Thread 1, evaluates games 1 of (Random Agent, My Agent), (Shaman, Shaman)

In the list of tasks for turn 2, there are 0 elements.

Turn 2 Move 1, you have 1 mana available.

Board State for Turn 2:Opponent Hand Cards: 4

[HERO]['Thrall[4]'][ATK0/AR0/HP30][WP[NO WEAPON]][SP0]

[ZONE PLAY 'Player1']|

[ZONE PLAY 'Player2']|

[HERO]['Thrall[6]'][ATK0/AR0/HP30][WP[NO WEAPON]][SP0]

[ZONE HAND 'Player2']|[P0][1/1][C2]'Bloodmage Thalnos[62]'|[P1][1/3][C1]'Tunnel Trogg[38]'|[P2][1/3][C1]'Tunnel Trogg[39]'|[P3][C1]'Lightning Bolt[49]'|[P4][C0]'The Coin[68]'|[P5][3/4][C2]'Totem Golem[40]'|

Minion: 'Bloodmage Thalnos[62]'

Minion: 'Tunnel Trogg[38]'

Minion: 'Tunnel Trogg[39]'

Minion: 'Totem Golem[40]'

Spell: 'Lightning Bolt[49]'

Spell: 'The Coin[68]'

Can Play [PLAY\_CARD] 'Tunnel Trogg[38]'(Pos 0)[P2], 1 mana. Type: MINION

[PLAY\_CARD] 'Tunnel Trogg[38]'(Pos 0)[P2]

Entered if statement 0

Entered if statement 3

Can Play [PLAY\_CARD] 'Tunnel Trogg[39]'(Pos 0)[P2], 1 mana. Type: MINION

[PLAY\_CARD] 'Tunnel Trogg[39]'(Pos 0)[P2]

Entered if statement 0

Entered if statement 3

Can Play: [PLAY\_CARD] 'Lightning Bolt[49]' => 'Thrall[6]'[P2] Mana: 1 Target Controller: 'Player[3]' Type: SPELL

Can Play: [PLAY\_CARD] 'Lightning Bolt[49]' => 'Thrall[4]'[P2] Mana: 1 Target Controller: 'Player[2]' Type: SPELL

Can Play [PLAY\_CARD] 'The Coin[68]'[P2], 0 mana. Type: SPELL

Return PlayCard task: [PLAY\_CARD] 'The Coin[68]'[P2]

Turn 2 Move 2, you have 2 mana available.

Board State for Turn 2:Opponent Hand Cards: 4

[HERO]['Thrall[4]'][ATK0/AR0/HP30][WP[NO WEAPON]][SP0]

[ZONE PLAY 'Player1']|

[ZONE PLAY 'Player2']|

[HERO]['Thrall[6]'][ATK0/AR0/HP30][WP[NO WEAPON]][SP0]

[ZONE HAND 'Player2']|[P0][1/1][C2]'Bloodmage Thalnos[62]'|[P1][1/3][C1]'Tunnel Trogg[38]'|[P2][1/3][C1]'Tunnel Trogg[39]'|[P3][C1]'Lightning Bolt[49]'|[P4][3/4][C2]'Totem Golem[40]'|

Minion: 'Bloodmage Thalnos[62]'

Minion: 'Tunnel Trogg[38]'

Minion: 'Tunnel Trogg[39]'

Minion: 'Totem Golem[40]'

Spell: 'Lightning Bolt[49]'

Can Play [PLAY\_CARD] 'Bloodmage Thalnos[62]'(Pos 0)[P2], 2 mana. Type: MINION

[PLAY\_CARD] 'Bloodmage Thalnos[62]'(Pos 0)[P2]

Entered if statement 0

Entered if statement 3

Can Play [PLAY\_CARD] 'Tunnel Trogg[38]'(Pos 0)[P2], 1 mana. Type: MINION

[PLAY\_CARD] 'Tunnel Trogg[38]'(Pos 0)[P2]

ntered if statement 0

Can Play [PLAY\_CARD] 'Tunnel Trogg[39]'(Pos 0)[P2], 1 mana. Type: MINION

[PLAY\_CARD] 'Tunnel Trogg[39]'(Pos 0)[P2]

Entered if statement 0

Can Play: [PLAY\_CARD] 'Lightning Bolt[49]' => 'Thrall[6]'[P2] Mana: 1 Target Controller: 'Player[3]' Type: SPELL

Can Play: [PLAY\_CARD] 'Lightning Bolt[49]' => 'Thrall[4]'[P2] Mana: 1 Target Controller: 'Player[2]' Type: SPELL

Can Play [PLAY\_CARD] 'Totem Golem[40]'(Pos 0)[P2], 2 mana. Type: MINION

[PLAY\_CARD] 'Totem Golem[40]'(Pos 0)[P2]

Entered if statement 0

Entered if statement 3

Return PlayCard task: [PLAY\_CARD] 'Totem Golem[40]'(Pos 0)[P2]

Turn 2 Move 3, you have 0 mana available.

Board State for Turn 2:Opponent Hand Cards: 4

[HERO]['Thrall[4]'][ATK0/AR0/HP30][WP[NO WEAPON]][SP0]

[ZONE PLAY 'Player1']|

[ZONE PLAY 'Player2']|[P0][3/4][C2]'Totem Golem[40]'|

[HERO]['Thrall[6]'][ATK0/AR0/HP30][WP[NO WEAPON]][SP0]

[ZONE HAND 'Player2']|[P0][1/1][C2]'Bloodmage Thalnos[62]'|[P1][1/3][C1]'Tunnel Trogg[38]'|[P2][1/3][C1]'Tunnel Trogg[39]'|[P3][C1]'Lightning Bolt[49]'|

Minion: 'Bloodmage Thalnos[62]'

Minion: 'Tunnel Trogg[38]'

Minion: 'Tunnel Trogg[39]'

Spell: 'Lightning Bolt[49]'

Return Playcard task: No card selected

Player has no minions

Return Hero Attack task: No card selected

Turn 2: Ending Turn [END\_TURN][P2]

'Player[3]''s 'Totem Golem[40]' does damage/health - [3-4]

'Player[2]''s 'Tunnel Trogg[9]' does damage/health - [1-3]

Here is opponent minion 'Tunnel Trogg[9]' which has 3 health and does 1 damage

Here is player minion 'Totem Golem[40]' which has 4 health and does 3 damage

The opponent minion is 'Tunnel Trogg[9]' which has 3 health.

The player minion is 'Totem Golem[40]' and after 1 cards has done 3 damage.

A total of 3 damage has been done on 'Tunnel Trogg[9]'

In the list of tasks for turn 4, there are 1 elements.

Used Minions: 'Totem Golem[40]'

Turn 4 Move 1, you have 1 mana available.

Board State for Turn 4:Opponent Hand Cards: 4

[HERO]['Thrall[4]'][ATK0/AR0/HP30][WP[NO WEAPON]][SP0]

[ZONE PLAY 'Player1']|[P0][1/3][C1]'Tunnel Trogg[9]'|

[ZONE PLAY 'Player2']|[P0][3/4][C2]'Totem Golem[40]'|

[HERO]['Thrall[6]'][ATK0/AR0/HP30][WP[NO WEAPON]][SP0]

[ZONE HAND 'Player2']|[P0][1/1][C2]'Bloodmage Thalnos[62]'|[P1][1/3][C1]'Tunnel Trogg[38]'|[P2][1/3][C1]'Tunnel Trogg[39]'|[P3][C1]'Lightning Bolt[49]'|[P4][C4]'Hex[54]'|

Minion: 'Bloodmage Thalnos[62]'

Minion: 'Tunnel Trogg[38]'

Minion: 'Tunnel Trogg[39]'

Spell: 'Lightning Bolt[49]'

Spell: 'Hex[54]'

Can Play [PLAY\_CARD] 'Tunnel Trogg[38]'(Pos 0)[P2], 1 mana. Type: MINION

[PLAY\_CARD] 'Tunnel Trogg[38]'(Pos 0)[P2]

Entered if statement 0

Entered if statement 3

Can Play [PLAY\_CARD] 'Tunnel Trogg[38]'(Pos 1)[P2], 1 mana. Type: MINION

[PLAY\_CARD] 'Tunnel Trogg[38]'(Pos 1)[P2]

Entered if statement 0

Entered if statement 3

Can Play [PLAY\_CARD] 'Tunnel Trogg[39]'(Pos 0)[P2], 1 mana. Type: MINION

[PLAY\_CARD] 'Tunnel Trogg[39]'(Pos 0)[P2]

Entered if statement 0

Entered if statement 3

Can Play [PLAY\_CARD] 'Tunnel Trogg[39]'(Pos 1)[P2], 1 mana. Type: MINION

[PLAY\_CARD] 'Tunnel Trogg[39]'(Pos 1)[P2]

Entered if statement 0

Entered if statement 3

Can Play: [PLAY\_CARD] 'Lightning Bolt[49]' => 'Thrall[6]'[P2] Mana: 1 Target Controller: 'Player[3]' Type: SPELL

Can Play: [PLAY\_CARD] 'Lightning Bolt[49]' => 'Thrall[4]'[P2] Mana: 1 Target Controller: 'Player[2]' Type: SPELL

Can Play: [PLAY\_CARD] 'Lightning Bolt[49]' => 'Tunnel Trogg[9]'[P2] Mana: 1 Target Controller: 'Player[2]' Type: SPELL

Can Play: [PLAY\_CARD] 'Lightning Bolt[49]' => 'Totem Golem[40]'[P2] Mana: 1 Target Controller: 'Player[3]' Type: SPELL

Return PlayCard task: [PLAY\_CARD] 'Lightning Bolt[49]' => 'Totem Golem[40]'[P2]

Turn 4 Move 2, you have 0 mana available.

Board State for Turn 4:Opponent Hand Cards: 4

[HERO]['Thrall[4]'][ATK0/AR0/HP30][WP[NO WEAPON]][SP0]

[ZONE PLAY 'Player1']|[P0][2/3][C1]'Tunnel Trogg[9]'|

[ZONE PLAY 'Player2']|[P0][3/1][C2]'Totem Golem[40]'|

[HERO]['Thrall[6]'][ATK0/AR0/HP30][WP[NO WEAPON]][SP0]

[ZONE HAND 'Player2']|[P0][1/1][C2]'Bloodmage Thalnos[62]'|[P1][1/3][C1]'Tunnel Trogg[38]'|[P2][1/3][C1]'Tunnel Trogg[39]'|[P3][C4]'Hex[54]'|

Minion: 'Bloodmage Thalnos[62]'

Minion: 'Tunnel Trogg[38]'

Minion: 'Tunnel Trogg[39]'

Spell: 'Hex[54]'

Return Playcard task: No card selected

MinionAttack Possible Task: [ATTACK] 'Totem Golem[40]' => 'Tunnel Trogg[9]'[P2], Task Source: 'Totem Golem[40]'

MinionAttack Possible Task: [ATTACK] 'Totem Golem[40]' => 'Thrall[4]'[P2], Task Source: 'Totem Golem[40]'

There are 1 elements in TurnTaskList list

Turn task index 0

There are 2 elements in Minion Task List

player Minion = 'Totem Golem[40]'

Minion Task List 'Totem Golem[40]'

opponent Minion = 'Tunnel Trogg[9]'

Minion Task List 'Tunnel Trogg[9]'

Spell: 'Hex[54]'

Return Playcard task: No card selected

MinionAttack Possible Task: [ATTACK] 'Totem Golem[40]' => 'Tunnel Trogg[9]'[P2], Task Source: 'Totem Golem[40]'

MinionAttack Possible Task: [ATTACK] 'Totem Golem[40]' => 'Thrall[4]'[P2], Task Source: 'Totem Golem[40]'

There are 1 elements in TurnTaskList list

Turn task index 0

There are 2 elements in Minion Task List

player Minion = 'Totem Golem[40]'

Minion Task List 'Totem Golem[40]'

opponent Minion = 'Tunnel Trogg[9]'

Minion Task List 'Tunnel Trogg[9]'

The index of minion to attack is 0

This is turn task index before iteration: 0

This is turn task index after iteration: 1

Return Minion task from multiple tasks: [ATTACK] 'Totem Golem[40]' => 'Tunnel Trogg[9]'[P2]

Turn 4 Move 3, you have 0 mana available.

Board State for Turn 4:Opponent Hand Cards: 4

[HERO]['Thrall[4]'][ATK0/AR0/HP30][WP[NO WEAPON]][SP0]

[ZONE PLAY 'Player1']|

[ZONE PLAY 'Player2']|

[HERO]['Thrall[6]'][ATK0/AR0/HP30][WP[NO WEAPON]][SP0]

[ZONE HAND 'Player2']|[P0][1/1][C2]'Bloodmage Thalnos[62]'|[P1][1/3][C1]'Tunnel Trogg[38]'|[P2][1/3][C1]'Tunnel Trogg[39]'|[P3][C4]'Hex[54]'|

Minion: 'Bloodmage Thalnos[62]'

Minion: 'Tunnel Trogg[38]'

Minion: 'Tunnel Trogg[39]'

Spell: 'Hex[54]'

Return Playcard task: No card selected

'Totem Golem[40]' has no tasks

Return Minion Attack task: No card selected

Return Hero Attack task: No card selected

Turn 4: Ending Turn [END\_TURN][P2]

'Player[2]''s 'Gurubashi Chicken[70]' does damage/health - [1-1]

Here is opponent minion 'Gurubashi Chicken[70]' which has 1 health and does 1 damage

The opponent minion is 'Gurubashi Chicken[70]' which has 1 health.

A total of 0 damage has been done on 'Gurubashi Chicken[70]'

In the list of tasks for turn 6, there are 0 elements.

Turn 6 Move 1, you have 2 mana available.

Board State for Turn 6:Opponent Hand Cards: 4

[HERO]['Thrall[4]'][ATK0/AR0/HP30][WP[NO WEAPON]][SP0]

[ZONE PLAY 'Player1']|[P0][1/1][C1]'Gurubashi Chicken[70]'|

[ZONE PLAY 'Player2']|

[HERO]['Thrall[6]'][ATK0/AR0/HP30][WP[NO WEAPON]][SP0]

[ZONE HAND 'Player2']|[P0][1/1][C2]'Bloodmage Thalnos[62]'|[P1][1/3][C1]'Tunnel Trogg[38]'|[P2][1/3][C1]'Tunnel Trogg[39]'|[P3][C4]'Hex[54]'|[P4][3/4][C2]'Totem Golem[41]'|

Minion: 'Bloodmage Thalnos[62]'

Minion: 'Tunnel Trogg[38]'

Minion: 'Tunnel Trogg[39]'

Minion: 'Totem Golem[41]'

Spell: 'Hex[54]'

Can Play [PLAY\_CARD] 'Bloodmage Thalnos[62]'(Pos 0)[P2], 2 mana. Type: MINION

[PLAY\_CARD] 'Bloodmage Thalnos[62]'(Pos 0)[P2]

Entered if statement 0

Entered if statement 3

Can Play [PLAY\_CARD] 'Tunnel Trogg[38]'(Pos 0)[P2], 1 mana. Type: MINION

[PLAY\_CARD] 'Tunnel Trogg[38]'(Pos 0)[P2]

Entered if statement 0

Can Play [PLAY\_CARD] 'Tunnel Trogg[39]'(Pos 0)[P2], 1 mana. Type: MINION

[PLAY\_CARD] 'Tunnel Trogg[39]'(Pos 0)[P2]

Entered if statement 0

Can Play [PLAY\_CARD] 'Totem Golem[41]'(Pos 0)[P2], 2 mana. Type: MINION

[PLAY\_CARD] 'Totem Golem[41]'(Pos 0)[P2]

Entered if statement 0

Entered if statement 3

Return PlayCard task: [PLAY\_CARD] 'Totem Golem[41]'(Pos 0)[P2]

Turn 6 Move 2, you have 0 mana available.

Board State for Turn 6:Opponent Hand Cards: 4

[HERO]['Thrall[4]'][ATK0/AR0/HP30][WP[NO WEAPON]][SP0]

[ZONE PLAY 'Player1']|[P0][1/1][C1]'Gurubashi Chicken[70]'|

[ZONE PLAY 'Player2']|[P0][3/4][C2]'Totem Golem[41]'|

[HERO]['Thrall[6]'][ATK0/AR0/HP30][WP[NO WEAPON]][SP0]

[ZONE HAND 'Player2']|[P0][1/1][C2]'Bloodmage Thalnos[62]'|[P1][1/3][C1]'Tunnel Trogg[38]'|[P2][1/3][C1]'Tunnel Trogg[39]'|[P3][C4]'Hex[54]'|

Minion: 'Bloodmage Thalnos[62]'

Minion: 'Tunnel Trogg[38]'

Minion: 'Tunnel Trogg[39]'

Spell: 'Hex[54]'

Return Playcard task: No card selected

Player has no minions

Return Hero Attack task: No card selected

Turn 6: Ending Turn [END\_TURN][P2]

'Player[2]''s 'Gurubashi Chicken[70]' does damage/health - [1-1]

'Player[2]''s 'Jade Golem[71]' does damage/health - [1-1]

Here is opponent minion 'Gurubashi Chicken[70]' which has 1 health and does 1 damage

Here is opponent minion 'Jade Golem[71]' which has 1 health and does 1 damage

The opponent minion is 'Gurubashi Chicken[70]' which has 1 health.

A total of 0 damage has been done on 'Gurubashi Chicken[70]'

The opponent minion is 'Jade Golem[71]' which has 1 health.

A total of 0 damage has been done on 'Jade Golem[71]'

In the list of tasks for turn 8, there are 0 elements.

Turn 8 Move 1, you have 3 mana available.

Board State for Turn 8:Opponent Hand Cards: 4

[HERO]['Thrall[4]'][ATK0/AR0/HP30][WP[NO WEAPON]][SP0]

[ZONE PLAY 'Player1']|[P0][1/1][C1]'Gurubashi Chicken[70]'|[P1][1/1][C1]'Jade Golem[71]'|

[ZONE PLAY 'Player2']|

[HERO]['Thrall[6]'][ATK0/AR0/HP29][WP[NO WEAPON]][SP0]

[ZONE HAND 'Player2']|[P0][1/1][C2]'Bloodmage Thalnos[62]'|[P1][1/3][C1]'Tunnel Trogg[38]'|[P2][1/3][C1]'Tunnel Trogg[39]'|[P3][C4]'Hex[54]'|[P4][5/5][C4]'Thing from Below[42]'|

Minion: 'Bloodmage Thalnos[62]'

Minion: 'Tunnel Trogg[38]'

Minion: 'Tunnel Trogg[39]'

Minion: 'Thing from Below[42]'

Spell: 'Hex[54]'

Can Play [PLAY\_CARD] 'Bloodmage Thalnos[62]'(Pos 0)[P2], 2 mana. Type: MINION

[PLAY\_CARD] 'Bloodmage Thalnos[62]'(Pos 0)[P2]

Entered if statement 0

Entered if statement 3

Can Play [PLAY\_CARD] 'Tunnel Trogg[38]'(Pos 0)[P2], 1 mana. Type: MINION

[PLAY\_CARD] 'Tunnel Trogg[38]'(Pos 0)[P2]

Entered if statement 0

Can Play [PLAY\_CARD] 'Tunnel Trogg[39]'(Pos 0)[P2], 1 mana. Type: MINION

[PLAY\_CARD] 'Tunnel Trogg[39]'(Pos 0)[P2]

Entered if statement 0

Return PlayCard task: [PLAY\_CARD] 'Bloodmage Thalnos[62]'(Pos 0)[P2]

Turn 8 Move 2, you have 1 mana available.

