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Fixed Update 1.3.2 fixed an issue where the game incorrectly assumed that a server had only one player on it when the server had multiple players connected. This update also added the message that came in v. 1.3.1 to clarify that the game was reopening. Update 1.3.1 fixed an issue where the game would skip trying to resolve the web host during a game restart if a game restart was started while the game was already open. Update 1.3.1 fixed an issue where the web host would sometimes throw up a security warning if it could not connect to the server's web host. This issue is now fixed. Update 1.3.1 fixed an issue where the game would stop responding when a player from the old game would try to join the new game after upgrading. This was an issue with UAF/hosting new players. Update 1.3.1 fixed an issue where the game would sometimes crash if a player was in the lobby waiting for their match to start and another player would try to join the game while it was still waiting. Update 1.3.1 fixed an issue where the game would stop responding and the browser would hang when an old player would try to start a new game after upgrading to version 1.3.0 of the game. Update 1.3.1 fixed an issue where the game could not resolve a web host while trying to join a game. Update 1.3.1 fixed an issue where the game would crash if the admins had changed the IPv4 and IPv6 settings in the admin panel during the last game. Update 1.3.1 fixed an issue where the game would think that the web host and web host port had changed after the last game. This caused the game to restart several times when the admin changed the web host or port settings. Update 1.3.1 fixed an issue where the game would crash if the admins restarted the web host. This would happen if the web host was restarted from the admin panel. Update 1.3.1 fixed an issue where the game would crash and start responding with an empty, black screen. This was caused by web hosts that required the web host admin to have admin access on the server. Update 1.3.1 fixed an issue where the game could crash if the admins added a new host in the new game when the game was f3e1b3768c