```
Include
{
}

CardEntities
{
        deck;
}

Globals
{
}

Start
{
        <<""=="";

        <<""=="adsadsa";
        <<"asdsa"=="";

        <<"adsad" == Null;
        <<Null == "adsa";


        <<""!="";

        <<""!="adsadsa";
        <<"asdsa"!="";

        <<"adsad" != Null;
        <<Null != "adsa";



}

Play
{
}

WinCondition
{
        return [];
}
```