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Subject: Re: Bug?

Posted by [danpaul88](#) on Mon, 10 Jun 2013 22:04:07 GMT

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It's a known issue, we don't know what causes it, but basically one value gets set to NaN and everything that interacts with it will also get set to NaN since it can't perform maths on NaN, thus shooting a player with a 0 score will spread the 0 score bug to you too very often. It'll spread from player to player until the game ends or everyone has 0 score.

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