```
getgenv(d84jdnmasjdh43d)
6841
game.PlaceId = 6841
6961824067
6841
getgenv(d84jdnmasjdh43d = true)
game:GetService(Players)
GetKey
GetKey
Xana
loadstring(game:HttpGet("http://raw.githubusercontent.com/BlizTBr/scripts/main/Key
%20System"))() -- delete key system
keySystem
local OrionLib =
loadstring(game:HttpGet("http://raw.githubusercontent.com/BlizTBr/scripts/main/
Orion%20X"))()
game:GetService(Debris)
game:GetService(Workspace.game:GetService(Lighting))
game:GetService(TweenService)
game:GetService(UserInputService)
game:GetService(ReplicatedStorage)
game:GetService(ReplicatedFirst)
game:GetService(ContextActionService)
game:GetService(RunService)
game:GetService(VirtualUse:WaitForChild(CharacterEvents))
LocalPlayer:WaitForChild(PlayerGui)
:WaitForChild(Chat)
GetMouse:WaitForChild(.Name = SpawnedInToys)
:WaitForChild(InPlot)
:WaitForChild(ToysLimitCap)
:WaitForChild(UsedToyPoints)
:WaitForChild(MenuToys)
:WaitForChild(SpawnToyRemoteFunction)
SpawnToyRF:WaitForChild(MenuToys)
:WaitForChild(DestroyToy)
DeleteToyRE:WaitForChild(MenuToys)
:WaitForChild(BuyToyRemoteFunction)
BuyToy:WaitForChild(BombEvents)
BombEvents
ActionEvent
Typing
Type
typeAnimation
ThrowPlayers
Flail
flailAnimation:WaitForChild(GrabEvents)
:WaitForChild(CreateGrabLine)
:WaitForChild(GrabEvents)
:WaitForChild(DestroyGrabLine)
:WaitForChild(GrabEvents)
:WaitForChild(SetNetworkOwner)
:WaitForChild(GrabEvents)
:WaitForChild(ExtendGrabLine)
:WaitForChild(RagdollRemote)
:WaitForChild(ChatTyping)
ChatTypingBoard:FindFirstChild(DefaultChatSystemChatEvents)
DefaultChatSystemChatEvents:FindFirstChild(SayMessageRequest)
DefaultChatSystemChatEvents
```

```
SayMessageRequest:WaitForChild(DataEvents)
:WaitForChild(UpdateLineColorsEvent)
:WaitForChild(IsHeld)
:WaitForChild(PlayerScripts)
:WaitForChild(Struggle)
:WaitForChild(CharacterAndBeamMove)
anticreatelinelocalscript
Changed:Connect
Type
IsSolara:WaitForAttribute
CheckToyLimit
IsMobile
IsSolara
IsUsingSolara
IsUsingSolara
print(new proximity promp created!)
getgenv(fireproximityprompt)
checkadminData
coroutine
create
spawnToyThread
SpawnToy
IsHoldingAdminPlayer
WhatIsHolding
tableAlphabeticOrder:lookAt(teleportfunc)
Noclip2
Clip2
countToys
CheckNetworkOwnerShipOnPlayer
CheckNetworkOwnerShipPermanentOnPlayer
CheckNetworkOwnerShipOnPart
SNOWship
IsPlayerInsideSafeZone
IsPlayerFloating
CheckPlayerVelocity
SNOWshipOnce
SNOWshipOnceAndCheck
SNOWshipTrack
SNOWshipOnceAndDelete
SNOWshipPlayer
SNOWshipPermanentPlayer
GetPlayerCharacter
_G.TP_Priority
ChangeActivityPriority
TeleportPlayer
GetPlayerCFrame
GetPlayerRoot
GetPlayerHRPByName
Getdistancefromcharacter
AnchoredObjects
CompiledGroups
Instance.new(Attachment)
Instance.new(Sound)
Instance.new(ParticleEmitter.Name = soundeffect)
SoundId = rbxasseti://1091083826
LightInfluence
NumberRange.new(Lifetime)
Texture = rbxasseti://15668608167
NumberSequence.new(Transparency)
```

```
NumberRange.new(Speed)
NumberSequence.new(Size)
Vector2.new(SpreadAngle)
Rate.Enabled =  = false.Name = particle
anchorobjecteffect
autosetownership
Instance.new(NumberValue)
SB_LineTransparencyValue
Instance.new(NumberValue)
SB_SurfaceTransparencyValue
Instance.new(Color3Value)
SB_AnchoredColor3
Instance.new(Color3Value)
SB_AnchoredColor3Surface
Instance.new(Color3Value)
SB_GlueColor3
Instance.new(Color3Value)
SB_GlueColor3Surface
Instance.new(Color3Value)
SB_MainGlueColor3
Instance.new(Color3Value)
SB_MainGlueColor3Surface
SB_AnchoredColor3
Color3.fromRGB(.Value)
SB_AnchoredColor3Surface
Color3.fromRGB(.Value)
SB_GlueColor3
Color3.fromRGB(.Value)
SB_GlueColor3Surface
Color3.fromRGB(.Value)
SB_MainGlueColor3
Color3.fromRGB(.Value)
SB_MainGlueColor3Surface
Color3.fromRGB(.Value)
ChangeSBstate
DisconnectObject
unAnchorObject
setanchorObject
RaycastParams.new(CharacterRaycastFilter)
CharacterRaycastFilter
GetPlayerCharacter
FilterDescendantsInstances
CharacterRaycastFilter
Enum.RaycastFilterType
Exclude
FilterType
anchorfunc
anchorobject
IsHoldingAnchoredPart
IsHoldingPrimaryCompiledObject
CreateNoCollisionConstraintsCompile
IsInCompileGroup
CheckPrimaryPartOnCompileGroup
ObjectStateBillboardGUI
RemoveCompileGroup
RemoveGroupCompileFromName
CountCompileGroups
updateCompileGroupsDropdown
fireBombs
```

```
GodModeFTry
_G.ControllingCreature
makeCharacterNotGrabbable
makeCharacterGrabbable
Instance.new(Sound)
controlsoundeffect
controlsoundeffect
SoundId = rbxasseti://9126228625
controlsoundeffect
PlaybackSpeed = 1.25
Instance.new(ColorCorrectionEffect)
controleffectsatur
controleffectsatur.Enabled =  = false
Create
CurrentCamera
TweenInfo.new(Enum.EasingStyle)
Sine
Enum.EasingDirection
InOut
FieldOfView
controltween1
Create
controleffectsatur
TweenInfo.new(Enum.EasingStyle)
Sine
Enum.EasingDirection
InOut
Color3.fromRGB(TintColor)
controltween2
Create
controleffectsatur
TweenInfo.new(Enum.EasingStyle)
Sine
Enum.EasingDirection
InOut
Brightness
-0.1
controltween3
Create
controleffectsatur
TweenInfo.new(Enum.EasingStyle)
Sine
Enum.EasingDirection
InOut
Color3.new(TintColor)
Brightness
controltween4
controlcreatureeffectIn
controlcreatureeffectOut
controlCreature
controlBindF
controlBind
_G.PlayerToLongGrab
_G.TargetAura
_G.SuperStrength
_G.AntiGrab
_G.AntiExplosion
_G.AntiBurn
_G.Poison_Grab
```

```
_G.Burn_Grab
_G.Radiactive_Grab
_G.Death_Grab
_G.SuperSpeed
_G.InfiniteJump
_G.TeleportKey
_G.KickAura
_G.KickAuraDebounce
getgenv(Multiplier)
0.15
_G.Strength.HumanoidRootPart
Head
Torso
Left Arm
Right Arm
Left Leg
Right Leg
Leader
High Rank Admin
Low Rank Admin
power_scale
isfile
sblist.txt
string
split
readfile(sblist.txt)


pairs(game.JobId)
print(L)
DevJoinEffect
muted
mute
task.spawn
Map
Hole
PoisonBigHole
PoisonHurtPart
Map
Hole
PoisonSmallHole
PoisonHurtPart
Map
FactoryIsland
PoisonContainer
PoisonHurtPart
Vector3.new(Vector3.new(Vector3.new(Size)))
Size
Size.Position
Position
Position
Vector3.new(Vector3.new(Vector3.new(SetModelProperties)))
SetAimPart
_G.FirstFloppaMessage
SetKunaiToyAntiKick
OverlapParams.new(COAroundPParams)
COAroundPParams
GetPlayerCharacter
Map
```

```
Plots
Waypoints
Slots
FilterDescendantsInstances
COAroundPParams
Enum.RaycastFilterType
Exclude
FilterType
IsItemInPlayerPlot
GetTeslaCoilFromPlayerPlot
CheckObjectsAroundPlayer
KunaiFound
CheckIfKunaiIsOnPlayer
CheckIfPlayerIsHoldingFood
CheckKunai
GetKunai
holdfirePartFound
checkHoldFirePart
smalldiceToyFound
CheckFakeAim
GetFakeAim
GetFakeAim2
local Window = OrionLib:MakeWindow({
    Name = "Fling Things and People",
    HidePremium = false,
    SaveConfig = true,
    ConfigFolder = "OrionX",
    IntroEnabled = true,
    Keybind = "M",
    FreeMouse = true
})

local CombatTab = Window:MakeTab({Name = "Combat", Icon =
"rbxassetid://7485051715", PremiumOnly = false})
local BlobmanGrabTab = Window:MakeTab({Name = "Blobman Grab", Icon =
"rbxassetid://7734058599", PremiumOnly = false})
local InvincibilityTab = Window:MakeTab({Name = "Invincibility", Icon =
"rbxassetid://7734056608", PremiumOnly = false})
local PlayerTab = Window:MakeTab({Name = "Player", Icon =
"rbxassetid://7743871002", PremiumOnly = false})
local ESPTab = Window:MakeTab({Name = "ESP", Icon = "rbxassetid://7733774602",
PremiumOnly = false})
local ExplosionsTab = Window:MakeTab({Name = "Explosions", Icon =
"rbxassetid://17837704089", PremiumOnly = false})
local TeleportTab = Window:MakeTab({Name = "Teleport", Icon =
"rbxassetid://7733992829", PremiumOnly = false})
local CustomLineTab = Window:MakeTab({Name = "Custom Line", Icon =
"rbxassetid://7734022107", PremiumOnly = false})
local GrabAurasTab = Window:MakeTab({Name = "Grab Auras", Icon =
"rbxassetid://7733955740", PremiumOnly = false})
local KeybindsTab = Window:MakeTab({Name = "Keybinds", Icon =
"rbxassetid://11710306232", PremiumOnly = false})
local LoopPlayersTab = Window:MakeTab({Name = "Loop Players", Icon =
"rbxassetid://7733964640", PremiumOnly = false})
local AutoTab = Window:MakeTab({Name = "Auto", Icon = "rbxassetid://7733916988",
PremiumOnly = false})
local MiscTab = Window:MakeTab({Name = "Misc", Icon = "rbxassetid://7733917120",
PremiumOnly = false})
local DiscordServerTab = Window:MakeTab({Name = "Discord Server", Icon =
```

```
"rbxassetid://16570630989", PremiumOnly = false})
local ConfigTab = Window:MakeTab({Name = "Config", Icon =
"rbxassetid://7734053495", PremiumOnly = false})
local PremiumInfoTab = Window:MakeTab({Name = "Premium Info", Icon =
"rbxassetid://7734053495", PremiumOnly = false})
local CreditsTab = Window:MakeTab({Name = "Credits", Icon =
"rbxassetid://7733687281", PremiumOnly = false})
```

```
task.spawn
pcall
AddSection
1# Medal credits.Name = AddSection
2# Medal credits.Name = AddSection
3# Medal credits.Name = game:GetService(UserService)
90063030
2298910483
1030559478
1762306425
542649826
237152138
1390422876
3089724826
882860613
7280113503
3485279105
7206435394
pcall
1309
1309
1527
1527
1527
pairs(1331)
pairs(1329)
Id
1329
1329
table.insert(1319)
1319
1315
1315
pairs(1349)
1349
1349
DisplayName
deleted
Username
deleted
1338
1338
AddParagraph
DisplayName
 (
Username
)
I made the whole GUI (Combat, Player, Auras and more) XD!
AddParagraph
```

DisplayName
 (
Username
)
Thanks for giving me inspiration to create the blobman functions, Massless Grab and Line color changer script!
AddParagraph
DisplayName
 (
Username
)
and
DisplayName
 (
Username
)
Thanks for sharing the Attraction Aura, Silent Aim, Further Extend scripts for me!
AddParagraph
DisplayName
 (
Username
)
Thanks for helping me to fix kick stuff and my anti-blobman
AddParagraph
DisplayName
 (
Username
)
Thanks for explosion stuff, fireproximityprompt fix and script updater
AddParagraph
DisplayName
 (
Username
)
Thanks for laggy stuff!
AddParagraph
DisplayName
 (
Username
)
Thanks for Anchor Objects Glue/Compile!
AddParagraph
DisplayName
 (
Username
)
Thanks for making my mouse explosion mode without needing a toy to explode!
AddParagraph
DisplayName
 (
Username
)
Thanks for Tornado Shape
AddParagraph
DisplayName
 (
Username
)
Thanks for releasing my script!

```
AddParagraph
DisplayName
 (
Username
)
Thanks for testing my scripts
Instance.new(ScreenGui)
PerspectiveEffect
Instance.new(.ImageLabel)
ImageLabel
Instance.new(ColorCorrectionEffect)
PerspectiveSaturation
PerspectiveEffect
PerspectiveEffect.Name = PerspectiveEffect
DisplayOrder
PerspectiveEffect.Enabled = PerspectiveEffect
IgnoreGuiInset
PerspectiveEffect
ResetOnSpawn
PerspectiveEffect.Parent
PlayerGui.ImageLabel.Parent
PerspectiveEffect.ImageLabel.BackgroundColor3 = Color3.fromRGB(.ImageLabel)
BackgroundTransparency.ImageLabel
BorderColor3
Color3.fromRGB(.ImageLabel.BorderSizePixel.ImageLabel)
UDim2.new(Size.ImageLabel)
Image = rbxasseti://8586979842.ImageLabel
ImageTransparency
PerspectiveSaturation.Enabled = PerspectiveSaturation
Saturation
0.65
imagestransparencyeffect
-0.3
saturationvalue
TweenInfo.new(Enum.EasingStyle)
Linear
Enum.EasingDirection
In
t1p
TweenInfo.new(Enum.EasingStyle)
Linear
Enum.EasingDirection
In
t2p
Create.ImageLabel
t1p
ImageTransparency
imagestransparencyeffect
perspectiveON_effect1
Create
PerspectiveSaturation
t1p
Saturation
saturationvalue
perspectiveON_effect2
Create.ImageLabel
t2p
ImageTransparency
perspectiveOff_effect1
```

```
Create
PerspectiveSaturation
t2p
Saturation
perspectiveOff_effect2
PerspectiveOnEffect
PerspectiveOffEffect
Instance.new(ScreenGui)
gui
gui
ResetOnSpawn
PlayerGui:FindFirstChild(ContextActionGui)
CAG
IsMobile
IsMobile
1721
1721
gui.Parent
PlayerGui
scriptToGetSenv
senv
minDistance
pcDistance
Instance.new(ImageButton)
imageButton
imageButton
UDim2.new(Size)
imageButton.Position
UDim2.new(-259)
imageButton
Image = rbxasseti://97166444
imageButton
BackgroundTransparency
imageButton
ImageTransparency
imageButton.Visible
imageButton.ImageColor3 = Color3.fromRGB(imageButton.Parent)
gui
Instance.new(.ImageLabel)
imageLabel
imageLabel
UDim2.new(Size)
imageLabel
Image = rbxasseti://9603831913
imageLabel
BackgroundTransparency
imageLabel.Parent
imageButton
Instance.new(ImageButton)
imageButtonDe
imageButtonDe
UDim2.new(Size)
imageButtonDe.Position
UDim2.new(-211)
imageButtonDe
Image = rbxasseti://97166444
imageButtonDe
BackgroundTransparency
imageButtonDe
```

```
ImageTransparency
imageButtonDe.Visible
imageButtonDe.ImageColor3 = Color3.fromRGB(imageButtonDe.Parent)
gui
Instance.new(.ImageLabel)
imageLabelDe
imageLabelDe
UDim2.new(Size)
imageLabelDe
Image = rbxasseti://9603826756
imageLabelDe
BackgroundTransparency
imageLabelDe.Parent
imageButtonDe
IncreaseLineExtend
buttonClicked
buttonClickedDE
toggleButtonState
toggleDefaultExtendButtons
ChildAdded:Connect
workspace
ChildRemoved:Connect
imageButton
InputBegan:Connect
imageButton
InputEnded:Connect
imageButtonDe
InputBegan:Connect
imageButtonDe
InputEnded:Connect
InputChanged:Connect
getgenv(Settings)
Fov
Hitbox
Head
Torso
Left Leg
Right Leg
FovCircle
CurrentCamera
GetMouse
Drawing.new(Circle)
Drawing.new(Circle)
RenderStepped:Connect
hookmetamethod
2015
2015
2031
hookmetamethod
game.__namecall
AddSection
Auto Get Coins.Name = AddSection
Auto Time-Reset.Name = AddSection
Auto Claim-Plot.Name = Slots
Slots
Screen
SlotGui
TimeLeftFrame
TimeText
```

timelefttextlabelingame
AddToggle
Auto-Spin.Name = Default
Callback
Save
Flag
autofarmcoins_toggle
AddLabel
Time Remaining: 0:00
TimeRemainingLabel
AddLabel
Coins Won: 0
CoinsWonLabel
timelefttextlabelingame
Changed:Connect
task.spawn
task.spawn
AddToggle
Preserve Time.Name = Default
Callback
Save
Flag
autosavehousetimeremaining_toggle
AddLabel
Plot Time: 0
TimeInHouseLabel
Instance.new(IntValue)
Plots
GetDescendants
PlotWorkspace
GetPlotModel
ClaimPlot
UpdatePlotOwner
IsThereOwnerOnPlot
UpdatePeopleInPlot
AddDropdown
Plot.Name = Default
Witch House
Options
Witch House
Lumber House
Common House
American House
Chinese House
Callback
task.spawn
AddLabel
Plot Owner:
PlotOwner
AddLabel
Players in Plot: 0
PlayersInPlot
AddButton
Claim Plot!.Name = Callback
ExplodeSb
getgenv(MaxSize)
snowballEffectConnection
snowballMaxAmmount.Value
2243

```
2243
2245
snowballMaxAmmount
checkSize
checkSnowBall
lastpossb
holdOwnership
CountGrownSnowsballs
modify
newSnowball
task.spawn
AddSection
Snowball.Name = AddSlider
Ammount.Name = Min
Max
snowballMaxAmmount
Default.Color = Color3.fromRGB(Increment)
ValueName
Snowballs you want to make to explode them!
Callback
Save
Flag
ammountsnowballtomake_slider
automakesnowballtoggle
AddToggle
Auto Make Snowball.Name = Default
Callback
Save
Flag
autofarmsnowball_toggle
automakesnowballtoggle
AddLabel
Grown Snowballs:
AddButton
Explode Snowballs.Name = Callback
spamexplosiontype
spamexplosiontarget
bombsammountoexplode
reachedrightammount
explosionInterval
canExplode
maxBombstoexplode.Value
2375
2375
2377
maxBombstoexplode
AimMissile
GetAimMissile
BindAction
FireBomb
fireBombs
Enum.KeyCode
F
BombMissile
PartHitDetector
BombDarkMatter
PartHitDetector
FireworkMissile
PartHitDetector
```

```
BombBalloon
Balloon
PresentBig
Box
PresentSmall
Box
ExplodeBomb
ExplodeByTargetMode
ExplodeFirstBomb
_G.ExplodingBombs
ExplodeAllAtOnce
AddSection
Explosions Spam.Name = firework_section
AddSection
FAQ about (Explosions Spam).Name = explosionexplanation
firework_section
AddToggle
Explode.Name = Default
Callback
firework_section
AddDropdown
Explosion Type.Name = Default
Firework
Options
Firework
Missile
Void
Ballon
Small Present
Big Present
Callback
firework_section
AddBind
Trigger Bombs.Name = Default
Enum.KeyCode
F
Hold
Callback
firework_section
AddDropdown
Trigger Mode.Name = Default
Automatic
Options
Key
Automatic
Callback
firework_section
AddSlider
Delay (Automatic Trigger Mode).Name = Min
Max
Default.Color = Color3.fromRGB(Increment)
0.015
ValueName
interval between every explosion in automatic trigger mode!
