--[=[

d888b db db d888888b .d888b. db db db .d8b.

88' Y8b 88 88 `88' VP `8D 88 88 88 d8' `8b

88 88 88 88 odD' 88 88 88 88ooo88

88 ooo 88 88 88 .88' 88 88 88 88~~~88

88. ~8~ 88b d88 .88. j88. 88booo. 88b d88 88 88 @uniquadev

Y888P ~Y8888P' Y888888P 888888D Y88888P ~Y8888P' YP YP CONVERTER

]=]

-- Instances: 75 | Scripts: 34 | Modules: 0 | Tags: 0

local G2L = {};

-- StarterGui.ScreenGui

G2L["1"] = Instance.new("ScreenGui", game:GetService("Players").LocalPlayer:WaitForChild("PlayerGui"));

G2L["1"]["ZIndexBehavior"] = Enum.ZIndexBehavior.Sibling;

-- StarterGui.ScreenGui.Frame

G2L["2"] = Instance.new("Frame", G2L["1"]);

G2L["2"]["BackgroundColor3"] = Color3.fromRGB(255, 255, 255);

G2L["2"]["Size"] = UDim2.new(0, 878, 0, 470);

G2L["2"]["Position"] = UDim2.new(0.04586, 0, 0.02058, 0);

G2L["2"]["BorderColor3"] = Color3.fromRGB(0, 0, 0);

-- StarterGui.ScreenGui.Frame.TextButton

G2L["3"] = Instance.new("TextButton", G2L["2"]);

G2L["3"]["BorderSizePixel"] = 0;

G2L["3"]["TextColor3"] = Color3.fromRGB(0, 0, 0);

G2L["3"]["TextSize"] = 14;

G2L["3"]["BackgroundColor3"] = Color3.fromRGB(255, 255, 255);

G2L["3"]["FontFace"] = Font.new([[rbxasset://fonts/families/SourceSansPro.json]], Enum.FontWeight.Regular, Enum.FontStyle.Normal);

G2L["3"]["Size"] = UDim2.new(0, 114, 0, 30);

G2L["3"]["BorderColor3"] = Color3.fromRGB(0, 0, 0);

G2L["3"]["Text"] = [[Secret service panel]];

G2L["3"]["Position"] = UDim2.new(0.72586, 0, 0.10509, 0);

-- StarterGui.ScreenGui.Frame.TextButton.LocalScript

G2L["4"] = Instance.new("LocalScript", G2L["3"]);

-- StarterGui.ScreenGui.Frame.ImageLabel

G2L["5"] = Instance.new("ImageLabel", G2L["2"]);

G2L["5"]["BackgroundColor3"] = Color3.fromRGB(0, 133, 0);

G2L["5"]["Image"] = [[http://www.roblox.com/asset/?id=122413031050489]];

G2L["5"]["Size"] = UDim2.new(0, 55, 0, 50);

G2L["5"]["BorderColor3"] = Color3.fromRGB(0, 0, 0);

-- StarterGui.ScreenGui.Frame.TextLabel

G2L["6"] = Instance.new("TextLabel", G2L["2"]);

G2L["6"]["TextSize"] = 14;

G2L["6"]["TextXAlignment"] = Enum.TextXAlignment.Left;

G2L["6"]["BackgroundColor3"] = Color3.fromRGB(12, 137, 0);

G2L["6"]["FontFace"] = Font.new([[rbxasset://fonts/families/SourceSansPro.json]], Enum.FontWeight.Regular, Enum.FontStyle.Normal);

G2L["6"]["TextColor3"] = Color3.fromRGB(0, 0, 0);

G2L["6"]["Size"] = UDim2.new(0, 823, 0, 50);

G2L["6"]["BorderColor3"] = Color3.fromRGB(0, 0, 0);

G2L["6"]["Text"] = [[Project crazy]];

G2L["6"]["Position"] = UDim2.new(0.06264, 0, 0, 0);

-- StarterGui.ScreenGui.Frame.Frame

G2L["7"] = Instance.new("Frame", G2L["2"]);

G2L["7"]["BorderSizePixel"] = 0;

G2L["7"]["BackgroundColor3"] = Color3.fromRGB(0, 0, 0);

G2L["7"]["Size"] = UDim2.new(0, 1, 0, 419);

G2L["7"]["Position"] = UDim2.new(0.72665, 0, 0.10638, 0);

G2L["7"]["BorderColor3"] = Color3.fromRGB(0, 0, 0);

-- StarterGui.ScreenGui.Frame.Frame

G2L["8"] = Instance.new("Frame", G2L["2"]);

G2L["8"]["BorderSizePixel"] = 0;

G2L["8"]["BackgroundColor3"] = Color3.fromRGB(0, 0, 0);

G2L["8"]["Size"] = UDim2.new(0, -1, 0, 420);

G2L["8"]["Position"] = UDim2.new(0.85763, 0, 0.10638, 0);

G2L["8"]["BorderColor3"] = Color3.fromRGB(0, 0, 0);

-- StarterGui.ScreenGui.Frame.DragScript

G2L["9"] = Instance.new("LocalScript", G2L["2"]);

G2L["9"]["Name"] = [[DragScript]];

-- StarterGui.ScreenGui.Frame.TextBox

G2L["a"] = Instance.new("TextBox", G2L["2"]);

G2L["a"]["TextXAlignment"] = Enum.TextXAlignment.Left;

G2L["a"]["TextSize"] = 16;

G2L["a"]["TextColor3"] = Color3.fromRGB(0, 0, 0);

G2L["a"]["TextYAlignment"] = Enum.TextYAlignment.Top;

G2L["a"]["BackgroundColor3"] = Color3.fromRGB(31, 167, 0);

G2L["a"]["FontFace"] = Font.new([[rbxasset://fonts/families/SourceSansPro.json]], Enum.FontWeight.Regular, Enum.FontStyle.Normal);

G2L["a"]["Size"] = UDim2.new(0, 510, 0, 327);

G2L["a"]["Position"] = UDim2.new(0.00911, 0, 0.11915, 0);

G2L["a"]["BorderColor3"] = Color3.fromRGB(0, 0, 0);

G2L["a"]["Text"] = [[]];

-- StarterGui.ScreenGui.Frame.TextButton

G2L["b"] = Instance.new("TextButton", G2L["2"]);

G2L["b"]["TextColor3"] = Color3.fromRGB(0, 0, 0);

G2L["b"]["TextSize"] = 28;

G2L["b"]["BackgroundColor3"] = Color3.fromRGB(255, 255, 255);

G2L["b"]["FontFace"] = Font.new([[rbxasset://fonts/families/SourceSansPro.json]], Enum.FontWeight.Regular, Enum.FontStyle.Normal);

G2L["b"]["Size"] = UDim2.new(0, 121, 0, 171);

G2L["b"]["BorderColor3"] = Color3.fromRGB(0, 0, 0);

G2L["b"]["Text"] = [[Execute]];

G2L["b"]["Position"] = UDim2.new(0.58998, 0, 0.11915, 0);

-- StarterGui.ScreenGui.Frame.TextButton.LocalScript

G2L["c"] = Instance.new("LocalScript", G2L["b"]);

-- StarterGui.ScreenGui.Frame.TextButton

G2L["d"] = Instance.new("TextButton", G2L["2"]);

G2L["d"]["TextColor3"] = Color3.fromRGB(0, 0, 0);

G2L["d"]["TextSize"] = 28;

G2L["d"]["BackgroundColor3"] = Color3.fromRGB(255, 255, 255);

G2L["d"]["FontFace"] = Font.new([[rbxasset://fonts/families/SourceSansPro.json]], Enum.FontWeight.Regular, Enum.FontStyle.Normal);

G2L["d"]["Size"] = UDim2.new(0, 121, 0, 171);

G2L["d"]["BorderColor3"] = Color3.fromRGB(0, 0, 0);

G2L["d"]["Text"] = [[Clear]];

G2L["d"]["Position"] = UDim2.new(0.58998, 0, 0.45106, 0);

-- StarterGui.ScreenGui.Frame.TextButton.LocalScript

G2L["e"] = Instance.new("LocalScript", G2L["d"]);

-- StarterGui.ScreenGui.Frame.TextLabel

G2L["f"] = Instance.new("TextLabel", G2L["2"]);

G2L["f"]["BorderSizePixel"] = 0;

G2L["f"]["TextSize"] = 14;

G2L["f"]["TextXAlignment"] = Enum.TextXAlignment.Left;

G2L["f"]["TextYAlignment"] = Enum.TextYAlignment.Top;

G2L["f"]["BackgroundColor3"] = Color3.fromRGB(27, 173, 0);

G2L["f"]["FontFace"] = Font.new([[rbxasset://fonts/families/SourceSansPro.json]], Enum.FontWeight.Regular, Enum.FontStyle.Normal);

G2L["f"]["TextColor3"] = Color3.fromRGB(0, 0, 0);

G2L["f"]["Size"] = UDim2.new(0, 629, 0, 79);

G2L["f"]["BorderColor3"] = Color3.fromRGB(0, 0, 0);

G2L["f"]["Text"] = [[Wassup lil bro,enjoy fe bypass]];

G2L["f"]["Position"] = UDim2.new(0.00911, 0, 0.82979, 0);

-- StarterGui.ScreenGui.Frame.TextButton

G2L["10"] = Instance.new("TextButton", G2L["2"]);

G2L["10"]["TextWrapped"] = true;

G2L["10"]["TextColor3"] = Color3.fromRGB(255, 255, 255);

G2L["10"]["TextStrokeColor3"] = Color3.fromRGB(255, 255, 255);

G2L["10"]["TextSize"] = 14;

G2L["10"]["TextScaled"] = true;

G2L["10"]["BackgroundColor3"] = Color3.fromRGB(255, 39, 0);

G2L["10"]["FontFace"] = Font.new([[rbxasset://fonts/families/SourceSansPro.json]], Enum.FontWeight.Bold, Enum.FontStyle.Normal);

G2L["10"]["Size"] = UDim2.new(0, 52, 0, 50);

G2L["10"]["BorderColor3"] = Color3.fromRGB(0, 0, 0);

G2L["10"]["Text"] = [[X]];

G2L["10"]["Position"] = UDim2.new(0.9398, 0, -0.00094, 0);

-- StarterGui.ScreenGui.Frame.TextButton.LocalScript

G2L["11"] = Instance.new("LocalScript", G2L["10"]);

-- StarterGui.ScreenGui.Frame.TextButton

G2L["12"] = Instance.new("TextButton", G2L["2"]);

G2L["12"]["BorderSizePixel"] = 0;

G2L["12"]["TextColor3"] = Color3.fromRGB(0, 0, 0);

G2L["12"]["TextSize"] = 14;

G2L["12"]["BackgroundColor3"] = Color3.fromRGB(255, 255, 255);

G2L["12"]["FontFace"] = Font.new([[rbxasset://fonts/families/SourceSansPro.json]], Enum.FontWeight.Regular, Enum.FontStyle.Normal);

G2L["12"]["Size"] = UDim2.new(0, 110, 0, 27);

G2L["12"]["BorderColor3"] = Color3.fromRGB(0, 0, 0);

G2L["12"]["Text"] = [[Robot.txt]];

G2L["12"]["Position"] = UDim2.new(0.73007, 0, 0.16892, 0);

-- StarterGui.ScreenGui.Frame.TextButton.LocalScript

G2L["13"] = Instance.new("LocalScript", G2L["12"]);

-- StarterGui.ScreenGui.Frame.TextButton

G2L["14"] = Instance.new("TextButton", G2L["2"]);

G2L["14"]["BorderSizePixel"] = 0;

G2L["14"]["TextColor3"] = Color3.fromRGB(0, 0, 0);

G2L["14"]["TextSize"] = 14;

G2L["14"]["BackgroundColor3"] = Color3.fromRGB(255, 255, 255);

G2L["14"]["FontFace"] = Font.new([[rbxasset://fonts/families/SourceSansPro.json]], Enum.FontWeight.Regular, Enum.FontStyle.Normal);

G2L["14"]["Size"] = UDim2.new(0, 110, 0, 27);

G2L["14"]["BorderColor3"] = Color3.fromRGB(0, 0, 0);

G2L["14"]["Text"] = [[Inject logo]];

G2L["14"]["Position"] = UDim2.new(0.73007, 0, 0.22637, 0);

-- StarterGui.ScreenGui.Frame.TextButton.LocalScript

G2L["15"] = Instance.new("LocalScript", G2L["14"]);

-- StarterGui.ScreenGui.Frame.TextButton

G2L["16"] = Instance.new("TextButton", G2L["2"]);

G2L["16"]["BorderSizePixel"] = 0;

G2L["16"]["TextColor3"] = Color3.fromRGB(0, 0, 0);

G2L["16"]["TextSize"] = 14;

G2L["16"]["BackgroundColor3"] = Color3.fromRGB(255, 255, 255);

G2L["16"]["FontFace"] = Font.new([[rbxasset://fonts/families/SourceSansPro.json]], Enum.FontWeight.Regular, Enum.FontStyle.Normal);

G2L["16"]["Size"] = UDim2.new(0, 110, 0, 27);

G2L["16"]["BorderColor3"] = Color3.fromRGB(0, 0, 0);

G2L["16"]["Text"] = [[MARK VILLAR]];

G2L["16"]["Position"] = UDim2.new(0.73007, 0, 0.28381, 0);

-- StarterGui.ScreenGui.Frame.TextButton.LocalScript

G2L["17"] = Instance.new("LocalScript", G2L["16"]);

-- StarterGui.ScreenGui.Frame.TextButton

G2L["18"] = Instance.new("TextButton", G2L["2"]);

G2L["18"]["BorderSizePixel"] = 0;

G2L["18"]["TextColor3"] = Color3.fromRGB(0, 0, 0);

G2L["18"]["TextSize"] = 14;

G2L["18"]["BackgroundColor3"] = Color3.fromRGB(255, 255, 255);

G2L["18"]["FontFace"] = Font.new([[rbxasset://fonts/families/SourceSansPro.json]], Enum.FontWeight.Regular, Enum.FontStyle.Normal);

G2L["18"]["Size"] = UDim2.new(0, 110, 0, 27);

G2L["18"]["BorderColor3"] = Color3.fromRGB(0, 0, 0);

G2L["18"]["Text"] = [[Troll]];

G2L["18"]["Position"] = UDim2.new(0.73007, 0, 0.34126, 0);

-- StarterGui.ScreenGui.Frame.TextButton.LocalScript

G2L["19"] = Instance.new("LocalScript", G2L["18"]);

-- StarterGui.ScreenGui.Frame.TextButton

G2L["1a"] = Instance.new("TextButton", G2L["2"]);

G2L["1a"]["BorderSizePixel"] = 0;

G2L["1a"]["TextColor3"] = Color3.fromRGB(0, 0, 0);

G2L["1a"]["TextSize"] = 14;

G2L["1a"]["BackgroundColor3"] = Color3.fromRGB(255, 255, 255);

G2L["1a"]["FontFace"] = Font.new([[rbxasset://fonts/families/SourceSansPro.json]], Enum.FontWeight.Regular, Enum.FontStyle.Normal);

G2L["1a"]["Size"] = UDim2.new(0, 110, 0, 27);

G2L["1a"]["BorderColor3"] = Color3.fromRGB(0, 0, 0);

G2L["1a"]["Text"] = [[RPG]];

G2L["1a"]["Position"] = UDim2.new(0.73121, 0, 0.39871, 0);

-- StarterGui.ScreenGui.Frame.TextButton.LocalScript

G2L["1b"] = Instance.new("LocalScript", G2L["1a"]);

-- StarterGui.ScreenGui.Frame.TextButton

G2L["1c"] = Instance.new("TextButton", G2L["2"]);

G2L["1c"]["BorderSizePixel"] = 0;

G2L["1c"]["TextColor3"] = Color3.fromRGB(0, 0, 0);

G2L["1c"]["TextSize"] = 14;

G2L["1c"]["BackgroundColor3"] = Color3.fromRGB(255, 255, 255);

G2L["1c"]["FontFace"] = Font.new([[rbxasset://fonts/families/SourceSansPro.json]], Enum.FontWeight.Regular, Enum.FontStyle.Normal);

G2L["1c"]["Size"] = UDim2.new(0, 110, 0, 27);

G2L["1c"]["BorderColor3"] = Color3.fromRGB(0, 0, 0);

G2L["1c"]["Text"] = [[Grab knife v1]];

G2L["1c"]["Position"] = UDim2.new(0.73007, 0, 0.45615, 0);

-- StarterGui.ScreenGui.Frame.TextButton.LocalScript

G2L["1d"] = Instance.new("LocalScript", G2L["1c"]);

-- StarterGui.ScreenGui.Frame.TextButton

G2L["1e"] = Instance.new("TextButton", G2L["2"]);

G2L["1e"]["BorderSizePixel"] = 0;

G2L["1e"]["TextColor3"] = Color3.fromRGB(0, 0, 0);

G2L["1e"]["TextSize"] = 14;

G2L["1e"]["BackgroundColor3"] = Color3.fromRGB(255, 255, 255);

G2L["1e"]["FontFace"] = Font.new([[rbxasset://fonts/families/SourceSansPro.json]], Enum.FontWeight.Regular, Enum.FontStyle.Normal);

G2L["1e"]["Size"] = UDim2.new(0, 110, 0, 27);

G2L["1e"]["BorderColor3"] = Color3.fromRGB(0, 0, 0);

G2L["1e"]["Text"] = [[John Doe]];

G2L["1e"]["Position"] = UDim2.new(0.73121, 0, 0.5136, 0);

-- StarterGui.ScreenGui.Frame.TextButton.LocalScript

G2L["1f"] = Instance.new("LocalScript", G2L["1e"]);

-- StarterGui.ScreenGui.Frame.TextButton

G2L["20"] = Instance.new("TextButton", G2L["2"]);

G2L["20"]["BorderSizePixel"] = 0;

G2L["20"]["TextColor3"] = Color3.fromRGB(0, 0, 0);

G2L["20"]["TextSize"] = 14;

G2L["20"]["BackgroundColor3"] = Color3.fromRGB(255, 255, 255);

G2L["20"]["FontFace"] = Font.new([[rbxasset://fonts/families/SourceSansPro.json]], Enum.FontWeight.Regular, Enum.FontStyle.Normal);

G2L["20"]["Size"] = UDim2.new(0, 110, 0, 27);

G2L["20"]["BorderColor3"] = Color3.fromRGB(0, 0, 0);

G2L["20"]["Text"] = [[Ban hammer]];

G2L["20"]["Position"] = UDim2.new(0.73007, 0, 0.57105, 0);

-- StarterGui.ScreenGui.Frame.TextButton.LocalScript

G2L["21"] = Instance.new("LocalScript", G2L["20"]);

