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Subject: Kill all buildings on object death?

Posted by [BlazeDragoon](#) on Fri, 20 Jul 2007 17:53:09 GMT

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I'm basically trying to set up something so when a certain object dies the team who killed the object will win the game. The way I kind of see to set this up would be to kill all the buildings with a script when it's killed. I see a few possible ways to set this up and I was going to try it but I figured I'd see others opinions on the simplest way to do this. Any suggestions ?

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