

```
Include
{
}

CardEntities
{
    deck;
}

Globals
{
}

Start
{
    <<1>1;
    <<1<1;
    <<1==1;
    <<1<=1;
    <<1>=1;
    <<1!=1;

    <<1>2;
    <<1<2;
    <<1==2;
    <<1<=2;
    <<1>=2;
    <<1!=2;

    <<2>1;
    <<2<1;
    <<2==1;
    <<2<=1;
    <<2>=1;
    <<2!=1;

    <<1==Null;
    <<Null==1;

    <<1 != Null;
    <<Null != 1;

}

Play
{
}

WinCondition
{
    return [];
}
```