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.
- 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.
- 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.)