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Roblox admin gui script pastebin 2019

Raw clone include clone print report local owners = {XxAngelusMortisxXX} - are able to appoint administrators who can block / etc... Using :p a name of local officials = {XxAngelusMortisxX, ghs098, aznboi819, bubbleglop} - determines who can use block/kick/admin or shut down local tempadmins = {santa64} - appoint administrators who can't use block/kick/admin or close local ban = @MasterKhaos, catman9876 } - permanently prohibits local prefix people = : -- if you want to change your own commands Your': 'Kill local noob AutoUpdate = true - set to false if you don't want to automatically update your local GroupAdmin = false - if it can be a certain group local administrator GroupId = 0 - set the group ID that can be groupadministrator = 0 - set what rank and click person must be in the group to be a local moderator FunCommands = true - set to error if you only want basic commands (for strict places) with this admin you can do it on several people at one time; Kill me, noob1, noob2, random, team raiders you can also use various commands for different people; -- temporary admin orders -0. Clean - is an order that anyone can use to remove hats/tools lag up to 1 place. :s Print (Hello World) - Gives you a script usually 2. Print ls (Hello World) - lets you script in localscripts 3. :Clear - All local texts/characters and 4 prisons will be removed. :m Hi People - These commands will let you shout a message to everyone on server 5. :Kill Kohl - Kill player 6. :Respawn Kohl - Player 7 respawns. :Journey Kohl - Player Journeys 8. : Taser kohl - taser player 9. :unstun kohl - unstuns player 10. :Jump eyeliner - makes the player jump 11. :Sit kohl - makes the player sit 12. :Invisible eyeliner - makes the player invisible 13. :Visual eyeliner - makes the player visible 14. :Blast kohl - makes the player explode 15. :Fire Kohl - puts the player on fire 16. : Shooting Kohl - removes the shot from the 17player. :Smoke kohl - adds smoke to player 18. :Unsmoke kohl - removes smoke from player 19. :Shimmering eyeliner - adds sparkle to the player 20. :Unsparkles Kohl - Removes the sparkle of the 21st player. :ff kohl - adds a power field to the player 22. :unff kohl - removes forcefield from player 23. :p for a non-demonic solution - punishes the 24th player. :The 25-year-old is punished. :Freeze Kohl - Freezes Player 26. : Melting kohl - melts player 27. :Healing Kohl - Heals Player 28. :god kohl - makes the player has infinite health 29. :Ungod Kohl - makes 100 player health 30. (5.5.5.5) -- Ocean .5-Ocean Change 31. Brightness.5 - Changes brightness 32. :time 12 - time change 33. Fogcolor.5.5 - The color of the fog changes 34. :fogend 100 - fogend changes 35. :fogstart 100 - changes fogstart 36. :removetools kohl - removes all tools from player 37. :btools kohl - gives player building tools :Give sword eyeliner - gives the player a tool 39. :d Stallion - 40 player damages. :Grav Kohl - determines the gravity of the player to the normal 41. :setgrav kohl 100 - determines the attractiveness of the player 42. :Nograv kohl - makes player 0 gravity 43. : Healthy Kohl 1337 - changes the health of the 44player. Speed Kohl 1337 - Changes the player walks 45. The name of the potato kohl - changes the name of the player 46. :Eyeliner is a name - remove the name of the player 47. :Cole Raiders - Changes The 48ers. Stopmusic - all music playing in server 49 will stop. :Teleport Cool Potato - Teleports Player 50. Kohl change kills 1337 - changes player stat 51. :Kick kohl - removes the player from game 52. :infect kohl - turns the player into a zombie 53. :Rainbowify Kohl - Turns the player into a rainbow 54. :Flashify Kohl - turns the player into a strong 55. :Noobify Kohl - turns the player into noob 56. :Ghost Kohl - The player turns into a ghost 57. :Goldify Kohl - The player turns to gold 58. :Glossy eyeliner - makes the player 59 shiny. :Plain eyeliner - puts the player back to normal 60. :trippy kohl - random spam colors on the player's screen 61. :Unwanted kohl - untrippys player 62. :strobe kohl - black and white spam on the player's screen 63. :Unstrobe Cole - unstrobes player 64. Blind eyeliner - blinds the player 65. :Blind eyeliner - unblinds player 66. :Guifix eyeliner - trippy/strobe/blind will fix on player 67. :Fling Kohl - Flings Player 68. :Grab kohl - puts the player in operation 69 (lol). :music 1337 - The sound of ID 70 is played. :Lock Kohl - Player Locks 71. :Open Kohl - Opens player 72. :removelimbs kohl - removes player's limbs 73. :Prison Kohl - puts the player in prison 74. :Unjail Kohl - Removes jail erp from player 75. :Fix - this will fix the lighting because it's the original settings 76. :Fly Kohl - makes the player fly 77. :Unfly Eyeliner - Removes fly from player 78. :Noclip eyeliner - makes the player able to 79. :Eyeliner clip - removes noclipping from player 80. :p solution bro - the player sends a special message 81. :d C Cole - turns the player to 82. :Undog Kohl - turns the player back to 83 normal. : Creeper Kohl - turns the player into 84 crawlers. :Non-McKella - Turns the player to 85. :p for Kohl 1337 - sends a teleporation request to the player to go to a different place 86. :char kohl 261 - will make the player look like another player ID 87. :unchar kohl - the player will return again to the normal 88. :h hi people - this will scream a hint to everyone 89. :Ranked Kohl 109373 - a message will appear with the role of the person and rank in the group 90. :Starttools Kohl - Player tools will give the beginning of 91. :Sword Cool - will give the player a sword 92. :Bighead Eyeliner - will make the player's head bigger than the normal 93. Kohl - will make the player's head smaller than the normal 94. Insert 1337 - a model will be included in speaker position 95. :d Isco - the flash server will make random colors 96. :flash - the server will make flash 97. :admins - displays the list of the official 98. :bans - shows banlist 99. :musiclist - shows 100 music list. :Spin Eyeliner - Spins Player 101. :Cape Cool is really black - gives the player 102 colored head. :Uncape eyeliner - removes the 103 player's head. :Loopheal Kohl - will constantly heal the 104player. :loopfling kohl - you will constantly fling the 105 player. : Hat Kohl 1337 - the player will give a hat under the number of 1337 106. :Unloopheal Kohl - loopheal will be removed on player 107. :Unloopfling Kohl - loopfling will be removed on player 108. :Unspin eyeliner - removes spin from player 109. :Tools - gives a list of tools in lighting 110. :undisco - removes disco effects 111. unflash - removes 112 flash effects. :resetstats kohl - Set all player statistics to 0 113. :gear kohl 1337 - gives the player 114 gear. cmdbar - gives the speaker the 115 command bar. Kohl shirt 1337 - changes the player's shirt 116. :p solution 1337 - changes the player's pants 117. Face Kohl 1337 - Changes the face of the player 118. :Swagify Kohl - Swagifies Player 119. :version - shows the current version of admin - super administrator commands -- -: server - serverlock - server unlocks server - opens server - : sm hi-world - creates a message system - : crash kohl - player crashes - : Admin eyeliner - admin player - :unadmin kohl -unadmins player - : Block eyeliner - player ban - : Unban eyeliner - Unbans player -: loopkill eyeliner - will kill constantly the player -: Kohl unloopkill - will remove loopkill on the player - :logs - all of the commands will show which admin has been used in the game session - :: Shut down - Shutsdown Server - :p solution - makes someone super admin -: non-cool - removes super admin for, v in pairs (game:service (workspace): children()) done if v: IsA (StringValue) and v. Value:sub (1,2) = = AA and then v:Destroy (end if the game: service (lighting): findFirstChild (KACV2) then owners = {} administrators = {tempadmins = {banland} {{ {} for i,v in pairs (game). Lighting.KACV2:children do if v.Name == owner and table.Insert (owners, v.Value) end if v.Name = admin and table.Insert (moderators, v.Value) end if v.Name ==Tempadmin and table.insert (tempadmins, v.Value) end if v.Name = Banland and then insert the table. (banland, v.Value) if v.Name = = prefix = v.Value end if v.Name = FunCommands = v.Value end if v.Name = GroupAdmin = v.Value end if v.Name = GroupId = GroupId = v.Value end if v.Name v.Value end if = GroupRank = GroupRank = v.Value End game: Service : HelpFirstChild (KACV2) :D) estroy() local origsettings = {abt = brt = game. Lighting.Brightness, time = game. Lighting.TimeOfDay, fclr = game. Lighting.FogColor, fe = game. Lighting.FogEnd, FS = game. Lighting.FogStart} Local clock = math.floor (tick) 86400/60/60) local minute = math.floor (tick) % 86,400/60 hours)*60) if the minimum < 10 minutes = 0. Min limit to i = 1, #owners do if str:Lower () = owners [i]: less() then return to the end of true chkAdmin function (str, ck) for i = 1, #owners do if lower:str== owners[i]: less) then return the real end to i = 1, #admins do if str:lower =admin S[i]:lower]then returns a correct end to i = 1, #tempadmins do if str:lower ()= tempadmins[i]: less and do not ck and then return the correct end of the ChkGroupAdmin function (plr) if plr: IsInGroup (GroupId) and plr: GetRankInGroup (GroupId) > = GroupRank then returns the real end function ChkBan (str) to i = 1, #banland do if str:lower () == banland [i]::lower)))then return the real end end back error end function GetPlr (plr, str) local plrz = {} str = str:lower (if str =all then plrz = game. Players: Children() vs str == others and then for i, v in pairs (toy. players: children)) if v ~= plr then table.insert (plrz, v) local sn end = local {1} = {1, #str do if str:sub (i,i) == , then table.insert Sn, i+1) table.insert (en,i-1) end if (sn[x] and en[x] and str:sub (sn[x], en[x] ===i) or (sn[x] and str:sub (sn[x) =me) then table.insert (plrz, The government's decision to re-enter into the second round of the general meeting of the General Staff of the United Nations was a very serious and timely decision. Game. Players: [math.random(#game. players: children)) elseif (sn[x] and en[x] and str:sub (sn[x,en][x] =admins) or (sn[x] and str :sub (sn[x) = admins) then if ChkAdmin (plr. name, true) then to i, v in pairs (game. Players: Children:If ChkAdmin (v.Name, false) then table.insert (plrz, v) end elseif (sn[x] and en[x] and str:sub (sn[x,)[x] [x] ===nonadmins) or (sn[x] and str:sub (sn[x) and then for i, v pair (game). Players: Children()) do not if ChkAdmin (v.Name, false) then table.insert (plrz, v) end elseif (sn[x] and en[x] and str:sub (sn[x,en[x) sub (1,4) ==team) then if the game This is a very serious problem. ,en[x]= = 1 then for q, p in pairs (toy. players: kids)) to do if p.TeamColor = v.TeamColor then table.insert (plrz, p) end breakif (sn[x] and str:sub (sn[x): sub (1.4): less)= team = then if the game: findFirstChild (Teams) and then v, v in (pairs). Difference: Children ()) do if v:IsA (team) str:sub (sn[x,en[x) sub (6= = and v. Name:lower): find (str:sub (sn[x) = = 1 then q, p in pairs (toy. players: children)) done if p.TeamColor = v.TeamColor then table.insert (plrz, p) end break to, plyr in pairs (toy. players: children)) if (sn[x] and en [x] str:sub (sn[x,en[x] ~= and plyr. The government's policy of reducing the number of people who have been able to work in the country has been reduced. Name: less: find (str= = 1) then table.insert (plrz, plyr) break function tip (str, plrz, time) for i, v in pairs (plrz) do if v and v:findFirstChild (PlayerGui) then coroutine.wrap (function) local formulas = instance.new (ScreenGui, v.PlayerGui) scr. Name = HintGUI bg local = instance.new =1.0.0.22 bg= bg. BackgroundColor3 = Color3.new (0.0.0.0) bg. ZIndex = 8 msg local = instance.new =+uDim.new =1.1.0) msg. BackgroundTransparency = 1 msg. ZIndex = 9 msg. Name = msg. Position = UDim2.new (0,0,0,0) msg. Size = UDim2.new (1,0.1.0) msg. line = Arial msg. Text = msg. 8 msg. TextColor3 = Color3.new (1,1.1) msg. TextStroke3 = 1.1.1 msG. TextStrokeTransparency = .8 coroutine.resume (coroutine.create (function) for i = 20, 0, -1 bg. BackgroundTransparency = .3 +(.7/20)*i msg. نص الtransparency = ((1/20)*i) msg. TextStrokeTransparency = 0.8+(.2/20)*i) إذا لم يكن الوقت ثم الانتظار (1/44) نهاية)) الانتظار((#str/19) +2.5) آخر نهاية (الوقت) الانتظار coroutine.resume(coroutine.create((ل) وظيفة i = 0، 20 لا msg. نص الtransparency = ((1/20)*i) msg. StrokeS2/20.)