

```
Include
{
    "stdlib/stdlib.cgl";
}

CardEntities
{
    deck;
}

Globals
{
}

Start
{
    var i;

    i = 0;
    while (i < |$deck|) {
        << $deck[i];

        i++;
    }
}

Play
{
}

WinCondition
{
    return [];
}
```