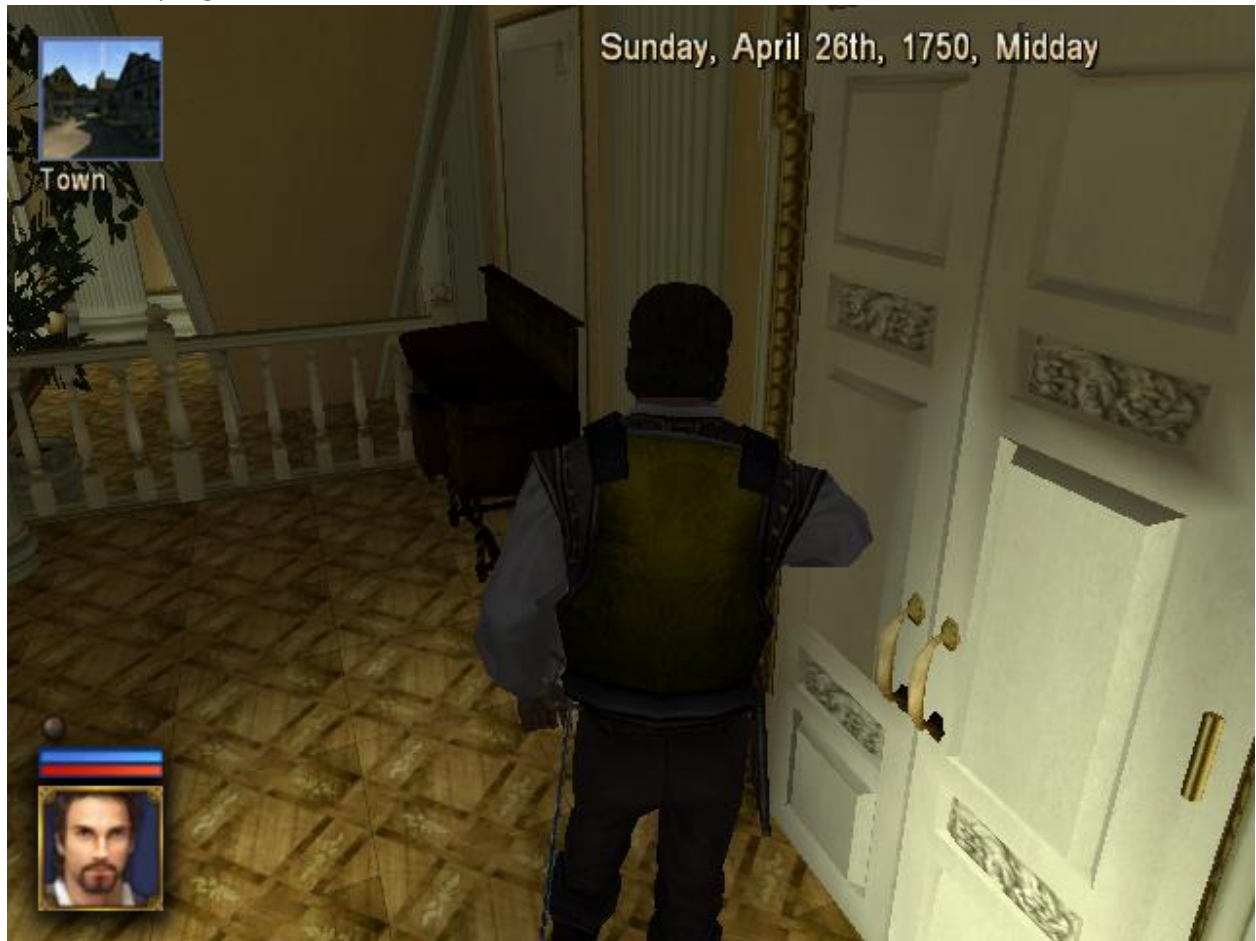


List of bugs and stuff I noticed in newest version

Spleightown custom town area has the merchant tents and goods which aren't connected to the ground properly and are walkthroughable

