

## Secrets of Toanium - Bug #427

### Action buttons vanish and movement becomes impossible during instance, halting play

05/05/2026 11:44 PM - Frank Fernandez

<b>Status:</b>	New	<b>Start date:</b>	05/05/2026
<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>			
While running a test instance on the prod site, the action buttons for a particular combatant will disappear while the UI prompts the current player to resolve a move. However, a move also cannot be resolved as no square nearby is valid.			