
Subject: How to end game after killing 1 structure
Posted by [Titan1x77](#) on Sun, 31 Aug 2003 08:55:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

Is there a way to end the game with just the silo(or any other building)destroyed and all the others still intact?

This will be useful for the silo destruction mode on recon warz mod.

Just thought of something...i can send a custom destroy to the other structures...once the silo is down...This will work right?

I'll try that...i know havoc posted a send custom destroy instructions somewhere on the board.
