```
Include
{
}

CardEntities
{
  deck;
  player1;
  player2;
  player3;
}

Globals
{
}

Start
{
  var stringList;
  var intList;
  var cardList;
  var cardEntityList;
  var boolList;

  stringList = ["a", "b", "c"];
  intList = [1,2,3];
  cardList = [H2, H3, H4];
  cardEntityList = [$deck, $player1, $player2, $player3];
  boolList = [false, true, false];

  <<stringList[0]^stringList[1]^stringList[2];

  <<""^intList[0]^intList[1]^intList[2];

  <<""^cardList[0]^cardList[1]^cardList[2];

  <<""^cardEntityList[0]^cardEntityList[1]^cardEntityList[2];

  <<""^boolList[0]^boolList[1]^boolList[2];
}

Play
{
}

WinCondition
{
  return ;
}
```