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local febypass = Instance.new("ScreenGui")
local main = Instance.new("Frame")
local Inject = Instance.new("TextButton")
local Scripts = Instance.new("TextButton")
local Executor = Instance.new("TextButton")
local TextLabel = Instance.new("TextLabel")
local Startup = Instance.new("Frame")
local ImageLabel = Instance.new("ImageLabel")
local scripts = Instance.new("Frame")
local ScrollingFrame = Instance.new("ScrollingFrame")
local _4nn1 = Instance.new("TextButton")
local UIListLayout = Instance.new("UIListLayout")
local c00lgui = Instance.new("TextButton")
local IYAdmin = Instance.new("TextButton")
local k00pgui = Instance.new("TextButton")
local k00pguipass = Instance.new("TextButton")
local roexploit = Instance.new("TextButton")
local mm1 = Instance.new("TextButton")
local exit = Instance.new("TextButton")
local executor = Instance.new("Frame")
local TextLabel_2 = Instance.new("TextLabel")
local size = Instance.new("ScrollingFrame")
local UICorner = Instance.new("UICorner")
local Lines = Instance.new("TextLabel")
local CMDBox = Instance.new("TextBox")
local Tokens_ = Instance.new("TextLabel")
local Strings_ = Instance.new("TextLabel")
local RemoteHighlight_ = Instance.new("TextLabel")
local Numbers_ = Instance.new("TextLabel")
local Keywords_ = Instance.new("TextLabel")
local Globals_ = Instance.new("TextLabel")
local Comments_ = Instance.new("TextLabel")
local Execute = Instance.new("TextButton")
local Clear = Instance.new("TextButton")
local Respawn = Instance.new("TextButton")
local R6 = Instance.new("TextButton")
local sidebar = Instance.new("ScrollingFrame")
local close = Instance.new("TextButton")
local minimize = Instance.new("TextButton")
local oldexecutor = Instance.new("Frame")
local TextBox = Instance.new("TextBox")
local exe = Instance.new("TextButton")
local clr = Instance.new("TextButton")
local exit_2 = Instance.new("TextButton")

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--Properties:

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febypass.Name = "fe bypass"
febypass.Parent = game.Players.LocalPlayer:WaitForChild("PlayerGui")
febypass.ZIndexBehavior = Enum.ZIndexBehavior.Sibling
febypass.ResetOnSpawn = false

main.Name = "main"
main.Parent = febypass
main.BackgroundColor3 = Color3.fromRGB(122, 122, 122)
main.BorderColor3 = Color3.fromRGB(189, 0, 0)
main.BorderSizePixel = 5
main.Position = UDim2.new(0.0296585672, 0, 0.631171346, 0)
main.Size = UDim2.new(0, 461, 0, 247)

```

```
Inject.Name = "Inject"
Inject.Parent = main
Inject.BackgroundColor3 = Color3.fromRGB(171, 171, 171)
Inject.BorderColor3 = Color3.fromRGB(157, 32, 32)
Inject.BorderSizePixel = 4
Inject.Position = UDim2.new(0.0244563799, 0, 0.0445344113, 0)
Inject.Size = UDim2.new(0, 148, 0, 225)
Inject.Font = Enum.Font.Gotham
Inject.Text = "LOAD FE BYPASS"
Inject.TextColor3 = Color3.fromRGB(0, 0, 0)
Inject.TextSize = 40.000
Inject.TextWrapped = true
```

```
Scripts.Name = "Scripts"
Scripts.Parent = main
Scripts.BackgroundColor3 = Color3.fromRGB(171, 171, 171)
Scripts.BorderColor3 = Color3.fromRGB(157, 32, 32)
Scripts.BorderSizePixel = 4
Scripts.Position = UDim2.new(0.408486992, 0, 0.0445344113, 0)
Scripts.Size = UDim2.new(0, 111, 0, 139)
Scripts.Font = Enum.Font.Gotham
Scripts.Text = "Scripts"
Scripts.TextColor3 = Color3.fromRGB(0, 0, 0)
Scripts.TextSize = 30.000
Scripts.TextWrapped = true
```

```
Executor.Name = "Executor"
Executor.Parent = main
Executor.BackgroundColor3 = Color3.fromRGB(171, 171, 171)
Executor.BorderColor3 = Color3.fromRGB(157, 32, 32)
Executor.BorderSizePixel = 4
Executor.Position = UDim2.new(0.717809081, 0, 0.0445344113, 0)
Executor.Size = UDim2.new(0, 111, 0, 139)
Executor.Font = Enum.Font.Gotham
Executor.Text = "Executor"
Executor.TextColor3 = Color3.fromRGB(0, 0, 0)
Executor.TextSize = 25.000
Executor.TextWrapped = true
```

```
TextLabel.Parent = main
TextLabel.BackgroundColor3 = Color3.fromRGB(255, 255, 255)
TextLabel.BackgroundTransparency = 1.000
TextLabel.BorderColor3 = Color3.fromRGB(0, 0, 0)
TextLabel.BorderSizePixel = 0
TextLabel.Position = UDim2.new(0.381778747, 0, 0.607287467, 0)
TextLabel.Size = UDim2.new(0, 285, 0, 97)
TextLabel.Font = Enum.Font.Gotham
TextLabel.Text = "FE Bypass made by YourLocalC00lkid"
TextLabel.TextColor3 = Color3.fromRGB(0, 0, 0)
TextLabel.TextSize = 30.000
TextLabel.TextWrapped = true
```

```
Startup.Name = "Startup"
Startup.Parent = febypass
Startup.BackgroundColor3 = Color3.fromRGB(0, 0, 0)
Startup.BackgroundTransparency = 1.000
Startup.BorderColor3 = Color3.fromRGB(0, 0, 0)
Startup.BorderSizePixel = 0
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Startup.Size = UDim2.new(0, 1915, 0, 930)
Startup.Visible = false

ImageLabel.Parent = Startup
ImageLabel.BackgroundColor3 = Color3.fromRGB(255, 255, 255)
ImageLabel.BackgroundTransparency = 1.000
ImageLabel.BorderColor3 = Color3.fromRGB(0, 0, 0)
ImageLabel.BorderSizePixel = 0
ImageLabel.Position = UDim2.new(0.242483005, 0, 0.190859482, 0)
ImageLabel.Size = UDim2.new(0, 988, 0, 576)
ImageLabel.Image = "http://www.roblox.com/asset/?id=13983709155"
ImageLabel.ImageTransparency = 1.000

scripts.Name = "scripts"
scripts.Parent = febypass
scripts.BackgroundColor3 = Color3.fromRGB(0, 0, 0)
scripts.BorderColor3 = Color3.fromRGB(0, 0, 0)
scripts.BorderSizePixel = 0
scripts.Position = UDim2.new(0.558078647, 0, 0.374556422, 0)
scripts.Size = UDim2.new(0, 382, 0, 285)
scripts.Visible = false