Callback
firework_section
AddSlider
Ammount to Explode.Name = Min
Max
```

```
Default.Color = Color3.fromRGB(Increment)
ValueName
to explode the player brutally
Callback
firework_section
AddDropdown.Target.Name = Default
Spawn
Options
Spawn
Player
Mouse
Callback
firework_section
AddDropdown
Select Player.Name = Default
Macaco (negro)
Options

Callback
PlayerToTarget
firework_section
AddToggle
Predict Player Movement.Name = Default
Callback
Save
Flag
SilentAim_toggle
explosionexplanation
AddParagraph
How to use target mouse?
Press/Hold the keybind (F) and then BOOM!
explosionexplanation
AddParagraph
How to target player?
Select Target to Player and then select the player you want to target
explosionexplanation
AddParagraph
How to change the explosive
Click on Explosive Type and select any type
Idled:Connect
game:GetService(ReplicatedFirst)
GrabParts
GrabPartsModel
_G.ActualFakeGrabParts
var120_upvw
GrabEvents
EndGrabEarly
OnClientEvent:Connect
GrabPartFake
AddSection
Silent-Aim.Name = SilentAim_Section
SilentAim_Section
AddToggle
Silent Aim V1 (Raycast).Name = Default
Callback
Save
Flag
SilentAim_toggle.Parent
oldgrablineeventparent
```

```
SilentAim_Section
AddToggle
Silent Aim V2 (All Executor and PC Only).Name = Default
Callback
Save
Flag
SilentAimV2_toggle
InputBegan:Connect
SilentAim_Section
AddSlider
Silent-Aim Range.Name = Min
Max
Default.Color = Color3.fromRGB(Increment)
ValueName

Callback
Save
Flag
silentaimrange_slider
GrabParts
GrabPartsModel
_G.ActualFakeGrabParts
AddSection
Line Extender.Name = FurtherLineExtend_Section
FurtherLineExtend_Section
AddToggle
Further Extend.Name = Default
Callback
Save
Flag
FurtherLineExtend_toggle
MaxExtendLine
MinExtendLine
TouchEnabled
2852
2852
MinExtendLine
MaxExtendLine
2861
MouseEnabled
2857
2857
2861
MinExtendLine
MaxExtendLine
FurtherLineExtend_Section
AddSlider
Increase Extend.Name = Min
MinExtendLine
Max
MaxExtendLine
Default.Color = Color3.fromRGB(Increment)
ValueName
Ammount
Callback
Save
Flag
FurtherLineExtend_slider
AddSection
```

```
Normal Auras.Name = AddSection
Fling Aura.Name = AddSection
Telekinesis Aura.Name = AddSection
Anchor Aura.Name = AddSection
Kick Aura.Name = AddSection
Auras Whitelist.Name = IsPlayerKickingWithBlobman
CheckPlayer
CheckPlayerForLoopKill
CheckPlayerAuras
CheckPlayerAurasKick
CheckPlayerAnnoyAll
CheckPlayerKill
CheckPlayerKick
CheckPlayerBring
CreateSkyVelocity
CreateBringBody
Map
AlwaysHereTweenedObjects:FindFirstChild(OuterUFO)
3038
3038:FindFirstChild(Object)
2992
2992
3038
Object:FindFirstChild(ObjectModel)
3000
3000
3038
Object
ObjectModel
PaintPlayerPart:WaitForChild(WeldConstraint.Enabled = Anchored)
Shape
Enum.PartType
Block
Transparency
Vector3.new(Size.Position)
Vector3.new(AddToggle)
Poison Aura.Name = Default
Callback
Save
Flag
poisonaura_toggle
AddToggle
Death Aura.Name = Default
Callback
Save
Flag
deathaura_toggle
3083
3083
3103
AddToggle
Radioactive Aura.Name = Default
Callback
Save
Flag
radioaura_toggle
AddToggle
Burn Aura.Name = Default
Callback
```

```
Save
Flag
burnaura_toggle
AddToggle
Fling Aura.Name = Default
Callback
Save
Flag
flingaura_toggle
AddSlider
Strength.Name = Min
Max
10000
Default.Color = Color3.fromRGB(Increment)
ValueName

Callback
Save
Flag
flingstrengthvalue_toggle
AddDropdown.Target.Name = Default
Players
Options
Players
Objects
Players and Objects
Callback
Save
Flag
flingtarget_dropdown
unAnchorAll
AddToggle
Anchor Aura.Name = Default
Callback
Save
Flag
anchoraura_toggle
AddDropdown.Target.Name = Default
Players
Options
Players
Objects
Players and Objects
Callback
Save
Flag
anchortarget_dropdown
AddButton
Unanchor All.Name = Callback
GroupCollisionData
SetCollisionObjectOff
SetCollisionObjectOn
TornadoOffset
TornadoHeight
SpiralFormulaCalculation
_G.LastPartToGet
_G.LastTheta
_G.RevertTornado
TelekinesisBodiesPosition
```

```
AddToggle
Telekinesis Aura.Name = Default
Callback
Save
Flag
tornadoaura_toggle
AddDropdown
Select Mode.Name = Default
Aura
Options
Click
Aura
Callback
telekenesisshapedropdown
AddDropdown
Shape.Name = Default
Blackhole
Options
Blackhole
Tornado
Callback
telekenesisshapedropdown
AddDropdown
Follow Type:.Name = Default
Player
Options
Player
Mouse
Callback
AddDropdown
Follow Player:.Name = Default

Options

Callback
RotationAuraList
_G.TornadoFollowPlayer.Name = AddDropdown.Target.Name = Default
Players
Options
Players
Objects
Players and Objects
Callback
Save
Flag
tornadotarget_dropdown
AddSlider
Distance.Name = Min
Max
1000
Default.Color = Color3.fromRGB(Increment)
ValueName
Offset
Callback
Save
Flag
tornadodistance_toggle
AddSlider
Height.Name = Min
```

```
Max
1000
Default.Color = Color3.fromRGB(Increment)
ValueName
Offset
Callback
Save
Flag
tornadoheight_toggle
telekenesisssliderspeed
AddSlider.Name = Speed
Min
0.01
Max
Default
0.01.Color = Color3.fromRGB(Increment)
0.015
ValueName
Rotation Speed
Callback
Save
Flag
tornadospeed_toggle
telekenesisssliderspeed
AddButton
Disconnect All.Name = Callback
AddToggle
Attraction Aura.Name = Default
Callback
Save
Flag
attractaura_toggle
kickauratoggle
Silent
Float
Sky Anchor
KickTypesList
CreateKickPhysical
AddToggle
Kick Aura.Name = Default
Callback
kickauratoggle
AddDropdown
Kick Type.Name = Default
Go to the heaven!
Options
Go to the heaven!
Callback
Save
Flag
kickauratype_dropdown
AddToggle
Whitelist Friends.Name = Default
Callback
Save
Flag
whitelistaura_toggle
AddSection
Strength.Name = AddSection
```

```
Others.Name = AddSection
Perspective.Name = AddToggle
Super Strength.Name = Default
Callback
Save
Flag
superstrengthgrab_toggle
AddSlider
Strength.Name = Min
Max
10000
Default.Color = Color3.fromRGB(Increment)
ValueName

Callback
Save
Flag
superstrengthvalue_toggle
AddToggle
Poison Grab.Name = Default
Callback
Save
Flag
poisongrab_toggle
AddToggle
Burn Grab.Name = Default
Callback
Save
Flag
burngrab_toggle
AddToggle
Death Grab.Name = Default
Callback
Save
Flag
deathgrab_toggle
AddToggle
Massless Grab.Name = Default
Callback
Save
Flag
masslessgrab_toggle
3788
3788
AddToggle
Radiactive Grab.Name = Default
Callback
Save
Flag
radiactivegrab_toggle
AddToggle
Noclip Grab.Name = Default
Callback
Save
Flag
noclipgrab_toggle
kickgrabtoggle
AddToggle
Perspective Grab.Name = Default
```

Callback
Save
Flag
perspectivegrab_toggle
AddSlider.Name = Speed
Min
Max
Default.Color = Color3.fromRGB(Increment)
ValueName

Callback
Save
Flag
perspectivespeedvalue_toggle
AddSection
Annoy Players.Name = AddSection
Kick All.Name = AddSection
Bring All.Name = AddSection
Whitelist.Name = Instance.new(Part)
freezecampart
freezecampart
Anchored
freezecampart.CanCollide
freezecampart
Transparency
freezecampart.CanQuery = freezecampart
Vector3.new(Size)
FreezeCam
unFreezeCam
AddToggle
Fire All.Name = Default
Callback
AddToggle
Ragdoll All.Name = Default
Callback
annoyalltoggle
AddToggle
Kill All.Name = Default
Callback
killalltoggle
AddToggle
Kick All.Name = Default
Callback
kickalltoggle
AddToggle
Bring All.Name = Default
Callback
bringalltoggle
AddDropdown
Kick Type.Name = Default
Go to the heaven!
Options
Go to the heaven!
Callback
Save
Flag
kickalltype_dropdown
AddToggle
Whitelist Friends.Name = Default

```
Callback
Save
Flag
whitelistfriends3_toggle
AddSection
Invulnerability.Name = AddSection
Counter-Attack.Name = AddToggle
Anti-Grab.Name = Default
Callback
Save
Flag
antigrab_toggle
AddToggle
Anti-Burn.Name = Default
Callback
Save
Flag
antiburn_toggle
AddToggle
Anti-Explosion.Name = Default
Callback
Save
Flag
antiexplosion_toggle
AddToggle
Auto-Attacker.Name = Default
Callback
Save
Flag
rinnegan_toggle
counterdropdownselection
AddDropdown
Counter Mode.Name = Default
Repulsion
Options
Repulsion
Freeze
Death
Kick
Callback
counterdropdownselection
Instance.new(ScreenGui)
floppadialogo
Instance.new(.ImageLabel)
Floppa
Instance.new(.ImageLabel)
Bubble_chat
Instance.new(TextLabel)
BubbleTextchat
Instance.new(Sound)
typingsoundeffect
Instance.new(Sound)
typingsoundeffect2
typingsoundeffect
rbxassetid://
9120299506
SoundId = typingsoundeffect
Volume
0.345
```

```
typingsoundeffect2
rbxassetid://
9118870964
SoundId = typingsoundeffect2
Volume
typingsoundeffect2
PlaybackSpeed = floppadialogo
IgnoreGuiInset
floppadialogo
ScreenInsets
Enum.ScreenInsets
DeviceSafeInsets
floppadialogo
floppadialogo.Name = floppadialogo
ZIndexBehavior
Enum.ZIndexBehavior
Sibling
floppadialogo.Parent
floppadialogo
DisplayOrder
floppadialogo.Enabled = floppadialogo
ResetOnSpawn
Floppa.ZIndex
Floppa.BorderSizePixel
Floppa.BackgroundColor3 = Color3.new(Floppa)
Image = rbxasseti://15668608167
Floppa
UDim2.new(0.195372716)
0.305668026
Size
Floppa
BorderColor3
Color3.new(Floppa.Position)
UDim2.new(0.0185752641)
0.661330521
Floppa
Floppa.Name = Floppa.Parent
floppadialogo
Bubble_chat.BorderSizePixel
Bubble_chat
Transparency
Color3.new(Bubble_chatBackgroundColor3)
Bubble_chat
Image = rbxasseti://1395860348
Bubble_chat
UDim2.new(1.03356743)
0.79455024
Size
Bubble_chat
BorderColor3
Color3.new(Bubble_chat)
BackgroundTransparency
Bubble_chat.Position
UDim2.new(0.678329766)
-0.292054504
Bubble_chat
Bubble chat.Name = Bubble_chat.Parent
Floppa
BubbleTextchat
```

```
TextWrapped
BubbleTextchat.BorderSizePixel
BubbleTextchat
Transparency
BubbleTextchat
TextScaled
BubbleTextchat.BackgroundColor3 = Color3.new(BubbleTextchat)
TextSize
BubbleTextchat
UDim2.new(0.634431362)
0.268763244
Size
BubbleTextchat
TextColor3
Color3.new(BubbleTextchat)
BorderColor3
Color3.new(BubbleTextchat.Text = I saved you from falling on the void, my son!)
BubbleTextchat
Font
Enum.Font
SourceSans
BubbleTextchat.Position
UDim2.new(0.18163082)
0.365639389
BubbleTextchat
BackgroundTransparency
BubbleTextchat
TextTransparency
BubbleTextchat.Parent
Bubble_chat
TweenInfo.new(Enum.EasingStyle)
Linear
Enum.EasingDirection
In
floppatweeninfo1
Create
Floppa
floppatweeninfo1.Position
UDim2.new(0.0185752641)
0.661330521
floppatween
floppamessageoncooldown
antivoidmesssage
AddToggle
Anti-Void.Name = Default
Callback
Save
Flag
antivoid_toggle
AddToggle
Anti-Lag.Name = Default
Callback
Save
Flag
antilag_toggle
AddToggle
Anti-Kick.Name = Default
Callback
Save
```

```
Flag
antikick_toggle
antikicktoggle
Instance.new(Model)
playersCharFolder
playersCharFolder
Characters.Name = Instance.new(Highlight)
highlightesp
highlightesp.Enabled = Esp_Tab
AddSection
ESP Highlight.Name = ESP_Section1
Esp_Tab
AddSection
ESP Billboard.Name = ESP_Section2
ESP_Section1
AddToggle
ESP (Highlight).Name = Default
Callback
ESP_Section1
AddColorpicker
Fill Color.Name = Default
Color3.fromRGB(Callback)
Save
Flag
espHighlightFillcolor_picker
ESP_Section1
AddSlider
Fill Transparency.Name = Min
Max
Default.Color = Color3.fromRGB(Increment)
ValueName
Fill color transparency:
Callback
Save
Flag
espHighlightFillTransparency_slider
ESP_Section1
AddColorpicker
Outline Color.Name = Default
Color3.fromRGB(Callback)
Save
Flag
espHighlightOutlinecolor_picker
ESP_Section1
AddSlider
Outline Transparency.Name = Min
Max
Default.Color = Color3.fromRGB(Increment)
ValueName
Outline color transparency:
Callback
Save
Flag
espHighlightOutlineTransparency_slider
ESP_Section1
AddDropdown
Highlight Mode.Name = Default
AlwaysOnTop
Options
```

```
AlwaysOnTop
Occluded
Callback
Save
Flag
espHighlightMode_dropdown
ESPIconCreation
ESPIconCreation
ESPIconCreation
CreateIconOnPlayer
ESP_Section2
AddToggle
ESP (Icon).Name = Default
Callback
AddSection
Place TP.Name = MapTeleport_Section
AddSection
Player TP.Name = PlayerTeleport_Section
Green House.CFrame.new(-352)
Green Safe-House.CFrame.new(-584)
Chinese Safe-House.CFrame.new(Farm House.CFrame.new(-234))
-324
Spawn.CFrame.new(Blue Safe-House.CFrame.new(-372))
Secret Big Cave.CFrame.new(Secret Train Cave.CFrame.new(-307))
Mine Cave.CFrame.new(-254)
Witch Safe-House.CFrame.new(Red Safe-House.CFrame.new(-516))
-162
placeLocations
MapTeleport_Section
AddDropdown
Place to Teleport.Name = Default
Green House
Options
Green House
Chinese Safe-House
Spawn
Blue Safe-House
Secret Big Cave
Secret Train Cave
Mine Cave
Farm House
Witch Safe-House
Green Safe-House
Red Safe-House
Callback
MapTeleport_Section
AddButton
Teleport.Name = Callback
PlayerTeleport_Section
AddDropdown
Select Player.Name = Default

Options

Callback
PlayerToTeleport
teleportplayerfunctionoffset
PlayerTeleport_Section
AddButton
```

```
Teleport.Name = Callback
PlayerTeleport_Section
AddToggle
Loop Teleport.Name = Default
Callback
PlayerLoopTeleport
PlayerTeleport_Section
AddToggle
Lock Camera.Name = Default
Callback
PlayerLockCamera
PlayerTeleport_Section
AddToggle
View.Name = Default
Callback
PlayerViewCamera
PlayerTeleport_Section
AddSlider
Offset.Name = Min
Max
Default.Color = Color3.fromRGB(Increment)
ValueName
Teleport Offset
Callback
Save
Flag
speed_slider
PlayerTeleport_Section
AddDropdown
Behavior.Name = Default
Behind
Options
Behind
Left
Right
Front
Rotate
Callback
AddSection
Walkspeed.Name = WS_Section
AddSection
Infinite Power Jump.Name = JP_Section
AddSection
Noclip.Name = NC_Section
WS_Section
AddToggle
Walkspeed.Name = Default
Callback
Save
Flag
walkspeed_toggle
WS_Section
AddSlider.Name = Speed
Min
Max
Default.Color = Color3.fromRGB(Increment)
0.01
ValueName
```

```
Callback
Save
Flag
speed_slider
JP_Section
AddToggle
Infinite Jump.Name = Default
Callback
Save
Flag
infinitejump_toggle
JP_Section
AddSlider
Jump Power.Name = Min
Max
1000
Default.Color = Color3.fromRGB(Increment)
ValueName

Callback
Save
Flag
jumppower_slider
NC_Section
AddToggle
Noclip.Name = Default
Callback
Save
Flag
noclip_toggle
Color3.new(Color3.new(Color3.new(Color3.new(Color3.new(Color3.new(Color3.new(Color3
.new(Color3.new(Color3.new(Color3.fromRGB(Color3.fromRGB(Color3.fromRGB(Color3.from
RGB(Color3.fromRGB(Color3.fromRGB(Color3.fromRGB(Color3.fromRGB(RandomLineColors)))
)))))))))))))))
AddSection
Change your entire line color.Name = AddSection
Line Effects.Name = AddSection
Stress Server.Name = LagServerToggle
AddToggle
Lag Server.Name = Default
Callback
LagServerToggle
AddSlider
Lag Intensity.Name = Min
Max
Default.Color = Color3.fromRGB(Increment)
ValueName
This can have you kicked or kick someone in the server!
Save
Flag
Lag-Intensity
Callback
AddColorpicker
Choose the color.Name = Default
Color3.fromRGB(Callback)
Save
Flag
changelinecolor_picker
AddButton
```

```
Apply Colors.Name = Callback
AddToggle
Crazy Line (Soft Lag).Name = Default
Callback
AddToggle
Invisible Line.Name = Default
Callback
Save
Flag
invisLine_toggle
BindAction
Godmode
GodModeFTry
Enum.KeyCode
T
AddParagraph
Note!
