

## Secrets of Toanium - Bug #112

### Boosters Non-functional

05/05/2021 05:24 PM - Joanna Winter

<b>Status:</b>	Closed	<b>Start date:</b>	05/05/2021
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Jay Gischer	<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>		<b>Spent time:</b>	0.00 hour
<b>Description</b>			
When playing cards in the instance player, playing cards to boost your numbers has no discernible effect. The log still shows unmodified numbers.			

#### History

**#1 - 06/08/2021 02:47 PM - Jay Gischer**

- Status changed from New to Resolved

This implemented now. Boosts are added when the Resolve phase begins and removed at the beginning of the next round.

**#2 - 06/08/2021 05:05 PM - Jay Gischer**

- Status changed from Resolved to Closed

Pushed in 0.14.0