The Netrunner Inspired Roguelike Deck Builder (NIRLDB)

Introduction to the Code

Encounters:

How the Player Rig works

How the Cards work

How the Bus works

How memory works

How the execution stack works

How Play Behaviors Work

How Programs Work

Installing Programs

Executables – How Running Programs work

How Encounters work

How ICE works

How Subroutines Work

Deciphering – How Breaking Executables works

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