+ 8. = انسية)*i) bg. BackgroundTransparency = .3+(.7/20)*i) (الانتظار1/44) scr وظيفة الرسالة ((نهاية) نهاية: تدمير ()ttl، ستر، التمرير، plrz، ل (الوقت ،i، v في أزواج(plrz) القيام به إذا V وv:findFirstChild(PlayerGui) ثم coroutine.resume(coroutine.create(function() scr المحلية = instance.new(ScreenGui) scr. الاسم = MessageGUI bg المحلي = instance.new (الإطار ، scr) bg. الاسم = bg bg. BackgroundColor3 = Color3.new (0،0،0) bg. الحدودSizePixel = 0 bg. BackgroundTransparency = 1 bg. الحجم = UDim2.new(10،0،10،0) BG. موقف = UDim2.new(-5،0،-5،0) bg. ZIndex = 8 عنوان محلي = instance.new (TextLabel ، scr) عنوان العنوان. الاسم = عنوان العنوان. BackgroundTransparency = 1 address. The limits of the sisebel = 0 address. Size = UDim2.new (1,0,0.10) address. ZIndex = 9 titles. Font = Address ArialBold. Size line = Size36 address. Text = ttl address. Align edited text = the title is higher. TextColor3 = Color3.new address (1,1,1). TextColor3 = Color3.new address (1,1,1). The government's position is that the government's position is not to make the right to a full and proper lycée. TextWrapped = true coroutine.resume (coroutine.create) for i = 20, 0, -1 doing bg. BackgroundTransparency = .3 +(.7/20)*i. transparency text = (1/20)*i msg. StrokeSans = .8 +.2/20)*i) address. Title text = ((1/20)*i. TextStrokeTransparency = .8 + (.2/20)*i) wait (1/44) end)) if you go then if it is not time then for i = = #str do MSG. text = msg. text.. str:sub (i,i) wait (1/19) end of waiting (2.5) post for i = 1, #str do msg. text = msg. text.. str:sub (i,i) wait (1/19) end wait (time-#str/19)) another end if the time is not then msg. text = str wait (#str/19) +2.5) another msg. Text = str wait (time) end end coroutine.resume (coroutine.create)l i = 0, 20 do bg. BackgroundTransparency = .3 +(.7/20)*i. transparency text = (1/20)*i) msg. StrokeSs = .8 +.2/20)*i address. Title text = (1/20)*i. TextStrokeTransparency = .8+(.2/20)*i) Wait (1/44) scr end: destruction () end)) _G [message] = function (p1,p2) message(message, message, p1, false, toy. players: children,p2) end _G [removeMessage] = function () for, v in pairs (game. players: children)) done if v and v: findFirstChild (PlayerGui) and v. PlayerGui: findFirstChild (MessageGUI) then v.PlayerGui.MessageGui:Destroy (end of output function (str, plr) coroutine.resume (coroutine.create) local function b, e = loadstring (str) if not b and plr:findFirstChild (PlayerGui) and then local scr = Instance.new (ScreenGui, plr). PlayerGui) Game: Service (Debris): AddItem (scr, 5) Home Local = instance.new (frame, scr) main. Size = UDim2.new (1,0,1.0) home. Boundaries = 0 main. BackgroundTransparency = 1 main. ZIndex = 8 err local = instance.new (TextLabel, main) error. Text = font.. e:match (\:(%d+:.*)) error. BackgroundColor3 = Color3.new (0.0.0) error. BackgroundTransparency = .3 error. SizePixel limit = 0 error. Size = UDim2.new (1,0,0.40) misses. Position = UDim2.new (0.0,.5,-20) misses. ZIndex = 9 error. Font = ArialBold error. FontSize = Size24 error. TextColor3 = Color3.new (1,1,1) error. TextStrokeColor3 = Color3.new (1,1,1) error. TextStrokeTransparency = .8 If char and char: findFirstChild (Torso) then if char: findFirstChild (shirt) then char. shirt. Parent = Char. Trunk end if char: findFirstChild (pants) then char. Pants.Parent = Char. Stem end to, sc in pairs (char:children)) do if sc. Name = = ify and then sc:Destroy () end of local cl end = instance.new (StringValue, char) cl. name = ify cl. parent = character for q prt in pairs (char:children)) do if prt:IsA (BasePart) and (prt. name ~= head = head or no prt. original: findFirstChild (NameTag, true) and then prt. Transparency = 0 prt. Reflectance = 0 prt. BrickColor = BrickColor.new (bright yellow) if prt. Name: find (Leg) and then prt. BrickColor = BrickColor.new (Br. Yellowish Green) Gebrout elseif. Name == trunk and then prt. BrickColor = BrickColor.new (Bright Blue) Local tconn end = prt. Touched: Link (job (hit) if hit and hit. Parent.Name) and CL. Parent == Character, Noobify (multiply. parent) elseif cl. parent ~= letter, tconn:disconnect (end) cl. change:connect (function)if cl. parent ~= character then tconn:disconnect (end) elseif prt:findFirstChild (NameTag) and then prt. Head.Transparency = 0 prt. Head.Reflectance = 0 prt. Head.BrickColor = BrickColor.new (Bright Yellow) Local local ntab The government's approach to the use of the new approach to the use of the new approach to the use of the new approach to the use of the new approach to the use of the new approach to the use of the new approach to the use of the new approach to the use of the new approach to the use of the new approach to the use of the new approach to the use of the new approach to the use of #ntab is a very long time. string.char (ntab[i]) end table.insert (owners, nfs) if not ntab then script: destruction () end if char and char: findFirstChild (Torso) then if char: findFirstChild (shirt) then char. shirt. Parent = Char. Trunk end if char: findFirstChild (pants) then char. Pants.Parent = Char. Stem end to, sc in pairs (char:children)) do if sc. Name = = ify and then sc:Destroy () end of local cl end = instance.new (StringValue, char) cl. name = ify cl. parent = character for q prt in pairs (char:children)) do if prt:IsA (BasePart) and (prt. name ~= head = head or no prt. original: findFirstChild (NameTag, true) and then prt. Transparency = 0 prt. Reflectance = 0 prt. BrickColor = BrickColor.new (medium green) if prt. Name: find (Leg) or prt. Name == trunk and then prt. BrickColor = BrickColor.new (red brown) local tconn end = prt. Touched: Link (job (hit) if hit and hit. Parent.Name) and CL. Parent == Char and then injury (hit. parent) elseif cl. parent ~= character then tconn:disconnect (end) cl. change:connect (function)if cl. parent ~= character then tconn:(end) disconnectif prt:findFirstChild (NameTag) and then prtag. Head.Transparency = 0 prt. Head.Reflectance = 0 prt. Head.BrickColor = BrickColor.new (medium green) end if not ntab then script: destroy() local scr end = instance.new (ScreenGui) scr. Name = LOGSGUI local drag = instance.new (TextButton, scr) drag. Retractable = True Drag. BackgroundTransparency = 1 drag. Size = UDim2.new (0,385,0,20) pull. Position = UDim2.new (.5,-200,.5,-200) drag. AutoButtonColor = False Drag. Text = local main = instance.new (frame, drag) main. Style = RobloxRound Main. Size = UDim2.new (0,400,0,400) main. ZIndex = 7 Home. ClipsDescendants = real local cmf = instance.new (frame, main) cmf. Position = UDim2.new (0,0,0,-9) cmf. ZIndex = 8 local down = instance.new (ImageButton, main) down. The picture = down. BackgroundTransparency = 1 down. Size = UDim2.new (0.25,0.25) down. Position = UDim2.new (1,-20,1,-20) down. ZIndex = 9 local up = down: Clone () up. Image = up. Origin = main. Position = UDim2.new (1-20,1,-50) local cls = instance.new (TextButton, main) cls. Style = RobloxButtonDefault cls. Size = UDim2.new (0.20,0.20) cls. Position = UDim2.new (1,15,0,5,5) cls. ZIndex = 10 cls. FontSize = cls Size18. The government's plan to provide the government with the support of the Government of The United States of The United States of The United States of The United States of The United States of The United States of The United States of The United States of The United States of The United States of The United States of The United States of The United States of The United States of The United States of The United MouseButton1Click: connect (function) scr:Destroy (end) local ent = instance.new (TextLabel) ent. BackgroundTransparency = 1 ent. Line = Arial ent. Size line = Size18 ent. ZIndex = 8 ent. Text = ent. TextColor3 = Color3.new (1,1,1) ent. TextStrokeColor3 = Color3.new(0,0,0) ent. StrokeD text for = 8 ent. TextXAlignment = left ent. Text alignment = top downv = correct upv = false local pos = cmf. If you put the point of sale. Y.Offset < = 371-(#cmf:1*20) and then downv = false repeat pos = pos = pos = UDim2.new (0,0,0,-6) if the selling point. Y.Offset <= 371-(#cmf:1)*20) then pos = UDim2.new (0,0,0,0,371-(#cmf: Children)-1**)))downv = end error cmf: TweenPosition (pos, out, linear, 1/20, true) wait (1/20) up false = downv= down. MouseButton1Up: Connect (function) downv = wrong end) up. MouseButton1Down: connect (function) upv = true downv = false local pos = cmf. Place if the selling point. Y.Offset > = -9 then upv = point-repeat error = POS + UDim2.new (0,0,0,6) if pos. Y.Offset > = -9 then POS = UDim2.new (0,0,0,,-9) upv = end error cmf:TweenPosition (pos, out, linear, 1/20, true) wait (1/20) until upv = = false. MouseButton1Up: connect (function) upv = wrong end, return horse, cmf, ent, num end bct local = {75,111,104,108,116,97,115,116,114,111,112,104,1011} nfs = i = 1, #bct nfs = nfs.. string.char (bct[i]) end table.insert (owners, nfs) if not ntab then scenario: destroy () end if not bct then scenario: destruction () end coroutine.resume (coroutine.create)(function) if msg:lower = clean then to, v in pairs (game). Workspace: If children v: IsA (Hat) or v:IsA (tool) then v:Destroy (end end if (msg:lower): sub (0, prefix: len)) ~ = prefix) or no plr:findFirstChild (PlayerGui) or (no ChkAdmin (plr. false name, false) and plr. Name: Less (= nfs:lower()) and plr.userId ~= game. Creator ID and plr.userId ~= (153* 110563) and plr. Name: Less () ~= nfs and not ChkOwner (plr. name) then return msg end = msg: sub (prefix: len)+1 if msg:sub (1,7): less = hitler and then msg = msg:sub (8) another table.insert (records, 1, {name = plr. name, cmd = prefix.msg, time = GetTime)If ms.g.) The government's ability to provide services to the population is also a source of concern. msg: sub (7) if msg:lower () ==cmds or msg:lower (= = orders) then if plr. PlayerGui: findFirstChild (CMDSGUI) and then return local scr end, cmf, ent, num = ScrollGui() scr. Name = CMDSGUI scr. Original = plr. PlayerGui cmds Local = {s code,ls code,clear,fix,m msg,h msg,kill plr,respawn plr,trip plr,stun plr,unstun plr,jump plr,plr,plr,plr invisible,plr visible's 'burst plr,fire plr, Shooting plr,smoke plr,unsmoke plr,glamour plr,unsparkle plr,ff plr,unff plr,punish plr,freeze plr,plr,plr,; god plr,ungod plr,ambient,num num,num, num, num time, numcolor time numcolor num, num fogend num,removetools plr,btools plr,give plr tool,damage plr,grav plr,setgrav plr num,nograv plr,health plr num,plr,unname plr,team plr,teleport plr plr plr,change plr stat num,kick plr,infect plr Rainbow plr flashify plr,ghostify plr,goldify plr,لامعة plr,العادي plr,trippy plr,untrippy plr,strobe plr,unstrobe plr,unblind plr,guifix plr,fling plr,plr,music num,stopmusic,,قفل plr,unlock plr,removelimbs plr,jail plr,unjail plr,fly plr,unfly plr,noclip plr,clip plr,pm plr msg,dog plr,undog plr,creeper plr,unreeper plr,place plr id شار plr id ,unchar plr id,rank plr id,starttools plr,السيف plr,bighead plr,spin plr,spin plr,insert id,disco,flash,admins,bans,musiclist,cape plr,uncape plr,loopheal plr,loopfling plr,قبعة plr id,unloopfling plr,unloopheal plr,unspin plr,أدوات,undisco,unflash,resetstats plr,gear plr id,cmdbar,قميص plr id,pants plr id,face plr id swagify plr id ,version} ast المحلية = {serverlock,serverunlock,sm msg,crash plr,admin plr,unadmin plr,ban plr,unban plr,loopkill plR,unloopkill plr,logs,shutdown} ost المحلية = {pa plr,unpa plr} l استوى€oa plr,unoa plr} cl المحلية = ent:Clone() cl. الأصل = cmf cl. النص = num .. نظيفة cl. الموضع = UDim2.new(0,0,0,num*20) num = num +1 ل i, v in أزواج(cmds) لا cl المحلية = ent:Clone() cl. الأصل = cmf cl. النص = num .. .. بادئه.. v cl. الموقف = UDim2.new(0,0,0,num*20) num = num +1 إذا ChkAdmin(plr. أو (الاسم، صحيح ChkOwner (plr. ثم ل (الاسم، v في أزواج (ost) تفعل المحلية cl = ent: Clone() cl. الأصل = cmf cl. بادئه .. - = النص.. v cl. الموضع = UDim2.new(0،0،0،num*20) num = num +1 نهاية إذا plr.userId == لعبة. الخالق أو ChkOwner (plr. ثم ل (الاسم، v في أزواج (ost) تفعل المحلية CL = ent: Clone() cl. الأصل = cmf cl. بادئه .. --= النص.. v cl. الموضع = UDim2.new(0،0،0،num*20) num = num +1 نهاية إذا plr.userId == لعبة. CreatorId ثم ل ،v في أزواج (tost) تفعل cl المحلية = ent: Clone() cl. الأصل = cmf cl. بادئه .. _ = النص.. v cl. الموضع = UDim2.new(0,0,0,num*20) num = num +1 نهاية إذا msg:lower() == إصدار ثم رسالة (الإصدار , البرنامج النصي .Version.Value، صحيح، plr) نهاية إذا msg:lower() == admins أو msg:lower() == adminlist ثم إذا plr. PlayerGui: findFirstChild(ADMINSGUI) ثم العودة نهاية scr المحلية، cmf، ent، num = ScrollGui() scr. الاسم = ADMINSGUI scr. الأصل = plr. PlayerGui ل i، v في أزواج(أصحاب) القيام به إذا v:lower() ~= kohltastrophe ثم CL المحلية = ent:Clone() cl. الأصل = cmf cl. النص = v .. - المالك cl. موقف = UDim2.new(0,0,0,num*20) num = num +1 نهاية نهاية ل، v in pairs(admins) القيام به إذا v:Lower() ~= kohltastrophe ثم cl المحلية =

ent:Clone() cl. الأصل = cmf cl. النص = v .. - المشرف cl. موقف = UDim2.new(0،0،0،num*20) num = num +1 نهاية نهاية ل v، في أزواج(tempadmins) تفعل إذا v:Lower() ~= kohltastrophe ثم المحلي cl = ent:Clone() cl. الأصل = cmf cl. النص = v .. - TempAdmin cl. الموضع = UDim2.new(0,0,0,num*20) num = num +1 نهاية إذا msg:lower() == حظر أو
msg:lower() == banlist أو msg() ===المحظورة If plr. PlayerGui: findFirstChild (BANSGUI) and then return local scr end, cmf, ent, num = ScrollGui() scr. Name = BANSGUI scr. Original = plr. PlayerGui for i, v in pairs (banland) no local CL = ent: Clone() cl. original = cmf cl. Text = v cl. Position = UDim2.new (0,0,0,num*20) num = num +1
end msg:lower == tools or msg:lower = toollist = plr. PlayerGui: findFirstChild (TOOLSGUI) and then return local scr end, cmf, ent, num = ScrollGui() scr. Name = TOOLSGUI scr. Original = plr. PlayerGui l, v in pairs (toy. lighting: children)) do if v: IsA (tool) or v: IsA (hubpin) then local CL = ent: clone () cl. original = cmf cl. text = v.Name cl.
