```
Include
{
}

CardEntities
{
  deck;
}

Globals
{
}

Start
{
 var a;
 var b;
 var c;

 a = 1;
 b = "hi";

 c = test(a,b);

 <<c;
}

Play
{
}

WinCondition
{
  return ;
}

test(var a, var b)
{
  <<a;
  <<b;

  return 3;
}
```