NetStorm Demo: Version 10.5

KNOWN BUGS

1. Reliability Ratings do not work. In many cases, the result is reverse, hurting the honest players and helping the quitters.

2. Intermittant Client/Server discrepancies -- Altar Level (may be caused by lag during sacrifice, may be an information problem), and with Bridge Harden vs. Decimation (or other explosive) spells.

3. Occasionally you may encounter problems putting Knowledge into Production (i.e. your Workshops don't work correctly). We have noted this effect as a memory clearing problem.

4. Sometimes a player can leave a game and will return to the Challenge Arena with a new name ("Unnamed") and a new save game ("DemoOnlineGame"). This will have new stats, and his previous save game ("MyOnlineGame") will be unavailable.

5. Games start with 1 priest sacrificed. Should be 0.

6. Information in Player List (opponent's Level and Priest Status) can be wrong when in battle.

7. Servers leaving during a game can cause various problems -- not everyone reconnecting during server switch; if done during a sacrifice the player may not get their technology.

8. Sometimes you cannot construct a building where it looks like you can. (Because your Priest can't walk to a spot to build it.)