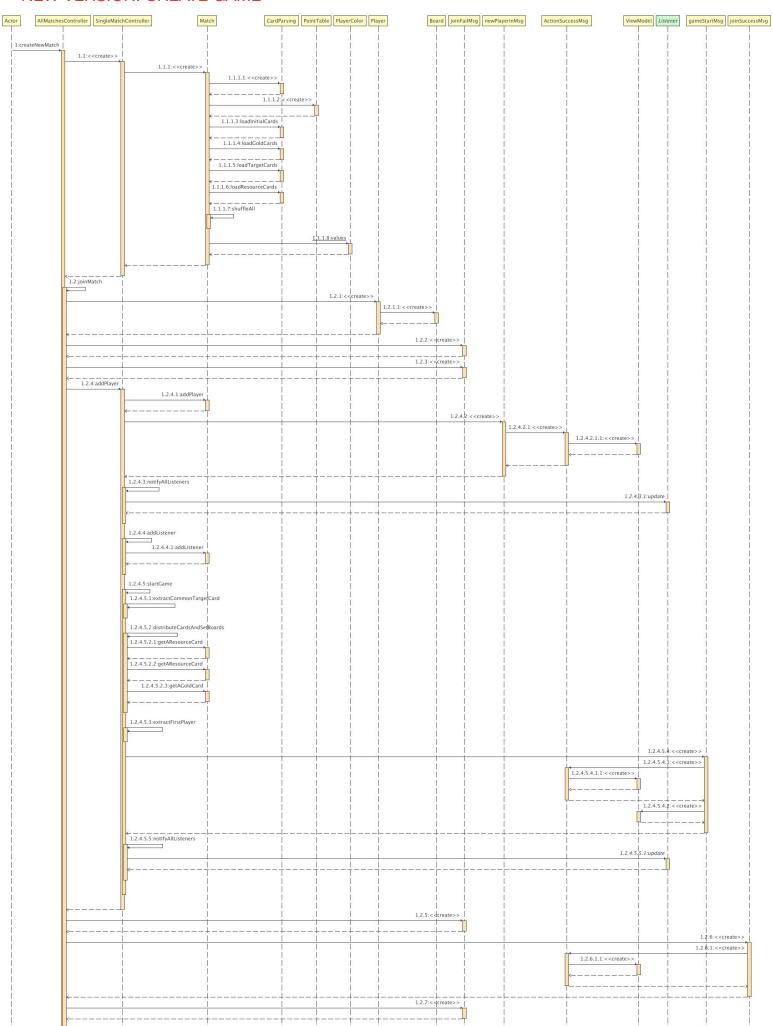
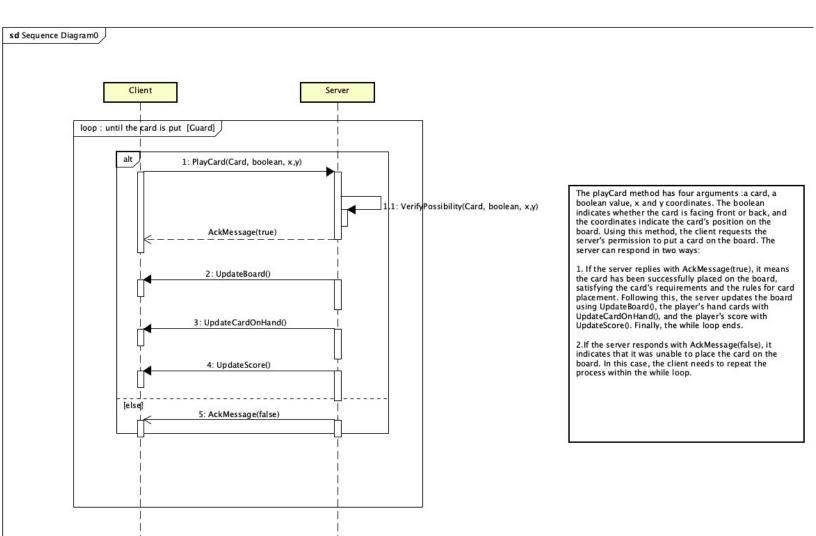
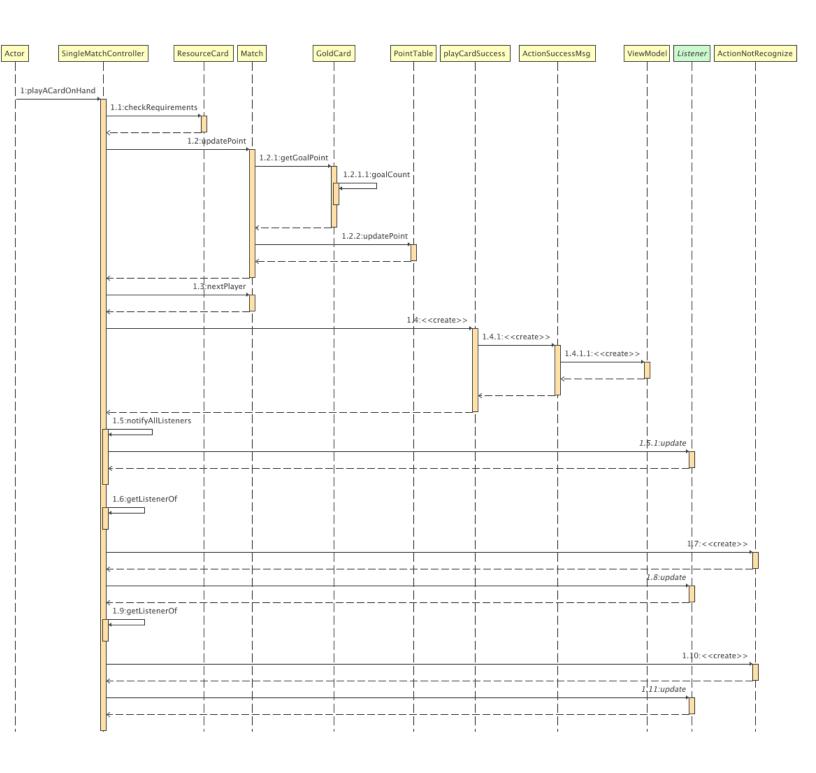