ScrollingFrame.Parent = scripts
ScrollingFrame.Active = true
ScrollingFrame.BackgroundColor3 = Color3.fromRGB(255, 255, 255)
ScrollingFrame.BorderColor3 = Color3.fromRGB(0, 0, 0)
ScrollingFrame.BorderSizePixel = 0
ScrollingFrame.Position = UDim2.new(0.0523560196, 0, 0.0771929845, 0)
ScrollingFrame.Size = UDim2.new(0, 341, 0, 240)

_4nn1.Name = "4nn1"
_4nn1.Parent = ScrollingFrame
_4nn1.BackgroundColor3 = Color3.fromRGB(0, 0, 0)
_4nn1.BorderColor3 = Color3.fromRGB(0, 0, 0)
_4nn1.BorderSizePixel = 0
_4nn1.Size = UDim2.new(0, 341, 0, 41)
_4nn1.ZIndex = 2
_4nn1.Font = Enum.Font.Gotham
_4nn1.Text = "require(9sxf7TVz)('username') -- 4nn1 GUI"
_4nn1.TextColor3 = Color3.fromRGB(255, 255, 255)
_4nn1.TextSize = 15.000

UICollectionLayout.Parent = ScrollingFrame
UICollectionLayout.SortOrder = Enum.SortOrder.LayoutOrder

c00lgui.Name = "c00lgui"
c00lgui.Parent = ScrollingFrame
c00lgui.BackgroundColor3 = Color3.fromRGB(0, 0, 0)
c00lgui.BorderColor3 = Color3.fromRGB(0, 0, 0)
c00lgui.BorderSizePixel = 0
c00lgui.Size = UDim2.new(0, 341, 0, 41)
c00lgui.ZIndex = 2
c00lgui.Font = Enum.Font.Gotham
c00lgui.Text = "require(6032524768).Eagle('username') -- c00lgui"
c00lgui.TextColor3 = Color3.fromRGB(255, 255, 255)
c00lgui.TextSize = 12.000

IYAdmin.Name = "IY Admin"
IYAdmin.Parent = ScrollingFrame

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IYAdmin.BackgroundColor3 = Color3.fromRGB(0, 0, 0)
IYAdmin.BorderColor3 = Color3.fromRGB(0, 0, 0)
IYAdmin.BorderSizePixel = 0
IYAdmin.Size = UDim2.new(0, 341, 0, 41)
IYAdmin.ZIndex = 2
IYAdmin.Font = Enum.Font.Gotham
IYAdmin.Text = "require(7624679472)('username') -- IY Admin"
IYAdmin.TextColor3 = Color3.fromRGB(255, 255, 255)
IYAdmin.TextSize = 14.000

k00pgui.Name = "k00pgui"
k00pgui.Parent = ScrollingFrame
k00pgui.BackgroundColor3 = Color3.fromRGB(0, 0, 0)
k00pgui.BorderColor3 = Color3.fromRGB(0, 0, 0)
k00pgui.BorderSizePixel = 0
k00pgui.Size = UDim2.new(0, 341, 0, 41)
k00pgui.ZIndex = 2
k00pgui.Font = Enum.Font.Gotham
k00pgui.Text = "require(0436277224).V8SKID0('username') -- k00pgui"
k00pgui.TextColor3 = Color3.fromRGB(255, 255, 255)
k00pgui.TextSize = 11.000

k00pguipass.Name = "k00pgui pass"
k00pguipass.Parent = ScrollingFrame
k00pguipass.BackgroundColor3 = Color3.fromRGB(0, 0, 0)
k00pguipass.BorderColor3 = Color3.fromRGB(0, 0, 0)
k00pguipass.BorderSizePixel = 0
k00pguipass.Size = UDim2.new(0, 341, 0, 41)
k00pguipass.ZIndex = 2
k00pguipass.Font = Enum.Font.Gotham
k00pguipass.Text = "k00pgui password : k00pkidd"
k00pguipass.TextColor3 = Color3.fromRGB(255, 255, 255)
k00pguipass.TextSize = 12.000

roexploit.Name = "roexploit"
roexploit.Parent = ScrollingFrame
roexploit.BackgroundColor3 = Color3.fromRGB(0, 0, 0)
roexploit.BorderColor3 = Color3.fromRGB(0, 0, 0)
roexploit.BorderSizePixel = 0
roexploit.Size = UDim2.new(0, 341, 0, 41)
roexploit.ZIndex = 2
roexploit.Font = Enum.Font.Gotham
roexploit.Text = "require(4159766103).load('username') -- Ro-Xploit 6.0"
roexploit.TextColor3 = Color3.fromRGB(255, 255, 255)
roexploit.TextSize = 11.000

mml.Name = "mml"
mml.Parent = ScrollingFrame
mml.BackgroundColor3 = Color3.fromRGB(0, 0, 0)
mml.BorderColor3 = Color3.fromRGB(0, 0, 0)
mml.BorderSizePixel = 0
mml.Size = UDim2.new(0, 341, 0, 41)
mml.ZIndex = 2
mml.Font = Enum.Font.Gotham
mml.Text = "require(4159766103).load('username') -- MML Admin"
mml.TextColor3 = Color3.fromRGB(255, 255, 255)
mml.TextSize = 12.000

exit.Name = "exit"

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```
exit.Parent = scripts
exit.BackgroundColor3 = Color3.fromRGB(255, 255, 255)
exit.BorderColor3 = Color3.fromRGB(0, 0, 0)
exit.BorderSizePixel = 0
exit.Position = UDim2.new(0.973822176, 0, -0.00278620142, 0)
exit.Size = UDim2.new(0, 10, 0, 14)
exit.Font = Enum.Font.Gotham
exit.Text = "X"
exit.TextColor3 = Color3.fromRGB(0, 0, 0)
exit.TextSize = 10.000

executor.Name = "executor"
executor.Parent = febypass
executor.BackgroundColor3 = Color3.fromRGB(53, 53, 53)
executor.BorderColor3 = Color3.fromRGB(255, 255, 255)
executor.Position = UDim2.new(0.0190408826, 0, 0.314197153, 0)
executor.Size = UDim2.new(0, 526, 0, 258)
executor.Visible = false

