

```
Include
{
}

CardEntities
{
  deck;
}

Globals
{
}

Start
{
  var listLong;
  var listShort;
  var listNull;

  listLong = [1, 2, 3, 4, 5, 6, 7 ,8, 9, 10, 11, 12, 1, 2];
  listShort = [1,2];
  listNull = [];

  <<|listLong|;
  <<|listShort|;
  <<|listNull|;
}

Play
{
}

WinCondition
{
  return ;
}
```