, with this command you can specify that you want to convert one of those resources into a "resource" (you must pick it from: COIN, STONE, SERVANT, SHIELD). The conversion will be done once you decided the conversion for all those resources and activate the production power with command: **ACTIVATE PRODUCTION POWER**
14. **BUY CARD** → with this command you are expressing your will to buy the development card selected on the table, you will have to select some resources and take it using the command **"CHECKOUT"**
15. **ACTIVATE PRODUCTION POWER** → activates the selected production powers
16. **TAKE FROM MARKET** → takes the row/column selected in the market
17. **EXCHANGE** → when there are resources selected in only two containers, they will be swapped if possible
18. **QUIT** → quit from the selection in the market or, if you have already taken something, the content of your support container will be discarded and all the other players will move on the faith track
19. **CHECKOUT** → tries to pay the development card that you last selected using the resources selected (before using this command you must have used the command **"BUY DEV CARD"**), if you selected the right amount of resources, you will successfully buy the card and you will be asked to select the development slot in which you

want to put it. Otherwise, you'll have to change the resources you selected and retry

20. **DISCOUNT: LCn** → activates the discount ability of the leader card with id number "n"
21. **PLAY: LCn** → plays the leader card with id number "n"
22. **DISCARD: LCn** → discards the leader card with id number "n" (not to be used in the initial phase of the game, there you have to use a different command)
23. **SELECT FROM MARKET: ROW,n** → selects the row with number "n" ( $0 \leq n \leq 2$ ) (check the numeration asking the CLI to print the market)
24. **SELECT FROM MARKET: COLUMN,n** → selects the column with number "n" ( $0 \leq n \leq 3$ ) (check the numeration asking the CLI to print the market)
25. **SELECT: SHn,resource** → selects one resource of the specified type (COIN, STONE, SERVANT, SHIELD) in the shelf with capacity equals to "n" (so "n" must be:  $1 \leq n \leq 3$ )
26. **SELECT: SB,resource,n** → selects "n" resources of the specified type (COIN, STONE, SERVANT, SHIELD) in the strong box
27. **SELECT: SC,resource,n** → selects "n" resources of the specified type (COIN, STONE, SERVANT, SHIELD) in the support container (it contains the resources you still have to place, it is the equivalent of "your hand" while playing and holding the resources you still have to place after a move, for example)
28. **SELECT: LCK,resource,n** → selects one resource of the specified type (COIN, STONE, SERVANT, SHIELD) in the leader card, with storage ability, with id number equals to "k". "n" is the position of that resource: you must consider that storage as ordinal. The selection is "toggle" so once you select something and you want to deselect it you only have to select it one more time
29. **DESELECT: SHn,resource** → deselects one resource of the specified type (COIN, STONE, SERVANT, SHIELD) in the shelf with capacity equals to "n" (so "n" must be:  $1 \leq n \leq 3$ )
30. **DESELECT: SB,resource,n** → deselects "n" resources of the specified type (COIN, STONE, SERVANT, SHIELD) in the strong box
31. **DESELECT: SC,resource,n** → deselects "n" resources of the specified type (COIN, STONE, SERVANT, SHIELD) in the support container
32. **MOVE TO: SC** → moves the resources selected in the other containers of the player to his support container
33. **MOVE TO: LCn** → moves the resources selected in the support container of the player to his leader card with storage ability and id number equals to "n"
34. **MOVE TO: SHn** → moves the resources selected in the support container of the player to his shelf with capacity equals to "n" (so "n" must be:  $1 \leq n \leq 3$ )
35. **TRANSMUTE: LCn<sub>x</sub>m,LCp<sub>x</sub>q** → with this command you are stating that you want to convert "m+q" of the white marbles, you picked from the market, into "m" resources from the leader card with id number equals to "n", with the transmutation ability, and "q" resources from the leader card with id number equals to "p". You will be asked to specify this only if you have already played two leader

