Algorithm: Dummy algorithm function GET ACTION(S as state)

 $\begin{array}{l} {\tt Actions} \leftarrow {\tt S.Playable} \cup {\tt Take} \ \, {\tt card} \ \, {\tt from} \ \, {\tt deck} \\ {\tt return} \ \, {\tt Random.GetOne}({\tt Actions}) \end{array}$