TextLabel_2.Parent = executor
TextLabel_2.BackgroundColor3 = Color3.fromRGB(53, 53, 53)
TextLabel_2.BorderColor3 = Color3.fromRGB(0, 0, 0)
TextLabel_2.BorderSizePixel = 0
TextLabel_2.Position = UDim2.new(0.250950575, 0, 0, 0)
TextLabel_2.Size = UDim2.new(0, 237, 0, 31)
TextLabel_2.Font = Enum.Font.SourceSans
TextLabel_2.Text = "Executor"
TextLabel_2.TextColor3 = Color3.fromRGB(255, 255, 255)
TextLabel_2.TextScaled = true
TextLabel_2.TextSize = 13.000
TextLabel_2.TextWrapped = true
TextLabel_2.TextYAlignment = Enum.TextYAlignment.Top

size.Name = "size"
size.Parent = executor
size.Active = true
size.BackgroundColor3 = Color3.fromRGB(255, 255, 255)
size.BorderSizePixel = 0
size.Position = UDim2.new(0.00708738808, 0, 0.122131824, 0)
size.Size = UDim2.new(0, 444, 0, 190)
size.BottomImage = "rbxassetid://148970562"
size.CanvasSize = UDim2.new(10, 0, 6, 0)
size.MidImage = "rbxassetid://148970562"
size.ScrollBarThickness = 3
size.TopImage = "rbxassetid://148970562"

UICorner.CornerRadius = UDim.new(0, 4)
UICorner.Parent = size

Lines.Name = "Lines"
Lines.Parent = size
Lines.BackgroundColor3 = Color3.fromRGB(53, 53, 53)
Lines.BorderSizePixel = 0
Lines.Size = UDim2.new(0, 24, 0, 1899)
Lines.Font = Enum.Font.Code
Lines.Text = "1"
Lines.TextColor3 = Color3.fromRGB(255, 255, 255)
Lines.TextSize = 14.000
Lines.TextWrapped = true
```

```
Lines.TextXAlignment = Enum.TextXAlignment.Right
Lines.TextYAlignment = Enum.TextYAlignment.Top

CMDBox.Name = "CMDBox"
CMDBox.Parent = size
CMDBox.BackgroundColor3 = Color3.fromRGB(33, 33, 33)
CMDBox.BackgroundTransparency = 1.000
CMDBox.Position = UDim2.new(0.00885447953, -21, -7.4505806e-09, 0)
CMDBox.Size = UDim2.new(0, 4760, 0, 1868)
CMDBox.ClearTextOnFocus = false
CMDBox.Font = Enum.Font.Code
CMDBox.MultiLine = true
CMDBox.PlaceholderColor3 = Color3.fromRGB(118, 118, 118)
CMDBox.PlaceholderText = "-- best exploit better than ronaldo christiano 7"
CMDBox.Text = ""
CMDBox.TextColor3 = Color3.fromRGB(0, 0, 0)
CMDBox.TextSize = 14.000
CMDBox.TextWrapped = true
CMDBox.TextXAlignment = Enum.TextXAlignment.Left
CMDBox.TextYAlignment = Enum.TextYAlignment.Top

Tokens_.Name = "Tokens_"
Tokens_.Parent = CMDBox
Tokens_.BackgroundColor3 = Color3.fromRGB(255, 255, 255)
Tokens_.BackgroundTransparency = 1.000
Tokens_.Size = UDim2.new(1, 0, 1, 0)
Tokens_.ZIndex = 5
Tokens_.Font = Enum.Font.Code
Tokens_.Text = ""
Tokens_.TextColor3 = Color3.fromRGB(165, 56, 255)
Tokens_.TextSize = 14.000
Tokens_.TextWrapped = true
Tokens_.TextXAlignment = Enum.TextXAlignment.Left
Tokens_.TextYAlignment = Enum.TextYAlignment.Top

Strings_.Name = "Strings_"
Strings_.Parent = CMDBox
Strings_.BackgroundColor3 = Color3.fromRGB(255, 255, 255)
Strings_.BackgroundTransparency = 1.000
Strings_.Size = UDim2.new(1, 0, 1, 0)
Strings_.ZIndex = 5
Strings_.Font = Enum.Font.Code
Strings_.Text = ""
Strings_.TextColor3 = Color3.fromRGB(173, 241, 149)
Strings_.TextSize = 14.000
Strings_.TextWrapped = true
Strings_.TextXAlignment = Enum.TextXAlignment.Left
Strings_.TextYAlignment = Enum.TextYAlignment.Top

RemoteHighlight_.Name = "RemoteHighlight_"
RemoteHighlight_.Parent = CMDBox
RemoteHighlight_.BackgroundColor3 = Color3.fromRGB(255, 255, 255)
RemoteHighlight_.BackgroundTransparency = 1.000
RemoteHighlight_.Size = UDim2.new(1, 0, 1, 0)
RemoteHighlight_.ZIndex = 5
RemoteHighlight_.Font = Enum.Font.Code
RemoteHighlight_.Text = ""
RemoteHighlight_.TextColor3 = Color3.fromRGB(0, 144, 255)
RemoteHighlight_.TextSize = 14.000
```

```
RemoteHighlight_.TextWrapped = true
RemoteHighlight_.TextXAlignment = Enum.TextXAlignment.Left
RemoteHighlight_.TextYAlignment = Enum.TextYAlignment.Top
```

```
Numbers_.Name = "Numbers_"
Numbers_.Parent = CMDBox
Numbers_.BackgroundColor3 = Color3.fromRGB(255, 255, 255)
Numbers_.BackgroundTransparency = 1.000
Numbers_.Size = UDim2.new(1, 0, 1, 0)
Numbers_.ZIndex = 4
Numbers_.Font = Enum.Font.Code
Numbers_.Text = ""
Numbers_.TextColor3 = Color3.fromRGB(255, 198, 0)
Numbers_.TextSize = 14.000
Numbers_.TextWrapped = true
Numbers_.TextXAlignment = Enum.TextXAlignment.Left
Numbers_.TextYAlignment = Enum.TextYAlignment.Top
```

```
Keywords_.Name = "Keywords_"
Keywords_.Parent = CMDBox
Keywords_.BackgroundColor3 = Color3.fromRGB(255, 255, 255)
Keywords_.BackgroundTransparency = 1.000
Keywords_.Size = UDim2.new(1, 0, 1, 0)
Keywords_.ZIndex = 5
Keywords_.Font = Enum.Font.Code
Keywords_.Text = ""
Keywords_.TextColor3 = Color3.fromRGB(248, 0, 4)
Keywords_.TextSize = 14.000
Keywords_.TextWrapped = true
Keywords_.TextXAlignment = Enum.TextXAlignment.Left
Keywords_.TextYAlignment = Enum.TextYAlignment.Top
```

