

3. L'azione "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. If two leaders with the marble ability are active the server asks to the player which one to use foreach white marble. Then the server asks back the user the list of resources, one for each depot. For each resource the player inputs, the server tries to insert the maximum number available of that resource into the corresponding depot. If it generates a conflict with the rules, the server asks back the resource to the player, else it discards all the resources that were not placed into the depots and gives the corresponding faith points to the other players.