-- StarterGui.ScreenGui.Frame.TextButton

G2L["22"] = Instance.new("TextButton", G2L["2"]);

G2L["22"]["BorderSizePixel"] = 0;

G2L["22"]["TextColor3"] = Color3.fromRGB(0, 0, 0);

G2L["22"]["TextSize"] = 14;

G2L["22"]["BackgroundColor3"] = Color3.fromRGB(255, 255, 255);

G2L["22"]["FontFace"] = Font.new([[rbxasset://fonts/families/SourceSansPro.json]], Enum.FontWeight.Regular, Enum.FontStyle.Normal);

G2L["22"]["Size"] = UDim2.new(0, 110, 0, 27);

G2L["22"]["BorderColor3"] = Color3.fromRGB(0, 0, 0);

G2L["22"]["Text"] = [[Shadow]];

G2L["22"]["Position"] = UDim2.new(0.73121, 0, 0.62849, 0);

-- StarterGui.ScreenGui.Frame.TextButton.LocalScript

G2L["23"] = Instance.new("LocalScript", G2L["22"]);

-- StarterGui.ScreenGui.Frame.TextButton

G2L["24"] = Instance.new("TextButton", G2L["2"]);

G2L["24"]["BorderSizePixel"] = 0;

G2L["24"]["TextColor3"] = Color3.fromRGB(0, 0, 0);

G2L["24"]["TextSize"] = 14;

G2L["24"]["BackgroundColor3"] = Color3.fromRGB(255, 255, 255);

G2L["24"]["FontFace"] = Font.new([[rbxasset://fonts/families/SourceSansPro.json]], Enum.FontWeight.Regular, Enum.FontStyle.Normal);

G2L["24"]["Size"] = UDim2.new(0, 110, 0, 27);

G2L["24"]["BorderColor3"] = Color3.fromRGB(0, 0, 0);

G2L["24"]["Text"] = [[Raining Tacos]];

G2L["24"]["Position"] = UDim2.new(0.73121, 0, 0.67317, 0);

-- StarterGui.ScreenGui.Frame.TextButton.LocalScript

G2L["25"] = Instance.new("LocalScript", G2L["24"]);

-- StarterGui.ScreenGui.Frame.TextButton

G2L["26"] = Instance.new("TextButton", G2L["2"]);

G2L["26"]["BorderSizePixel"] = 0;

G2L["26"]["TextColor3"] = Color3.fromRGB(0, 0, 0);

G2L["26"]["TextSize"] = 14;

G2L["26"]["BackgroundColor3"] = Color3.fromRGB(255, 255, 255);

G2L["26"]["FontFace"] = Font.new([[rbxasset://fonts/families/SourceSansPro.json]], Enum.FontWeight.Regular, Enum.FontStyle.Normal);

G2L["26"]["Size"] = UDim2.new(0, 110, 0, 27);

G2L["26"]["BorderColor3"] = Color3.fromRGB(0, 0, 0);

G2L["26"]["Text"] = [[Rainbow Fire]];

G2L["26"]["Position"] = UDim2.new(0.73007, 0, 0.73062, 0);

-- StarterGui.ScreenGui.Frame.TextButton.LocalScript

G2L["27"] = Instance.new("LocalScript", G2L["26"]);

-- StarterGui.ScreenGui.Frame.TextButton

G2L["28"] = Instance.new("TextButton", G2L["2"]);

G2L["28"]["BorderSizePixel"] = 0;

G2L["28"]["TextColor3"] = Color3.fromRGB(0, 0, 0);

G2L["28"]["TextSize"] = 14;

G2L["28"]["BackgroundColor3"] = Color3.fromRGB(255, 255, 255);

G2L["28"]["FontFace"] = Font.new([[rbxasset://fonts/families/SourceSansPro.json]], Enum.FontWeight.Regular, Enum.FontStyle.Normal);

G2L["28"]["Size"] = UDim2.new(0, 102, 0, 27);

G2L["28"]["BorderColor3"] = Color3.fromRGB(0, 0, 0);

G2L["28"]["Text"] = [[Parkour]];

G2L["28"]["Position"] = UDim2.new(0.73235, 0, 0.78807, 0);

-- StarterGui.ScreenGui.Frame.TextButton.LocalScript

G2L["29"] = Instance.new("LocalScript", G2L["28"]);

-- StarterGui.ScreenGui.Frame.TextButton

G2L["2a"] = Instance.new("TextButton", G2L["2"]);

G2L["2a"]["BorderSizePixel"] = 0;

G2L["2a"]["TextColor3"] = Color3.fromRGB(0, 0, 0);

G2L["2a"]["TextSize"] = 14;

G2L["2a"]["BackgroundColor3"] = Color3.fromRGB(255, 255, 255);

G2L["2a"]["FontFace"] = Font.new([[rbxasset://fonts/families/SourceSansPro.json]], Enum.FontWeight.Regular, Enum.FontStyle.Normal);

G2L["2a"]["Size"] = UDim2.new(0, 108, 0, 27);

G2L["2a"]["BorderColor3"] = Color3.fromRGB(0, 0, 0);

G2L["2a"]["Text"] = [[Nature.txt]];

G2L["2a"]["Position"] = UDim2.new(0.73235, 0, 0.84551, 0);

-- StarterGui.ScreenGui.Frame.TextButton.LocalScript

G2L["2b"] = Instance.new("LocalScript", G2L["2a"]);

-- StarterGui.ScreenGui.Frame.TextButton

G2L["2c"] = Instance.new("TextButton", G2L["2"]);

G2L["2c"]["BorderSizePixel"] = 0;

G2L["2c"]["TextColor3"] = Color3.fromRGB(0, 0, 0);

G2L["2c"]["TextSize"] = 14;

G2L["2c"]["BackgroundColor3"] = Color3.fromRGB(255, 255, 255);

G2L["2c"]["FontFace"] = Font.new([[rbxasset://fonts/families/SourceSansPro.json]], Enum.FontWeight.Regular, Enum.FontStyle.Normal);

G2L["2c"]["Size"] = UDim2.new(0, 108, 0, 27);

G2L["2c"]["BorderColor3"] = Color3.fromRGB(0, 0, 0);

G2L["2c"]["Text"] = [[Moon dance.txt]];

G2L["2c"]["Position"] = UDim2.new(0.73121, 0, 0.90296, 0);

-- StarterGui.ScreenGui.Frame.TextButton.LocalScript

G2L["2d"] = Instance.new("LocalScript", G2L["2c"]);

-- StarterGui.ScreenGui.Frame.TextButton

G2L["2e"] = Instance.new("TextButton", G2L["2"]);

G2L["2e"]["BorderSizePixel"] = 0;

G2L["2e"]["TextColor3"] = Color3.fromRGB(0, 0, 0);

G2L["2e"]["TextSize"] = 14;

G2L["2e"]["BackgroundColor3"] = Color3.fromRGB(255, 255, 255);

G2L["2e"]["FontFace"] = Font.new([[rbxasset://fonts/families/SourceSansPro.json]], Enum.FontWeight.Regular, Enum.FontStyle.Normal);

G2L["2e"]["Size"] = UDim2.new(0, 108, 0, 27);

G2L["2e"]["BorderColor3"] = Color3.fromRGB(0, 0, 0);

G2L["2e"]["Text"] = [[Mini me.txt]];

G2L["2e"]["Position"] = UDim2.new(0.8656, 0, 0.90296, 0);

-- StarterGui.ScreenGui.Frame.TextButton.LocalScript

G2L["2f"] = Instance.new("LocalScript", G2L["2e"]);

-- StarterGui.ScreenGui.Frame.TextButton

G2L["30"] = Instance.new("TextButton", G2L["2"]);

G2L["30"]["BorderSizePixel"] = 0;

G2L["30"]["TextColor3"] = Color3.fromRGB(0, 0, 0);

G2L["30"]["TextSize"] = 14;

G2L["30"]["BackgroundColor3"] = Color3.fromRGB(255, 255, 255);

G2L["30"]["FontFace"] = Font.new([[rbxasset://fonts/families/SourceSansPro.json]], Enum.FontWeight.Regular, Enum.FontStyle.Normal);

G2L["30"]["Size"] = UDim2.new(0, 108, 0, 27);

G2L["30"]["BorderColor3"] = Color3.fromRGB(0, 0, 0);

G2L["30"]["Text"] = [[Meteor smasher.txt]];

G2L["30"]["Position"] = UDim2.new(0.8656, 0, 0.84551, 0);

-- StarterGui.ScreenGui.Frame.TextButton.LocalScript

G2L["31"] = Instance.new("LocalScript", G2L["30"]);

-- StarterGui.ScreenGui.Frame.TextButton

G2L["32"] = Instance.new("TextButton", G2L["2"]);

G2L["32"]["BorderSizePixel"] = 0;

G2L["32"]["TextColor3"] = Color3.fromRGB(0, 0, 0);

G2L["32"]["TextSize"] = 14;

G2L["32"]["BackgroundColor3"] = Color3.fromRGB(255, 255, 255);

G2L["32"]["FontFace"] = Font.new([[rbxasset://fonts/families/SourceSansPro.json]], Enum.FontWeight.Regular, Enum.FontStyle.Normal);

G2L["32"]["Size"] = UDim2.new(0, 108, 0, 27);

G2L["32"]["BorderColor3"] = Color3.fromRGB(0, 0, 0);

G2L["32"]["Text"] = [[Big Hand.txt]];

G2L["32"]["Position"] = UDim2.new(0.8656, 0, 0.78807, 0);

-- StarterGui.ScreenGui.Frame.TextButton.LocalScript

G2L["33"] = Instance.new("LocalScript", G2L["32"]);

-- StarterGui.ScreenGui.Frame.TextButton

G2L["34"] = Instance.new("TextButton", G2L["2"]);

G2L["34"]["BorderSizePixel"] = 0;

G2L["34"]["TextColor3"] = Color3.fromRGB(0, 0, 0);

G2L["34"]["TextSize"] = 14;

G2L["34"]["BackgroundColor3"] = Color3.fromRGB(255, 255, 255);

G2L["34"]["FontFace"] = Font.new([[rbxasset://fonts/families/SourceSansPro.json]], Enum.FontWeight.Regular, Enum.FontStyle.Normal);

G2L["34"]["Size"] = UDim2.new(0, 108, 0, 27);

G2L["34"]["BorderColor3"] = Color3.fromRGB(0, 0, 0);

G2L["34"]["Text"] = [[Disco.txt]];

G2L["34"]["Position"] = UDim2.new(0.8656, 0, 0.73062, 0);

-- StarterGui.ScreenGui.Frame.TextButton.LocalScript

G2L["35"] = Instance.new("LocalScript", G2L["34"]);

-- StarterGui.ScreenGui.Frame.TextButton

G2L["36"] = Instance.new("TextButton", G2L["2"]);

G2L["36"]["BorderSizePixel"] = 0;

G2L["36"]["TextColor3"] = Color3.fromRGB(0, 0, 0);

G2L["36"]["TextSize"] = 14;

G2L["36"]["BackgroundColor3"] = Color3.fromRGB(255, 255, 255);

G2L["36"]["FontFace"] = Font.new([[rbxasset://fonts/families/SourceSansPro.json]], Enum.FontWeight.Regular, Enum.FontStyle.Normal);

G2L["36"]["Size"] = UDim2.new(0, 108, 0, 27);

G2L["36"]["BorderColor3"] = Color3.fromRGB(0, 0, 0);

G2L["36"]["Text"] = [[Yellow man.txt]];

G2L["36"]["Position"] = UDim2.new(0.8656, 0, 0.67317, 0);

-- StarterGui.ScreenGui.Frame.TextButton.LocalScript

G2L["37"] = Instance.new("LocalScript", G2L["36"]);

-- StarterGui.ScreenGui.Frame.TextButton

G2L["38"] = Instance.new("TextButton", G2L["2"]);

G2L["38"]["BorderSizePixel"] = 0;

G2L["38"]["TextColor3"] = Color3.fromRGB(0, 0, 0);

G2L["38"]["TextSize"] = 14;

G2L["38"]["BackgroundColor3"] = Color3.fromRGB(255, 255, 255);

G2L["38"]["FontFace"] = Font.new([[rbxasset://fonts/families/SourceSansPro.json]], Enum.FontWeight.Regular, Enum.FontStyle.Normal);

G2L["38"]["Size"] = UDim2.new(0, 108, 0, 27);

G2L["38"]["BorderColor3"] = Color3.fromRGB(0, 0, 0);

G2L["38"]["Text"] = [[Zeus.txt]];

G2L["38"]["Position"] = UDim2.new(0.8656, 0, 0.62849, 0);

-- StarterGui.ScreenGui.Frame.TextButton.LocalScript

G2L["39"] = Instance.new("LocalScript", G2L["38"]);

-- StarterGui.ScreenGui.Frame.TextButton

G2L["3a"] = Instance.new("TextButton", G2L["2"]);

G2L["3a"]["BorderSizePixel"] = 0;

G2L["3a"]["TextColor3"] = Color3.fromRGB(0, 0, 0);

G2L["3a"]["TextSize"] = 14;

G2L["3a"]["BackgroundColor3"] = Color3.fromRGB(255, 255, 255);

G2L["3a"]["FontFace"] = Font.new([[rbxasset://fonts/families/SourceSansPro.json]], Enum.FontWeight.Regular, Enum.FontStyle.Normal);

G2L["3a"]["Size"] = UDim2.new(0, 108, 0, 27);

G2L["3a"]["BorderColor3"] = Color3.fromRGB(0, 0, 0);

G2L["3a"]["Text"] = [[Yamoto.txt]];

G2L["3a"]["Position"] = UDim2.new(0.8656, 0, 0.57105, 0);

-- StarterGui.ScreenGui.Frame.TextButton.LocalScript

G2L["3b"] = Instance.new("LocalScript", G2L["3a"]);

-- StarterGui.ScreenGui.Frame.TextButton

G2L["3c"] = Instance.new("TextButton", G2L["2"]);

G2L["3c"]["BorderSizePixel"] = 0;

G2L["3c"]["TextColor3"] = Color3.fromRGB(0, 0, 0);

G2L["3c"]["TextSize"] = 14;

G2L["3c"]["BackgroundColor3"] = Color3.fromRGB(255, 255, 255);

G2L["3c"]["FontFace"] = Font.new([[rbxasset://fonts/families/SourceSansPro.json]], Enum.FontWeight.Regular, Enum.FontStyle.Normal);

G2L["3c"]["Size"] = UDim2.new(0, 108, 0, 27);

G2L["3c"]["BorderColor3"] = Color3.fromRGB(0, 0, 0);

G2L["3c"]["Text"] = [[Watermelon.txt]];

G2L["3c"]["Position"] = UDim2.new(0.8656, 0, 0.5136, 0);

-- StarterGui.ScreenGui.Frame.TextButton.LocalScript

G2L["3d"] = Instance.new("LocalScript", G2L["3c"]);

-- StarterGui.ScreenGui.Frame.TextButton

G2L["3e"] = Instance.new("TextButton", G2L["2"]);

G2L["3e"]["BorderSizePixel"] = 0;

G2L["3e"]["TextColor3"] = Color3.fromRGB(0, 0, 0);

G2L["3e"]["TextSize"] = 14;

G2L["3e"]["BackgroundColor3"] = Color3.fromRGB(255, 255, 255);

G2L["3e"]["FontFace"] = Font.new([[rbxasset://fonts/families/SourceSansPro.json]], Enum.FontWeight.Regular, Enum.FontStyle.Normal);

G2L["3e"]["Size"] = UDim2.new(0, 108, 0, 27);

G2L["3e"]["BorderColor3"] = Color3.fromRGB(0, 0, 0);

G2L["3e"]["Text"] = [[Rocket.txt]];

G2L["3e"]["Position"] = UDim2.new(0.8656, 0, 0.45615, 0);

-- StarterGui.ScreenGui.Frame.TextButton.LocalScript

G2L["3f"] = Instance.new("LocalScript", G2L["3e"]);

-- StarterGui.ScreenGui.Frame.TextButton

G2L["40"] = Instance.new("TextButton", G2L["2"]);

G2L["40"]["BorderSizePixel"] = 0;

G2L["40"]["TextColor3"] = Color3.fromRGB(0, 0, 0);

G2L["40"]["TextSize"] = 14;

G2L["40"]["BackgroundColor3"] = Color3.fromRGB(255, 255, 255);

G2L["40"]["FontFace"] = Font.new([[rbxasset://fonts/families/SourceSansPro.json]], Enum.FontWeight.Regular, Enum.FontStyle.Normal);

G2L["40"]["Size"] = UDim2.new(0, 108, 0, 27);

G2L["40"]["BorderColor3"] = Color3.fromRGB(0, 0, 0);

G2L["40"]["Text"] = [[Pepe.txt]];

G2L["40"]["Position"] = UDim2.new(0.8656, 0, 0.39871, 0);

-- StarterGui.ScreenGui.Frame.TextButton.LocalScript

G2L["41"] = Instance.new("LocalScript", G2L["40"]);

-- StarterGui.ScreenGui.Frame.TextButton

G2L["42"] = Instance.new("TextButton", G2L["2"]);

G2L["42"]["BorderSizePixel"] = 0;

G2L["42"]["TextColor3"] = Color3.fromRGB(0, 0, 0);

G2L["42"]["TextSize"] = 14;

G2L["42"]["BackgroundColor3"] = Color3.fromRGB(255, 255, 255);

G2L["42"]["FontFace"] = Font.new([[rbxasset://fonts/families/SourceSansPro.json]], Enum.FontWeight.Regular, Enum.FontStyle.Normal);

G2L["42"]["Size"] = UDim2.new(0, 108, 0, 27);

G2L["42"]["BorderColor3"] = Color3.fromRGB(0, 0, 0);

G2L["42"]["Text"] = [[Spiderbot.txt]];

G2L["42"]["Position"] = UDim2.new(0.8656, 0, 0.34126, 0);

-- StarterGui.ScreenGui.Frame.TextButton.LocalScript

G2L["43"] = Instance.new("LocalScript", G2L["42"]);

-- StarterGui.ScreenGui.Frame.TextButton

G2L["44"] = Instance.new("TextButton", G2L["2"]);

G2L["44"]["BorderSizePixel"] = 0;

G2L["44"]["TextColor3"] = Color3.fromRGB(0, 0, 0);

G2L["44"]["TextSize"] = 14;

G2L["44"]["BackgroundColor3"] = Color3.fromRGB(255, 255, 255);

G2L["44"]["FontFace"] = Font.new([[rbxasset://fonts/families/SourceSansPro.json]], Enum.FontWeight.Regular, Enum.FontStyle.Normal);

