

```
Include
{
}

CardEntities
{
    deck;
}

Globals
{
}

Start
{
    var list;

    list = [1,2,3];

    <<"^list[0]^list[1]^list[2];
    list = list::4;

    <<"^list[0]^list[1]^list[2]^list[3];
}

Play
{
}

WinCondition
{
    return ;
}
```