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Subject: To WW.. easy improvement that would look purdy  
Posted by [Anonymous](#) on Wed, 17 Apr 2002 23:09:00 GMT  
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quote:Originally posted by

SADMAN:quote:-----Originally posted by  
Corsair\_734:The only problem with that is in some games, you need to plant a beacon on the  
pedestal to win. And if the Com Center/Temple of Nod was killed, that team couldn't  
win.-----You can swith on/off the part  
where we can win with beacons on pedestal while creating the server. but to win a game,  
Destroying the base is a MUST. So there are no servers in which the game can only be won using  
a beacon. but even in the future, if such servers do come out, then we can make the comm centre  
and temple of nod undestructible or we can make it such that if the team destroys the opponent's  
temple or comm centre, the team will winThere are servers out there, that won't give you a win  
when the enemy base is destroyed.Just look at all the options in the FDS, you'll see.

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