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Subject: Re: End Game Beacon

Posted by [EvilWhiteDragon](#) on Tue, 02 Jan 2007 12:38:39 GMT

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Alex wrote on Tue, 02 January 2007 05:59hmm, Like I said, just add a building controler if it still fails, then idk what! lol

Couldnt you leave on building destruction, but make it so that there iether arent any buildingcontrolers, or that are somewhere where they cant be damaged?

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