You can't see the effects line, but others player can see it. And Invisible Line
won't work if Crazy Line is Enabled
5502
5502
Instance.new(ScreenGui)
gui2
gui2
ResetOnSpawn
gui2
CAG2.Name = TouchEnabled
5522
5522
gui2.Parent
PlayerGui
Instance.new(ImageButton)
imageButtonTeleport
imageButtonTeleport
UDim2.new(Size)
imageButtonTeleport.Position
UDim2.new(-267)
imageButtonTeleport
Image = rbxasseti://97166444
imageButtonTeleport
BackgroundTransparency
imageButtonTeleport
ImageTransparency
imageButtonTeleport.ImageColor3 = Color3.fromRGB(imageButtonTeleport.Parent)
gui2
Instance.new(.ImageLabel)
imageTLabel
imageTLabel
UDim2.new(Size)
imageTLabel
Image = rbxasseti://6723742952
imageTLabel
BackgroundTransparency
imageTLabel.Parent
imageButtonTeleport
Instance.new(ImageButton)
imageButtonControl
imageButtonControl
UDim2.new(Size)
```

```
imageButtonControl.Position
UDim2.new(-378)
imageButtonControl
Image = rbxasseti://97166444
imageButtonControl
BackgroundTransparency
imageButtonControl
ImageTransparency
imageButtonControl.ImageColor3 = Color3.fromRGB(imageButtonControl.Parent)
gui2
Instance.new(.ImageLabel)
imageCLabel
imageCLabel
UDim2.new(Size)
imageCLabel
Image = rbxasseti://14436167187
imageCLabel
BackgroundTransparency
imageCLabel.Parent
imageButtonControl
Instance.new(ImageButton)
imageButtonAnchor
imageButtonAnchor
UDim2.new(Size)
imageButtonAnchor.Position
UDim2.new(-325)
imageButtonAnchor
Image = rbxasseti://97166444
imageButtonAnchor
BackgroundTransparency
imageButtonAnchor
ImageTransparency
imageButtonAnchor.ImageColor3 = Color3.fromRGB(imageButtonAnchor.Parent)
gui2
Instance.new(.ImageLabel)
imageKLabelDe
imageKLabelDe
UDim2.new(Size)
imageKLabelDe
Image = rbxasseti://3040311268
imageKLabelDe
BackgroundTransparency
imageKLabelDe.Parent
imageButtonAnchor
imageButtonAnchor
InputBegan:Connect
imageButtonTeleport
InputBegan:Connect
imageButtonControl
InputBegan:Connect
AddSection
Teleport.Name = AddSection
Spawn Toy.Name = AddSection
Anchor Objects.Name = AddSection
Compile Objects.Name = AddSection
Control Player/NPC.Name = AddToggle
Anchor (K).Name = Default
Callback
Save
```

```
Flag
anchorbind_toggle
AddButton
Unanchor All.Name = Callback
AddButton
Compile New Group.Name = Callback
AddDropdown
Groups.Name = Default

Options

Callback
CompileGroups_Dropdown
AddButton
Delete Group.Name = Callback
AddToggle
Teleport (Z).Name = Default
Callback
Save
Flag
teleportbind_toggle
AddToggle
Control (C).Name = Default
Callback
Save
Flag
controlbind_toggle
AddDropdown
Select Toy.Name = Default
Pallet
Options
Pallet
BombMissile
Callback
Save
Flag
selecttoy_dropdown
AddToggle
Spawn Toy (TAB).Name = Default
Callback
Save
Flag
spawntoy_toggle
AddSection
Whitelist.Name = AddDropdown
Select Player.Name = Default

Options

Callback
AddButton
Add.Name = Callback
AddDropdown
Players in Whitelist.Name = Default

Options

Callback
AddButton
```

```
Remove.Name = Callback
AddSection
Blobman Loopkick.Name = BlobmanLoopKickConfig_Section
AddSection
Perspective.Name = PerspectiveConfig_Section
AddSection
Auto Re-build Anchored Objects/Compiled.Name = AnchorObjects_Section
AddSection
Anchor/Compile Objects Visual Settings.Name = ColorObjects_Section
ChangeSBColor1
ChangeSBColor2
ColorObjects_Section
AddColorpicker
Pick Color Outline.Name = Default
Color3.fromRGB(Callback)
pickcolor1dropdown
ColorObjects_Section
AddColorpicker
Pick Color Surface.Name = Default
Color3.fromRGB(Callback)
pickcolor2dropdown
ColorObjects_Section
AddDropdown
Change Color.Name = Default
Anchored
Options
Anchored
Glue Object
Main Glue
Callback
ColorObjects_Section
AddSlider
Outline Transparency.Name = Min
Max
Default.Color = Color3.fromRGB(Increment)
0.01
ValueName
Value:
Callback
ColorObjects_Section
AddSlider
Surface Transparency.Name = Min
Max
Default
0.56.Color = Color3.fromRGB(Increment)
0.01
ValueName
Value:
Callback
AnchorObjects_Section
AddToggle
Auto Ownership.Name = Default
Callback
Save
Flag
autoownershipanchorconfig_toggle
AnchorObjects_Section
AddDropdown
Ownership Behavior.Name = Default
```

```
Teleport
Options
Teleport
Aura
Callback
Save
Flag
autoownershipanchormode
AnchorObjects_Section
AddDropdown
Ownership Teleport (Target).Name = Default
Players and Objects
Options
Players
Objects
Players and Objects
Callback
BlobmanLoopKickConfig_Section
AddToggle
Heavy Blobman.Name = Default
Callback
Save
Flag
heavyblobmanconfig_toggle
_G.PerspectiveEffectsAllow
PerspectiveConfig_Section
AddToggle
Teleport to Camera Position.Name = Default
Callback
Save
Flag
perspectiveconfig1_toggle
PerspectiveConfig_Section
AddDropdown
Camera Effect.Name = Default
Default
Options
Default
Old TV
Callback
Save
Flag
perspectivevisualeffect_dropdown
AddSection
Loop Players.Name = AddSection
Players in Loop.Name = AddSection
Loop Kill Functions.Name = AddSection
Loop Kick (Blobman).Name = AddDropdown
Select Player.Name = Default

Options

Callback
GetKey
6348
Xana
6348
6350
999999
```

```
6351
AddButton
Add.Name = Callback
AddDropdown
Players in Loop.Name = Default

Options

Callback
AddButton
Remove.Name = Callback
CountRealNumberPlayersInLoop
IsThereAnyPlayersInLoopAlive
ResetCharacterStats
verifyPlayerinBlobmanHand
AddToggle
Loop Kill.Name = Default
Callback
Save
Flag
lk_toggle
AddSection
Loop Kick (Ownership).Name = AddToggle
Loop Kick.Name = Default
Callback
Save
Flag
lkickowner_toggle
loopkickownertoggle
AddDropdown
Kick Type.Name = Default
Go to the heaven!
Options
Go to the heaven!
Callback
Save
Flag
loopkickownershiptype_dropdown
AddToggle
Loop Ragdoll.Name = Default
Callback
loopRagdoll
AddToggle
Loop Fire.Name = Default
Callback
loopFire
AddToggle
Loop Kick (Blobman).Name = Default
Callback
Save
Flag
lkick_toggle
blobmangraball
LongReachGrab_Player
AddDropdown
Select Player.Name = Default

Options
```

```
Callback
PlayerToSelect
LongReachGrab_Player
AddButton
Lock.Name = Callback
LongReachGrab_Player
AddButton
Bring.Name = Callback
LongReachGrab_Player
AddButton
Kick.Name = Callback
LongReachGrab_Player
AddSection
Destroy Everything.Name = AddToggle
Destroy Server.Name = Default
Callback
Save
Flag
BringAllLongReach_toggle
AddToggle
Whitelist Friends.Name = Default
Callback
Save
Flag
Whitelistfreinds2_toggle
Map
Hole
PoisonBigHole
ExtinguishPart
apagarfogo
apagarfogo
Vector3.new(Size)
apagarfogo
Transparency
apagarfogo
Tex
Transparency
ChildAdded:Connect
ChildRemoved:Connect
workspace
DescendantAdded:Connect
Changed:Connect
IsReallyBeingHeld
checkIfPlayerInRagdollAntiExplosion
setMasslessFalse
enforceMasslessFalse
reconnect
JumpRequest:Connect
Heartbeat:Connect
CanRemoveStickyPart
task.spawn
PlayerRemoving_Added
PlayerRemoving_Added
PlayerAdded:Connect
PlayerRemoving_Added
PlayerRemoving:Connect
PlayerRemoving_Added
task.spawn
PlayerRemoving_Added
```

```
task.spawn
reconnect
PlayerAdded:Connect
task.spawn.CharacterAdde:Connect
reconnect
Init
Tornado
telekenesissliderspeed
Set
0.495
_G.TornadoShape
DistanceFromCharacter
_G.LoopFire
_G.LoopFire
GetKey
Xana
loopFire
Set
_G.LoopFire = false
Only for premium users! Buy premium in my discord server!
pairs:FindFirstChild(CheckPlayerAnnoyAll.Character))
Character:FindFirstChild(.HumanoidRootPart)
:FindFirstChild(FirePlayerPart)
FirePlayerPart:FindFirstChild(CanBurn)
FirePlayerPart
CanBurn.Value
IsPlayerInsideSafeZone
task.wait
0.015
task.wait
ipairs(CompiledGroups)
primaryPart
pairs(group)
model:GetAttribute(Glu:GetAttribute(GluePrimar:GetAttribute(IsAnchored)))
_G.CompileGroupSelected
imageButtonControl.Visible
imageButtonControl
Active
BindAction
Control(C)
controlBind
Enum.KeyCode
C
UnbindAction
Control(C)
_G.Radiactive_Grab
PlotWorkspace
pairs(.Name = ThisPlotsOwners)
Changed:Connect
ChildAdded:Connect
ChildRemoved:Connect
GetPlotModel
_G.PlotName
GetChildren:IsDescendantOf
table
getn
PlayersInPlot
PlayersInPlot
Set
```

```
Players in Plot:
PlotOwner
PlotOwner
Set
Plot Available!
Players
_G.TornadoTarget
Objects
_G.TornadoTarget
Players and Objects
_G.TornadoTarget
pcall
Not Found
AddSection.Name = Discord Server
AddLabel
AddButton.Name = Copy Discord Server Link
Callback
AddLabel
Join my discord server to see updates!
setclipboard
Copied to your clipboard
loadstring(game:HttpGet(http://pastebin.com/raw/H7LRyxPH))
_G.PerspectiveEffectsAllow
PerspectiveOnEffect
PerspectiveOffEffect
pairs:GetPlayers)
UserId
UserId
table.insert(.Name =   )
(
DisplayName
)
table.sort(tableAlphabeticOrder)
table.insert(.Name =   )
(
DisplayName
)
Refresh.Characte:FindFirstChildOfClass(Humanoid)
SeatPart.Paren:FindFirstChild(.Character)
Character:FindFirstChild(.HumanoidRootPart)
LeftDetector.Character.HumanoidRootPart
LeftDetector
LeftWeld
LeftDetector
LeftWeld.Character.HumanoidRootPart
BlobmanSeatAndOwnerScript
CreatureGrab
CreatureGrab
BlobmanSeatAndOwnerScript
CreatureDrop.Parent
task.wait
DeleteToyRE:FireServer
MakeNotification.Name = You need to be seated on Blobman
Content
The Blobman needs to be your own toy
Image = rbxasseti://4483345998
Time
CreatureGrab:FireServer
unpack(task.wait)
```

```
0.155
Sit =
false.Characte:GetAttribute(Kicking.Characte:GetAttribute(Kicking:FindFirstChild(.C
haracter.HumanoidRootPart)))
Head:FindFirstChildOfClass(Humanoi:SetAttribute(Kicking))
:FindFirstChild(FlingAuraVelocity)
FlingAuraVelocity:Destroy
print(Kick)
CheckNetworkOwnerShipOnPlayer
verifyPlayerinBlobmanHand:FireServer
unpack(CreatureGra:FireServer)
unpack(task.wait)
print(End Loop Here!)
SNOWshipPlayer:FindFirstChild(KickAuraVelocity)
Instance.new(BodyVelocity.Name = KickAuraVelocity)
Vector3.new(12500.MaxForce(Vector3.new(.Velocity)))
FloorMaterial
Enum.Material
Air
DistanceFromCharacter.Positio:SetAttribute(Kicking:FireServer)
CreatureGrab:FireServer
unpack(print(Destroyed!))
SNOWshipPlayer
task.wait
task.wai:Destro:SetAttribute(Kicking)
CreatureGrab:FireServer
unpack(MakeNotification.Name = You need to be seated on Blobman)
Content
Please, sit on any Blobman
Image = rbxasseti://4483345998
Time
getexecutorname
getexecutorname
string.find(Solara.Characte:FindFirstChild(Head))
PrimaryPart:FindFirstChild(FirePlayerPart)
:FindFirstChild(CampfirePosRemove)
Vector3.new(Siz:GetAttribute(AlreadySetOwnerShip))
SetModelProperties
Instance.new(BodyPosition)
PrimaryPart.Name = CampfirePosRemove
Vector3.new(12500)
12500
12500.MaxForce(Vector3.new(-453))
math.random
1081
task.spaw:GetAttribute(AlreadySetOwnerShip.Position)
Position
task.wait.Position
Position.Parent.Position
Vector3.new(.Position)
task.wait
_G.AutoAttacker.Value
coroutine
resume
spawnToyThread
Unit
Vector3.new(Cross)
Cross.CFrame
fromMatrix.Value
```

```
_G.AntiGrab.Valu:FindFirstChild(math.huge)
pairs:GetPlayers.Name)
Name = .Character
Character
Character:FindFirstChild(.HumanoidRootPart.Character)
:FindFirstChild(.HumanoidRootPart.Character.HumanoidRootPart.Position)
WorldToScreenPoint.Position
Position
magnitude
_G.TornadoMode
TouchEnabled
UserInputType
Enum.UserInputType
Touch:GetAttribute(Kicking2)
task.wait
CountGrownSnowsballs
_G.RadioactiveAura
_G.RadioactiveAura
pairs:GetPlayers)
CheckPlayerAuras.Characte:FindFirstChild(.HumanoidRootPart)
SNOWshipPlayer.Position
Position
task.wait
Vector3.new(.Position)
task.wait
Unit
RemoveGroupCompileFromName
_G.CompileGroupSelected
updateCompileGroupsDropdown
CompileGroups_Dropdown
_G.AutoFarmCoins
_G.AutoFarmCoins
ChangeActivityPriority
Spin
task.spawn
pairs(Slots)
GetChildren
SlotHandle
Handle.CanCollide = false
task.wait.CanCollide = true
task.cancel
newtask
ChangeActivityPriority
Spin
task.wait
TeleportPlayer.CFrame
Vector3.new(task.wait)
SNOWship
task.wait
table.find(_G.PlayerToAdd)
table.insert(_G.PlayerToAdd)
You reached the max ammount of players in loop, buy premium to unlock more space!
getnamecallmethod
workspace
checkcaller
Raycast.Character
Character.HumanoidRootPart.Character.HumanoidRootPart.Character
Humanoid.Character
Humanoid.Health
```

```
InPlot.Value
_G.SilentAim.Character.HumanoidRootPart.Position.Character.HumanoidRootPart.Positio
n
magnitude
math.random
getgenv(Settings)
Hitbox
getgenv(Settings)
Hitbox.Character
Character.Position
1000
RaycastParams.new(.Character)
FilterDescendantsInstances
Enum.RaycastFilterType
Include
FilterType
unpack(type)
string
16168861
lower.Name = sub
len
lower
lower
all
power_scale
power_scale
print( = false)
print(Don't have power)
print(Has power)
_G.IsCharacterInRagdoll
_G.AntiExplosion
buttonClickedDE
wait.Character
Character:FindFirstChild(.HumanoidRootPart.Character)
:FindFirstChildOfClass(Humanoid.Character)
_G.LoopKick
pairs:FindFirstChild(.Character))
Character:FindFirstChildOfClass(Humanoid.Character)
Humanoid.Health =
tru:FindFirstChild(_G.AntiGrab.Character.CharacterAdde:Wai:WaitForChild(.HumanoidRo
otPart.Value))
Heartbeat:Connect.Value
Vector3.new(.Velocity)
Anchored = tru:FireServer
FireServer
Vector3.new(.Velocity)
Anchored = fals:Disconnect
Players
_G.FlingTarget
Objects
_G.FlingTarget
Players and Objects
_G.FlingTarget
_G.LoopKickOwnerType
CheckPlayer
IsPlayerInsideSafeZone
_G.PlayerToTeleportDirection.CFrame.new(-410)
228.394
-0.246182978
```

```
3.22764193e-09
-0.96922338
1.2914926e-08
4.97377278e-11
0.96922338
-1.2505204e-08
-0.246182978
_G.SnowbalEffectSpa:FindFirstChild(SoundPart)
SoundPart:FindFirstChild(FarmSnowball)
CheckNetworkOwnerShipOnPart
Vector3.new(math.random)
-10000
10000
10000
math.random
-10000
10000.Position
Position
Vector3.new(Vector3.new(Size.X))
0.65.Position
wait.Position
Vector3.new(Vector3.new(Size.X))
0.65.Position
wait.Position
Vector3.new(Size.X)
0.65.Position
Instance.new(BodyPosition)
Vector3.new(12500)
12500
12500.MaxForce(.Name = FarmSnowball.Position)
Position
wait
IsThereOwnerOnPlot
GetPlotModel
_G.PlotName
PlotSign
pairs(GetChildren.Name = Sign)
ChangeActivityPriority
Plus
PlusGrabPart
TeleportPlayer.CFrame
CFrame.new(SNOWship)
wait
ChangeActivityPriority
pairs(ThisPlotsOwners)
GetChildren.Value.Name = _G.FutherExtend
imageButton.Visible = true
imageButton
Active = true
imageButtonDe.Visible = true
imageButtonDe
Active = true
imageButton.Visible = false
imageButton
Active = false
imageButtonDe.Visible = false
imageButtonDe
Active = false
Firework
```

```
FireworkMissile
spamexplosiontype
Missile
BombMissile
spamexplosiontype
Void
BombDarkMatter
spamexplosiontype
Ballon
BombBalloon
spamexplosiontype
Small Present
PresentSmall
spamexplosiontype
Big Present
PresentBig
spamexplosiontype
_G.ESP_Icon
PlayerAdded:Connect
_G.ESP_Icon
wait:Disconnect
pairs(typeof(RBXScriptConnectio:Disconnect))
print(Desconectado!)