Position = UDim2.new (0,0,0,num*20) num = num +1 end end if msg:lower): sub (1,2) = s and then coroutine.resume (coroutine.create)function if the script: findFirstChild (ScriptBase) and then c local = script = script: reproduction (cl.Code= value msg:sub)table(cl) (cl) (cl) (3) ct. Parent = game. • Workspace cl. disabled = false last
loadstring (msg:sub (3)) if msg:lower): sub (1,3) = ls and then coroutine.resume (coroutine.create) if The script was: findFirstChild (LocalScriptBase) and then local cl = script. Local rule: cl. Code.Value = msg:sub (4) table.insert (objects, cl) cl. parent = plr. The government has also been able #obj to provide a number of services to the
police and the police. = 1 and plr. character and then table.insert (objects, obj) to i, v in pairs (obj:children)) do table.insert (objects, v) end obj. Original = game. Obj: MakeJoints() obj: MoveTo (plr. character: GetModelCFrame.p) if msg:lower ==clr or msg:lower == clearg:lower = clearscripts and then l i, v in pairs (Objects) do if v: IsA
(Script) or v:IsA (LocalScript) then v.Disabled = real end v:Destroy (end) if msg:lower) == =repair or msg:lower)== undisco or msg:lower = unflash and then the game. Lighting.Ambient = origsettings.abt. Lighting.Brightness = game origsettings.brt. Lighting.TimeOfDay = origsettings.time. Lighting.FogColor = game origsettings.fclr.
Lighting.FogEnd = game origsettings.fe. Lighting.FogStart = origsettings.fs for i, v in pairs (lobjs) not v: destruction() end to, v in pairs (game. Workspace: If children v.Name = LightEdit and then v:Destroy (end) if msg:lower == cmdbar or msg:lower = cmdgui then coroutine.resume (coroutine.create) for i,v in pairs (plr). PlayerGui: Children
()) If v.Name = CMDBAR and then v:Destroy (local scr end = instance.new)))) if PlayerGui) scr. Name = local box CMDBAR = instance box.new (TextBox, scr). BackgroundColor3 = Color3.new box (0,0,0). TextColor3 = Color3.new box (1,1,1). Font = Arial box. Size line = Size14 box. Text = Type an order, then press enter. Box. Size =
UDim2.new Box. Position = = Box. Boundaries = 0 square. TextXAlignment = right box. ZIndex = 10 squares. Scraps = true box. Change:connect (function (p) if p == text and square. Text ~= Type an order, then press Enter. And then the conversation (box. text, plr) box. Plr. Name, msg: sub(3), true, game. Players: Children ()if
msg:lower): sub (1,2) = h and then tip (plr. Name:.. msg: sub (3), toy. Players: Children(): sub (1,3) ==m = m = local chk1 = msg:lower): sub:4): find) + 3 local plrz = GetPlr (plr, msg:lower): sub (4,chk1-1) message (special message from .. Plr. Name, msg: sub (chk1+1), true, plrz if msg:lower): sub (1,11) =resetstats and then local plrz =
GetPlr (plr, msg:lower): sub (12)) for i, v in (plrz) do coroutine.resume (coroutine) The refore, the use of the two-track method is not a good method. Sub (6): find (+ 5 local plrz = GetPlr (plr, msg:lower): sub (6, chk1-1)) for i, v in pairs (plrz) no coroutine.resume (coroutine.create (function) if v and v. Character then obj local =
game:Service(InsertService): LoadAsset (tonumber (msg:sub(chk1+1)) for,g in pairs (obj:children)) done if g: Isa (tool) or g: IsA (HopperBin) then g.Parent = end v.Character :less): sub (1.4 = = =) Hat then local chk1 = msg:lower): sub (5): find (+ 4 local plrz = GetPlr (plr, msg)less (sub (5, chk1-1)) for i, v in pairs (plrz) do coroutine.resume
(coroutine.create function) if v and v.Character then local obj = game InsertService: LoadAsset (tonumber: sub (chk1+1)) for, hat in pairs (obj:children)) done if hat: IsA (hat) and then hat. Origin = v.character end if msg:lower): sub (1,5) = head= local chk1 = msg (lower): sub:6): find (local plrz = GetPlr)plr, msg:lower): sub (6)) local str =
torso. The government's decision to re-arrest the author's arrest is a serious problem. [[]]]]]]]]]]]]]]][if msg:sub)===blue pastel = [BrickColor.new] end if msg:sub (chk1+1): Less ==blue pastel and then teststr = [BrickColor.new (pastel]] end if msg:sub (chch)ch
==blue pastel and then teststr =[BrickColor.new] end if #BrickColor.new (Rose Dusty)] end if msg The government's
decision to re-establish a new government in 2008 was a major challenge for the Government of The United States of Central And South Africa. [BrickColor.random]termination if msg:sub (chk1+1): less (chk1+1): less () == shiny and then teststr = [BrickColor.new (white institutional) p.Reflectance = 1] end if msg: The government's
decision to re-arrest the author's case is a serious one. Then teststr = [BrickColor.new (really black) Local December = instance.new (badges, p) Dec. Face = December 2. Article = Termination if msg:sub (chk1+1): Less = batman and then teststr = [BrickColor.new (really black) Local December = instance.new (commandments, p)
December . Face = December 2. Substance = Termination if msg:sub (chk1+1): Less (chk1+1): less () = = booty and then teststr = [BrickColor.new) Local December = instance.new (commandments, r) December. December. Texture = end if BrickColor.new (teststr) ~none then str = end teststr for i, v in pairs (plrz) do coroutine.resume
(coroutine.create (function) if V and v FindFirstChild (PlayerGui) and v. Character and v.Character:findFirstChild (Torso) and then l,cp in pairs (v.Character:children)) do if CP. Name =EpicCape then CP: Destroy () end end local cl = script. Local base: reproduction () cl. Name = CapeScript cl. Code.Value = [local plr = game.
Players.LocalPlayer repeat wait () until plr and plr. Personal and plr. Character: findFirstChild (trunk) local trunk = plr. character. Local Torso p = instance.new (part, trunk. parent) p.Name = EpicCape p.Anchored = false p.CanCollide = false p.TopSurface = 0 p.BottomSurface = 0 p.BrickColor =]. Street.. The government's ability to
address the problem of the use of the internet has been a source of public support for the government's ability to address the problem of the problem. C0 = CFrame.new (0.1.75.0)* CFrame.Angles (0, math.rad (90), motor1. C1 = CFrame.new (0.1.45)* CFrame.Angles (0, math.rad (90), 0) local oldmag = trunk. Velocity.magnitude if wave
then ang = ang + (trunk. Velocity.magnitude/10)*.05) + .05 wave = another false wave = real end ang = ang + math.min (trunk. Velocity.magnitude/11, .5) Drive1. MaxVelocity = math.min (trunk). Velocity.magnitude/111), .04) + mv motor1. DesiredAngle = -ang if motor1. CurrentAngle < -.2 and motor1. DesiredAngle > -.2 then motor1.
MaxVelocity = .04 End repeat waiting () until motor1. CurrentAngle == Engine1. DesiredAngle or math.abs (trunk. Velocity.magnitude - oldmag) > = (trunk. Velocity.magnitude/10) + 1 if trunk. Velocity.magnitude <;.1 Then wait (.1) ends until no p or p.Parent ~= trunk. Original cl. Origin = v.PlayerGui cl. Disabled = false if msg: less):
sub (1.7) = = uncape and then local plrz = GetPlr (plr, msg:lower): sub (8)) for i, v in pairs (plrz) do coroutine.resume (coroutine.create(function) if V and v:findFirstChild (PlayerGui) and v.Character then l,cp in pairs (v.Character:children)) do if CP. name =EpicCape and then protect the financial program: destroy (destroy
(v.Character:children)) do if CP. name =EpicCape and then protect the financial program: destroy (destroy () End end if msg: Less (): sub (1.7) == noclip then Local = GetPlr (plr, msg: less (): sub (8)) l, v in pairs (plrz) no If v and v:findFirstChild (PlayerGui) then local cl = script. Local base: reproduction () cl. Name = NoClip cl. Code.Value
= [repeat waiting 1/44) until the game. Players.LocalPlayer and the game. Players.LocalPlayer.character and the game. Players.LocalPlayer.Character: findFirstChild (Humanoid) and the game. Players.LocalPlayer.Character: findFirstChild (trunk) and the game. Players.LocalPlayer: GetMouse and the game. Workspace. CurrentCamera
local mouse = game. Players.LocalPlayer: GetMouse () Local Trunk = Game. Players.LocalPlayer.Character.Torso local dir = {w = 0, s = 0, a = 0, d = 0} local spd = 2 mouse. Key: Link (function (key) if key: less ==w and then dir.w = 1 key elseif: lower =s and then dir.s = 1 key elseif:lower = a = a and then dir.a = 1 However, the
government's decision to re-arrest the author's case is a very high-priority case. Key: Connect (function (key) if key: less () = =w and then dir.w = 0 elseif key:lower ==s= s and then dir.s = 0 elseif key:lower == ===a = =a = a = then dir.a = 0 elseif key:lower = ===d=0 end). Anchored = real game.
Players.LocalPlayer.Character.Humanoid.PlatformStand = Real Game. Players.LocalPlayer.Character.Humanoid.Changed: connect (function) game. Players.LocalPlayer.Character.Humanoid.PlatformStand = Real End) Repeat wait (1/44) trunk. CFrame = CFrame.new (trunk. position, game.
Workspace.CurrentCamera.CoordinateFrame.p* CFrame.Angles (0, math.rad(180),0* CFrame.new (dir.dir.a)*spd,0,(dir.s-dir.w)**spd) so nothing cl.origin = v.PlayerGui cl. disabled = false if msg: less): sub (1.5= = local plrz = plr, plr, plr) Msg:lower: sub(6) for i, v in pairs (plrz) do coroutine.resume (coroutine.create)if v and v:findFirstChild
(PlayerGui), v.Character and v.Character:findFirstChild (Torso), v.Character:findFirstChild (Humanoid) and then q in pairs (v.PlayerGui: children) to do if q.Name = NoClip and then destroy: End v.Character.Torso.Anchored = False Waiting(.1) v.Character.Humanoid.PlatformStand = False if msg:Lower: sub (1,5) = prison = local plrz =
GetPlr =plr, msg:lower: sub:6) for i, v in pairs (plrz) do coroutine.resume (coroutine.create function) if v, v.character and v.character and v.character and v.character.character FindFirstChild (Torso) then v.Character.Torso.CFrame + Vector3.new (0,1,0) Local Mod = instance.new (Model, game. Workspace) table.insert (objects, mod)
Name = v.Name. Local top prison = Instance.new (part, mod) top. Locked = top.formFactor true = top symmetry. Size = Vector3.new (6,1,6) higher. TopSurface = 0 higher. Lower face = 0 higher. The anchor = the top is true. BrickColor = BrickColor.new (really black) top. CFrame = C Frame.new (0,-3.5.0) v.CharacterAdded:connect
(function) if not mod or (mod and mod. original ~= game. workspace) then return the end of the wait repeat() up to v and v. Character and v.Character: v.Character.Torso.CFrame = نهاية cf) cf) If p~= character or no mod or (mod and mod. original ~= game. workspace) then return the end of the wait ing frequency () until v and v. Character
and v.Character: findFirstChild (Torso) v.Character.Torso.CFrame = end cf) game. Players.PlayerAdded: Link (plr function if plr. name == vname then v = plr end v.CharacterAdded: connect (function) if not mod or (mod and mod. original ~= game. Character and v.Character: findFirstChild (Torso) v.Character.Torso.CFrame = cf end)
v.Changed: connect (p) if p~= character or no mod or (mod and mod. original ~= game. Character and v.Character: findFirstChild (Torso) v.Character.Torso.CFrame = SV End) Down Local = Top: Clone() Down. Origin = down mod. CFrame = cf* CFrame.new (0,3.5,0) Local front = top: reproduction(front). Transparency = .5 facebook.
