

3. Acquisizione risorse dal mercato

After the first leader action turn takesplace, 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 the want to choose and display to them the market. Then, the player sends back to the server their choice with it is used to retrieve the corresponding resources from the market and move it to the nest state. It applies the leader abilities if possible. And if two leaders with the marble ability are active the server asks the player which one to use for each white marble in the resources he picked. Then the server filters the resources of eventual remaining empty resources and faith markers and gives them the corresponding number of faith points. If there are resource to be placed in warehouse it calls the WarehousePlacerTurnState to ask the player how to organize the new resources with the ones they had. Finally if there where resource to be placed it goes to the CheckVaticanReportTurnState, otherwise it goes directly to the leader action.