```
Globals_.Name = "Globals_"
Globals_.Parent = CMDBox
Globals_.BackgroundColor3 = Color3.fromRGB(255, 255, 255)
Globals_.BackgroundTransparency = 1.000
Globals_.Size = UDim2.new(1, 0, 1, 0)
Globals_.ZIndex = 5
Globals_.Font = Enum.Font.Code
Globals_.Text = ""
Globals_.TextColor3 = Color3.fromRGB(132, 214, 247)
Globals_.TextSize = 14.000
Globals_.TextWrapped = true
Globals_.TextXAlignment = Enum.TextXAlignment.Left
Globals_.TextYAlignment = Enum.TextYAlignment.Top
```

```
Comments_.Name = "Comments_"
Comments_.Parent = CMDBox
Comments_.BackgroundColor3 = Color3.fromRGB(255, 255, 255)
Comments_.BackgroundTransparency = 1.000
Comments_.Size = UDim2.new(1, 0, 1, 0)
Comments_.ZIndex = 5
Comments_.Font = Enum.Font.Code
Comments_.Text = ""
Comments_.TextColor3 = Color3.fromRGB(59, 200, 59)
Comments_.TextSize = 14.000
Comments_.TextWrapped = true
Comments_.TextXAlignment = Enum.TextXAlignment.Left
Comments_.TextYAlignment = Enum.TextYAlignment.Top
```

```
Execute.Name = "Execute"
Execute.Parent = executor
Execute.BackgroundColor3 = Color3.fromRGB(255, 255, 255)
Execute.BorderColor3 = Color3.fromRGB(0, 0, 0)
Execute.BorderSizePixel = 0
Execute.Position = UDim2.new(0.00570342224, 0, 0.875968993, 2)
Execute.Size = UDim2.new(0, 142, 0, 26)
Execute.Font = Enum.Font.SourceSans
Execute.Text = "Execute"
Execute.TextColor3 = Color3.fromRGB(0, 0, 0)
Execute.TextScaled = true
Execute.TextSize = 14.000
Execute.TextWrapped = true
```

```
Clear.Name = "Clear"
Clear.Parent = executor
Clear.BackgroundColor3 = Color3.fromRGB(255, 255, 255)
Clear.BorderColor3 = Color3.fromRGB(0, 0, 0)
Clear.BorderSizePixel = 0
Clear.Position = UDim2.new(0.292775661, 0, 0.875968993, 2)
Clear.Size = UDim2.new(0, 142, 0, 26)
Clear.Font = Enum.Font.SourceSans
Clear.Text = "Clear"
Clear.TextColor3 = Color3.fromRGB(0, 0, 0)
Clear.TextScaled = true
Clear.TextSize = 14.000
Clear.TextWrapped = true
```

```
Respawn.Name = "Respawn"
Respawn.Parent = executor
Respawn.BackgroundColor3 = Color3.fromRGB(255, 255, 255)
Respawn.BorderColor3 = Color3.fromRGB(0, 0, 0)
Respawn.BorderSizePixel = 0
Respawn.Position = UDim2.new(0.579847872, 0, 0.875968993, 2)
Respawn.Size = UDim2.new(0, 142, 0, 26)
Respawn.Font = Enum.Font.SourceSans
Respawn.Text = "Respawn"
Respawn.TextColor3 = Color3.fromRGB(0, 0, 0)
Respawn.TextScaled = true
Respawn.TextSize = 14.000
Respawn.TextWrapped = true
```

```
R6.Name = "R6"
R6.Parent = executor
R6.BackgroundColor3 = Color3.fromRGB(255, 255, 255)
R6.BorderColor3 = Color3.fromRGB(0, 0, 0)
R6.BorderSizePixel = 0
R6.Position = UDim2.new(0.865018964, 0, 0.875968993, 2)
R6.Size = UDim2.new(0, 68, 0, 26)
R6.Font = Enum.Font.SourceSans
R6.Text = "R6"
R6.TextColor3 = Color3.fromRGB(0, 0, 0)
R6.TextScaled = true
R6.TextSize = 14.000
R6.TextWrapped = true
```

```
sidebar.Name = "sidebar"
sidebar.Parent = executor
```



```
sidebar.Active = true
sidebar.BackgroundColor3 = Color3.fromRGB(255, 255, 255)
sidebar.BorderColor3 = Color3.fromRGB(0, 0, 0)
sidebar.BorderSizePixel = 0
sidebar.Position = UDim2.new(0.865018964, 0, 0.120155036, 0)
sidebar.Size = UDim2.new(0, 68, 0, 192)
sidebar.BottomImage = "rbxassetid://148970562"
sidebar.CanvasSize = UDim2.new(0, 0, 6, 0)
sidebar.MidImage = "rbxassetid://148970562"
sidebar.ScrollBarThickness = 3

close.Name = "close"
close.Parent = executor
close.BackgroundColor3 = Color3.fromRGB(115, 115, 115)
close.BorderColor3 = Color3.fromRGB(0, 0, 0)
close.BorderSizePixel = 0
close.Position = UDim2.new(0.961977184, 0, -0.00775193796, 2)
close.Size = UDim2.new(0, 20, 0, 20)
close.Font = Enum.Font.SourceSans
close.Text = "X"
close.TextColor3 = Color3.fromRGB(255, 255, 255)
close.TextScaled = true
close.TextSize = 14.000
close.TextWrapped = true

minimize.Name = "minimize"
minimize.Parent = executor
minimize.BackgroundColor3 = Color3.fromRGB(115, 115, 115)
minimize.BorderColor3 = Color3.fromRGB(0, 0, 0)
minimize.BorderSizePixel = 0
minimize.Position = UDim2.new(0.923954368, 0, -0.00775193796, 2)
minimize.Size = UDim2.new(0, 20, 0, 20)
minimize.Font = Enum.Font.SourceSans
minimize.Text = "-"
minimize.TextColor3 = Color3.fromRGB(255, 255, 255)
minimize.TextScaled = true
minimize.TextSize = 14.000
minimize.TextWrapped = true

oldexecutor.Name = "old executor"
oldexecutor.Parent = febypass
oldexecutor.BackgroundColor3 = Color3.fromRGB(0, 0, 0)
oldexecutor.BorderColor3 = Color3.fromRGB(0, 0, 0)
oldexecutor.BorderSizePixel = 0
oldexecutor.Position = UDim2.new(0.625851631, 0, 0.316864103, 0)
oldexecutor.Size = UDim2.new(0, 382, 0, 285)
oldexecutor.Visible = false