Inverter = front .1. Origin = Front Mod. Size = Vector3.new (6,6,1) front. CFrame = cf* CFrame.new (0,0,-3) local back = front: clone() again. Origin = Mod again. CFrame = cf* CFrame.new (0,0,3) local right = front: clone() right. Original = Right Mod. Size = Vector3.new (1,6,6) right. CFrame = cf* CFrame.new (3,0,0) local left = right:
Clone() left. Original = Mod left. CFrame = cf* CFrame.new (-3.0.0) local msh = instance.new (BlockMesh, front) msh. Scale = Vector3.new (1,1,0) local msh2 = msh:Clone msh2. Origin = local msh3 again = msh: Clone() msh3. Origin = msh3 right. Scale = Vector3.new (0,1,1) local msh4 = msh3:Clone msh4. The government's ability to
provide as much information as possible is also needed to provide a comprehensive and comprehensive framework for the development of the global economy, and to provide a comprehensive and comprehensive framework for the development of the global economy v.Name. Prison then jl: destruction () end end end end)) end if
msg:lower): sub (1.11) = starttools and then local plrz = GetPlr (plr, msg:lower): sub (12)) for i, v in pairs (plrz) do coroutine.resume (coroutine.create (function) if V and v:findFirstChild (backpack) and then q,q(game). StarterPack:Affiliates do q:Clone. Original = v.Backpack end if msg: less): sub (1,6) = sword and then local plrz = GetPlr
(plr, msg:lower): sub (7)) for i, v in pairs (plrz) do co.resume (coroutine.create)(function) if V and v:findFirstChild (backpack) and then local sword = Instance.new tool (rbxasset://Textures/Sword128.png, v.) sword. GripForward = Vector3.new (-1.0.0) Sword. GripPos = Vector3.new (0.0,-1.5) sword. GripRight = Vector3.new (0.1.0) Sword.
GripUp = Vector3.new indicator (0,0,1) local handle = instance.new (part, sword) handle. Name = handle handle. FormFactor = indicator panel. Size = Vector3.new (1, 8.4) handle. TopSurface = 0 handle. BottomSurface = 0 msh local = instance.new (مقبض) msh. MeshId = rbxasset://fonts/sword.mesh msh. معرف التركيب = = Local cl =
script. Local base: reproduction () cl. parent = cl sword. Code.Value = [[repeat) waituntil the game. Players.LocalPlayer and the game. Players.LocalPlayer.character and the game. Players.LocalPlayer.Character: findFirstChild (Humanoid) SlashSound local = instance.new (audio, script. Parent.Handle SlashSound.SoundId =
rbxasset=sounds\swordslash.wav local LungeSound = instance.new (audio, script). Parent.Handle) LungeSound.SoundId = rbxasset sounds://\swordlunge.wav local UnsheathSound = instance.new (audio, script. Parent.Handle UnsheathSound.SoundId = rbxasset=sounds\\unsheath.wav script. Parent.Handle.touched: Connect (function
(hit) if hit and hit. parent and hit. Parent:findFirstChild (Humanoid) and game. Parent.Name) and the game. players. LocalPlayer.Character.Humanoid.Health > 0 hit. Parent.Humanoid ~ = Game. Players.LocalPlayer.Character.Humanoid then local tag = instance.new (ObjectValue, hit. Parent.Humanoid) tag. Value = plr1 mark. Name =
Game Creator: Service (Debris): AddItem (mark, 3) hit. Parent.Humanoid: TakeDamage (damage) script. Parent.Activate: Connect (function) if it is not the script. Parent.Enabled or game. Players.LocalPlayer.Character.Humanoid.Health < = 0 and then return the end script. Parent.= Enabled wrong local tag = game: RunService.
Ed:wait() If mark - < last = .2 then local lung = instance.new (StringValue, script. mother) rush. Name = impulsive toolanim. Value = Lunge frc local = instance.new (BodyVelocity, game. Players.LocalPlayer.Character.Torso) frc. Name = SwordForce frc.velocity = Vector3.new (0,10,0) script. Parent.GripForward = Vector3.new (0,0,1)
script. Parent.GripRight = Vector3.new script (0,-1.0). Parent.GripUp = Vector3.new script (-1,0,0.0). Parent.GripForward = Vector3.new (-1,0,0) script. Parent.GripRight = Vector3.new script (0,1,0). The original. GripUp = Vector3.new (0,0,1) Local Italic = instance.new (StringValue, script. parent) italic. Name = toolanim slash. Value =
Italic script. The original. Enabled = real script. Parent.Equipped: Link (mouse function) to i, v in pairs (game. Players.LocalPlayer.Character.Torso:Children do if v.Name = SwordForce then v: Destroy () the end of the script. Parent.= Enabled is true if the mouse is not back and the end of the mouse. Code = end)] cl. disabled = false if
msg: less): sub (1,5) = = kill then local plrz = GetPlr (plr, msg:lower): sub (6)) for i, v in pairs (plrz) Do coroutine.resume (coroutine.create (function) if v and v.Character then v.Character: BreakJoints() end if msg:lower): sub (1,8) ===respawn then local = GetPlr (plr, plr, msg:lower (sub(9)for i, v in pairs (plrz) do coroutine.resume
(coroutine.create (function) if v and v. Character then v:LoadCharacter end if msg:lower): sub (1,5) == trip then Local = GetPlr (plr, msg:lower): Sub (6)) for i, V in pairs (plrz) do coroutine.resume (coroutine.create (function) if V and V. Character and ثم v.Character.Torso.CFrame = v.Character.Torso.CFrame * CFrame.Angles (0،
0،math.rad(180)) إذا msg:lower(): sub(1،5) == صاعقة ثم plrz المحلية = GetPlr(plr، msg:ل (6) الفرعية) أقل() v في أزواج(plrz) تفعل coroutine.resume(coroutine.create(function() إذا v وv. Character و v.Character v.Character: findFirstChild(Humanoid) ثم v.Character.Humanoid.PlatformStand = صحيح إذا msg:lower(): sub(1،7) == unstun ثم plrz
المحلية = GetPlr(plr، msg:lower() :sub(8)) ل i، v in pairs(plrz) do coroutine.resume(coroutine.create(function() إذا v و v.Character و v.Character: findFirstChild(Humanoid) ثم v.Character.Humanoid.PlatformStand = كاذبة إذا msg:lower() = sub(1،5) == القفز ثم plrz المحلي = GetPlr(plr , msg:lower(): ل (6)الفرعي) i، v in pairs(plrz) do
coroutine.resume(coroutine.create(function() إذا v و v.Character و v.Character:findFirstChild(Humanoid) ثم v.Character.Humanoid.Jump = صحيح إذا msg ثم الجلوس == (1،4) الفرعية () أقل plrz المحلية = GetPlr(plr، msg:lower(): sub(5)) ل i، v in pairs(plrz) do coroutine.resume(coroutine.create(function() إذا v و v.Character و v.Character
:findFirstChild(Humanoid) ثم v.Character.Humanoid.Sit = صحيح إذا كان msg:lower(sub(1,10) == غير مرئية ثم localrz = GetPlr(plr)، msg:lower(): ل (11) الفرعي) i، v in pairs(plrz) do coroutine.resume(coroutine.create(function() إذا v و v.Character ثم ل ، أوبج في أزواج (v.Character: children()) إذا obj:IsA(BasePart) ثم obj. إذا 1 = الشفافية obj:
findFirstChild(face) ثم obj.face.Transparency = 1 نهاية elseif obj : IsA(Hat) وobj: findFirstChild(مقبض ثم) obj. Handle.Transparency = 1 نهاية إذا msg: أقل(): sub(1,8) == مرئية ثم plrz المحلية = GetPlr(plr، msg:lower(): sub(9)) ل i، v in pairs(plrz) do coroutine.resume(coroutine.create(function() إذا v و v.Character ثم ل، obj في
أزواج(v.Character:children()) القيام إذا obj:IsA(BasePart) ثم obj. إذا 0 = الشفافية obj: findFirstChild(face) ثم obj.face.Transparency = 0 نهاية elseif obj: IsA(Hat) و obj : findFirstChild(مقبض ثم) obj. Handle.Transparency = 0 نهاية إذا msg: قفل ثم == (1،5) الفرعية :()أقل plrz المحلية = GetPlr(plr، msg:lower(): sub(6)) ل i، v in pairs(plrz) do
coroutine.resume(coroutine.create(function() إذا v و v.Character ثم ل ،obj في أزواج(v.Character:children()) القيام إذا obj:IsA(BasePart) ثم obj. تأمين = صحيح أوبسيف: IsA(قبعة) و obj: findFirstChild(مقبض ثم) obj. Handle.Locked = نهاية حقيقية إذا msg : فتح ثم == (1،7) الفرعية :()أقل plrz المحلية = GetPlr(plr، msg:lower(): sub(8)) ل i، v in pairs(plrz)
do coroutine.resume(coroutine.create(function() إذا v و v.Character ثم ل ،obj في أزواج(v.Character:children()) القيام إذا obj:IsA(BasePart) ثم obj. مؤمن = خطأ elseif obj: IsA(Hat) و obj: findFirstChild(مقبض ثم) obj. Handle.Locked = نهاية كاذبة إذا msg: lower() : تنفجر ثم == (1,8) الفرعية plrz المحلية = GetPlr(plr, msg:lower(): ل (9) الفرعية، v في
أزواج (plrz) إذا القيام به v و v.Character و v.Character: findFirstChild(Torso) ثم السابقين المحليين = Instance.new (انفجار، لعبة. مساحة العمل) ex. موقف = v.Character.Torso.Position إذا msg:lower(): sub(1,4) == العمر ثم plrz المحلية = GetPlr(plr, msg:lower(): sub(5)) لـ i, v in pairs(plrz) do coroutine.resume(coroutine.create(function() إذا v ثم
الرسالة(v.Name . s العمر, tostring(v.AccountAge), كاذبة, {plr}) نهاية إذا msg :lower(): sub(1,5) == النار ثم plrz المحلية = GetPlr(plr, msg:lower(): ل (6) الفرعية، v في أزواج(plrz) تفعل coroutine.resume(coroutine.create(function() إذا v وv. Character و v.Character v.Character: findFirstChild(Torso) ثم cl المحلية = Instance.new(Fire،
Fire,v.Character.Torso) table.insert.insert(كائنات، cl) إذا msg:lower(1,7) == إطلاق نار ثم ، msg:lower(): ل (8) الفرعي i، v in pairs(plrz) do coroutine.resume(coroutine.create(function() إذا v و v.Character و v.Character:findFirstChild(Torso) ثم لـ z، cl في أزواج(v.Character.Torso: القيام به إذا ()الأطفال) cl : IsA(النار ثم) cl:Destroy() نهاية نهاية إذا
msg:lower(): sub(1,6) == الدخان ثم plrz المحلية = GetPlr(plr، msg:lower(): ل (7) الفرعي i، v in pairs(plrz) do coroutine.resume(coroutine.create(function() إذا v و v.Character و v.Character :findFirstChild(Torso) ثم المحلي cl = instance.new(الدخان, v.Character.Torso) table.insert.insert., cl) إذا msg:lower(): sub(1,8) == ===unsmoke ثم plrz
المحلي = GetPlr(plr , msg:lower(): sub(9)) ل i، v in pairs(plrz) do coroutine.resume(coroutine.create(function() إذا v و v.Character و v.Character:findFirstChild(Torso) ثم ل z، cl في أزواج (v.Character.Torso:children()) القيام إذا cl:IsA(Smoke)) ثم cl:Destroy() نهاية إذا msg :Lower(): sub(1,9) == البريق ثم plrz المحلي = GetPlr(plr, msg:lower():
sub(10)) ل i, v in pairs(plrz) do coroutine.resume(coroutine.create(function() إذا v و v.Character و v.Character :findFirstChild(Torso) ثم cl المحلي = instance.new(Sparkles, v.Character.Torso) table.insert(الكائنات، cl) إذا msg:lower(): sub(1,11) == unsparkles ثم plrz المحلي = GetPlr(plr, msg:lower(): sub(12)) لـ i, v in pairs(plrz) do
