{

"data": {

"Action ": " **Tribute Summon** ",

"card\_id": 4160316,

"location\_3": 1

"location\_5": 0

},

"message": "JSON received successfully!"

},

1. **Normal Summon（通常召唤）**
   * 以攻击表示将卡正面放置到场上的主要怪兽区域。

Action, Location, card\_id, {

"data": {

"Action ": " **normal\_summon**",

"card\_id": 4160316,

"location\_3": 1

},

"message": "JSON received successfully!"

},

1. **Tribute Summon（祭品召唤）**
   * 以攻击表示将高等级怪兽正面放置到场上的主要怪兽区域，并将祭品送入墓地。

Action, Location1(), Location2, card\_id {

"data": {

"Action ": " **Tribute Summon** ",

"card\_id": 4160316,

"location\_3": 1

"location\_5": 0

},

"message": "JSON received successfully!"

},

1. **Special Summon（特殊召唤）（in attack position/defense position）**
   * 将卡正面以攻击表示或守备表示放置到场上的怪兽区域。

包含Fusion Summon", "Synchro Summon", "XYZ Summon" ”link summon” {

"data": {

"Action ": " **Special summon in attack position** ",

"card\_id": 4160316,

"location\_3": 1

},

"message": "JSON received successfully!"

},  
{

"data": {

"Action ": " **Link Summon** ",

"card\_id": 4160316,

"location\_3": 1

"location\_5": 0

"location\_9": 0

},

"message": "JSON received successfully!"

},

{

"data": {

"Action ": " **Synchro Summon** in attack position",

"card\_id": 4160316,

"location\_3": 1

"location\_5": 0

"location\_9": 0

},

"message": "JSON received successfully!"

},

1. **Set（盖放）**

将卡背面以守备表示放置到场上的主要怪兽区域，或将魔法/陷阱卡背面放置到魔法陷阱区域。{

"data": {

"Action ": " **set**",

"card\_id": 4160316,

"location\_3": 1

},

"message": "JSON received successfully!"

},

1. **Flip Summon（翻转召唤）**

将场上背面守备表示的怪兽翻转为正面攻击表示。{

"data": {

"Action ": " **flip summon**",

"location\_3": 1

"card\_id": 4160316

},

"message": "JSON received successfully!"

},

1. **Reverse（翻转）**

将场上背面守备表示的怪兽翻转为正面表示（包含攻击或守备），通常因攻击或效果触发。{

"data": {

"Action ": " **Reverse** ",

"location\_3": 1

"card\_id": 4160316,

},

"message": "JSON received successfully!"

},

1. **Discard（丢弃）**

将手牌中的卡送入墓地。{

"data": {

"Action ": " **discard** ",

"location\_3": 0

"card\_id": 4160316,

},

"message": "JSON received successfully!"

},

1. **Banish（除外）**

将卡从游戏中移除，放置到除外区域(这个是不进墓地的，应该是需要另外设计一个区域来记录除外的卡)。{

"data": {

"Action ": " **banish** ",

"card\_id": 4160316,

"location\_9": 0

},

"message": "JSON received successfully!"

},

1. **Destroy（破坏）**
   * 将场上的卡送入墓地。Json同banish
2. **Return to Hand（返回手牌）**

* 将场上的卡送回持有者的手牌。Json同banish

1. **Return to Deck（返回卡组）**

* 将某个区域的卡（可能是墓地，除外，手牌）送回持有者的卡组，通常需要洗牌。Json同banish

1. **Mill（送墓）**

将卡组顶部的卡送入墓地。{

"data": {

"Action ": " **send to graveyard** ",

"card\_id": 4160316,

},

"message": "JSON received successfully!"

},

1. **Draw（抽卡）**

* 从卡组顶部取一张卡加入手牌。无json

1. **Activate（发动）（magic/trap card）**

将卡从背面向上翻面或从手牌正面向上放置到魔法陷阱区域。{

如果是从手牌发动：

"data": {

"Action ": " **activate**",

"card\_id": 4160316,

"location\_3": 1

},

"message": "JSON received successfully!"

},

如果是从场上发动则没有location信息

1. **Change position（to attack/defense position）**

将怪兽卡从攻击/守备表示转换成守备/攻击表示。{

"data": {

"Action ": " **change position to attack position** ",

"location\_3": 1

"card\_id": 4160316,

},

"message": "JSON received successfully!"

},

1. Send to/ move to

将特定对象移动到指定的区域。（如墓地）{

"data": {

"Action ": " **send/move to** xxx(需要根据目的地处理，如果送去墓地则没有新location)",

"card\_id": 4160316,

"location\_3": 1

"location\_5": 0

},

"message": "JSON received successfully!"

},