Board State for Turn 8:Opponent Hand Cards: 4

[HERO]['Thrall[4]'][ATK0/AR0/HP30][WP[NO WEAPON]][SP0]

[ZONE PLAY 'Player1']|[P0][1/1][C1]'Gurubashi Chicken[70]'|[P1][1/1][C1]'Jade Golem[71]'|

[ZONE PLAY 'Player2']|[P0][1/1][C2]'Bloodmage Thalnos[62]'|

[HERO]['Thrall[6]'][ATK0/AR0/HP29][WP[NO WEAPON]][SP1]

[ZONE HAND 'Player2']|[P0][1/3][C1]'Tunnel Trogg[38]'|[P1][1/3][C1]'Tunnel Trogg[39]'|[P2][C4]'Hex[54]'|[P3][5/5][C4]'Thing from Below[42]'|

Minion: 'Tunnel Trogg[38]'

Minion: 'Tunnel Trogg[39]'

Minion: 'Thing from Below[42]'

Spell: 'Hex[54]'

Can Play [PLAY\_CARD] 'Tunnel Trogg[38]'(Pos 0)[P2], 1 mana. Type: MINION

[PLAY\_CARD] 'Tunnel Trogg[38]'(Pos 0)[P2]

Entered if statement 0

Entered if statement 3

Can Play [PLAY\_CARD] 'Tunnel Trogg[38]'(Pos 1)[P2], 1 mana. Type: MINION

[PLAY\_CARD] 'Tunnel Trogg[38]'(Pos 1)[P2]

Entered if statement 0

Entered if statement 3

Can Play [PLAY\_CARD] 'Tunnel Trogg[39]'(Pos 0)[P2], 1 mana. Type: MINION

[PLAY\_CARD] 'Tunnel Trogg[39]'(Pos 0)[P2]

Entered if statement 0

Entered if statement 3

Can Play [PLAY\_CARD] 'Tunnel Trogg[39]'(Pos 1)[P2], 1 mana. Type: MINION

[PLAY\_CARD] 'Tunnel Trogg[39]'(Pos 1)[P2]

Entered if statement 0

Entered if statement 3

Return PlayCard task: [PLAY\_CARD] 'Tunnel Trogg[39]'(Pos 1)[P2]

Turn 8 Move 3, you have 0 mana available.

Board State for Turn 8:Opponent Hand Cards: 4

[HERO]['Thrall[4]'][ATK0/AR0/HP30][WP[NO WEAPON]][SP0]

[ZONE PLAY 'Player1']|[P0][1/1][C1]'Gurubashi Chicken[70]'|[P1][1/1][C1]'Jade Golem[71]'|

[ZONE PLAY 'Player2']|[P0][1/1][C2]'Bloodmage Thalnos[62]'|[P1][1/3][C1]'Tunnel Trogg[39]'|

[HERO]['Thrall[6]'][ATK0/AR0/HP29][WP[NO WEAPON]][SP1]

[ZONE HAND 'Player2']|[P0][1/3][C1]'Tunnel Trogg[38]'|[P1][C4]'Hex[54]'|[P2][5/5][C4]'Thing from Below[42]'|

Minion: 'Tunnel Trogg[38]'

Minion: 'Thing from Below[42]'

Spell: 'Hex[54]'

Return Playcard task: No card selected

Player has no minions

Return Hero Attack task: No card selected

Turn 8: Ending Turn [END\_TURN][P2]

'Player[3]''s 'Bloodmage Thalnos[62]' does damage/health - [1-1]

'Player[3]''s 'Tunnel Trogg[39]' does damage/health - [1-3]

'Player[2]''s 'Gurubashi Chicken[70]' does damage/health - [1-1]

'Player[2]''s 'Jade Golem[71]' does damage/health - [1-1]

'Player[2]''s 'Azure Drake[34]' does damage/health - [4-4]

Here is opponent minion 'Azure Drake[34]' which has 4 health and does 4 damage

Here is opponent minion 'Gurubashi Chicken[70]' which has 1 health and does 1 damage

Here is opponent minion 'Jade Golem[71]' which has 1 health and does 1 damage

Here is player minion 'Bloodmage Thalnos[62]' which has 1 health and does 1 damage

Here is player minion 'Tunnel Trogg[39]' which has 3 health and does 1 damage

The opponent minion is 'Azure Drake[34]' which has 4 health.

The player minion is 'Bloodmage Thalnos[62]' and after 1 cards has done 1 damage.

The player minion is 'Tunnel Trogg[39]' and after 2 cards has done 2 damage.

A total of 2 damage has been done on 'Azure Drake[34]'

The opponent minion is 'Gurubashi Chicken[70]' which has 1 health.

A total of 0 damage has been done on 'Gurubashi Chicken[70]'

The opponent minion is 'Jade Golem[71]' which has 1 health.

A total of 0 damage has been done on 'Jade Golem[71]'

In the list of tasks for turn 10, there are 2 elements.

Used Minions: 'Bloodmage Thalnos[62]'

Used Minions: 'Tunnel Trogg[39]'

Turn 10 Move 1, you have 5 mana available.

Board State for Turn 10:Opponent Hand Cards: 5

[HERO]['Thrall[4]'][ATK0/AR0/HP30][WP[NO WEAPON]][SP1]

[ZONE PLAY 'Player1']|[P0][1/1][C1]'Gurubashi Chicken[70]'|[P1][1/1][C1]'Jade Golem[71]'|[P2][4/4][C5]'Azure Drake[34]'|

[ZONE PLAY 'Player2']|[P0][1/1][C2]'Bloodmage Thalnos[62]'|[P1][1/3][C1]'Tunnel Trogg[39]'|

[HERO]['Thrall[6]'][ATK0/AR0/HP27][WP[NO WEAPON]][SP1]

[ZONE HAND 'Player2']|[P0][1/3][C1]'Tunnel Trogg[38]'|[P1][C4]'Hex[54]'|[P2][5/5][C4]'Thing from Below[42]'|[P3][1/1][C1]'Small-Time Buccaneer[60]'|

Minion: 'Tunnel Trogg[38]'

Minion: 'Thing from Below[42]'

Minion: 'Small-Time Buccaneer[60]'

Spell: 'Hex[54]'

Can Play [PLAY\_CARD] 'Tunnel Trogg[38]'(Pos 0)[P2], 1 mana. Type: MINION

[PLAY\_CARD] 'Tunnel Trogg[38]'(Pos 0)[P2]

Entered if statement 0

Entered if statement 3

Can Play [PLAY\_CARD] 'Tunnel Trogg[38]'(Pos 1)[P2], 1 mana. Type: MINION

[PLAY\_CARD] 'Tunnel Trogg[38]'(Pos 1)[P2]

Entered if statement 0

Entered if statement 3

Can Play [PLAY\_CARD] 'Tunnel Trogg[38]'(Pos 2)[P2], 1 mana. Type: MINION

[PLAY\_CARD] 'Tunnel Trogg[38]'(Pos 2)[P2]

Entered if statement 0

Entered if statement 3

Can Play: [PLAY\_CARD] 'Hex[54]' => 'Frog[70]'[P2] Mana: 4 Target Controller: 'Player[2]' Type: SPELL

Can Play: [PLAY\_CARD] 'Hex[54]' => 'Frog[71]'[P2] Mana: 4 Target Controller: 'Player[2]' Type: SPELL

Can Play: [PLAY\_CARD] 'Hex[54]' => 'Frog[34]'[P2] Mana: 4 Target Controller: 'Player[2]' Type: SPELL

Can Play: [PLAY\_CARD] 'Hex[54]' => 'Frog[62]'[P2] Mana: 4 Target Controller: 'Player[3]' Type: SPELL

Can Play: [PLAY\_CARD] 'Hex[54]' => 'Frog[39]'[P2] Mana: 4 Target Controller: 'Player[3]' Type: SPELL

Can Play [PLAY\_CARD] 'Thing from Below[42]'(Pos 0)[P2], 6 mana. Type: MINION

[PLAY\_CARD] 'Thing from Below[42]'(Pos 0)[P2]

Entered if statement 0

Entered if statement 1

Entered if statement 2

Can Play [PLAY\_CARD] 'Thing from Below[42]'(Pos 1)[P2], 6 mana. Type: MINION

[PLAY\_CARD] 'Thing from Below[42]'(Pos 1)[P2]

Entered if statement 0

Entered if statement 1

Entered if statement 2

Can Play [PLAY\_CARD] 'Thing from Below[42]'(Pos 2)[P2], 6 mana. Type: MINION

[PLAY\_CARD] 'Thing from Below[42]'(Pos 2)[P2]

Entered if statement 0

Entered if statement 1

Entered if statement 2

Can Play [PLAY\_CARD] 'Small-Time Buccaneer[60]'(Pos 0)[P2], 1 mana. Type: MINION

[PLAY\_CARD] 'Small-Time Buccaneer[60]'(Pos 0)[P2]

Entered if statement 0

Entered if statement 3

Can Play [PLAY\_CARD] 'Small-Time Buccaneer[60]'(Pos 1)[P2], 1 mana. Type: MINION

[PLAY\_CARD] 'Small-Time Buccaneer[60]'(Pos 1)[P2]

Entered if statement 0

Entered if statement 3

Can Play [PLAY\_CARD] 'Small-Time Buccaneer[60]'(Pos 2)[P2], 1 mana. Type: MINION

[PLAY\_CARD] 'Small-Time Buccaneer[60]'(Pos 2)[P2]

Entered if statement 0

Entered if statement 3

Return PlayCard task: [PLAY\_CARD] 'Small-Time Buccaneer[60]'(Pos 2)[P2]

Turn 10 Move 2, you have 4 mana available.

Board State for Turn 10:Opponent Hand Cards: 5

[HERO]['Thrall[4]'][ATK0/AR0/HP30][WP[NO WEAPON]][SP1]

[ZONE PLAY 'Player1']|[P0][1/1][C1]'Gurubashi Chicken[70]'|[P1][1/1][C1]'Jade Golem[71]'|[P2][4/4][C5]'Azure Drake[34]'|

[ZONE PLAY 'Player2']|[P0][1/1][C2]'Bloodmage Thalnos[62]'|[P1][1/3][C1]'Tunnel Trogg[39]'|[P2][1/1][C1]'Small-Time Buccaneer[60]'|[P3][1/1][C1]'Patches the Pirate[59]'|

[HERO]['Thrall[6]'][ATK0/AR0/HP27][WP[NO WEAPON]][SP1]

[ZONE HAND 'Player2']|[P0][1/3][C1]'Tunnel Trogg[38]'|[P1][C4]'Hex[54]'|[P2][5/5][C4]'Thing from Below[42]'|

Minion: 'Tunnel Trogg[38]'

Minion: 'Thing from Below[42]'

Spell: 'Hex[54]'

Can Play [PLAY\_CARD] 'Tunnel Trogg[38]'(Pos 0)[P2], 1 mana. Type: MINION

[PLAY\_CARD] 'Tunnel Trogg[38]'(Pos 0)[P2]

Entered if statement 0

Entered if statement 3

Can Play [PLAY\_CARD] 'Tunnel Trogg[38]'(Pos 1)[P2], 1 mana. Type: MINION

[PLAY\_CARD] 'Tunnel Trogg[38]'(Pos 1)[P2]

Entered if statement 0

Entered if statement 3

Can Play [PLAY\_CARD] 'Tunnel Trogg[38]'(Pos 2)[P2], 1 mana. Type: MINION

[PLAY\_CARD] 'Tunnel Trogg[38]'(Pos 2)[P2]

Entered if statement 0

Entered if statement 3

Can Play [PLAY\_CARD] 'Tunnel Trogg[38]'(Pos 3)[P2], 1 mana. Type: MINION

[PLAY\_CARD] 'Tunnel Trogg[38]'(Pos 3)[P2]

Entered if statement 0

Entered if statement 3

Can Play [PLAY\_CARD] 'Tunnel Trogg[38]'(Pos 4)[P2], 1 mana. Type: MINION

[PLAY\_CARD] 'Tunnel Trogg[38]'(Pos 4)[P2]

Entered if statement 0

Entered if statement 3

Can Play: [PLAY\_CARD] 'Hex[54]' => 'Frog[70]'[P2] Mana: 4 Target Controller: 'Player[2]' Type: SPELL

Can Play: [PLAY\_CARD] 'Hex[54]' => 'Frog[71]'[P2] Mana: 4 Target Controller: 'Player[2]' Type: SPELL

Entered if statement 3

Can Play: [PLAY\_CARD] 'Hex[54]' => 'Frog[70]'[P2] Mana: 4 Target Controller: 'Player[2]' Type: SPELL

Can Play: [PLAY\_CARD] 'Hex[54]' => 'Frog[71]'[P2] Mana: 4 Target Controller: 'Player[2]' Type: SPELL

Can Play: [PLAY\_CARD] 'Hex[54]' => 'Frog[34]'[P2] Mana: 4 Target Controller: 'Player[2]' Type: SPELL

Can Play: [PLAY\_CARD] 'Hex[54]' => 'Frog[62]'[P2] Mana: 4 Target Controller: 'Player[3]' Type: SPELL

Can Play: [PLAY\_CARD] 'Hex[54]' => 'Frog[39]'[P2] Mana: 4 Target Controller: 'Player[3]' Type: SPELL

Can Play: [PLAY\_CARD] 'Hex[54]' => 'Frog[60]'[P2] Mana: 4 Target Controller: 'Player[3]' Type: SPELL

Can Play: [PLAY\_CARD] 'Hex[54]' => 'Frog[59]'[P2] Mana: 4 Target Controller: 'Player[3]' Type: SPELL

Can Play [PLAY\_CARD] 'Thing from Below[42]'(Pos 0)[P2], 6 mana. Type: MINION

[PLAY\_CARD] 'Thing from Below[42]'(Pos 0)[P2]

Entered if statement 0

Entered if statement 1

Entered if statement 2

Can Play [PLAY\_CARD] 'Thing from Below[42]'(Pos 1)[P2], 6 mana. Type: MINION

[PLAY\_CARD] 'Thing from Below[42]'(Pos 1)[P2]

Entered if statement 0

Entered if statement 1

Entered if statement 2

Can Play [PLAY\_CARD] 'Thing from Below[42]'(Pos 2)[P2], 6 mana. Type: MINION

[PLAY\_CARD] 'Thing from Below[42]'(Pos 2)[P2]

Entered if statement 0

Entered if statement 1

Entered if statement 2

Can Play [PLAY\_CARD] 'Thing from Below[42]'(Pos 3)[P2], 6 mana. Type: MINION

[PLAY\_CARD] 'Thing from Below[42]'(Pos 3)[P2]

Entered if statement 0

Entered if statement 1

Entered if statement 2

Can Play [PLAY\_CARD] 'Thing from Below[42]'(Pos 4)[P2], 6 mana. Type: MINION

[PLAY\_CARD] 'Thing from Below[42]'(Pos 4)[P2]

Entered if statement 0

Entered if statement 1

Entered if statement 2

Return PlayCard task: [PLAY\_CARD] 'Thing from Below[42]'(Pos 4)[P2]

Turn 10 Move 3, you have 0 mana available.

Board State for Turn 10:Opponent Hand Cards: 5

[HERO]['Thrall[4]'][ATK0/AR0/HP30][WP[NO WEAPON]][SP1]

[ZONE PLAY 'Player1']|[P0][1/1][C1]'Gurubashi Chicken[70]'|[P1][1/1][C1]'Jade Golem[71]'|[P2][4/4][C5]'Azure Drake[34]'|

[ZONE PLAY 'Player2']|[P0][1/1][C2]'Bloodmage Thalnos[62]'|[P1][1/3][C1]'Tunnel Trogg[39]'|[P2][1/1][C1]'Small-Time Buccaneer[60]'|[P3][1/1][C1]'Patches the Pirate[59]'|[P4][5/5][C6]'Thing from Below[42]'|

[HERO]['Thrall[6]'][ATK0/AR0/HP27][WP[NO WEAPON]][SP1]

[ZONE HAND 'Player2']|[P0][1/3][C1]'Tunnel Trogg[38]'|[P1][C4]'Hex[54]'|

Minion: 'Tunnel Trogg[38]'

Spell: 'Hex[54]'

Return Playcard task: No card selected

Return Playcard task: No card selected

MinionAttack Possible Task: [ATTACK] 'Bloodmage Thalnos[62]' => 'Gurubashi Chicken[70]'[P2], Task Source: 'Bloodmage Thalnos[62]'

MinionAttack Possible Task: [ATTACK] 'Bloodmage Thalnos[62]' => 'Jade Golem[71]'[P2], Task Source: 'Bloodmage Thalnos[62]'

MinionAttack Possible Task: [ATTACK] 'Bloodmage Thalnos[62]' => 'Azure Drake[34]'[P2], Task Source: 'Bloodmage Thalnos[62]'

MinionAttack Possible Task: [ATTACK] 'Bloodmage Thalnos[62]' => 'Thrall[4]'[P2], Task Source: 'Bloodmage Thalnos[62]'

There are 2 elements in TurnTaskList list

Turn task index 0

There are 4 elements in Minion Task List

player Minion = 'Bloodmage Thalnos[62]'

Minion Task List 'Bloodmage Thalnos[62]'

opponent Minion = 'Azure Drake[34]'

Minion Task List 'Gurubashi Chicken[70]'

Return Minion task from multiple tasks: [ATTACK] 'Bloodmage Thalnos[62]' => 'Gurubashi Chicken[70]'[P2]

Turn 10 Move 4, you have 0 mana available.

Board State for Turn 10:Opponent Hand Cards: 5

[HERO]['Thrall[4]'][ATK0/AR0/HP30][WP[NO WEAPON]][SP1]

[ZONE PLAY 'Player1']|[P0][1/1][C1]'Jade Golem[71]'|[P1][4/4][C5]'Azure Drake[34]'|

[ZONE PLAY 'Player2']|[P0][1/3][C1]'Tunnel Trogg[39]'|[P1][1/1][C1]'Small-Time Buccaneer[60]'|[P2][1/1][C1]'Patches the Pirate[59]'|[P3][5/5][C6]'Thing from Below[42]'|

[HERO]['Thrall[6]'][ATK0/AR0/HP27][WP[NO WEAPON]][SP0]

[ZONE HAND 'Player2']|[P0][1/3][C1]'Tunnel Trogg[38]'|[P1][C4]'Hex[54]'|[P2][5/3][C6]'Aya Blackpaw[66]'|

Minion: 'Tunnel Trogg[38]'

Minion: 'Aya Blackpaw[66]'

Spell: 'Hex[54]'

Return Playcard task: No card selected

'Bloodmage Thalnos[62]' has no tasks

MinionAttack Possible Task: [ATTACK] 'Tunnel Trogg[39]' => 'Jade Golem[71]'[P2], Task Source: 'Tunnel Trogg[39]'

MinionAttack Possible Task: [ATTACK] 'Tunnel Trogg[39]' => 'Azure Drake[34]'[P2], Task Source: 'Tunnel Trogg[39]'

MinionAttack Possible Task: [ATTACK] 'Tunnel Trogg[39]' => 'Thrall[4]'[P2], Task Source: 'Tunnel Trogg[39]'

There are 2 elements in TurnTaskList list

Turn task index 0

There are 3 elements in Minion Task List

player Minion = 'Bloodmage Thalnos[62]'

Minion Task List 'Tunnel Trogg[39]'

opponent Minion = 'Azure Drake[34]'

Minion Task List 'Jade Golem[71]'

Return Minion task from multiple tasks: [ATTACK] 'Tunnel Trogg[39]' => 'Jade Golem[71]'[P2]

Turn 10 Move 5, you have 0 mana available.

