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| Name | Description | Type | Local or Global | Scope | Range |
| aiHand | This is the array that stores what the AI has drawn into its hand. | String | G | Whole Program | 0R.gif – 13R.gif  0G.gif – 13G.gif  0Y.gif – 13Y.gif  0B.gif – 13B.gif |
| turn | Determines whose turn it is. | Integer | G | Whole Program | 0 - 2 |
| cards | An Array that represents the deck of cards. | String | G | Whole Program | 0 - 107 |
| onDeck | The next card available in the deck | Integer | G | Whole Program | 0 - 107 |
| nextCard | Points to the next card to be created when making the deck using a loop. | Integer | G | Whole Program | 0 - 56 |
| imageClicked | The subscript of the clicked image in the images array. | Integer | L | usersChoice() | 0 - 13 |
| clickCounter | Keeps track of how many clicks the user has made in any given turn. | Integer | G | Whole Program | 1-2 |
| start | This keeps track of when the game has started or not. | Integer | G | Whole Program | 0 or 1 |
| keepTrack | This is the array that stores the user’s hand. Don’t ask why I named it this. | Array | G | Whole Program | 0R.gif – 13R.gif  0G.gif – 13G.gif  0Y.gif – 13Y.gif  0B.gif – 13B.gif |
| drawnCard | This keep track of if the player has already drawn a card or not. | Integer | G | Whole Program | 0 or 1 |
| discardCard | This keeps track of what the discard card is. | String | G | Whole Program | 0R.gif – 13R.gif  0G.gif – 13G.gif  0Y.gif – 13Y.gif  0B.gif – 13B.gif |
| discardValue | This is the value of the discard card in the discard pile. | Integer | G | Whole Program | 0 – 13 |
| discardColor | This is the color of the discard card in the discard pile. | String | G | Whole Program | “R”, “B”, “Y” or “G” |
| counter | It is a subscript variable that is used to check the array for playable cards. | integer | G | Whole Program | 0 - 12 |
| aiCheck | This is a subscript variable that is used in the aiHand array to check for blanks. | integer | G | Whole Program | 0 - 11 |
| blank | This is a variable that stores blank.gif | String | G | Whole Program | blank.gif |
| aiDraw | This keeps track of when the Ai has drawn a card or not | Integer | G | Whole Program | 0 or 1 |
| aiEndCounter | This keeps track of how close the Ai is about to win by counting blanks. | Integer | G | Whole Program | 0 - 12 |
| playerEndCounter | This keeps track of how close the player is about to win by counting blanks. | Integer | G | Whole Program | 0 - 12 |
| cardValue | This is the card value that the users or ai selects | Integer | L | game() | 0 - 13 |
| cardColor | This is the card color that the users or ai selects | String | L | game() | “Y”,”G”,”B”,”R” |
| check | Is a counter which is used to navigate the players hand | Integer | L | game() | 0 - 12 |
| checkV2 | Is a counter which is used to navigate through the Ai’s hand | Integer | L | game() | 0 - 12 |