TextBox.Parent = oldexecutor
TextBox.BackgroundColor3 = Color3.fromRGB(255, 255, 255)
TextBox.BorderColor3 = Color3.fromRGB(0, 0, 0)
TextBox.BorderSizePixel = 0
TextBox.Position = UDim2.new(0.0235603694, 0, 0.0479001589, 0)
TextBox.Size = UDim2.new(0, 363, 0, 217)
TextBox.Font = Enum.Font.SourceSans
TextBox.Text = ""
TextBox.TextColor3 = Color3.fromRGB(0, 0, 0)
TextBox.TextSize = 14.000
TextBox.TextXAlignment = Enum.TextXAlignment.Left
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```
TextBox.TextYAlignment = Enum.TextYAlignment.Top
```

```
exe.Name = "exe"  
exe.Parent = oldexecutor  
exe.BackgroundColor3 = Color3.fromRGB(255, 255, 255)  
exe.BorderColor3 = Color3.fromRGB(0, 0, 0)  
exe.BorderSizePixel = 0  
exe.Position = UDim2.new(0, 0, 0.84984535, 0)  
exe.Size = UDim2.new(0, 183, 0, 46)  
exe.Font = Enum.Font.Gotham  
exe.Text = "execute"  
exe.TextColor3 = Color3.fromRGB(0, 0, 0)  
exe.TextSize = 40.000
```

```
clr.Name = "clr"  
clr.Parent = oldexecutor  
clr.BackgroundColor3 = Color3.fromRGB(255, 255, 255)  
clr.BorderColor3 = Color3.fromRGB(0, 0, 0)  
clr.BorderSizePixel = 0  
clr.Position = UDim2.new(0.520942569, 0, 0.84984535, 0)  
clr.Size = UDim2.new(0, 183, 0, 46)  
clr.Font = Enum.Font.Gotham  
clr.Text = "clear"  
clr.TextColor3 = Color3.fromRGB(0, 0, 0)  
clr.TextSize = 40.000
```

```
exit_2.Name = "exit"  
exit_2.Parent = oldexecutor  
exit_2.BackgroundColor3 = Color3.fromRGB(255, 255, 255)  
exit_2.BorderColor3 = Color3.fromRGB(0, 0, 0)  
exit_2.BorderSizePixel = 0  
exit_2.Position = UDim2.new(0.973822176, 0, -0.00278620142, 0)  
exit_2.Size = UDim2.new(0, 10, 0, 14)  
exit_2.Font = Enum.Font.Gotham  
exit_2.Text = "X"  
exit_2.TextColor3 = Color3.fromRGB(0, 0, 0)  
exit_2.TextSize = 10.000
```

```
-- Scripts:
```

```
local function EYBRV_fake_script() -- Inject.LocalScript  
    local script = Instance.new('LocalScript', Inject)  
  
    local injected = false  
  
    script.Parent.MouseButton1Click:Connect(function()  
        if injected == false then  
            local message = Instance.new("Message")  
            message.Parent = workspace  
            message.Text = "FEBYPASS SKID LOADING..."  
            wait(4)  
            message.Text = "FEBYPASS SKID LOADED DESTROY THE GAME!"  
            wait(2)  
            message:Destroy()  
            injected = true  
        elseif injected == true then  
            local message = Instance.new("Message")  
            message.Parent = workspace  
            message.Text = "Already loaded!"  
        end  
    end)
```

```

        wait(1)
        message:Destroy()
    end
end)
end
coroutine.wrap(EYBRV_fake_script)()
local function DWQQH_fake_script() -- Scripts.LocalScript
    local script = Instance.new('LocalScript', Scripts)

    script.Parent.MouseButton1Click:Connect(function()
        script.Parent.Parent.Parent.scripts.Visible = true
    end)
end
coroutine.wrap(DWQQH_fake_script)()
local function QPQOTFN_fake_script() -- Executor.LocalScript
    local script = Instance.new('LocalScript', Executor)

    local bypassed = false

    script.Parent.Parent.Inject.MouseButton1Click:Connect(function()
        wait(4)
        bypassed = true
    end)

    script.Parent.MouseButton1Click:Connect(function()
        if bypassed == true then
            script.Parent.Parent.Parent.executor.Visible = true
        elseif bypassed == false then
            local message = Instance.new("Message")
            message.Parent = workspace
            message.Text = "HAVENT LOADED FEBYASS SKID"
            wait(1)
            message:Destroy()
        end
    end)
end
coroutine.wrap(QPQOTFN_fake_script)()
local function OMYK_fake_script() -- main.Smooth GUI Dragging
    local script = Instance.new('LocalScript', main)

    local UserInputService = game:GetService("UserInputService")
    local runService = (game:GetService("RunService"));

    local gui = script.Parent

    local dragging
    local dragInput
    local dragStart
    local startPos

    function Lerp(a, b, m)
        return a + (b - a) * m
    end;

    local lastMousePos
    local lastGoalPos
    local DRAG_SPEED = (8); -- // The speed of the UI darg.
    function Update(dt)
        if not (startPos) then return end;

```

```

        if not (dragging) and (lastGoalPos) then
            gui.Position = UDim2.new(startPos.X.Scale,
Lerp(gui.Position.X.Offset, lastGoalPos.X.Offset, dt * DRAG_SPEED),
startPos.Y.Scale, Lerp(gui.Position.Y.Offset, lastGoalPos.Y.Offset, dt *
DRAG_SPEED))
            return
        end;

        local delta = (lastMousePos - UserInputService:GetMouseLocation())
        local xGoal = (startPos.X.Offset - delta.X);
        local yGoal = (startPos.Y.Offset - delta.Y);
        lastGoalPos = UDim2.new(startPos.X.Scale, xGoal, startPos.Y.Scale,
yGoal)
        gui.Position = UDim2.new(startPos.X.Scale, Lerp(gui.Position.X.Offset,
xGoal, dt * DRAG_SPEED), startPos.Y.Scale, Lerp(gui.Position.Y.Offset, yGoal, dt *
DRAG_SPEED))
        end;

        gui.InputBegan:Connect(function(input)
            if input.UserInputType == Enum.UserInputType.MouseButton1 or
input.UserInputType == Enum.UserInputType.Touch then
                dragging = true
                dragStart = input.Position
                startPos = gui.Position
                lastMousePos = UserInputService:GetMouseLocation()

