The negative 10 bug. Check algorithm for allowable units. Make sure it doesn’t end the turn unless the trip is valid, and it cannot make a trip of 0 or less units.

Flashing font on 69 turn.

Triple check algorithm. Have algorithm take in to account loss of troops from battles

Or, take out algorithm. Always send half of current tower, excess units die when they get there.

Talk to greg.

GAME TAKES WAY TOO LONG, maybe decrease total units, only generate 2 units, so on.

Undo feature.