G2L["44"]["Size"] = UDim2.new(0, 108, 0, 27);

G2L["44"]["BorderColor3"] = Color3.fromRGB(0, 0, 0);

G2L["44"]["Text"] = [[Slenderman.txt]];

G2L["44"]["Position"] = UDim2.new(0.8656, 0, 0.28381, 0);

-- StarterGui.ScreenGui.Frame.TextButton.LocalScript

G2L["45"] = Instance.new("LocalScript", G2L["44"]);

-- StarterGui.ScreenGui.Frame.TextButton

G2L["46"] = Instance.new("TextButton", G2L["2"]);

G2L["46"]["BorderSizePixel"] = 0;

G2L["46"]["TextColor3"] = Color3.fromRGB(0, 0, 0);

G2L["46"]["TextSize"] = 14;

G2L["46"]["BackgroundColor3"] = Color3.fromRGB(255, 255, 255);

G2L["46"]["FontFace"] = Font.new([[rbxasset://fonts/families/SourceSansPro.json]], Enum.FontWeight.Regular, Enum.FontStyle.Normal);

G2L["46"]["Size"] = UDim2.new(0, 108, 0, 27);

G2L["46"]["BorderColor3"] = Color3.fromRGB(0, 0, 0);

G2L["46"]["Text"] = [[Ro-xploit.txt]];

G2L["46"]["Position"] = UDim2.new(0.8656, 0, 0.22637, 0);

-- StarterGui.ScreenGui.Frame.TextButton.LocalScript

G2L["47"] = Instance.new("LocalScript", G2L["46"]);

-- StarterGui.ScreenGui.Frame.TextButton

G2L["48"] = Instance.new("TextButton", G2L["2"]);

G2L["48"]["BorderSizePixel"] = 0;

G2L["48"]["TextColor3"] = Color3.fromRGB(0, 0, 0);

G2L["48"]["TextSize"] = 14;

G2L["48"]["BackgroundColor3"] = Color3.fromRGB(255, 255, 255);

G2L["48"]["FontFace"] = Font.new([[rbxasset://fonts/families/SourceSansPro.json]], Enum.FontWeight.Regular, Enum.FontStyle.Normal);

G2L["48"]["Size"] = UDim2.new(0, 108, 0, 27);

G2L["48"]["BorderColor3"] = Color3.fromRGB(0, 0, 0);

G2L["48"]["Text"] = [[Rings.txt]];

G2L["48"]["Position"] = UDim2.new(0.8656, 0, 0.16892, 0);

-- StarterGui.ScreenGui.Frame.TextButton.LocalScript

G2L["49"] = Instance.new("LocalScript", G2L["48"]);

-- StarterGui.ScreenGui.Frame.TextButton

G2L["4a"] = Instance.new("TextButton", G2L["2"]);

G2L["4a"]["BorderSizePixel"] = 0;

G2L["4a"]["TextColor3"] = Color3.fromRGB(0, 0, 0);

G2L["4a"]["TextSize"] = 14;

G2L["4a"]["BackgroundColor3"] = Color3.fromRGB(255, 255, 255);

G2L["4a"]["FontFace"] = Font.new([[rbxasset://fonts/families/SourceSansPro.json]], Enum.FontWeight.Regular, Enum.FontStyle.Normal);

G2L["4a"]["Size"] = UDim2.new(0, 99, 0, 21);

G2L["4a"]["BorderColor3"] = Color3.fromRGB(0, 0, 0);

G2L["4a"]["Text"] = [[Cloud.txt]];

G2L["4a"]["Position"] = UDim2.new(0.87585, 0, 0.11915, 0);

-- StarterGui.ScreenGui.Frame.TextButton.LocalScript

G2L["4b"] = Instance.new("LocalScript", G2L["4a"]);

-- StarterGui.ScreenGui.Frame.TextButton.LocalScript

local function C\_4()

local script = G2L["4"];

script.Parent.MouseButton1Click:Connect(function()

local gui = Instance.new("ScreenGui")

gui.Name = "SSP fanmade"

gui.Parent = game.Players.LocalPlayer.PlayerGui

gui.ResetOnSpawn = false

local Topbar = Instance.new("Frame")

Topbar.Size = UDim2.new(0.0, 499, 0.0, 20)

Topbar.Position = UDim2.new(0.0, 0, 0.0, 0)

Topbar.BackgroundColor3 = Color3.new(0.2, 0.2, 0.2, 0)

Topbar.BorderColor3 = Color3.new(0, 0, 0)

Topbar.BorderSizePixel = 0

Topbar.Active = true

Topbar.BackgroundTransparency = 0

Topbar.Draggable = true

Topbar.Parent = gui

local Secret = Instance.new("TextLabel")

Secret.Size = UDim2.new(0.3, -39, 0.9, 2)

Secret.Position = UDim2.new(0.0, 0, 0.0, 0)

Secret.BackgroundColor3 = Color3.new(0, 0, 0)

Secret.BorderColor3 = Color3.new(0, 0, 0)

Secret.BorderSizePixel = 0

Secret.Text = "Secret Service Panel"

Secret.BackgroundTransparency = 1

Secret.TextColor3 = Color3.new(255, 255, 255)

Secret.TextSize = 8

Secret.Parent = Topbar

local X = Instance.new("TextButton")

X.Size = UDim2.new(0.0, 19, 0.9, 2)

X.Position = UDim2.new(0.9, 29, 0.0, 0)

X.BackgroundColor3 = Color3.new(0, 0, 0)

X.BorderColor3 = Color3.new(0, 0, 0)

X.BorderSizePixel = 0

X.Text = "X"

X.BackgroundTransparency = 1

X.TextColor3 = Color3.new(0.8, 0.8, 0.8, 0)

X.TextSize = 10

X.Parent = Topbar

local idk = Instance.new("TextButton")

idk.Size = UDim2.new(0.0, 19, 0.9, 2)

idk.Position = UDim2.new(0.9, 9, 0.0, 0)

idk.BackgroundColor3 = Color3.new(0, 0, 0)

idk.BorderColor3 = Color3.new(0, 0, 0)

idk.BorderSizePixel = 0

idk.Text = "–"

idk.BackgroundTransparency = 1

idk.TextColor3 = Color3.new(0.8, 0.8, 0.8, 0)

idk.TextSize = 10

idk.Parent = Topbar

local Main = Instance.new("Frame")

Main.Size = UDim2.new(0.9, 50, 0.0, 325)

Main.Position = UDim2.new(0.0, 0, 0.9, 2)

Main.BackgroundColor3 = Color3.new(0.1, 0.1, 0.1, 0)

Main.BorderColor3 = Color3.new(0, 0, 0)

Main.BorderSizePixel = 0

Main.Active = false

Main.BackgroundTransparency = 0

Main.Draggable = true

Main.Parent = Topbar

local Black = Instance.new("Frame")

Black.Size = UDim2.new(0.9, 50, 0.9, 33)

Black.Position = UDim2.new(0.0, 0, 0.0, 0)

Black.BackgroundColor3 = Color3.new(0, 0, 0)

Black.BorderColor3 = Color3.new(0, 0, 0)

Black.BorderSizePixel = 0

Black.Active = false

Black.BackgroundTransparency = 0.5

Black.Draggable = true

Black.Parent = Main

local White = Instance.new("Frame")

White.Size = UDim2.new(0.9, 50, 0.9, 33)

White.Position = UDim2.new(0.0, 0, 0.0, 0)

White.BackgroundColor3 = Color3.new(1, 1, 1)

White.BorderColor3 = Color3.new(0, 0, 0)

White.BorderSizePixel = 0

White.Active = false

White.BackgroundTransparency = 0.9

White.Draggable = true

White.Parent = Main

local Ui = Instance.new("Frame")

Ui.Size = UDim2.new(0.9, 50, 0.0, 19)

Ui.Position = UDim2.new(0.0, 0, 0.0, 1)

Ui.BackgroundColor3 = Color3.new(0.2, 0.2, 0.2, 0)

Ui.BorderColor3 = Color3.new(0, 0, 0)

Ui.BorderSizePixel = 0

Ui.Active = false

Ui.BackgroundTransparency = 0

Ui.Draggable = true

Ui.Parent = Main

local Black1 = Instance.new("Frame")

Black1.Size = UDim2.new(0.9, 50, 0.9, 2)

Black1.Position = UDim2.new(0.0, 0, 0.0, 0)

Black1.BackgroundColor3 = Color3.new(0, 0, 0)

Black1.BorderColor3 = Color3.new(0, 0, 0)

Black1.BorderSizePixel = 0

Black1.Active = false

Black1.BackgroundTransparency = 0.9

Black1.Draggable = true

Black1.Parent = Ui

local Ui1 = Instance.new("Frame")

local Scr = Instance.new("ScrollingFrame")

local Main1 = Instance.new("Frame")

local Execut = Instance.new("TextButton")

Execut.Size = UDim2.new(0.5, -59, 0.9, 2)

Execut.Position = UDim2.new(0.0, 0, 0.0, 0)

Execut.BackgroundColor3 = Color3.new(0, 0, 0)

Execut.BorderColor3 = Color3.new(0, 0, 0)

Execut.BorderSizePixel = 0

Execut.Text = "Executor"

Execut.BackgroundTransparency = 1

Execut.TextColor3 = Color3.new(255, 255, 255)

Execut.TextSize = 8

Execut.Parent = Ui

Execut.MouseButton1Click:Connect(function()

Ui1.Visible = true

Scr.Visible = true

Main1.Visible = false

end)

local Admin = Instance.new("TextButton")

Admin.Size = UDim2.new(0.5, -59, 0.9, 2)

Admin.Position = UDim2.new(0.5, 59, 0.0, 0)

Admin.BackgroundColor3 = Color3.new(0, 0, 0)

Admin.BorderColor3 = Color3.new(0, 0, 0)

Admin.BorderSizePixel = 0

Admin.Text = "Admin Panel"

Admin.BackgroundTransparency = 1

Admin.TextColor3 = Color3.new(255, 255, 255)

Admin.TextSize = 8

Admin.Parent = Ui

Admin.MouseButton1Click:Connect(function()

Ui1.Visible = false

Scr.Visible = false

Main1.Visible = true

end)

Ui1.Size = UDim2.new(0.9, 50, 0.0, 19)

Ui1.Position = UDim2.new(0.0, 0, 0.9, 14)

Ui1.BackgroundColor3 = Color3.new(0.2, 0.2, 0.2, 0)

Ui1.BorderColor3 = Color3.new(0, 0, 0)

Ui1.BorderSizePixel = 0

Ui1.Active = false

Ui1.BackgroundTransparency = 0

Ui1.Draggable = true

Ui1.Parent = Main

local TextBox = Instance.new("TextBox")

local exe = Instance.new("TextButton")

exe.Size = UDim2.new(0.3, 29, 0.9, 2)

exe.Position = UDim2.new(0.0, 0, 0.0, 0)

exe.BackgroundColor3 = Color3.new(0, 0, 0)

exe.BorderColor3 = Color3.new(0, 0, 0)

exe.BorderSizePixel = 0

exe.Text = "Execute"

exe.BackgroundTransparency = 1

exe.TextColor3 = Color3.new(255, 255, 255)

exe.TextSize = 8

exe.Parent = Ui1

exe.MouseButton1Click:Connect(function()

assert(loadstring(TextBox.Text))()

end)

local iop = Instance.new("TextLabel")

iop.Size = UDim2.new(0.2, 39, 0.9, 2)

iop.Position = UDim2.new(0.3, 29, 0.0, 0)

iop.BackgroundColor3 = Color3.new(0, 0, 0)

iop.BorderColor3 = Color3.new(0, 0, 0)

iop.BorderSizePixel = 0

iop.Text = "Execute & Console"

iop.BackgroundTransparency = 1

iop.TextColor3 = Color3.new(255, 255, 255)

iop.TextSize = 8

iop.Parent = Ui1

local clea = Instance.new("TextButton")

clea.Size = UDim2.new(0.2, 82, 0.9, 2)

clea.Position = UDim2.new(0.5, 68, 0.0, 0)

clea.BackgroundColor3 = Color3.new(0, 0, 0)

clea.BorderColor3 = Color3.new(0, 0, 0)

clea.BorderSizePixel = 0

clea.Text = "Clear"

clea.BackgroundTransparency = 1

clea.TextColor3 = Color3.new(255, 255, 255)

clea.TextSize = 8

clea.Parent = Ui1

clea.MouseButton1Click:Connect(function()

TextBox.Text = ""

end)

Scr.Size = UDim2.new(0.9, 50, 0.7, 59)

Scr.Position = UDim2.new(0.0, 0, 0.0, 20)

Scr.BackgroundColor3 = Color3.new(1, 1, 1)

Scr.BorderColor3 = Color3.new(0, 0, 0)

Scr.BorderSizePixel = 0

Scr.Parent = Main

Scr.CanvasSize = UDim2.new(0.0, 0, 0.0, 0)

Scr.TopImage = "rbxasset://"

Scr.BottomImage = "rbxasset://"

Scr.BackgroundTransparency = 1

local number = Instance.new("TextLabel")

number.Size = UDim2.new(0.3, -109, 0.9, 999)

number.Position = UDim2.new(0.0, 5, 0.0, 0)

number.BackgroundColor3 = Color3.new(0, 0, 0)

number.BorderColor3 = Color3.new(0, 0, 0)

number.BorderSizePixel = 0

number.Text = "1"

number.BackgroundTransparency = 1

number.TextColor3 = Color3.new(0.8, 0.8, 0.8, 0)

number.TextSize = 15

number.Parent = Scr

number.Font = Enum.Font.Code

number.TextYAlignment = Enum.TextYAlignment.Top

number.TextXAlignment = Enum.TextXAlignment.Left

local Lio = Instance.new("TextLabel")

Lio.Size = UDim2.new(0.9, 999, 0.9, 999)

Lio.Position = UDim2.new(0.1, -4, 0.0, 0)

Lio.BackgroundColor3 = Color3.new(0, 0, 0)

Lio.BorderColor3 = Color3.new(0, 0, 0)

Lio.BorderSizePixel = 0

Lio.Text = ""

Lio.BackgroundTransparency = 1

Lio.TextColor3 = Color3.new(1, 1, 1)

Lio.Font = Enum.Font.Code

Lio.Parent = Scr

Lio.RichText = true

Lio.TextXAlignment = Enum.TextXAlignment.Left

Lio.TextYAlignment = Enum.TextYAlignment.Top

Lio.TextSize = 17

TextBox.Size = UDim2.new(0.9, 999, 0.9, 999)

TextBox.Position = UDim2.new(0.1, -4, 0.0, 0)

TextBox.BackgroundColor3 = Color3.new(0, 0, 0)

TextBox.BorderColor3 = Color3.new(0, 0, 0)

TextBox.BorderSizePixel = 0

TextBox.Text = ""

TextBox.TextColor3 = Color3.new(0.0, 0.0, 0.0, 0)

TextBox.BackgroundTransparency = 1

TextBox.TextTransparency = 1

TextBox.Font = Enum.Font.Code

TextBox.TextSize = 17

TextBox.Parent = Scr

TextBox.TextXAlignment = Enum.TextXAlignment.Left

TextBox.TextYAlignment = Enum.TextYAlignment.Top

TextBox.ClearTextOnFocus = false

TextBox.MultiLine = true

TextBox.TextWrapped = true

TextBox.TextEditable = true

local console = Instance.new("TextLabel")

console.Size = UDim2.new(0.3, 0, 0.9, 2)

console.Position = UDim2.new(0.5, -69, 0.0, 0)

console.BackgroundColor3 = Color3.new(0, 0, 0)

console.BorderColor3 = Color3.new(0, 0, 0)

console.BorderSizePixel = 0

console.Text = "Console"

console.BackgroundTransparency = 1

console.TextColor3 = Color3.new(255, 255, 255)

console.TextSize = 8

console.Parent = Ui

local why = Instance.new("Frame")

why.Size = UDim2.new(0.0, 1, 0.0, 19)

why.Position = UDim2.new(0.1, -6, 0.0, 0)

why.BackgroundColor3 = Color3.new(1, 1, 1)

why.BorderColor3 = Color3.new(0, 0, 0)

why.BorderSizePixel = 0

why.Active = false

why.BackgroundTransparency = 0

why.Draggable = true

why.Parent = Scr

TextBox:GetPropertyChangedSignal("Text"):Connect(function()

local lines = TextBox.Text:split("\n")

local lineText = ""

for i = 1, #lines do

lineText = lineText .. tostring(i) .. "\n"

end

number.Text = lineText

Scr.CanvasSize = UDim2.new(0, 0, 0, #lines \* 20)

end)

local colorMapping = {

["require"] = "rgb(110, 153, 202)",

["then"] = "rgb(85, 170, 255)",

["function"] = "rgb(85, 255, 85)",

["local"] = "rgb(255, 0, 0)",

["load"] = "rgb(247, 241, 141)",

["pls"] = "rgb(247, 241, 141)",

['"'..game.Players.LocalPlayer.Name..'"'] = "rgb(132, 182, 141)",

}

local function highlightText(text)

text = text:gsub("<", "&lt;"):gsub(">", "&gt;")

text = text:gsub("(%d+%.?%d\*)", "<font color='rgb(215, 169, 75)'>%1</font>")

for keyword, color in pairs(colorMapping) do

text = text:gsub("(%W)(" .. keyword .. ")(%W)", function(before, word, after)

return before .. "<font color='" .. color .. "'>" .. word .. "</font>" .. after

end)

text = text:gsub("^(" .. keyword .. ")(%W)",

"<font color='" .. color .. "'>%1</font>%2")

text = text:gsub("(%W)(" .. keyword .. ")$",

"%1<font color='" .. color .. "'>%2</font>")

text = text:gsub("^(" .. keyword .. ")$",

"<font color='" .. color .. "'>%1</font>")

end

return text

end

TextBox:GetPropertyChangedSignal("Text"):Connect(function()

local userInput = TextBox.Text

Lio.Text = highlightText(userInput)

end)

Main1.Size = UDim2.new(0.9, 50, 0.9, 13)

Main1.Position = UDim2.new(0.0, 0, 0.0, 20)

Main1.BackgroundColor3 = Color3.new(1, 1, 1)

Main1.BorderColor3 = Color3.new(0, 0, 0)

Main1.BorderSizePixel = 0

Main1.Active = false

Main1.BackgroundTransparency = 1

Main1.Draggable = true

Main1.Parent = Main

Main1.Visible = false

local Ui2 = Instance.new("Frame")

Ui2.Size = UDim2.new(0.3, -39, 0.9, 10)

Ui2.Position = UDim2.new(0.0, 0, 0.0, 0)

Ui2.BackgroundColor3 = Color3.new(0.2, 0.2, 0.2, 0)