                input.Changed:Connect(function()
                    if input.UserInputState == Enum.UserInputState.End then
                        dragging = false
                    end
                end)
            end
        end)

        gui.InputChanged:Connect(function(input)
            if input.UserInputType == Enum.UserInputType.MouseMovement or
input.UserInputType == Enum.UserInputType.Touch then
                dragInput = input
            end
        end)

        runService.Heartbeat:Connect(Update)
    end
    coroutine.wrap(OMYK_fake_script)()
    local function AINEOYK_fake_script() -- Startup.LocalScript
        local script = Instance.new('LocalScript', Startup)

        script.Parent.BackgroundTransparency = 1
        script.Parent.ImageLabel.ImageTransparency = 1
        wait()
        script.Parent.BackgroundTransparency = 0.9
        script.Parent.ImageLabel.ImageTransparency = 0.9
        wait()
        script.Parent.BackgroundTransparency = 0.8
        script.Parent.ImageLabel.ImageTransparency = 0.8
        wait()
        script.Parent.BackgroundTransparency = 0.7
        script.Parent.ImageLabel.ImageTransparency = 0.7
        wait()
    end
end

```

```

script.Parent.BackgroundTransparency = 0.6
script.Parent.ImageLabel.ImageTransparency = 0.6
wait()
script.Parent.BackgroundTransparency = 0.5
script.Parent.ImageLabel.ImageTransparency = 0.5
wait()
script.Parent.BackgroundTransparency = 0.4
script.Parent.ImageLabel.ImageTransparency = 0.4
wait()
script.Parent.BackgroundTransparency = 0.3
script.Parent.ImageLabel.ImageTransparency = 0.3
wait()
script.Parent.BackgroundTransparency = 0.2
script.Parent.ImageLabel.ImageTransparency = 0.2
wait()
script.Parent.BackgroundTransparency = 0.1
script.Parent.ImageLabel.ImageTransparency = 0.1
wait()
script.Parent.BackgroundTransparency = 0
script.Parent.ImageLabel.ImageTransparency = 0
wait(5)
script.Parent.BackgroundTransparency = 0.1
script.Parent.ImageLabel.ImageTransparency = 0.1
wait()
script.Parent.BackgroundTransparency = 0.2
script.Parent.ImageLabel.ImageTransparency = 0.2
wait()
script.Parent.BackgroundTransparency = 0.3
script.Parent.ImageLabel.ImageTransparency = 0.3
wait()
script.Parent.BackgroundTransparency = 0.4
script.Parent.ImageLabel.ImageTransparency = 0.4
wait()
script.Parent.BackgroundTransparency = 0.5
script.Parent.ImageLabel.ImageTransparency = 0.5
wait()
script.Parent.BackgroundTransparency = 0.6
script.Parent.ImageLabel.ImageTransparency = 0.6
wait()
script.Parent.BackgroundTransparency = 0.7
script.Parent.ImageLabel.ImageTransparency = 0.7
wait()
script.Parent.BackgroundTransparency = 0.8
script.Parent.ImageLabel.ImageTransparency = 0.8
wait()
script.Parent.BackgroundTransparency = 0.9
script.Parent.ImageLabel.ImageTransparency = 0.9
wait()
script.Parent.BackgroundTransparency = 1
script.Parent.ImageLabel.ImageTransparency = 1
wait()
end
coroutine.wrap(AINEOYK_fake_script)()
local function KFOAPR_fake_script() -- scripts.Smooth GUI Dragging
    local script = Instance.new('LocalScript', scripts)

    local UserInputService = game:GetService("UserInputService")
    local runService = (game:GetService("RunService"));

```

```

local gui = script.Parent

local dragging
local dragInput
local dragStart
local startPos

function Lerp(a, b, m)
    return a + (b - a) * m
end;

local lastMousePos
local lastGoalPos
local DRAG_SPEED = (8); -- // The speed of the UI darg.
function Update(dt)
    if not (startPos) then return end;
    if not (dragging) and (lastGoalPos) then
        gui.Position = UDim2.new(startPos.X.Scale,
Lerp(gui.Position.X.Offset, lastGoalPos.X.Offset, dt * DRAG_SPEED),
startPos.Y.Scale, Lerp(gui.Position.Y.Offset, lastGoalPos.Y.Offset, dt *
DRAG_SPEED))
        return
    end;

    local delta = (lastMousePos - UserInputService:GetMouseLocation())
    local xGoal = (startPos.X.Offset - delta.X);
    local yGoal = (startPos.Y.Offset - delta.Y);
    lastGoalPos = UDim2.new(startPos.X.Scale, xGoal, startPos.Y.Scale,
yGoal)
    gui.Position = UDim2.new(startPos.X.Scale, Lerp(gui.Position.X.Offset,
xGoal, dt * DRAG_SPEED), startPos.Y.Scale, Lerp(gui.Position.Y.Offset, yGoal, dt *
DRAG_SPEED))
    end;

    gui.InputBegan:Connect(function(input)
        if input.UserInputType == Enum.UserInputType.MouseButton1 or
input.UserInputType == Enum.UserInputType.Touch then
            dragging = true
            dragStart = input.Position
            startPos = gui.Position
            lastMousePos = UserInputService:GetMouseLocation()

            input.Changed:Connect(function()
                if input.UserInputState == Enum.UserInputState.End then
                    dragging = false
                end
            end)
        end
    end)

    gui.InputChanged:Connect(function(input)
        if input.UserInputType == Enum.UserInputType.MouseMovement or
input.UserInputType == Enum.UserInputType.Touch then
            dragInput = input
        end
    end)

    runService.Heartbeat:Connect(Update)
end

```

```

coroutine.wrap(KFOAPR_fake_script)()
local function ENLQY_fake_script() -- _4nn1.LocalScript
    local script = Instance.new('LocalScript', _4nn1)

    script.Parent.MouseButton1Click:Connect(function()
        script.Parent.Parent.Parent.executor.size.CMDBox.Text =
"require(9sxf7TVz)('"..game.Players.LocalPlayer.Name.."')"
    end)
end
coroutine.wrap(ENLQY_fake_script)()
local function LBQG_fake_script() -- c00lgui.LocalScript
    local script = Instance.new('LocalScript', c00lgui)

