

Update 3/14/2008

Written by Odinn
Friday, 14 March 2008 19:42 -

Update 3/14/2008:

- Fix to rolling gold when buying or selling enough items to exceed 2.1 billion gold. This bug was mostly limited to mobs per the Nodeka code. Special thanks to Werewolf, Meier and Noah for their help.
- Prior to this reboot, we experienced our longest ever consecutive uptime of 33 days. Whoohooo!