

```
Include
{
}

CardEntities
{
    deck;
}

Globals
{
}

Start
{
    var a;
    var b;

    a = $deck[0];
    b = $deck[1];

    <<a == H2;
    <<a != H2;
    <<a == H3;
    <<a != H3;

    <<a == b;
    <<a != b;

    <<a == a;
    <<a != a;

    <<a == Null;
    <<Null == a;
}

Play
{
}

WinCondition
{
    return ;
}
```