```
Include
{
}

CardEntities
{
        deck;
}

Globals
{
}

Start
{
        var int;
        var string;
        var card;
        var cardEntity;
        var list;

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

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


}

Play
{
}

WinCondition
{
        return ;
}
```