											+ ControlBase() + play() + getPlayer()	I.cards.ControlBase											
dominion.control.cards.AdventureControl	dominion.control.cards.BureaucratControl	dominion.control.cards.CellarControl	dominion.control.cards.ChancellorControl	dominion.control.cards.ChapelControl	dominion.control.cards.CouncilRoomControl	dominion.control.cards.FeastControl	dominion.control.cards.FestivalControl	dominion.control.cards.LaboratoryControl	dominion.control.cards.LibraryControl	dominion.control.cards.MarketControl	dominion.control.cards.MilitiaControl	dominion.control.cards.MineControl	dominion.control.cards.MoatControl	dominion.control.cards.MoneylenderControl	dominion.control.cards.RemodelControl	dominion.control.cards.SmithyControl	dominion.control.cards.SpyControl	dominion.control.cards.ThiefControl	dominion.control.cards.ThroneRoomControl	dominion.control.cards.VillageControl	dominion.control.cards.WitchControl	dominion.control.cards.WoodcutterControl	dominion.control.cards.WorkshopControl
						+ MONEY_TO_ADD			+ MAX_CARDS_ON_HAND														
+ AdventureControl()	+ BureaucratControl()	+ CellarControl()	+ ChancellorControl()	+ ChapelControl()	+ CouncilRoomControl()	+ FeastControl()	+ FestivalControl()	+ LaboratoryControl()	+ LibraryControl()	+ MarketControl()	+ MilitiaControl()	+ MineControl()	+ MoatControl()	+ MoneylenderControl()	+ RemodelControl()	+ SmithyControl()	+ SpyControl()	+ ThiefControl()	+ ThroneRoomControl()	+ VillageControl()	+ WitchControl()	+ WoodcutterControl()	+ WorkshopControl()
+ play()	+ play()	+ play()	+ play()	+ play()	+ play()	+ play()	+ play()	+ play()	+ play()	+ play()	+ play()	+ play()	+ play()	+ play()	+ play()	+ play()	+ play()	+ play()	+ play()	+ play()	+ play()	+ play()	+ play()