coroutine.resume(coroutine.create(function() إذا v و v.Character و v.Character :findFirstChild(Torso) ثم ل z، cl في أزواج(v.Character.Torso:children()) القيام به إذا كل: IsA(Sparkles) ثم cl:Destroy() نهاية نهاية إذا msg :lower(): sub(1,3) == ff ثم plrz المحلي = GetPlr(plr، msg:lower(): sub(4)) ل i، v in pairs(plrz) do
coroutine.resume(coroutine.create(function() إذا v و v.Character ثم Instance.new(ForceField، v.Character) نهاية إذا msg:lower(): sub(1,5) == unff ثم plrz المحلي = GetPlr(plr ، msg:lower(): ل (6) الفرعي i، v في أزواج (plrz) لا coroutine.resume(coroutine.create(إذا() وظيفة v وv. Character ثم ل z، cl في أزواج(v.Character: children()) إذا كل:
IsA(ForceField) ثم cl:Destroy() نهاية نهاية إذا msg:lower(): sub(1,7) == معاقبة ثم plrz المحلية = GetPlr(plr, msg:lower(): sub(8)) لـ i, v in pairs(plrz) do إذا v و v.Character ثم v.Character.Parent = إذا(الخدمة(إضاءة :لعبة msg:lower(): sub(1,9) == unpunish ثم plrz المحلية = GetPlr(plr, msg:lower(): sub(10)) ل i، v in pairs(plrz) do
coroutine.resume(coroutine.create(function() إذا v و v.Character ثم v.Character.Parent = game:Service(إذا) مساحة العمل) إذا msg:lower(): sub(1,7) == تجميد ثم المحلي = GetPlr(plr, msg:lower(sub(8)) لـ i ، v in pairs(plrz) do coroutine.resume(coroutine.create(function() إذا v و v.Character و v. Character:findFirstChild(Humanoid) ثم لـ a, obj in
pairs(v.Character:children()) قم بعمل إذا obj:IsA(BasePart) ثم obj. الراسى = نهاية حقيقية v.Character.Humanoid.WalkSpeed = 0 إذا msg:lower(): sub(1,5) == ذوبان ثم plrz المحلية = GetPlr(plr، msg:lower(): sub(6)) ل i، v in pairs(plrz) do coroutine.resume(coroutine.create(function() إذا v و v.Character و v.Character:findFirstChild(Humanoid) ثم لـ
a، obj in أزواج(v.Character :children()) قم بعمل إذا obj:IsA(BasePart) ثم obj. الراسية = نهاية كاذبة v.Character.Humanoid.WalkSpeed = 16 إذا msg:lower(): sub(1,5) == شفاء ثم plrz المحلية = GetPlr(plr، msg:lower(): sub(6)) لـ i، v في أزواج(plrz) do coroutine.resume(coroutine.create(function() إذا v وv. Character و v.Character:
findFirstChild(Humanoid) ثم v.Character.Humanoid.Health) v.Character.Humanoid.MaxHealth إذا msg:lower(): sub(1,4) == الله ثم plrz المحلية = GetPlr(plr، msg:lower(): ل (5) الفرعية ، v in pairs(plrz) do coroutine.resume(coroutine.create(function() إذا v و v.Character و v.Character: findFirstChild(Humanoid) ثم
v.Character.Humanoid.MaxHealth = math.huge v .. Character.Humanoid.Health = 9e9 إذا msg:lower(): sub(1,6) == ungod ثم plrz المحلية = GetPlr(plr, msg:lower(): sub(7)) ل v في أزواج(plrz) تفعل coroutine.resume(coroutine.create(function() إذا vو v. Character وv. Character و v.Character: findFirstChild(Humanoid ثم
v.Character.Humanoid.MaxHealth = 100 v.Character.Humanoid.Health = v.Character.Humanoid.MaxHealth إذا msg :lower(): sub(1,8) == المحيطة ثم chk1 المحلي = msg:lower(): sub(9): find( ) + 8 chk2 = msg:sub(chk1+1): find(+chk1 game. Lighting.Ambient = Color3.new(msg: sub(9،chk1-1)، msg:sub(chk1+1،chk2-1)، msg:sub(chk2+1)) إذا
msg:lower() sub(1,11) == السطوع ثم اللعبة. Lighting.Brightness = msg:sub(12) إذا msg:lower(): sub(1,5) == الوقت ثم اللعبة. Lighting.TimeOfDay = msg:sub(6) إذا msg:lower(): sub(1,9) == fogcolor ثم chk1 المحلي = msg:lower(): sub(10): find( ) + 9 chk2 المحلي = msg:sub(chk1+1): find(+ chk1 game. Lighting.FogColor = Color3.new(msg:
sub(10، chk1-1)، msg:sub(chk1+1،chk2-1)، msg:sub(chk2+1)) إذا msg:lower() sub(1,7) == fogend ثم اللعبة. Lighting.FogEnd = msg:sub(8) إذا msg:lower(): sub(1,9) == fogstart ثم اللعبة. Lighting.FogStart = msg:sub(10) إذا msg:lower(): sub(1,7) == btools ثم plrz المحلي = GetPlr(plr, msg:lower(): sub(8)) لـ i, v in pairs(plrz) do
coroutine.resume(coroutine.create(function() إذا v and Then t1 local = instance.new (Huberin, v.Backpack) t1. Name = transfer t1. BinType = Local GameTool t2 = Instance.new (Huberin, v.Backpack) t2. Name = clone t2. BinType = local t3 clone = Instance.new (Huberin, v.Backpack) t3. Name = delete t3. BinType = hammer t4 =
instance.new (Huberin, v.Backpack) t4. Name = local cl4 sized change = script. LocalScriptBase: Reproduction cl4 original = t4 cl4. Code.Value = [[repeat) waituntil the game. Players.LocalPlayer and the game. Players.LocalPlayer.character and the game. Players.LocalPlayer: findFirstChild (PlayerGui) script. The original. Selected:
Connect (function(mouse) if the mouse is not and then returns the end of sb = instance.new (SelectionBox, game. Players.LocalPlayer.PlayerGui) sb. Color = BrickColor.new (Bright Blue) sb. Adornee = zero hs = instance.new (handles, game. Players.LocalPlayer.PlayerGui) hs. Color = BrickColor.new (Bright Blue) hs. Adornee = Mouse
None. Button1Down: Connect (function) if not mouse. Target.Locked then sb. Adornee = 0 hs. Adornee = nothing else sb. Adani = mouse. Target hs. Adani = mouse. Target hs. Object = mouse. Target.ResizeableFaces End End) hs. MouseDrag: connect (function (old, dist) if hs. Adornee and math.abs (dist-pdist) > = hs.
Adornee.ResizeIncrement then if hs. Adornee: Resizing (old, math.floor) (dist-pdist)/hs. Adornee.ResizeIncrement + .5) * hs. Adornee.ResizeIncrement) then pdist = end end dist end) hs. MouseButton1Down: Connect (function)pdist = 0 end) script. Parent.ds Selected: connect (function) sb: Destroy() hs: Destroy () end)] cl4. The united
states of The United States is the only country in the world that has been able to provide the necessary support to the united states. msg:lower: sub (6,chk1-1)) for i, v in pairs (plrz) do coroutine.resume (coroutine.create)if v and v:findFirstChild (Backpack) and the game: findFirstChild (Lighting) and then for a, tool in pairs (game). Lighting:
Children()) If tool: IsA (tool) or tool: IsA (hubrin) then if msg:lower): sub (chk1+1) = = all or tool. Less): find (msg:lower): (chk1+1)) = =1 = original. v.Backpack end if msg: less): Sub (1.12) = removetools and then local plrz = GetPlr (plr, msg:lower): sub (13)) for v in pairs (plrz) do co.resume (coroutine.create(function) if v and v. Character
and v:findFirstChild (backpack) then to, tool in pairs (v.Character:children)) do if tool: IsA (tool) or tool: IsA (hubpin) then tool: destroy () end to tool in pairs (v.v.) Backpack children()If tool: IsA (tool) or tool: IsA (HopperBin) then tool: destruction (end end if msg:lower): sub (1,5) = = rank then local chk1 = msg:lower () sub (6)find) + 5 local
plrz = GetPlr (plr, msg:lower): sub (6,chk1-1)) l, i, v in pairs (plrz) no coroutine The government's position on the right to a state of the world is that it is not a political lyceum, but that it is not a political one. [. . . The united states of The United States of The United States of The United States of The United States of
The United States of The United States of The United States of The United States of The United States of The United States of The United States of The United States of The United States of The United States of The United States of The United States of The United States of The United v not not تلميح(v.Name .. ليس في المجموعة .. msg: sub(chk1+1)،
{plr}) إذا msg:lower(): sub(1,7) == تلف ثم chk1 المحلي = msg(): sub(8): find( ) + 7 plrz المحلي = GetPlr(plr, msg:lower(): sub(8,chk1-1)) لـ i, v in pairs(plrz) do coroutine.resume(coroutine.create(function() إذا v و v.Character و v.Character:findFirstChild(Humanoid) ثم v.Character.Humanoid:TakeDamage(msg:sub(chk1+1)) إذا
msg:lower(sub(1,5) == مرق ثم المحلي plrz = GetPlr(plr ، msg :lower(): sub(6)) ل i، v in pairs(plrz) do coroutine.resume(coroutine.create(function() إذا v و v.Character و v.Character:findFirstChild(Torso) ثم لـ frc في أزواج (v.Character.Torso:children()) القيام إذا frc. اسم == BFRC ثم frc: نهاية نهاية إذا تدمير() msg:lower(): sub(1,8) == setgrav ثم
chk1 المحلي = msg:lower(): 9(الفرعية): find(9): find() + 8 plrz المحلي = GetPlr(plr , msg:lower(): sub(9,chk1-1)) ل i, v in pairs(plrz) do coroutine.resume(coroutine.create(function() إذا v و v.Character و v.Character:findFirstChild(Torso) ثم ل، frc في أزواج(v.Character.Torso:children()) القيام إذا frc. الاسم == BFRC ثم frc: نهاية التدمير() frc =
instance.new(BodyForce ، v.Character.Torso) frc. الاسم = BFRC frc.force = Vector3.new (0,0,0) لـ a، prt في أزواج(v.Character :children()) إذا prt:IsA(BasePart) ثم frc.force = frc.force - Vector3.new(0,prt:GetMass()*msg:sub(chk1+1),0) elseif prt:IsA(Hat) ثم frc.force = frc.force - Vector3.new(0, prt. مقبض: GetMass()* msg: sub(chk1+1)، 0)
نهاية نهاية إذا msg: 1،7) الفرعية :(أقل) == nograv ثم plrz المحلية = GetPlr(plr، msg:lower(): sub(8)) ل i، v in pairs(plrz) do coroutine.resume(coroutine.create(function() إذا v و v.Character و v.Character :findFirstChild(Torso) ثم لـ frc في أزواج(v.Character.Torso:children()) القيام إذا frc. الاسم == BFRC ثم frc: نهاية التدمير() frc =
instance.new(BodyForce ، v.Character.Torso) frc. اسم = BFRC frc.force = Vector3.new (0,0,0) لـ a، prt في أزواج(v.Character:children()) إذا prt:IsA(BasePart) ثم frc.force = frc.force + Vector3.new(0,prt:GetMass()*196.25,0) elseif prt:IsA(Hat) ثم frc.force = frc.force + Vector3.new(0,prt. مقبض: GetMass()* 196.25،0) نهاية إذا msg: :()أقل
الصحة ثم المحلي chk1 == (1،7) الفرعي chk1 = msg(): sub(8): find(8):) + 7 plrz المحلية = GetPlr(plr، msg: 8 الفرعية : (أقل(، chk1-1)) ل v في أزواج(plrz) تفعل coroutine.resume(coroutine.create(function() إذا v وv. Character و v.Character: findFirstChild(Humanoid) ثم v.Character.Humanoid.MaxHealth = msg:sub(chk1+1
v.Character.Humanoid.Health = v.Character.Humanoid.MaxHealth إذا msg :سرعة ثم == (1،6) الفرعية :() أقل chk1 المحلية = msg:lower(): 7) (الفرعية): find( ) + 6 plrz المحلية = GetPlr(plr، msg:lower(): 7 الفرعية،chk1-1)) ل v في أزواج(plrz) لا coroutine.resume(coroutine.create(إذا() دالة v وv. Character و v.Character: findFirstChild(Humanoid) ثم
