
Subject: C&C_Marsh_BETA2

Posted by [Slash0x](#) on Sat, 19 Feb 2005 03:12:42 GMT

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Alkalinestrange bug...

when gdi kills all of nods buildings, the game does not over... gdi has to kill all the buildings and then ion the ped to win.

*yes, the silo and the repair pad were also destroyed)

Right after this, did you test the other way around? Perhaps your setting isn't right...