NEW VERSION: CREATE GAME

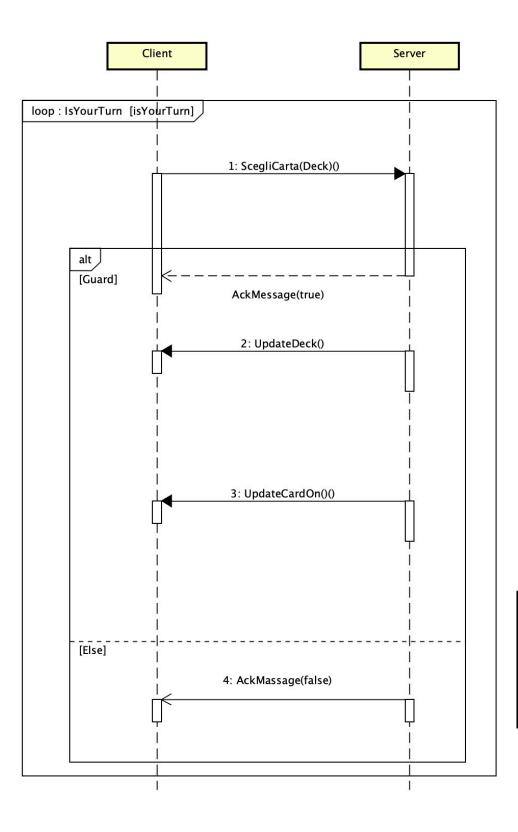


OLD VERSION: PLAY A CARD





OLD VERSION: GET A CARD



Using the "chooseCard" method, the client will request a permission from the server to select either one of the first three cards from the Resource Deck or one of the first three cards from the GoldDeck. It is always allowed to reveal the first two cards of the decks.

If both the ResourceDeck and the GoldDeck are not empty, the server will send an AckMessage to the client, indicating that the request has been accepted. Afterwards, it will update the decks and the player's hand cards using the UpdateDeck and UpdateCardOnHand methods.

If both decks are empty, the server will send an AckMessage notifying the client that the request has been denied.

NEW VERSION: GET A CARD