table:clear.Character.CharacterAdde:Wait
CreateIconOnPlayer.CharacterAdde:Connect
CreateIconOnPlayer
pairs:GetPlayers)
Plots
_G.PlotName
Witch House:FindFirstChild(Plot3)
Lumber House:FindFirstChild(Plot2)
Common House:FindFirstChild(Plot1)
American House:FindFirstChild(Plot4)
Chinese House:FindFirstChild(Plot5)
_G.WhitelistFriends3
_G.KickAllType
_G.PlayerToTeleportDirection
Behind.CFrame.new(.Position.lookVector)
TeleportPlayerOffset
_G.PlayerToTeleportDirection
Front.CFrame.new(.Position.lookVector)
TeleportPlayerOffset
_G.PlayerToTeleportDirection
Right.CFrame.new(.Position)
rightVector
TeleportPlayerOffset
_G.PlayerToTeleportDirection
Left.CFrame.new(.Position)
rightVector
TeleportPlayerOffset
_G.PlayerToTeleportDirection
Rotate
_G.PlayerToTeleportDirection
Rotate
_G.LoopPlayerT:IsDescendantOf
_G.PlayerToTeleport.CFrame.new(.Position)
Vector3.new(math.clamp)
math.cos
math.clamp
```

```
math.sin
TeleportPlayerOffset.Position
TeleportPlayer
task.wait
_G.PlayerToTeleportDirection
Rotate
TeleportPlayer
spamexplosiontarget
ExplodeBomb
workspace
SpawnLocation
Vector3.new(math.random)
math.random
math.random
spamexplosiontarget
_G.TargetToBombPlaye:FindFirstChild(_G.TargetToBombPlayer)
IsPlayerInsideSafeZone.Character
Character:FindFirstChild(.HumanoidRootPart.Character.HumanoidRootPart)
_G.PredictPlayer
GetFakeAim2
ExplodeBomb.Position.Velocity
1.93
ExplodeBomb.Position
spamexplosiontarget
GetFakeAim2.Character
Character:FindFirstChild(.CamPart)
Ray.new(.Character.CamPart.Position.Character.CamPart.CFrame.lookVector)
5000
ray
FindPartOnRayWithIgnoreList
ray.Character
pos
hit
hit
pos
pos
ExplodeBomb
_G.SnowbalEffectSpam
pairs(GetChildren)
_G.SnowbalEffectSpam.Name = BallSnowbal:FindFirstChild(SoundPart)
:FindFirstChild(SoundPart)
CheckNetworkOwnerShipOnPart
lastpossb
GetPlayerCFrame
lastpossb
SNOWshipOnce
CanTouch = false.CanCollide = false
TeleportPlayer.CFrame.new(.Position)
Vector3.new(task.wait)
TeleportPlayer
lastpossb
lastpossb
task.wait
_G.LineColorChangeValue
unAnchorAll
perspectiveOff_effect1:Play
perspectiveOff_effect2:Play
typeof(_G.LastBlobmanWasSeat)
Instance
```

```
_G.LastBlobmanWasSeat.Parent
GetPlayerCharacter
_G.LastBlobmanWasSea:FindFirstChild(VehicleSeat)
:FindFirstChild(ProximityPrompt)
ProximityPrompt:FindFirstChildOfClass(Weld)
DeleteToyRE:FireServer
_G.LastBlobmanWasSeat
DistanceFromCharacter.Position
DeleteToyRE:FireServer
_G.LastBlobmanWasSeat
Part1
Part1:IsDescendantOf
Part1
SNOWshipPlayer
GetPlayerFromCharacter.Parent
_G.LoopKick
fireproximityprompt
TeleportPlayer.CFrame
Vector3.new(task.wait)
_G.LastBlobmanWasSeat
_G.TornadoShape
Tornado
Vector3.new(.X)
math.sin.Y
TornadoHeight
math.sin
math.random.Z
math.cos
_G.TornadoShape
Blackhole
Vector3.new(.X)
math.sin.Y
TornadoHeight.Z
math.cos
Pallet
_G.SelectedToy
PalletLightBrown
_G.SelectedToy
typeof(Instance.Character)
Character:IsDescendantOf.Characte:FindFirstChild(.HumanoidRootPart.Character)
:FindFirstChildOfClass(Humanoid.Character)
Humanoid.Health
buttonClicked
wait
_G.PlayerToLongGrab
MakeNotification.Name = Bliz_T HUB
Content
Image = rbxasseti://16570630989
Time
pairs(GetChildre:IsA(Part.CanQuery =  = true))
pairs(GetChildren.Name = TouchEnabled)
UserInputType
Enum.UserInputType
Touch:FindFirstChild(GrabParts)
:FindFirstChild(GrabPart)
GrabPart:FindFirstChild(WeldConstraint)
GrabPart
WeldConstraint
Part1.Parent
```

```
_G.ViewCameraOnPlayer
CurrentCamera.CameraSubject
_G.ViewCameraOnPlaye:FindFirstChild(_G.PlayerToTeleport.Character)
Character:FindFirstChildOfClass(Humanoid.CameraSubject)
PlayerViewCamera
PlayerViewCamera
Set
_G.ViewCameraOnPlayer = false
wait.CameraSubject
SB_SurfaceTransparencyValue.Value
_G.KickAuraType
GetPlayerCFrame
pairs(GetChildren.Name = Campfire)
PrimaryPart
Getdistancefromcharacter
PrimaryPart.Position
FirePlayerPart
CanBurn.Value
Campfire.CFrame.new(.Position.X.Position.Y.Position.Z)
-0.133750245
-0.471861839
0.871468484
-3.7252903e-09
0.879369617
0.476139903
-0.991015136
0.0636838302
-0.117615893
Vector3.new(97.69000244140625)
SpawnToy
BuyToy:InvokeServer
Campfire:FindFirstChild(FirePlayerPart)
FirePlayerPart:FindFirstChild(CanBur:GetAttribute(Connected2))
DescendantAdded:Connect
task.spaw:SetAttribute(Connected2)
GetPlayerCFrame
lastpos
FirePlayerPart.Parent
FirePlayerPart
CanBurn.Value
FirePlayerPart.Position
Position:GetAttribute(AlreadySetOwnerShip)
SNOWshipOnce:SetAttribute(AlreadySetOwnerShip)
Getdistancefromcharacter.Position
DeleteToyRE:FireServer
task.wai:Disconnect
print(Pew!.Name = PartOwner.Value.Name =:SetAttribute(AlreadySetOwnerShip))
_G.PlotName.Value
Value
GetPlayerCFrame
pairs(GetChildren.Name = DiceSmal:FindFirstChild(Center))
PrimaryPart
Getdistancefromcharacter
PrimaryPart.Position
DiceSmall.CFrame.new(.Position.X.Position.Y.Position.Z)
-0.133750245
-0.471861839
0.871468484
-3.7252903e-09
```

```
0.879369617
0.476139903
-0.991015136
0.0636838302
-0.117615893
Vector3.new(97.69000244140625)
SpawnToy
BuyToy:InvokeServer
DiceSmall:FindFirstChild(Cente:GetAttribute(Connected2))
DescendantAdded:Connec:FindFirstChild(SoundPart)
task.spaw:SetAttribute(Connected2)
smalldiceToyFound.Paren:GetAttribute(AlreadySetOwnerShip)
SNOWshipOnce:SetAttribute(AlreadySetOwnerShip)
Getdistancefromcharacter.Position
DeleteToyRE:FireServer
_G.FireworkEffectSpam
DeleteToyRE:FireServer
task.wait
smalldiceToyFound:Disconnect
print(Pew!.Name = PartOwner.Value.Name =:SetAttribute(AlreadySetOwnerShip))
HeadColor
RandomLineColors
TeleportPlayer
placeLocations
_G.PlaceToTeleport
perspectiveON_effect1:Play
perspectiveON_effect2:Play
pairs(Plots)
GetDescendants.Name = TimeRemainingNum.Parent.Value.Name = _G.RemainingTimeInHouse
Changed:Connect
TimeInHouseLabel
Set
Time:
PlayerGui:FindFirstChild(ContextActionGui)
_G.ExplodingBombs = true
pairs(GetChildren.Name = spamexplosiontype)
ExplodeByTargetMode
explosionInterval
task.wait
explosionInterval
_G.ExplodingBombs = false
ipairs(GetDescendant:IsA(BasePart.Massless =
false.Characte:FindFirstChildOfClass(Humanoid)))
Sit
SeatPart
tostring
SeatPart.Parent
CreatureBlobman
_G.SeatPart.Parent
LastBlobmanWasSeat
pairs:GetPlayers.Character)
Character:FindFirstChild(.HumanoidRootPart.Name = _G.WhitelistFriends2.Character)
Character:FindFirstChildOfClass(Humanoid.Character)
:FindFirstChildOfClass(Humanoid)
SeatPart.Paren:WaitForChild(LeftDetector.Characte:FindFirstChild(.HumanoidRootPart)
)
:WaitForChild(LeftDetector)
:WaitForChild(LeftWeld)
:WaitForChild(BlobmanSeatAndOwnerScript)
```

```
:WaitForChild(CreatureGra:FireServer)
unpack(task.wait.Name = BallSnowball)
_G.SnowbalEffectSpam
task.spawn
task.spawn
modify
checkSize
_G.SuperStrength
typeof(Instance.Parent)
Parent:IsA(Model.Paren:IsA(Folder.Paren:IsA(Folde:GetAttribute(IsAnchore:GetAttribu
te(Glu:FindFirstChild(AnchorPositionBody))))))
:FindFirstChild(AnchorPositionBody)
Instance.new(BodyPositio:FindFirstChild(AnchorGyroBody))
:FindFirstChild(AnchorGyroBody)
Instance.new(BodyGyr:FindFirstChild(ObjectState))
Instance.new(SelectionBox)
Vector3.new(math.huge)
math.huge
math.huge
Vector3.new(.Position.Paren:FindFirstChild(Head.Parent))
:FindFirstChildOfClass(Humanoid.Parent)
GetPlayerFromCharacter.Name = AnchorPositionBody.Position
Position.Parent.Name = AnchorGyroBody.Parent.CFrame
CFrame
D
P
40000
P
40000
D.Name = ObjectState
LineThickness
0.025
SB_SurfaceTransparencyValue.Value
SurfaceTransparency
SB_LineTransparencyValue.Value
Transparency.Visible = true.Parent
Adornee
DescendantAdded:Connect
DescendantRemoving:Connect
SB_LineTransparencyValue
Changed:Connect
SB_SurfaceTransparencyValue
Changed:Connect
SB_AnchoredColor3
Changed:Connect
SB_AnchoredColor3Surface
Changed:Connect
SB_AnchoredColor3Surface
Changed:Connect
SB_AnchoredColor3Surface
Changed:Connect
SB_GlueColor3
Changed:Connect
SB_GlueColor3Surface
Changed:Connect
SB_MainGlueColor3
Changed:Connect
SB_MainGlueColor3Surface
Changed:Connect
```

```
task.spawn
AnchoredObjects
BodyPosition
BodyGyro
PartAnchored
SB
Connections
Model
anchorobjecteffect:SetAttribute(IsAnchored)
print(Anchored!)
unAnchorObject.Paren:GetAttribute(Glu:GetAttribute(IsAnchored))
MaxTorque.MaxForce(MaxTorque.MaxForce(Vector3.new(0.001.Position)))
task.wait.Position
print(breaked.Name = PartOwner.Value.Name = .Value.Name = .Value.Name
=:GetAttribute(IsAnchore:GetAttribute(Glue)))
MaxTorque.MaxForce:GetAttribute(GluePrimar:GetAttribute(IsAnchored)))
ChangeSBstate
GluePrimary:GetAttribute(Glu:GetAttribute(IsAnchored))
ChangeSBstate
Glue
ChangeSBstate
Anchored
Transparency
print(.Name = PartOwner.Value.Name = Vector3.new(MaxTorque))
Vector3.new(.MaxForce(ChangeSBstat:SetAttribute(AnchorOwnership)))
ChangeSBstate:GetAttribute(SB_State)
SurfaceTransparency
GetPlayerCharacter
pairs(GetChildren.Name = CreatureBlobma:FindFirstChild(CreatureBlobman))
CreatureBlobman
CreatureBlobman.CFrame.new(Head.Position)
Vector3.new(97.69000244140625)
SpawnToy
BuyToy:InvokeServer
CreatureBlobman.Parent
typeof(Instanc:IsA(SelectionBo:SetAttribute(SB_State)))
Anchored
SB_AnchoredColor3.Value
Color3
SB_AnchoredColor3Surface.Value
SurfaceColor3
Glue
SB_GlueColor3.Value
Color3
SB_GlueColor3Surface.Value
SurfaceColor3
GluePrimary
SB_MainGlueColor3.Value
Color3
SB_MainGlueColor3Surface.Value
SurfaceColor3
Color3.fromRGB(Color3)
Color3.fromRGB(SurfaceColor3)
highlightesp
OutlineTransparency
_G.LoopKickOwnership
_G.LoopKickOwnership
GetKey
Xana
```

```
_G.LoopKickOwnership = false
Only for premium users! Buy premium in my discord server!
loopkickownertoggle
Set
GetPlayerCFrame
pairs:FindFirstChild(CheckPlayerForLoopKill))
ChangeActivityPriority.Characte:FindFirstChild(.HumanoidRootPart.Character)
:FindFirstChild(Head.Character)
:FindFirstChild(Humanoid)
SNOWship
CheckPlayerForLoopKill
_G.LoopKickOwnership
CheckNetworkOwnerShipOnPlayer
AssemblyLinearVelocity.Magnitud:FireServer
wait
CreateSkyVelocity
task.wait.Position.Y
TeleportPlayer.CFrame.new(.Position)
Vector3.new(TeleportPlayer.CFrame.new(.Position))
Vector3.new(ChangeActivityPriority)
TeleportPlayer
task.wait
TeleportPlayer
pairs(_G.PlayerToRemoveWhitelist)
ClaimPlot
Spawn Toy (TAB)
Enum.UserInputState
Begin
_G.SelectedToy.Character.CamPart.CFrame
Vector3.new(.Character.CamPart.Orientation.Y)
SpawnToyRF:InvokeServer
unpack:FindFirstChild(EdiblePart))
:FindFirstChild(HoldPart)
RigidConstraint
Attachment1
pairs(_G.ESP_Hightlight)
highlightesp
playersCharFolder.Parent
_G.ESP_Hightlight
wait
highlightesp.Parent.Character
playersCharFolder.Parent
pairs:GetPlayers)
typeof(Instanc:IsA(Mode:GetAttribute(ObjectCollision:SetAttribute(ObjectCollisions)
)))
GetDescendants
pairs:IsA(BasePar:IsA(Par:IsA(MeshPart.CanCollide))))
table.insert(GroupCollisionData)
Model
OldValues
pairs:IsA(BasePar:IsA(Par:IsA(MeshPart.CanCollide = false.Name =
GrabPart:IsA(Model)))))
toggleButtonState
toggleDefaultExtendButtons
_G.HoldingObjectGrabPart
WhatIsHolding
GrabPart
WeldConstraint
Part1.Parent
```

```
Parent:IsA(Model.Paren:GetAttribute(IsAnchored))
GrabEvents.Parent
task.cancel
Player
Follow NPC:GetAttribute(IsAnchored)
_G.TornadoAura
_G.TornadoMode
Click.Parent
task.dela:FireServer
GrabEvents.Parent
_G.LockCameraOnPlayer
RenderStepped:Connec:FindFirstChild(_G.PlayerToTeleport)
CurrentCamera
_G.LockCameraOnPlaye:Disconnect.Character
Character:FindFirstChild(.HumanoidRootPart.CFram:lookAt(.CFrame.Position.CFrame.Pos
ition))
Vector3.new(.CFrame)
PlayerLockCamera
PlayerLockCamera
Set
_G.LockCameraOnPlayer = false
task.wait
_G.TornadoAura
_G.TornadoAura
_G.TornadoMode
Aura
_G.TornadoTarget
_G.TornadoTarget
CheckObjectsAroundPlayer
pairs:FindFirstChild(Head))
pairs(GetChildre:IsA(BasePart.CanQuery = SNOWshipTrack))
GetPlayerRoot
CheckNetworkOwnerShipOnPart
_G.TornadoTarget
_G.TornadoTarget
pairs:GetPlayers)
CheckPlayerAuras.Characte:FindFirstChild(.HumanoidRootPart)
SNOWshipPlayer
GetPlayerCharacter
task.wait
_G.TornadoMode
Click
_G.HoldingObjectGrabPart
_G.HoldingObjectGrabPart.Parent
Parent:IsA(Model.Parent)
GetPlayerFromCharacter:FindFirstChild(Head)
CheckNetworkOwnerShipOnPlayer
CheckNetworkOwnerShipOnPart
task.wai:GetAttribute(TornadoSetu:SetAttribute(TornadoSetup))
_G.LastPartToGet
table.insert(table.find(Instance.new(BodyPosition.Name = TornadoAuraVelocity)))
Vector3.new(math.huge)
math.huge
math.huge.MaxForce(table.insert(TelekinesisBodiesPosition))
task.spawn
_G.LastTheta
Vector3.new(Vector3.new(1250000))
1250000
1250000.Parent
```

```
Parent
_G.TornadoAura
_G.LastPartToGet
_G.LastTheta
TornadoSpeed
TornadoOffset
_G.TornadoFollowType
Mouse.Character
Character:FindFirstChild(.CamPart)
Ray.new(.Character.CamPart.Position.Character.CamPart.CFrame.lookVector)
5000
FindPartOnRayWithIgnoreList.Character
table
unpack(SpiralFormulaCalculation.Position)
_G.TornadoFollowType
Player
GetPlayerHRPByName
_G.TornadoFollowPlayer
MainPart
MainPart
SpiralFormulaCalculation
MainPart.Position
Position
_G.TornadoAura.MaxForce(SetCollisionObjectOff)
SetCollisionObjectOn.MaxForce(wait)
table
remove
SetCollisionObjectOn:Destro:SetAttribute(TornadoSetup.Text = TimeRemainingLabel)
Set
Time Remaining:
timelefttextlabelingame.Text = game.Players
LocalPlayer.Character
_G.ActualFakeGrabPart:IsA(Part)
_G.UniverPlayerHumanoid.Health
_G.RealGrabParts.Paren:FindFirstChild(Head.Parent)
:FindFirstChildOfClass(Humanoid)
:FindFirstChild(CurrentReach.Health.Position)
CurrentCamera.CFrame.Position.Magnitude
pcDistance2
GrabPartsModel
Clone:SetAttribute(Fake.Name = GrabParts)
GrabPart
game.Players
LocalPlayer
BeamColor
BallColorHolder.Value.Color = BeamPart
GrabBeam
game.Players
LocalPlayer
BeamColor
ColorSequenceHolder.Color
Color = .Value
BeamPart
GrabBeam
Texture = rbxasseti://8933355899
DragPart
Anchored = true
GrabPart
GrabAttach
```

```
workspace
RotateOrientPart
PartOrient
WorldOrientation.Orientation
DragPart
DragAttach
workspace
RotateOrientPart
PartOrient
WorldOrientation
WorldOrientation
GrabPart
WeldConstraint
Part1
GrabPart.Position
Position
GrabPart
Anchored = false
BeamPart
Anchored = true
BeamPart
GrabBeam:FindFirstChild(.CamPart)
Attachment
Attachment0
workspace.Parent
_G.ActualFakeGrabParts
InputChanged:Connect
GrabPart
BeamSound:Play
GrabPart
AttachSound:Play
ActionEvent
HoldControls
ActionEvent
GrabbingControls
ActionEvent
GrabControls
InputBegan:Connect
DescendantAdded:Connec:FireServer
CurrentCamera.CFrame
task.spaw:Destroy
UserInputType
Enum.UserInputType
MouseButton2
KeyCode
Enum.KeyCode
R
_G.RotatingFakeGrabParts = false
CurrentCamera
Enum.CameraType
Custom
CameraType
Enum.MouseBehavior
Default
MouseBehavior
UnbindFromRenderStep
camBinding1
ActionEvent
RotatingControls
```

```
ActionEvent
RotateControls
_G.RotatingFakeGrabParts = true
_G.UniversalPlayerRoot.CFrame
ToObjectSpace
CurrentCamera.CFrame.Position
var120_upvw
CurrentCamera
Enum.CameraType
Scriptable
CameraType
Enum.MouseBehavior
LockCenter
MouseBehavior
BindToRenderStep
camBinding1
Enum.RenderPriority
Camera.Value
ActionEvent
RotatingControls
ActionEvent
RotateControls
ActionEvent

UserInputType
Enum.UserInputType
MouseWheel.Position.Z
math.ceil
pcDistance2.Position.Z
pcDistance2.Position.Z
math.floor
pcDistance2.Position.Z
pcDistance2
pcDistance2
pcDistance2
pcDistance2
pcDistance2:FireServer
pcDistance2
workspace
RotateOrientPart
Clone
Anchored = true
Vector3.new(.Orientation.X)
Delta.Y.Orientation.Y
Delta.X.Orientation.Z.Orientation
RotateOrientPart
PartOrient:WaitForChild(PartOrient)
WorldOrientation
WorldOrientation:Destroy.Parent.Name = GrabParts.Parent
UnbindFromRenderStep
dragBinding
UnbindFromRenderStep
buttonDistanceMoving
DragPart
BeamPart
GrabPart
GrabBeam.Enabled =  = false
Transparency
AttachSound
```

```
Volume
BeamSound
Volume
AlignOrientation.Enabled =  = false
AlignPosition.Enabled =  = fals:FireServer.CFrame.new(.Paren:IsDescendantOf)
CheckNetworkOwnerShipOnPart.Position
CurrentCamera.CFrame.Position.Magnitude
pcDistance2:FireServer
pcDistance2:FireServer.CFrame.new(PlayerScripts)
CharacterAndBeamMove
GrabNotifyEvent
Fire
CheckNetworkOwnerShipOnPart
DragPart
workspace
CurrentCamera.CFrame
LookVector
pcDistance2
workspace
CurrentCamera.CFrame.Position
Position
DragPart
DragAttach
workspace
RotateOrientPart
PartOrient
WorldOrientation
WorldOrientation
BeamPart.CFram:lookAt(GrabPart.Position)
DragPart.Position
Vector3.new(.CFrame)
BeamPart
GrabBeam
GrabPart.Position
DragPart.Position.Magnitude
CurveSize1
GrabPart
BeamSound
GrabPart.Position
DragPart.Position.Magnitude
PlaybackSpeed = task.wai:Disconnect
Disconnect
Disconnect
ActionEvent
GrabbingControls
ActionEvent
GrabControls
ActionEvent
RotatingControls
ActionEvent
RotateControls
PlayerScripts
CharacterAndBeamMove
GrabNotifyEvent
Fire:FireServer
_G.ActualFakeGrabParts
_G.ActualFakeGrabPart:Destroy
_G.ActualFakeGrabParts
_G.RotatingFakeGrabParts = false
```

```
CurrentCamera
Enum.CameraType
Custom
CameraType
Enum.MouseBehavior
Default
MouseBehavior:Destroy
Anchored = false.Paren:IsA(Model.Parent.Name = Workspace.pairs(.Parent))
GetChildren:IsA(BasePart)
Mass
pairs(.Parent)
GetChildren:IsA(BasePart)
CurrentCamera.CFrame
LookVector.Velocity
CurrentCamera.CFrame
LookVector
Mass
CurrentCamera.CFrame
LookVector.Magnitude
CurrentCamera.CFrame
LookVector.Velocity.Character
Character:FindFirstChild(.HumanoidRootPart)
typeof(Instanc:IsA(Player.Character))
Character:FindFirstChild(.HumanoidRootPart.Character.HumanoidRootPart)
DistanceFromCharacter.Position
CheckNetworkOwnerShipOnPlayer
type
function:FireServe:lookAt(.Character.HumanoidRootPart.Position)
Position
GetHumanoidDescriptionFromUserId
7345437131
GetPlotModel
PlotSign
ThisPlotsOwners:FindFirstChild(.Value)
DistanceFromCharacter.Position.Character
Character:FindFirstChild(.HumanoidRootPart)
CheckNetworkOwnerShipOnPart:FireServe:lookAt(.Character.HumanoidRootPart.Position)
Position
_G.PlayerToRemove
_G.NoclipGrab
controleffectsatur.Enabled =  = true
controleffectsatur
Color3.new(TintColor)
controltween1:Play
controltween2:Play
controlsoundeffect:Play
controltween2
Completed
Once
controltween3:Play
_G.AutoSaveHouseTime
_G.AutoSaveHouseTime
InfiniteHouseTime.Value
Set
MakeNotification.Name = Stop being greedy!
