Game 3	- The Delete All Data button does not function. - The player can select a windowed resolution larger than the maximum output of their monitor.
Game 4	- There is no limit to enlarging certain menu windows - "New Game" and "Developer's Comments" open the same window instance - Invalid options appear when clicking on the top-left corner of the initial or pause menu pop-up. - Only the "Bonus Map" and "Load Game" windows can be closed by pressing Esc. - When playing in windowed mode, it is possible to block player interactions with the menu by enlarging the "Achievements" pop-up. - Pressing "Load Game" and the "Esc" key in a short interval of time causes the game to exit - It is possible to force a return to the menu by pressing the "Esc" key on the loading screen generated by the "Load Game" option.
Game 5	- The "Disabled Controls" option only disables analog controls, and it is only effective outside the initial or pause menu. - The "Look Up" and "Look Down" shortcuts do not function. - When attempting to create a "Test Chamber," the game crashed - Clicking outside the HUD in the menu causes the options to be blocked until clicking on "Back"