*Wing it!* User Manual – Saving and Loading

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**Saving**

Your game saves automatically upon touching checkpoints throughout the world. Text will appear above the checkpoint pole stating, “Data Saved!” to indicate that your game has been saved. The game will save your current location, current health, and current amount of currency the player has.

**Loading**

Loading can be done from the title screen. Upon losing the game, the player will have the option to go back to the title screen to load. When loading, all previously saved data (current health, location, and money) will be restored to the level. Everything else in the level will be reset however (enemies will respawn, walls locking players into rooms will be reopened so they can get back in, etc.).