

## Overview about confirmed bugs Update 13.February 17:15

[Confirmed \[FORUM\] forumboxes over header](#)  
[Confirmed \[4249\] Trader - wrong stored goods after offer accept](#)  
[Confirmed \[4393\] Spending diamonds](#)  
[Confirmed \[4390\] Quest - Troop Parade](#)  
[Confirmed Double supplies](#)  
[Confirmed Coins are credited to Abort](#)  
[Confirmed Data refreshment in description windows](#)  
[Confirmed \[4400\] Graphical issue in the Barracks Army Camp menu](#)  
[Confirmed You achived new age popup loop](#)  
[Confirmed Coin icon over Main Hall only appears after opening notification window](#)  
[Confirmed Mission Hellrooon!](#)  
[Confirmed Units don't always finish their turn on their own](#)  
[Confirmed \[front end\] text to long in quest](#)  
[Confirmed \[4255\] Hidden Dancer? :\)](#)  
[Confirmed \[4246\] Invisible Axe Ba\(r\)barians](#)  
[Confirmed \[FORUM\]Mark Forums Read window is a bit funny-looking](#)  
[Confirmed Ratio issue on market](#)  
[Confirmed \[4255\] Object blocking on battleground](#)  
[Confirmed in-game support message](#)  
[Confirmed \[4227\] Quest "Upgrade 2 buildings" - exploit](#)  
[Confirmed \[4402\] Research screen vertical slider half hidden](#)  
[Confirmed \[4403\] Collecting supplies at once doesnt work when starting with main hall](#)  
[Confirmed \[4223\] Problem with "Solve Encounters for Knowledge" quest](#)

Miscellaneous bugs or something else

[New issue Working Population is greater than total](#)  
[New issue Session Time Out doesn't work](#)  
[Investigating Bad indication when a cultural building end to be polished](#)  
[Confirmed \[FORUM\] forumboxes over header](#)  
[Not a Bug Misleading text](#)  
[Cannot reproduce Not seeing "Battle Results" in autobattle mode](#)  
[Duplicate Beating the "3 Warrior Masks" quest](#)  
[Investigating Browser testing \(Longtime trial\)](#)  
[New issue Wrong "total time" on barracks training](#)

[New issue Accept one trade offer : wholesaler](#)

[New issue negative timer in barracks](#)

[Investigating The messaging system](#)

[Confirmed Wrong race quest](#)

[New issue Lost culture](#)

[Investigating Space for Barracks Update](#)

[Investigating Upgraded residences don't produce coins while visiting the world map](#)

[New issue Requered Culture inconsistent](#)

[Investigating Battle froze out, nothing happened, only refreshing helped](#)

[Investigating Attacking too quickly causes turns to be skipped](#)

[Investigating 'Helping Hands' do not disappear](#)

[Investigating Battle Results Bug](#)

[Investigating Cannot move world map](#)

[Investigating Floating bubbles sometimes write red numbers for a moment](#)

[Investigating Enemy path bug ?](#)

[Investigating Main quest: The celebretions](#)

[New issue Research map expansion](#)

[Investigating Can't open World Map](#)

[Investigating Troops training without payment](#)

[New issue Combat - Skip turn at wrong place](#)

[Investigating memory leak by town visiting](#)

[New issue Quest "gain xy supplies"](#)

[Investigating Black Screen](#)

[New issue Have started 5 builds with only 4 builders](#)

[Investigating Improper dmg calculation](#)

[Investigating AI in combat, path finding / obstacle bug](#)

[New issue Paladin icon is cut in the Barracks](#)

[New issue The production increase by collecting relics...](#)

[Investigating After entering the World, map freezes.](#)

[Incomplete Mirrored screen](#)

[New issue Error with trades becoming impossible while in trade window](#)

[Investigating Special attack/defence abilities while striking back](#)

[Investigating Enemy in stalemate](#)

[New issue Unit order in battle mixed up](#)

[Investigating \[WIKI\] Wrong Screenshots](#)

[Investigating \[FORUM\] Polls are not working](#)