

**Primary Actor:** Player

**Stakeholders and Interests:**

*Player:* Wants to make use of their reserve pieces.

**Preconditions:**

The player has been through the setup process.  
It is the players turn.

**Success Guarantee:**

One reserve token belonging to the player is placed on the indicated tile.

**Main Success Scenario:**

1. The player selects the option to play from their reserve. [Alt 1: The User Cancels]
2. The system validates they have a reserve token. [Alt 2: No Reserve Token]
3. The system calculates valid reserve moves.
4. The system alters the displayed board to highlight valid reserve moves.
5. The player selects a space to play their reserve token.
6. The system calculates the new owner of the stack.
7. The system checks if the stack is now more than 5 tokens. [Alt 3: Too Many Tokens]
8. The system removes the board's highlights.
9. The use case ends.

**Alternative Flows:**

Alt 1: The User Cancels.

1. The use case ends.

Alt 2: No Reserve Token

2. The use case ends.

Alt 3: Too Many Tokens

1. Enter the "Capture a Token" use case.
2. When "Capture a Token" ends, resume at step 8.

**Exceptions:**

None

**Special Requirements:**

None.

**Open Issues:**

None