Convention: every ping and ack arrow are represented in the same way for practical uses(see game access sequence diagram text for further information).

I only wrote down the "select Resource Option" message without taking the other possible player choices per every turn into account for an easier realization and for a more black-box like and synthetic study..

Once the player chooses to gain resources from the market, he then selects which row or column to pick. Therefore gains the resources corresponding every marble of the row/column selected.