Subject: Singleplayer is Hard
Posted by **terminator 101** on Sat, 28 Jan 2006 23:29:26 GMT
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I have the CP installed, and I just played Singleplayer on hardest difficulty. However, I am having problems beating third mission (the one where your cargo plane crashed). I remember playing this game some time ago without CP, and it was pretty much walk in the park on hardest difficulty, but after I installed CP, the enemies seem to do lot(!) more damage and are much more accurate than before, and can kill you just in few shots. I am unable to beat the mission without saving, and I don't want to save because I want to get 5 stars.

Is this because of the Core Patches? If it is, good, at least the Singleplayer got more fun.

Subject: Re: Core Patch makes Singleplayer harder
Posted by **bisen11** on Sun, 29 Jan 2006 00:37:11 GMT
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Maybe, I don't know. Personally I like giving havoc a beacon that drops gdi troops then I can have a massive army and defeat the enemy. lol

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Subject: Re: Core Patch makes Singleplayer harder
Posted by **SCOTT9** on Sun, 29 Jan 2006 00:44:46 GMT
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how many cps are there i have cp1 yes i sound like im from the stone age!!

Subject: Re: Core Patch makes Singleplayer harder
Posted by **terminator 101** on Sun, 29 Jan 2006 01:59:16 GMT
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Hmm, the Ignore button works wonders. Maybe I should use it more often. Great against Idiotic spammers.

Back on topic. I really would like to know if this happened to anyone else, or if it is just me.

Subject: Re: Core Patch makes Singleplayer harder
Posted by **Canadacdn** on Sun, 29 Jan 2006 02:14:21 GMT
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I played through all of the hard missions today, and actually found it easier than before.

Subject: Re: Core Patch makes Singleplayer harder
Posted by Blazer on Sun, 29 Jan 2006 05:04:09 GMT
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Neither CP1 nor CP2 contain anything that affects the difficulty or stats of SP enemies.

Subject: Re: Core Patch makes Singleplayer harder
Posted by terminator 101 on Sun, 29 Jan 2006 05:20:42 GMT
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Really? Then it is just me. I remember that I had problems with third mission before, and I did beat it(somehow). But for some reason, I can't beat it now.
It is near the beginning of the mission where you go past the crashed plane, and then enter a bay with shallow water and some ruins.
In this part, you have to kill about 3 or more officers as soon as you can, otherwise soldiers will be dropped by parachutes about 5 seconds after you kill them.
I think this is one of the hardest parts in the game.

Subject: Re: Core Patch makes Singleplayer harder
Posted by Demolition man on Sun, 29 Jan 2006 11:34:19 GMT
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you just suck

Subject: Re: Core Patch makes Singleplayer harder
Posted by Kanezor on Sun, 29 Jan 2006 15:42:29 GMT
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Terminator 101 wrote on Sat, 28 January 2006 17:29I don't want to save because I want to get 5 stars.
I might be wrong, but don't your stars go down when you LOAD a saved game rather than save the game?

Subject: Re: Core Patch makes Singleplayer harder
Posted by JeepRubi on Sun, 29 Jan 2006 16:03:48 GMT
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Yea its when you load a game that they go down not when you save.

Subject: Re: Core Patch makes Singleplayer harder
Posted by terminator 101 on Sun, 29 Jan 2006 17:20:03 GMT
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Yes, unfortunately when you load a saved game, you no longer get 5 stars... Not even if you do it only once... So this means that you have to beat the whole game in one day without break to get 5 stars... So far I have not found a way around this, and I don't think there is one.

Subject: Re: Core Patch makes Singleplayer harder
Posted by Goztow on Sun, 29 Jan 2006 22:24:49 GMT
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Not necessarely in one day, u can also leave it running on pause .

Subject: Re: Core Patch makes Singleplayer harder
Posted by sterps on Sun, 29 Jan 2006 22:39:37 GMT
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if you are aiming to get 5 stars on every mission you are in for a long ride. THe last level will frustrate you the most. Remember you need to do it without loading, so that means no dying, you gotta do it in under 30mins, or 18mins, cant remember.
anyway have fun.

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 begginning 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...

Subject: Re: Core Patch makes Singleplayer harder
Posted by Canadacdn on Mon, 30 Jan 2006 18:02:57 GMT
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Those rocket soldier officers are such a pain in hard mode.

Subject: Re: Singleplayer is Hard
Posted by bisen11 on Tue, 31 Jan 2006 02:08:31 GMT
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I only really had trouble with the last two mission in Commando. Kept running out of ammo in the 2nd last and in the last there are so many stealth near the end.

Subject: Re: Singleplayer is Hard
Posted by Kamuix on Tue, 31 Jan 2006 03:23:28 GMT
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Its fun to use cheats you made in LE to win at singleplayer. Set your speed at 25 and your jump velocity at 25 .

Subject: Re: Core Patch makes Singleplayer harder
Posted by Axel_Snog on Tue, 31 Jan 2006 03:32:27 GMT
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Terminator 101 wrote on Sun, 29 January 2006 11:20Yes, unfortunately when you load a saved game, you no longer get 5 stars... Not even if you do it only once... So this means that you have to beat the whole game in one day without break to get 5 stars... So far I have not found a way around this, and I don't think there is one.

You know, I'm actually endeavouring to do the same thing at the moment, I've just passed the Nod chateau mission. I've actually been at it for a few weeks, and it is possible to load games and still get five stars. You only lose the 5 stars if you load a game during the mission, or if you load an autosave. So what I usually do, is I do a quicksave just before I finish every mission, so if I die in the next one, I just just reload from the last one, finish that mission, and start the next one, still with the chance of getting the 5 stars.

Hope that makes sense...

Subject: Re: Singleplayer is Hard
Posted by terminator 101 on Tue, 31 Jan 2006 04:10:03 GMT
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Yes, but then you won't get 5 stars for the previous mission

Subject: Re: Singleplayer is Hard
Posted by bisen11 on Tue, 31 Jan 2006 04:12:38 GMT
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Buckery wrote on Mon, 30 January 2006 22:23Its fun to use cheats you made in LE to win at singleplayer. Set your speed at 25 and your jump velocity at 25 .

Indeed. What are you people talking about... Just call in a few reinforcements and its easy as cake...

EDIT: Notice the radar as well lol.

Subject: Re: Singleplayer is Hard
Posted by Axel_Snog on Tue, 31 Jan 2006 08:10:04 GMT
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Terminator 101 wrote on Mon, 30 January 2006 23:10Yes, but then you won't get 5 stars for the previous mission

You don't lose the 5 stars from the previous mission just because you saved. I'm not saving save and quit. Keep going. The quicksave's just a backup in case you die in the next one.