- cards with transmutation ability and you pick one or more white marble from the market. "n", "m", "p", "q" are integers
36. **SELECT: BASIC PRODUCTION POWER** → selects the basic production power for the activation (but it will not be activated until you use the command **ACTIVATE PRODUCTION POWER**)
  37. **SELECT: ALL PRODUCTION POWERS** → selects all the production powers you can, for the activation (but they will not be activated until you use the command **ACTIVATE PRODUCTION POWER**)
  38. **SELECT: LCn** → selects the leader card, with production ability, with id number "n" for the production (but it will not be activated until you use the command **ACTIVATE PRODUCTION POWER**)
  39. **SELECT: DCn** → selects the development card with id number "n" ("n" must be a two digit number so if the id of the card you want to select is only one digit, please write a zero before it: for example if you want to select the development card with id number equals to 3 for the production, what you have to write instead of "n" is "03") for the production (but it won't be activated until you use the command **ACTIVATE PRODUCTION POWER**)
  40. **SELECT: DSn** → selects the development slot in which you want to put the development card you picked from the table this turn. "n" must be  $1 \leq n \leq 3$  (if you don't know the mapping between the development slot and the integer number, ask the CLI to print the development slots with **"PRINT: ALL DEVELOPMENT SLOTS CONTENT"**)
  41. **SELECT: DD,LEVELn,COLOR:c** → selects the development card, on the table, on the top of the deck of color "c" ("c" must be a color between: GREEN, YELLOW, BLUE, PURPLE) and level "n" ( $1 \leq n \leq 3$ ). If you decided to pick that card you will only have to use the command **"BUY CARD"**
  42. **PRINT: USERNAMES** → prints the usernames and the ids of the player in your current game
  43. **PRINT: MARKET** → prints the market
  44. **PRINT: MARKET LEGEND** → prints the legends that explains the mapping between the marbles and their representation in the market printed with **"MARKET"**
  45. **PRINT: DEV CARDS ON TABLE** → prints the development cards displayed on the table (the grill of cards not owned by anybody)
  46. **PRINT: FAITH TRACK** → prints the faith track and the positions of the players playing
  47. **PRINT: FAITH TRACK POINTS** → prints the points used in the current game for the faith track positions
  48. **PRINT: FAITH TRACK VATICAN RELATIONS** → prints the points used in the current game for the Vatican relations and the states of the pope favor cards of each player
  49. **PRINT: SHELVES** → prints the shelves of the local player
  50. **PRINT: STRONGBOX** → prints the strongbox of the local player
  51. **PRINT: SUPPORT CONTAINER** → prints the support container of the local player
  52. **PRINT: LEADER CARDS** → prints the leader cards (played and not) of the local player
  53. **PRINT: DEV SLOT n TOP** → prints only the top card of the development slot number "n" ( $1 \leq n \leq 3$ ) of the local player

54. `PRINT: DEV SLOT n CONTENT` → prints the whole content of the development slot number "n" ( $1 \leq n \leq 3$ ) of the local player
55. `PRINT: DEV SLOTS TOP` → prints the top card of each development slot of the local player
56. `PRINT: DEV SLOTS CONTENT` → prints all the cards in all the development slots of the local player
57. `PRINT: SHELVES @k` → prints the shelves of the player with id number equals to "k" (if you do not know the ids of the players, use the command "PRINT: USERNAMES" to show them)
58. `PRINT: STRONGBOX @k` → prints the strongbox of the player with id number equals to "k" (if you do not know the ids of the players, use the command "PRINT: USERNAMES" to show them)
59. `PRINT: SUPPORT CONTAINER @k` → prints the support container of the player with id number equals to "k" (if you do not know the ids of the players, use the command "PRINT: USERNAMES" to show them)
60. `PRINT: LEADER CARDS @k` → prints the leader cards played by the player with id number equals to "k" (if you do not know the ids of the players, use the command "PRINT: USERNAMES" to show them)
61. `PRINT: DEV SLOT n TOP @k` → prints only the top card of the development slot number "n" ( $1 \leq n \leq 3$ ) of the player with id number equals to "k" (if you do not know the ids of the players, use the command "PRINT: USERNAMES" to show them)
62. `PRINT: DEV SLOT n CONTENT @k` → prints the whole content of the development slot number "n" ( $1 \leq n \leq 3$ ) of the player with id number equals to "k" (if you do not know the ids of the players, use the command "PRINT: USERNAMES" to show them)
63. `PRINT: DEV SLOTS TOP @k` → prints the top card of each development slot of the player with id number equals to "k" (if you do not know the ids of the players, use the command "PRINT: USERNAMES" to show them)
64. `PRINT: DEV SLOTS CONTENT @k` → prints all the cards in all the development slots of the player with id number equals to "k" (if you do not know the ids of the players, use the command "PRINT: USERNAMES" to show them)

#### SHORT LEGEND:

All the commands are written in green in the `non-parametric part` and in orange in the `parametric part`.

PS: the selection for the production is toggle so if you want to deselect a card you only have to select it one more time