Content
You already own infinity house gamepass!
Image = rbxasseti://4483345998
Time
```

```
_G.RemainingTimeInHouse
typeof(Instanc:IsDescendantO:IsA(IntValue))
_G.RemainingTimeInHouse.Parent
Parent
Parent
Parent:FindFirstChild(PlotArea.Value)
ChangeActivityPriority
House
task.wait
TeleportPlayer.CFrame.new(.Position)
task.wait.Parent
_G.AutoSaveHouseTime.Value
House
ChangeActivityPriority
task.wait
pairs(Slots)
GetDescendants.Name = CoinAmount
tostring.Parent
CoinsFrame
Changed:Connect
Plots
DescendantAdded:Connect.Parent
Parent
SpinningFrame
PlayerName.Text
Text = DisplayName
CoinsWonLabel
CoinsWonLabel
Set.Text = .Name = .Value
tostring.Parent
ThisPlotsOwners.Value.Name =:WaitForChild(TimeRemainingNum)
RTime
RTime
RTime
Changed:Connect
TimeInHouseLabel
Set
Time:
muted
muted
muted
game.StarterGui
SetCoreGuiEnabled
Enum.CoreGuiType
Chat
task.wait
0.05
game.StarterGui
SetCoreGuiEnabled
Enum.CoreGuiType
Chat:FindFirstChild(.Name = Hitbox)
PositionPart
BombEvents
BombExplode:FireServer
unpack(GetPlayerRoot)
GetPartBoundsInRadius.Position
COAroundPParams
pairs(.Parent)
table.find(table.insert:IsDescendantOf))
```

```
Map:IsDescendantOf
Plots:IsDescendantOf
Waypoints:IsDescendantOf
Slots.Parent
Parent:IsA(Model.Paren:FindFirstChildOfClass(BasePart.Parent))
:FindFirstChildOfClass(Part.Parent)
:FindFirstChildOfClass(MeshPart.Paren:GetAttribute(Connected2))
CheckIfKunaiIsOnPlayer
Using
CheckIfPlayerIsHoldingFood
Using
IsItemInPlayerPlot
GetTeslaCoilFromPlayerPlot:FindFirstChildOfClass(Humanoid)
GetPlayerFromCharacter
typeof(Instanc:IsA(Mode:GetAttribute(ObjectCollisions)))
pairs(GroupCollisionData)
pairs(Model)
pairs(GetDescendant:IsA(BasePar:IsA(Par:IsA(MeshPart))))
OldValues.CanCollid:SetAttribute(ObjectCollisions)
table
remove
GroupCollisionData.Name = GrabParts
GrabPart
WeldConstraint
Part1:GetAttribute(Fake)
_G.RealGrabParts.Parent
_G.InvisibleLin:FireServer
_G.SuperStrength
Instance.new(BodyVelocity)
Vector3.new(.MaxForce(Vector3.new(.Velocity.Name = SuperStrength)))
_G.HoldingObjectGrabPart
_G.MasslessGrab
task.spawn
_G.NoclipGrab
Anchored
task.spawn
_G.PerspectiveGrab
Anchored
task.spawn
task.spawn
task.spawn
_G.Poison_Grab
task.spawn
_G.Burn_Grab
task.spawn
_G.Radiactive_Grab
task.spawn
_G.Death_Grab
task.spawn
GetPlayerCharacter:FireServe:FindFirstChildOfClass(Humanoid)
:FindFirstChild(.HumanoidRootPart)
Instance.new(Part)
Anchored = true.CanCollide = false
Transparency.CanQuery =  = false
Vector3.new(Size)
workspace
CurrentCamera.CFrame
CFrame
workspace
```

```
CurrentCamera
Enum.CameraType
Follow
CameraType
workspace
CurrentCamera.CameraSubjec:Disconnect
GetPlayerCFrame
Heartbeat:Connect.Parent
task.wait
workspace
CurrentCamera.CFrame
workspace
CurrentCamera.Characte:FindFirstChildOfClass(Humanoid.CameraSubject)
workspace
CurrentCamera
Enum.CameraType
Custom
CameraType:Disconnect
_G.PerspectiveTeleportToCameraPos.CFrame
CFrame
MoveDirection.CFrame
workspace
CurrentCamera.CFrame
ToObjectSpace.Position.CFrame.new(.X.Y.Z.Position)
Position.CFrame.new(Vector3.new(.X.Y.Z))
VectorToObjectSpace.CFrame.new(.CFrame.new(.CFrame))
CFrame.new(-376.CFrame.Paren:FindFirstChildOfClass(Humanoid.Parent))
:FindFirstChildOfClass(Humanoid.Parent.HumanoidRootPart.Parent)
CheckNetworkOwnerShipOnPlayer
GetPlayerFromCharacter.Parent
BreakJointsOnDeath = fals:ChangeState(Enum.HumanoidStateType)
Dead
Jump = true
Sit = false
GetStateEnabled
Enum.HumanoidStateType
Dead:FireServer
task.wait.Parent
_G.Burn_Grab.Paren:FindFirstChildOfClass(Humanoid.Parent.HumanoidRootPart.Parent)
:FindFirstChild(FireDetector.Parent)
FireDetector
task.wait.Paren:FindFirstChildOfClass(Humanoid.Parent)
Head.Parent
_G.Poison_Grab.CFrame
CFrame
CFrame
CFrame
CFrame
CFrame
task.wait
Vector3.new(.Position)
Vector3.new(.Position)
Vector3.new(.Position.Parent)
Parent:IsA(Model.Parent)
GetDescendants.Paren:FindFirstChildOfClass(Humanoid)
pairs:IsA(BasePar:IsA(Par:IsA(MeshPart.CanCollide.Parent))))
pairs:IsA(BasePar:IsA(Par:IsA(MeshPart.CanCollide = false))))
wait
0.214
```

```
task.wait
pairs:IsA(BasePar:IsA(Par:IsA(MeshPart.CanCollide.Paren:FindFirstChildOfClass(Human
oid.Parent)))))
_G.Radiactive_Grab.Position
Position
task.wait
Vector3.new(.Position)
DragPart
AlignOrientation
DragPart
AlignPosition
_G.MasslessGrab
MaxTorque
1e+46
Responsiveness
20099.MaxForce(1e+51)
Responsiveness
20099
task.wait
0.245
MaxTorque
600000
Responsiveness.MaxForce(60000)
Responsiveness
PlayerGui:FindFirstChild(ContextActionGui.Parent)
pairs(game.Players)
LocalPlayer
PlayerGui
ContextActionGui
GetDescendants:IsA(.ImageLabel)
Image = htt://www.roblox.com/asset/?id=9603678090.Parent
task.wait
Active = true
MouseButton1Down:Connect
GetPropertyChangedSignal.Paren:Connect
print(Launched Mobile!)
pressedStrength
Vector3.new(math.huge)
math.huge
math.huge.MaxForce(workspace)
CurrentCamera.CFrame.lookVector
_G.Strength.Velocity.Parent
AddItem:Disconnect
Disconnect
GetPropertyChangedSignal.Paren:Connect.Parent
GetLastInputType
Enum.UserInputType
MouseButton2
_G.SuperStrength
print(Launched!)
pressedStrength
Vector3.new(math.huge)
math.huge
math.huge.MaxForce(workspace)
CurrentCamera.CFrame.lookVector
_G.Strength.Velocity
AddItem
GetLastInputType
Enum.UserInputType
```

```
MouseButton1:Destro:Disconnec:FindFirstChild(_G.LoopKick)
pairs(_G.FireworkEffectSpam)
task.spawn
task.spawn
task.spawn
task.spawn
task.spawn
_G.FireworkEffectSpam
pairs(GetChildren.Name = spamexplosiontype)
spamexplosiontype
BombDarkMatter:FindFirstChild(Pyramid)
spamexplosiontype
BombMissile:FindFirstChild(Body)
spamexplosiontype
BombBalloon:FindFirstChild(Balloon)
spamexplosiontype
FireworkMissile:FindFirstChild(Hitbox)
spamexplosiontype
PresentBig
spamexplosiontype
PresentSmall:FindFirstChild(Box)
SNOWshipOnce
DistanceFromCharacter.Position
DeleteToyRE:FireServer
print(Deletado!)
CheckNetworkOwnerShipOnPart:GetAttribute(MissileTeleported)
Instance.new(BodyVelocity)
PrimaryPart
Vector3.new(.Velocity)
Vector3.new(math.huge.MaxForce(.Name = Stable))
wait
PivotTo.CFrame.new(math.random)
-1000
1000
10000
math.random
-1000
1000:SetAttribute(MissileTeleported)
task.wait
_G.FireworkEffectSpam
GetPlayerCFrame
countToys
spamexplosiontype
bombsammountoexplode
CheckToyLimit
_G.ExplodingBombs
SpawnToy
spamexplosiontype.CFrame.new(.Position.X.Position.Y.Position.Z)
-0.3092496991157532
0.2610282301902771
-0.9144555330276489
0.9615919589996338
0.2744831442832947
0.9509809017181396
0.08488383144140244
-0.2973720133304596
Vector3.new(97.69000244140625)
task.wait
_G.FireworkEffectSpam
```

```
spamexplosiontarget
GetAimMissile
wait
_G.FireworkEffectSpam
_G.TriggerMode
spamexplosiontarget
spamexplosiontarget
countToys
spamexplosiontype
bombsammountoexplode
CheckToyLimit
ExplodeAllAtOnce
_G.TriggerMode
spamexplosiontarget
_G.FireBomb
ExplodeFirstBomb
spamexplosiontype
task.wait
_G.FireworkEffectSpam
CheckToyLimit
spamexplosiontype
task.wait
ipairs(CompiledGroups)
primaryPart
primaryPart
primaryPart:GetAttribute(IsAnchored)
KunaiFound
CheckKunai
Lag_Intensity:FireServer
All
UpdatePlotOwner
task.wait
UpdatePeopleInPlot
KunaiFound
GetPlayerCFrame
pairs(GetChildren.Name = NinjaKunai)
PrimaryPart.Parent
CheckIfKunaiIsOnPlayer
No use!
Getdistancefromcharacter
PrimaryPart.Position
DeleteToyRE:FireServer
print(Destroy1)
CheckIfKunaiIsOnPlayer
Useless
DeleteToyRE:FireServer
NinjaKunai.CFrame.new(.Position.X.Position.Y.Position.Z)
-0.133750245
-0.471861839
0.871468484
-3.7252903e-09
0.879369617
0.476139903
-0.991015136
0.0636838302
-0.117615893
Vector3.new(97.69000244140625)
SpawnToy
BuyToy:InvokeServer
```

```
NinjaKunai:GetAttribute(Connected:FindFirstChild(StickyPart))
StickyPart:FindFirstChild(StickyWeld.Parent)
StickyPart
StickyWeld
SetKunaiToyAntiKick.Characte:FindFirstChild(Left Leg.CFrame.new(-
0.5.CFrame.Angles))
math.rad
math.rad
math.rad
DescendantAdded:Connect
task.spawn
task.spaw:SetAttribute(Connected2)
KunaiFound.Parent
CheckIfKunaiIsOnPlayer
Useless
DeleteToyRE:FireServer
CheckIfKunaiIsOnPlayer
Used
Getdistancefromcharacter.Position
SNOWship
DeleteToyRE:FireServer
CheckIfKunaiIsOnPlayer
No use!
Getdistancefromcharacter.Position
SNOWshipOnce:WaitForChild(PlayerEvents)
:WaitForChild(StickyPartEven:FireServer)
unpack(DeleteToyR:FireServer)
task.wait
print(Pew!.Name = PartOwner.Value.Name
=:SetAttribute(AlreadySetOwnerShip.Paren:GetAttribute(AlreadySetOwnerShip)))
SNOWshipOnce
CheckIfKunaiIsOnPlayer
Using:SetAttribute(AlreadySetOwnerShi:WaitForChild(PlayerEvents))
:WaitForChild(StickyPartEven:FireServer)
unpack(_G.FirstFloppaMessage)
Don't worry my buddy, you won't get kicked
_G.FirstFloppaMessage = true
Getdistancefromcharacter.Position
DeleteToyRE:FireServer
task.wait
KunaiFound
ShurikenEquipped:Disconnect
print(Pew!)
_G.SuperSpeed
senv
senv
distance
_G.FutherExtend
senv
senv
distance
IncreaseLineExtend
distance
senv
distance
minDistance
senv
minDistance
distance.Characte:FindFirstChild(Head)
```

```
PrimaryPart
pairs(GetChildren.Name = BananaPee:FindFirstChildOfClass(TouchTransmitter))
print(Done!)
Vector3.new(Size)
Transparency:FindFirstChild(FoodBananaPosRemov:GetAttribute(AlreadySetOwnerShip))
SetModelProperties
Instance.new(BodyPosition)
PrimaryPart.Name = FoodBananaPosRemove
Vector3.new(12500)
12500
12500.MaxForce(task.spaw:GetAttribute(AlreadySetOwnerShip.Position))
Position
task.wait.Position
Position.Parent.Position
Vector3.new(.Position)
task.wait
_G.string
split

PlayerToAddWhitelist
PlayerToSelect
PlayerToTeleport
RotationAuraList
PlayerToTarget:FindFirstChild(KickAuraP)
Instance.new(BodyPosition.Name = KickAura:SetAttribute(TypeFunction))
Instance.new(BodyVelocity.Name = KickAuraP1)
Vector3.new(.Velocity)
task.spawn
KickAuraP:SetAttribute(TypeFunction)
Vector3.new(-100)
Vector3.new(Vector3.new(12500))
Vector3.new(4000)
4000
4000
Vector3.new(math.random)
math.random
RaycastParams.new(FilterDescendantsInstances)
Enum.RaycastFilterType
Exclude
FilterType.Parent
Parent:GetAttribute(TypeFunction)
Aura
_G.KickAura
_G.KickAuraType
Counter
_G.AutoAttacker
_G.KickCounterType
Kick_All
_G.KickAll
_G.KickAllType
LoopKick
_G.LoopKickOwnership
_G.LoopKickOwnerType
task.wai:Destroy
Destroy
Silent.MaxForce
MaxForce(.Position)
Raycast.Position
Vector3.new(.Position)
```

```
Float.MaxForce
MaxForce(Sky Anchor.MaxForce(.Position.MaxForce(Multiplier)))
_G.FireBomb
typeof(Instance.Paren:GetAttribute(LastTimeRankUpdate))
os.clock
Common
Common
pcall
pcall:SetAttribute(Rank)
Leader
High Rank Admin:SetAttribute(Rank)
High Rank Admin:SetAttribute(Rank)
Low Rank Admin:SetAttribute(Rank)
Goon:SetAttribute(Rank)
Common:SetAttribute(LastTimeRankUpdate)
os.cloc:GetAttribute(Rank)
GetRankInGroup
GetRoleInGroup.Parent
imageButtonTeleport.Visible
imageButtonTeleport
Active
BindAction
Teleport(Z)
Enum.KeyCode.Z
UnbindAction
Teleport(Z)
CheckPlayer.Name = _G.WhitelistFriends.Name = .Characte:GetAttribute(Kicking)
_G.KickAur:FindFirstChild(SoundPart)
SoundPart
RaycastParams.new(FilterDescendantsInstances)
Enum.RaycastFilterType
Exclude
FilterType
Raycast.Position
Vector3.new(-100)
Material
Enum.Material
Sand
_G.Poison_Grab
Instance.new(BillboardGui)
Instance.new(ImageButton)
Instance.new(UICorner)
Instance.new(TextLabel)
Instance.new(UITextSizeConstraint)
Instance.new(UIAspectRatioConstraint.Name = ESP.Parent)
Enum.ZIndexBehavior
Sibling
ZIndexBehavior
Active = true
Adornee
AlwaysOnTop = true
Vector3.new(ExtentsOffset)
UDim2.new(Size.Name = UserImage.Parent)
Vector2.new(AnchorPoint)
Color3.fromRGB(.BackgroundColor3 = BackgroundTransparency)
Color3.fromRGB(BorderColor3.BorderSizePixel)
UDim2.new(0.300000012.Position)
UDim2.new(Size)
Image =
```

```
UDim.new(CornerRadius.Parent.Name = Username.Parent)
Vector2.new(AnchorPoint)
Color3.fromRGB(.BackgroundColor3 = BackgroundTransparency)
Color3.fromRGB(BorderColor3.BorderSizePixel)
UDim2.new(0.75999999.Position)
UDim2.new(0.340000004)
Size
Enum.Font
SourceSans
Font.Text =
Color3.fromRGB(TextColor3)
TextScaled = true
TextSize
TextStrokeTransparency
TextWrapped = true.Parent
MaxTextSize
MinTextSize.Parent
AspectRatio
1.043
_G.Burn_Grab
highlightesp
FillTransparency
senv
senv
distance
_G.FutherExtend
senv
senv
distance
IncreaseLineExtend
distance
senv
distance
minDistance
senv
minDistance
distance
Godmode
Enum.UserInputState
Begin
_G.GodModeTrying = true
GetPlayerCharacter:FindFirstChild(.HumanoidRootPart)
_G.GodModeTryin:FireServer
wait
Godmode
Enum.UserInputState
End
_G.GodModeTrying = fals:FindFirstChild(GrabParts)
GrabPart
WeldConstraint
Part1
pairs(AnchoredObject:IsDescendantO:GetAttribute(GluePrimary))
_G.PlayerToLongGrab
_G.RemainingTimeInHouse.Parent
IsPlayerInsideSafeZone.Parent
Parent
Parent
Parent
TeslaCoil
```

```
ZapPart
_G.NoclipToggl:Disconnect
BindAction
Spawn Toy (TAB)
Enum.KeyCode
Tab
SetImage
Spawn Toy (TAB)
rbxassetid://6723742952
SetPosition
Spawn Toy (TAB)
UDim2.new(-367)
GetButton
Spawn Toy (TAB)
UDim2.new(Size)
UnbindAction
Spawn Toy (TAB)
_G.PlayerToLongGrab
DistanceFromCharacter.Position.Character
Character:FindFirstChild(.HumanoidRootPart)
CheckNetworkOwnerShipOnPart:FireServe:lookAt(.Character.HumanoidRootPart.Position)
Position
CheckNetworkOwnerShipOnPart
task.wait
pairs(AnchoredObjects)
typeof(PartAnchored)
Instance:GetAttribute(AnchorOwnership)
PartAnchored
Model:FindFirstChildOfClass(Humanoid)
GetPlayerFromCharacter:FindFirstChild(Head)
_G.OwnershipModeTarget
_G.OwnershipModeTarget
_G.OwnershipModeTarget
_G.OwnershipModeTarget
Getdistancefromcharacter.Position
SNOWshipOnce:SetAttribute(AnchorOwnership)
_G.OwnershipModeAnchorBehavior
Teleport
print(working!)
