Algorithm:Naive Defensive algorithm

```
function GET ACTION(S as state)
    Functional Cards ← S.Playable ∩ S.Functional
    Normal Cards ← S.Playable ∩ (S \ S.Functional)
    if Normal Cards is not ∅ then
        return Random.GetOne(Normal Cards)
    else if Functional Cards is not ∅ then
        return Random.GetOne(Functional Cards)
    else
        return Take card from deck
```