
Algorithm: Naive Defensive algorithm

```
function GET ACTION(S as state)
    Functional Cards  $\leftarrow$  S.Playable  $\cap$  Card.Functional
    Normal Cards  $\leftarrow$  S.Playable  $\cap$  (Card  $\setminus$  Card.Functional)
    if Normal Cards is not  $\emptyset$  then
        return Random.GetOne(Normal Cards)
    else if Functional Cards is not  $\emptyset$  then
        return Random.GetOne(Functional Cards)
    else
        return Take card from deck
```