ChangeActivityPriority
GetPlayerCFrame
SNOWshipOnce:SetAttribute(AnchorOwnership)
TeleportPlayer.CFrame.new(.Position)
Vector3.new(wait)
ChangeActivityPriority
TeleportPlayer
coroutine
yield
typeof(table)
SpawnToyRF:InvokeServer
unpack(string)
split

_G.PlayerToLongGrab
pairs(AnchoredObjects)
typeof(PartAnchored)
Instance
unAnchorObject
PartAnchored
```

```
UserInputType
Enum.UserInputType
MouseWheel
pcDistance
pcDistance.Position.Z
pcDistance
IncreaseLineExtend
pcDistance.Position.Z
pcDistance
IncreaseLineExtend
pcDistance
pairs:FindFirstChild(.Character))
Character:FindFirstChild(.HumanoidRootPart.Character.HumanoidRootPart.Characte:SetA
ttribute(Kick.Characte:SetAttribute(Kicking.Characte:SetAttribute(Kicking2))))
:FindFirstChild(KickAuraVelocity)
KickAuraVelocity:Destroy
TornadoSpeed
Key
_G.TriggerMode
Automatic
_G.TriggerMode.Character
Character:FindFirstChild(.HumanoidRootPart.Character.HumanoidRootPart)
Spin
_G.SavedPositionInSpin.CFrame
House
_G.SavedPositionOutHouse.CFrame
typeof(Instanc:FindFirstChild(PartOwner))
PartOwner.Value.Name = PartOwner
typeof(Instanc:IsA(Player.Character))
Character:FindFirstChild(.HumanoidRootPart.Character.HumanoidRootPart.Velocity.Magn
itude)
_G.BringAllLongReach = true
GetKey
Xana.Value
Set
You can't use destroy server inside a house!, buy premium to be able to do that!
_G.BringAllLongReach
blobmangraball
task.wait
Set
MakeNotification.Name = You need to be seated on Blobman
Content
Please, sit on any Blobman
Image = rbxasseti://4483345998
Time
_G.BringAllLongReach = false
AimMissile
AimMissile.Parent
AimMissile
PrimaryPart
AimMissile
PrimaryPart
highlightesp
OutlineColor
workspace
CurrentCamera.Characte:FindFirstChildOfClass(Humanoid.CameraSubject)
workspace
CurrentCamera
Enum.CameraType
```

```
Custom
CameraType:FindFirstChild(Cat)
pairs(GetDescendant:IsA(BasePart.CanQuery =  = false))
Transparency.CanCollide = false
Instance.new(Sound)
rbxassetid://
9120299506
SoundId = Volume
Instance.new(BillboardGui)
Instance.new(.ImageLabel)
Instance.new(TextLabel)
Instance.new(UITextSizeConstraint)
Bliz_T HUB is the best!
Hi!
Your avatar is so pretty!
Try VHS or VerbalHub too!
Remember, do not abuse, or some admin can hunt you!.Name = Cat.Parent
Adornee
Enum.ZIndexBehavior
Sibling
ZIndexBehavior
Active = true
UDim2.new(Size.Parent)
Color3.fromRGB(.BackgroundColor3 = BackgroundTransparency)
Color3.fromRGB(BorderColor3.BorderSizePixel)
UDim2.new(Size)
Image = rbxasseti://9930005090.Parent
Vector2.new(AnchorPoint)
Color3.fromRGB(.BackgroundColor3 = BackgroundTransparency)
Color3.fromRGB(BorderColor3.BorderSizePixel)
LayoutOrder
UDim2.new(.Position)
UDim2.new(0.300000012)
Size
Enum.Font
Arcade
Font.Text =
Color3.fromRGB(TextColor3)
TextScaled = true
TextSize
TextStrokeTransparency
TextWrapped = true.Parent
MaxTextSize
task.spawn
_G.LastTxtFloppaPriority
_G.LastTxtFloppaPriority
task.cancel
task.cancel.Text =
task.spawn
task.delay.Paren:Destroy
string
sub.Text =:Play
task.wait
0.05
print(cooldown ended)
_G.LastTxtFloppaPriority.Text =
task.spawn.Parent
task.wait
print(Floppa Died:Destroy)
```

```
task.cancel
wait
math.random
table.find(math.random)
table.find(table.insert(wait))
print(Repeated!)
table:clear
_G.FlingStrength
ChangeSBColor2
ChangeSBColor2.Valu:FindFirstChild(GrabPart)
GrabPart:FindFirstChild(WeldConstraint)
GrabPart
WeldConstraint
Part1.Parent
Parent:IsA(Model.Parent)
GetPlayerFromCharacter.Parent
Player:FindFirstChild(Pet)
Follow NPC
Object
_G.BurnAura
_G.BurnAura
pairs:GetPlayers)
CheckPlayerAuras.Characte:FindFirstChild(.HumanoidRootPart)
DistanceFromCharacter.Position
task.wait
_G.KickAura
_G.KickAura
GetKey
Xana
kickauratoggle
Set
Only for premium users! Buy premium in my discord server!
pairs:GetPlayers)
CheckPlayerAurasKick.Characte:FindFirstChild(.HumanoidRootPart)
:FindFirstChildOfClass(Humanoid)
:FindFirstChild(FirePlayerPart)
SNOWshipPlayer
CreateSkyVelocity:FireServer
task.wait
imageButtonAnchor.Visible
imageButtonAnchor
Active
BindAction
AnchorK
anchorobject
Enum.KeyCode
K
UnbindAction
AnchorK.Parent
Parent:IsA(Model.Paren:GetAttribute(OwnershipTrackConnecte:GetAttribute(CreatedConn
ected2.Character)))
Character:FindFirstChild(.HumanoidRootPart)
DistanceFromCharacter.Positio:SetAttribute(CreatedConnected2)
print(Create Connection 2)
DescendantAdded:Connec:FireServe:lookAt(.Character.HumanoidRootPart.Position)
Position.Name = PartOwner.Value.Name =:SetAttribute(OwnershipTrackConnected.Name =
PartOwner.Value.Name
=:SetAttribute(OwnershipTrackConnecte:FindFirstChild(ControlsGui)))
:FindFirstChild(ActionEvent)
```

```
Fire
ipairs(CompiledGroups)
primaryPart
primaryPart
pairs(Nc_Grou:Destroy)
ObjectStateBillboardGUI
pairs(g:Disconnect)
print(Disconnected!)
pairs(group)
model:SetAttribute(Glu:SetAttribute(GluePrimar:SetAttribute(IsAnchored)))
table
remove
CompiledGroups
lower
lower
string
split

_G.PlayerToTeleport
_G.ActualFakeGrabParts
_G.ActualFakeGrabPart:Destroy
task.wait
pairs:GetPlayers)
CheckPlayer.Character
Character:FindFirstChild(.HumanoidRootPart)
CanRemoveStickyPart
_G.AntiExplosion
table.find(_G.InfiniteJumpPower.Characte:FindFirstChildOfClass(Humanoid))
JumpPower
_G.FutherExtend
_G.SnowbalEffectSpam
ChildAdded:Connect
newSnowball
snowballEffectConnection
task.spawn
task.spawn
ipairs(GetChildren)
newSnowball
snowballEffectConnection
snowballEffectConnection:Disconnect
holdOwnership
_G.SnowbalEffectSpam
countToys
BallSnowball
SpawnToy
BallSnowball.CFrame.new(-389)
-0.3092496991157532
0.2610282301902771
-0.9144555330276489
0.9615919589996338
0.2744831442832947
0.9509809017181396
0.08488383144140244
-0.2973720133304596
Vector3.new(97.69000244140625)
wait
0.15
CountGrownSnowsballs
automakesnowballtoggle
```

```
Set
task.wait.Name = PartOwner.Parent.Name = Head.Parent
Parent:FindFirstChild(.HumanoidRootPart)
:FindFirstChild(KickAuraP)
KickAuraP:Destro:FindFirstChild(KickAuraP1)
KickAuraP1:Destro:FindFirstChild(SkyVelocity)
SkyVelocity:Destro:FindFirstChild(BringBody)
BringBody:Destroy.Name = TimeRemainingNum.Parent.Value.Name =
_G.RemainingTimeInHouse
typeof(Instanc:IsA(Mode:FindFirstChildOfClass(Humanoid)))
:FindFirstChild(.HumanoidRootPart)
:FindFirstChild(Head)
_G.ControllingCreature
WalkSpeed
JumpPower
Vector3.new(-0.7)
CameraOffset
Died:Connect
Instance.new(BodyVelocity)
Instance.new(BodyVelocity)
Vector3.new(math.huge.MaxForce(Vector3.new(.Velocity)))
Vector3.new(math.huge)
math.huge.MaxForce(makeCharacterNotGrabbable)
task.spawn
CurrentCamera.CameraSubject
controlcreatureeffectIn
GetPlayerCharacter:FindFirstChildOfClass(Humanoid)
:FindFirstChild(.HumanoidRootPart.Parent)
Died:Connect
JumpRequest:Connect
Changed:Connect
workspace
CurrentCamera
Changed:Connect
Changed:Connect
SetStateEnabled
Enum.HumanoidStateType
Ragdoll.Parent
_G.ControllingCreature.Parent
TeleportPlayer.CFrame.new(.Position)
Vector3.new(task.wait)
TeleportPlayer.CFrame.new(.Position)
Vector3.new(makeCharacterGrabbabl:Destroy)
Destroy
CurrentCamera.CameraSubject
_G.ControllingCreature
Vector3.new(.Velocity)
controlcreatureeffectOut
MoveDirection
MoveDirection.Velocity.CameraSubject
CurrentCamera.CameraSubject
_G.ControllingCreature.CFrame
CurrentCamera.CFrame.lookVector
Vector3.new(.X.Z)
CameraOffset:ChangeState(Jumping.Parent)
_G.ControllingCreature
SNOWshipOnceAndDelete
SNOWshipOnce
AutoRotate = true
```

```
task.wait
pairs(typeof(RBXScriptConnectio:Disconnect))
print(Desconectado!)
table:clear
_G.ControllingCreature
GetPlayerFromCharacter.Name = YouDecoy.Name = CreatureBlobman
tostring.Parent.Name = Robloxians
Spawn
spamexplosiontarget
Player
spamexplosiontarget
Mouse
spamexplosiontarget
LowRank
GetKey
Xana
string
split

lower
Leader
:premium:SetAttribute(RG)
YJMZg8bAH8
HighRank
Leader
:kick
print(L)
:ban
isfile
sblist.txt
writefile(sblist.txt)
game.JobId
print(L)
readfile(sblist.txt)
writefile(sblist.txt)


game.JobId
print(L)
LowRank
HighRank
Leader
:kill.Characte:FindFirstChildOfClass(Humanoid.Health)
:freeze
_G.FreezeLoop = true
_G.FreezeLoop.Characte:FindFirstChild(.HumanoidRootPart.Character.HumanoidRootPart)
Anchored = true
task.wait
:unfreeze
_G.FreezeLoop = false.Character.HumanoidRootPart
Anchored = false
:loopkill
_G.DevLoopKillCMD = true
_G.DevLoopKillCMD.Characte:FindFirstChildOfClass(Humanoid.Character)
Humanoid.Health
task.wait
:unloopkill
_G.DevLoopKillCMD = false
:reveal:FireServer
```

```
/w
 I'm using Bliz_T GUI!
All
:chat

wait
0.05:FireServer
All
:bring
TeleportPlayer.Character.HumanoidRootPart.CFrame
CFrame.new:mute)
mute
:unmute
muted
:antigrab
AntiGrab = true
:unantigrab
AntiGrab = false
:p
print(Protection Actived!)
Protection = true
:unp
print(Protection Desactived!)
Protection = false
CheckPlayer.Name = _G.WhitelistFriends.Name = .Characte:GetAttribute(Kicking)
Radius
17.5
TimeLength:FindFirstChild(SoundPart)
Hitbox
ExplodesByFire = true
MaxForcePerStudSquared
-100
DestroysModel = true
Model
ExplodesByPointy = false
ImpactSpeed.Character.HumanoidRootPart
PositionPart.Character.HumanoidRootPart.Position
BombEvents
BombExplode:FireServer
unpack(highlightesp)
FillColor
typeof(Instance)
AnchoredObjects
AnchoredObjects
BodyPosition.Parent
BodyGyro.Parent
PartAnchored
SB.Visible = false
pairs(Connection:Disconnec:SetAttribute(IsAnchore:SetAttribute(AnchorOwnershi:SetAt
tribute(Glu:SetAttribute(GluePrimar:SetAttribute(IsAnchored))))))
AnchoredObjects
print(Disconnected Object)
CheckPlayer.Name = _G.WhitelistFriends3
IsPlayerInsideSafeZone
IsPlayerFloating
Players
_G.OwnershipModeTarget
Objects
_G.OwnershipModeTarget
```

```
Players and Objects
_G.OwnershipModeTarget
explosionInterval
PlayerGui:FindFirstChild(ContextActionGui)
:FindFirstChild(SkyVelocity)
Instance.new(BodyVelocity.Name = SkyVelocity)
Vector3.new(100000000000000.Velocity)
Vector3.new(math.huge)
math.huge
math.huge.MaxForce(smalldiceToyFound)
smalldiceToyFound.Parent
smalldiceToyFound
CheckFakeAim
_G.AntiBurn
CheckPlayer.Name = _G.WhitelistFriends3
IsPlayerInsideSafeZone
highlightesp
Enum.HighlightDepthMode
DepthMode
ipairs(CompiledGroups)
_G.SilentAimV2
Stepped:Connect = false
game.Players
LocalPlayer.Character
pairs(game.Players)
LocalPlayer.Character
GetChildren:IsA(BasePart.CanCollide.Name = floatName.CanCollide = false)
wait
0.21:FindFirstChild(GrabParts)
GrabPart
WeldConstraint
Part1
setanchorObject
GetPlayerCharacter
_G.ControllingCreature.Character
_G.ControllingCreature
Head.Character.CamPart
Ray.new(.Position.Character.CamPart.CFrame.lookVector)
5000
FindPartOnRayWithIgnoreList.Parent
Parent:IsA(Model.Paren:GetAttribute(IsAnchored))
setanchorObject:IsDescendantOf
Map
Anchored
_G.LoopRagdoll
_G.LoopRagdoll
GetKey
Xana
loopRagdoll
Set
_G.LoopRagdoll = false
Only for premium users! Buy premium in my discord server!
pairs:FindFirstChild(CheckPlayerAnnoyAll.Character))
Character:FindFirstChild(.HumanoidRootPart)
:FindFirstChildOfClass(Humanoid)
:FindFirstChild(Ragdolled.Value)
task.wait
0.015
task.wait
```

_G.InfiniteJump
LocalPlayer:GetAttribute(RG)
YJMZg8bAH8
Xana
_G.AnnoyAllPlayers
_G.AnnoyAllPlayers
GetKey
Xana
annoyalltoggle
Set
Only for premium users! Buy premium in my discord server!
pairs:GetPlayers)
CheckPlayerAnnoyAll.Character
Character:FindFirstChild(.HumanoidRootPart)
:FindFirstChildOfClass(Humanoid)
:FindFirstChild(Ragdolled.Value)
task.wait
0.015
task.wait
_G.PredictPlayer
pairs(Slots)
GetChildren
SlotHandle
LightBall
Material
Enum.Material
Neon
SB_LineTransparencyValue.Value
_G.Death_Grab
_G.MasslessGrab
_G.ControllingCreature.Character
_G.ControllingCreature
Head.Character.CamPart
Ray.new(.Position.Character.CamPart.CFrame.lookVector)
5000
FindPartOnRayWithIgnoreList.HumanoidRootPart.CFrame.new(.X.Y.Z.CFrame)
Instance.new(Sound)
Instance.new(ColorCorrectionEffect)
CurrentCamera
rbxassetid://
5246103002
SoundId = Volum:Play
Brightness
0.825
Create
TweenInfo.new(Brightnes:Play)
AddItem
AddItem
Teleport(Z)
Enum.UserInputState
Begin
teleportfunc
_G.string
split

PlayerToAdd
_G.PlayerToRemoveWhitelist
_G.DeathAura
_G.DeathAura

```
pairs:GetPlayers)
CheckPlayerAuras.Characte:FindFirstChild(.HumanoidRootPart)
:FindFirstChildOfClass(Humanoid)
SNOWshipPlayer:FireServer
CreateSkyVelocity
BreakJointsOnDeath = fals:ChangeState(Enum.HumanoidStateType)
Dead
Jump = true
Sit = false
GetStateEnabled
Enum.HumanoidStateType
Dead:FireServer
task.wait
TouchEnabled
UserInputType
Enum.UserInputType
Touch
teleportfunc
Kick
GetKey
Xana
counterdropdownselection
Set
Repulsion
Only for premium users! Buy premium in my discord server!
_G.CounterMode
_G.WhitelistFriends
GetPlayerCharacter
Head
CurrentCamera:FindFirstChildOfClass(Humanoid)
Raycast.Position.CFrame.lookVector
CharacterRaycastFilter.Health
Instance.Parent
print(Instanc:FindFirstChildOfClass(Humanoid))
GetPlayerFromCharacter
GetKey
Xana
Only premium users can control players! Buy premium in my discord server!
controlCreature.Parent
typeof(Instance.Parent)
Parent:IsA(Model.Paren:IsA(Folder.Paren:GetAttribute(IsAnchore:GetAttribute(GluePri
mar:GetAttribute(Glu:IsA(Folder))))))
AnchoredObjects
AnchoredObjects
BodyPosition.Parent
BodyGyro.Parent
PartAnchored
SB.Visible = false
ChangeSBstate
SB
GluePrimary
pairs(Connection:Disconnec:SetAttribute(IsAnchore:SetAttribute(AnchorOwnership)))
AnchoredObjects
print(UnAnchored)
pairs:IsDescendantOf)
ExplodeSb.Parent
typeof(Instanc:IsA(Model.Paren:FindFirstChild(HoldPart)))
GetPlayerCharacter:FindFirstChild(RigidConstraint)
Attachment1.Enabled =  = false
```

```
Useless:IsDescendantOf
Using
Used
No use!
pairs(_G.PlayerToRemove)
pairs(TelekinesisBodiesPositio:Destroy)
TelekinesisBodiesPosition
print(TelekinesisBodiesPosition)
_G.AnchorAura
_G.AnchorAura
_G.AnchorTarget
_G.AnchorTarget
CheckObjectsAroundPlayer
pairs:GetAttribute(IsAnchored))
pairs(GetChildre:IsA(BasePar:IsA(MeshPart.CanQuery = CheckNetworkOwnerShipOnPart)))
SNOWshipOnce
setanchorObject
_G.AnchorTarget
_G.AnchorTarget
pairs:GetPlayers)
CheckPlayerAuras.Characte:FindFirstChild(.HumanoidRootPar:GetAttribute(IsAnchored))
CheckNetworkOwnerShipOnPlayer
SNOWshipPlayer
setanchorObject
task.wait
UserInputType
Enum.UserInputType
MouseButton1
_G.ActualFakeGrabParts
_G.ActualFakeGrabPart:Destroy.Character
Character.HumanoidRootPart
_G.SilentAimV2.Character.HumanoidRootPart.Position.Character.HumanoidRootPart.Posit
ion
magnitude
math.random
getgenv(Settings)
Hitbox
getgenv(Settings)
Hitbox.Character
GrabPartFake
_G.PerspectiveTeleportToCameraPos
_G.InvisibleLine
_G.InvisibleLine
Anchored
SB_AnchoredColor3
ChangeSBColor1
SB_AnchoredColor3Surface
ChangeSBColor2
Glue Object
SB_GlueColor3
ChangeSBColor1
SB_GlueColor3Surface
ChangeSBColor2
Main Glue
SB_MainGlueColor3
ChangeSBColor1
SB_MainGlueColor3Surface
ChangeSBColor2
pickcolor1dropdown
```

```
Set
ChangeSBColor1.Value
pickcolor2dropdown
Set
ChangeSBColor2.Value
pairs(ColorSequence.new(_G.LineColorChangeValue))
Color3.new(_G.LineColorChangeValue)
R
_G.LineColorChangeValue
G
_G.LineColorChangeValue
B:FireServer
unpack(IncreaseLineExtend)
_G.PerspectiveGrab
pairs:IsDescendantOf)
Set
Grown Snowballs:
_G.string
split

TornadoFollowPlayer
_G.InfiniteJump.Characte:FindFirstChildOfClass(Humanoi:ChangeState(Jumping))
_G.AntiGra:FireServer
TouchEnabled
UserInputType
Enum.UserInputType
Touch
ipairs(CompiledGroups)
primaryPart
primaryPart
ipairs(group)
model
bodypos
bodygyro
PrimaryPart:FindFirstChildOfClass(BasePart)
P
40000
D.CFrame
offset.Position
Position
task.wait.Position
Vector3.new(0.002.Position)
P
40000
D.CFrame
offset.CFram:FindFirstChild(ObjectText)
Instance.new(BillboardGui)
Instance.new(TextLabel)
Instance.new(UITextSizeConstraint)
Instance.new(UIAspectRatioConstraint.Name = ObjectText.Parent)
Enum.ZIndexBehavior
Sibling
ZIndexBehavior
Active = true
Adornee
AlwaysOnTop = true
UDim2.new(Size.Enabled =  = false.Name = State.Parent)
Vector2.new(AnchorPoint)
Color3.fromRGB(.BackgroundColor3 = BackgroundTransparency)
```

```
Color3.fromRGB(BorderColor3.BorderSizePixel)
UDim2.new(.Position)
UDim2.new(0.340000004)
Size
Enum.Font
SourceSans
Font.Text =
Color3.fromRGB(TextColor3)
TextScaled = true
TextSize
TextStrokeTransparency
TextWrapped = true.Parent
MaxTextSize
MinTextSize.Name = .Parent
AspectRatio
1.043
typeof(string)
State
Color3.fromRGB(TextColor3)
State
Color3.fromRGB(TextStrokeColor3)
Anchored
State
Color3.fromRGB(TextColor3)
State
Color3.fromRGB(TextStrokeColor3)
Disconnected
State
Color3.fromRGB(TextColor3)
State
Color3.fromRGB(TextStrokeColor3)
State.Text = .Enabled =  = true.Enabled =  = false
CaptureController
ClickButton2
Vector2.new(Clone.Parent)
soundeffect:Play
particle
Emit
AddItem
_G.SilentAim
Control(C)
Enum.UserInputState
Begin
_G.ControllingCreature
controlBindF
_G.ControllingCreature
_G.BringAll
GetKey
Xana
_G.BringAll = false
bringalltoggle
Set
Only for premium users! Buy premium in my discord server!
