

8900

//BLACKJACK

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INSTRUCTIONS

<< BACK TO GAMES



```
method PokerFace {
  var pa:papa
  poker(face);
  if (!see(my.pokerFace))
    dance();
  else
    restart()
}
```

Running Program... (error messages go here)

SEND

```

public static var usingChat : boolean = false; //Can be used to determine if we need to
stop player movement since we're chatting

var skin : GUISkin; //Skin
static var showChat : boolean= false; //Show/Hide the chat
//Private vars used by the script

private var scrollPosition : Vector2;
private var width : int= 190;
private var height : int= 180;
private var playerName : String;
private var window : Rect;
private var lastEntry : float = 0.0;
private var netView : NetworkView;
private static var thisScript : FPSChat;

private var chatEntries = new ArrayList();

class FPSChatEntry
{

```

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# LEARN CODE

# PLAY PERFECTLY ▶

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# THE JAVAJACK EQUATION

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## A RANDOM BOX

