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Subject: Re: Obelisk Problem

Posted by [CrazyBastard](#) on Thu, 03 Nov 2005 07:09:36 GMT

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I have done that, by checking the instances tab, and there is only one obelisk controller. I deleted it, saved the level, quit level edit, restarted it and placed one controller at titan's advice. This made the obelisk show as destroyed when you press K but still the game does not end when all Nod buildings are destroyed...

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