

```
Include
{
}

CardEntities
{
    deck;
}

Globals
{
}

Start
{
    <<~10;
    <<~10;
    <<~10;
    <<~10;
    <<~10;
    <<~10;
    <<~1;
    <<~0;

}

Play
{
}

WinCondition
{
    return ;
}
```