Ui2.BorderColor3 = Color3.new(0, 0, 0)

Ui2.BorderSizePixel = 0

Ui2.Active = false

Ui2.BackgroundTransparency = 0

Ui2.Draggable = true

Ui2.Parent = Main1

local Ui3 = Instance.new("Frame")

Ui3.Size = UDim2.new(0.0, 111, 0.0, 285)

Ui3.Position = UDim2.new(0.0, 0, 0.0, 0)

Ui3.BackgroundColor3 = Color3.new(0, 0, 0)

Ui3.BorderColor3 = Color3.new(0, 0, 0)

Ui3.BorderSizePixel = 0

Ui3.Active = false

Ui3.BackgroundTransparency = 0.9

Ui3.Draggable = true

Ui3.Parent = Ui2

local blackground = Instance.new("Frame")

blackground.Size = UDim2.new(0.0, 111, 0.0, 34)

blackground.Position = UDim2.new(0.0, 0, 0.0, 0)

blackground.BackgroundColor3 = Color3.new(0, 0, 0)

blackground.BorderColor3 = Color3.new(0, 0, 0)

blackground.BorderSizePixel = 0

blackground.Active = false

blackground.BackgroundTransparency = 0.8

blackground.Draggable = true

blackground.Parent = Ui2

local UiPlayer = Instance.new("Frame")

local Main2 = Instance.new("Frame")

local Main3 = Instance.new("Frame")

local output = Instance.new("TextButton")

output.Size = UDim2.new(0.0, 111, 0.0, 34)

output.Position = UDim2.new(0.0, 0, 0.0, 0)

output.BackgroundColor3 = Color3.new(0, 0, 0)

output.BorderColor3 = Color3.new(0, 0, 0)

output.BorderSizePixel = 0

output.Text = "Output"

output.BackgroundTransparency = 1

output.TextColor3 = Color3.new(255, 255, 255)

output.TextSize = 14

output.Parent = Ui2

output.MouseButton1Click:Connect(function()

blackground.Position = UDim2.new(0.0, 0, 0.0, 0)

UiPlayer.Visible = false

Main2.Visible = false

Main3.Visible = false

end)

local Playr = Instance.new("TextButton")

Playr.Size = UDim2.new(0.0, 111, 0.0, 34)

Playr.Position = UDim2.new(0.0, 0, 0.0, 34)

Playr.BackgroundColor3 = Color3.new(0, 0, 0)

Playr.BorderColor3 = Color3.new(0, 0, 0)

Playr.BorderSizePixel = 0

Playr.Text = "Player"

Playr.BackgroundTransparency = 1

Playr.TextColor3 = Color3.new(255, 255, 255)

Playr.TextSize = 14

Playr.Parent = Ui2

Playr.MouseButton1Click:Connect(function()

blackground.Position = UDim2.new(0.0, 0, 0.0, 34)

UiPlayer.Visible = true

Main2.Visible = false

Main3.Visible = false

end)

local Extra = Instance.new("TextButton")

Extra.Size = UDim2.new(0.0, 111, 0.0, 34)

Extra.Position = UDim2.new(0.0, 0, 0.0, 64)

Extra.BackgroundColor3 = Color3.new(0, 0, 0)

Extra.BorderColor3 = Color3.new(0, 0, 0)

Extra.BorderSizePixel = 0

Extra.Text = "Extra"

Extra.BackgroundTransparency = 1

Extra.TextColor3 = Color3.new(255, 255, 255)

Extra.TextSize = 14

Extra.Parent = Ui2

Extra.MouseButton1Click:Connect(function()

blackground.Position = UDim2.new(0.0, 0, 0.0, 64)

UiPlayer.Visible = false

Main2.Visible = false

Main3.Visible = true

end)

local Packages = Instance.new("TextButton")

Packages.Size = UDim2.new(0.0, 111, 0.0, 34)

Packages.Position = UDim2.new(0.0, 0, 0.0, 98)

Packages.BackgroundColor3 = Color3.new(0, 0, 0)

Packages.BorderColor3 = Color3.new(0, 0, 0)

Packages.BorderSizePixel = 0

Packages.Text = "Packages"

Packages.BackgroundTransparency = 1

Packages.TextColor3 = Color3.new(255, 255, 255)

Packages.TextSize = 14

Packages.Parent = Ui2

Packages.MouseButton1Click:Connect(function()

blackground.Position = UDim2.new(0.0, 0, 0.0, 98)

UiPlayer.Visible = false

Main2.Visible = true

Main3.Visible = false

end)

local command = Instance.new("Frame")

command.Size = UDim2.new(0.9, 49, 0.1, -10)

command.Position = UDim2.new(0.0, 0, 0.9, 10)

command.BackgroundColor3 = Color3.new(0.2, 0.2, 0.2, 0)

command.BorderColor3 = Color3.new(0, 0, 0)

command.BorderSizePixel = 0

command.Active = false

command.BackgroundTransparency = 0

command.Draggable = true

command.Parent = Main1

local Blao = Instance.new("Frame")

Blao.Size = UDim2.new(0.9, 50, 0.0, 21)

Blao.Position = UDim2.new(0.0, 0, 0.0, 0)

Blao.BackgroundColor3 = Color3.new(0, 0, 0)

Blao.BorderColor3 = Color3.new(0, 0, 0)

Blao.BorderSizePixel = 0

Blao.Active = false

Blao.BackgroundTransparency = 0.8

Blao.Draggable = true

Blao.Parent = command

local Run = Instance.new("TextLabel")

Run.Size = UDim2.new(0.0, 21, 0.0, 21)

Run.Position = UDim2.new(0.0, 0, 0.0, 0)

Run.BackgroundColor3 = Color3.new(0, 0, 0)

Run.BorderColor3 = Color3.new(0, 0, 0)

Run.BorderSizePixel = 0

Run.Text = ">"

Run.BackgroundTransparency = 1

Run.Font = Enum.Font.SourceSans

Run.TextColor3 = Color3.new(255, 255, 255)

Run.TextSize = 17

Run.Parent = command

local Com = Instance.new("TextBox")

Com.Size = UDim2.new(0.9, 0, 0.0, 21)

Com.Position = UDim2.new(0.0, 21, 0.0, 0)

Com.BackgroundColor3 = Color3.new(0, 0, 0)

Com.BorderColor3 = Color3.new(0, 0, 0)

Com.BorderSizePixel = 0

Com.Text = "Click or press ; to enter a command."

Com.TextColor3 = Color3.new(1, 1, 1)

Com.BackgroundTransparency = 1

Com.TextSize = 13

Com.Font = Enum.Font.SourceSans

Com.Parent = command

Com.TextXAlignment = Enum.TextXAlignment.Left

UiPlayer.Size = UDim2.new(0.7, 38, 0.8, 40)

UiPlayer.Position = UDim2.new(0.0, 111, 0.0, 0)

UiPlayer.BackgroundColor3 = Color3.new(1, 1, 1)

UiPlayer.BorderColor3 = Color3.new(0, 0, 0)

UiPlayer.BorderSizePixel = 0

UiPlayer.Active = false

UiPlayer.BackgroundTransparency = 1

UiPlayer.Draggable = true

UiPlayer.Parent = Main1

UiPlayer.Visible = false

local R6 = Instance.new("TextButton")

R6.Size = UDim2.new(0.3, -15, 0.0, 29)

R6.Position = UDim2.new(0.3, 30, 0.0, 15)

R6.BackgroundColor3 = Color3.new(0.3, 0.3, 0.3, 0)

R6.BorderColor3 = Color3.new(0, 0, 0)

R6.BorderSizePixel = 0

R6.Text = "R6"

R6.BackgroundTransparency = 0

R6.TextColor3 = Color3.new(255, 255, 255)

R6.TextSize = 12

R6.Parent = UiPlayer

R6.MouseButton1Click:Connect(function()

loadstring(game:HttpGet("https://pastebin.com/raw/9wJepMwY", true))()

end)

local Hidden = Instance.new("TextButton")

Hidden.Size = UDim2.new(0.3, -15, 0.0, 29)

Hidden.Position = UDim2.new(0.7, 9, 0.0, 15)

Hidden.BackgroundColor3 = Color3.new(0.3, 0.3, 0.3, 0)

Hidden.BorderColor3 = Color3.new(0, 0, 0)

Hidden.BorderSizePixel = 0

Hidden.Text = "Hidden"

Hidden.BackgroundTransparency = 0

Hidden.TextColor3 = Color3.new(255, 255, 255)

Hidden.TextSize = 12

Hidden.Parent = UiPlayer

local Scr1 = Instance.new("ScrollingFrame")

Scr1.Size = UDim2.new(0.9, 39, 0.5, -9)

Scr1.Position = UDim2.new(0.0, 0, 0.5, 9)

Scr1.BackgroundColor3 = Color3.new(0.3, 0.3, 0.3, 0)

Scr1.BorderColor3 = Color3.new(0, 0, 0)

Scr1.BorderSizePixel = 0

Scr1.Parent = UiPlayer

Scr1.CanvasSize = UDim2.new(0.0, 0, 0.9, 0)

Scr1.TopImage = "rbxasset://"

Scr1.BottomImage = "rbxasset://"

Scr1.ScrollBarThickness = 15

Scr1.BackgroundTransparency = 1

local doge = Instance.new("TextLabel")

doge.Size = UDim2.new(0.9, 29, 0.0, 19)

doge.Position = UDim2.new(0.0, 0, 0.0, 0)

doge.BackgroundColor3 = Color3.new(0.3, 0.3, 0.3, 0)

doge.BorderColor3 = Color3.new(0, 0, 0)

doge.BorderSizePixel = 0

doge.Text = "Doggoarmy.txt"

doge.BackgroundTransparency = 0

doge.TextColor3 = Color3.new(255, 255, 255)

doge.TextSize = 9

doge.Parent = Scr1

local Rw = Instance.new("ImageLabel")

Rw.Size = UDim2.new(0.0, 8, 0.0, 8)

Rw.Position = UDim2.new(0.9, 28, 0.5, 10)

Rw.BackgroundColor3 = Color3.new(0, 0, 0)

Rw.ImageColor3 = Color3.new(1, 1, 1)

Rw.Image = "rbxassetid://132833054168130"

Rw.ImageTransparency = 0

Rw.Parent = UiPlayer

Rw.BackgroundTransparency = 1

local Excavator = Instance.new("TextLabel")

Excavator.Size = UDim2.new(0.9, 29, 0.0, 19)

Excavator.Position = UDim2.new(0.0, 0, 0.0, 19)

Excavator.BackgroundColor3 = Color3.new(0.3, 0.3, 0.3, 0)

Excavator.BorderColor3 = Color3.new(0, 0, 0)

Excavator.BorderSizePixel = 0

Excavator.Text = "Excavator.txt"

Excavator.BackgroundTransparency = 0

Excavator.TextColor3 = Color3.new(255, 255, 255)

Excavator.TextSize = 9

Excavator.Parent = Scr1

local Rww = Instance.new("ImageLabel")

Rww.Size = UDim2.new(0.0, 8, 0.0, 8)

Rww.Position = UDim2.new(0.9, 28, 0.9, 17)

Rww.BackgroundColor3 = Color3.new(0, 0, 0)

Rww.ImageColor3 = Color3.new(1, 1, 1)

Rww.Image = "rbxassetid://126634740991887"

Rww.ImageTransparency = 0

Rww.Parent = UiPlayer

Rww.BackgroundTransparency = 1

local sledge = Instance.new("TextLabel")

sledge.Size = UDim2.new(0.9, 29, 0.0, 19)

sledge.Position = UDim2.new(0.0, 0, 0.0, 38)

sledge.BackgroundColor3 = Color3.new(0.3, 0.3, 0.3, 0)

sledge.BorderColor3 = Color3.new(0, 0, 0)

sledge.BorderSizePixel = 0

sledge.Text = "SledgeHammer.txt"

sledge.BackgroundTransparency = 0

sledge.TextColor3 = Color3.new(255, 255, 255)

sledge.TextSize = 9

sledge.Parent = Scr1

local mlg = Instance.new("TextLabel")

mlg.Size = UDim2.new(0.9, 29, 0.0, 19)

mlg.Position = UDim2.new(0.0, 0, 0.0, 57)

mlg.BackgroundColor3 = Color3.new(0.3, 0.3, 0.3, 0)

mlg.BorderColor3 = Color3.new(0, 0, 0)

mlg.BorderSizePixel = 0

mlg.Text = "MLG Gun.txt"

mlg.BackgroundTransparency = 0

mlg.TextColor3 = Color3.new(255, 255, 255)

mlg.TextSize = 9

mlg.Parent = Scr1

local primadon = Instance.new("TextLabel")

primadon.Size = UDim2.new(0.9, 29, 0.0, 19)

primadon.Position = UDim2.new(0.0, 0, 0.0, 76)

primadon.BackgroundColor3 = Color3.new(0.3, 0.3, 0.3, 0)

primadon.BorderColor3 = Color3.new(0, 0, 0)

primadon.BorderSizePixel = 0

primadon.Text = "primadon.txt"

primadon.BackgroundTransparency = 0

primadon.TextColor3 = Color3.new(255, 255, 255)

primadon.TextSize = 9

primadon.Parent = Scr1

local mystic = Instance.new("TextLabel")

mystic.Size = UDim2.new(0.9, 29, 0.0, 19)

mystic.Position = UDim2.new(0.0, 0, 0.0, 94)

mystic.BackgroundColor3 = Color3.new(0.3, 0.3, 0.3, 0)

mystic.BorderColor3 = Color3.new(0, 0, 0)

mystic.BorderSizePixel = 0

mystic.Text = "mystic.txt"

mystic.BackgroundTransparency = 0

mystic.TextColor3 = Color3.new(255, 255, 255)

mystic.TextSize = 9

mystic.Parent = Scr1

local grand = Instance.new("TextLabel")

grand.Size = UDim2.new(0.9, 29, 0.0, 19)

grand.Position = UDim2.new(0.0, 0, 0.0, 112)

grand.BackgroundColor3 = Color3.new(0.3, 0.3, 0.3, 0)

grand.BorderColor3 = Color3.new(0, 0, 0)

grand.BorderSizePixel = 0

grand.Text = "grandsola.txt"

grand.BackgroundTransparency = 0

grand.TextColor3 = Color3.new(255, 255, 255)

grand.TextSize = 9

grand.Parent = Scr1

local n00t = Instance.new("TextLabel")

n00t.Size = UDim2.new(0.9, 29, 0.0, 19)

n00t.Position = UDim2.new(0.0, 0, 0.0, 130)

n00t.BackgroundColor3 = Color3.new(0.3, 0.3, 0.3, 0)

n00t.BorderColor3 = Color3.new(0, 0, 0)

n00t.BorderSizePixel = 0

n00t.Text = "n00t noot.txt"

n00t.BackgroundTransparency = 0

n00t.TextColor3 = Color3.new(255, 255, 255)

n00t.TextSize = 9

n00t.Parent = Scr1

local St = Instance.new("TextLabel")

St.Size = UDim2.new(0.9, 29, 0.0, 19)

St.Position = UDim2.new(0.0, 0, 0.0, 144)

St.BackgroundColor3 = Color3.new(0.3, 0.3, 0.3, 0)

St.BorderColor3 = Color3.new(0, 0, 0)

St.BorderSizePixel = 0

St.Text = "Steve.txt"

St.BackgroundTransparency = 0

St.TextColor3 = Color3.new(255, 255, 255)

St.TextSize = 9

St.Parent = Scr1

St.MouseButton1Click:Connect(function()

loadstring(game:HttpGet("https://pastebin.com/raw/2NNDTLjL",true))()

end)

Main2.Size = UDim2.new(0.7, 38, 0.8, 40)

Main2.Position = UDim2.new(0.0, 111, 0.0, 0)

Main2.BackgroundColor3 = Color3.new(1, 1, 1)

Main2.BorderColor3 = Color3.new(0, 0, 0)

Main2.BorderSizePixel = 0

Main2.Active = false

Main2.BackgroundTransparency = 1

Main2.Draggable = true

Main2.Parent = Main1

Main2.Visible = false

local Pack = Instance.new("Frame")

Pack.Size = UDim2.new(0.9, 39, 0.0, 19)

Pack.Position = UDim2.new(0.0, 0, 0.0, 0)

Pack.BackgroundColor3 = Color3.new(0.3, 0.3, 0.3, 0)

Pack.BorderColor3 = Color3.new(0, 0, 0)

Pack.BorderSizePixel = 0

Pack.Active = false

Pack.BackgroundTransparency = 0

Pack.Draggable = true

Pack.Parent = Main2

local Pack1 = Instance.new("Frame")

Pack1.Size = UDim2.new(0.9, 15, 0.2, 11)

Pack1.Position = UDim2.new(0.0, 3, 0.0, 2)

Pack1.BackgroundColor3 = Color3.new(1, 1, 1)

Pack1.BorderColor3 = Color3.new(0, 0, 0)

Pack1.BorderSizePixel = 0

Pack1.Active = false

Pack1.BackgroundTransparency = 0.9

Pack1.Draggable = true

Pack1.Parent = Pack

local search = Instance.new("TextBox")

search.Size = UDim2.new(0.9, 15, 0.2, 11)

search.Position = UDim2.new(0.0, 3, 0.0, 2)

search.BackgroundColor3 = Color3.new(0, 0, 0)

search.BorderColor3 = Color3.new(0, 0, 0)

search.BorderSizePixel = 0

search.Text = "Search"

search.TextColor3 = Color3.new(0.5, 0.5, 0.5, 0)

search.BackgroundTransparency = 0.4

search.Font = Enum.Font.SourceSans

search.TextXAlignment = Enum.TextXAlignment.Left

search.TextSize = 15

search.Parent = Pack

local Se = Instance.new("ImageLabel")

Se.Size = UDim2.new(0.0, 18, 0.9, 2)

Se.Position = UDim2.new(0.9, 19, 0.0, 0)

Se.BackgroundColor3 = Color3.new(0, 0, 0)

Se.ImageColor3 = Color3.new(1, 1, 1)

Se.Image = "rbxassetid://135359470992916"

Se.ImageTransparency = 0.6

Se.Parent = search

Se.BackgroundTransparency = 1

local reset = Instance.new("ImageLabel")

reset.Size = UDim2.new(0.0, 17, 0.9, 0)

reset.Position = UDim2.new(0.9, 20, 0.0, 1)

reset.BackgroundColor3 = Color3.new(0, 0, 0)

reset.ImageColor3 = Color3.new(1, 1, 1)

reset.Image = "rbxassetid://3926307971"

reset.ImageTransparency = 0

reset.Parent = Pack

reset.ImageRectOffset = Vector2.new(404, 84)

reset.ImageRectSize = Vector2.new(36, 36)

reset.BackgroundTransparency = 1

Main3.Size = UDim2.new(0.7, 38, 0.8, 40)

