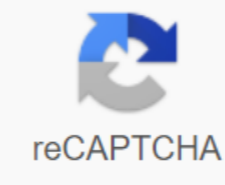




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## Lua script roblox jailbreak

Added A small section for credits (not done) Created by RegularVynixu#8039, Syko#9709 Enjoy. JOIN THEIR DISAGREEMENT TO GET THE WHITELIST KEY (FREE TO USE) Features: AUTO ROB (SOON) RAINBOW CAR SERVER PAGE SELF-DRIVING CAR TONS OF ... #1 Posted 08 June 2019 - 3:06 AM The first script was found on a third-party website, which is not against the zeroed rules! DM me if you want removal of any content! The script below is a Click Destroy Script, that when you hold down the Control (Ctrl) key and left click (mousedown1) on an item/object to delete it. --Click2 Destroy hold down ctrl key and left click! local Plr = Games.GetService(Players).LocalPlayer local Mouse = Plr.GetMouse() Mouse.Button1Down:connect() if not game.GetService(UserInputService):IsKeyDown(Enum.KeyCode.LeftControl) and then go back if not Mouse.Target then return end Mouse.Target:Destroy() end Working GUI (loadstring &source) This is a GUI called Astrava that is written in Lua that has to bypass functions for JB. loadstring(game:GetObjects(rbxassetid://1468845733)[1].Source)() A final script is the Infinite Yield FE version that has such complications in it that it is not updated for JB. loadstring(game:HttpGet(" ")).true)() Edited by KornDawg, 08 Jun 2019 - 3:07 AM. #2 Posted 08 June 2019 - 09:55 OK, but I have a tp bypass local mess, uptoorso, humanoid local v30 = Vector3.new() local RNG = Random.new() local HOLD\_E = false local abort = false local stepconn local green.red=Color3.fromRGB(0,230,0).Color3.fromRGB(230,0,0) local safeMove = 10 --distance allowed by anti exploit local oldg = workspace.Gravity player = game.GetService(Players).LocalPlayer local Stepped = game.GetService(RunService).Stepped local lastRootCf local function onRootChanged() if (root.CFrame.p-Vector3.new(-38.7,19.5,1094.2)).magnitude <= 1 then root.CFrame = lastRootCf end local function newchar(characters) if characters then root = character:WaitForChild(HumanoidRootPart) root:GetPropertyChangedSignal(CFrame):Connect(function() lastRootCf = root.CFrame end) local function perfectTP (cf) local oldg = workspace.Gravity work area. Gravity = 0 local door = working area. Apartments.Skyscraper6.ExitDoor.Touch local oldcf = door.CFrame local elapsed = 0 while (root.Position-cf.p).magnitude >= 14 and <= 9 make the door. CFrame = root.CFrame gone /elapsed+wait() door.CFrame = oldcf root.CFrame = cf root.Speed, mess.overflow=overflow+hold(0.5) exit workspace. Gravity = oldg end After u put dat you have to do this perfectTP (CFrame.new(---wires (---wires Wires that you can get from dat gui Astrava Edited by xjoaswid, 08 June 2019 - 10:02 AM. #3 Posted 08 June 2019 - 08:05 PM ok, but I have a tp bypass local mess, uptoorso, humanoid local v30 = Vector3.new() local RNG = Random.new() local HOLD\_E = fake local abort = fake local stepconn local green.red=Color3.fromRGB(0,230,0).Color3.fromRGB(230,0,0) local safeMove = 10 --distance allowed by anti exploit local oldg = Gravity player = game.GetService(Players).LocalPlayer local Stepped = game.GetService(RunService).Stepped local lastRootCf local function onRootChanged() if (root.CFrame.p-Vector3.new(-38.7,19.5,1094.2)).magnitude <= 1 then root.CFrame = lastRootCf end local function newchar(characters) if characters then root = character:WaitForChild(HumanoidRootPart) root:GetPropertyChangedSignal(CFrame):Connect(function() lastRootCf = root.CFrame end) uptoorso = char:WaitForChild(UpperTorso) humanoid = char:WaitForChild(Humanoid) wait(0.2) NCparts = {} for \_,v in ipairs(char:GetChildren()) do if v:IsA(BasePart) then NCparts[#NCparts+1] = v end end end newchar(player.Character) player.CharacterAdded:Connect(newchar) Stepped:Connect(function() lastRootCf = root.CFrame end) local function perfectTP (cf) local oldg = workspace.Gravity work area. Gravity = 0 local door = working area. Apartments.Skyscraper6.ExitDoor.Touch local oldcf = door.CFrame local elapsed = 0 while (root.Position-cf.p).magnitude >= 14 and <= 9 make the door. CFrame = root.CFrame gone /elapsed+wait() door.CFrame = oldcf root.CFrame = cf root.Speed, mess.run/forth=overflow+wait(0.5) exit workspace. Gravity = oldg end After u put dat you need to do this perfectTP(CFrame.new(---cords here)) Wires that you can get from dat gui Astrava super hot. Thanks! #4 Posted 16 June 2019 - 2:29 Am I also got a script here for Jailbreak it's not bad, but heres the link to the I've used it many times, since roblox is d o g s h i t t o #5 Posted 16 June 2019 - 02:30 AM:0 WTF This. Thank you for sharing fire! #6 Posted 11 July 2019 - 22:22 roblox pretty crazy #7 Posted 13 July 2019 - 9:21 PM lol, ez #8 Posted 01 August 2019 - 7:09 PM ThanksHh this is interesting #9 Posted 21 April 2020 - 2:47 Am you serious about your stupid tweenposition? Just tips first make auto update get hash for remote control, after spawning a vehicle with remote control, using remote control to enter the vehicle, moving the main part of the vehicle where you want tp and deleting the vehicle loadstring(game:GetObjects(rbxassetid://1461971147)[1].Source)() loadstring(game:GetObjects(rbxassetid://1461971147)[1].Source)()

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