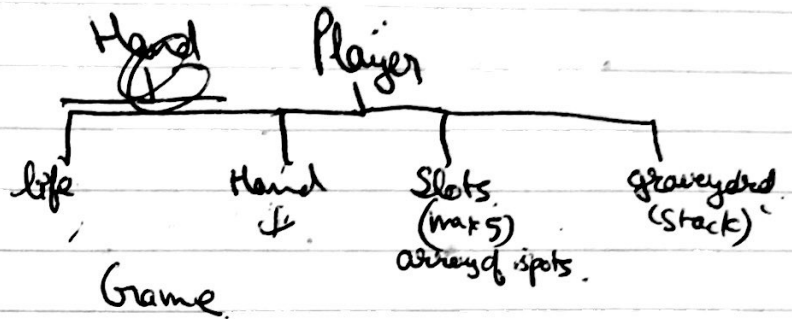
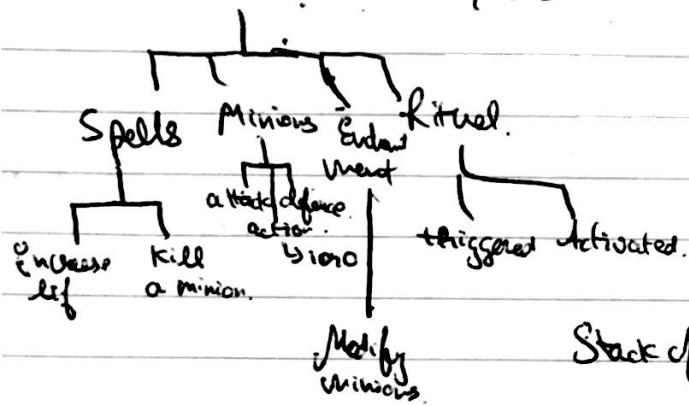


Game \Rightarrow 2 ^{life} ~~minions~~ 5 cards, 3 magic

```
int main () {
    string s;
    vector <Expression*>
```

Minions

Card \Rightarrow Name, Cost



Stack of graveyard.

Activated / Triggered ability ?

Triggers

