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| Bug | Description | Priority | Previous Steps |
| 1 | SPgen, VPgen abnormal deduction after building death | Medium | Building summon |
| 2 | Monster 206 skip preturn and after turn checks | High | A summoning circle summons 2 or more 206 |

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| Fixation | Location | Description |
| 1  Bug 2 fixed | Match.java  summon()  Card.java  summonCheck() | An assignment uses object directly. Altered to constructing a new object to prevent side effect. |
| 2  Bug 1 fixed | Match.java  processDestroiedCard()  Card.java  isActive() | SPgen and VPgen deduction is only commenced when a building finished construction. |