Board State for Turn 10:Opponent Hand Cards: 5

[HERO]['Thrall[4]'][ATK0/AR0/HP30][WP[NO WEAPON]][SP1]

[ZONE PLAY 'Player1']|[P0][4/4][C5]'Azure Drake[34]'|

[ZONE PLAY 'Player2']|[P0][1/2][C1]'Tunnel Trogg[39]'|[P1][1/1][C1]'Small-Time Buccaneer[60]'|[P2][1/1][C1]'Patches the Pirate[59]'|[P3][5/5][C6]'Thing from Below[42]'|

[HERO]['Thrall[6]'][ATK0/AR0/HP27][WP[NO WEAPON]][SP0]

[ZONE HAND 'Player2']|[P0][1/3][C1]'Tunnel Trogg[38]'|[P1][C4]'Hex[54]'|[P2][5/3][C6]'Aya Blackpaw[66]'|

Minion: 'Tunnel Trogg[38]'

Minion: 'Aya Blackpaw[66]'

Spell: 'Hex[54]'

Return Playcard task: No card selected

'Bloodmage Thalnos[62]' has no tasks

'Tunnel Trogg[39]' has no tasks

Return Minion Attack task: No card selected

Return Hero Attack task: No card selected

Turn 10: Ending Turn [END\_TURN][P2]

'Player[3]''s 'Tunnel Trogg[39]' does damage/health - [2-2]

'Player[3]''s 'Small-Time Buccaneer[60]' does damage/health - [1-1]

'Player[3]''s 'Patches the Pirate[59]' does damage/health - [1-1]

'Player[3]''s 'Thing from Below[42]' does damage/health - [5-5]

'Player[2]''s 'Azure Drake[34]' does damage/health - [6-4]

'Player[2]''s 'Flametongue Totem[27]' does damage/health - [0-3]

'Player[2]''s 'Jade Golem[74]' does damage/health - [4-2]

Here is opponent minion 'Azure Drake[34]' which has 4 health and does 6 damage

Here is opponent minion 'Jade Golem[74]' which has 2 health and does 4 damage

Here is opponent minion 'Flametongue Totem[27]' which has 3 health and does 0 damage

Here is player minion 'Small-Time Buccaneer[60]' which has 1 health and does 1 damage

Here is player minion 'Patches the Pirate[59]' which has 1 health and does 1 damage

Here is player minion 'Tunnel Trogg[39]' which has 2 health and does 2 damage

Here is player minion 'Thing from Below[42]' which has 5 health and does 5 damage

The opponent minion is 'Azure Drake[34]' which has 4 health.

The player minion is 'Small-Time Buccaneer[60]' and after 1 cards has done 1 damage.

The player minion is 'Patches the Pirate[59]' and after 2 cards has done 2 damage.

The player minion is 'Tunnel Trogg[39]' and after 3 cards has done 4 damage.

The player minion is 'Thing from Below[42]' and after 4 cards has done 9 damage.

A total of 9 damage has been done on 'Azure Drake[34]'

The opponent minion is 'Jade Golem[74]' which has 2 health.

A total of 0 damage has been done on 'Jade Golem[74]'

The opponent minion is 'Flametongue Totem[27]' which has 3 health.

A total of 0 damage has been done on 'Flametongue Totem[27]'

In the list of tasks for turn 12, there are 4 elements.

Used Minions: 'Small-Time Buccaneer[60]'

Used Minions: 'Patches the Pirate[59]'

Used Minions: 'Tunnel Trogg[39]'

Used Minions: 'Thing from Below[42]'

Turn 12 Move 1, you have 6 mana available.

Board State for Turn 12:Opponent Hand Cards: 4

[HERO]['Thrall[4]'][ATK0/AR0/HP30][WP[Jade Claws[2/2]]][SP1]

[ZONE PLAY 'Player1']|[P0][6/4][C5]'Azure Drake[34]'|[P1][0/3][C3]'Flametongue Totem[27]'|[P2][4/2][C2]'Jade Golem[74]'|

[ZONE PLAY 'Player2']|[P0][2/2][C1]'Tunnel Trogg[39]'|[P1][1/1][C1]'Small-Time Buccaneer[60]'|[P2][1/1][C1]'Patches the Pirate[59]'|[P3][5/5][C6]'Thing from Below[42]'|

[HERO]['Thrall[6]'][ATK0/AR0/HP27][WP[NO WEAPON]][SP0]

[ZONE HAND 'Player2']|[P0][1/3][C1]'Tunnel Trogg[38]'|[P1][C4]'Hex[54]'|[P2][5/3][C6]'Aya Blackpaw[66]'|[P3][2/2][C2]'Jade Claws[53]'|

Minion: 'Tunnel Trogg[38]'

Minion: 'Aya Blackpaw[66]'

Weapon: 'Jade Claws[53]'

Spell: 'Hex[54]'

Can Play [PLAY\_CARD] 'Tunnel Trogg[38]'(Pos 0)[P2], 1 mana. Type: MINION

[PLAY\_CARD] 'Tunnel Trogg[38]'(Pos 0)[P2]

Entered if statement 0

Entered if statement 3

Can Play [PLAY\_CARD] 'Tunnel Trogg[38]'(Pos 1)[P2], 1 mana. Type: MINION

[PLAY\_CARD] 'Tunnel Trogg[38]'(Pos 1)[P2]

Entered if statement 0

Entered if statement 3

Can Play [PLAY\_CARD] 'Tunnel Trogg[38]'(Pos 2)[P2], 1 mana. Type: MINION

[PLAY\_CARD] 'Tunnel Trogg[38]'(Pos 2)[P2]

Entered if statement 0

Entered if statement 3

Can Play [PLAY\_CARD] 'Tunnel Trogg[38]'(Pos 3)[P2], 1 mana. Type: MINION

[PLAY\_CARD] 'Tunnel Trogg[38]'(Pos 3)[P2]

Entered if statement 0

Entered if statement 3

Can Play [PLAY\_CARD] 'Tunnel Trogg[38]'(Pos 4)[P2], 1 mana. Type: MINION

[PLAY\_CARD] 'Tunnel Trogg[38]'(Pos 4)[P2]

Entered if statement 0

Entered if statement 3

Can Play: [PLAY\_CARD] 'Hex[54]' => 'Frog[34]'[P2] Mana: 4 Target Controller: 'Player[2]' Type: SPELL

Can Play: [PLAY\_CARD] 'Hex[54]' => 'Frog[27]'[P2] Mana: 4 Target Controller: 'Player[2]' Type: SPELL

Can Play: [PLAY\_CARD] 'Hex[54]' => 'Frog[74]'[P2] Mana: 4 Target Controller: 'Player[2]' Type: SPELL

Can Play: [PLAY\_CARD] 'Hex[54]' => 'Frog[39]'[P2] Mana: 4 Target Controller: 'Player[3]' Type: SPELL

Can Play: [PLAY\_CARD] 'Hex[54]' => 'Frog[60]'[P2] Mana: 4 Target Controller: 'Player[3]' Type: SPELL

Can Play: [PLAY\_CARD] 'Hex[54]' => 'Frog[59]'[P2] Mana: 4 Target Controller: 'Player[3]' Type: SPELL

Can Play: [PLAY\_CARD] 'Hex[54]' => 'Frog[42]'[P2] Mana: 4 Target Controller: 'Player[3]' Type: SPELL

Can Play [PLAY\_CARD] 'Aya Blackpaw[66]'(Pos 0)[P2], 6 mana. Type: MINION

[PLAY\_CARD] 'Aya Blackpaw[66]'(Pos 0)[P2]

Entered if statement 0

Entered if statement 3

Can Play [PLAY\_CARD] 'Aya Blackpaw[66]'(Pos 1)[P2], 6 mana. Type: MINION

[PLAY\_CARD] 'Aya Blackpaw[66]'(Pos 1)[P2]

Entered if statement 0

Entered if statement 3

Can Play [PLAY\_CARD] 'Aya Blackpaw[66]'(Pos 2)[P2], 6 mana. Type: MINION

[PLAY\_CARD] 'Aya Blackpaw[66]'(Pos 2)[P2]

Entered if statement 0

Entered if statement 3

Can Play [PLAY\_CARD] 'Aya Blackpaw[66]'(Pos 3)[P2], 6 mana. Type: MINION

[PLAY\_CARD] 'Aya Blackpaw[66]'(Pos 3)[P2]

Entered if statement 0

Entered if statement 3

Can Play [PLAY\_CARD] 'Aya Blackpaw[66]'(Pos 4)[P2], 6 mana. Type: MINION

Can Play [PLAY\_CARD] 'Aya Blackpaw[66]'(Pos 4)[P2], 6 mana. Type: MINION

[PLAY\_CARD] 'Aya Blackpaw[66]'(Pos 4)[P2]

Entered if statement 0

Entered if statement 3

Can Play [PLAY\_CARD] 'Jade Claws[53]'[P2], 2 mana. Type: WEAPON

Return PlayCard task: [PLAY\_CARD] 'Jade Claws[53]'[P2]

Turn 12 Move 2, you have 4 mana available.

Board State for Turn 12:Opponent Hand Cards: 4

[HERO]['Thrall[4]'][ATK0/AR0/HP30][WP[Jade Claws[2/2]]][SP1]

[ZONE PLAY 'Player1']|[P0][6/4][C5]'Azure Drake[34]'|[P1][0/3][C3]'Flametongue Totem[27]'|[P2][4/2][C2]'Jade Golem[74]'|

[ZONE PLAY 'Player2']|[P0][3/2][C1]'Tunnel Trogg[39]'|[P1][3/1][C1]'Small-Time Buccaneer[60]'|[P2][1/1][C1]'Patches the Pirate[59]'|[P3][5/5][C6]'Thing from Below[42]'|[P4][1/1][C1]'Jade Golem[77]'|

[HERO]['Thrall[6]'][ATK2/AR0/HP27][WP[Jade Claws[2/2]]][SP0]

[ZONE HAND 'Player2']|[P0][1/3][C1]'Tunnel Trogg[38]'|[P1][C4]'Hex[54]'|[P2][5/3][C6]'Aya Blackpaw[66]'|

Minion: 'Tunnel Trogg[38]'

Minion: 'Aya Blackpaw[66]'

Spell: 'Hex[54]'

Can Play [PLAY\_CARD] 'Tunnel Trogg[38]'(Pos 0)[P2], 1 mana. Type: MINION

[PLAY\_CARD] 'Tunnel Trogg[38]'(Pos 0)[P2]

Entered if statement 0

Entered if statement 3

Can Play [PLAY\_CARD] 'Tunnel Trogg[38]'(Pos 1)[P2], 1 mana. Type: MINION

[PLAY\_CARD] 'Tunnel Trogg[38]'(Pos 1)[P2]

Entered if statement 0

Entered if statement 3

Can Play [PLAY\_CARD] 'Tunnel Trogg[38]'(Pos 2)[P2], 1 mana. Type: MINION

[PLAY\_CARD] 'Tunnel Trogg[38]'(Pos 2)[P2]

Entered if statement 0

Entered if statement 3

Can Play [PLAY\_CARD] 'Tunnel Trogg[38]'(Pos 3)[P2], 1 mana. Type: MINION

[PLAY\_CARD] 'Tunnel Trogg[38]'(Pos 3)[P2]

Entered if statement 0

Entered if statement 3

Can Play [PLAY\_CARD] 'Tunnel Trogg[38]'(Pos 4)[P2], 1 mana. Type: MINION

[PLAY\_CARD] 'Tunnel Trogg[38]'(Pos 4)[P2]

Entered if statement 0

Entered if statement 3

Can Play [PLAY\_CARD] 'Tunnel Trogg[38]'(Pos 5)[P2], 1 mana. Type: MINION

[PLAY\_CARD] 'Tunnel Trogg[38]'(Pos 5)[P2]

Entered if statement 0

Entered if statement 3

Can Play: [PLAY\_CARD] 'Hex[54]' => 'Frog[34]'[P2] Mana: 4 Target Controller: 'Player[2]' Type: SPELL

Can Play: [PLAY\_CARD] 'Hex[54]' => 'Frog[27]'[P2] Mana: 4 Target Controller: 'Player[2]' Type: SPELL

Can Play: [PLAY\_CARD] 'Hex[54]' => 'Frog[74]'[P2] Mana: 4 Target Controller: 'Player[2]' Type: SPELL

Can Play: [PLAY\_CARD] 'Hex[54]' => 'Frog[39]'[P2] Mana: 4 Target Controller: 'Player[3]' Type: SPELL

Can Play: [PLAY\_CARD] 'Hex[54]' => 'Frog[60]'[P2] Mana: 4 Target Controller: 'Player[3]' Type: SPELL

Can Play: [PLAY\_CARD] 'Hex[54]' => 'Frog[59]'[P2] Mana: 4 Target Controller: 'Player[3]' Type: SPELL

Can Play: [PLAY\_CARD] 'Hex[54]' => 'Frog[59]'[P2] Mana: 4 Target Controller: 'Player[3]' Type: SPELL

Can Play: [PLAY\_CARD] 'Hex[54]' => 'Frog[42]'[P2] Mana: 4 Target Controller: 'Player[3]' Type: SPELL

Can Play: [PLAY\_CARD] 'Hex[54]' => 'Frog[77]'[P2] Mana: 4 Target Controller: 'Player[3]' Type: SPELL

Return PlayCard task: [PLAY\_CARD] 'Hex[54]' => 'Frog[34]'[P2]

Turn 12 Move 3, you have 0 mana available.

Board State for Turn 12:Opponent Hand Cards: 4

[HERO]['Thrall[4]'][ATK0/AR0/HP30][WP[Jade Claws[2/2]]][SP0]

[ZONE PLAY 'Player1']|[P0][2/1][C0]'Frog[34]'|[P1][0/3][C3]'Flametongue Totem[27]'|[P2][4/2][C2]'Jade Golem[74]'|

[ZONE PLAY 'Player2']|[P0][3/2][C1]'Tunnel Trogg[39]'|[P1][3/1][C1]'Small-Time Buccaneer[60]'|[P2][1/1][C1]'Patches the Pirate[59]'|[P3][5/5][C6]'Thing from Below[42]'|[P4][1/1][C1]'Jade Golem[77]'|

[HERO]['Thrall[6]'][ATK2/AR0/HP27][WP[Jade Claws[2/2]]][SP0]

[ZONE HAND 'Player2']|[P0][1/3][C1]'Tunnel Trogg[38]'|[P1][5/3][C6]'Aya Blackpaw[66]'|

Minion: 'Tunnel Trogg[38]'

Minion: 'Aya Blackpaw[66]'

Return Playcard task: No card selected

MinionAttack Possible Task: [ATTACK] 'Tunnel Trogg[39]' => 'Frog[34]'[P2], Task Source: 'Tunnel Trogg[39]'

Return Minion only task: [ATTACK] 'Tunnel Trogg[39]' => 'Frog[34]'[P2]

Turn 12 Move 4, you have 0 mana available.

Board State for Turn 12:Opponent Hand Cards: 4

[HERO]['Thrall[4]'][ATK0/AR0/HP30][WP[Jade Claws[2/2]]][SP0]

[ZONE PLAY 'Player1']|[P0][0/3][C3]'Flametongue Totem[27]'|[P1][4/2][C2]'Jade Golem[74]'|

[ZONE PLAY 'Player2']|[P0][3/1][C1]'Small-Time Buccaneer[60]'|[P1][1/1][C1]'Patches the Pirate[59]'|[P2][5/5][C6]'Thing from Below[42]'|[P3][1/1][C1]'Jade Golem[77]'|

[HERO]['Thrall[6]'][ATK2/AR0/HP27][WP[Jade Claws[2/2]]][SP0]

[ZONE HAND 'Player2']|[P0][1/3][C1]'Tunnel Trogg[38]'|[P1][5/3][C6]'Aya Blackpaw[66]'|

Minion: 'Tunnel Trogg[38]'

Minion: 'Aya Blackpaw[66]'

Return Playcard task: No card selected

'Tunnel Trogg[39]' has no tasks

MinionAttack Possible Task: [ATTACK] 'Small-Time Buccaneer[60]' => 'Flametongue Totem[27]'[P2], Task Source: 'Small-Time Buccaneer[60]'

MinionAttack Possible Task: [ATTACK] 'Small-Time Buccaneer[60]' => 'Jade Golem[74]'[P2], Task Source: 'Small-Time Buccaneer[60]'

MinionAttack Possible Task: [ATTACK] 'Small-Time Buccaneer[60]' => 'Thrall[4]'[P2], Task Source: 'Small-Time Buccaneer[60]'

There are 4 elements in TurnTaskList list

Turn task index 0

There are 3 elements in Minion Task List

player Minion = 'Small-Time Buccaneer[60]'

Minion Task List 'Small-Time Buccaneer[60]'

opponent Minion = 'Azure Drake[34]'

Minion Task List 'Flametongue Totem[27]'

Return Minion task from multiple tasks: [ATTACK] 'Small-Time Buccaneer[60]' => 'Flametongue Totem[27]'[P2]

Turn 12 Move 5, you have 0 mana available.

Board State for Turn 12:Opponent Hand Cards: 4

[HERO]['Thrall[4]'][ATK0/AR0/HP30][WP[Jade Claws[2/2]]][SP0]

[ZONE PLAY 'Player1']|[P0][2/2][C2]'Jade Golem[74]'|

[ZONE PLAY 'Player2']|[P0][3/1][C1]'Small-Time Buccaneer[60]'|[P1][1/1][C1]'Patches the Pirate[59]'|[P2][5/5][C6]'Thing from Below[42]'|[P3][1/1][C1]'Jade Golem[77]'|

[HERO]['Thrall[6]'][ATK2/AR0/HP27][WP[Jade Claws[2/2]]][SP0]

[ZONE HAND 'Player2']|[P0][1/3][C1]'Tunnel Trogg[38]'|[P1][5/3][C6]'Aya Blackpaw[66]'|

Minion: 'Tunnel Trogg[38]'

Minion: 'Aya Blackpaw[66]'

Return Playcard task: No card selected

'Tunnel Trogg[39]' has no tasks

'Small-Time Buccaneer[60]' has no tasks

MinionAttack Possible Task: [ATTACK] 'Patches the Pirate[59]' => 'Jade Golem[74]'[P2], Task Source: 'Patches the Pirate[59]'

MinionAttack Possible Task: [ATTACK] 'Patches the Pirate[59]' => 'Thrall[4]'[P2], Task Source: 'Patches the Pirate[59]'

There are 4 elements in TurnTaskList list

Turn task index 0

There are 2 elements in Minion Task List

player Minion = 'Small-Time Buccaneer[60]'

Minion Task List 'Patches the Pirate[59]'

opponent Minion = 'Azure Drake[34]'

Minion Task List 'Jade Golem[74]'

Return Minion task from multiple tasks: [ATTACK] 'Patches the Pirate[59]' => 'Jade Golem[74]'[P2]

Turn 12 Move 6, you have 0 mana available.