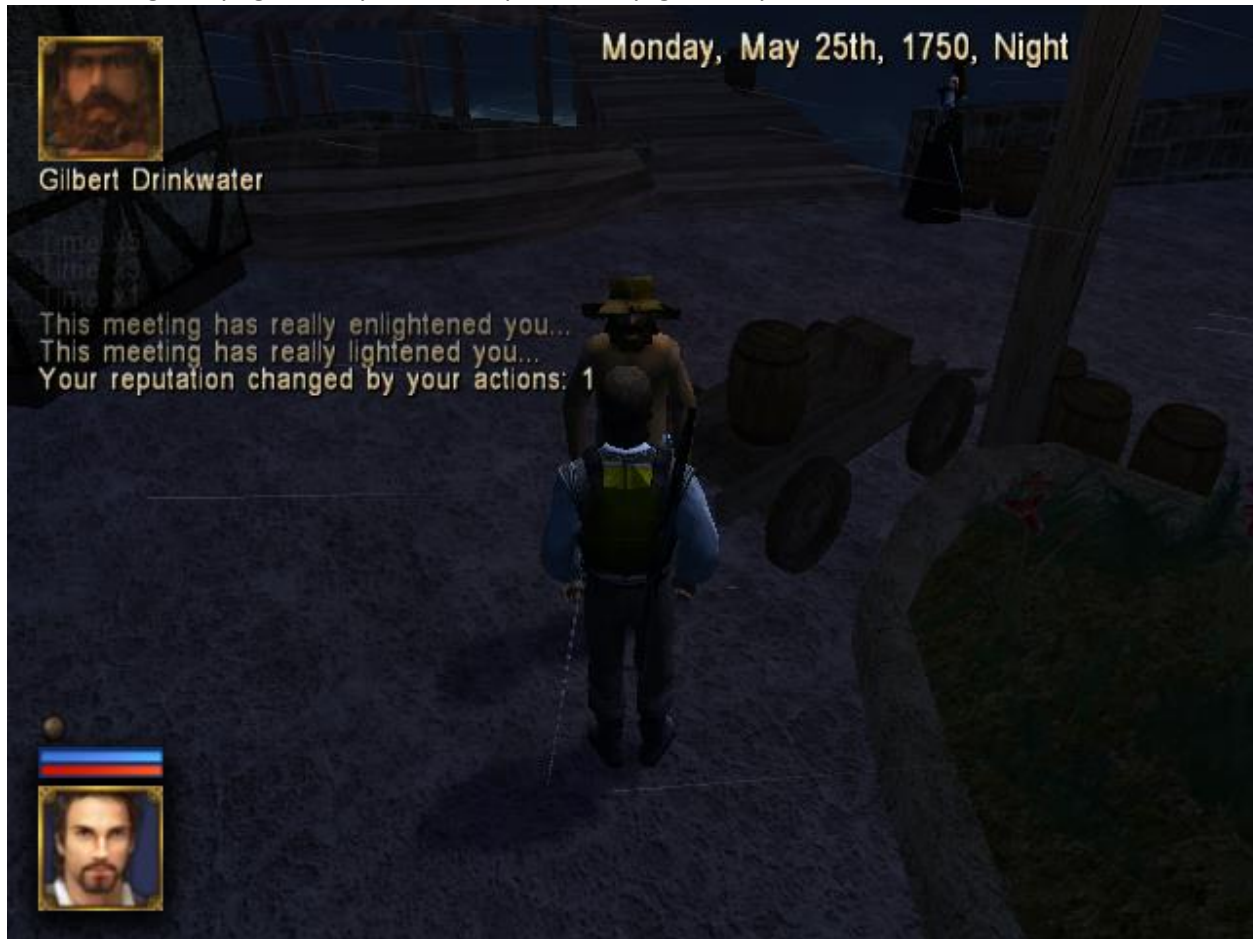


Mansion in spleightown has the front door enter into the side door of the mansion



Unsolicited talking from NPCs both soldiers and citizens

This meeting really lightened you??? Compile is reallylightenedyou



Game crashes and gives a c++ runtime error after killing all the monk skeletons and talking to the end spirit in the bridgetown old church. Comp gamecrashedafterbeatingbridgetownmaleychurch

Same thing in Bridgeton, merchant tents and items are off the ground.



