Allow Steal

Lose Influence

Draw

Challenge

Block

Income

Foreign Aid

Take 3 coins

Steal

Coup

Assassinate

If user is current player and has 10 or more:

Action = Coup

If user is current player and has <10:

Actions = all action with enough coins

If there is no current action:

Remove Block

If prior action in Income, draw, challenge or no prior action:

Remove challenge

If user is not current player and not current player2 and prior action in **Income**, **Draw**, **Challenge**:

No actions

If user is not current player and not current player 2 and prior action not **Income**, **Draw**, **Challenge**:

Allow challenge

If user = current player2 and current action = Assassinate:

Allow lose influence, block

If user = current player2 and current action = Coup:

Allow lose influence

If user = current player2 and current action = Steal:

Allow Block, allow steal