Board State for Turn 12:Opponent Hand Cards: 4

[HERO]['Thrall[4]'][ATK0/AR0/HP30][WP[Jade Claws[2/2]]][SP0]

[ZONE PLAY 'Player1']|[P0][2/1][C2]'Jade Golem[74]'|

[ZONE PLAY 'Player2']|[P0][3/1][C1]'Small-Time Buccaneer[60]'|[P1][5/5][C6]'Thing from Below[42]'|[P2][1/1][C1]'Jade Golem[77]'|

[HERO]['Thrall[6]'][ATK2/AR0/HP27][WP[Jade Claws[2/2]]][SP0]

[ZONE HAND 'Player2']|[P0][1/3][C1]'Tunnel Trogg[38]'|[P1][5/3][C6]'Aya Blackpaw[66]'|

Minion: 'Tunnel Trogg[38]'

Minion: 'Aya Blackpaw[66]'

Return Playcard task: No card selected

'Tunnel Trogg[39]' has no tasks

'Small-Time Buccaneer[60]' has no tasks

'Patches the Pirate[59]' has no tasks

MinionAttack Possible Task: [ATTACK] 'Thing from Below[42]' => 'Jade Golem[74]'[P2], Task Source: 'Thing from Below[42]'

MinionAttack Possible Task: [ATTACK] 'Thing from Below[42]' => 'Thrall[4]'[P2], Task Source: 'Thing from Below[42]'

There are 4 elements in TurnTaskList list

Turn task index 0

There are 2 elements in Minion Task List

player Minion = 'Small-Time Buccaneer[60]'

Minion Task List 'Thing from Below[42]'

opponent Minion = 'Azure Drake[34]'

Minion Task List 'Jade Golem[74]'

Return Minion task from multiple tasks: [ATTACK] 'Thing from Below[42]' => 'Jade Golem[74]'[P2]

Turn 12 Move 7, you have 0 mana available.

Board State for Turn 12:Opponent Hand Cards: 4

[HERO]['Thrall[4]'][ATK0/AR0/HP30][WP[Jade Claws[2/2]]][SP0]

[ZONE PLAY 'Player1']|

[ZONE PLAY 'Player2']|[P0][3/1][C1]'Small-Time Buccaneer[60]'|[P1][5/3][C6]'Thing from Below[42]'|[P2][1/1][C1]'Jade Golem[77]'|

[HERO]['Thrall[6]'][ATK2/AR0/HP27][WP[Jade Claws[2/2]]][SP0]

[ZONE HAND 'Player2']|[P0][1/3][C1]'Tunnel Trogg[38]'|[P1][5/3][C6]'Aya Blackpaw[66]'|

Minion: 'Tunnel Trogg[38]'

Minion: 'Aya Blackpaw[66]'

Return Playcard task: No card selected

'Tunnel Trogg[39]' has no tasks

'Small-Time Buccaneer[60]' has no tasks

'Patches the Pirate[59]' has no tasks

'Thing from Below[42]' has no tasks

Return Minion Attack task: No card selected

Hero Attack: [ATTACK] 'Thrall[6]' => 'Thrall[4]'[P2]

Return Hero Attack task: [ATTACK] 'Thrall[6]' => 'Thrall[4]'[P2]

Turn 12 Move 8, you have 0 mana available.

Board State for Turn 12:Opponent Hand Cards: 4

[HERO]['Thrall[4]'][ATK0/AR0/HP28][WP[Jade Claws[2/2]]][SP0]

[ZONE PLAY 'Player1']|

[ZONE PLAY 'Player2']|[P0][3/1][C1]'Small-Time Buccaneer[60]'|[P1][5/3][C6]'Thing from Below[42]'|[P2][1/1][C1]'Jade Golem[77]'|

[HERO]['Thrall[6]'][ATK2/AR0/HP27][WP[Jade Claws[2/1]]][SP0]

[ZONE HAND 'Player2']|[P0][1/3][C1]'Tunnel Trogg[38]'|[P1][5/3][C6]'Aya Blackpaw[66]'|

Minion: 'Tunnel Trogg[38]'

Minion: 'Aya Blackpaw[66]'

Return Playcard task: No card selected

'Tunnel Trogg[39]' has no tasks

'Small-Time Buccaneer[60]' has no tasks

'Patches the Pirate[59]' has no tasks

'Thing from Below[42]' has no tasks

Return Minion Attack task: No card selected

Return Hero Attack task: No card selected

Turn 12: Ending Turn [END\_TURN][P2]

'Player[2]''s 'Jade Golem[78]' does damage/health - [3-3]

Here is opponent minion 'Jade Golem[78]' which has 3 health and does 3 damage

The opponent minion is 'Jade Golem[78]' which has 3 health.

A total of 0 damage has been done on 'Jade Golem[78]'

In the list of tasks for turn 14, there are 0 elements.

Turn 14 Move 1, you have 6 mana available.

Board State for Turn 14:Opponent Hand Cards: 3

[HERO]['Thrall[4]'][ATK0/AR0/HP28][WP[Jade Claws[2/1]]][SP0]

[ZONE PLAY 'Player1']|[P0][3/3][C3]'Jade Golem[78]'|

[ZONE PLAY 'Player2']|

[HERO]['Thrall[6]'][ATK2/AR0/HP25][WP[Jade Claws[2/1]]][SP0]

[ZONE HAND 'Player2']|[P0][1/3][C1]'Tunnel Trogg[38]'|[P1][5/3][C6]'Aya Blackpaw[66]'|[P2][1/3][C2]'Spirit Claws[44]'|

Minion: 'Tunnel Trogg[38]'

Minion: 'Aya Blackpaw[66]'

Weapon: 'Spirit Claws[44]'

Can Play [PLAY\_CARD] 'Tunnel Trogg[38]'(Pos 0)[P2], 1 mana. Type: MINION

[PLAY\_CARD] 'Tunnel Trogg[38]'(Pos 0)[P2]

Entered if statement 0

Entered if statement 3

Can Play [PLAY\_CARD] 'Aya Blackpaw[66]'(Pos 0)[P2], 6 mana. Type: MINION

[PLAY\_CARD] 'Aya Blackpaw[66]'(Pos 0)[P2]

Entered if statement 0

Entered if statement 3

Can Play [PLAY\_CARD] 'Spirit Claws[44]'[P2], 2 mana. Type: WEAPON

Return PlayCard task: [PLAY\_CARD] 'Spirit Claws[44]'[P2]

Turn 14 Move 2, you have 4 mana available.

Board State for Turn 14:Opponent Hand Cards: 3

[HERO]['Thrall[4]'][ATK0/AR0/HP28][WP[Jade Claws[2/1]]][SP0]

[ZONE PLAY 'Player1']|[P0][3/3][C3]'Jade Golem[78]'|

[ZONE PLAY 'Player2']|

[HERO]['Thrall[6]'][ATK1/AR0/HP25][WP[Spirit Claws[1/3]]][SP0]

[ZONE HAND 'Player2']|[P0][1/3][C1]'Tunnel Trogg[38]'|[P1][5/3][C6]'Aya Blackpaw[66]'|

Minion: 'Tunnel Trogg[38]'

Minion: 'Aya Blackpaw[66]'

Can Play [PLAY\_CARD] 'Tunnel Trogg[38]'(Pos 0)[P2], 1 mana. Type: MINION

[PLAY\_CARD] 'Tunnel Trogg[38]'(Pos 0)[P2]

Entered if statement 0

Entered if statement 3

Return PlayCard task: [PLAY\_CARD] 'Tunnel Trogg[38]'(Pos 0)[P2]

Turn 14 Move 3, you have 3 mana available.

Board State for Turn 14:Opponent Hand Cards: 3

[HERO]['Thrall[4]'][ATK0/AR0/HP28][WP[Jade Claws[2/1]]][SP0]

[ZONE PLAY 'Player1']|[P0][3/3][C3]'Jade Golem[78]'|

[ZONE PLAY 'Player2']|[P0][1/3][C1]'Tunnel Trogg[38]'|

[HERO]['Thrall[6]'][ATK1/AR0/HP25][WP[Spirit Claws[1/3]]][SP0]

[ZONE HAND 'Player2']|[P0][5/3][C6]'Aya Blackpaw[66]'|

Minion: 'Aya Blackpaw[66]'

Return Playcard task: No card selected

Hero power: [HEROPOWER]'Totemic Call[7]'[P2]

I have 3 mana remaining

Hero Power 'Totemic Call[7]' costs 2 mana

Return Heropower task: [HEROPOWER]'Totemic Call[7]'[P2]

Turn 14 Move 4, you have 1 mana available.

Board State for Turn 14:Opponent Hand Cards: 3

[HERO]['Thrall[4]'][ATK0/AR0/HP28][WP[Jade Claws[2/1]]][SP0]

[ZONE PLAY 'Player1']|[P0][3/3][C3]'Jade Golem[78]'|

[ZONE PLAY 'Player2']|[P0][1/3][C1]'Tunnel Trogg[38]'|[P1][0/2][C1]'Wrath of Air Totem[79]'|

[HERO]['Thrall[6]'][ATK3/AR0/HP25][WP[Spirit Claws[1/3]]][SP1]

[ZONE HAND 'Player2']|[P0][5/3][C6]'Aya Blackpaw[66]'|

Minion: 'Aya Blackpaw[66]'

Return Playcard task: No card selected

Return Heropower task: No card selected

Player has no minions

Hero Attack: [ATTACK] 'Thrall[6]' => 'Jade Golem[78]'[P2]

Hero Attack: [ATTACK] 'Thrall[6]' => 'Thrall[4]'[P2]

Return Hero Attack task: [ATTACK] 'Thrall[6]' => 'Thrall[4]'[P2]

Turn 14 Move 5, you have 1 mana available.

Board State for Turn 14:Opponent Hand Cards: 3

[HERO]['Thrall[4]'][ATK0/AR0/HP25][WP[Jade Claws[2/1]]][SP0]

[ZONE PLAY 'Player1']|[P0][3/3][C3]'Jade Golem[78]'|

[ZONE PLAY 'Player2']|[P0][1/3][C1]'Tunnel Trogg[38]'|[P1][0/2][C1]'Wrath of Air Totem[79]'|

[HERO]['Thrall[6]'][ATK3/AR0/HP25][WP[Spirit Claws[1/2]]][SP1]

[ZONE HAND 'Player2']|[P0][5/3][C6]'Aya Blackpaw[66]'|

Minion: 'Aya Blackpaw[66]'

Return Playcard task: No card selected

Return Heropower task: No card selected

Player has no minions

Return Hero Attack task: No card selected

Turn 14: Ending Turn [END\_TURN][P2]

'Player[2]''s 'Barnes[33]' does damage/health - [3-4]

'Player[2]''s 'Jade Golem[78]' does damage/health - [3-2]

'Player[2]''s 'Small-Time Buccaneer[80]' does damage/health - [1-1]

Here is opponent minion 'Barnes[33]' which has 4 health and does 3 damage

Here is opponent minion 'Jade Golem[78]' which has 2 health and does 3 damage

Here is opponent minion 'Small-Time Buccaneer[80]' which has 1 health and does 1 damage

The opponent minion is 'Barnes[33]' which has 4 health.

A total of 0 damage has been done on 'Barnes[33]'

The opponent minion is 'Jade Golem[78]' which has 2 health.

A total of 0 damage has been done on 'Jade Golem[78]'

The opponent minion is 'Small-Time Buccaneer[80]' which has 1 health.

A total of 0 damage has been done on 'Small-Time Buccaneer[80]'

In the list of tasks for turn 16, there are 0 elements.

Turn 16 Move 1, you have 8 mana available.

Board State for Turn 16:Opponent Hand Cards: 3

[HERO]['Thrall[4]'][ATK0/AR0/HP25][WP[NO WEAPON]][SP0]

[ZONE PLAY 'Player1']|[P0][3/4][C5]'Barnes[33]'|[P1][3/2][C3]'Jade Golem[78]'|[P2][1/1][C1]'Small-Time Buccaneer[80]'|

[ZONE PLAY 'Player2']|

[HERO]['Thrall[6]'][ATK1/AR0/HP25][WP[Spirit Claws[1/2]]][SP0]

[ZONE HAND 'Player2']|[P0][5/3][C6]'Aya Blackpaw[66]'|[P1][C4]'Jade Lightning[50]'|

Minion: 'Aya Blackpaw[66]'

Spell: 'Jade Lightning[50]'

Can Play [PLAY\_CARD] 'Aya Blackpaw[66]'(Pos 0)[P2], 6 mana. Type: MINION

[PLAY\_CARD] 'Aya Blackpaw[66]'(Pos 0)[P2]

Entered if statement 0

Entered if statement 3

Can Play: [PLAY\_CARD] 'Jade Lightning[50]' => 'Thrall[6]'[P2] Mana: 4 Target Controller: 'Player[3]' Type: SPELL

Can Play: [PLAY\_CARD] 'Jade Lightning[50]' => 'Thrall[4]'[P2] Mana: 4 Target Controller: 'Player[2]' Type: SPELL

Can Play: [PLAY\_CARD] 'Jade Lightning[50]' => 'Barnes[33]'[P2] Mana: 4 Target Controller: 'Player[2]' Type: SPELL

Can Play: [PLAY\_CARD] 'Jade Lightning[50]' => 'Jade Golem[78]'[P2] Mana: 4 Target Controller: 'Player[2]' Type: SPELL

Can Play: [PLAY\_CARD] 'Jade Lightning[50]' => 'Small-Time Buccaneer[80]'[P2] Mana: 4 Target Controller: 'Player[2]' Type: SPELL

Return PlayCard task: [PLAY\_CARD] 'Jade Lightning[50]' => 'Thrall[6]'[P2]

Turn 16 Move 2, you have 4 mana available.

Board State for Turn 16:Opponent Hand Cards: 3

[HERO]['Thrall[4]'][ATK0/AR0/HP25][WP[NO WEAPON]][SP0]

[ZONE PLAY 'Player1']|[P0][3/4][C5]'Barnes[33]'|[P1][3/2][C3]'Jade Golem[78]'|[P2][1/1][C1]'Small-Time Buccaneer[80]'|

[ZONE PLAY 'Player2']|[P0][2/2][C2]'Jade Golem[82]'|

[HERO]['Thrall[6]'][ATK1/AR0/HP21][WP[Spirit Claws[1/2]]][SP0]

[ZONE HAND 'Player2']|[P0][5/3][C6]'Aya Blackpaw[66]'|

Minion: 'Aya Blackpaw[66]'

Return Playcard task: No card selected

Hero power: [HEROPOWER]'Totemic Call[7]'[P2]

I have 4 mana remaining

Hero Power 'Totemic Call[7]' costs 2 mana

Return Heropower task: [HEROPOWER]'Totemic Call[7]'[P2]

Turn 16 Move 3, you have 2 mana available.

Board State for Turn 16:Opponent Hand Cards: 3

[HERO]['Thrall[4]'][ATK0/AR0/HP25][WP[NO WEAPON]][SP0]

[ZONE PLAY 'Player1']|[P0][3/4][C5]'Barnes[33]'|[P1][3/2][C3]'Jade Golem[78]'|[P2][1/1][C1]'Small-Time Buccaneer[80]'|

[ZONE PLAY 'Player2']|[P0][2/2][C2]'Jade Golem[82]'|[P1][0/2][C1]'Wrath of Air Totem[83]'|

[HERO]['Thrall[6]'][ATK3/AR0/HP21][WP[Spirit Claws[1/2]]][SP1]

[ZONE HAND 'Player2']|[P0][5/3][C6]'Aya Blackpaw[66]'|

Minion: 'Aya Blackpaw[66]'

Return Playcard task: No card selected

Return Heropower task: No card selected

Player has no minions

Hero Attack: [ATTACK] 'Thrall[6]' => 'Barnes[33]'[P2]

Hero Attack: [ATTACK] 'Thrall[6]' => 'Jade Golem[78]'[P2]

Hero Attack: [ATTACK] 'Thrall[6]' => 'Small-Time Buccaneer[80]'[P2]

Hero Attack: [ATTACK] 'Thrall[6]' => 'Thrall[4]'[P2]

Return Hero Attack task: [ATTACK] 'Thrall[6]' => 'Thrall[4]'[P2]

Turn 16 Move 4, you have 2 mana available.

Board State for Turn 16:Opponent Hand Cards: 3

[HERO]['Thrall[4]'][ATK0/AR0/HP22][WP[NO WEAPON]][SP0]

[ZONE PLAY 'Player1']|[P0][3/4][C5]'Barnes[33]'|[P1][3/2][C3]'Jade Golem[78]'|[P2][1/1][C1]'Small-Time Buccaneer[80]'|

[ZONE PLAY 'Player2']|[P0][2/2][C2]'Jade Golem[82]'|[P1][0/2][C1]'Wrath of Air Totem[83]'|

[HERO]['Thrall[6]'][ATK3/AR0/HP21][WP[Spirit Claws[1/1]]][SP1]

[ZONE HAND 'Player2']|[P0][5/3][C6]'Aya Blackpaw[66]'|

Minion: 'Aya Blackpaw[66]'

Return Playcard task: No card selected

Return Heropower task: No card selected

Player has no minions

Return Hero Attack task: No card selected

Turn 16: Ending Turn [END\_TURN][P2]

'Player[2]''s 'Barnes[33]' does damage/health - [3-2]

'Player[2]''s 'Jade Golem[78]' does damage/health - [3-2]

'Player[2]''s 'Small-Time Buccaneer[80]' does damage/health - [1-1]

'Player[2]''s 'Ragnaros the Firelord[37]' does damage/health - [8-8]

Here is opponent minion 'Ragnaros the Firelord[37]' which has 8 health and does 8 damage

Here is opponent minion 'Barnes[33]' which has 2 health and does 3 damage

Here is opponent minion 'Jade Golem[78]' which has 2 health and does 3 damage

Here is opponent minion 'Small-Time Buccaneer[80]' which has 1 health and does 1 damage

The opponent minion is 'Ragnaros the Firelord[37]' which has 8 health.

A total of 0 damage has been done on 'Ragnaros the Firelord[37]'

The opponent minion is 'Barnes[33]' which has 2 health.

A total of 0 damage has been done on 'Barnes[33]'

The opponent minion is 'Jade Golem[78]' which has 2 health.

A total of 0 damage has been done on 'Jade Golem[78]'

The opponent minion is 'Small-Time Buccaneer[80]' which has 1 health.

A total of 0 damage has been done on 'Small-Time Buccaneer[80]'

In the list of tasks for turn 18, there are 0 elements.

Turn 18 Move 1, you have 9 mana available.

