

### 3. Acquisizione risorse dal mercato

After the first leader action turn takes place, the player can decide which normal action to choose. If they choose the market action, as in this diagram, the server asks them the column or row and it display the market and the list of possible choices. Then, the player sends back to the server their choice which it is used to retrieve the corresponding resources from the market and move it to the next state. It applies the leader ability if possible and if two leaders with the marble ability are active the server asks the player which one to use foreach white marble and waits for the response. Then it filters the resources of remaining empty resources and faith markers and gives to them the corresponding number of faith points. Finally it changes the turn state into WarehousePlacerTurnState where the player will decide how to organize the new resources into the different depots.