GetPlayerCFrame.CFram:lookAt(CurrentCamera.CFrame.Position)
Vector3.new(.Position)
workspace
CurrentCamera.CFrame
_G.BringAll
FreezeCam
```

```
pairs:GetPlayers)
CheckPlayerBring.Characte:FindFirstChild(.HumanoidRootPart.Character)
:FindFirstChildOfClass(Humanoid)
:FindFirstChild(Ragdolled)
Ragdolled
_G.BringAll
SNOWshipOnce
CheckNetworkOwnerShipOnPlayer.Value
DistanceFromCharacter.Position.CFrame
CreateBringBody
task.wait.Position.Y
TeleportPlayer.CFrame.new(.Position)
Vector3.new(TeleportPlayer.CFrame.new(.Position))
Vector3.new(TeleportPlayer.CFrame.new(-376))
task.wait
unFreezeCam
TeleportPlayer
TeleportPlayerOffset:FindFirstChild(_G.PlayerToTeleport)
GetPlayerRoot.Character
Character:FindFirstChild(.HumanoidRootPart)
teleportplayerfunctionoffset.CFrame
pairs(GetDescendant:IsA(BasePart.CanQuery =  = false))
Transparency.CanCollide = fals:IsA(SurfaceGui.Enabled =  =
fals:WaitForChild(Center))
Instance.new(BillboardGui)
Instance.new(.ImageLabel)
Instance.new(Sound)
SoundId = rbxasseti://9119713951
PlaybackSpeed = ClipsDescendants = true
Brightness
UDim2.new(Size)
Part
Adornee
AlwaysOnTop = true
Active = true.Parent.BorderSizePixel
Transparency
Color3.new(.BackgroundColor3 = Image = rbxasseti://12717676115)
UDim2.new(Size)
Color3.new(BorderColor3)
BackgroundTransparency
Color3.new(0.333333.ImageColor3 = .Parent)
task.spawn.Parent
_G.CanExplodeBombs
Color3.new(0.333333.ImageColor3 =:Play)
_G.CanExplodeBombs
Color3.new(.ImageColor3 = wait)
unAnchorAll.Character
Character:FindFirstChild(.HumanoidRootPart)
typeof(Instanc:IsA(Player.Character))
Character:FindFirstChild(.HumanoidRootPart.Character.HumanoidRootPart)
:FindFirstChild(FirePlayerPart.Character.HumanoidRootPart)
FirePlayerPart
DistanceFromCharacter.Position
type
function:FireServe:lookAt(.Character.HumanoidRootPart.Position)
Position
MouseBehavior
Enum.MouseBehavior
LockCenter
```

```
Enum.MouseBehavior
LockCenter
MouseBehavior
CurrentCamera
CameraType
Enum.CameraType
Scriptable
CurrentCamera
Enum.CameraType
Scriptable
CameraType
pairs(.Character)
GetDescendants:IsA(BasePart)
Transparency
CurrentCamera.CFrame.new(_G.UniversalPlayerRoot.CFrame)
var120_upvw
CurrentCamera.CFrame
Rotation.CFrame
_G.RotatingFakeGrabParts = false
UnbindFromRenderStep
camBinding1
CurrentCamera
Enum.CameraType
Custom
CameraType
Enum.MouseBehavior
Default
MouseBehavior
CAG
pairs(CAG)
GetDescendants:IsA(.ImageLabel)
Image = rbxasseti://9603826756
Image = rbxasseti://9603831913.Parent.Visible
string
split

_G.TargetToBombPlayer
typeof(Instance)
DistanceFromCharacter.Position.Character
Character:FindFirstChild(.HumanoidRootPar:FireServe:lookAt(.Character.HumanoidRootP
art.Position))
Position
_G.PlaceToTeleport
_G.CrazyLine
_G.CrazyLine
pairs:GetPlayers.Character)
Character:FindFirstChild(Tors:FireServer.Character)
:FindFirstChild(Torso.CFrame.new(0.12640380859375))
0.9606337547302246
-0.5000009536743164
0.9985212683677673
-0.05436277016997337
-6.4805472099749295e-09
-1.1903301100346653e-07
0.05436277016997337
5.960464477539063e-08
0.9985212683677673
task.wait
_G.CrazyLine
```

```
pairs(AnchoredObjects)
IsInCompileGroup
print(MakeNotification.Name = Error)
Content
No anchored parts found
Image = rbxasseti://4483345998
Time
MakeNotification.Name = Error
Content
Needs at least 2 anchored objects
Image = rbxasseti://4483345998
Time
IsHoldingAnchoredPart
MakeNotification.Name = Error
Content
You need to hold one of your anchored object
Image = rbxasseti://4483345998
Time
MakeNotification.Name = Success
Compiled
 Toys together
Content
Image = rbxasseti://4483345998
Time
pairs(AnchoredObjects)
IsInCompileGroup
CheckPrimaryPartOnCompileGroup
RemoveCompileGroup
CountCompileGroups
Group
pairs(AnchoredObjects)
Model
BodyPosition
BodyGyro
SB
IsInCompileGroup
PartAnchored
PrimaryPart.CFrame
toObjectSpace.CFram:SetAttribute(IsAnchored)
BodyGyro
Vector3.new(MaxTorque)
BodyPosition
Vector3.new(.MaxForce:SetAttribute(GluePrimary)))
ChangeSBstate
GluePrimary
ChangeSBstate
Glue:SetAttribute(Glue)
table.insert(model)
part
offset
bodypos
bodygyro
table.insert(CompiledGroups)
primaryPart
group
Nc_Group
gC
gN
CreateNoCollisionConstraintsCompile
```

```
ObjectStateBillboardGUI
Heartbeat:Connect
table.insert(updateCompileGroupsDropdown)
CompileGroups_Dropdown
CheckPlayer.Name = _G.WhitelistFriends3
IsPlayerInsideSafeZone
CheckPlayerVelocity
holdfirePartFound
holdfirePartFound.Parent
holdfirePartFound
checkHoldFirePart
pairs(typeof(string))
table.insert(Refresh)
_G.FireAllPlayers
_G.FireAllPlayers
GetKey
Xana
Set
Only for premium users! Buy premium in my discord server!
pairs:GetPlayers)
CheckPlayerAnnoyAll.Character
Character:FindFirstChild(.HumanoidRootPart)
:FindFirstChild(FirePlayerPart)
FirePlayerPart:FindFirstChild(CanBurn)
FirePlayerPart
CanBurn.Value
IsPlayerInsideSafeZone
task.wait
0.015
task.wait.Characte:FindFirstChild(Head)
PrimaryPart:FindFirstChild(StickyRemoverPart)
:FindFirstChild(SprayPosRemov:GetAttribute(AlreadySetOwnerShip))
SetModelProperties
Instance.new(BodyPosition.Name = SprayPosRemove)
Vector3.new(math.huge)
math.huge
math.huge.MaxForce(Vector3.new(-453))
math.random
1081
task.spaw:GetAttribute(AlreadySetOwnerShip.Position)
Position
task.wait.Position
Position.Parent.Position
Vector3.new(.Position)
task.wait
table.find(_G.LoopKill)
_G.LoopKill
GetPlayerCFrame
pairs:FindFirstChild(CheckPlayerForLoopKill))
ChangeActivityPriority.Characte:FindFirstChild(.HumanoidRootPart.Character)
:FindFirstChild(Head.Character)
:FindFirstChild(Humanoid)
SNOWship
CheckPlayerForLoopKill
_G.LoopKill
CheckNetworkOwnerShipOnPlayer
AssemblyLinearVelocity.Magnitud:FireServer
CreateSkyVelocity
task.wait.Position.Y
```

```
TeleportPlayer.CFrame.new(.Position)
Vector3.new(TeleportPlayer.CFrame.new(.Position))
Vector3.new(BreakJointsOnDeath = fals:ChangeState(Enum.HumanoidStateType))
Dead
Jump = true
Sit = false
ChangeActivityPriority
TeleportPlayer
task.wait
TeleportPlayer
print(End LoopKill)
_G.LoopKick
_G.LoopKick
pairs:FindFirstChild(ChangeActivityPriority))
ChangeActivityPriority
task.wait
_G.LoopKick
typeof(Instanc:IsA(Model.Paren:FindFirstChild(StickyPart)))
GetPlayerCharacter:FindFirstChild(StickyWeld)
Part1.Enabled =  = false
Useless:IsDescendantOf
Using
Used
No use!.Value
Value
typeof(table)
pairs(GetChildren)
pairs:IsA(Model.Name =:WaitForAttribute))
Connected2.Value
Value
DeleteToyRE:FireServer
Default.ImageLabel
Color3.fromRGB(BorderColor3.ImageLabel.BorderSizePixel.ImageLabel)
UDim2.new(Size.ImageLabel)
Image = rbxasseti://5945121255.ImageLabel
Color3.new(.ImageColor3 = 0.45)
imagestransparencyeffect
-0.6
saturationvalue
Create.ImageLabel
t1p
imagestransparencyeffect
ImageTransparency
perspectiveON_effect1
Create
PerspectiveSaturation
t1p
saturationvalue
Saturation
perspectiveON_effect2
Old TV.ImageLabel
Color3.fromRGB(BorderColor3.ImageLabel.BorderSizePixel.ImageLabel)
UDim2.new(Size.ImageLabel)
Image = rbxasseti://8586979842.ImageLabel
Color3.fromRGB(.ImageColor3 = imagestransparencyeffect)
-0.3
saturationvalue
Create.ImageLabel
t1p
```

```
imagestransparencyeffect
ImageTransparency
perspectiveON_effect1
Create
PerspectiveSaturation
t1p
saturationvalue
Saturation
perspectiveON_effect2
_G.Strength
pairs:GetPlayers)
UserId
UserId
table.insert(.Name =  )
(
DisplayName
)
table.sort(tableAlphabeticOrder)
Refresh.Characte:FindFirstChildOfClass(Humanoid)
SeatPart.Paren:WaitForChild(LeftDetector)
:WaitForChild(LeftWeld)
Attachment0.Parent
GetPlayerFromCharacter.Parent
Parent
ipairs(CompiledGroups)
primaryPart
primaryPart
pairs(group)
model
ipairs(GetChildre:IsA(BasePart))
pairs(group)
model
ipairs(GetChildre:IsA(BasePart))
Instance.new(NoCollisionConstraint)
Part0
Part1.Enabled =  = true
table.insert(Nc_Group)
floppamessageoncooldown
Floppa
UDim2.new(0.0185752641.Position)
floppadialogo.Enabled =  = true
Floppa.Visible = true
Bubble_chat.Visible = false
BubbleTextchat.Visible = false
floppamessageoncooldown
floppatween:Play
floppatween
Completed:Connect
Enum.PlaybackState
Completed
Bubble_chat.Visible = true
BubbleTextchat.Visible = true
BubbleTextchat.Text =
I saved you from falling on the void, my son!
BubbleTextchat
string
sub.Text = typingsoundeffec:Play
task.wait
0.05
```

```
task.wait
typingsoundeffect2:Play
floppadialogo.Enabled =  = false
floppamessageoncooldown
MakeNotification.Name = Bliz_T HUB
Content
Only for premium users! Buy premium in my discord server!
Image = rbxasseti://16570630989
Time
GetPlayerCharacter.HumanoidRootPart.CFrame.Name = GrabPart:GetAttribute(Fake)
_G.RealGrabParts
CheckPlayer.Name = _G.WhitelistFriends3.Name = .Characte:GetAttribute(Kicking)
pcall.Name = table.insert(.Name = IsFriendsWith)
UserId
pairs(GetChildren.Name = Campfir:GetAttribute(FirePlayerPart))
FirePlayerPart
CanBurn.Value
Campfire.CFrame.new(508.073517)
67.2614441
-261.901917
-0.133750245
-0.471861839
0.871468484
-3.7252903e-09
0.879369617
0.476139903
-0.991015136
0.0636838302
-0.117615893
Vector3.new(97.69000244140625)
SpawnToy
BuyToy:InvokeServer
Campfire
holdfirePartFound
laggg
laggg
GetKey
Xana
LagServerToggle
Set
Only for premium users! Buy premium in my discord server!
Lag_Intensity
ipairs(game:GetService(Player:GetPlayers.Character))
Torso:FireServer.Character
Torso.Character
Torso.CFrame
wait:FindFirstChild(BringBody)
Instance.new(BodyPosition.Name = BringBody.Position)
Position
Vector3.new(math.huge)
math.huge
math.huge.MaxForce(D)
5000
P
1500000:FindFirstChild(BringBody.Position)
Position
typeof(Instanc:IsA(Player.Character))
Character:FindFirstChildOfClass(Humanoid.Character)
:FindFirstChildOfClass(Humanoid)
```

```
FloorMaterial
Enum.Material
Air
ipairs(CompiledGroups)
table.insert(gN)
Refresh
typeof(Instanc:IsA(Mode:FindFirstChildOfClass(Humanoid.HumanoidRootPart)))
OverlapParams.new(FilterDescendantsInstances)
Enum.RaycastFilterType
Exclude
FilterType
GetPartBoundsInRadius.Position
pairs(.Paren:IsA(Model.Paren:FindFirstChild(StickyPart)))
:FindFirstChildOfClass(TouchTransmitter)
:FindFirstChild(StickyWeld)
StickyWeld
Part1
Part1:IsDescendantOf
table:clea:FindFirstChild(ExplodeByTargetMode)
DistanceFromCharacter.Positio:GetAttribute(Connecte:GetAttribute(CreatedConnected.C
haracter))
Character:FindFirstChild(.HumanoidRootPart)
CheckNetworkOwnerShipOnPart:SetAttribute(Connecte:FireServe:SetAttribute(CreatedCon
nected))
print(Create Connection)
ChildAdded:Connec:FireServe:lookAt(.Character.HumanoidRootPart.Position)
Position.Name = PartOwner.Value.Name =:SetAttribute(Connected)
os.clock
os.clock
game:GetService(RunService)
Heartbeat:Wai:GetAttribute
GetAttribute(_G.KickAll)
GetKey
Xana
_G.KickAll = false
kickalltoggle
Set
Only for premium users! Buy premium in my discord server!