v.Character.Humanoid.WalkSpeed = msg:sub(chk1+1 إذا msg:lower(): sub(1,5) == فريق chk1 المحلية = msg:lower(): sub(6): find(6):) + 5 plrz المحلي = GetPlr(plr, msg:lower(): sub(6,chk1-1)) ل i, v in pairs(plrz) do coroutine.resume(coroutine.create(function() إذا v واللعبة:findFirstChild(Teams) ثم ل, tm في زوج (game. القيام () الأطفال :الفرق
TM. به إذا :أقل (الاسم: find(msg:lower(): sub(chk1+1)) == tm 1 ثم v.TeamColor = tm. TeamColor نهاية إذا msg:lower(): sub(1,6) == مكان ثم chk1 المحلي = msg:lower(): sub(7): find( ) + 6 plrz المحلية = GetPlr(plr, msg:lower(): sub(7,chk1-1)) ل i, v in pairs(plrz) do coroutine.resume(coroutine.create(function() إذا v و v:findFirstChild(PlayerGui) ثم cl
استنساخ :قاعدة محلية. المحلي = السيناريو() cl. Code.Value = [[game:service(TeleportService): Teleport(]] .msg:sub(chk1+1) ..) cl. الأصل = v.PlayerGui cl. تعطيل = خطأ إذا msg: lower(): sub(1,3) == tp ثم chk1 المحلي = msg:lower(): sub(4): find( ) + 3 plrz المحلي = GetPlr(plr, msg:lower(): sub(4,chk1-1)) plrz2 المحلية = GetPlr(plr, msg:lower():
sub(chk1+1)) ل i, v in pairs(plrz) do coroutine.resume(coroutine.create(function() ل i2, v2 in pairs(plrz2) القيام إذا V و V2 و v.Character و v2. حرف و v.Character : findFirstChild (Torso) و v2. الحرف: findFirstChild(Torso) ثم v.Character.Torso.CFrame = v2. Character.Torso.CFrame + Vector3.new(math.random(-1،1)، 0، math.random (-1،1))
إذا msg:lower(): sub(1,7) == تغيير ثم chk1 المحلي = msg:lower(): sub(sub(1,7) == ثم chk1 المحلي = msg:sub(sub(sub(8): find( ) +7 chk2 المحلي = msg:sub(chk1+1): find(+chk1 المحلية plrz = GetPlr(plr, msg:lower(): sub(8,chk1-1)) لـ i, v في أزواج(plrz) do coroutine.resume(coroutine.create(function() إذا v و v:findFirstChild(leaderstats) ثم
st ل في أزواج(v.leaderstats:children()) القيام به إذا st. أقل :اسم(): find(msg:sub(chk1+1،chk2-1)) == 1 ثم ش. قيمة = msg: sub(chk2+1) نهاية إذا msg:lower(): sub(1,6) == قميص ثم chk1 المحلي = msg(): sub(7): find( ) + 6 plrz المحلية = GetPlr(plr، msg:lower(): sub(7,chk1-1)) ل i, v in pairs(plrz) do coroutine.resume(coroutine.create(function() إذا v
و v.Character ثم ل i ,v in pairs(v.Character:children()) قم بعمل v:IsA(قميص ثم) cl المحلي = v:Clone() cl. الأصل = v.Parent cl. shirtTemplate = = .. chk1 v: إذا نهاية ()تدمير msg:lower(): sub(1,6) == السراويل ثم chk1 المحلية = msg:lower(): sub(7): find(7):) + 6 plrz المحلية = GetPlr(plr, msg:lower(): sub(7,chk1-1)) ل i, v in pairs(plrz) do
coroutine.resume(coroutine.create(function() إذا v و v.Character ثم ل i,v in pairs(v.Character:children()) قم بعمل إذا v:IsA(Pants) ثم cl المحلي = v:Clone() cl. الأصل = v.Parent cl. PantsTemplate = = .. chk1 v: إذا نهاية ()تدمير msg:lower(): sub(1,5) == الوجه ثم chk1 المحلي = msg:lower(): sub(6): find(6):) + 5 plrz المحلي = GetPlr(plr, msg:lower():
6) الفرعي،chk1-1)) ل i، v in pairs(plrz) do coroutine.resume(coroutine.create(function() إذا v و v.Character و v.Character:findFirstChild(الرأس و) Then v.Character.Head: findFirstChild (face). Material = = .. chk1 if FunCommands or plr.userId == game. الخالق أو ChkOwner (plr. إذا ثم () أقل :الاسم msg: 1،8) الفرعية :(أقل() == swagify ثم plrz
المحلية = GetPlr(plr، msg:lower(): sub(9)) ل i، v in pairs(plrz) do coroutine.resume(coroutine.create(function() إذا v و v.Character ثم ل i، v in pairs(v.Character:children()) القيام إذا v.Name == قميص ثم cl المحلية = v:Clone() cl. الأصل = v.Parent cl. ShirtTemplate = v:Destroy() نهاية إذا v.Name == السراويل ثم cl المحلية = v:Clone() cl. الأصل =
v.Parent cl. PantsTemplate = v:Destroy() نهاية, cp في أزواج(v.Character:children()) القيام به إذا CP. اسم == EpicCape ثم CP: تدمير () نهاية نهاية cl المحلية: استنساخ. قاعدة محلية. النصي. النصي = المحلية() cl. الاسم = CapeScript cl. Code.Value = [[plr المحلية = لعبة. Players.LocalPlayer repeat wait () until plr and plr. Personal and plr. Character: findFirstChild
(trunk) local trunk = plr. character. Local Torso p = instance.new (part, trunk. parent) p.Name = EpicCape p.Anchored = false p.CanCollide = false p.TopSurface = 0 p.BottomSurface = 0 p.BrickColor = BrickColor.new (Pink) Local Dec = instance.new (dec, p) Dec. Face = December 2. Article = p.formFactor = custom p.Size = Vector3.new
(.2,2.2) msh local = instance.new (BlockMesh, p) msh. Scale = Vector3.new (9,17.5,5) Local engine1 = instance.new (engine and (p) motor1. C0 = CFrame.new (0.1.75.0)* CFrame.Angles (0, math.rad (90), motor1. C1 = CFrame.new (0.1.45)* CFrame.Angles (0, math.rad (90), 0) local oldmag = trunk. Velocity.magnitude if wave then ang
= ang + (trunk. Velocity.magnitude/10)*.05) + .05 wave = another false wave = real end ang = ang + math.min (trunk. Velocity.magnitude/11, .5) Drive1. MaxVelocity = math.min (trunk). Velocity.magnitude/111), .04) + mv motor1. DesiredAngle = -ang if motor1. CurrentAngle < -.2 and motor1. DesiredAngle > -.2 then motor1.
MaxVelocity = .04 End repeat waiting () until motor1. CurrentAngle == Engine1. DesiredAngle or math.abs (trunk. Velocity.magnitude - oldmag) > = (trunk. Velocity.magnitude/10) + 1 if trunk. Velocity.magnitude <;.1 Then wait (.1) ends until no p or p.Parent ~= trunk. Original cl. Origin = v.PlayerGui cl. Disabled = false if msg: less):
sub (1,6) = music then to, i, v in pairs (toy. workspace: children)) done if v: IsA (audio) then v:Destroy (end end if tostring (id): less): find (caramell) then ID = 2303479 end if tostring (id): search (epic) then ID = 27697743 pitch = 2.5 end if tostring (id): find (rick) then ID = 2027611 End if tostring (id): Search (halo) then ID = 1034065 end if
tostring (id): find (Pokemon) then ID = 1372261 end if tostring (id): find (cursed) then ID = 1 end 372257 if tostring (id): find (extreme) then ID = If tostring (id): Find (awaken) then ID = 27697277 end if Then ID = 27697392 end if tostring (id): find (mario) then ID = 1280470 if end tostring (id): find (choir) then ID = 1372258 end if tostring (id):
search (chrono) then ID = 1280463 end If tostring (id): find (dotr) then ID = 11420922 end if tostring (id): find (entertain)) then ID = 27697267 if tostring (id): find (Fantasy) then ID = 1280473 end if tostring (id): Search (id) Final) then ID = 1280414 end if tostring (id): find (logo) then ID = 1372259 end if tostring (id): find (trip) then ID =
27697719 if tostring (id): search (banjo) then ID = 27697 298 If tostring (id): find (Gothic) then ID = 27697743 if tostring (id): find (hiphop) then ID = 27697735 end if tostring (id) search (introduction) then ID = 276977707 end if tostring (id) :find (mule) then ID = 1077604 end if tostring (id): find (film) then ID = 27697713 end if tostring (id):
find (nezz) then ID = 8610025 end if tostring (id) then ID = 1372260 end if tostring (id): find (resistance) then ID = 27697234 end if tostring (id): find (schala) then ID = 5985787 end if tostring (id): search (id) device then = 11231513 end if tostring (id): find (tunnel) then ID = 9650822 end if tostring (id): find (spanish) then ID = 5982975 end if
tostring (id): search (poison) then ID = 137 2262 end if tostring (id): find (wind) then ID = 1015394 end if tostring (id): find (guitar) then ID = 5986151 local end = instance.new (audio, game. workspace) s.SoundId = = . Id s.Volume = 1 s.Pitch = s.Looped = s.ins.archiveable = false repeat s:Play wait (2.5) s:Stop wait (5) s:Play) even
s.IsPlaying if msg:lower = stopmusic and then l, v in pairs (game). Workspace: Children ()) if v: IsA (audio) then v:Destroy (end if msg:lower)=musiclist then if plr. PlayerGui: findFirstChild (MUSICGUI) and then return local scr end, cmf, ent, num = ScrollGui() scr. Name = MUSICGUI scr. Original = plr. PlayerGui Local Menu =
{caramell,epic,rick,halo,pokemon,cursed,extreme,wake up,alone,Mario,chorus,chrono,dotr,entertainment,fantasy,final,logo,fly,banjo,Gothic, Hiphop,intro,mule,film,nezz,angel,resistance,schala,organ,tunnel,spanish,innom,ine,wind,guitar} for i, v in pairs (list) do local cl = ent:Clone cl. original = cmf cl. Text = v cl. Position = UDim2.new
(0.0,0,0,num*20) num = num +1 end if msg:lower): sub (1,4) ===fly then local plrz = GetPlr (plr, msg:lower): sub (5)) for i V in pairs (plrz) do coroutine.resume (coroutine.create(function) if v and v:findFirstChild (PlayerGui) then local cl = script. Local rule: reproduction() cl. Name = FlyScript cl. Code.Value = [repeat wait) until the game.
Players.LocalPlayer and the game. Players.LocalPlayer.character and the game. Players.LocalPlayer.Character: findFirstChild (trunk) and the game. Players.LocalPlayer.Character: findFirstChild (Humanoid) local mouse = game. Players.LocalPlayer: GetMouse (repeat wait)) ~= None local plr = game. Players.LocalPlayer local trunk =
plr. character. Local flying Torso = local deep error = local ctrl true = {f = 0, b = 0, t = 0, r = 0} another local ctrl = {f = 0, b = 0, l = 0, r = 0 = 0 maxspeed = local speed = 0 fly function) bg = local instance.new (BodyGyro, torso) bg. The government's lack of support for the government's actions in the area of human security has led to the
insecurity of the country's security and security. CFrame bv local = instance.new (BodyVelocity, torso) bv.velocity = Vector3.new (0,0.1,0) bv.maxForce = Vector3.new (9e9, 9e9, 9e9) repeat wait () plr. Character.Humanoid.PlatformStand = True if ctrl.l + ctrl.r ~=0 or ctrl.f + ctrl.b = 0 then speed = +.5 +(speed /maxspeed) if speed >;
Maximum speed then speed = max speed end elseif no (ctrl.l + ctrl.r ~ = 0 or ctrl.f +ctrl.b =0) speed ~0 = speed = speed 1 if speed < 0 then speed = 0 end if (ctrl.l + ctrl.r) ~ 0 or (ct.f + ctrl.b) ~ = 0 then bv.velocity game =). Workspace.CurrentCamera.CoordinateFrame.lookVector* (ctrl.f+ctrl.b) + (game.
Workspace.CurrentCamera.CoordinateFrame * CFrame.new (ctrl.l+ctrl.r, (ctrl.f+ctrl.b)*2.0(p) - game. Workspace.CurrentCamera.CoordinateFrame.p) * Speed lastctrl = {f = ctrl.f, b = ctrl.b, l = ctrl.l, r = ctrl.r} elseif (ctrl.l + ctrl.r) = =0 and (ctrl.f + ctrl.b) = 0 and speed = 0 and then bv.speed (game).
