

```
Include
{
}

CardEntities
{
    deck;
}

Globals
{
}

Start
{
    var i;

    i=true;

    if(i)
    {
        <<i;
    }

    if(false)
    {
    }
    else
    {
        <<"else";
    }
}

Play
{
}

WinCondition
{
    return ;
}
```