_G.KickAll
GetPlayerCFrame
ipos
pairs:GetPlayers)
CheckPlayerKick.Characte:FindFirstChild(.HumanoidRootPart)
SNOWship
CheckPlayerKick
_G.KickAll
CheckNetworkOwnerShipOnPlayer
AssemblyLinearVelocity.Magnitude
CreateSkyVelocity:FireServer
task.wait.Position.Y
TeleportPlayer.CFrame.new(.Position)
Vector3.new(TeleportPlayer.CFrame.new(.Position))
Vector3.new(TeleportPlayer)
ipos
task.wait
TeleportPlayer
ipos
TornadoOffset
_G.LoopPlayerTP
```

```
_G.LoopPlayerT:FindFirstChild(_G.PlayerToTeleport.Character)
IsPlayerKickingWithBlobman.Characte:FindFirstChild(.HumanoidRootPart)
teleportplayerfunctionoffset.CFrame.Name = PlayerLoopTeleport
PlayerLoopTeleport
Set
_G.LoopPlayerTP = false
task.wait
ipairs(CompiledGroups)
gN
primaryPart
pairs(group)
DisconnectObject
model
RemoveCompileGroup
_G.AttractionAura
_G.AttractionAura
pairs:GetPlayers)
CheckPlayerAuras.Characte:FindFirstChild(.HumanoidRootPart)
:FindFirstChildOfClass(Humanoid)
GetPlayerCharacter
SNOWship
Sit = false
WalkSpeed
MoveTo.HumanoidRootPart.Position
task.wait
_G.TP_Priority
_G.TP_Priority
_G.TP_Priority
type
string
type
string
Message:FindFirstChild(FromSpeaker)
string.find(Message)
:
string
sub
Message
Message
len
Message
FromSpeaker
16168861
Leader
Message
Leader.Name = High Rank Admin
Message
HighRank.Name = Low Rank Admin
Message
LowRank.Name =:IsDescendantOf
PlotItems
_G.RemainingTimeInHouse.Parent
Parent
Parent
Parent
Parent.Name =:IsDescendantOf
PlotItems
GetFakeAim.Character
PrimaryPart:FindFirstChild(StickyRemoverPart)
```

```
hitpart:FindFirstChild(AimPosRemov:GetAttribute(AlreadySetOwnerShip))
Instance.new(BodyPosition.Name = AimPosRemove)
Vector3.new(math.huge)
math.huge
math.huge.MaxForce(D)
P
50000
task.spawn.Parent
Vector3.new(1000)
10000.Position
task.wait
0.05
Vector3.new(-1000)
10000.Position
task.wait
0.05
anticreatelinelocalscript
Disabled
ChangeSBColor1
ChangeSBColor1.Value
typeof(Instanc:IsA(Player.Character))
Character:FindFirstChild(Head.Character)
Head:FindFirstChild(PartOwner.Character)
Head
PartOwner.Value.Name = .Character
Head
PartOwner
task.wait
pairs:GetPlayer:GetAttribute(Injec:SetAttribute(Inject.Name = AntiGrab = true)))
Protection = true
Chatted:Connect.Name = getgenv(Settings)
Fov
Radius
Thickness
Vector2.new(ViewportSize.X)
ViewportSize.Y.Position
Transparency
Filled = false
Color3.fromRGB(.Color = getgenv(Settings))
FovCircle.Visible.ZIndex
getgenv(Settings)
Fov
Radius
Thickness
Vector2.new(ViewportSize.X)
ViewportSize.Y.Position
Transparency
Filled = false
Color3.new(.Color = getgenv(Settings))
FovCircle.Visible.ZIndex
getgenv(Settings)
Fov.Name = ProximityPrompt
HoldDuration
MaxActivationDistance
math.huge
MaxActivationDistance
HoldDuration
InputHoldBegin
InputHoldEnd
```

```
HoldDuration
MaxActivationDistance
error
retard:
Obj.Name = _G.WhitelistFriends2.Name = GrabPart:IsA(Model)
IsHoldingAdminPlayer
_G.FutherExtend
MouseEnabled
IsMobile
GetPlayerCharacter:WaitForChild(GrabPart)
:WaitForChild(DragPart)
DragPart
Clone.Name = DragPart1
AlignPosition
DragAttach
Attachment1.Parent.Position
CurrentCamera.CFrame.Position.Magnitude
pcDistance
AlignOrientation.Enabled =  = false
DragPart
AlignPosition.Enabled =  = false
task.spawn
_G.FutherExtend
IsMobile
toggleDefaultExtendButtons
toggleButtonState.Parent
Camera.CFrame.Position
Camera.CFrame
LookVector
pcDistance.Position
task.wait
pcDistance
userId
UserId
typeof(Instanc:IsA(Mode:FindFirstChildOfClass(Humanoid)))
GetPlayerFromCharacter
GetPlayerFromCharacter:IsA(Player)
16168861
Leader
High Rank Admin
Low Rank Admin
Goon
checkadminData.Name
Name = Protection
_G.AntiKick
_G.AntiKick
GetKunai
task.wai:FindFirstChild(.Character)
Character:FindFirstChild(.HumanoidRootPart)
freezecampart.CFrame
workspace
CurrentCamera
Enum.CameraType
Follow
CameraType
workspace
CurrentCamera
freezecampart.CameraSubject
_G.TP_Priority
```

```
GetPlayerCharacter
_G.TeleportingToNetworkOwnership
typeof(.CFrame.HumanoidRootPar:FindFirstChildOfClass(Humanoid.CFrame))
Rotation.Position.CFrame
SeatPart
tostring
SeatPart.Parent
CreatureBlobman
Sit = false
AnchorK
Enum.UserInputState
Begin
anchorfunc
_G.AutoOwnershipAnchor
_G.AutoOwnershipAnchor
autosetownership
task.wait
GetPlayerCharacter.HumanoidRootPart
pairs(GetChildre:IsA(Part.CanQuery =  = fals:FindFirstChild(GrabParts)))
GrabPart
WeldConstraint
Part1
pairs(AnchoredObject:IsDescendantOf)
Model
Players
_G.AnchorTarget
Objects
_G.AnchorTarget
Players and Objects
_G.AnchorTarget
TouchEnabled
UserInputType
Enum.UserInputType
Touch
_G.AntiVoid
FallenPartsDestroyHeight
-1000
_G.AntiVoid
GetPlayerCharacter.HumanoidRootPart.Position.Y
-800
SetPrimaryPartCFrame.CFrame.new(antivoidmesssage)
wait
FallenPartsDestroyHeight
-100.Character
Character:FindFirstChild(.HumanoidRootPart.Character.HumanoidRootPart)
Spin
_G..CFrame
SavedPositionInSpin
House
_G..CFrame
SavedPositionOutHouse
PlotWorkspace
pairs(.Name = PlayerRole.Parent)
PlayerDisplayName.Parent
Changed:Connect
Changed:Connect
GetPlotModel
_G.PlotNam:IsDescendantOf.Text = Owner.Visible
wait
```

```
pairs:GetPlayers)
DisplayName.Text = PlotOwner
PlotOwner
Set
Plot Owner: .Text = PlotOwner
Set
Plot Available!.Text = GetPlayerCFrame
pairs(GetChildren.Name =
FoodBanan:GetAttribute(RagdollTo:FindFirstChild(FoodBanan:SetAttribute(RagdollToy))
))
:FindFirstChild(EdiblePart)
HoldPart
RigidConstraint
Attachment1.Character
HoldItemRemoteFunction:InvokeServer
unpack(Attachment1)
Attachment1:IsDescendantOf.Character
EatingSound
IsPlaying
HoldEvents
Use:FireServer
task.wait
Attachment1
Attachment1:IsDescendantOf.Character.CFrame.new(.Position.X.Position.Y.Position.Z)
-0.133750245
-0.471861839
0.871468484
-3.7252903e-09
0.879369617
0.476139903
-0.991015136
0.0636838302
-0.117615893
Vector3.new(97.69000244140625)
DropItemRemoteFunction:InvokeServer
unpack(FoodBanana.CFrame.new(508.073517))
67.2614441
-261.901917
-0.133750245
-0.471861839
0.871468484
-3.7252903e-09
0.879369617
0.476139903
-0.991015136
0.0636838302
-0.117615893
Vector3.new(97.69000244140625)
SpawnToy
BuyToy:InvokeServer
FoodBanana:FindFirstChild(HoldPart)
HoldPart:FindFirstChild(RigidConstrain:GetAttribute(Connected2))
DescendantAdded:Connec:FindFirstChild(HitboxPart)
task.spaw:SetAttribute(Connected2.Name = PartOwner.Value.Name
=:SetAttribute(AlreadySetOwnerShip.Paren:GetAttribute(AlreadySetOwnerShip)))
SNOWshipOnce:FireServer
task.wai:SetAttribute(AlreadySetOwnerShip)
Getdistancefromcharacter.Position
DeleteToyRE:FireServer
```

```
task.wai:Disconnect
_G.Poison_Aura
_G.Poison_Aura
pairs:GetPlayers)
CheckPlayerAuras.Characte:FindFirstChild(Head)
SNOWshipPlayer.CFrame
CFrame
CFrame
CFrame
CFrame
CFrame
task.wait
Vector3.new(.Position)
Vector3.new(.Position)
Vector3.new(.Position)
task.wait
TouchEnabled
UserInputType
Enum.UserInputType
Touch
anchorfunc
_G.SuperSpeed.Character.HumanoidRootPart.Character.HumanoidRootPart.CFrame.Characte
:FindFirstChildOfClass(Humanoid)
MoveDirection
Multiplier.CFrame
TouchEnabled
UserInputType
Enum.UserInputType
Touch
controlBind
Control(C)
Enum.UserInputState
Begin
controltween4:Play
controltween4
Completed
Once
controleffectsatur.Enabled =  = false
pairs:FindFirstChild(_G.NoclipToggle))
_G.KillAll
GetKey
Xana
_G.KillAll = false
killalltoggle
Set
Only for premium users! Buy premium in my discord server!
_G.KillAll
GetPlayerCFrame
ipos
pairs:GetPlayers)
CheckPlayerKill.Characte:FindFirstChild(.HumanoidRootPart.Character)
:FindFirstChild(Humanoid)
SNOWship
CheckPlayerKill
_G.KillAll
CheckNetworkOwnerShipOnPlayer
AssemblyLinearVelocity.Magnitude
CreateSkyVelocity:FireServer
task.wait.Position.Y
```

```
TeleportPlayer.CFrame.new(.Position)
Vector3.new(TeleportPlayer.CFrame.new(.Position))
Vector3.new(BreakJointsOnDeath = fals:ChangeState(Enum.HumanoidStateType))
Dead
Jump = true
Sit = false
TeleportPlayer
ipos
task.wait
TeleportPlayer
ipos
_G.OwnershipModeAnchorBehavior
pairs(GetDescendant:IsA(BasePart.CanCollide = false.Character.CharacterAdde:Wait))
FindFirstChildWhichIsA
Humanoid:WaitForChild(Humanoid)
:WaitForChild(.HumanoidRootPart)
:WaitForChild(Head)
:WaitForChild(Torso)
_G.IsCharacterInRagdoll = false
CharacterRaycastFilter
FilterDescendantsInstances
COAroundPParams
FilterDescendantsInstances
_G.UniversalPlayerRoo:WaitForChild(GrabbingScript)
scriptToGetSenv
scriptToGetSenv
getsenv
getsenv
scriptToGetSenv
senv:WaitForChild(FirePlayerPart)
:WaitForChild(CanBurn)
:WaitForChild(Ragdolled)
GetKey
Xana:FindFirstChild(RootAttachment)
task.delay
setMasslessFalse
enforceMasslessFalse
Instance.new(BodyPosition)
Instance.new(BodyVelocity)
Vector3.new(-100.MaxForce(Vector3.new(.MaxForce(_G.AntiExplosionVelocity))))
_G.InfiniteJumpPower
JumpPower
_G.NoclipToggle
DescendantAdded:Connect
Changed:Connect
Changed:Connect
Changed:Connect
Died:Connect
_G.UniverPlayerHumanoi:WaitForChild(Animator)
LoadAnimation
typeAnimation
TypeAnimation
LoadAnimation
flailAnimation
FlailAnimation
_G.ActualFakeGrabParts
_G.ActualFakeGrabPart:Destroy
_G.AntiBurn.Value
firetouchinterest
```

```
firetouchinterest
FirePlayerPart
apagarfogo
task.wait
firetouchinterest
FirePlayerPart
apagarfogo
apagarfogo
FirePlayerPart.CFrame
CFrame.new(math.random)
math.random
math.random.CFrame
task.wait
apagarfogo
Vector3.new(-100.Position.Name = PartOwner)
tostring.Value
_G.AutoAttacke:FindFirstChild(.Character)
Character:FindFirstChildOfClass(Humanoid)
:FindFirstChild(.HumanoidRootPart = false)
_G.CounterMode
Repulsion
_G.CounterMode
_G.CounterMode
Freeze
_G.CounterMode
Kick
_G.CounterMode
Death
SNOWshipPlayer
task.wait
SNOWshipPermanentPlayer
task.wait
CreateSkyVelocity
BreakJointsOnDeath = fals:ChangeState(Enum.HumanoidStateType)
Dead
Jump = true
Sit = true
task.wai:FireServer
CreateSkyVelocity
wait:FireServer
WalkSpeed
Sit = false
JumpPower:lookAt(.Character.HumanoidRootPart.Position)
Position
Instance.new(BodyVelocity.Character.HumanoidRootPart)
Vector3.new(math.huge)
math.huge
math.huge.MaxForce(Vector3.new(.lookVector.X.lookVector.Z.Velocity))
wait:Destro:FireServer
_G.IsCharacterInRagdoll
_G.AntiExplosion
_G.AntiExplosionVelocity
Vector3.new(math.huge)
-6200
math.huge.MaxForce(.Value)
Head.CanCollide = false
Right Arm
RagdollLimbPart.CanCollide = false
Right Leg
```

```
RagdollLimbPart.CanCollide = false
Left Arm
RagdollLimbPart.CanCollide = false
Left Leg
RagdollLimbPart.CanCollide = false
Torso.CanCollide = false
Head.Massless = true
Right Arm.Massless = true
Right Leg.Massless = true
Left Arm.Massless = true
Left Leg.Massless = true
Head.CFrame
CFrame
Right Arm.CFrame
CFrame
Right Leg.CFrame
CFrame
Left Arm.CFrame
CFrame
Left Leg.CFrame
CFrame
task.wait
Head.Massless = false
Right Arm.Massless = false
Right Leg.Massless = false
Left Arm.Massless = false
Left Leg.Massless = false
_G.AntiExplosionVelocity
Vector3.new(.MaxForce:Destroy))
Sit
Sit = true
SeatPart
tostring
SeatPart.Parent
CreatureBlobman
_G.RockBlobman
Vector3.new(math.huge)
math.huge
math.huge.MaxForce(.Position)
Position
SeatPart
_G.AntiGrab
SetStateEnabled
Enum.HumanoidStateType
Jumping
Sit = false
SeatPart
SeatPart
ResetCharacterStats:FindFirstChild(BodyPositionFloat)
BodyPositionFloat:Destroy
Vector3.new(.MaxForce(MoveDirection))
_G.RockBlobman.Position
Position
MoveDirection.Magnitude
Vector3.new(.MaxForce(Vector3.new(math.huge)))
math.huge
math.huge.MaxForce(MoveDirection)
MoveDirection.Velocity
bombsammountoexplode
```

```
FireBomb
Enum.UserInputState
Begin
_G.FireBomb = true
FireBomb
Enum.UserInputState
End
_G.FireBomb = false
_G.PlayerToAddWhitelist
table.insert(_G.PlayerToAddWhitelist.Character)
Character:WaitForChild(Hea:FindFirstChild(ESP))
ESPIconCreation
Clone.Parent
Adornee
Username.Name = .Text = UserImage
https://www.roblox.com/headshot-thumbnail/image?userId=
UserId
&width=420&height=420&format=png
Image = task.spawn.Parent
_G.ESP_Icon
task.wait
0.25:Destroy
TornadoHeight
typeof(Instanc:IsA(Player.Character))
Character:FindFirstChild(.HumanoidRootPart.Character.HumanoidRootPart)
:FindFirstChild(FirePlayerPart.Character.HumanoidRootPart)
FirePlayerPart:FindFirstChild(PartOwner.Character.HumanoidRootPart)
FirePlayerPart
PartOwner.Value.Name = .Character.HumanoidRootPart
FirePlayerPart
PartOwner
pairs:GetPlayers)
IsFriendsWith
UserId
table.insert(.Name = _G.FlingAura)
_G.FlingAura
_G.FlingTarget
_G.FlingTarget
CheckObjectsAroundPlayer
pairs:FindFirstChild(Head))
pairs(GetChildre:IsA(BasePart.CanQuery = SNOWshipTrack))
GetPlayerRoot
CheckNetworkOwnerShipOnPart:FindFirstChild(FlingAuraVelocit:lookAt(.Position))
Position
Instance.new(BodyVelocity.Name = FlingAuraVelocity)
Vector3.new(math.huge)
math.huge
math.huge.MaxForce(Vector3.new(.lookVector.X.lookVector.Z))
math.clamp
_G.FlingStrength.Velocity
AddItem.Position
Position
Position
task.wait.Position
_G.FlingTarget
_G.FlingTarget
pairs:GetPlayers)
CheckPlayerAuras.Characte:FindFirstChild(.HumanoidRootPart)
SNOWshipPlayer
```

```
GetPlayerCharacter:FindFirstChild(FlingAuraVelocit:lookAt(.HumanoidRootPart.Positio
n))
Position
Instance.new(BodyVelocity.Name = FlingAuraVelocity)
Vector3.new(math.huge)
math.huge
math.huge.MaxForce(Vector3.new(.lookVector.X.lookVector.Z))
_G.FlingStrength.Velocity
AddItem
task.wait
GetUserInfosByUserIdsAsync
_G.SnowbalEffectSpa:IsDescendantO:FindFirstChild(SoundPart)
:FindFirstChild(SoundPart)
Size.X
MaxSize.Y
MaxSize.Z
MaxSize = true
task.wait
_G.TornadoFollowType
GetPlayerCFrame
pairs(GetChildren.Name = SprayCanW:FindFirstChild(StickyRemoverPart))
PrimaryPart
Getdistancefromcharacter
PrimaryPart.Position
StickyRemoverPart:FindFirstChildOfClass(TouchTransmitter)
DeleteToyRE:FireServer
SprayCanWD.CFrame.new(.Position.X.Position.Y.Position.Z)
-0.133750245
-0.471861839
0.871468484
-3.7252903e-09
0.879369617
0.476139903
-0.991015136
0.0636838302
-0.117615893
Vector3.new(97.69000244140625)
SpawnToy
BuyToy:InvokeServer
SprayCanWD:GetAttribute(Connected2)
DescendantAdded:Connec:FindFirstChild(Hitbox)
:FindFirstChild(StickyRemoverPart)
task.spawn
task.spaw:SetAttribute(Connected2.Paren:GetAttribute(AlreadySetOwnerShip))
SNOWshipOnce:SetAttribute(AlreadySetOwnerShip)
Getdistancefromcharacter.Position
DeleteToyRE:FireServer
task.wai:Disconnect.Name = PartOwner.Value.Name
=:SetAttribute(AlreadySetOwnerShip.Paren:FindFirstChildOfClass(TouchTransmitter))
DeleteToyRE:FireServer
task.wait
typeof(Instanc:IsA(Playe:FindFirstChild(InPlot)))
InPlot.Value
DescendantAdded:Connect
ipairs(GetDescendant:IsA(BasePart))
GetPropertyChangedSignal.Massles:Connec:IsA(BasePart)
GetPropertyChangedSignal.Massles:Connect.Massless
checkIfPlayerInRagdollAntiExplosion.Name = .HumanoidRootPart.Massless =
false.Massless
```

```
checkIfPlayerInRagdollAntiExplosion.Name = .HumanoidRootPart.Massless = false
_G.RockBlobman
Ugc.Players
function: 0x671bf4ce969c620d
sfdweasf
RG
function: 0x85e2540be4458d8d
Ugc.http://raw.githubusercontent.com/BlizTBr/scripts/main/Key%20System
Players
function: 0xf158477447e8807d
Ugc.http://raw.githubusercontent.com/BlizTBr/scripts/main/Key%20System
Players
:%d+: a
%d+
:%d+: a
%d+
MoonSec_StringsHiddenAttr
_ZikatvnWeYoo
This file was protected with MoonSec V3
https://raw.githubusercontent.com/Panda-Repositories/PandaKS_Libraries/refs/heads/
main/library/LuaLib/ROBLOX/PandaSVALLib.lua
loadstring(game:HttpGet(game.Players))
LocalPlayer
UserId
Initialize
Service
blizthub
API_Key
72bdbf959d56b70b649830735c88c586de878ca69e7b038c7cefbc655cc6984a
DisplayName
Bliz_T HUB
IsDebug = false
Allow_BlacklistUsers = false
GUIVersion = false
EnableWebhook = false
Webhook_URL

Authenticated
NotAuthenticated
game:GetService(Players)
LocalPlayer
https://discord.gg/5Z2bgk299k
OrionLibrary
print(Already Loaded!)
OrionLibrary
getgenv(loadstring(game:HttpGet(http://raw.githubusercontent.com/BlizTBr/scripts/
main/Orion%20X)))
OrionLibrary
OrionLibrary
MakeWindow.Name = Key System
HidePremium = true
SaveConfig = false
ConfigFolder

IntroEnabled = false
MakeTab(.Name = Get Key)
Icon = rbxasseti://10128588068
PremiumOnly = false
MakeTab(.Name = Discord Server)
```

```
Icon = rbxasseti://10128588068
PremiumOnly = false
AddTextbox.Name = Key
Default

TextDisappear = false
Callback
AddButton.Name = Enter Key
Callback
setclipboard
AddTextbox.Name = Link to the key!
GetKey
Default
TextDisappear = false
Callback
AddButton.Name = Get Key
Callback
AddTextbox.Name = Link to discord server
Default
TextDisappear = false
Callback
AddButton.Name = Copy Discord Link
Callback
task.wai:Destroy
OrionLibrary
print(Correct Key)
https://discord.com/api/webhooks/1325150415666417675/
ZDdvnlHBxqwx29MR7DlNsJ0jPWGHHl2GapzNIfMvCPuexn8aQxzNN4IpfdR4XTwFwOqO
content

title
Bliz_T HUB
**Nome de usuário: **
[
game.Players
LocalPlayer
DisplayName
 (
game.Players
LocalPlayer.Name = )]
(
https://www.roblox.com/users/
game.Players
LocalPlayer
UserId
/profile)


**Game name: **
[
game:GetService(MarketplaceService)
GetProductInfo
game.PlaceId = .Name = ]
(https://www.roblox.com/games/
tostring
game.PlaceId = )


**Join Server: **
```

```
roblox://experiences/start?placeId=
game.PlaceId = &gameInstanceId=
game.JobId


description
type
rich
tonumber
7498202
color
embeds
game:GetService(HttpService)
JSONEncode
content-type
application/json
http_request
request
HttpPost
syn
request
request
Url
Body
Method
POST
Headers
request
setclipboard
Copied to your clipboard
isfile
Bliz_T Key.txt
ValidateKey
readfile(Bliz_T Key.txt)
delfile
Bliz_T Key.txt
ValidateKey
Kick
Max Key Attempts reached!
Wrong Key! Click on the button: (Get Key)


You have
 attempts!
isfile
Bliz_T Key.txt
writefile(Bliz_T Key.txt)
print([Pelinda] Authentication failed. Access denied.)
setclipboard
GetKey
Copied to your clipboard (if you're having issues to get key link, try coping
manually!)
MakeNotification.Name = Key System
Content
Image =
Time
print([Pelinda] Key authenticated successfully! Access granted.)
Ugc.http://raw.githubusercontent.com/Panda-Repositories/PandaKS_Libraries/refs/
```

heads/main/library/LuaLib/ROBLOX/PandaSVALLib.lua
function: 0xf158477447e8807d