

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

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- back door route from snow town to haunted town is left open and once taken there's no way back/gate at back of cemetery is closed but not blocking *fixed
- north gate doesn't block when closed in Act 1 or Act III/something tries to block movement but isn't wide enough *fixed
- Elevator from Snow Queen to Haunted town got stuck *special
- Fiantha & Tadj are holding wrong equipment for their new primary skills *revised
- Fiantha & Tadj's hiring convos also need to match/as well as hero's responses *revised
- Level 45 hero picked up level 39 unique item *revised
- Shalindra's hiring convo is fine except for hero asking about skills *revised
- Major giving Act III quest – confront the Fire King has colour codes mixed up when saying Yesterhaven against the armies of c:0xff00ff00 Underforge. *fixed
- Undead curse a bit too strong *revised

- Exceedingly tall trees in first snow regions causing shadows

*revised