

DATA:

GATE

PLAYERS

BUY-PILES (~~X~~, CARD)

TRASH (~~X~~ CARDS)
ARRAY

PLAYER

GATE

SEAT ID

NAME

DECK

HAND

DISCARD

IN-PLAY

ARRAYS
CARDS

CARD

NAME

VALUE

CASH

ACTION?

TREASURE?

VICTORY?

DURATION?

REACTION?

SUBCLASS

VILLAGE, WITCH, ESTATE, GOLD...

Override CARDS.

? else?