    script.Parent.MouseButton1Click:Connect(function()
        script.Parent.Parent.Parent.executor.size.CMDBox.Text =
"require(6032524768).Eagle('"..game.Players.LocalPlayer.Name.."')"
    end)
end
coroutine.wrap(LBQG_fake_script)()
local function SARG_fake_script() -- IYAdmin.LocalScript
    local script = Instance.new('LocalScript', IYAdmin)

    script.Parent.MouseButton1Click:Connect(function()
        script.Parent.Parent.Parent.executor.size.CMDBox.Text =
"require(7624679472)('"..game.Players.LocalPlayer.Name.."')"
    end)
end
coroutine.wrap(SARG_fake_script)()
local function LHWE_fake_script() -- k00pgui.LocalScript
    local script = Instance.new('LocalScript', k00pgui)

    script.Parent.MouseButton1Click:Connect(function()
        script.Parent.Parent.Parent.executor.size.CMDBox.Text =
"require(0x31051dacc).v2FIXED('"..game.Players.LocalPlayer.Name.."')"
    end)
end
coroutine.wrap(LHWE_fake_script)()
local function UZZQTF_fake_script() -- roexploit.LocalScript
    local script = Instance.new('LocalScript', roexploit)

    script.Parent.MouseButton1Click:Connect(function()
        script.Parent.Parent.Parent.executor.size.CMDBox.Text =
"require(4159766103).load('"..game.Players.LocalPlayer.Name.."')"
    end)
end
coroutine.wrap(UZZQTF_fake_script)()
local function JYJLOMR_fake_script() -- mml.LocalScript
    local script = Instance.new('LocalScript', mml)

    script.Parent.MouseButton1Click:Connect(function()
        script.Parent.Parent.Parent.executor.size.CMDBox.Text =
"require(5051243290).mml('"..game.Players.LocalPlayer.Name.."')"
    end)
end
coroutine.wrap(JYJLOMR_fake_script)()
local function FTTAREU_fake_script() -- exit.LocalScript
    local script = Instance.new('LocalScript', exit)

    script.Parent.MouseButton1Click:Connect(function()

```

```

        script.Parent.Parent.Visible = false
    end)
end
coroutine.wrap(FTTAREU_fake_script)()
local function IGTPY_fake_script() -- Lines.stats
    local script = Instance.new('LocalScript', Lines)

    function updateStats()
        while true do
            local function getLines(str)
                local lin = 1
                str:gsub("\n", function()
                    lin = lin + 1
                end)

                return lin
            end
            local function getCharacter(str)
                local lin = 0
                str:gsub("", function()
                    lin = lin + 1
                end)

                return lin
            end
            while true do
                script.Parent.Text = "\
n"..getLines(script.Parent.Parent.CMDBox.Text)
                game.GetService("RunService").Stepped:Wait()
            end
        end
    end

    function Main()
        spawn(updateStats)
    end

    updateStats()
    Main()

end
coroutine.wrap(IGTPY_fake_script)()
local function LYANG_fake_script() -- size.Highlighting
    local script = Instance.new('LocalScript', size)

    local lua_keywords = {"and", "break", "do", "else", "elseif", "end", "false",
"for", "function", "goto", "if", "in", "local", "nil", "not", "or", "repeat",
"return", "then", "true", "until", "while"}
    local global_env = {"getrawmetatable", "game", "workspace", "script", "math",
"string", "table", "print", "wait", "BrickColor", "Color3", "next", "pairs",
"ipairs", "select", "unpack", "Instance", "Vector2", "Vector3", "CFrame", "Ray",
"UDim2", "Enum", "assert", "error", "warn", "tick", "loadstring", "_G", "shared",
"getfenv", "setfenv", "newproxy", "setmetatable", "getmetatable", "os", "debug",
"pcall", "ypcall", "xpcall", "rawequal", "rawset", "rawget", "tonumber",
"tostring", "type", "typeof", "_VERSION", "coroutine", "delay", "require", "spawn",
"LoadLibrary", "settings", "stats", "time", "UserSettings", "version", "Axes",
"ColorSequence", "Faces", "ColorSequenceKeypoint", "NumberRange", "NumberSequence",
"NumberSequenceKeypoint", "gcinfo", "elapsedTime", "collectgarbage",

```



```
"PhysicalProperties", "Rect", "Region3", "Region3int16", "UDim", "Vector2int16",  
"Vector3int16"}
```

```
local Source = script.Parent.CMDBox  
local Lines = Source.Parent.Lines  
  
local Highlight = function(string, keywords)  
    local K = {}  
    local S = string  
    local Token =  
        {  
            ["="] = true,  
            ["."] = true,  
            [","] = true,  
            ["("] = true,  
            [")"] = true,  
            ["["] = true,  
            ["]"] = true,  
            ["{"] = true,  
            ["}"] = true,  
            [":"] = true,  
            ["*"] = true,  
            ["/"] = true,  
            ["+"] = true,  
            ["-"] = true,  
            ["%"] = true,  
            [";"] = true,  
            ["~"] = true  
        }  
    for i, v in pairs(keywords) do  
        K[v] = true  
    end  
    S = S:gsub(".", function(c)  
        if Token[c] ~= nil then  
            return "\\32"  
        else  
            return c  
        end  
    end)  
    S = S:gsub("%S+", function(c)  
        if K[c] ~= nil then  
            return c  
        else  
            return (" "):rep(#c)  
        end  
    end)  
    return S  
end
```

```
local hTokens = function(string)  
    local Token =  
        {  
            ["="] = true,  
            ["."] = true,  
            [","] = true,  
            ["("] = true,  
            [")"] = true,  
            ["["] = true,  
            ["]"] = true,  
            ["{"] = true,  
            ["}"] = true,  
            [":"] = true,  
            ["*"] = true,  
            ["/"] = true,  
            ["+"] = true,  
            ["-"] = true,  
            ["%"] = true,  
            [";"] = true,  
            ["~"] = true  
        }  
    for i, v in pairs(hTokens.keywords) do  
        Token[v] = true  
    end  
    return function(string)  
        local S = string  
        S = S:gsub(".", function(c)  
            if Token[c] ~= nil then  
                return "\\32"  
            else  
                return c  
            end  
        end)  
        S = S:gsub("%S+", function(c)  
            if Token[c] ~= nil then  
                return c  
            else  
                return (" "):rep(#c)  
            end  
        end)  
        return S  
    end  
end
```