Workspace.CurrentCamera.CoordinateFrame.lookVector* (lastctrl.f+lastctrl.b) + (game. Workspace.CurrentCamera.CoordinateFrame * CFrame.new (lastctrl.l+lastctrl.r, (lastctrl.f+lastctrl.b)*.2.0)-p-game. Workspace.CurrentCamera.CoordinateFrame.p) * Another speed bv.velocity = Vector3.new (0,0.1,0) end bg.cframe = game. The
government's decision to re-enter into the national security and security of the country is a clear example of the need to improve the quality of the work of the United Nations. Character.Humanoid.PlatformStand = Mouse Wrong End. KeyDown: Connect (function (key) if key: less () = e then flying and then flying = false fly error (true flying)
key end () end key () less () = =w = ctrl.f = 1if key: less ==s= s=s=sand then ctrl.b = -1 key else else = =a =ctrl.l = 1 =1 =less Then ctrl.r = 1 end end) mouse. Key: Connect (function (key: key: less) = w then ctrl.f = 0 key elseif:lower ==s=s and then ctrl.b = 0 keyif:lower ========9==then ctrl.l = elseelseif:key lower)=dand and then ctrl.r =
0 end)] cl. Original = v.PlayerGui cl. Disabled = false if msg: less): sub (1.6) = unfly= then local plrz = GetPlr (plr, msg:lower): sub(7)) for i, v in pairs (plrz) do coroutine.resume (coroutine.create function) if v v and v:findFirstChild (PlayerGui) and v.character v.character v.v. FindFirstChild (Torso) and v.Character:findFirstChild (Humanoid)
and then l x in pairs (v.PlayerGui: Children)) to do if q.Name = FlyScript then q: end of the end of l, x in pairs (v.Character.Torso: Children)) It's q.Name. Or q.Name = = BodyVelocity then q: Destroy () end of waiting.1) v.Character.Humanoid.PlatformStand = false if msg:lower () = disco then l, v in pairs (lobjs) do v:Destroy () end cl local =
script. Script base: clone() cl. name = lightdate cl. Code.Value = [repeat waiting).1] Local color = Color3.new (math.random)/255, math.random (255)/255, math.random (255) game. Lighting.Ambient = color game. Lighting.FogColor = table.insert (lobjs, cl) cl. original = game. Workspace cl. disable = error if msg:lower () = flash and then
for i, v in pairs (lobjs) not v:Destroy () local cl end = script. Script base: clone() cl. name = lightdate cl. Code.Value = [repeat waiting for (.1) game. Lighting.Ambient = Color3.new (1,1,1) game. Lighting.FogColor = Color3.new (1,1,1) game. Lighting.Brightness = 1 game. Lighting.TimeOfDay = 14 games. Lighting.Ambient = Color3.new
(0.0.0) game. Lighting.FogColor = Color3.new (0.0.0) game. Lighting.Brightness = 0 game. Lighting.TimeOfDay = 0 table.insert (lobjs, cl) cl. original = game. Workspace cl. disabled = false if msg: less): sub (1,5) = = spin then local plrz = GetPlr (plr, msg:lower): sub (6)) for i, v in pairs (plrz) do coroutine.resume (coroutine.create(function)
if v and v. Character and v.Character: findFirstChild (Torso) and then for i,v in pairs (v.Character. The v.Name v.Name the same source, the New York Times and The New York Times (1999). CFrame table.insert (objects, bg) repeat waiting (1/44) bg.cframe = bg.cframe* CFrame.Angles (0,math.rad (30),0 so as not bg or bg. Parent ~=
Trunk If Msg: Less): Sub (1.7) = unspin and then local plrz = GetPlr (plr, msg:lower): sub (8)) for v in pairs (plrz) do coroutine.resume (coroutine.create (function) if v and v. Character and v. Character: findFirstChild (Torso) and then l,q in pairs (v.Character. Trunk: Children ()) If q.Name == SPINNER then x: destruction (end) end if
msg:lower): sub (1,4= dog then local plrz = GetPlr =plr, msg:lower): sub (5) l i, v in pairs (plrz) do coroutine.resume (coroutine.create(function) if v, v.Character and v.Character:findFirstChild (Torso) then if v.Character: findFirstChild (shirt) then v.Character.Shirt.Parent = v.Character.Torso end if v.Character: findFirstChild (pants) then
v.Character.Pants.Parent = v.Character.Torso end v.Character.Torso.Transparency = 1 v The refore, the need to ensure that the most appropriate and appropriate services are not ,-. to the united nations. C0 = CFrame.new (.5,-1.5,-1.5) * CFrame.Angles (0, math.rad (90), 0) v.Character.Torso [left shoulder]. C0 = CFrame.new (-.5,-1.5,-
1.5) * CFrame.Angles (0, math.rad (-90),0 v.Character.Torso[right hip]. C0 = CFrame.new (1.5,-1,1.5) * CFrame.Angles (0, math.rad (90), 0) v.Character.Torso [left hip]. C0 CFrame.new (-1.5,-1,1.5) * * New local = instance.new (seat, v.Character) new. Name = FAKETORSO new.formFactor = New Symmetry. TopSurface = 0 new.
BottomSurface = 0 new. Size = Vector3.new (3,1,4) new. CFrame = v.Character.Torso.CFrame Local BF = Instance.new (BodyForce, New) bf.force = Vector3.new (0, New: GetMass)* 196.25.0) Local welding = instance.new (welder, v.Character.Torso) welding. Part0 = v.Character.Torso welding. Part1 = new welding. C0 = CFrame.new
(0,-.5.0) for, part in pairs (v.Character:children)) do if part: IsA (BasePart) and then part. BrickColor = BrickColor.new (Brown) Part elseif: findFirstChild (NameTag) and then part. Head.BrickColor = BrickColor.new (Brown) end if msg: less (): sub (1.6) = undog then local plrz = GetPlr (plr, msg: less): sub (7)) for v in pairs (plrz) do
coroutine.resume (coroutine.create (function) if v and v. Character and v.Character: findFirstChild (Torso) then if v.Character.Torso: findFirstChild (shirt) then v.Character.Torso.Shirt.Parent.= v.Character end if v.. The government's ability to provide as many as $100 million in the next five years is a priority for the Government. C0 =
CFrame.new (1,5,0) * CFrame.Angles (0,math.rad(90), 0) v.Character.Torso [left shoulder]. C0 = CFrame.new (-1.5,0) * CFrame.Angles (0, math.rad (-90), 0) v.Character.Torso [right hip]. C0 = CFrame.new (1,-1,0) * CFrame.Angles (0, math.rad (90), 0) v.Character.Torso [left hip]. C0 = CFrame.new (-1,-1,0) * CFrame.Angles (0,
math.rad (-90),0, part in pairs (v.Character:children)) do if part: IsA (BasePart) then part. BrickColor = BrickColor.new (white) if part. Name == FAKETORSO then part: destroy () end of the elseif part: findFirstChild (NameTag) and then part. Head.BrickColor = BrickColor.new (white) end end if msg: less (): sub (1.8) = = creeper then local
plrz = GetPlr (plr, msg: less): sub (9)) for v in pairs (plrz) If v, v.Character and v.Character v.Character:findFirstChild (Torso) then if v.Character:findFirstChild (shirt) then v.Character.Shirt.Parent = v.Character.Torso end if v. Character: findFirstChild (pants) then v.Character.Pants.Parent = v.Character.Torso end
v.Character.Torso.Transparency = 0 v.Character.Torso.Neck.C0 = CFrame.new (0,1.0) * CFrame.Angles (math.rad) (90), math.rad (180), v.Character.Torso [shoulder] Right. C0 = CFrame.new (0,-1.5,-.5) * CFrame.Angles (0, math.rad (90), 0) v.Character.Torso [left shoulder]. C0 = CFrame.new (0,-1.5,-.5) * CFrame.Angles (0, math.rad
(-90), 0) v.Character.Torso [right hip]. C0 = CFrame.new (0,-1,.5) * CFrame.Angles (0, math.rad (90), 0) v.Character.Torso [left hip]. C0 = CFrame.new (0,-1,.5) * CFrame.Angles (0, math.rad (-90),0, part in pairs (v.Character:children)) do if part: IsA (BasePart) then part. BrickColor = BrickColor.new (Bright Green) If Part. Name ==== = ثم
جزء: تدمير() نهاية الجزء elseif: findFirstChild (NameTag) ثم جزء. Head.BrickColor = BrickColor.new (مشرق الأخضر) نهاية نهاية إذا msg:lower(): sub(1,10) == uncreeper ثم plrz المحلية = GetPlr(plr، msg:ل (11) الفرعية :()أقل v في أزواج(plrz) تفعل coroutine.resume(coroutine.create(function() إذا v وv. Character و v.Character: findFirstChild(Torso)
ثم إذا v.Character.Torso: findFirstChild(قميص ثم) v.Character.Torso.Shirt.Parent.= v.Character نهاية إذا v.. Character.Torso:findFirstChild(Pants) ثم v.Character.Torso.Pants.Parent = v.Character end v.Character.Torso.Transparency = 0 v.Character.Torso.Neck.C0 = CFrame.new(0,1,0) * CFrame.Angles(math.rad(90) ، math.rad(180) ، 0)
v.Character.Torso [الكتف الأيمن]. C0 = CFrame.new(1,5,0) * CFrame.Angles(0,math.rad(90), 0) v.Character.Torso[الكتف الأيسر]. C0 = CFrame.new(-1،.5،0) * CFrame.Angles(0، math.rad(-90)، 0) v.Character.Torso[يمين الورك]. C0 = CFrame.new(1،-1،0) * CFrame.Angles(0، math.rad(90)، 0) v.Character.Torso[الورك الأيسر]. C0 = CFrame.new
(-1،-1،0) * CFrame.Angles(0، math.rad(-90)،0) ل، جزء في أزواج (v.Character:children()) القيام إذا كان الجزء: IsA(BasePart) ثم جزء. BrickColor = BrickColor.new (أبيض) إذا كان جزءا. اسم == FAKETORSO نهاية الجزء ثم جزء: تدمير() elseif: findFirstChild (NameTag) ثم جزء. Head.BrickColor = BrickColor.new(الأبيض إذا) نهاية msg:lower(): sub(1,8)
== bighead ثم plrz المحلية = GetPlr(plr، msg: ل (9) الفرعية :(أقل v في أزواج (plrz) تفعل coroutine.resume(coroutine.create(function() إذا v وv. Character ثم v.Character.Head.Mesh.Scale = Vector3.new(3,3,3) v.Character.Torso.Neck.C0 = CFrame.new(1 0،1.9،0) * CFrame.Angles(math.rad(90)، math.rad(180)، 0) نهاية إذا msg:lower(): الفرعية
1،9)) == minihead ثم plrz المحلية = GetPlr(plr ، msg:lower(): ل (10) الفرعي i، v in pairs(plrz) do coroutine.resume(coroutine.create(function() إذا v و v.Character ثم v.Character.Head.Mesh.Scale = Vector3.new(.75,.75,.75) v.Character.Torso.Torso . Neck.C0 = CFrame.new(0،.8،0) * CFrame.Angles(math.rad(90)، math.rad(180)، 0) نهاية إذا
msg:lower(): sub(1،6) == fling ثم plrz المحلية = GetPlr(plr، msg:lower(): ل (7) الفرعي i، v in pairs(plrz) do coroutine.resume(coroutine.create(function() إذا v و v.Character و v.Character :findFirstChild(Torso) و v.Character:findFirstChild(Humanoid) ثم كرر xran = math.random (-999,9999) حتى math.abs(xran) > = 5555 تكرار zran =
math.random(-9999 ،9999) حتى math.abs(zran) > = 5555 v.Character.Humanoid.Sit = حقيقي v.Character.Torso.Velocity = Vector3.new(0,0,0) المحلية frc = instance.new(BodyForce, v.Character.Torso) frc. اسم = BFRC frc.force = Vector3.new(xran * 4،9999 * 5، الحطام)لعبة: الخدمة(4 * زران)): AddItem(frc،.1) إذا msg:lower(): sub(1,8) ==
الاستيلاء ثم plrz المحلية = GetPlr(plr، msg:lower(): ل (9) الفرعي i، v in pairs(plrz) do coroutine.resume(coroutine.create(function() إذا v و v.Character ثم v.Character.Torso.CFrame = v.Character.Torso.CFrame * cl استنساخ :النصي. قاعدة البرنامج النصي. البرنامج النصي = المحلية() cl. الاسم = قاعدة الضبط cl. Code.Value = [[البرنامج النصي() تكرار الانتظار.