Board State for Turn 18:Opponent Hand Cards: 3

[HERO]['Thrall[4]'][ATK0/AR0/HP22][WP[NO WEAPON]][SP0]

[ZONE PLAY 'Player1']|[P0][3/2][C5]'Barnes[33]'|[P1][3/2][C3]'Jade Golem[78]'|[P2][1/1][C1]'Small-Time Buccaneer[80]'|[P3][8/8][C8]'Ragnaros the Firelord[37]'|

[ZONE PLAY 'Player2']|

[HERO]['Thrall[6]'][ATK1/AR0/HP13][WP[Spirit Claws[1/1]]][SP0]

[ZONE HAND 'Player2']|[P0][5/3][C6]'Aya Blackpaw[66]'|[P1][5/5][C2]'Thing from Below[43]'|

Minion: 'Aya Blackpaw[66]'

Minion: 'Thing from Below[43]'

Can Play [PLAY\_CARD] 'Aya Blackpaw[66]'(Pos 0)[P2], 6 mana. Type: MINION

[PLAY\_CARD] 'Aya Blackpaw[66]'(Pos 0)[P2]

Entered if statement 0

Entered if statement 3

Can Play [PLAY\_CARD] 'Thing from Below[43]'(Pos 0)[P2], 6 mana. Type: MINION

[PLAY\_CARD] 'Thing from Below[43]'(Pos 0)[P2]

Entered if statement 0

Entered if statement 1

Return PlayCard task: [PLAY\_CARD] 'Aya Blackpaw[66]'(Pos 0)[P2]

Turn 18 Move 2, you have 3 mana available.

Board State for Turn 18:Opponent Hand Cards: 3

[HERO]['Thrall[4]'][ATK0/AR0/HP22][WP[NO WEAPON]][SP0]

[ZONE PLAY 'Player1']|[P0][3/2][C5]'Barnes[33]'|[P1][3/2][C3]'Jade Golem[78]'|[P2][1/1][C1]'Small-Time Buccaneer[80]'|[P3][8/8][C8]'Ragnaros the Firelord[37]'|

[ZONE PLAY 'Player2']|[P0][5/3][C6]'Aya Blackpaw[66]'|[P1][3/3][C3]'Jade Golem[84]'|

[HERO]['Thrall[6]'][ATK1/AR0/HP13][WP[Spirit Claws[1/1]]][SP0]

[ZONE HAND 'Player2']|[P0][5/5][C2]'Thing from Below[43]'|

Minion: 'Thing from Below[43]'

Can Play [PLAY\_CARD] 'Thing from Below[43]'(Pos 0)[P2], 6 mana. Type: MINION

[PLAY\_CARD] 'Thing from Below[43]'(Pos 0)[P2]

Entered if statement 0

Entered if statement 1

Entered if statement 2

Can Play [PLAY\_CARD] 'Thing from Below[43]'(Pos 1)[P2], 6 mana. Type: MINION

[PLAY\_CARD] 'Thing from Below[43]'(Pos 1)[P2]

Entered if statement 0

Entered if statement 1

Entered if statement 2

Can Play [PLAY\_CARD] 'Thing from Below[43]'(Pos 2)[P2], 6 mana. Type: MINION

[PLAY\_CARD] 'Thing from Below[43]'(Pos 2)[P2]

Entered if statement 0

Entered if statement 1

Entered if statement 2

Return PlayCard task: [PLAY\_CARD] 'Thing from Below[43]'(Pos 2)[P2]

Turn 18 Move 3, you have 1 mana available.

Board State for Turn 18:Opponent Hand Cards: 3

[HERO]['Thrall[4]'][ATK0/AR0/HP22][WP[NO WEAPON]][SP0]

[ZONE PLAY 'Player1']|[P0][3/2][C5]'Barnes[33]'|[P1][3/2][C3]'Jade Golem[78]'|[P2][1/1][C1]'Small-Time Buccaneer[80]'|[P3][8/8][C8]'Ragnaros the Firelord[37]'|

[ZONE PLAY 'Player2']|[P0][5/3][C6]'Aya Blackpaw[66]'|[P1][3/3][C3]'Jade Golem[84]'|[P2][5/5][C6]'Thing from Below[43]'|

[HERO]['Thrall[6]'][ATK1/AR0/HP13][WP[Spirit Claws[1/1]]][SP0]

[ZONE HAND 'Player2']|

Return Playcard task: No card selected

Return Heropower task: No card selected

Player has no minions

Hero Attack: [ATTACK] 'Thrall[6]' => 'Barnes[33]'[P2]

Hero Attack: [ATTACK] 'Thrall[6]' => 'Jade Golem[78]'[P2]

Hero Attack: [ATTACK] 'Thrall[6]' => 'Small-Time Buccaneer[80]'[P2]

Hero Attack: [ATTACK] 'Thrall[6]' => 'Ragnaros the Firelord[37]'[P2]

Hero Attack: [ATTACK] 'Thrall[6]' => 'Thrall[4]'[P2]

Return Hero Attack task: [ATTACK] 'Thrall[6]' => 'Thrall[4]'[P2]

Turn 18 Move 4, you have 1 mana available.

Board State for Turn 18:Opponent Hand Cards: 3

[HERO]['Thrall[4]'][ATK0/AR0/HP21][WP[NO WEAPON]][SP0]

[ZONE PLAY 'Player1']|[P0][3/2][C5]'Barnes[33]'|[P1][3/2][C3]'Jade Golem[78]'|[P2][1/1][C1]'Small-Time Buccaneer[80]'|[P3][8/8][C8]'Ragnaros the Firelord[37]'|

[ZONE PLAY 'Player2']|[P0][5/3][C6]'Aya Blackpaw[66]'|[P1][3/3][C3]'Jade Golem[84]'|[P2][5/5][C6]'Thing from Below[43]'|

[HERO]['Thrall[6]'][ATK0/AR0/HP13][WP[NO WEAPON]][SP0]

[ZONE HAND 'Player2']|

Return Playcard task: No card selected

Return Heropower task: No card selected

Player has no minions

Return Hero Attack task: No card selected

Turn 18: Ending Turn [END\_TURN][P2]

'Player[3]''s 'Aya Blackpaw[66]' does damage/health - [5-3]

'Player[3]''s 'Jade Golem[84]' does damage/health - [3-3]

'Player[2]''s 'Barnes[33]' does damage/health - [3-2]

'Player[2]''s 'Jade Golem[78]' does damage/health - [3-2]

'Player[2]''s 'Small-Time Buccaneer[80]' does damage/health - [1-1]

'Player[2]''s 'Ragnaros the Firelord[37]' does damage/health - [8-8]

'Player[2]''s 'Totem Golem[10]' does damage/health - [3-4]

'Player[2]''s 'Searing Totem[85]' does damage/health - [1-1]

Here is opponent minion 'Ragnaros the Firelord[37]' which has 8 health and does 8 damage

Here is opponent minion 'Barnes[33]' which has 2 health and does 3 damage

Here is opponent minion 'Jade Golem[78]' which has 2 health and does 3 damage

Here is opponent minion 'Totem Golem[10]' which has 4 health and does 3 damage

Here is opponent minion 'Small-Time Buccaneer[80]' which has 1 health and does 1 damage

Here is opponent minion 'Searing Totem[85]' which has 1 health and does 1 damage

Here is player minion 'Jade Golem[84]' which has 3 health and does 3 damage

Here is player minion 'Aya Blackpaw[66]' which has 3 health and does 5 damage

The opponent minion is 'Ragnaros the Firelord[37]' which has 8 health.

The player minion is 'Jade Golem[84]' and after 1 cards has done 3 damage.

The player minion is 'Aya Blackpaw[66]' and after 2 cards has done 8 damage.

A total of 8 damage has been done on 'Ragnaros the Firelord[37]'

The opponent minion is 'Barnes[33]' which has 2 health.

A total of 0 damage has been done on 'Barnes[33]'

The opponent minion is 'Jade Golem[78]' which has 2 health.

A total of 0 damage has been done on 'Jade Golem[78]'

The opponent minion is 'Totem Golem[10]' which has 4 health.

A total of 0 damage has been done on 'Totem Golem[10]'

The opponent minion is 'Small-Time Buccaneer[80]' which has 1 health.

A total of 0 damage has been done on 'Small-Time Buccaneer[80]'

The opponent minion is 'Searing Totem[85]' which has 1 health.

A total of 0 damage has been done on 'Searing Totem[85]'

In the list of tasks for turn 20, there are 2 elements.

Used Minions: 'Jade Golem[84]'

Used Minions: 'Aya Blackpaw[66]'

Turn 20 Move 1, you have 10 mana available.

Board State for Turn 20:Opponent Hand Cards: 3

[HERO]['Thrall[4]'][ATK0/AR0/HP21][WP[NO WEAPON]][SP0]

[ZONE PLAY 'Player1']|[P0][3/2][C5]'Barnes[33]'|[P1][3/2][C3]'Jade Golem[78]'|[P2][1/1][C1]'Small-Time Buccaneer[80]'|[P3][8/8][C8]'Ragnaros the Firelord[37]'|[P4][3/4][C2]'Totem Golem[10]'|[P5][1/1][C1]'Searing Totem[85]'|

[ZONE PLAY 'Player2']|[P0][5/3][C6]'Aya Blackpaw[66]'|[P1][3/3][C3]'Jade Golem[84]'|

[HERO]['Thrall[6]'][ATK0/AR0/HP13][WP[NO WEAPON]][SP0]

[ZONE HAND 'Player2']|[P0][1/1][C1]'Small-Time Buccaneer[61]'|

Minion: 'Small-Time Buccaneer[61]'

Can Play [PLAY\_CARD] 'Small-Time Buccaneer[61]'(Pos 0)[P2], 1 mana. Type: MINION

[PLAY\_CARD] 'Small-Time Buccaneer[61]'(Pos 0)[P2]

Entered if statement 0

Entered if statement 3

Can Play [PLAY\_CARD] 'Small-Time Buccaneer[61]'(Pos 1)[P2], 1 mana. Type: MINION

[PLAY\_CARD] 'Small-Time Buccaneer[61]'(Pos 1)[P2]

Entered if statement 0

Entered if statement 3

Can Play [PLAY\_CARD] 'Small-Time Buccaneer[61]'(Pos 2)[P2], 1 mana. Type: MINION

[PLAY\_CARD] 'Small-Time Buccaneer[61]'(Pos 2)[P2]

Entered if statement 0

Entered if statement 3

Return PlayCard task: [PLAY\_CARD] 'Small-Time Buccaneer[61]'(Pos 2)[P2]

Turn 20 Move 2, you have 9 mana available.

Board State for Turn 20:Opponent Hand Cards: 3

[HERO]['Thrall[4]'][ATK0/AR0/HP21][WP[NO WEAPON]][SP0]

[ZONE PLAY 'Player1']|[P0][3/2][C5]'Barnes[33]'|[P1][3/2][C3]'Jade Golem[78]'|[P2][1/1][C1]'Small-Time Buccaneer[80]'|[P3][8/8][C8]'Ragnaros the Firelord[37]'|[P4][3/4][C2]'Totem Golem[10]'|[P5][1/1][C1]'Searing Totem[85]'|

[ZONE PLAY 'Player2']|[P0][5/3][C6]'Aya Blackpaw[66]'|[P1][3/3][C3]'Jade Golem[84]'|[P2][1/1][C1]'Small-Time Buccaneer[61]'|

[HERO]['Thrall[6]'][ATK0/AR0/HP13][WP[NO WEAPON]][SP0]

[ZONE HAND 'Player2']|

Return Playcard task: No card selected

Hero power: [HEROPOWER]'Totemic Call[7]'[P2]

I have 9 mana remaining

Hero Power 'Totemic Call[7]' costs 2 mana

Return Heropower task: [HEROPOWER]'Totemic Call[7]'[P2]

Turn 20 Move 3, you have 7 mana available.

Board State for Turn 20:Opponent Hand Cards: 3

[HERO]['Thrall[4]'][ATK0/AR0/HP21][WP[NO WEAPON]][SP0]

[ZONE PLAY 'Player1']|[P0][3/2][C5]'Barnes[33]'|[P1][3/2][C3]'Jade Golem[78]'|[P2][1/1][C1]'Small-Time Buccaneer[80]'|[P3][8/8][C8]'Ragnaros the Firelord[37]'|[P4][3/4][C2]'Totem Golem[10]'|[P5][1/1][C1]'Searing Totem[85]'|

[ZONE PLAY 'Player2']|[P0][5/3][C6]'Aya Blackpaw[66]'|[P1][3/3][C3]'Jade Golem[84]'|[P2][1/1][C1]'Small-Time Buccaneer[61]'|[P3][0/2][C1]'Healing Totem[86]'|

[HERO]['Thrall[6]'][ATK0/AR0/HP13][WP[NO WEAPON]][SP0]

[ZONE HAND 'Player2']|

Return Playcard task: No card selected

Return Heropower task: No card selected

MinionAttack Possible Task: [ATTACK] 'Aya Blackpaw[66]' => 'Barnes[33]'[P2], Task Source: 'Aya Blackpaw[66]'

MinionAttack Possible Task: [ATTACK] 'Aya Blackpaw[66]' => 'Jade Golem[78]'[P2], Task Source: 'Aya Blackpaw[66]'

MinionAttack Possible Task: [ATTACK] 'Aya Blackpaw[66]' => 'Small-Time Buccaneer[80]'[P2], Task Source: 'Aya Blackpaw[66]'

MinionAttack Possible Task: [ATTACK] 'Aya Blackpaw[66]' => 'Ragnaros the Firelord[37]'[P2], Task Source: 'Aya Blackpaw[66]'

MinionAttack Possible Task: [ATTACK] 'Aya Blackpaw[66]' => 'Totem Golem[10]'[P2], Task Source: 'Aya Blackpaw[66]'

MinionAttack Possible Task: [ATTACK] 'Aya Blackpaw[66]' => 'Ragnaros the Firelord[37]'[P2], Task Source: 'Aya Blackpaw[66]'

MinionAttack Possible Task: [ATTACK] 'Aya Blackpaw[66]' => 'Totem Golem[10]'[P2], Task Source: 'Aya Blackpaw[66]'

MinionAttack Possible Task: [ATTACK] 'Aya Blackpaw[66]' => 'Searing Totem[85]'[P2], Task Source: 'Aya Blackpaw[66]'

MinionAttack Possible Task: [ATTACK] 'Aya Blackpaw[66]' => 'Thrall[4]'[P2], Task Source: 'Aya Blackpaw[66]'

There are 2 elements in TurnTaskList list

Turn task index 0

There are 7 elements in Minion Task List

player Minion = 'Jade Golem[84]'

Minion Task List 'Aya Blackpaw[66]'

opponent Minion = 'Ragnaros the Firelord[37]'

Minion Task List 'Barnes[33]'

Return Minion task from multiple tasks: [ATTACK] 'Aya Blackpaw[66]' => 'Barnes[33]'[P2]

Turn 20 Move 4, you have 7 mana available.

Board State for Turn 20:Opponent Hand Cards: 3

[HERO]['Thrall[4]'][ATK0/AR0/HP21][WP[NO WEAPON]][SP0]

[ZONE PLAY 'Player1']|[P0][3/2][C3]'Jade Golem[78]'|[P1][1/1][C1]'Small-Time Buccaneer[80]'|[P2][8/8][C8]'Ragnaros the Firelord[37]'|[P3][3/4][C2]'Totem Golem[10]'|[P4][1/1][C1]'Searing Totem[85]'|

[ZONE PLAY 'Player2']|[P0][4/4][C4]'Jade Golem[87]'|[P1][3/3][C3]'Jade Golem[84]'|[P2][1/1][C1]'Small-Time Buccaneer[61]'|[P3][0/2][C1]'Healing Totem[86]'|

[HERO]['Thrall[6]'][ATK0/AR0/HP13][WP[NO WEAPON]][SP0]

[ZONE HAND 'Player2']|

Return Playcard task: No card selected

Return Heropower task: No card selected

'Aya Blackpaw[66]' has no tasks

MinionAttack Possible Task: [ATTACK] 'Jade Golem[84]' => 'Jade Golem[78]'[P2], Task Source: 'Jade Golem[84]'

MinionAttack Possible Task: [ATTACK] 'Jade Golem[84]' => 'Small-Time Buccaneer[80]'[P2], Task Source: 'Jade Golem[84]'

MinionAttack Possible Task: [ATTACK] 'Jade Golem[84]' => 'Ragnaros the Firelord[37]'[P2], Task Source: 'Jade Golem[84]'

MinionAttack Possible Task: [ATTACK] 'Jade Golem[84]' => 'Totem Golem[10]'[P2], Task Source: 'Jade Golem[84]'

MinionAttack Possible Task: [ATTACK] 'Jade Golem[84]' => 'Searing Totem[85]'[P2], Task Source: 'Jade Golem[84]'

MinionAttack Possible Task: [ATTACK] 'Jade Golem[84]' => 'Thrall[4]'[P2], Task Source: 'Jade Golem[84]'

There are 2 elements in TurnTaskList list

Turn task index 0

There are 6 elements in Minion Task List

player Minion = 'Jade Golem[84]'

Minion Task List 'Jade Golem[84]'

opponent Minion = 'Ragnaros the Firelord[37]'

Minion Task List 'Jade Golem[78]'

Return Minion task from multiple tasks: [ATTACK] 'Jade Golem[84]' => 'Jade Golem[78]'[P2]

Turn 20 Move 5, you have 7 mana available.

Board State for Turn 20:Opponent Hand Cards: 3

[HERO]['Thrall[4]'][ATK0/AR0/HP21][WP[NO WEAPON]][SP0]

[ZONE PLAY 'Player1']|[P0][1/1][C1]'Small-Time Buccaneer[80]'|[P1][8/8][C8]'Ragnaros the Firelord[37]'|[P2][3/4][C2]'Totem Golem[10]'|[P3][1/1][C1]'Searing Totem[85]'|

[ZONE PLAY 'Player2']|[P0][4/4][C4]'Jade Golem[87]'|[P1][1/1][C1]'Small-Time Buccaneer[61]'|[P2][0/2][C1]'Healing Totem[86]'|

[HERO]['Thrall[6]'][ATK0/AR0/HP13][WP[NO WEAPON]][SP0]

[ZONE HAND 'Player2']|

Return Playcard task: No card selected

Return Heropower task: No card selected

'Aya Blackpaw[66]' has no tasks

'Jade Golem[84]' has no tasks

Return Minion Attack task: No card selected

Return Hero Attack task: No card selected

Turn 20: Ending Turn [END\_TURN][P2]

'Player[3]''s 'Jade Golem[87]' does damage/health - [4-4]

'Player[3]''s 'Small-Time Buccaneer[61]' does damage/health - [1-1]

'Player[2]''s 'Small-Time Buccaneer[80]' does damage/health - [1-1]

'Player[2]''s 'Ragnaros the Firelord[37]' does damage/health - [8-8]

'Player[2]''s 'Totem Golem[10]' does damage/health - [3-4]

'Player[2]''s 'Searing Totem[85]' does damage/health - [1-1]

'Player[2]''s 'Thing from Below[12]' does damage/health - [5-5]

Here is opponent minion 'Ragnaros the Firelord[37]' which has 8 health and does 8 damage

Here is opponent minion 'Thing from Below[12]' which has 5 health and does 5 damage

Here is opponent minion 'Totem Golem[10]' which has 4 health and does 3 damage

Here is opponent minion 'Small-Time Buccaneer[80]' which has 1 health and does 1 damage

Here is opponent minion 'Searing Totem[85]' which has 1 health and does 1 damage

Here is player minion 'Small-Time Buccaneer[61]' which has 1 health and does 1 damage

Here is player minion 'Jade Golem[87]' which has 4 health and does 4 damage

The opponent minion is 'Ragnaros the Firelord[37]' which has 8 health.

