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## Algorithm: Naive Offensive algorithm

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```
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 Functional Cards is not  $\emptyset$  then
        return Random.GetOne(Functional Cards)
    else if Normal Cards is not  $\emptyset$  then
        return Random.GetOne(Normal Cards)
    else
        return Take card from deck
```

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