

## YESTERHAVEN BUG FIXES & REVISIONS BETA32s

- Created by A.T.Kniley with help from Xaa & game editing net (just plus version?)
- Snow Queen too hard now (especially life embrace) \*fixed
- Snow Queen not cycling attack spells \*revised
- Big Gargoyle very hard \*revised
- Snow Queen not using teleport spell \*revised
- Maybe change order of appearance, ranger first, nature second & melee last  
\*implemented
- Undertaker's assistant ghost is scarecrow after reload \*fixed
- Portal\_07a not named and gives an anonymous teleport activated message. Halls of the Dead at LL\_06 0xf1cdd3b2 \*fixed
- Summon creatures have no summoned in their name, they also appear too early \*removed
- Illusionary door at halls of winter (needs blocking object assist) \*fixed
- Fire King holds hammer wrongly \*fixed
- Fire King Hammer didn't drop \*fixed
- Unbreakable crates at LL\_05 0x274a07fa \*fixed
- Light/Dark line at SQ\_02 0x2fa4c78d between regions \*fixed
- Fire krugs can sometimes win fight against snow krugs \*revised
- Add extra to the end? \*nil added
- Locked gate opposite hero could be made to open after game finish to show hero going back home and a "THE END" could come up \*revised
- Can't visit undertaker in Act III due to a misplaced blocking object \*fixed
- Gate on Fire Canyon side of Town starts off open \*test
- Dante signs off both quests without Chalice having to be collected. \*fixed
- Radar connections between underforge steepes and mountain is broken. \*fixed
- Obelisk at Fire Town shows convo symbol when pointed at \*revised
- Sparkling book in Gwendolyn's house in Fire Town \*fixed
- Teleport near Dante on the Mountain needs to be renamed \*revised
- Dante's mountain icon question mark should be orange not yellow \*fixed
- Banter on last bridge before citadel says "Yes your right" instead of "Yes you're right".  
\*fixed
- Ice Phrak Terror is in map twice, maybe one should be melee? \*revised
- Boss Guardian's portrait needs to be resized in bestiary \*revised
- Errors in SnowQueen, Lich King & Fire King's bestiary. Include /n/n instead of \n\n .  
\*fixed