

```
Include
{
}

CardEntities
{
    deck;
}

Globals
{
    var int;
    var string;
    var card;
    var cardEntity;
    var list;
}

Start
{

    #int = 1;
    #string = "string";
    #card = H2;
    #cardEntity = $deck;
    #list = ["a", "b"];

    <<#int;
    <<#string;
    <<#card;
    <<#cardEntity;
    <<#list[0];

    test();
}

Play
{
}

WinCondition
{
    return ;
}

test()
{
    <<#int;
    <<#string;
    <<#card;
    <<#cardEntity;
    <<#list[0];
}
```