

1. When a player tries to mind-control a mercenary or assassin that is already being mind-controlled, the round of mind-control of them will be refreshed.
2. When trying to open a door with both a key and a sunstone in the player's inventory, use sunstone first.
3. The behavior when the movement factor of a swamp tile is 0 is that the moving entity can still move.
4. The behavior of a sceptre after use is that it will be retained.
5. Enemies won't be created on swamp tiles, except zombies.
6. The behavior of swamp tiles on allies is that allies will also get stuck on swamp tiles.
7. Swamp will not affect boulder.
8. The movement factor of a swamp tile will always be an integer
9. You can build more than one scepter and midnight Armour
10. You can assume that each square will have a max of 1 swamp tile
11. A related key will not be consumed if a player moves through an opened switch door
12. In time travel, whether the enemies track the old player.
13. the old player will battle enemies.
14. the player can stand on light bulbs and wires.
15. Player cannot time travel within time travelling is undefined.
16. enemies cannot interact with light bulbs/wires
17. The older player can interact with enemies during time travel
18. Player can build entities during time travel
19. When the older player has weaponry, only weapons related to attack power will increase.
20. Multiple logical entities cannot on the same square is undefined
21. The effects of potions on enemies during time travel are related to elder players.
22. The time turner cannot be consumed when used.
23. The behaviour when the player and older player are both invincible and battle, only new player potions will work.
24. The behaviour when 2 games of the same name are saved, the second game will overwrite the first game.
25. Whether a switch without a logic field will activate wires is undefined.
26. Whether past battles are included in the dungeon response after time travel.
27. Zombies can walk through unlocked doors
28. The effect of invincible potion on Hydra same as zombies.
29. Zombie spawners can be destroyed by weapons
30. Hydra cannot push boulders
31. When the invisible player is outside of recon radius, the movement of an Assassin same as zombies.
32. When the player is invincible, the movement of the assassin same as the mercenary.
33. The effect of bribing/mind control should be like the ally when a potion is in effect.