1. Look at the board. Can we buy anything?
   1. We only need to buy it if, first, we cannot take a good selection of gems, or
   2. The opponent will buy it naturally, or if they deem reserving it lowers my payout more than they could gain through a normal turn.
2. Rank the cards according to their ratio at this stage in the game. Strategy will depend on the player. Rank the cards according to the opponent’s ratio at this stage in the game.
3. Iterate through those and try to make the purchase.
   1. If it’s an imbalance, try to take 2 of the leading gem.
      1. Otherwise, take best 3.
         1. Ties of importance are given to lowest remaining gem supply.
      2. Otherwise, take best 2 and best gem for payout next turn.
      3. Otherwise, take 1 or reserve?

What are the gems like this turn? What are they like next turn?

Can we relate those two defs using logic, and not need separate functions?

We always have base values from the game state analytics functions, we just use the numbers differently in the classes.

Current gem take: 9, next turn gem take: 1

difference in gem utility (8)

difference in purchase utility (-inf), because we can't purchase either turn

reserve utility involves loss of take 2 or take 3 gems