

```
Include
{
}

CardEntities
{
    deck;
}

Globals
{
}

Start
{
    var array;

    array = ["a", "b", "c"];

    <<@"string";
    <<@1;
    <<@false;
    <<@H2;
    <<@$deck;
    <<@array;
    <<@array[0];
}

Play
{
}

WinCondition
{
    return ;
}
```