Main3.Position = UDim2.new(0.0, 111, 0.0, 0)

Main3.BackgroundColor3 = Color3.new(1, 1, 1)

Main3.BorderColor3 = Color3.new(0, 0, 0)

Main3.BorderSizePixel = 0

Main3.Active = false

Main3.BackgroundTransparency = 1

Main3.Draggable = true

Main3.Parent = Main1

Main3.Visible = false

local Environ = Instance.new("TextLabel")

Environ.Size = UDim2.new(0.3, 9, 0.2, -9)

Environ.Position = UDim2.new(0.0, 0, 0.0, 0)

Environ.BackgroundColor3 = Color3.new(0, 0, 0)

Environ.BorderColor3 = Color3.new(0, 0, 0)

Environ.BorderSizePixel = 0

Environ.Text = "Envoromment"

Environ.BackgroundTransparency = 1

Environ.TextColor3 = Color3.new(255, 255, 255)

Environ.TextSize = 14

Environ.Parent = Main3

local Classics = Instance.new("TextLabel")

Classics.Size = UDim2.new(0.3, 9, 0.2, -9)

Classics.Position = UDim2.new(0.3, 33, 0.0, 0)

Classics.BackgroundColor3 = Color3.new(0, 0, 0)

Classics.BorderColor3 = Color3.new(0, 0, 0)

Classics.BorderSizePixel = 0

Classics.Text = "Classics"

Classics.BackgroundTransparency = 1

Classics.TextColor3 = Color3.new(255, 255, 255)

Classics.TextSize = 14

Classics.Parent = Main3

local Misc = Instance.new("TextLabel")

Misc.Size = UDim2.new(0.3, 49, 0.2, -10)

Misc.Position = UDim2.new(0.5, 99, 0.0, 0)

Misc.BackgroundColor3 = Color3.new(0, 0, 0)

Misc.BorderColor3 = Color3.new(0, 0, 0)

Misc.BorderSizePixel = 0

Misc.Text = "Misc"

Misc.BackgroundTransparency = 1

Misc.TextColor3 = Color3.new(255, 255, 255)

Misc.TextSize = 14

Misc.Parent = Main3

while wait() do

why.BackgroundTransparency = 0

wait(0.01)

why.BackgroundTransparency = 0.1

wait(0.01)

why.BackgroundTransparency = 0.2

wait(0.01)

why.BackgroundTransparency = 0.3

wait(0.01)

why.BackgroundTransparency = 0.4

wait(0.01)

why.BackgroundTransparency = 0.5

wait(0.01)

why.BackgroundTransparency = 0.6

wait(0.01)

why.BackgroundTransparency = 0.7

wait(0.01)

why.BackgroundTransparency = 0.8

wait(0.01)

why.BackgroundTransparency = 0.9

wait(0.01)

why.BackgroundTransparency = 1

wait(0.9)

why.BackgroundTransparency = 0.9

wait(0.01)

why.BackgroundTransparency = 0.8

wait(0.01)

why.BackgroundTransparency = 0.7

wait(0.01)

why.BackgroundTransparency = 0.6

wait(0.01)

why.BackgroundTransparency = 0.5

wait(0.01)

why.BackgroundTransparency = 0.4

wait(0.01)

why.BackgroundTransparency = 0.3

wait(0.01)

why.BackgroundTransparency = 0.2

wait(0.01)

why.BackgroundTransparency = 0.1

wait(0.01)

end

end)

end;

task.spawn(C\_4);

-- StarterGui.ScreenGui.Frame.DragScript

local function C\_9()

local script = G2L["9"];

--Not made by me, check out this video: https://www.youtube.com/watch?v=z25nyNBG7Js&t=22s

--Put this inside of your Frame and configure the speed if you would like.

--Enjoy! Credits go to: https://www.youtube.com/watch?v=z25nyNBG7Js&t=22s

local UIS = game:GetService('UserInputService')

local frame = script.Parent

local dragToggle = nil

local dragSpeed = 0.25

local dragStart = nil

local startPos = nil

local function updateInput(input)

local delta = input.Position - dragStart

local position = UDim2.new(startPos.X.Scale, startPos.X.Offset + delta.X,

startPos.Y.Scale, startPos.Y.Offset + delta.Y)

game:GetService('TweenService'):Create(frame, TweenInfo.new(dragSpeed), {Position = position}):Play()

end

frame.InputBegan:Connect(function(input)

if (input.UserInputType == Enum.UserInputType.MouseButton1 or input.UserInputType == Enum.UserInputType.Touch) then

dragToggle = true

dragStart = input.Position

startPos = frame.Position

input.Changed:Connect(function()

if input.UserInputState == Enum.UserInputState.End then

dragToggle = false

end

end)

end

end)

UIS.InputChanged:Connect(function(input)

if input.UserInputType == Enum.UserInputType.MouseMovement or input.UserInputType == Enum.UserInputType.Touch then

if dragToggle then

updateInput(input)

end

end

end)

end;

task.spawn(C\_9);

-- StarterGui.ScreenGui.Frame.TextButton.LocalScript

local function C\_c()

local script = G2L["c"];

script.Parent.MouseButton1Click:Connect(function()

loadstring(script.Parent.Parent.Textbox.Text)()

end)

end;

task.spawn(C\_c);

-- StarterGui.ScreenGui.Frame.TextButton.LocalScript

local function C\_e()

local script = G2L["e"];

script.Parent.MouseButton1Click:Connect(function()

script.Parent.Parent.TextBox.Text = "" --очищает текст где писать скрипты

end)

end;

task.spawn(C\_e);

-- StarterGui.ScreenGui.Frame.TextButton.LocalScript

local function C\_11()

local script = G2L["11"];

script.Parent.MouseButton1Click:Connect(function()

script.Parent.Parent.Visible = false

end)

end;

task.spawn(C\_11);

-- StarterGui.ScreenGui.Frame.TextButton.LocalScript

local function C\_13()

local script = G2L["13"];

script.Parent.MouseButton1Click:Connect(function()

wait(1)

v3 = Vector3.new

cn = CFrame.new

ca2 = CFrame.Angles

mceil = math.ceil mc = mceil

mran = math.random rn=mran

mrad = math.rad rd=mrad

mdeg = math.deg dg=mdeg

mabs = math.abs abs=mabs

ud = UDim2.new

ca = function(x,y,z) return ca2(mrad(x),mrad(y),mrad(z)) end

mran2 = function(a,b) return mran(a\*1000,b\*1000)/1000 end

bn = BrickColor.new bc=bn

c3 = Color3.new

deb = game:GetService("Debris")

Player = game.Players.LocalPlayer

Char = Player.Character

Torso = Char.Torso

Head = Char.Head

Humanoid = Char.Humanoid

RootPart = Char.HumanoidRootPart

Root = RootPart.RootJoint

Mouse = Player:GetMouse()

LA=Char["Left Arm"]

RA=Char["Right Arm"]

LL=Char["Left Leg"]

RL=Char["Right Leg"]

LAM=Torso["Left Shoulder"]

RAM=Torso["Right Shoulder"]

LLM=Torso["Left Hip"]

RLM=Torso["Right Hip"]

Neck=Torso.Neck

Neck.C0=cn(0,1.5,0)

Neck.C1=cn(0,0,0)

name="Timbersaw"

pcall(function() Char["Sawsuit"]:Destroy() end)

pcall(function() Player.PlayerGui[name]:Destroy() end)

pcall(function() Char[name]:Destroy() end)

pcall(function() Char.Block:Destroy() end)

pcall(function() Char.Animate:Destroy() end)

as = {}

so = {"Block","Hit","Shoot"}

as.Cone = "1033714"

as.Blast = "20329976"

as.Diamond = "9756362"

as.Block = "rbxasset://sounds\\metal.ogg"

as.Wind = "rbxasset://168892363"

as.Hit = "10209583"

as.ElectricShock = "157325701"

as.Shoot = "130849509"

as.Chakram = "74322089"

as.Ring = "3270017"

iNew=function(tab)

local v=Instance.new(tab[1])

for Ind,Val in pairs(tab) do

if Ind~=1 and Ind~=2 then

v[Ind] = Val

end

end

v.Parent=tab[2]==0 and LastMade or tab[2]

LastMade=v

return v

end

iPart=function(tab)

local v=Instance.new(tab.type or "Part")

if tab.type~="CornerWedgePart" then v.formFactor="Custom" end

v.TopSurface=10 v.BottomSurface=10 v.RightSurface=10 v.LeftSurface=10 v.FrontSurface=10 v.BackSurface=10

v.Size=v3(tab[2],tab[3],tab[4])

v.Locked = true

v.Material="SmoothPlastic"

if tab.co then v.BrickColor=bn(tab.co) end

if tab.tr then v.Transparency=tab.tr end

if tab.rf then v.Reflectance=tab.rf end

if tab.cf then v.CFrame=tab.cf end

if tab.an then v.Anchored=tab.an end

if tab.mt then v.Material=tab.mt end

if tab.ca then v.CanCollide=tab.ca end

v.Parent=tab[1]

LastMade=v

return v

end

function Raycast(Pos,Dir,Dist,tab)

return workspace:FindPartOnRay(Ray.new(Pos, Dir.unit \*Dist),tab)

end

function wait2(tim)

local last = tick()

repeat wait(0) until (tick()-last)>=tim

end

Block=iNew{"NumberValue",Char,Name="Block",Value=0}

Root.C0=cn(0,0,0)

Root.C1=cn(0,0,0)

for \_,force in pairs(Torso:GetChildren()) do if force:IsA("BodyForce") or force:IsA("BodyGyro") or force:IsA("RocketPropulsion") then force:Destroy() end end

pcall(function() Torso.LAW:Remove() Torso.RAW:Remove() Torso.LLW:Remove() Torso.RLW:Remove() end)

LAW=iNew{"Weld",Torso,Name="LAW",Part0=Torso,C0=cn(-1.5,0.5,0),C1=cn(0,0.5,0)}

RAW=iNew{"Weld",Torso,Name="RAW",Part0=Torso,C0=cn( 1.5,0.5,0),C1=cn(0,0.5,0)}

LLW=iNew{"Weld",Torso,Name="LLW",Part0=Torso,C0=cn(-0.5, -1,0),C1=cn(0, 1,0)}

RLW=iNew{"Weld",Torso,Name="RLW",Part0=Torso,C0=cn( 0.5, -1,0),C1=cn(0, 1,0)}

function Arms(on)

LAM.Parent=Torso LAM.Part0=Torso

RAM.Parent=Torso RAM.Part0=Torso

LAM.Part1=on and nil or LA

RAM.Part1=on and nil or RA

LAW.Part1=on and LA or nil

RAW.Part1=on and RA or nil

end

function Legs(on)

LLM.Parent=Torso LLM.Part0=Torso

RLM.Parent=Torso RLM.Part0=Torso

LLM.Part1=on and nil or LL

RLM.Part1=on and nil or RL

LLW.Part1=on and LL or nil

RLW.Part1=on and RL or nil

end

function GetWeld(weld)

if not weld:FindFirstChild("Angle") then

local a = Instance.new("Vector3Value", weld)

a.Name = "Angle"

local x,y,z=weld.C0:toEulerAnglesXYZ()

a.Value=v3(mdeg(x),mdeg(y),mdeg(z))

end

return weld.C0.p,weld.Angle.Value

end

function ClearWeld(weld)

if weld:FindFirstChild"Angle" then

weld.Angle:Remove()

end

end

function SetWeld(weld,CC,i, loops, origpos,origangle, nextpos,nextangle,smooth)

local CO="C"..CC

smooth = smooth or 1

if not weld:FindFirstChild("Angle") then

local a = Instance.new("Vector3Value", weld)

a.Name = "Angle"

local x,y,z=weld.C0:toEulerAnglesXYZ()

a.Value=v3(mdeg(x),mdeg(y),mdeg(z))

end

local perc

if smooth == 1 then

perc = math.sin((math.pi/2)/loops\*i)

else

perc = i/loops

end

local tox,toy,toz = 0,0,0

if origangle.x > nextangle.x then

tox = -mabs(origangle.x - nextangle.x) \*perc

else

tox = mabs(origangle.x - nextangle.x) \*perc

end

if origangle.y > nextangle.y then

toy = -mabs(origangle.y - nextangle.y) \*perc

else

toy = mabs(origangle.y - nextangle.y) \*perc

end

if origangle.z > nextangle.z then

toz = -mabs(origangle.z - nextangle.z) \*perc

else

toz = mabs(origangle.z - nextangle.z) \*perc

end

local tox2,toy2,toz2 = 0,0,0

if origpos.x > nextpos.x then

tox2 = -mabs(origpos.x - nextpos.x) \*perc

else

tox2 = mabs(origpos.x - nextpos.x) \*perc

end

if origpos.y > nextpos.y then

toy2 = -mabs(origpos.y - nextpos.y) \*perc

else

toy2 = mabs(origpos.y - nextpos.y) \*perc

end

if origpos.z > nextpos.z then

toz2 = -mabs(origpos.z - nextpos.z) \*perc

else

toz2 = mabs(origpos.z - nextpos.z) \*perc

end

weld.Angle.Value = v3(origangle.x + tox,origangle.y + toy,origangle.z + toz)

weld[CO] = cn(origpos.x + tox2,origpos.y + toy2,origpos.z + toz2)\*ca(origangle.x + tox,origangle.y + toy,origangle.z + toz)

end

function Triangle(p)

local g, v = 0

for s = 1, 3 do

local l = (p[1+(s+1)%3] - p[1+s%3]).magnitude

g, v = l > g and l or g, l > g and {p[1+(s-1)%3], p[1+(s)%3], p[1+(s+1)%3]} or v

end

local d = v[2]+(v[3]-v[2]).unit\*((v[3]-v[2]).unit:Dot(v[1]-v[2]))

local c, b = (d-v[1]).unit, (v[2]-v[3]).unit

local a = b:Cross(c)

local w0=iPart{workspace,1,1,1,an=true,tr=0.5,mt="SmoothPlastic",co=cc[2],cf=cn(0,0,0,a.x,b.x,c.x,a.y,b.y,c.y,a.z,b.z,c.z) + (v[1]+v[2])/2} w0.CanCollide = false w0.Name = "unray"

local w1=iPart{workspace,1,1,1,an=true,tr=0.5,mt="SmoothPlastic",co=cc[2],cf=cn(0,0,0,-a.x,-b.x,c.x,-a.y,-b.y,c.y,-a.z,-b.z,c.z) + (v[1]+v[3])/2} w1.CanCollide = false w1.Name = "unray"

local m0=iNew{"SpecialMesh",w0,MeshType="Wedge",Scale=v3(0,(v[2]-d).magnitude,(v[1]-d).magnitude)}

local m1=iNew{"SpecialMesh",w1,MeshType="Wedge",Scale=v3(0,(v[3]-d).magnitude,(v[1]-d).magnitude)}

return w0,w1

end

function Lightning(from,to,times,offset,col,thickness,tra)

local magz = (from - to).magnitude

local curpos = from

local trz = {-offset,offset}

for i=1,times do

local li = iPart{workspace,thickness,thickness,magz/times,an=true,tr=tra or 0.4,co=col or "New Yeller"} li.CanCollide = false li.Name = "unray"

local ofz = v3(trz[mran(1,2)],trz[mran(1,2)],trz[mran(1,2)])

local trolpos = cn(curpos,to)\*cn(0,0,magz/times).p+ofz

if times == i then

local magz2 = (curpos - to).magnitude

li.Size = v3(thickness,thickness,magz2)

li.CFrame = cn(curpos,to)\*cn(0,0,-magz2/2)

else

li.CFrame = cn(curpos,trolpos)\*cn(0,0,magz/times/2)

end

curpos = li.CFrame\*cn(0,0,magz/times/2).p

deb:AddItem(li,0.25)

end

end

function PlaySound(sound,pitch,volume,parent)

local newSound = iNew{"Sound",parent or Torso,Pitch=pitch,Volume=volume,Name=sound,SoundId=sound}

newSound:Play()

deb:AddItem(newSound,6)

return newSound

end

function MeshEffect(par,cf,x,y,z,inc,col,sha,adj)

local adj = adj or cn(0,0,0)

local mp=iPart{par,1,1,1,co=col,tr=0.3,ca=false,an=true} mp.CFrame=cf mp.Name="unray"

local ms

if sha:sub(1,4)=="http" then

ms=iNew{"SpecialMesh",mp,MeshId=sha}

elseif sha=="Block" then

ms=iNew{"BlockMesh",mp}

elseif sha=="Cylinder" then

ms=iNew{"CylinderMesh",mp}

elseif sha=="Head" or sha=="Sphere" then

ms=iNew{"SpecialMesh",mp,MeshType=sha}

end

deb:AddItem(mp,0.7)

Spawn(function()

for i=0,1,inc do

mp.Transparency=0.3+(1\*i)

mp.CFrame=mp.CFrame\*adj

ms.Scale=v3(x,y,z)\*(0.3+(1\*i))

if i>=1 or mp.Transparency >= 1 then mp:Destroy() end

wait(0)

end

end)

end

Dmg=true

Dmgv={10,15}

HitDebounce={}

Mult = 1

Damage=function(Hum,Damage)

local HName = Hum.Parent.Name

if HitDebounce[HName] and HitDebounce[HName]>tick() then return end

HitDebounce[HName] = tick()+0.6

local Dealt = Damage\*Mult

local col = ""

if Hum.Parent:findFirstChild("Block") and Hum.Parent.Block:IsA("NumberValue") and Hum.Parent.Block.Value>0 then

Hum.Parent.Block.Value=Hum.Parent.Block.Value-1

col="Bright blue"

PlaySound(as.Block,1,1,Torso)

else

Hum:TakeDamage(Dealt)

col="Bright red"

PlaySound(as.Hit,1,1,Torso)

end

Knockback(Hum.Parent.Torso,Torso.Position,20,0.2)

local DoH=iNew{'Model',workspace,Name=col=='Bright blue' and 'Block' or Dealt}

iNew{'Humanoid',DoH,MaxHealth=0,Health=0,Name=''}

local Doh=iPart{DoH,1,0.2,1,co=col,an=true} Doh.Name='Head' Doh.CanCollide = false

iNew{'BlockMesh',Doh}

local dofs=Hum.Parent.Torso.CFrame\*cn(mran2(-1.5,1.5),2.5,mran2(-1,1))

Doh.CFrame=dofs

deb:AddItem(Doh,1)

end

local Suit = iNew{"Model",Char,Name="Sawsuit"}

cc = {"Black","Dark stone grey","Brown","Olive","Bright red","Bright orange","Bright yellow","Medium stone grey","Bright green","Bright blue","White","Bright purple",