The player minion is 'Small-Time Buccaneer[61]' and after 1 cards has done 1 damage.

The player minion is 'Jade Golem[87]' and after 2 cards has done 5 damage.

A total of 5 damage has been done on 'Ragnaros the Firelord[37]'

The opponent minion is 'Thing from Below[12]' which has 5 health.

A total of 0 damage has been done on 'Thing from Below[12]'

The opponent minion is 'Totem Golem[10]' which has 4 health.

A total of 0 damage has been done on 'Totem Golem[10]'

The opponent minion is 'Small-Time Buccaneer[80]' which has 1 health.

A total of 0 damage has been done on 'Small-Time Buccaneer[80]'

The opponent minion is 'Searing Totem[85]' which has 1 health.

A total of 0 damage has been done on 'Searing Totem[85]'

In the list of tasks for turn 22, there are 2 elements.

Used Minions: 'Small-Time Buccaneer[61]'

Used Minions: 'Jade Golem[87]'

Turn 22 Move 1, you have 10 mana available.

Board State for Turn 22:Opponent Hand Cards: 3

[HERO]['Thrall[4]'][ATK0/AR0/HP21][WP[NO WEAPON]][SP0]

[ZONE PLAY 'Player1']|[P0][1/1][C1]'Small-Time Buccaneer[80]'|[P1][8/8][C8]'Ragnaros the Firelord[37]'|[P2][3/4][C2]'Totem Golem[10]'|[P3][1/1][C1]'Searing Totem[85]'|[P4][5/5][C6]'Thing from Below[12]'|

[ZONE PLAY 'Player2']|[P0][4/4][C4]'Jade Golem[87]'|[P1][1/1][C1]'Small-Time Buccaneer[61]'|

[HERO]['Thrall[6]'][ATK0/AR0/HP13][WP[NO WEAPON]][SP0]

[ZONE HAND 'Player2']|[P0][4/4][C5]'Azure Drake[65]'|

Minion: 'Azure Drake[65]'

Can Play [PLAY\_CARD] 'Azure Drake[65]'(Pos 0)[P2], 5 mana. Type: MINION

[PLAY\_CARD] 'Azure Drake[65]'(Pos 0)[P2]

Entered if statement 0

Entered if statement 3

Can Play [PLAY\_CARD] 'Azure Drake[65]'(Pos 1)[P2], 5 mana. Type: MINION

[PLAY\_CARD] 'Azure Drake[65]'(Pos 1)[P2]

Entered if statement 0

Entered if statement 3

Can Play [PLAY\_CARD] 'Azure Drake[65]'(Pos 2)[P2], 5 mana. Type: MINION

[PLAY\_CARD] 'Azure Drake[65]'(Pos 2)[P2]

Entered if statement 0

Entered if statement 3

Return PlayCard task: [PLAY\_CARD] 'Azure Drake[65]'(Pos 2)[P2]

Turn 22 Move 2, you have 5 mana available.

Board State for Turn 22:Opponent Hand Cards: 3

[HERO]['Thrall[4]'][ATK0/AR0/HP21][WP[NO WEAPON]][SP0]

[ZONE PLAY 'Player1']|[P0][1/1][C1]'Small-Time Buccaneer[80]'|[P1][8/8][C8]'Ragnaros the Firelord[37]'|[P2][3/4][C2]'Totem Golem[10]'|[P3][1/1][C1]'Searing Totem[85]'|[P4][5/5][C6]'Thing from Below[12]'|

[ZONE PLAY 'Player2']|[P0][4/4][C4]'Jade Golem[87]'|[P1][1/1][C1]'Small-Time Buccaneer[61]'|[P2][4/4][C5]'Azure Drake[65]'|

[HERO]['Thrall[6]'][ATK0/AR0/HP13][WP[NO WEAPON]][SP1]

[ZONE HAND 'Player2']|[P0][C4]'Jade Lightning[51]'|

Spell: 'Jade Lightning[51]'

Can Play: [PLAY\_CARD] 'Jade Lightning[51]' => 'Thrall[6]'[P2] Mana: 4 Target Controller: 'Player[3]' Type: SPELL

Can Play: [PLAY\_CARD] 'Jade Lightning[51]' => 'Thrall[4]'[P2] Mana: 4 Target Controller: 'Player[2]' Type: SPELL

Can Play: [PLAY\_CARD] 'Jade Lightning[51]' => 'Small-Time Buccaneer[80]'[P2] Mana: 4 Target Controller: 'Player[2]' Type: SPELL

Can Play: [PLAY\_CARD] 'Jade Lightning[51]' => 'Ragnaros the Firelord[37]'[P2] Mana: 4 Target Controller: 'Player[2]' Type: SPELL

Can Play: [PLAY\_CARD] 'Jade Lightning[51]' => 'Totem Golem[10]'[P2] Mana: 4 Target Controller: 'Player[2]' Type: SPELL

Can Play: [PLAY\_CARD] 'Jade Lightning[51]' => 'Searing Totem[85]'[P2] Mana: 4 Target Controller: 'Player[2]' Type: SPELL

Can Play: [PLAY\_CARD] 'Jade Lightning[51]' => 'Thing from Below[12]'[P2] Mana: 4 Target Controller: 'Player[2]' Type: SPELL

Can Play: [PLAY\_CARD] 'Jade Lightning[51]' => 'Jade Golem[87]'[P2] Mana: 4 Target Controller: 'Player[3]' Type: SPELL

Can Play: [PLAY\_CARD] 'Jade Lightning[51]' => 'Small-Time Buccaneer[61]'[P2] Mana: 4 Target Controller: 'Player[3]' Type: SPELL

Can Play: [PLAY\_CARD] 'Jade Lightning[51]' => 'Azure Drake[65]'[P2] Mana: 4 Target Controller: 'Player[3]' Type: SPELL

Return PlayCard task: [PLAY\_CARD] 'Jade Lightning[51]' => 'Ragnaros the Firelord[37]'[P2]

Turn 22 Move 3, you have 1 mana available.

Board State for Turn 22:Opponent Hand Cards: 3

[HERO]['Thrall[4]'][ATK0/AR0/HP21][WP[NO WEAPON]][SP0]

[ZONE PLAY 'Player1']|[P0][1/1][C1]'Small-Time Buccaneer[80]'|[P1][8/3][C8]'Ragnaros the Firelord[37]'|[P2][3/4][C2]'Totem Golem[10]'|[P3][1/1][C1]'Searing Totem[85]'|[P4][5/5][C6]'Thing from Below[12]'|

[ZONE PLAY 'Player2']|[P0][4/4][C4]'Jade Golem[87]'|[P1][1/1][C1]'Small-Time Buccaneer[61]'|[P2][4/4][C5]'Azure Drake[65]'|[P3][5/5][C5]'Jade Golem[88]'|

[HERO]['Thrall[6]'][ATK0/AR0/HP13][WP[NO WEAPON]][SP1]

[ZONE HAND 'Player2']|

Return Playcard task: No card selected

Return Heropower task: No card selected

MinionAttack Possible Task: [ATTACK] 'Jade Golem[87]' => 'Thing from Below[12]'[P2], Task Source: 'Jade Golem[87]'

Return Minion only task: [ATTACK] 'Jade Golem[87]' => 'Thing from Below[12]'[P2]

Turn 22 Move 4, you have 1 mana available.

Board State for Turn 22:Opponent Hand Cards: 3

[HERO]['Thrall[4]'][ATK0/AR0/HP21][WP[NO WEAPON]][SP0]

[ZONE PLAY 'Player1']|[P0][1/1][C1]'Small-Time Buccaneer[80]'|[P1][8/3][C8]'Ragnaros the Firelord[37]'|[P2][3/4][C2]'Totem Golem[10]'|[P3][1/1][C1]'Searing Totem[85]'|[P4][5/1][C6]'Thing from Below[12]'|

[ZONE PLAY 'Player2']|[P0][1/1][C1]'Small-Time Buccaneer[61]'|[P1][4/4][C5]'Azure Drake[65]'|[P2][5/5][C5]'Jade Golem[88]'|

[HERO]['Thrall[6]'][ATK0/AR0/HP13][WP[NO WEAPON]][SP1]

[ZONE HAND 'Player2']|

Return Playcard task: No card selected

Return Heropower task: No card selected

'Jade Golem[87]' has no tasks

MinionAttack Possible Task: [ATTACK] 'Small-Time Buccaneer[61]' => 'Thing from Below[12]'[P2], Task Source: 'Small-Time Buccaneer[61]'

Return Minion only task: [ATTACK] 'Small-Time Buccaneer[61]' => 'Thing from Below[12]'[P2]

Turn 22 Move 5, you have 1 mana available.

Board State for Turn 22:Opponent Hand Cards: 3

[HERO]['Thrall[4]'][ATK0/AR0/HP21][WP[NO WEAPON]][SP0]

[ZONE PLAY 'Player1']|[P0][1/1][C1]'Small-Time Buccaneer[80]'|[P1][8/3][C8]'Ragnaros the Firelord[37]'|[P2][3/4][C2]'Totem Golem[10]'|[P3][1/1][C1]'Searing Totem[85]'|

[ZONE PLAY 'Player2']|[P0][4/4][C5]'Azure Drake[65]'|[P1][5/5][C5]'Jade Golem[88]'|

[HERO]['Thrall[6]'][ATK0/AR0/HP13][WP[NO WEAPON]][SP1]

[ZONE HAND 'Player2']|

Return Playcard task: No card selected

Return Heropower task: No card selected

'Jade Golem[87]' has no tasks

'Small-Time Buccaneer[61]' has no tasks

Return Minion Attack task: No card selected

Return Hero Attack task: No card selected

Turn 22: Ending Turn [END\_TURN][P2]

'Player[3]''s 'Jade Golem[88]' does damage/health - [5-5]

'Player[2]''s 'Small-Time Buccaneer[80]' does damage/health - [1-1]

'Player[2]''s 'Ragnaros the Firelord[37]' does damage/health - [8-3]

'Player[2]''s 'Totem Golem[10]' does damage/health - [3-4]

'Player[2]''s 'Searing Totem[85]' does damage/health - [1-1]

'Player[2]''s 'Al'Akir the Windlord[28]' does damage/health - [3-5]

Here is opponent minion 'Ragnaros the Firelord[37]' which has 3 health and does 8 damage

Here is opponent minion 'Totem Golem[10]' which has 4 health and does 3 damage

Here is opponent minion 'Al'Akir the Windlord[28]' which has 5 health and does 3 damage

Here is opponent minion 'Small-Time Buccaneer[80]' which has 1 health and does 1 damage

Here is opponent minion 'Searing Totem[85]' which has 1 health and does 1 damage

Here is player minion 'Jade Golem[88]' which has 5 health and does 5 damage

The opponent minion is 'Ragnaros the Firelord[37]' which has 3 health.

The player minion is 'Jade Golem[88]' and after 1 cards has done 5 damage.

The player minion is 'Jade Golem[88]' and after 1 cards has done 5 damage.

A total of 5 damage has been done on 'Ragnaros the Firelord[37]'

The opponent minion is 'Totem Golem[10]' which has 4 health.

A total of 0 damage has been done on 'Totem Golem[10]'

The opponent minion is 'Al'Akir the Windlord[28]' which has 5 health.

A total of 0 damage has been done on 'Al'Akir the Windlord[28]'

The opponent minion is 'Small-Time Buccaneer[80]' which has 1 health.

A total of 0 damage has been done on 'Small-Time Buccaneer[80]'

The opponent minion is 'Searing Totem[85]' which has 1 health.

A total of 0 damage has been done on 'Searing Totem[85]'

In the list of tasks for turn 24, there are 1 elements.

Used Minions: 'Jade Golem[88]'

Turn 24 Move 1, you have 10 mana available.

Board State for Turn 24:Opponent Hand Cards: 3

[HERO]['Thrall[4]'][ATK0/AR0/HP21][WP[NO WEAPON]][SP0]

[ZONE PLAY 'Player1']|[P0][1/1][C1]'Small-Time Buccaneer[80]'|[P1][8/3][C8]'Ragnaros the Firelord[37]'|[P2][3/4][C2]'Totem Golem[10]'|[P3][1/1][C1]'Searing Totem[85]'|[P4][3/5][C8]'Al'Akir the Windlord[28]'|

[ZONE PLAY 'Player2']|[P0][5/5][C5]'Jade Golem[88]'|

[HERO]['Thrall[6]'][ATK0/AR0/HP13][WP[NO WEAPON]][SP0]

[ZONE HAND 'Player2']|[P0][3/4][C5]'Barnes[63]'|

Minion: 'Barnes[63]'

Can Play [PLAY\_CARD] 'Barnes[63]'(Pos 0)[P2], 5 mana. Type: MINION

[PLAY\_CARD] 'Barnes[63]'(Pos 0)[P2]

Entered if statement 0

Entered if statement 3

Can Play [PLAY\_CARD] 'Barnes[63]'(Pos 1)[P2], 5 mana. Type: MINION

[PLAY\_CARD] 'Barnes[63]'(Pos 1)[P2]

Entered if statement 0

Entered if statement 3

Return PlayCard task: [PLAY\_CARD] 'Barnes[63]'(Pos 1)[P2]

Turn 24 Move 2, you have 5 mana available.

Board State for Turn 24:Opponent Hand Cards: 3

[HERO]['Thrall[4]'][ATK0/AR0/HP21][WP[NO WEAPON]][SP0]

[ZONE PLAY 'Player1']|[P0][1/1][C1]'Small-Time Buccaneer[80]'|[P1][8/3][C8]'Ragnaros the Firelord[37]'|[P2][3/4][C2]'Totem Golem[10]'|[P3][1/1][C1]'Searing Totem[85]'|[P4][3/5][C8]'Al'Akir the Windlord[28]'|

[ZONE PLAY 'Player2']|[P0][5/5][C5]'Jade Golem[88]'|[P1][3/4][C5]'Barnes[63]'|[P2][1/1][C8]'Al'Akir the Windlord[89]'|

[HERO]['Thrall[6]'][ATK0/AR0/HP13][WP[NO WEAPON]][SP0]

[ZONE HAND 'Player2']|

Return Playcard task: No card selected

Hero power: [HEROPOWER]'Totemic Call[7]'[P2]

I have 5 mana remaining

Hero Power 'Totemic Call[7]' costs 2 mana

Return Heropower task: [HEROPOWER]'Totemic Call[7]'[P2]

Turn 24 Move 3, you have 3 mana available.

Board State for Turn 24:Opponent Hand Cards: 3

[HERO]['Thrall[4]'][ATK0/AR0/HP21][WP[NO WEAPON]][SP0]

[ZONE HAND 'Player2']|

Return Playcard task: No card selected

Return Heropower task: No card selected

MinionAttack Possible Task: [ATTACK] 'Jade Golem[88]' => 'Al'Akir the Windlord[28]'[P2], Task Source: 'Jade Golem[88]'

Return Minion only task: [ATTACK] 'Jade Golem[88]' => 'Al'Akir the Windlord[28]'[P2]

Turn 24 Move 4, you have 3 mana available.

Board State for Turn 24:Opponent Hand Cards: 3

[HERO]['Thrall[4]'][ATK0/AR0/HP21][WP[NO WEAPON]][SP0]

[ZONE PLAY 'Player1']|[P0][1/1][C1]'Small-Time Buccaneer[80]'|[P1][8/3][C8]'Ragnaros the Firelord[37]'|[P2][3/4][C2]'Totem Golem[10]'|[P3][1/1][C1]'Searing Totem[85]'|[P4][3/5][C8]'Al'Akir the Windlord[28]'|

[ZONE PLAY 'Player2']|[P0][5/2][C5]'Jade Golem[88]'|[P1][3/4][C5]'Barnes[63]'|[P2][1/1][C8]'Al'Akir the Windlord[89]'|[P3][1/1][C1]'Searing Totem[91]'|

[HERO]['Thrall[6]'][ATK0/AR0/HP13][WP[NO WEAPON]][SP0]

[ZONE HAND 'Player2']|

Return Playcard task: No card selected

Return Heropower task: No card selected

'Jade Golem[88]' has no tasks

Return Minion Attack task: No card selected

Return Hero Attack task: No card selected

Turn 24: Ending Turn [END\_TURN][P2]

'Player[3]''s 'Frog[88]' does damage/health - [0-1]

'Player[3]''s 'Al'Akir the Windlord[89]' does damage/health - [1-1]

'Player[3]''s 'Searing Totem[91]' does damage/health - [1-1]

'Player[2]''s 'Small-Time Buccaneer[80]' does damage/health - [1-1]

'Player[2]''s 'Ragnaros the Firelord[37]' does damage/health - [8-3]

'Player[2]''s 'Totem Golem[10]' does damage/health - [3-4]

'Player[2]''s 'Searing Totem[85]' does damage/health - [1-1]

'Player[2]''s 'Frog[28]' does damage/health - [0-1]

Here is opponent minion 'Ragnaros the Firelord[37]' which has 3 health and does 8 damage

Here is opponent minion 'Totem Golem[10]' which has 4 health and does 3 damage

Here is opponent minion 'Small-Time Buccaneer[80]' which has 1 health and does 1 damage

Here is opponent minion 'Searing Totem[85]' which has 1 health and does 1 damage

Here is opponent minion 'Frog[28]' which has 1 health and does 0 damage

Here is player minion 'Frog[88]' which has 1 health and does 0 damage

Here is player minion 'Al'Akir the Windlord[89]' which has 1 health and does 1 damage

Here is player minion 'Searing Totem[91]' which has 1 health and does 1 damage

The opponent minion is 'Ragnaros the Firelord[37]' which has 3 health.

The player minion is 'Al'Akir the Windlord[89]' and after 1 cards has done 1 damage.

The player minion is 'Searing Totem[91]' and after 2 cards has done 2 damage.

A total of 2 damage has been done on 'Ragnaros the Firelord[37]'

The opponent minion is 'Totem Golem[10]' which has 4 health.

A total of 0 damage has been done on 'Totem Golem[10]'

The opponent minion is 'Small-Time Buccaneer[80]' which has 1 health.

A total of 0 damage has been done on 'Small-Time Buccaneer[80]'

The opponent minion is 'Searing Totem[85]' which has 1 health.

A total of 0 damage has been done on 'Searing Totem[85]'

The opponent minion is 'Frog[28]' which has 1 health.

A total of 0 damage has been done on 'Frog[28]'

In the list of tasks for turn 26, there are 2 elements.

Used Minions: 'Al'Akir the Windlord[89]'

Used Minions: 'Searing Totem[91]'

Turn 26 Move 1, you have 10 mana available.

