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

CardEntities
{
        deck;
        player1;
        player2;
}

Globals
{
}

Start
{
        var i;
        var r;

        // test out variables holding CardEntity reference
        var p2;
        p2 = $player2;

        i = 0;

        while (i < 26) {
                $player1 <- $deck[0];
                p2 <- $deck[0];
                i++;
        }

        // print out each player's cards

        i = 0;
        << "player 1:";
        while (i < |$player1|) {
                << $player1[i];

                i++;
        }

        i = 0;
        << "player 2:";
        while (i < |p2|) {
                << p2[i];

                i++;
        }
}

Play
{
}

WinCondition
{
        if (|$player1| > |$player2|) {
                return [$player1];
        } else {
                if (|$player2| > |$player1|) {
                        return [$player2];
                } else {
                        return [];
                }
        }
}
```