"Really black"}

ButtonColors = {cc[5],cc[7],cc[9],cc[10],cc[12]}

Stand = iPart{Suit,2,2,1,tr=1}

wStand = iNew{"Weld",Suit,Part0=RootPart,Part1=Stand,C0=cn(0,0,0),C1=cn(0,0.5,0.5)}

for i=360/12,360,360/12 do

local Wood = iPart{Suit,1.5,1,0.5,mt="WoodPlanks",co=cc[3]}

iNew{"Weld",Suit,Part0=Stand,Part1=Wood,C0=cn(0,0,0)\*ca(0,i,0)\*cn(0,0,-2.5)}

local Int = iPart{Suit,1.25,0.2,1,co=cc[2]}

iNew{"Weld",Suit,Part0=Wood,Part1=Int,C0=cn(0,0.5,0.75)}

local Metal = iPart{Suit,1.5,0.4,0.7,mt="DiamondPlate",co=cc[2]}

iNew{"Weld",Suit,Part0=Wood,Part1=Metal,C0=cn(0,1.4/2,0)}

local Wood2 = iPart{Suit,1.5,0.75,0.5,mt="WoodPlanks",co=cc[3]}

iNew{"Weld",Suit,Part0=Wood,Part1=Wood2,C0=cn(0,-1.75/4,-0.25)\*ca(-25,0,0)\*cn(0,-1.75/4,0.25)}

end

SmokeStack = iPart{Suit,0.4,2,0.4,co=cc[2]}

iNew{"Weld",Suit,Part0=Stand,Part1=SmokeStack,C0=cn(1.75,1.5,1.25)}

iNew{"CylinderMesh",SmokeStack}

StackBall = iPart{Suit,0.8,0.8,0.8,co=cc[2]}

iNew{"Weld",Suit,Part0=SmokeStack,Part1=StackBall,C0=cn(0,1,0)}

iNew{"SpecialMesh",StackBall,MeshType="Sphere"}

StackC = iPart{Suit,1,0.2,1,co=cc[5]}

iNew{"Weld",Suit,Part0=SmokeStack,Part1=StackC,C0=cn(0,1,0)}

iNew{"CylinderMesh",StackC}

Cone = iPart{Suit,0,0,0,co=cc[5]}

iNew{"Weld",Suit,Part0=StackC,Part1=Cone,C0=cn(0,0.5,0)}

iNew{"SpecialMesh",Cone,MeshId=as.Cone,Scale=v3(0.4,1.1,0.4)}

StackC2 = iPart{Suit,0.55,0.2,0.55,co=cc[6]}

iNew{"Weld",Suit,Part0=StackC,Part1=StackC2,C0=cn(0,0.5,0)}

iNew{"CylinderMesh",StackC2,Scale=v3(1,0.5,1)}

Cone2 = iPart{Suit,0,0,0,co=cc[5]}

iNew{"Weld",Suit,Part0=Cone,Part1=Cone2,C0=cn(0,0,0)\*ca(180,0,0)}

iNew{"SpecialMesh",Cone2,MeshId=as.Cone,Scale=v3(0.4,1.3,0.4)}

Hole = iPart{Suit,0.6,0.2,0.6,co=cc[2]}

iNew{"Weld",Suit,Part0=Cone2,Part1=Hole,C0=cn(0,-0.5,0)}

iNew{"CylinderMesh",Hole,Scale=v3(1,0.1,1)}

StackTop = iPart{Suit,0.8,0.2,0.8,co=cc[5]}

iNew{"Weld",Suit,Part0=Hole,Part1=StackTop,C0=cn(-0.4,-0,0)\*ca(0,0,-30)\*cn(0.4,0,0)}

iNew{"CylinderMesh",StackTop,Scale=v3(1,0.5,1)}

iNew{"Smoke",Hole,Color=bn(cc[13]).Color,RiseVelocity=-10,Size=1,Opacity = 0.4}

BackCyl = iPart{Suit,0,0,0,co=cc[2],mt="DiamondPlate"}

iNew{"Weld",Suit,Part0=Stand,Part1=BackCyl,C0=cn(0,0.5,2)}

iNew{"SpecialMesh",BackCyl,MeshType="Sphere",Scale=v3(3,4.5,1.25)/0.2}

SeatBack = iPart{Suit,2.25,3,0.3,co=cc[1]}

iNew{"Weld",Suit,Part0=Stand,Part1=SeatBack,C0=cn(0,0.5,1.2)\*ca(5,0,0)}

SeatBack2 = iPart{Suit,2.25\*0.9,3\*0.9,0.2,mt="Fabric",co=cc[6]}

iNew{"Weld",Suit,Part0=SeatBack,Part1=SeatBack2,C0=cn(0,0,-0.25)}

for i=-1,1,2 do

SeatS = iPart{Suit,0.2,1.5,2,co=cc[1]}

iNew{"Weld",Suit,Part0=SeatBack,Part1=SeatS,C0=cn((2.05/2)\*i,0,0.1)\*ca(0,-15\*i,0)\*cn(0,0,-1)}

SeatS2 = iPart{Suit,0.2,1.5\*0.9,2\*0.9,mt="Fabric",co=cc[6]}

iNew{"Weld",Suit,Part0=SeatS,Part1=SeatS2,C0=cn(-0.1\*i,0,0)}

end

Levers = {}

for i=-1,1,2 do

local LevJ = iPart{Suit,0,0,0,tr=0.5}

local LeverW = iNew{"Weld",Suit,Part0=Stand,Part1=LevJ,C0=cn(i,0.6,-1.5)}

local Lever = iPart{Suit,0.2,1,0.2,co=cc[8]}

iNew{"Weld",Suit,Part0=LevJ,Part1=Lever,C0=cn(0,0.5,0)}

table.insert(Levers,{LeverW})

iNew{"CylinderMesh",Lever}

local LeverBall = iPart{Suit,0.5,0.5,0.5,co=cc[6]}

iNew{"Weld",Suit,Part0=Lever,Part1=LeverBall,C0=cn(0,0.6,0)}

iNew{"SpecialMesh",LeverBall,MeshType="Sphere"}

end

for i=-1,1,1 do

local Button = iPart{Suit,0.3,0.2,0.3,co=ButtonColors[mran(1,#ButtonColors)]}

iNew{"Weld",Suit,Part0=Stand,Part1=Button,C0=cn(0.5\*i,0.6,-1.5)}

iNew{"CylinderMesh",Button,Scale=v3(1,0.5,1)}

end

Chakram = iPart{Suit,5,5,1,co=cc[2]} Chakram.Name="Chakram"

wChakram = iNew{"Weld",Suit,Part0=Stand,Part1=Chakram,C0=cn(0,-1.4,0)\*ca(90,0,0)}

iNew{"SpecialMesh",Chakram,MeshId=as.Chakram,Scale=v3(5.5,5.5,5)}

for i=-1,1,2 do

Cyl = iPart{Suit,6,0.2,6,co=cc[2]}

iNew{"Weld",Suit,Part0=Stand,Part1=Cyl,C0=cn(0,-1.4+i/5,0)}

iNew{"CylinderMesh",Cyl}

end

for i=360/8,360,360/8 do

local Bolt = iPart{Suit,0.2,0.2,0.2,co=cc[4],mt="DiamondPlate"}

iNew{"Weld",Suit,Part0=Cyl,Part1=Bolt,C0=cn(0,0.1,0)\*ca(0,i,0)\*cn(0,0,-2.75)}

iNew{"SpecialMesh",Bolt,MeshType="Sphere",Scale=v3(1,0.75,1)}

end

Ball = iPart{Suit,4.5,3.5,4,co=cc[1]}

wBall = iNew{"Weld",Suit,Part0=Stand,Part1=Ball,C0=cn(0,-1.5,0)}

iNew{"SpecialMesh",Ball,MeshType="Sphere"}

BallM = iPart{Suit,2,3.5\*1.1,4\*1.1,co=cc[2]}

iNew{"Weld",Suit,Part0=Ball,Part1=BallM,C0=cn(0,0,0)}

iNew{"SpecialMesh",BallM,MeshType="Sphere"}

LArmConnect = iPart{Suit,0.25,1.25,0.5,co=cc[2],mt="DiamondPlate"}

iNew{"Weld",Suit,Part0=Stand,Part1=LArmConnect,C0=cn(-2.275,1.525,0)}

ConnectTop = iPart{Suit,0.5,0.2475,0.5,co=cc[2],mt="DiamondPlate"}

iNew{"Weld",Suit,Part0=LArmConnect,Part1=ConnectTop,C0=cn(0,1.25/2,0)\*ca(0,0,90)}

iNew{"CylinderMesh",ConnectTop}

CCyl = iPart{Suit,2,0.25,2,co=cc[4],mt="DiamondPlate"}

iNew{"Weld",Suit,Part0=LArmConnect,Part1=CCyl,C0=cn(-0.25,-0.125,0)\*ca(0,0,90)}

iNew{"CylinderMesh",CCyl}

CCyl2 = iPart{Suit,2.5,0.35,2.5,co=cc[5],mt="DiamondPlate"}

iNew{"Weld",Suit,Part0=CCyl,Part1=CCyl2,C0=cn(0,0.3,0)}

iNew{"CylinderMesh",CCyl2}

CCyl3 = iPart{Suit,2,0.25,2,co=cc[2],mt="DiamondPlate"}

iNew{"Weld",Suit,Part0=CCyl2,Part1=CCyl3,C0=cn(0,0.25,0)}

iNew{"CylinderMesh",CCyl3}

CCyl4 = iPart{Suit,1.5,0.25,1.5,co=cc[5],mt="DiamondPlate"}

iNew{"Weld",Suit,Part0=CCyl3,Part1=CCyl4,C0=cn(0,0.25,0)}

iNew{"CylinderMesh",CCyl4}

LArm = iPart{Suit,1.25,1.25,1.25,co=cc[1],mt="DiamondPlate"}

wLArm = iNew{"Weld",Suit,Part0=CCyl4,Part1=LArm,C0=ca(-35,0,45)}

iNew{"SpecialMesh",LArm,MeshType="Sphere"}

ArmE = iPart{Suit,0.5,1.5,0.5,co=cc[2]}

iNew{"Weld",Suit,Part0=LArm,Part1=ArmE,C0=cn(0,1.25,0)}

iNew{"CylinderMesh",ArmE}

LArm2 = iPart{Suit,1.25,1.25,1.25,co=cc[1],mt="DiamondPlate"}

wLArm2 = iNew{"Weld",Suit,Part0=ArmE,Part1=LArm2,C0=cn(0,0.75,0)\*ca(-80,100,0)}

iNew{"SpecialMesh",LArm2,MeshType="Sphere"}

ArmF = iPart{Suit,1.35,0.25,1.35,co=cc[5],mt="DiamondPlate"}

iNew{"Weld",Suit,Part0=LArm2,Part1=ArmF}

iNew{"CylinderMesh",ArmF}

ArmFM = iPart{Suit,1.25,1,1.25,co=cc[3],mt="WoodPlanks"}

iNew{"Weld",Suit,Part0=ArmF,Part1=ArmFM,C0=cn(0,0.5,0)}

iNew{"CylinderMesh",ArmFM}

ArmF = iPart{Suit,1.35,0.25,1.35,co=cc[5],mt="DiamondPlate"}

iNew{"Weld",Suit,Part0=ArmFM,Part1=ArmF,C0=cn(0,0.5,0)}

iNew{"CylinderMesh",ArmF}

ArmAnt = iPart{Suit,0.4,0.75,0.4,co=cc[5],mt="DiamondPlate"}

iNew{"Weld",Suit,Part0=ArmFM,Part1=ArmAnt,C0=cn(-0.775,-0.25,0)}

iNew{"CylinderMesh",ArmAnt}

ArmAnt2 = iPart{Suit,0.2,0.75,0.2,co=cc[8]}

iNew{"Weld",Suit,Part0=ArmAnt,Part1=ArmAnt2,C0=cn(0,-0.75,0)}

iNew{"CylinderMesh",ArmAnt2}

ArmAnt3 = iPart{Suit,0.35,0.2,0.35,co=cc[2]}

iNew{"Weld",Suit,Part0=ArmAnt,Part1=ArmAnt3,C0=cn(0,0.75/2,0)}

iNew{"CylinderMesh",ArmAnt3,Scale=v3(1,0.1,1)}

ArmAnt4 = iPart{Suit,0.3,0.3,0.3,co=cc[5]}

iNew{"Weld",Suit,Part0=ArmAnt2,Part1=ArmAnt4,C0=cn(0,-0.75/2,0)}

iNew{"CylinderMesh",ArmAnt4}

for i=-1,1,2 do

local BladeH = iPart{Suit,0.5,1.25,0.2,co=cc[2],mt="DiamondPlate"}

iNew{"Weld",Suit,Part0=ArmF,Part1=BladeH,C0=cn(0,0.75,i/5)}

local BladeH2 = iPart{Suit,0.5,0.2,0.5,co=cc[2],mt="DiamondPlate"}

iNew{"Weld",Suit,Part0=BladeH,Part1=BladeH2,C0=cn(0,1.25/2,0)\*ca(90,0,0)}

iNew{"CylinderMesh",BladeH2,Scale=v3(1,0.99,1)}

local Bolt = iPart{Suit,0.2,0.2,0.2,co=cc[8]}

iNew{"Weld",Suit,Part0=BladeH2,Part1=Bolt,C0=cn(0,(0.25/2)\*i,0)}

iNew{"CylinderMesh",Bolt,Scale=v3(1,0.25,1)}

local Bolt = iPart{Suit,0.2,0.2,0.2,co=cc[8]}

iNew{"Weld",Suit,Part0=BladeH,Part1=Bolt,C0=cn(0,0,(0.25/2)\*i)\*ca(90,0,0)}

iNew{"CylinderMesh",Bolt,Scale=v3(1,0.25,1)}

end

ArmSawP = iPart{Suit,0.8,2,0.2,co=cc[8]}

iNew{"Weld",Suit,Part0=ArmF,Part1=ArmSawP,C0=cn(0,2.25,0)}

for i=-1,1,2 do

local ArmSawC = iPart{Suit,0.8,0.2,0.8,co=cc[8]}

iNew{"Weld",Suit,Part0=ArmSawP,Part1=ArmSawC,C0=cn(0,1\*i,0)\*ca(90,0,0)}

iNew{"CylinderMesh",ArmSawC,Scale=v3(1,0.99,1)}

end

for i=-1,1,1 do

local ArmSawC = iPart{Suit,0.3,0.2,0.3,co=cc[8],mt="DiamondPlate"}

iNew{"Weld",Suit,Part0=ArmSawP,Part1=ArmSawC,C0=cn(0,0.9\*i,0.25/2)\*ca(90,0,0)}

iNew{"CylinderMesh",ArmSawC,Scale=v3(1,0.25,1)}

end

Saw0 = iPart{Suit,0,0,0,tr=1}

iNew{"Weld",Suit,Part0=ArmSawP,Part1=Saw0,C0=ca(90,90,0)}

Saws = {}

for i=1,28 do

local Saw = iPart{Suit,0.55,0.2,i%2==0 and 0.55 or 0.8,co=cc[2]} Saw.Name="Saw"

local wSaw = iNew{"Weld",Suit,Part0=Saw0,Part1=Saw}

iNew{"BlockMesh",Saw,Scale=v3(1,0.5,1)}

table.insert(Saws,{Saw,wSaw})

end

RArmConnect = iPart{Suit,0.25,1.25,0.5,co=cc[2],mt="DiamondPlate"}

iNew{"Weld",Suit,Part0=Stand,Part1=RArmConnect,C0=cn(2.275,1.525,0)}

ConnectTop = iPart{Suit,0.5,0.2475,0.5,co=cc[2],mt="DiamondPlate"}

iNew{"Weld",Suit,Part0=RArmConnect,Part1=ConnectTop,C0=cn(0,1.25/2,0)\*ca(0,0,90)}

iNew{"CylinderMesh",ConnectTop}

CCyl = iPart{Suit,2,0.25,2,co=cc[4],mt="DiamondPlate"}

iNew{"Weld",Suit,Part0=RArmConnect,Part1=CCyl,C0=cn(0.25,-0.125,0)\*ca(0,0,-90)}

iNew{"CylinderMesh",CCyl}

CCyl2 = iPart{Suit,2.5,0.35,2.5,co=cc[5],mt="DiamondPlate"}

iNew{"Weld",Suit,Part0=CCyl,Part1=CCyl2,C0=cn(0,0.3,0)}

iNew{"CylinderMesh",CCyl2}

CCyl3 = iPart{Suit,2,0.25,2,co=cc[2],mt="DiamondPlate"}

iNew{"Weld",Suit,Part0=CCyl2,Part1=CCyl3,C0=cn(0,0.25,0)}

iNew{"CylinderMesh",CCyl3}

CCyl4 = iPart{Suit,1.5,0.25,1.5,co=cc[5],mt="DiamondPlate"}

iNew{"Weld",Suit,Part0=CCyl3,Part1=CCyl4,C0=cn(0,0.25,0)}

iNew{"CylinderMesh",CCyl4}

RArm = iPart{Suit,1.25,1.25,1.25,co=cc[1],mt="DiamondPlate"}

wRArm = iNew{"Weld",Suit,Part0=CCyl4,Part1=RArm,C0=ca(0,-35,-50)}

iNew{"SpecialMesh",RArm,MeshType="Sphere"}

ArmE = iPart{Suit,0.5,1.5,0.5,co=cc[2]}

iNew{"Weld",Suit,Part0=RArm,Part1=ArmE,C0=cn(0,1.25,0)}

iNew{"CylinderMesh",ArmE}

RArm2 = iPart{Suit,1.25,1.25,1.25,co=cc[1],mt="DiamondPlate"}

wRArm2 = iNew{"Weld",Suit,Part0=ArmE,Part1=RArm2,C0=cn(0,0.75,0)\*ca(0,90,-65)}

iNew{"SpecialMesh",RArm2,MeshType="Sphere"}

ArmF = iPart{Suit,1.35,0.25,1.35,co=cc[5],mt="DiamondPlate"}

iNew{"Weld",Suit,Part0=RArm2,Part1=ArmF}

iNew{"CylinderMesh",ArmF}

ArmFM = iPart{Suit,1.25,1,1.25,co=cc[3],mt="WoodPlanks"}

iNew{"Weld",Suit,Part0=ArmF,Part1=ArmFM,C0=cn(0,0.5,0)}

iNew{"CylinderMesh",ArmFM}

ArmF = iPart{Suit,1.35,0.25,1.35,co=cc[5],mt="DiamondPlate"}

iNew{"Weld",Suit,Part0=ArmFM,Part1=ArmF,C0=cn(0,0.5,0)}

iNew{"CylinderMesh",ArmF}

ArmAnt = iPart{Suit,0.4,0.75,0.4,co=cc[5],mt="DiamondPlate"}

iNew{"Weld",Suit,Part0=ArmFM,Part1=ArmAnt,C0=cn(-0.775,-0.25,0)}

iNew{"CylinderMesh",ArmAnt}

ArmAnt2 = iPart{Suit,0.2,0.75,0.2,co=cc[8]}

iNew{"Weld",Suit,Part0=ArmAnt,Part1=ArmAnt2,C0=cn(0,-0.75,0)}

iNew{"CylinderMesh",ArmAnt2}

ArmAnt3 = iPart{Suit,0.35,0.2,0.35,co=cc[2]}

iNew{"Weld",Suit,Part0=ArmAnt,Part1=ArmAnt3,C0=cn(0,0.75/2,0)}

iNew{"CylinderMesh",ArmAnt3,Scale=v3(1,0.1,1)}

ArmAnt4 = iPart{Suit,0.3,0.3,0.3,co=cc[5]}

iNew{"Weld",Suit,Part0=ArmAnt2,Part1=ArmAnt4,C0=cn(0,-0.75/2,0)}

iNew{"CylinderMesh",ArmAnt4}

for i=360/12,360,360/12 do

local ArmP = iPart{Suit,0.45,0.8,0.2,co=cc[8]} ArmP.Name = "Saw"