Board State for Turn 26:Opponent Hand Cards: 2

[HERO]['Thrall[4]'][ATK0/AR0/HP21][WP[NO WEAPON]][SP0]

[ZONE PLAY 'Player1']|[P0][1/1][C1]'Small-Time Buccaneer[80]'|[P1][8/3][C8]'Ragnaros the Firelord[37]'|[P2][3/4][C2]'Totem Golem[10]'|[P3][1/1][C1]'Searing Totem[85]'|[P4][0/1][C0]'Frog[28]'|

[ZONE PLAY 'Player2']|[P0][0/1][C0]'Frog[88]'|[P1][1/1][C8]'Al'Akir the Windlord[89]'|[P2][1/1][C1]'Searing Totem[91]'|

[HERO]['Thrall[6]'][ATK0/AR0/HP13][WP[NO WEAPON]][SP0]

[ZONE HAND 'Player2']|[P0][C3]'Lightning Storm[48]'|

Spell: 'Lightning Storm[48]'

Can Play [PLAY\_CARD] 'Lightning Storm[48]'[P2], 3 mana. Type: SPELL

Return PlayCard task: [PLAY\_CARD] 'Lightning Storm[48]'[P2]

Turn 26 Move 2, you have 7 mana available.

Board State for Turn 26:Opponent Hand Cards: 2

[HERO]['Thrall[4]'][ATK0/AR0/HP21][WP[NO WEAPON]][SP0]

[ZONE PLAY 'Player1']|[P0][3/2][C2]'Totem Golem[10]'|

[ZONE PLAY 'Player2']|[P0][0/1][C0]'Frog[88]'|[P1][1/1][C8]'Al'Akir the Windlord[89]'|[P2][1/1][C1]'Searing Totem[91]'|

[HERO]['Thrall[6]'][ATK0/AR0/HP13][WP[NO WEAPON]][SP0]

[ZONE HAND 'Player2']|

Return Playcard task: No card selected

Hero power: [HEROPOWER]'Totemic Call[7]'[P2]

I have 7 mana remaining

Hero Power 'Totemic Call[7]' costs 2 mana

Return Heropower task: [HEROPOWER]'Totemic Call[7]'[P2]

Turn 26 Move 3, you have 5 mana available.

Board State for Turn 26:Opponent Hand Cards: 2

[HERO]['Thrall[4]'][ATK0/AR0/HP21][WP[NO WEAPON]][SP0]

[ZONE PLAY 'Player1']|[P0][3/2][C2]'Totem Golem[10]'|

[ZONE PLAY 'Player2']|[P0][0/1][C0]'Frog[88]'|[P1][1/1][C8]'Al'Akir the Windlord[89]'|[P2][1/1][C1]'Searing Totem[91]'|[P3][0/2][C1]'Stoneclaw Totem[92]'|

[HERO]['Thrall[6]'][ATK0/AR0/HP13][WP[NO WEAPON]][SP0]

[ZONE HAND 'Player2']|

Return Playcard task: No card selected

Return Heropower task: No card selected

'Frog[88]' has no tasks

MinionAttack Possible Task: [ATTACK] 'Al'Akir the Windlord[89]' => 'Totem Golem[10]'[P2], Task Source: 'Al'Akir the Windlord[89]'

MinionAttack Possible Task: [ATTACK] 'Al'Akir the Windlord[89]' => 'Thrall[4]'[P2], Task Source: 'Al'Akir the Windlord[89]'

There are 2 elements in TurnTaskList list

Turn task index 0

here are 2 elements in Minion Task List

player Minion = 'Al'Akir the Windlord[89]'

Minion Task List 'Al'Akir the Windlord[89]'

opponent Minion = 'Ragnaros the Firelord[37]'

Minion Task List 'Totem Golem[10]'

Return Minion task from multiple tasks: [ATTACK] 'Al'Akir the Windlord[89]' => 'Totem Golem[10]'[P2]

Turn 26 Move 4, you have 5 mana available.

Board State for Turn 26:Opponent Hand Cards: 2

[HERO]['Thrall[4]'][ATK0/AR0/HP21][WP[NO WEAPON]][SP0]

[ZONE PLAY 'Player1']|[P0][3/1][C2]'Totem Golem[10]'|

[ZONE PLAY 'Player2']|[P0][0/1][C0]'Frog[88]'|[P1][1/1][C8]'Al'Akir the Windlord[89]'|[P2][1/1][C1]'Searing Totem[91]'|[P3][0/2][C1]'Stoneclaw Totem[92]'|

[HERO]['Thrall[6]'][ATK0/AR0/HP13][WP[NO WEAPON]][SP0]

[ZONE HAND 'Player2']|

Return Playcard task: No card selected

Return Heropower task: No card selected

'Frog[88]' has no tasks

MinionAttack Possible Task: [ATTACK] 'Al'Akir the Windlord[89]' => 'Totem Golem[10]'[P2], Task Source: 'Al'Akir the Windlord[89]'

MinionAttack Possible Task: [ATTACK] 'Al'Akir the Windlord[89]' => 'Thrall[4]'[P2], Task Source: 'Al'Akir the Windlord[89]'

There are 2 elements in TurnTaskList list

Turn task index 0

There are 2 elements in Minion Task List

player Minion = 'Al'Akir the Windlord[89]'

Minion Task List 'Al'Akir the Windlord[89]'

opponent Minion = 'Ragnaros the Firelord[37]'

Minion Task List 'Totem Golem[10]'

Return Minion task from multiple tasks: [ATTACK] 'Al'Akir the Windlord[89]' => 'Totem Golem[10]'[P2]

Turn 26 Move 5, you have 5 mana available.

Board State for Turn 26:Opponent Hand Cards: 2

[HERO]['Thrall[4]'][ATK0/AR0/HP21][WP[NO WEAPON]][SP0]

[ZONE PLAY 'Player1']|

[ZONE PLAY 'Player2']|[P0][0/1][C0]'Frog[88]'|[P1][1/1][C1]'Searing Totem[91]'|[P2][0/2][C1]'Stoneclaw Totem[92]'|

[HERO]['Thrall[6]'][ATK0/AR0/HP13][WP[NO WEAPON]][SP0]

[ZONE HAND 'Player2']|

Return Playcard task: No card selected

Return Heropower task: No card selected

'Frog[88]' has no tasks

'Al'Akir the Windlord[89]' has no tasks

MinionAttack Possible Task: [ATTACK] 'Searing Totem[91]' => 'Thrall[4]'[P2], Task Source: 'Searing Totem[91]'

Return Minion only task: [ATTACK] 'Searing Totem[91]' => 'Thrall[4]'[P2]

Turn 26 Move 6, you have 5 mana available.

Board State for Turn 26:Opponent Hand Cards: 2

[HERO]['Thrall[4]'][ATK0/AR0/HP20][WP[NO WEAPON]][SP0]

[ZONE PLAY 'Player1']|

[ZONE PLAY 'Player2']|[P0][0/1][C0]'Frog[88]'|[P1][1/1][C1]'Searing Totem[91]'|[P2][0/2][C1]'Stoneclaw Totem[92]'|

[HERO]['Thrall[6]'][ATK0/AR0/HP13][WP[NO WEAPON]][SP0]

[ZONE HAND 'Player2']|

Return Playcard task: No card selected

Return Heropower task: No card selected

'Frog[88]' has no tasks

'Al'Akir the Windlord[89]' has no tasks

'Searing Totem[91]' has no tasks

Return Minion Attack task: No card selected

Return Hero Attack task: No card selected

Turn 26: Ending Turn [END\_TURN][P2]

'Player[3]''s 'Frog[88]' does damage/health - [0-1]

'Player[2]''s 'Jade Golem[93]' does damage/health - [4-4]

'Player[2]''s 'Bloodmage Thalnos[32]' does damage/health - [1-1]

'Player[2]''s 'Wrath of Air Totem[94]' does damage/health - [0-2]

Here is opponent minion 'Jade Golem[93]' which has 4 health and does 4 damage

Here is opponent minion 'Bloodmage Thalnos[32]' which has 1 health and does 1 damage

Here is opponent minion 'Wrath of Air Totem[94]' which has 2 health and does 0 damage

Here is player minion 'Frog[88]' which has 1 health and does 0 damage

The opponent minion is 'Jade Golem[93]' which has 4 health.

A total of 0 damage has been done on 'Jade Golem[93]'

The opponent minion is 'Bloodmage Thalnos[32]' which has 1 health.

A total of 0 damage has been done on 'Bloodmage Thalnos[32]'

The opponent minion is 'Wrath of Air Totem[94]' which has 2 health.

A total of 0 damage has been done on 'Wrath of Air Totem[94]'

In the list of tasks for turn 28, there are 0 elements.

Turn 28 Move 1, you have 8 mana available.

Board State for Turn 28:Opponent Hand Cards: 0

[HERO]['Thrall[4]'][ATK2/AR0/HP20][WP[Spirit Claws[1/2]]][SP2]

[ZONE PLAY 'Player1']|[P0][4/4][C4]'Jade Golem[93]'|[P1][1/1][C2]'Bloodmage Thalnos[32]'|[P2][0/2][C1]'Wrath of Air Totem[94]'|

[ZONE PLAY 'Player2']|[P0][0/1][C0]'Frog[88]'|

[HERO]['Thrall[6]'][ATK0/AR0/HP13][WP[NO WEAPON]][SP0]

[ZONE HAND 'Player2']|[P0][C2]'Maelstrom Portal[46]'|

Spell: 'Maelstrom Portal[46]'

Can Play [PLAY\_CARD] 'Maelstrom Portal[46]'[P2], 2 mana. Type: SPELL

Return PlayCard task: [PLAY\_CARD] 'Maelstrom Portal[46]'[P2]

Turn 28 Move 2, you have 6 mana available.

Board State for Turn 28:Opponent Hand Cards: 1

[HERO]['Thrall[4]'][ATK2/AR0/HP20][WP[Spirit Claws[1/2]]][SP1]

[ZONE PLAY 'Player1']|[P0][4/3][C4]'Jade Golem[93]'|[P1][0/1][C1]'Wrath of Air Totem[94]'|

[ZONE PLAY 'Player2']|[P0][0/1][C0]'Frog[88]'|[P1][0/3][C1]'Swamp Dragon Egg[95]'|

[HERO]['Thrall[6]'][ATK0/AR0/HP13][WP[NO WEAPON]][SP0]

[ZONE HAND 'Player2']|

Return Playcard task: No card selected

Hero power: [HEROPOWER]'Totemic Call[7]'[P2]

I have 6 mana remaining

Hero Power 'Totemic Call[7]' costs 2 mana

Return Heropower task: [HEROPOWER]'Totemic Call[7]'[P2]

Turn 28 Move 3, you have 4 mana available.

Board State for Turn 28:Opponent Hand Cards: 1

[HERO]['Thrall[4]'][ATK2/AR0/HP20][WP[Spirit Claws[1/2]]][SP1]

[ZONE PLAY 'Player1']|[P0][4/3][C4]'Jade Golem[93]'|[P1][0/1][C1]'Wrath of Air Totem[94]'|

[ZONE PLAY 'Player2']|[P0][0/1][C0]'Frog[88]'|[P1][0/3][C1]'Swamp Dragon Egg[95]'|[P2][0/2][C1]'Healing Totem[96]'|

[HERO]['Thrall[6]'][ATK0/AR0/HP13][WP[NO WEAPON]][SP0]

[ZONE HAND 'Player2']|

Return Playcard task: No card selected

Return Heropower task: No card selected

'Frog[88]' has no tasks

Return Minion Attack task: No card selected

Return Hero Attack task: No card selected

Turn 28: Ending Turn [END\_TURN][P2]

'Player[3]''s 'Healing Totem[96]' does damage/health - [0-2]

'Player[2]''s 'Jade Golem[93]' does damage/health - [4-3]

'Player[2]''s 'Wrath of Air Totem[94]' does damage/health - [0-1]

'Player[2]''s 'Tunnel Trogg[8]' does damage/health - [1-3]

'Player[2]''s 'Stoneclaw Totem[98]' does damage/health - [0-2]

Here is opponent minion 'Jade Golem[93]' which has 3 health and does 4 damage

Here is opponent minion 'Tunnel Trogg[8]' which has 3 health and does 1 damage

Here is opponent minion 'Wrath of Air Totem[94]' which has 1 health and does 0 damage

Here is opponent minion 'Stoneclaw Totem[98]' which has 2 health and does 0 damage

Here is player minion 'Healing Totem[96]' which has 2 health and does 0 damage

The opponent minion is 'Jade Golem[93]' which has 3 health.

A total of 0 damage has been done on 'Jade Golem[93]'

The opponent minion is 'Tunnel Trogg[8]' which has 3 health.

A total of 0 damage has been done on 'Tunnel Trogg[8]'

The opponent minion is 'Wrath of Air Totem[94]' which has 1 health.

A total of 0 damage has been done on 'Wrath of Air Totem[94]'

The opponent minion is 'Stoneclaw Totem[98]' which has 2 health.

A total of 0 damage has been done on 'Stoneclaw Totem[98]'

In the list of tasks for turn 30, there are 0 elements.

Turn 30 Move 1, you have 10 mana available.

Board State for Turn 30:Opponent Hand Cards: 0

[HERO]['Thrall[4]'][ATK2/AR0/HP20][WP[Spirit Claws[1/3]]][SP1]

[ZONE PLAY 'Player1']|[P0][4/3][C4]'Jade Golem[93]'|[P1][0/1][C1]'Wrath of Air Totem[94]'|[P2][1/3][C1]'Tunnel Trogg[8]'|[P3][0/2][C1]'Stoneclaw Totem[98]'|

[ZONE PLAY 'Player2']|[P0][0/2][C1]'Healing Totem[96]'|

[HERO]['Thrall[6]'][ATK0/AR0/HP13][WP[NO WEAPON]][SP0]

[ZONE HAND 'Player2']|[P0][4/12][C10]'Kalecgos[97]'|[P1][C2]'Maelstrom Portal[47]'|

Minion: 'Kalecgos[97]'

Spell: 'Maelstrom Portal[47]'

Can Play [PLAY\_CARD] 'Kalecgos[97]'(Pos 0)[P2], 10 mana. Type: MINION

[PLAY\_CARD] 'Kalecgos[97]'(Pos 0)[P2]

Entered if statement 0

Entered if statement 3

Can Play [PLAY\_CARD] 'Kalecgos[97]'(Pos 1)[P2], 10 mana. Type: MINION

[PLAY\_CARD] 'Kalecgos[97]'(Pos 1)[P2]

Entered if statement 0

Entered if statement 3

Can Play [PLAY\_CARD] 'Maelstrom Portal[47]'[P2], 2 mana. Type: SPELL

Return PlayCard task: [PLAY\_CARD] 'Maelstrom Portal[47]'[P2]

Turn 30 Move 2, you have 8 mana available.

Board State for Turn 30:Opponent Hand Cards: 0

[HERO]['Thrall[4]'][ATK0/AR0/HP20][WP[Spirit Claws[1/3]]][SP0]

[ZONE PLAY 'Player1']|[P0][4/2][C4]'Jade Golem[93]'|[P1][1/2][C1]'Tunnel Trogg[8]'|[P2][0/1][C1]'Stoneclaw Totem[98]'|

[ZONE PLAY 'Player2']|[P0][0/2][C1]'Healing Totem[96]'|[P1][1/2][C1]'Murloc Tidecaller[99]'|

[HERO]['Thrall[6]'][ATK0/AR0/HP13][WP[NO WEAPON]][SP0]

[ZONE HAND 'Player2']|[P0][4/12][C10]'Kalecgos[97]'|

Minion: 'Kalecgos[97]'

Return Playcard task: No card selected

Hero power: [HEROPOWER]'Totemic Call[7]'[P2]

I have 8 mana remaining

Hero Power 'Totemic Call[7]' costs 2 mana

Return Heropower task: [HEROPOWER]'Totemic Call[7]'[P2]

Turn 30 Move 3, you have 6 mana available.

Board State for Turn 30:Opponent Hand Cards: 0

[HERO]['Thrall[4]'][ATK0/AR0/HP20][WP[Spirit Claws[1/3]]][SP0]

[ZONE PLAY 'Player1']|[P0][4/2][C4]'Jade Golem[93]'|[P1][1/2][C1]'Tunnel Trogg[8]'|[P2][0/1][C1]'Stoneclaw Totem[98]'|

[ZONE PLAY 'Player2']|[P0][0/2][C1]'Healing Totem[96]'|[P1][1/2][C1]'Murloc Tidecaller[99]'|[P2][1/1][C1]'Searing Totem[100]'|

[HERO]['Thrall[6]'][ATK0/AR0/HP13][WP[NO WEAPON]][SP0]

[ZONE HAND 'Player2']|[P0][4/12][C10]'Kalecgos[97]'|

Minion: 'Kalecgos[97]'

Return Playcard task: No card selected

Return Heropower task: No card selected

'Healing Totem[96]' has no tasks

Return Minion Attack task: No card selected

Return Hero Attack task: No card selected

Turn 30: Ending Turn [END\_TURN][P2]

'Player[3]''s 'Healing Totem[96]' does damage/health - [0-2]

'Player[2]''s 'Jade Golem[93]' does damage/health - [4-2]

'Player[2]''s 'Tunnel Trogg[8]' does damage/health - [1-3]

'Player[2]''s 'Stoneclaw Totem[98]' does damage/health - [0-2]

'Player[2]''s 'Small-Time Buccaneer[30]' does damage/health - [3-1]

'Player[2]''s 'Patches the Pirate[29]' does damage/health - [1-1]

'Player[2]''s 'Healing Totem[101]' does damage/health - [0-2]

Here is opponent minion 'Jade Golem[93]' which has 2 health and does 4 damage

Here is opponent minion 'Small-Time Buccaneer[30]' which has 1 health and does 3 damage

Here is opponent minion 'Tunnel Trogg[8]' which has 3 health and does 1 damage

Here is opponent minion 'Patches the Pirate[29]' which has 1 health and does 1 damage

Here is opponent minion 'Stoneclaw Totem[98]' which has 2 health and does 0 damage

Here is opponent minion 'Healing Totem[101]' which has 2 health and does 0 damage

Here is player minion 'Healing Totem[96]' which has 2 health and does 0 damage

The opponent minion is 'Jade Golem[93]' which has 2 health.

A total of 0 damage has been done on 'Jade Golem[93]'

The opponent minion is 'Small-Time Buccaneer[30]' which has 1 health.

A total of 0 damage has been done on 'Small-Time Buccaneer[30]'

The opponent minion is 'Tunnel Trogg[8]' which has 3 health.

A total of 0 damage has been done on 'Tunnel Trogg[8]'

The opponent minion is 'Patches the Pirate[29]' which has 1 health.

A total of 0 damage has been done on 'Patches the Pirate[29]'

The opponent minion is 'Stoneclaw Totem[98]' which has 2 health.

A total of 0 damage has been done on 'Stoneclaw Totem[98]'

The opponent minion is 'Healing Totem[101]' which has 2 health.

A total of 0 damage has been done on 'Healing Totem[101]'

In the list of tasks for turn 32, there are 0 elements.

Turn 32 Move 1, you have 10 mana available.

