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| Case 2 | |
| Description | Guardian Lions NAME\_END 6 ATK\_END 1 DEF\_END {4}{W} COST\_END NIL DUR\_END Creature - Cat TYPE\_END Magic 2013 PLAYER\_CLS\_END 17 RACE\_END C RARITY\_END Vigilance |
| Ground truth | public class GuardianLions extends CardImpl{  public GuardianLions(UUID ownerId){  super(ownerId, **17**, "Guardian Lions", Rarity.COMMON, new CardType[]{CardType. CREATURE}, "{4}{W}");  this.expansionSetCode = "M13";  this.subtype.add("Cat");  this.power = new MageInt(**1**);  this.toughness = new MageInt(**6**);  this.addAbility(VigilanceAbility. getInstance());}  public GuardianLions(final GuardianLions card){  super(card); }  @Override  public GuardianLions copy(){  return new GuardianLions(this); }} |
| GB-CNN | public class GuardianLions extends CardImpl private static final{  public GuardianLions(UUID ownerId) {  super(ownerId, **17**, "Guardian Lions", Rarity.COMMON, new CardType[] {CardType.INSTANT}, "{4}{W}");  this.power = new MageInt(**1**);  this.getSpellAbility();  this.addAbility(ability); }} |
| TreeGen | public class GuardianLions extends CardImpl{  public GuardianLions(UUID ownerId) {  super(ownerId, **17**, "Guardian Lions", Rarity.COMMON, new CardType[] {CardType.CREATURE}, "{4}{W}");  this.expansionSetCode = "ARB";  this.subtype.add("Bird");  this.power = new MageInt(**6**);  this.addAbility(ability1); }  public GuardianLions copy(){  return new GuardianLions(this); }} |
| ADG-Seq2Seq | public class GuardianLions extends CardImpl{  public GuardianLions(UUID ownerId) {  super(ownerId, **17**, "Guardian Lions", Rarity.COMMON, new CardType[] {CardType.CREATURE}, "{3}{B}{R}");  this.expansionSetCode = "ARB";  this.subtype.add("Soldier");  this.power = new MageInt(**1**);  this.toughness = new MageInt(**6**);  this.addAbility(VigilanceAbility. getInstance());}  public GuardianLions(final GuardianLions card) {  super(card);}  public GuardianLions copy(){  return new GuardianLions(this);}} |