iNew{"Weld",Suit,Part0=ArmF,Part1=ArmP,C0=cn(0,0.4,0)\*ca(0,i,0)\*cn(0,0,0.6)\*ca(20,0,0)}

end

for i=360/3,360,360/3 do

local HookP = iPart{Suit,0.5,0.5,0.2,co=cc[8]} HookP.Name = "Saw"

iNew{"Weld",Suit,Part0=ArmF,Part1=HookP,C0=cn(0,0.9,0)\*ca(0,i,0)\*cn(0,0,0.85)\*ca(40,0,0)}

local HookP2 = iPart{Suit,0.5,0.7,0.2,co=cc[8]} HookP2.Name = "Saw"

iNew{"Weld",Suit,Part0=HookP,Part1=HookP2,C0=cn(0,0.25,0.1)\*ca(-75,0,0)\*cn(0,0.35,-0.1)}

end

Hole = iPart{Suit,1.1,0.2,1.1,co=cc[13]}

iNew{"Weld",Suit,Part0=ArmF,Part1=Hole,C0=cn(0,0.125,0)}

iNew{"CylinderMesh",Hole,Scale=v3(1,0.1,1)}

LLeg = iPart{Suit,1.5,1.5,1.5,co=cc[1],mt="DiamondPlate"} LastMade.CanCollide = false

wLLeg = iNew{"Weld",Suit,Part0=Ball,Part1=LLeg,C0=cn(-1.5,-1.25,-0.25)\*ca(25,0,20)}

iNew{"SpecialMesh",LLeg,MeshType="Sphere"}

LegE = iPart{Suit,0.75,1.5,0.75,co=cc[2]} LastMade.CanCollide = false

iNew{"Weld",Suit,Part0=LLeg,Part1=LegE,C0=cn(0,-1.25,0)}

iNew{"CylinderMesh",LegE}

LLeg2 = iPart{Suit,1.25,1.25,1.25,co=cc[1],mt="DiamondPlate"} LastMade.CanCollide = false

wLLeg2 = iNew{"Weld",Suit,Part0=LegE,Part1=LLeg2,C0=cn(0,-0.75,0)\*ca(-45,0,0)}

iNew{"SpecialMesh",LLeg2,MeshType="Sphere"}

LegE = iPart{Suit,0.75,1,0.75,co=cc[2]} LastMade.CanCollide = false

iNew{"Weld",Suit,Part0=LLeg2,Part1=LegE,C0=cn(0,-1,0)}

iNew{"CylinderMesh",LegE}

LLeg3 = iPart{Suit,1,1,1,co=cc[1],mt="DiamondPlate"} LastMade.CanCollide = false

wLLeg3 = iNew{"Weld",Suit,Part0=LegE,Part1=LLeg3,C0=cn(0,-0.5,0)\*ca(0,0,0)}

iNew{"SpecialMesh",LLeg3,MeshType="Sphere"}

LFoot = iPart{Suit,1.5,0.5,2.25,co=cc[1],mt="DiamondPlate"} LastMade.CanCollide = false

iNew{"Weld",Suit,Part0=LLeg3,Part1=LFoot,C0=cn(0,-0.5,-0.5)\*ca(0,0,0)}

FootT = iPart{Suit,1,0.25,1.25,co=cc[1],mt="DiamondPlate"} LastMade.CanCollide = false

iNew{"Weld",Suit,Part0=LFoot,Part1=FootT,C0=cn(0,0.75/2,0.5)}

FootT2 = iPart{Suit,1,0.25,1,co=cc[1],mt="DiamondPlate"} LastMade.CanCollide = false

iNew{"Weld",Suit,Part0=FootT,Part1=FootT2,C0=cn(0,0,-2.25/2+0.5)}

iNew{"CylinderMesh",FootT2}

for i=-1,1,2 do

local FootWedge = iPart{Suit,1.5/4,0.5,0.75,co=cc[1],mt="DiamondPlate"} LastMade.CanCollide = false

iNew{"Weld",Suit,Part0=LFoot,Part1=FootWedge,C0=cn((0.75-(1.5/4/2))\*i,0,-2.25/2-0.75/2)}

iNew{"SpecialMesh",FootWedge,MeshType="Wedge"}

local FootPart = iPart{Suit,1.5/4,0.5,0.25,co=cc[1],mt="DiamondPlate"} LastMade.CanCollide = false

iNew{"Weld",Suit,Part0=LFoot,Part1=FootPart,C0=cn((0.75-(1.5/4)\*1.5)\*i,0,-2.25/2-0.25/2)}

local FootPart = iPart{Suit,1.5/4,0.5,1,co=cc[1],mt="DiamondPlate"} LastMade.CanCollide = false

iNew{"Weld",Suit,Part0=LFoot,Part1=FootPart,C0=cn((0.75-(1.5/4)\*1.5)\*i,0,-2.5/2-1/2-0.125)}

iNew{"SpecialMesh",FootPart,MeshType="Wedge"}

end

for i=-1,1,1 do

local Bolt = iPart{Suit,0.3,0.2,0.3,co=cc[2],mt="DiamondPlate"} LastMade.CanCollide = false

iNew{"Weld",Suit,Part0=FootT2,Part1=Bolt,C0=cn(0.5\*i,-0.1,i==0 and -0.9 or -0.75)}

iNew{"CylinderMesh",Bolt,Scale=v3(1,0.5,1)}

end

RLeg = iPart{Suit,1.5,1.5,1.5,co=cc[1],mt="DiamondPlate"} LastMade.CanCollide = false

wRLeg = iNew{"Weld",Suit,Part0=Ball,Part1=RLeg,C0=cn(1.5,-1.25,-0.25)\*ca(25,0,-20)}

iNew{"SpecialMesh",RLeg,MeshType="Sphere"}

LegE = iPart{Suit,0.75,1.5,0.75,co=cc[2]} LastMade.CanCollide = false

iNew{"Weld",Suit,Part0=RLeg,Part1=LegE,C0=cn(0,-1.25,0)}

iNew{"CylinderMesh",LegE}

RLeg2 = iPart{Suit,1.25,1.25,1.25,co=cc[1],mt="DiamondPlate"} LastMade.CanCollide = false

wRLeg2 = iNew{"Weld",Suit,Part0=LegE,Part1=RLeg2,C0=cn(0,-0.75,0)\*ca(-45,0,0)}

iNew{"SpecialMesh",RLeg2,MeshType="Sphere"}

LegE = iPart{Suit,0.75,1,0.75,co=cc[2]} LastMade.CanCollide = false

iNew{"Weld",Suit,Part0=RLeg2,Part1=LegE,C0=cn(0,-1,0)}

iNew{"CylinderMesh",LegE}

RLeg3 = iPart{Suit,1,1,1,co=cc[1],mt="DiamondPlate"} LastMade.CanCollide = false

wRLeg3 = iNew{"Weld",Suit,Part0=LegE,Part1=RLeg3,C0=cn(0,-0.5,0)\*ca(0,0,0)}

iNew{"SpecialMesh",RLeg3,MeshType="Sphere"}

RFoot = iPart{Suit,1.5,0.5,2.25,co=cc[1],mt="DiamondPlate"} LastMade.CanCollide = false

iNew{"Weld",Suit,Part0=RLeg3,Part1=RFoot,C0=cn(0,-0.5,-0.5)\*ca(0,0,0)}

FootT = iPart{Suit,1,0.25,1.25,co=cc[1],mt="DiamondPlate"} LastMade.CanCollide = false

iNew{"Weld",Suit,Part0=RFoot,Part1=FootT,C0=cn(0,0.75/2,0.5)}

FootT2 = iPart{Suit,1,0.25,1,co=cc[1],mt="DiamondPlate"} LastMade.CanCollide = false

iNew{"Weld",Suit,Part0=FootT,Part1=FootT2,C0=cn(0,0,-2.25/2+0.5)}

iNew{"CylinderMesh",FootT2}

for i=-1,1,2 do

local FootWedge = iPart{Suit,1.5/4,0.5,0.75,co=cc[1],mt="DiamondPlate"} LastMade.CanCollide = false

iNew{"Weld",Suit,Part0=RFoot,Part1=FootWedge,C0=cn((0.75-(1.5/4/2))\*i,0,-2.25/2-0.75/2)}

iNew{"SpecialMesh",FootWedge,MeshType="Wedge"}

local FootPart = iPart{Suit,1.5/4,0.5,0.25,co=cc[1],mt="DiamondPlate"} LastMade.CanCollide = false

iNew{"Weld",Suit,Part0=RFoot,Part1=FootPart,C0=cn((0.75-(1.5/4)\*1.5)\*i,0,-2.25/2-0.25/2)}

local FootPart = iPart{Suit,1.5/4,0.5,1,co=cc[1],mt="DiamondPlate"} LastMade.CanCollide = false

iNew{"Weld",Suit,Part0=RFoot,Part1=FootPart,C0=cn((0.75-(1.5/4)\*1.5)\*i,0,-2.5/2-1/2-0.125)}

iNew{"SpecialMesh",FootPart,MeshType="Wedge"}

end

for i=-1,1,1 do

local Bolt = iPart{Suit,0.3,0.2,0.3,co=cc[2],mt="DiamondPlate"} LastMade.CanCollide = false

iNew{"Weld",Suit,Part0=FootT2,Part1=Bolt,C0=cn(0.5\*i,-0.1,i==0 and -0.9 or -0.75)}

iNew{"CylinderMesh",Bolt,Scale=v3(1,0.5,1)}

end

Char:MoveTo(Torso.Position+v3(0,10,0))

function AoEFind(Pos,Range)

local fHumans = {}

for i,v in pairs(workspace:GetChildren()) do

local fHum,fTorso,fHead = GetHuman(v)

if fHum and fTorso and fHead and v.Name~=Player.Name then

if (fTorso.Position-Pos).magnitude<=Range then

table.insert(fHumans,v)

end

end

end

return fHumans

end

HitData = {}

function AoEBreak(Pos,Range,Force,PropDmg)

local function r(d)

for i,v in pairs(d:GetChildren()) do

if v:IsA("BasePart") and v.Name~="Terrain" then

if (v.Position-Pos).magnitude<Range then

local fHum,fTorso,fHead = GetHuman(v.Parent)

if fHum and fTorso and fHead then return end

if v:IsDescendantOf(Char) or v.Name=="unray" then return end

local broke = false

if not HitData[v] then

local hh = v:GetMass()/1.5

HitData[v] = hh

end

HitData[v]=HitData[v]-PropDmg

if HitData[v]<=0 then

v.Anchored = false

v:BreakJoints()

broke=true

end

if broke then

v.Velocity=cn(Pos,v.Position).lookVector\*Force

end

end

else

r(v)

end

end

end

r(workspace)

end

function GetHuman(model)

local foundHum

local foundTorso

local foundHead

if #model:GetChildren()==0 then return end

for i,v in pairs(model:GetChildren()) do

if v:IsA("Humanoid") then

foundHum = v

elseif v.Name == "Torso" then

foundTorso = v

elseif v.Name == "Head" then

foundHead = v

end

end

return foundHum,foundTorso,foundHead

end

function Knockback(fTor,face,str,dur)

local bodyVelo = iNew{"BodyVelocity",fTor,P=1250,maxForce=v3(1,1,1)/0,velocity=cn(face,fTor.Position).lookVector\*str}

deb:AddItem(bodyVelo,dur)

end

HitData = {}

function Touched(hit)

if not Dmg then return end

if hit.Parent:IsDescendantOf(Char) then return end

local fHum,fTorso,fHead = GetHuman(hit.Parent)

if fHum and fTorso and fHead then

Damage(fHum,mran(Dmgv[1],Dmgv[2]))

end

if ArmAnim == "Lightning Fist" then

local BlastPos = (Hole.CFrame).p

local at = BlastPos+v3(0,-5,0)

ArmAnim = "Lightning Blast"

local Prev = Knockback

MeshEffect(workspace,cn(at),14,14,14,0.05,"New Yeller","Sphere",cn())

MeshEffect(workspace,cn(at),9,14,9,0.05,"New Yeller",as.Blast,ca(0,mran(-5,5),0))

for i=360/8,360,360/8 do

MeshEffect(workspace,cn(at)\*ca(0,i,0)\*cn(0,2,3)\*ca(-90,0,0),1.5,8,1.5,0.05,"New Yeller",as.Diamond,cn(0,1.5,0)\*ca(1,0,0))

if i==360/8 then

local fHumans = AoEFind(BlastPos,10)

AoEBreak(BlastPos,10,50,mran(35,50))

if #fHumans > 0 then

for i,v in pairs(fHumans) do

local fHum,fTorso,fHead = v.Humanoid,v.Torso,v.Head

Damage(fHum,mran(Dmgv[1],Dmgv[2])\*2.5)

Knockback(fTorso,BlastPos,35,0.25)

end

end

end

end

end

end

for i,v in pairs(Suit:GetChildren()) do

if v:IsA("BasePart") and (v.Name=="Saw" or v.Name=="Chakram") then

v.Touched:connect(Touched)

end

end

for i,v in pairs(Torso:children()) do

if v:IsA("Sound") then

v:Destroy()

end

end

for i,v in pairs(Head:children()) do

if v:IsA("Sound") then

v:Destroy()

end

end

function ReturnPose(AnimationSpeed)

RePose()

for i=1,AnimationSpeed do

if not Walking then

SetWeld(LAW,0,i,AnimationSpeed,wLA,wLA2,PoseLA,PoseLA2,1)

SetWeld(RAW,0,i,AnimationSpeed,wRA,wRA2,PoseRA,PoseRA2,1)

for lever = 1,2 do

local x = lever == 1 and -1 or lever == 2 and 1

SetWeld(Levers[lever][1],0,i,AnimationSpeed,Levers[lever][2],Levers[lever][3],v3(x,0.6,-1.5),v3(0,0,0),1)

end

end

SetWeld(Root,0,i,AnimationSpeed,wRT,wRT2,PoseRT,PoseRT2,1)

SetWeld(wStand,0,i,AnimationSpeed,wST,wST2,PoseST,PoseST2,1)

SetWeld(wBall,0,i,AnimationSpeed,wBA,wBA2,PoseBA,PoseBA2,1)

SetWeld(wLArm,0,i,AnimationSpeed,wLAR,wLAR2,PoseLAR,PoseLAR2,1)

SetWeld(wLArm2,0,i,AnimationSpeed,wLARM,wLARM2,PoseLARM,PoseLARM2,1)

SetWeld(wRArm,0,i,AnimationSpeed,wRAR,wRAR2,PoseRAR,PoseRAR2,1)

SetWeld(wRArm2,0,i,AnimationSpeed,wRARM,wRARM2,PoseRARM,PoseRARM2,1)

SetWeld(wLLeg,0,i,AnimationSpeed,wLLE,wLLE2,PoseLLE,PoseLLE2,1)

SetWeld(wLLeg2,0,i,AnimationSpeed,wLLEG,wLLEG2,PoseLLEG,PoseLLEG2,1)

SetWeld(wLLeg3,0,i,AnimationSpeed,wLLL,wLLL2,PoseLLL,PoseLLL2,1)

SetWeld(wRLeg,0,i,AnimationSpeed,wRLE,wRLE2,PoseRLE,PoseRLE2,1)

SetWeld(wRLeg2,0,i,AnimationSpeed,wRLEG,wRLEG2,PoseRLEG,PoseRLEG2,1)

SetWeld(wRLeg3,0,i,AnimationSpeed,wRLL,wRLL2,PoseRLL,PoseRLL2,1)

wait(0)

end

end

function RePose()

local a,b=GetWeld(LAW)

local c,d=GetWeld(RAW)

local ee,ff=GetWeld(Root)

wLA=a wLA2=b

wRA=c wRA2=d

wRT=ee wRT2=ff

local e,f=GetWeld(wStand)

local g,h=GetWeld(wBall)

local i,j=GetWeld(wLArm)

local k,l=GetWeld(wLArm2)

local m,n=GetWeld(wRArm)

local o,p=GetWeld(wRArm2)

local q,r=GetWeld(wLLeg)

local s,t=GetWeld(wLLeg2)

local y,z=GetWeld(wLLeg3)

local u,v=GetWeld(wRLeg)

local w,x=GetWeld(wRLeg2)

local aa,bb=GetWeld(wRLeg3)

for lever = 1,2 do Levers[lever][2],Levers[lever][3]=GetWeld(Levers[lever][1]) end

wST=e wST2=f

wBA=g wBA2=h

wLAR=i wLAR2=j

wLARM=k wLARM2=l

wRAR=m wRAR2=n

wRARM=o wRARM2=p

wLLE=q wLLE2=r

wLLEG=s wLLEG2=t

wLLL=y wLLL2=z

wRLE=u wRLE2=v

wRLEG=w wRLEG2=x

wRLL=aa wRLL2=bb

end

Attacks = {}

Attacks[1] = function()

ArmAnim = "Slash"

if TorsoAnim == "" then TorsoAnim = ArmAnim end

RePose()

for i=1,ASpeed do

SetWeld(wLArm,0,i,ASpeed,wLAR,wLAR2,PoseLAR,v3(-35,0,-45),1)

