
Subject: Re: Core Patch makes Singleplayer harder
Posted by [Areilius](#) on Mon, 30 Jan 2006 10:41:29 GMT
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Loading from the beginning of a level (loading one of those saves with the stars next to it) doesn't count as a load. So you can have breaks, it just means you have to start the mission with nothing but your pistol. It only counts as a "load" if you load a game that you saved mid-game like a quicksave.

Unless you want to spend the day winning the game without breaks...
