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| Case 1 | |
| Description | Maexxna NAME\_END **2** ATK\_END **8** DEF\_END **6** COST\_END **-1** DUR\_END Minion TYPE\_END Neutral PLAYER\_CLS\_END Beast RACE\_END Legendary RARITY\_END Destroy any minion damaged by this minion. |
| Ground truth | class Maexxna(MinionCard):  def \_\_init\_\_(self):  super().\_\_init\_\_("Maexxna", **6**,  CHARACTER\_CLASS.ALL,  CARD\_RARITY. LEGENDARY,  minion\_type=MINION\_TYPE. BEAST)  def create\_minion(self, player):  return Minion(**2**, **8**, effects=[Effect(DidDamage(), ActionTag(Kill(),  TargetSelector(IsMinion())))]) |
| GB-CNN | class Maexxna(MinionCard):  def \_\_init\_\_(self):  super().\_\_init\_\_("Maexxna", **6**, Histogram,  CARD\_RARITY. LEGENDARY,  minion\_type=MINION\_TYPE. BEAST)  def create\_minion(self, player):  return mBaseName=baseName |
| TreeGen | class Maexxna(MinionCard):  def \_\_init\_\_(self):  super().\_\_init\_\_("Maexxna", **6**, CARD\_RARITY.RARE,  minion\_type=MINION\_TYPE. BEAST)  def create\_minion(self, player):  return Minion(**8**, **8**) |
| ADG-Seq2Seq | class Maexxna(MinionCard):  def \_\_init\_\_(self):  super().\_\_init\_\_("Maexxna", **6**, CHARACTER\_CLASS.ALL,  CARD\_RARITY. LEGENDARY,  minion\_type=MINION\_TYPE. DRAGON)  def create\_minion(self, player):  return Minion(**2**, **8**, effects=[Effect(SpellTargeted()) |