SetWeld(wLArm2,0,i,ASpeed,wLARM,wLARM2,PoseLARM,v3(0,-65,-65),1)

wait(0)

end

Mult = 2

Trail = true

RePose()

for i=1,ASpeed/1.6 do

if TorsoAnim == ArmAnim then

SetWeld(Root,0,i,ASpeed/1.6,wRT,wRT2,PoseRT,v3(0,-70,0),1)

SetWeld(wStand,0,i,ASpeed/1.6,wST,wST2,PoseST,v3(0,-70,0),1)

SetWeld(wBall,0,i,ASpeed/1.6,wBA,wBA2,PoseBA,v3(0,70,0),1)

end

SetWeld(wLArm,0,i,ASpeed/1.6,wLAR,wLAR2,PoseLAR,v3(-140,0,60),1)

SetWeld(wLArm2,0,i,ASpeed/1.6,wLARM,wLARM2,PoseLARM,v3(0,-45,-25),1)

wait(0)

end

Mult = 1

Trail = false

ReturnPose(ASpeed)

ArmAnim = ""

TorsoAnim = TorsoAnim~="" and "" or TorsoAnim

end

Attacks[2] = function()

ArmAnim = "AoE Slash"

if TorsoAnim == "" then TorsoAnim = ArmAnim end

local Ang = MouseAngleY>25 and 25 or MouseAngleY<-35 and -35 or MouseAngleY

RePose()

for i=1,ASpeed do

if TorsoAnim == ArmAnim then

SetWeld(Root,0,i,ASpeed,wRT,wRT2,PoseRT,v3(0,-70,0),1)

SetWeld(wStand,0,i,ASpeed,wST,wST2,PoseST,v3(0,-70,0),1)

SetWeld(wBall,0,i,ASpeed,wBA,wBA2,PoseBA,v3(0,70,0),1)

end

SetWeld(wLArm,0,i,ASpeed,wLAR,wLAR2,PoseLAR,v3(-90,0,-Ang),1)

SetWeld(wLArm2,0,i,ASpeed,wLARM,wLARM2,PoseLARM,v3(-70,90,0),1)

wait(0)

end

Mult = 2

Trail = true

RePose()

for i=1,ASpeed/1.6 do

if TorsoAnim == ArmAnim then

SetWeld(Root,0,i,ASpeed/1.6,wRT,wRT2,PoseRT,v3(0,100,0),1)

SetWeld(wStand,0,i,ASpeed/1.6,wST,wST2,PoseST,v3(0,100,0),1)

SetWeld(wBall,0,i,ASpeed/1.6,wBA,wBA2,PoseBA,v3(0,-100,0),1)

end

SetWeld(wLArm,0,i,ASpeed/1.6,wLAR,wLAR2,PoseLAR,v3(70,0,-Ang),1)

SetWeld(wLArm2,0,i,ASpeed/1.6,wLARM,wLARM2,PoseLARM,v3(20,90,0),1)

wait(0)

end

Mult = 1

Trail = false

ReturnPose(ASpeed)

ArmAnim = ""

TorsoAnim = TorsoAnim~="" and "" or TorsoAnim

end

Attacks[3] = function()

ArmAnim = "Lightning Fist Start"

TorsoAnim = ArmAnim

RePose()

for i=1,ASpeed\*1.5 do

if TorsoAnim == ArmAnim then

SetWeld(Root,0,i,ASpeed\*1.5,wRT,wRT2,PoseRT,v3(0,-70,0),1)

SetWeld(wStand,0,i,ASpeed\*1.5,wST,wST2,PoseST,v3(0,-70,0),1)

SetWeld(wBall,0,i,ASpeed\*1.5,wBA,wBA2,PoseBA,v3(0,70,0),1)

end

SetWeld(wRArm,0,i,ASpeed\*1.5,wRAR,wRAR2,PoseRAR,v3(0,50,70),1)

SetWeld(wRArm2,0,i,ASpeed\*1.5,wRARM,wRARM2,PoseRARM,v3(0,0,-140),1)

wait(0)

end

Trail2 = true

PlaySound(as.ElectricShock,0.85,1,Torso)

RePose()

for i=1,ASpeed do

if TorsoAnim == ArmAnim then

SetWeld(Root,0,i,ASpeed,wRT,wRT2,PoseRT,v3(0,80,0),1)

SetWeld(wStand,0,i,ASpeed,wST,wST2,PoseST,v3(0,80,0),1)

SetWeld(wBall,0,i,ASpeed,wBA,wBA2,PoseBA,v3(0,-80,0),1)

end

SetWeld(wRArm,0,i,ASpeed,wRAR,wRAR2,PoseRAR,v3(0,35,-70),1)

SetWeld(wRArm2,0,i,ASpeed,wRARM,wRARM2,PoseRARM,v3(0,0,0),1)

wait(0)

if i==ASpeed-1 then ArmAnim = "Lightning Fist" end

end

Trail2 = false

wait(0.5)

ReturnPose(ASpeed)

ArmAnim = ""

TorsoAnim = TorsoAnim~="" and "" or TorsoAnim

end

Attacks[4] = function()

ArmAnim = "Shoot"

TorsoAnim = ArmAnim

RePose()

for i=1,ASpeed\*1.5 do

if TorsoAnim == ArmAnim then

SetWeld(Root,0,i,ASpeed\*1.5,wRT,wRT2,PoseRT,v3(0,90,0),1)

SetWeld(wStand,0,i,ASpeed\*1.5,wST,wST2,PoseST,v3(0,90,0),1)

SetWeld(wBall,0,i,ASpeed\*1.5,wBA,wBA2,PoseBA,v3(0,-90,0),1)

end

SetWeld(wRArm,0,i,ASpeed\*1.5,wRAR,wRAR2,PoseRAR,v3(0,0,MouseAngleY),1)

SetWeld(wRArm2,0,i,ASpeed\*1.5,wRARM,wRARM2,PoseRARM,v3(0,0,0),1)

wait(0)

end

Trail2 = true

PlaySound(as.ElectricShock,0.85,1,Torso)

RePose()

for i=1,ASpeed do

if TorsoAnim == ArmAnim then

SetWeld(Root,0,i,ASpeed,wRT,wRT2,PoseRT,v3(0,80,0),1)

SetWeld(wStand,0,i,ASpeed,wST,wST2,PoseST,v3(0,80,0),1)

SetWeld(wBall,0,i,ASpeed,wBA,wBA2,PoseBA,v3(0,-80,0),1)

end

SetWeld(wRArm,0,i,ASpeed,wRAR,wRAR2,PoseRAR,v3(0,35,-70),1)

SetWeld(wRArm2,0,i,ASpeed,wRARM,wRARM2,PoseRARM,v3(0,0,0),1)

wait(0)

if i==ASpeed-1 then ArmAnim = "Lightning Fist" end

end

Trail2 = false

wait(0.5)

ReturnPose(ASpeed)

Gyro = false

ArmAnim = ""

TorsoAnim = TorsoAnim~="" and "" or TorsoAnim

end

BP = iNew{"BodyPosition",Stand,maxForce=v3(0,0,0)}

ArmAnim = ""

LegAnim = ""

TorsoAnim = ""

ASpeed = 12

SawSpeed = 5

Trail = false

Trail2 = false

State = "Idling"

GroundOffset = v3(0,6.75,0)

PoseLA=v3(-1.5,0.5,-0.5) PoseLA2=v3(110,0,14)

PoseRA=v3(1.5,0.5,-0.5) PoseRA2=v3(110,0,-14)

PoseRT=v3(0,0,0) PoseRT2=v3(0,0,0)

PoseST=v3(0,0,0) PoseST2=v3(0,0,0)

PoseBA=v3(0,-1.5,0) PoseBA2=v3(0,0,0)

PoseLAR=v3(0,0,0) PoseLAR2=v3(-35,0,45)

PoseLARM=v3(0,0.75,0) PoseLARM2=v3(-80,100,0)

PoseRAR=v3(0,0,0) PoseRAR2=v3(0,-35,-50)

PoseRARM=v3(0,0.75,0) PoseRARM2=v3(0,90,-65)

PoseLLE=v3(-1.5,-1.25,-0.25) PoseLLE2=v3(20,0,-15)

PoseLLEG=v3(0,-0.75,0) PoseLLEG2=v3(-40,0,15)

PoseLLL=v3(0,-0.5,0) PoseLLL2=v3(20,0,0)

PoseRLE=v3(1.5,-1.25,-0.25) PoseRLE2=v3(20,0,15)

PoseRLEG=v3(0,-0.75,0) PoseRLEG2=v3(-40,0,-15)

PoseRLL=v3(0,-0.5,0) PoseRLL2=v3(20,0,0)

Arms() Legs()

ReturnPose(ASpeed)

Arms(0) Legs(0)

button1 = false

keys = {}

Mouse.Button1Down:connect(function()

button1 = true

if ArmAnim == "" then

Attacks[1]()

end

end)

Mouse.Button1Up:connect(function()

button1 = false

end)

Mouse.KeyDown:connect(function(key)

keys[key]=true

if key == "q" then

if ArmAnim == "" then

Attacks[2]()

end

end

if key == "e" then

if ArmAnim == "" then

Attacks[3]()

end

end

if key == "r" then

if ArmAnim == "" then

Attacks[4]()

end

end

if key == " " then

local hit,at = Raycast(Torso.Position,Torso.Position - (Torso.CFrame\*cn(0,3,0)).p,10,Char)

if not hit or not at then return end

if ArmAnim == "" and TorsoAnim == "" and LegAnim == "" then

ArmAnim = "Jump"

LegAnim = "JumpS"

local PrevOff = GroundOffset

GroundOffset = v3(0,6,0)

ReturnPose(1)

RePose()

for i=1,ASpeed do

SetWeld(wLLeg,0,i,ASpeed,wLLE,wLLE2,PoseLLE,v3(15,0,-20),1)

SetWeld(wLLeg2,0,i,ASpeed,wLLEG,wLLEG2,PoseLLEG,v3(-45,-35,20),1)

SetWeld(wLLeg3,0,i,ASpeed,wLLL,wLLL2,PoseLLL,v3(30,35,0),0)

SetWeld(wRLeg,0,i,ASpeed,wRLE,wRLE2,PoseRLE,v3(15,0,20),1)

SetWeld(wRLeg2,0,i,ASpeed,wRLEG,wRLEG2,PoseRLEG,v3(-45,35,-20),1)

SetWeld(wRLeg3,0,i,ASpeed,wRLL,wRLL2,PoseRLL,v3(30,-35,0),0)

wait(0)

end

LegAnim = "Jump"

GroundOffset = v3(0,18,0)

RePose()

for i=1,ASpeed/1.5 do

SetWeld(wLLeg,0,i,ASpeed/1.5,wLLE,wLLE2,PoseLLE,v3(25,0,-20),1)

SetWeld(wLLeg2,0,i,ASpeed/1.5,wLLEG,wLLEG2,PoseLLEG,v3(-10,-35,20),1)

SetWeld(wLLeg3,0,i,ASpeed,wLLL,wLLL2,PoseLLL,v3(15,35,0),0)

SetWeld(wRLeg,0,i,ASpeed/1.5,wRLE,wRLE2,PoseRLE,v3(25,0,20),1)

SetWeld(wRLeg2,0,i,ASpeed/1.5,wRLEG,wRLEG2,PoseRLEG,v3(-10,35,-20),1)

SetWeld(wRLeg3,0,i,ASpeed,wRLL,wRLL2,PoseRLL,v3(15,-35,0),0)

wait(0)

end

GroundOffset = PrevOff

ReturnPose(ASpeed)

ArmAnim = ArmAnim~="" and "" or ArmAnim

LegAnim = LegAnim~="" and "" or LegAnim

end

end

end)

Mouse.KeyUp:connect(function(key)

keys[key]=false

end)

Humanoid.Changed:connect(function(prop)

if prop == "Health" then

if PrevHealth-Humanoid.Health>0 then

for i,v in pairs(game:GetService("Players"):GetChildren()) do

if not v:IsA("Player") or not v.Character.Parent then return end

local fHum,fTorso,fHead = GetHuman(v.Character)

if not fHum or not fTorso then return end

if v.Name~=Player.Name then

local Dist = (v.Character.Torso.Position-Torso.Position).magnitude

if Dist<25 then

Damage(v.Character.Humanoid,math.ceil((PrevHealth-Humanoid.Health)\*0.75))

Lightning(Hole.Position,fTorso.Position,mran(3,6),5,"New Yeller",0.3,mran2(0.5,0.9))

PlaySound(as.ElectricShock,1,1,Torso)

end

end

end

end

end

end)

Spawn(function()

while Suit.Parent do

for ii,vv in pairs(Saws) do

Spawn(function()

for i=0,180,360/(200/SawSpeed) do

vv[2].C0=cn(-1.25/2-0.5,0,0)\*ca(0,i,0)\*cn(0,0,-1.25/2)

wait(0)

end

for i=-1.25/2,1.25+0.3,(1.25/40)\*SawSpeed do

vv[2].C0=cn(-0.5+i,0,1.25/2)

wait(0)

end

for i=180,360,360/(200/SawSpeed) do

vv[2].C0=cn(1.25/2+0.4,0,0)\*ca(0,i,0)\*cn(0,0,-1.25/2)

wait(0)

end

for i=1.25/2,-1.25-0.3,-(1.25/40)\*SawSpeed do

vv[2].C0=cn(0.4+i,0,-1.25/2)

wait(0)

end

end)

wait(0.08)

end

wait(0)

end

end)

Count = 0

game:GetService("RunService").RenderStepped:connect(function()

if Suit.Parent then

Count = Count+1

local hit,at = Raycast(Stand.Position,Stand.Position - (Stand.CFrame\*cn(0,3,0)).p,10,Char)

if hit and at then

BP.position = at+GroundOffset

BP.maxForce = v3(0,1/0,0)

else

BP.maxForce = v3()

end

local CurrentPos = ArmSawP.CFrame\*cn(0,0,-0.5)

if Trail then

if LastPos and (ArmSawP.Position-LastPos.p).magnitude > 0.1 then

local h = 4.5

local ft = 0.15

local a,b = Triangle{(LastPos\*cn(0,h/2,0)).p,(LastPos\*cn(0,-h/2,0)).p,(CurrentPos\*cn(0,h/2,0)).p}

if a then deb:AddItem(a,ft) end

if b then deb:AddItem(b,ft) end

local a,b = Triangle{(CurrentPos\*cn(0,h/2,0)).p,(CurrentPos\*cn(0,-h/2,0)).p,(LastPos\*cn(0,-h/2,0)).p}

if a then deb:AddItem(a,ft) end

if b then deb:AddItem(b,ft) end

LastPos = CurrentPos

elseif not LastPos then

LastPos = CurrentPos

end

elseif not Trail then

LastPos = nil

end

if Trail2 then

if Count%1==0 then

local sc = 5

local To = Hole.Position+v3(mran(-sc,sc),mran(-sc,sc),mran(-sc,sc))

Lightning(Hole.Position,To,mran(3,6),mran(1,4),"New Yeller",0.2,mran2(0.5,0.9))

end

end

wChakram.C0=cn(0,-1.4,0)\*ca(90,0,Count\*SawSpeed)

MouseAngleX = math.floor(cn(Head.Position,Mouse.Hit.p).lookVector.x\*90)

MouseAngleY = math.floor(cn(Head.Position,Mouse.Hit.p).lookVector.y\*90)

SetWeld(Neck,0,1,1,v3(),v3(),v3(0,1.5,-0.1),v3(MouseAngleY<-20 and -20 or MouseAngleY>45 and 45 or MouseAngleY,0,0),1)

PrevHealth = Humanoid.Health

Walking = v3(Torso.Velocity.x,0,Torso.Velocity.z).magnitude>1 and true or false

end

end)

while wait(0) do

if not Humanoid.PlatformStand and not Humanoid.Sit then

local AnimSpeed = ASpeed/1.5

if Walking then

State = "Walking"

RePose()

Humanoid.WalkSpeed = 12

for i=1,AnimSpeed do

if TorsoAnim == "" then

SetWeld(Root,0,i,AnimSpeed,wRT,wRT2,PoseRT,v3(0,-15,0),0)

SetWeld(wStand,0,i,AnimSpeed,wST,wST2,PoseST,v3(0,-15,0),0)

SetWeld(wBall,0,i,AnimSpeed,wBA,wBA2,PoseBA,v3(0,15,0),0)

end

if ArmAnim == "" then

SetWeld(wLArm,0,i,AnimSpeed,wLAR,wLAR2,PoseLAR,v3(-90,0,20),1)

SetWeld(wLArm2,0,i,AnimSpeed,wLARM,wLARM2,PoseLARM,v3(-45,90,0),1)

end

if LegAnim == "" then

SetWeld(wLLeg,0,i,AnimSpeed,wLLE,wLLE2,PoseLLE,v3(80,0,-20),0)

SetWeld(wLLeg2,0,i,AnimSpeed,wLLEG,wLLEG2,PoseLLEG,v3(-80,0,20),0)

SetWeld(wLLeg3,0,i,AnimSpeed,wLLL,wLLL2,PoseLLL,v3(0,-15,0),0)

SetWeld(wRLeg,0,i,AnimSpeed,wRLE,wRLE2,PoseRLE,v3(-35,0,20),0)

SetWeld(wRLeg2,0,i,AnimSpeed,wRLEG,wRLEG2,PoseRLEG,v3(-0,0,-20),0)

SetWeld(wRLeg3,0,i,AnimSpeed,wRLL,wRLL2,PoseRLL,v3(35,0,0),0)

end

SetWeld(RAW,0,i,AnimSpeed,wRA,wRA2,v3(1.5,0.5,0),PoseRA2,0)

SetWeld(LAW,0,i,AnimSpeed,wLA,wLA2,v3(-1.5,0.5,-1),PoseLA2,0)

for lever = 1,2 do

local x = lever == 1 and -1 or lever == 2 and 1

SetWeld(Levers[lever][1],0,i,AnimSpeed,Levers[lever][2],Levers[lever][3],v3(x,0.6,-1.5),v3(25\*x,0,0),0)

end

wait(0)

if not Walking then

break

end

end

RePose()

Humanoid.WalkSpeed = 22

for i=1,AnimSpeed/2.5 do

if LegAnim == "" then

SetWeld(wLLeg,0,i,AnimSpeed/2.5,wLLE,wLLE2,PoseLLE,v3(35,0,-20),0)

SetWeld(wLLeg2,0,i,AnimSpeed/2.5,wLLEG,wLLEG2,PoseLLEG,v3(-35,0,20),0)

SetWeld(wLLeg3,0,i,AnimSpeed/2.5,wLLL,wLLL2,PoseLLL,v3(0,-15,0),0)

SetWeld(wRLeg,0,i,AnimSpeed/2.5,wRLE,wRLE2,PoseRLE,v3(-65,0,20),0)