

---

Subject: Re: Script Request

Posted by [Mad Ivan](#) on Sat, 02 Feb 2008 11:44:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

reborn wrote on Sat, 02 February 2008 11:56 There are many ways to win a normal game that cannot be predicted...

For instance, if someone destroys the last building controller the game ends immediately.

Unless the only way to win your map is by the time ending I don't really see how it would be possible.

The current design is time ending-based only.

---