**Pass a Turn**

**Use Case:** Pass a Turn

**Scope:** Flash Point

**Level:** Subfunction

**Intention in Context:** Player passes a turn

**Primary Actor:** Player

**Main Success Scenario:**

1. Player informs System that he/she wants to pass a turn.
2. System saves Player’s unused AP.
3. System informs Player of new game states.

**Extension:**

2a. System detects if Player’s unused AP exceeds the limit, System sets Player’s AP to the limit.