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Subject: Re: Official SBot Thread

Posted by [jnz](#) on Mon, 12 Mar 2007 15:57:51 GMT

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win destroys all the buildings in the game, so it triggers #3. fogive me for correcting you, 0 == Nod. 2 == Mutant team(This team was here for a purpose. if you look at one of the missions the mutents turn on you and the nod AI).

the format for gameover will be as follows:

The Game was won by <insert reason here EG: base destruction>.

<insert the same info that !gi does>

The most valuable player was: <insert a player> with <insert points>

This should be enough info i would say

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