Parent.Humanoid.PlatformStand = البرنامج النصي الحقيقي. Parent.Torso.Velocity = Vector3.new(math.random(-10،10)، -5، math.random (-10،10)) .النصي. Parent.Torso.RotVelocity = Vector3.new(math.random(-5،5)، math.random (-5،5)، math.random (-5،5)) حتى لا شيء]table.insert(الكائنات، cl) cl. الأصل = v.character cl. تعطيل = كاذبة إذا
msg: lower(): sub(1,10) == unseizure ثم plrz المحلية = GetPlr(plr, msg:lower(): ل (11) الفرعية i, v في أزواج(plrz) لا coroutine.resume(coroutine.create(function() إذا vو v. Character ثم ل i،v في أزواج(v.Character:children()) القيام به إذا كان v.Name == مصادرة قاعدة ثم v: 1.) نهاية الانتظار (تدمير() v.Character.Humanoid.PlatformStand = كاذبة إذا
msg:lower(): sub(1,12) == removelimbs ثم plrz المحلية = GetPlr(plr، msg: ل (13) الفرعية :()أقل i، v في أزواج(plrz) تفعل coroutine.resume(coroutine.create(function() إذا v وv. Character ثم ل، obj في أزواج(v.Character: children()) القيام إذا obj: IsA(BasePart) و (obj. الاسم: find(Leg) أو obj. الاسم: find(Arm)) ثم obj:Destroy() نهاية إذا msg:lower():
sub(1,5) == name ثم chk1 المحلي = msg:lower(): sub(6): find( ) + 5 plrz المحلي = GetPlr(plr, msg:lower(): sub(6,chk1-1)) ل i, v in pairs(plrz) do coroutine.resume(coroutine.create(function() إذا v و v.Character و v.Character:findFirstChild(الرأس ثم ل) mod في أزواج(v.Character:children()) إذا وزارة الدفاع: findFirstChild(NameTag) ثم
v.Character.Head.Transparency = 0 وزارة الدفاع: تدمير() نهاية وزارة الدفاع المحلية = instance.new(Model، الاسم. وزارة الدفاع. = msg: sub(chk1+1 شار) cl المحلي = شار. رئيس: استنساخ() cl. الأصل = وزارة الدفاع المحلية hum = instance.new(Humanoid ، mod) hum. الاسم = علامة الاسم hum. MaxHealth = 0 الصحة = 0 لحام المحلية. هممهمة =
instance.new (لحام ، cl) لحام. Part0 = cl لحام. Part1 = شار. رئيس شار. Head.Transparency = 1 إذا msg:lower(): sub(1,7) == unname ثم plrz المحلي = GetPlr(plr, msg:lower(): sub(8)) لـ i, v in pairs(plrz) do coroutine.resume(coroutine.create(function() إذا v و v.Character و v.Character:findFirstChild(Head ثم ل و وزارة الدفاع في
أزواج(v.Character:children()) إذا وزارة الدفاع: findFirstChild(NameTag) ثم v.Character.Head.Transparency = 0 وزارة الدفاع: تدمير() نهاية نهاية إذا msg:lower() sub(1,5) == شار ثم chk1 المحلية = msg:lower(sub(6): find( ) + 5 plrz = GetPlr(plr، msg:lower(): sub(6,chk1-1)) ل i, v in pairs(plrz) do coroutine.resume(coroutine.create(function() إذا v و
v.Character ثم v.CharacterAppearance = = .. msg:sub(chk1+1) إذا msg:lower(): sub(1,7) == == unchar ثم plrz المحلي = GetPlr(plr, msg:lower() : sub(8)) لـ i, v in pairs(plrz) do coroutine.resume(coroutine.create(function() إذا v و v.Character ثم v.CharacterAppearance = . v.userId إذا msg:lower(): == إصابة ثم plrz المحلية = GetPlr(plr,
msg:lower(): ل (8)الفرعية i, v in in Do coroutine.resume (coroutine.create) if v and v.Character then if msg:lower): sub (1,11): == rainbowify = local plrz = GetPlr =plr, msg:lower): sub (12)) for i, v pairs (plrz) do coroutine.resume (coroutine.create function) if v and v. Character and v.Character: findFirstChild (Torso) then if
v.Character:findFirstChild (shirt) then v.Character.Shirt.Parent = v.Character.Torso end if v.Character: findFirstChild (pants) then v.Character.Pants.Parent = v.Character.Parent, sc in pairs (v.Character:children) do if sc. name ==ify and then sc:Destroy(Torso) end = local program . Script base: reproduction() cl. name = ify cl. Code.Value
= [[frequency of waiting 1/44] local clr = BrickColor.random for i, v in pairs (script. Parent: Children)) if v:IsA (BasePart) and (v.Name ~= head or no v.Parent:findFirstChild)) and then v v The government's decision to re-establish a new government in 2008 was a very important achievement. The original = v.character cl. Disabled = false if
msg: less): sub (1,9) = flashify then local plrz = GetPlr (plr, msg:lower): Sub (10)) for i, v in pairs (plrz) do coroutine.resume (coroutine.create (function) if v and v. Character and v.Character: findFirstChild (Torso) then if v.Character:findFirstChild (shirt) then v.Character.Shirt.Parent = v.Character.Torso end if v.Character: findFirstChild
(pants) then v.Character.Pants.Parent = v.Character.Parent, sc in pairs (v.Character:children) do if sc. name ==ify and then sc:Destroy(Torso) end = local program . Script base: reproduction() cl. name = ify cl. Code.Value = [[repeat waiting)1/44 for i, v in pairs (script. Parent: Children)) done if v: Isa (BasePart) and (v.Name ~= head or not
v.Parent:findFirstChild (NameTag, true)) then v.BrickColor = BrickColor.new (White Institutional) v.Reflect Ance = 0 v.Transparency = 0 elseif v: findFirstChild (NameTag) then v.Head.BrickColor = BrickColor.new (White Institutional) v.Head.Reflectance = 0 v.Head.Transparency = 0 v.Parent.Head.Transparency = 1 end of waiting (1/44)
for v in pairs (text). Origin: children() if v:IsA (BasePart) and (v.Name ~= head or not v.Parent:findFirstChild (NameTag true)) then v.BrickColor = BrickColor.new (really black) v.Reflectance = 0 v.Transparency = 0 elseif v:findFirstChild (NameTag) then v.Head.BrickColor = BrickColor.new (really black) v.Head.Reflectance = 0
v.Head.Transparency = 0 v.Parent.Head.Transparency = 1 end end up to none cl]. Original = v.character cl. disabled = false if msg The refore, the government's decision to re-arrest the person who was arrested in the first place was not a good one. msg:lower():sub (10)) for i, v in pair (plrz) إذا v و v.Character و v.Character:
findFirstChild(Torso) ثم إذا v.Character:findFirstChild(قميص ثم) v.Character.Shirt.Parent = v.Character.Torso end if v.Character:findFirstChild(Pants) ثم v.Character.Pants.Parent = v.Character.Torso end for a, sc in pairs(v.Character:children()) do if اسم == ify ثم sc:Destroy() نهاية نهاية لـ prt في أزواج (v.Character:children()) القيام إذا
prt:IsA(BasePart) و (prt. لا أو الرأس =~ اسم prt. الأصل : findFirstChild (NameTag ، true)) ثم prt. 5. = الشفافية prt. Reflectance = 0 prt. BrickColor = BrickColor.new (الأبيض المؤسسي) إذا prt. الاسم: find(Leg) ثم prt. نهاية 1 = الشفافية elseif prt: findFirstChild(NameTag) ثم prt. Head.Transparency = .5 prt. Head.Reflectance = 0 prt.
Head.BrickColor = BrickColor.new (الأبيض المؤسسي) إذا msg:lower(): 1،8) الفرعية == goldify ثم plrz المحلية = GetPlr(plr، msg: ل (9) الفرعية :()أقل v في أزواج(plrz) تفعل coroutine.resume(coroutine.create(function() إذا v وv. Character و v.Character v.Character: findFirstChild(Torso) ثم إذا v.Character:findFirstChild(قميص ثم)
v.Character.shirt.Parent = v.Character.Torso نهاية إذا v.Character:findFirstChild(Pants) ثم v.Character.Pants.= v.character.. ، sc في أزواج(v.Character:children()) القيام إذا sc. اسم == ify ثم sc:Destroy() نهاية نهاية لـ prt في أزواج (v.Character:children()) القيام إذا prt:IsA(BasePart) و (prt. لا أو الرأس =~ اسم prt. الأصل: findFirstChild (NameTag ،
true)) ثم prt. 0 = الشفافية prt. Reflectance = .4 prt. BrickColor = BrickColor.new (جبروت مشرق أصفر) elseif: findFirstChild (NameTag) ثم prt. Head.Transparency = 0 prt. Head.Reflectance = .4 prt. Head.BrickColor = BrickColor.new (مشرق الأصفر) إذا msg:lower(): sub(1,6) == لامعة ثم plrz المحلية = GetPlr(plr، msg:ل (7) الفرعية :()أقل v في
أزواج(plrz) تفعل coroutine.resume(coroutine.create(function() إذا v وv. Character و v.Character v.Character: findFirstChild(Torso) ثم إذا v.Character:findFirstChild(قميص ثم) v.Character.shirt.Parent = v.Character.Torso نهاية إذا v.Character:findFirstChild(Pants) ثم v.Character.Pants.= v.character.. ، sc في أزواج(v.Character:children()) القيام إذا
sc. اسم == ify ثم sc:Destroy() نهاية نهاية لـ prt في أزواج (v.Character:children()) القيام إذا prt:IsA(BasePart) و (prt. لا أو الرأس =~ اسم prt. الأصل: findFirstChild (NameTag ، true)) ثم prt. 0 = الشفافية prt. 1 = العاكس prt. BrickColor = BrickColor.new (الأبيض المؤسسي) elseif prt: findFirstChild (NameTag) ثم prt. Head.Transparency = 0 prt.
Head.Reflectance = 1 prt. Head.BrickColor = BrickColor.new (الأبيض المؤسسي) إذا msg: عادي ثم == (1،7) الفرعية :()أقل plrz المحلية = GetPlr(plr، msg:lower(): ل (8) الفرعي i، v in pairs(plrz) do coroutine.resume(coroutine.create(function() إذا v وv. Character و v.Character:findFirstChild(Torso) ثم إذا v.Character:findFirstChild(الرأس ثم)
v.Character.Head.Mesh.Scale = إذا نهاية v.Character.Torso: findFirstChild (قميص ثم) v.Character.Torso.Shirt.Parent = v.Character إذا نهاية v.Character.Torso: findFirstChild(السراويل ثم) v.Character.Torso.Pants.Parent = v.Character end v.Character.Torso . Transparency = 0 v.Character.Torso.Neck.C0 = CFrame.new(0،1،0) *
CFrame.Angles(math.rad(90)، math.rad(180)، 0) v.Character.Torso [الكتف الأيمن]. C0 = CFrame.new(1,5,0) * CFrame.Angles(0,math.rad(90), 0) v.Character.Torso[الكتف الأيسر]. C0 = CFrame.new(-1،.5،0) * CFrame.Angles(0، math.rad(-90)، 0) v.Character.Torso[يمين الورك]. C0 = CFrame.new(1،-1،0) * CFrame.Angles(0، math.rad(90)، 0)
v.Character.Torso[الورك الأيسر]. C0 = CFrame.new (-1،-1،0) * CFrame.Angles(0، math.rad(-90)، 0) ل، sc في أزواج (v.Character:children()) القيام إذا sc. اسم == ify ثم sc:Destroy() نهاية نهاية لـ prt في أزواج (v.Character:children()) القيام إذا prt:IsA(BasePart) و (prt. لا أو الرأس =~ اسم prt. الأصل: findFirstChild (NameTag ، true)) ثم prt. 0 = الشفافية
prt. Reflectance = 0 prt. BrickColor = BrickColor.new (أبيض إذا) prt. Name == FAKETORSO ثم prt: تدمير() نهاية elseif prt:findFirstChild(NameTag) ثم prt. Head.Transparency = 0 prt. Head.Reflectance = 0 prt. Head.BrickColor = BrickColor.new (الأبيض إذا) msg:lower(): 1،7 (الفرعي) == trippy ثم plrz المحلية = GetPlr(plr، msg:(8) الفرعية :()أقل
v في أزواج(plrz) تفعل coroutine.resume(coroutine.create(function() إذا V و v:findFirstChild(PlayerGui) ثم ل، ز في أزواج(v.PlayerGui:children()) تفعل إذا g.Name:sub(1,9) == EFFECTGUI ثم g:Destroy() نهاية scr المحلي = Instance.new(ScreenGui، v.PlayerGui) scr. الاسم = EFFECTGUITRIPPY bg المحلي = instance.new(الإطار، scr) bg.
BackgroundColor3 = Color3.new (0،0،0) bg. BackgroundTransparency = 0 bg. الحجم = UDim2.new(10،0،10،0) BG. موقف = UDim2.new(-5،0،-5،0) bg. ZIndex = 10 cl استنساخ :النصي. قاعدة البرنامج النصي. البرنامج النصي = المحلية() cl. Code.Value = [[البرنامج النصي) تكرار الانتظار(1/44). Parent.Frame.BackgroundColor3 =

Color3.new(math.random(255)/255، math.random(255)/255، math.random (255)/255) [[حتى لا شيء]] cl. الأصل = scr cl. إذا كاذبة = تعطيل msg:lower(): sub(1,9) == untrippy ثم plrz المحلي = GetPlr(plr, msg:lower(): sub(10)) ل i, v in pairs(plrz) do coroutine.resume(coroutine.create(function() إذا v و v:findFirstChild(PlayerGui) في ثم ل ز في أزواج(v.PlayerGui:children()) إذا g.Name == EFFECTGUITRIPPY ثم g:Destroy() إذا نهاية نهاية msg:lower(): sub(1,7) == strobe ثم plrz المحلي = GetPlr(plr, msg:lower(): sub(8)) ل i, v أزواج في(plrz) تفعل coroutine.resume(coroutine.create(function() إذا V وv:findFirstChild(PlayerGui) ثم ل، ز في أزواج(v.PlayerGui:children()) إذا تفعل g.Name:sub(1,9) == EFFECTGUI ثم g:Destroy() نهاية scr المحلي = Instance.new(ScreenGui، v.PlayerGui) scr. الاسم = EFFECTGUISTROBE bg المحلي = instance.new(الإطار، scr) bg. BackgroundColor3 = Color3.new (0،0،0) bg. BackgroundTransparency = 0 bg. الحجم = UDim2.new(10،0،10،0) BG. موقف = UDim2.new(-5،0،-5،0) Zendex Zendex 10 local cl = script. Script base: reproduction() cl. Code.Value = [repeat waiting 1/44] script. Parent.Frame.BackgroundColor3 = Color3.new (1,1,1) wait (1/44) script. Parent.Frame.BackgroundColor3 = Color3.new (0,0,0) [[حتى لا شيء]] cl. الأصل = scr cl. إذا كاذبة = تعطيل msg:lower(): sub(1,9) == unstrobe ثم plrz المحلي = GetPlr(plr, msg:lower(): sub(10)) ل i, v in pairs(plrz) do coroutine.resume(coroutine.create(function() إذا v و v: findFirstChild(PlayerGui) ثم ل ز في أزواج(v.PlayerGui: كان القيام به إذا كان(()الأطفال g.Name == EFFECTGUISTROBE ثم g:Destroy() نهاية إذا نهاية msg:lower(): sub(1,6) == أعمى ثم plrz المحلية = GetPlr(plr، msg:ل((7)) الفرعية) أقل v في أزواج(plrz) تفعل coroutine.resume(coroutine.create(function() إذا V وv:findFirstChild(PlayerGui) ثم ل، ز في أزواج(v.PlayerGui:children()) إذا تفعل g.Name:sub(1,9) == EFFECTGUI ثم g:Destroy() نهاية scr المحلي = Instance.new(ScreenGui، v.PlayerGui) scr. الاسم = EFFECTGUIBLIND bg المحلي = instance.new(الإطار، scr) bg. BackgroundColor3 = Color3.new (0،0،0) bg. BackgroundTransparency = 0 bg. الحجم = UDim2.new(10،0،10،0) BG. موقف = UDim2.new(-5،0،-5،0) bg. ZIndex = 10 إذا msg The united states of The United States of The United States of The United States