Game crashed when reloading save after getting my ship destroyed and escaping in the dinghy. Comp is gamecrashedwhenloadingsave and save is --Player-- Martinique. Saint Pierre townhall June 5th, 1750

Typo for saint pierre governor dialogue also name goes off text box. Also response text is weird? Save is --Player-- Martinique. Saint Pierre townhall June 7th, 1750 and comp typoforsaintgov



Jamaica trader doesn't have paprika as a trade option, and neither do the smugglers recognize that I have goods to sell either. Acts like it doesn't exist. Save included. --Player-- Jamaica. Port Royale store September 1st, 1750

Managed to escape into the tavern and save without giving up the chest to Pintel and the other one, and after talking to the tavern owner, the game character froze up in place. Have a save and a compile. --Player-- Jamaica. Port Royale tavern August 17th, 1750 and compile is frozenaftergoingintotavernwithchest

La Grenade smugglers only drop 1 coin of gold each whenever they die. Save --Player-- La Grenade. Smugglers Lair October 5th, 1750

Charlestown NPCs don't add the shipyard to your fast travel hotbar after asking them where it is. Save --Player-- Nevis. Charlestown Port. November 19th, 1750

Nevis raid on the pirate settlement has one of the players men spawn in next to a house and is stuck there and doesn't move. Save to see this included. --Player-- Open Sea November 23rd, 1750



Nevis pirate landing raid has a glitch on the second area where the player spawns in the same spot as one of his crew members causing them to be stuck. Comp is `bonairepiratefight`



Bridgetown port glitch saying there's something going to happen and doesn't let the player fast travel. Comp is `Bridgetownportglitch` and save is `==Player== Barbados`. Bridgetown port February 25th, 1751

Bridgetown glitch during the old man being tied to a stake where npcs were spawned in the same spot. Save `==Player== Barbados`. Bridgetown February 25th, 1751 and comp `npcsspawnedinsamespot`

Game crashed when going to gun deck of ship battle. comp `gamecrashedwhengoingintonextshipgundeckbattle`

Found random character in Bridgetown house that doesn't have the usual house NPC dialogue, instead has the gold falling out of his pocket dialogue. Don't know if this is intentional or not. Save `==Player== Barbados`. Bridgetown July 2nd, 1751 and comp `foundhousenpcwhodoesn'thavehousenpcdialogue`

Game crashed from fighting dead monks in the crypt. Comp is `gamecrashedfromfightingdeadmonks`

Particle effect from monks dying can be seen through walls and enough particle effects at once can crash your game.



Crypt has a monk spawn outside a gate to spleghtown dungeon. Save --Player-- Barbados. Abbey of the Maltese order July 2nd, 1751

Need clearer help for telescope quest. I expected the tavern keeper to give info, and when the townspeople didn't give good info either I just resorted to looking up where to find it.

Random NPC inside mine commanders home claiming it's his house. Save --Player-- Mines_commander_house August 14th, 1751

Slave you can hire from mine starts fighting guards right after you hire him. Comp slaverrecruitedstartsfightingguards and save --Player-- Barbados. Barbados mine August 14th, 1751 1

Game crashed randomly when going into ship battle. Comp gamerandomlycrashedwhenenteringshipbattle

Brighttown guards during idol grab all just have one gold piece each. Save file --Player-- Barbados. Bridgetown November 22nd, 1751

Brighttown fort is invincible if you choose to meet up at the ship and don't go directly to fight it. Save file --Player-- Barbados. Barbados lighthouse. January 21st, 1752 and comp brighttownfortinvincible

Bug that you have to use the tavern room option in order for danielle to appear to continue the quest and fight the English fleet coming to Brighttown.

Bug that Danielles fort will fire upon you if you have a english flag up during the fight. Comp Daniellefortmishap

Bug that if you have the English flag raised on your ship, and interact with your town soldiers in th tavern during the time you and danielle hold the town, the town soldiers will call you a British spy and spawn in a bunch of soldiers, but don't attack you. Save --Player-- Barbados. Bridgetown tavern February 3rd, 1752 and the comp townsoldierscallyouspy

Considering how all of the bugs are still there even in this newest version, I'm pretty positive the bug where if you spare a ship captain it bugs the game out during the english fleet fight is also still there as well.

Can't enter Cozumel until you've destroyed all ships, don't know if this is intended or not

Bug that is probably due to the "wake up in a tavern after you were beaten" thing in Cozumel temple. Comp is cozumeltemple



Bug with a save right before heading back onto the ship to fight the pearl which ends up leaving a permanent chat screen whenever in first person. Comp is screenbug and save is --Player-- Cozumel.

Cozumel shore April 13th, 1752 1





Showing up even on overworld and crashed upon talking to shipmaster. Comp
thingonscreenstilleveninoverworldandcrashedtalkingtoshipmaster