Board State for Turn 32:Opponent Hand Cards: 0

[HERO]['Thrall[4]'][ATK0/AR0/HP19][WP[Spirit Claws[1/2]]][SP0]

[ZONE PLAY 'Player1']|[P0][4/2][C4]'Jade Golem[93]'|[P1][1/3][C1]'Tunnel Trogg[8]'|[P2][0/2][C1]'Stoneclaw Totem[98]'|[P3][3/1][C1]'Small-Time Buccaneer[30]'|[P4][1/1][C1]'Patches the Pirate[29]'|[P5][0/2][C1]'Healing Totem[101]'|

[ZONE PLAY 'Player2']|[P0][0/2][C1]'Healing Totem[96]'|

[HERO]['Thrall[6]'][ATK0/AR0/HP13][WP[NO WEAPON]][SP0]

[ZONE HAND 'Player2']|[P0][4/12][C10]'Kalecgos[97]'|[P1][4/4][C5]'Azure Drake[64]'|

Minion: 'Kalecgos[97]'

Minion: 'Azure Drake[64]'

Can Play [PLAY\_CARD] 'Kalecgos[97]'(Pos 0)[P2], 10 mana. Type: MINION

[PLAY\_CARD] 'Kalecgos[97]'(Pos 0)[P2]

Entered if statement 0

Entered if statement 3

Can Play [PLAY\_CARD] 'Kalecgos[97]'(Pos 1)[P2], 10 mana. Type: MINION

[PLAY\_CARD] 'Kalecgos[97]'(Pos 1)[P2]

Entered if statement 0

Entered if statement 3

Can Play [PLAY\_CARD] 'Azure Drake[64]'(Pos 0)[P2], 5 mana. Type: MINION

[PLAY\_CARD] 'Azure Drake[64]'(Pos 0)[P2]

Entered if statement 0

Can Play [PLAY\_CARD] 'Azure Drake[64]'(Pos 1)[P2], 5 mana. Type: MINION

[PLAY\_CARD] 'Azure Drake[64]'(Pos 1)[P2]

Entered if statement 0

Return PlayCard task: [PLAY\_CARD] 'Kalecgos[97]'(Pos 1)[P2]

Turn 32 Move 2, you have 0 mana available.

Board State for Turn 32:Opponent Hand Cards: 0

[HERO]['Thrall[4]'][ATK0/AR0/HP19][WP[Spirit Claws[1/2]]][SP0]

[ZONE PLAY 'Player1']|[P0][4/2][C4]'Jade Golem[93]'|[P1][1/3][C1]'Tunnel Trogg[8]'|[P2][0/2][C1]'Stoneclaw Totem[98]'|[P3][3/1][C1]'Small-Time Buccaneer[30]'|[P4][1/1][C1]'Patches the Pirate[29]'|[P5][0/2][C1]'Healing Totem[101]'|

[ZONE PLAY 'Player2']|[P0][0/2][C1]'Healing Totem[96]'|[P1][4/12][C10]'Kalecgos[97]'|

[HERO]['Thrall[6]'][ATK0/AR0/HP13][WP[NO WEAPON]][SP0]

[ZONE HAND 'Player2']|[P0][4/4][C5]'Azure Drake[64]'|

Minion: 'Azure Drake[64]'

Return Playcard task: No card selected

'Healing Totem[96]' has no tasks

Return Minion Attack task: No card selected

Return Hero Attack task: No card selected

Turn 32: Ending Turn [CHOOSE] Dragon's Pack[P2]

Turn 32 Move 3, you have 0 mana available.

Board State for Turn 32:Opponent Hand Cards: 0

[HERO]['Thrall[4]'][ATK0/AR0/HP19][WP[Spirit Claws[1/2]]][SP0]

[ZONE PLAY 'Player1']|[P0][4/2][C4]'Jade Golem[93]'|[P1][1/3][C1]'Tunnel Trogg[8]'|[P2][0/2][C1]'Stoneclaw Totem[98]'|[P3][3/1][C1]'Small-Time Buccaneer[30]'|[P4][1/1][C1]'Patches the Pirate[29]'|[P5][0/2][C1]'Healing Totem[101]'|

[ZONE PLAY 'Player2']|[P0][0/2][C1]'Healing Totem[96]'|[P1][4/12][C10]'Kalecgos[97]'|

[HERO]['Thrall[6]'][ATK0/AR0/HP13][WP[NO WEAPON]][SP0]

[ZONE HAND 'Player2']|[P0][4/4][C5]'Azure Drake[64]'|[P1][C0]'Dragon's Pack[102]'|

Minion: 'Azure Drake[64]'

Spell: 'Dragon's Pack[102]'

Can Play [PLAY\_CARD] 'Dragon's Pack[102]'[P2], 5 mana. Type: SPELL

Return PlayCard task: [PLAY\_CARD] 'Dragon's Pack[102]'[P2]

Turn 32 Move 4, you have 0 mana available.

Board State for Turn 32:Opponent Hand Cards: 0

[HERO]['Thrall[4]'][ATK0/AR0/HP19][WP[Spirit Claws[1/2]]][SP0]

[ZONE PLAY 'Player1']|[P0][4/2][C4]'Jade Golem[93]'|[P1][1/3][C1]'Tunnel Trogg[8]'|[P2][0/2][C1]'Stoneclaw Totem[98]'|[P3][3/1][C1]'Small-Time Buccaneer[30]'|[P4][1/1][C1]'Patches the Pirate[29]'|[P5][0/2][C1]'Healing Totem[101]'|

[ZONE PLAY 'Player2']|[P0][0/2][C1]'Healing Totem[96]'|[P1][4/12][C10]'Kalecgos[97]'|

[HERO]['Thrall[6]'][ATK0/AR0/HP13][WP[NO WEAPON]][SP0]

[ZONE HAND 'Player2']|[P0][4/4][C5]'Azure Drake[64]'|

Minion: 'Azure Drake[64]'

Return Playcard task: No card selected

'Healing Totem[96]' has no tasks

Return Minion Attack task: No card selected

Return Hero Attack task: No card selected

Turn 32: Ending Turn [END\_TURN][P2]

'Player[3]''s 'Kalecgos[97]' does damage/health - [4-12]

'Player[2]''s 'Jade Golem[93]' does damage/health - [4-3]

'Player[2]''s 'Tunnel Trogg[8]' does damage/health - [1-3]

'Player[2]''s 'Stoneclaw Totem[98]' does damage/health - [0-2]

'Player[2]''s 'Small-Time Buccaneer[30]' does damage/health - [3-1]

'Player[2]''s 'Patches the Pirate[29]' does damage/health - [3-1]

'Player[2]''s 'Flametongue Totem[26]' does damage/health - [0-3]

'Player[2]''s 'Healing Totem[101]' does damage/health - [2-2]

Here is opponent minion 'Jade Golem[93]' which has 3 health and does 4 damage

Here is opponent minion 'Small-Time Buccaneer[30]' which has 1 health and does 3 damage

Here is opponent minion 'Patches the Pirate[29]' which has 1 health and does 3 damage

Here is opponent minion 'Healing Totem[101]' which has 2 health and does 2 damage

Here is opponent minion 'Tunnel Trogg[8]' which has 3 health and does 1 damage

Here is opponent minion 'Tunnel Trogg[8]' which has 3 health and does 1 damage

Here is opponent minion 'Stoneclaw Totem[98]' which has 2 health and does 0 damage

Here is opponent minion 'Flametongue Totem[26]' which has 3 health and does 0 damage

Here is player minion 'Kalecgos[97]' which has 12 health and does 4 damage

The opponent minion is 'Jade Golem[93]' which has 3 health.

The player minion is 'Kalecgos[97]' and after 1 cards has done 4 damage.

A total of 4 damage has been done on 'Jade Golem[93]'

The opponent minion is 'Small-Time Buccaneer[30]' which has 1 health.

A total of 0 damage has been done on 'Small-Time Buccaneer[30]'

The opponent minion is 'Patches the Pirate[29]' which has 1 health.

A total of 0 damage has been done on 'Patches the Pirate[29]'

The opponent minion is 'Healing Totem[101]' which has 2 health.

A total of 0 damage has been done on 'Healing Totem[101]'

The opponent minion is 'Tunnel Trogg[8]' which has 3 health.

A total of 0 damage has been done on 'Tunnel Trogg[8]'

The opponent minion is 'Stoneclaw Totem[98]' which has 2 health.

A total of 0 damage has been done on 'Stoneclaw Totem[98]'

The opponent minion is 'Flametongue Totem[26]' which has 3 health.

A total of 0 damage has been done on 'Flametongue Totem[26]'

In the list of tasks for turn 34, there are 1 elements.

Used Minions: 'Kalecgos[97]'

Turn 34 Move 1, you have 10 mana available.

Board State for Turn 34:Opponent Hand Cards: 0

[HERO]['Thrall[4]'][ATK0/AR0/HP19][WP[Spirit Claws[1/1]]][SP0]

[ZONE PLAY 'Player1']|[P0][4/3][C4]'Jade Golem[93]'|[P1][1/3][C1]'Tunnel Trogg[8]'|[P2][0/2][C1]'Stoneclaw Totem[98]'|[P3][3/1][C1]'Small-Time Buccaneer[30]'|[P4][3/1][C1]'Patches the Pirate[29]'|[P5][0/3][C3]'Flametongue Totem[26]'|[P6][2/2][C1]'Healing Totem[101]'|

[ZONE PLAY 'Player2']|[P0][4/12][C10]'Kalecgos[97]'|

[HERO]['Thrall[6]'][ATK0/AR0/HP1][WP[NO WEAPON]][SP0]

[ZONE HAND 'Player2']|[P0][4/4][C5]'Azure Drake[64]'|[P1][2/2][C2]'Jade Claws[52]'|

Minion: 'Azure Drake[64]'

Weapon: 'Jade Claws[52]'

Can Play [PLAY\_CARD] 'Azure Drake[64]'(Pos 0)[P2], 5 mana. Type: MINION

[PLAY\_CARD] 'Azure Drake[64]'(Pos 0)[P2]

Entered if statement 0

Entered if statement 3

Can Play [PLAY\_CARD] 'Azure Drake[64]'(Pos 1)[P2], 5 mana. Type: MINION

[PLAY\_CARD] 'Azure Drake[64]'(Pos 1)[P2]

Entered if statement 0

Entered if statement 3

Can Play [PLAY\_CARD] 'Jade Claws[52]'[P2], 2 mana. Type: WEAPON

Return PlayCard task: [PLAY\_CARD] 'Jade Claws[52]'[P2]

Turn 34 Move 2, you have 8 mana available.

Board State for Turn 34:Opponent Hand Cards: 0

[HERO]['Thrall[4]'][ATK0/AR0/HP19][WP[Spirit Claws[1/1]]][SP0]

[ZONE PLAY 'Player1']|[P0][4/3][C4]'Jade Golem[93]'|[P1][2/3][C1]'Tunnel Trogg[8]'|[P2][0/2][C1]'Stoneclaw Totem[98]'|[P3][3/1][C1]'Small-Time Buccaneer[30]'|[P4][3/1][C1]'Patches the Pirate[29]'|[P5][0/3][C3]'Flametongue Totem[26]'|[P6][2/2][C1]'Healing Totem[101]'|

[ZONE PLAY 'Player2']|[P0][4/12][C10]'Kalecgos[97]'|[P1][6/6][C6]'Jade Golem[108]'|

[HERO]['Thrall[6]'][ATK2/AR0/HP1][WP[Jade Claws[2/2]]][SP0]

[ZONE HAND 'Player2']|[P0][4/4][C5]'Azure Drake[64]'|

Minion: 'Azure Drake[64]'

Can Play [PLAY\_CARD] 'Azure Drake[64]'(Pos 0)[P2], 5 mana. Type: MINION

[PLAY\_CARD] 'Azure Drake[64]'(Pos 0)[P2]

Entered if statement 0

Entered if statement 3

Can Play [PLAY\_CARD] 'Azure Drake[64]'(Pos 1)[P2], 5 mana. Type: MINION

[PLAY\_CARD] 'Azure Drake[64]'(Pos 1)[P2]

Entered if statement 0

Entered if statement 3

Can Play [PLAY\_CARD] 'Azure Drake[64]'(Pos 2)[P2], 5 mana. Type: MINION

[PLAY\_CARD] 'Azure Drake[64]'(Pos 2)[P2]

Entered if statement 0

Entered if statement 3

Return PlayCard task: [PLAY\_CARD] 'Azure Drake[64]'(Pos 2)[P2]

Turn 34 Move 3, you have 3 mana available.

Board State for Turn 34:Opponent Hand Cards: 0

[HERO]['Thrall[4]'][ATK0/AR0/HP19][WP[Spirit Claws[1/1]]][SP0]

[ZONE PLAY 'Player1']|[P0][4/3][C4]'Jade Golem[93]'|[P1][2/3][C1]'Tunnel Trogg[8]'|[P2][0/2][C1]'Stoneclaw Totem[98]'|[P3][3/1][C1]'Small-Time Buccaneer[30]'|[P4][3/1][C1]'Patches the Pirate[29]'|[P5][0/3][C3]'Flametongue Totem[26]'|[P6][2/2][C1]'Healing Totem[101]'|

[ZONE PLAY 'Player2']|[P0][4/12][C10]'Kalecgos[97]'|[P1][6/6][C6]'Jade Golem[108]'|[P2][4/4][C5]'Azure Drake[64]'|

[HERO]['Thrall[6]'][ATK2/AR0/HP1][WP[Jade Claws[2/2]]][SP1]

[ZONE HAND 'Player2']|[P0][0/3][C3]'Flametongue Totem[57]'|

Minion: 'Flametongue Totem[57]'

Can Play [PLAY\_CARD] 'Flametongue Totem[57]'(Pos 0)[P2], 3 mana. Type: MINION

[PLAY\_CARD] 'Flametongue Totem[57]'(Pos 0)[P2]

Entered if statement 0

Entered if statement 3

Can Play [PLAY\_CARD] 'Flametongue Totem[57]'(Pos 1)[P2], 3 mana. Type: MINION

[PLAY\_CARD] 'Flametongue Totem[57]'(Pos 1)[P2]

Entered if statement 0

Entered if statement 3

Can Play [PLAY\_CARD] 'Flametongue Totem[57]'(Pos 2)[P2], 3 mana. Type: MINION

[PLAY\_CARD] 'Flametongue Totem[57]'(Pos 2)[P2]

Entered if statement 0

Entered if statement 3

Can Play [PLAY\_CARD] 'Flametongue Totem[57]'(Pos 3)[P2], 3 mana. Type: MINION

[PLAY\_CARD] 'Flametongue Totem[57]'(Pos 3)[P2]

Entered if statement 0

Entered if statement 3

Return PlayCard task: [PLAY\_CARD] 'Flametongue Totem[57]'(Pos 3)[P2]

Turn 34 Move 4, you have 0 mana available.

Board State for Turn 34:Opponent Hand Cards: 0

[HERO]['Thrall[4]'][ATK0/AR0/HP19][WP[Spirit Claws[1/1]]][SP0]

[ZONE PLAY 'Player1']|[P0][4/3][C4]'Jade Golem[93]'|[P1][2/3][C1]'Tunnel Trogg[8]'|[P2][0/2][C1]'Stoneclaw Totem[98]'|[P3][3/1][C1]'Small-Time Buccaneer[30]'|[P4][3/1][C1]'Patches the Pirate[29]'|[P5][0/3][C3]'Flametongue Totem[26]'|[P6][2/2][C1]'Healing Totem[101]'|

[HERO]['Thrall[6]'][ATK2/AR0/HP1][WP[Jade Claws[2/2]]][SP1]

[ZONE HAND 'Player2']|

Return Playcard task: No card selected

MinionAttack Possible Task: [ATTACK] 'Kalecgos[97]' => 'Stoneclaw Totem[98]'[P2], Task Source: 'Kalecgos[97]'

Return Minion only task: [ATTACK] 'Kalecgos[97]' => 'Stoneclaw Totem[98]'[P2]

Turn 34 Move 5, you have 0 mana available.

Board State for Turn 34:Opponent Hand Cards: 0

[HERO]['Thrall[4]'][ATK0/AR0/HP19][WP[Spirit Claws[1/1]]][SP0]

[ZONE PLAY 'Player1']|[P0][4/3][C4]'Jade Golem[93]'|[P1][2/3][C1]'Tunnel Trogg[8]'|[P2][3/1][C1]'Small-Time Buccaneer[30]'|[P3][3/1][C1]'Patches the Pirate[29]'|[P4][0/3][C3]'Flametongue Totem[26]'|[P5][2/2][C1]'Healing Totem[101]'|

[ZONE PLAY 'Player2']|[P0][4/12][C10]'Kalecgos[97]'|[P1][6/6][C6]'Jade Golem[108]'|[P2][6/4][C5]'Azure Drake[64]'|[P3][0/3][C3]'Flametongue Totem[57]'|

[HERO]['Thrall[6]'][ATK2/AR0/HP1][WP[Jade Claws[2/2]]][SP1]

[ZONE HAND 'Player2']|

Return Playcard task: No card selected

'Kalecgos[97]' has no tasks

Return Minion Attack task: No card selected

Hero Attack: [ATTACK] 'Thrall[6]' => 'Jade Golem[93]'[P2]

Hero Attack: [ATTACK] 'Thrall[6]' => 'Tunnel Trogg[8]'[P2]

Hero Attack: [ATTACK] 'Thrall[6]' => 'Small-Time Buccaneer[30]'[P2]

Hero Attack: [ATTACK] 'Thrall[6]' => 'Patches the Pirate[29]'[P2]

Hero Attack: [ATTACK] 'Thrall[6]' => 'Flametongue Totem[26]'[P2]

Hero Attack: [ATTACK] 'Thrall[6]' => 'Healing Totem[101]'[P2]

Hero Attack: [ATTACK] 'Thrall[6]' => 'Thrall[4]'[P2]

Return Hero Attack task: [ATTACK] 'Thrall[6]' => 'Thrall[4]'[P2]

Turn 34 Move 6, you have 0 mana available.

Board State for Turn 34:Opponent Hand Cards: 0

[HERO]['Thrall[4]'][ATK0/AR0/HP17][WP[Spirit Claws[1/1]]][SP0]

[ZONE PLAY 'Player1']|[P0][4/3][C4]'Jade Golem[93]'|[P1][2/3][C1]'Tunnel Trogg[8]'|[P2][3/1][C1]'Small-Time Buccaneer[30]'|[P3][3/1][C1]'Patches the Pirate[29]'|[P4][0/3][C3]'Flametongue Totem[26]'|[P5][2/2][C1]'Healing Totem[101]'|

[ZONE PLAY 'Player2']|[P0][4/12][C10]'Kalecgos[97]'|[P1][6/6][C6]'Jade Golem[108]'|[P2][6/4][C5]'Azure Drake[64]'|[P3][0/3][C3]'Flametongue Totem[57]'|

[HERO]['Thrall[6]'][ATK2/AR0/HP1][WP[Jade Claws[2/1]]][SP1]

[ZONE HAND 'Player2']|

Return Playcard task: No card selected

'Kalecgos[97]' has no tasks

Return Minion Attack task: No card selected

Return Hero Attack task: No card selected

Turn 34: Ending Turn [END\_TURN][P2]