```

        [""] = true,
        ["{"] = true,
        ["}"] = true,
        [":"] = true,
        ["*"] = true,
        ["/"] = true,
        ["+"] = true,
        ["-"] = true,
        ["%"] = true,
        [";"] = true,
        ["~"] = true
    }
    local A = ""
    string.gsub(".", function(c)
        if Token[c] ~= nil then
            A = A .. c
        elseif c == "\n" then
            A = A .. "\n"
        elseif c == "\t" then
            A = A .. "\t"
        else
            A = A .. "\32"
        end
    end)

    return A
end

local strings = function(string)
    local highlight = ""
    local quote = false
    string.gsub(".", function(c)
        if quote == false and c == "\"" then
            quote = true
        elseif quote == true and c == "\"" then
            quote = false
        end
        if quote == false and c == "\"" then
            highlight = highlight .. "\""
        elseif c == "\n" then
            highlight = highlight .. "\n"
        elseif c == "\t" then
            highlight = highlight .. "\t"
        elseif quote == true then
            highlight = highlight .. c
        elseif quote == false then
            highlight = highlight .. "\32"
        end
    end)

    return highlight
end

local comments = function(string)
    local ret = ""
    string.gsub("[^\r\n]+", function(c)
        local comm = false
        local i = 0
    end)
end

```

```

        c:gsub(".", function(n)
            i = i + 1
            if c:sub(i, i + 1) == "--" then
                comm = true
            end
            if comm == true then
                ret = ret .. n
            else
                ret = ret .. "\32"
            end
        end)
        ret = ret
    end)

    return ret
end

local numbers = function(string)
    local A = ""
    string:gsub(".", function(c)
        if tonumber(c) ~= nil then
            A = A .. c
        elseif c == "\n" then
            A = A .. "\n"
        elseif c == "\t" then
            A = A .. "\t"
        else
            A = A .. "\32"
        end
    end)

    return A
end

local highlight_source = function(type)
    if type == "Text" then
        Source.Text = Source.Text:gsub("\13", "")
        Source.Text = Source.Text:gsub("\t", " ")
        local s = Source.Text
        Source.Keywords_.Text = Highlight(s, lua_keywords)
        Source.Globals_.Text = Highlight(s, global_env)
        Source.RemoteHighlight_.Text = Highlight(s, {"FireServer",
"fireServer", "InvokeServer", "invokeServer"})
        Source.Tokens_.Text = hTokens(s)
        Source.Numbers_.Text = numbers(s)
        Source.Strings_.Text = strings(s)
        local lin = 1
        s:gsub("\n", function()
            lin = lin + 1
        end)
        Lines.Text = ""
        for i = 1, lin do
            Lines.Text = Lines.Text .. i .. "\n"
        end
    end

end

highlight_source("Text")

```

```

        Source.Changed:Connect(highlight_source)
end
coroutine.wrap(LYANG_fake_script)()
local function YPLY_fake_script() -- Execute.LocalScript
    local script = Instance.new('LocalScript', Execute)

    script.Parent.MouseButton1Click:Connect(function()
        if script.Parent.Parent.size.CMDBox.Text ==
"require(6032524768).Eagle('"..game.Players.LocalPlayer.Name..")" then

            loadstring(game:HttpGet(('https://raw.githubusercontent.com/rusello25/
scripts/main/c00lgui%20reimagined'),true))()
            elseif script.Parent.Parent.size.CMDBox.Text == "require(9sxf7TVz)
('"..game.Players.LocalPlayer.Name..")" then

                loadstring(game:HttpGet(('https://pastebin.com/raw/9sxf7TVz'),true))()
                elseif script.Parent.Parent.size.CMDBox.Text == "require(7624679472)
('"..game.Players.LocalPlayer.Name..")" then

                    loadstring(game:HttpGet(('https://raw.githubusercontent.com/rusello25/
scripts/main/IY%20Admin'),true))()
                    elseif script.Parent.Parent.size.CMDBox.Text ==
"require(0x31051dacc).v2FIXED('"..game.Players.LocalPlayer.Name..")" then

                        loadstring(game:HttpGet(('https://raw.githubusercontent.com/rusello25/
scripts/main/k00pgui'),true))()
                        elseif script.Parent.Parent.size.CMDBox.Text ==
"require(4159766103).load('"..game.Players.LocalPlayer.Name..")" then

                            loadstring(game:HttpGet(('https://raw.githubusercontent.com/rusello25/
scripts/main/Ro-Xploit'),true))()
                            elseif script.Parent.Parent.size.CMDBox.Text ==
"require(5051243290).mml('"..game.Players.LocalPlayer.Name..")" then

                                loadstring(game:HttpGet(('https://raw.githubusercontent.com/rusello25/
scripts/main/mml%20admin'),true))()
                                end
                            end)
end
coroutine.wrap(YPLY_fake_script)()
local function FDXUXR_fake_script() -- Execute.LocalScript
    local script = Instance.new('LocalScript', Execute)

    script.Parent.MouseButton1Click:Connect(function()
        assert(loadstring(script.Parent.Parent.size.CMDBox.Text))()
    end)
end
coroutine.wrap(FDXUXR_fake_script)()
local function DORNZC_fake_script() -- Clear.LocalScript
    local script = Instance.new('LocalScript', Clear)

    script.Parent.MouseButton1Click:Connect(function()
        script.Parent.Parent.size.CMDBox.Text = "Cleared Text!"
        wait(1)
        script.Parent.Parent.size.CMDBox.Text = ""
    end)
end
coroutine.wrap(DORNZC_fake_script)()
local function QHSTX_fake_script() -- Respawn.LocalScript

```

```

        local script = Instance.new('LocalScript', Respawn)

        script.Parent.MouseButton1Click:connect(function()
            game.Players.LocalPlayer.Character:Destroy()
        end)
    end
    coroutine.wrap(QHSTX_fake_script)()
    local function MAGV_fake_script() -- R6.LocalScript
        local script = Instance.new('LocalScript', R6)

        script.Parent.MouseButton1Click:Connect(function()
            loadstring(game:HttpGet("https://raw.githubusercontent.com/rusello25/scripts/main/R6", true))()
        end)
    end
    coroutine.wrap(MAGV_fake_script)()
    local function RHPQ_fake_script() -- close.LocalScript
        local script = Instance.new('LocalScript', close)

        script.Parent.MouseButton1Click:Connect(function()
            script.Parent.Parent.Visible = true
        end)
    end
    coroutine.wrap(RHPQ_fake_script)()
    local function UFFYZ_fake_script() -- minimize.LocalScript
        local script = Instance.new('LocalScript', minimize)

        script.Parent.MouseButton1Click:Connect(function()
            script.Parent.Parent.Visible = false
        end)
    end
    coroutine.wrap(UFFYZ_fake_script)()
    local function ESLR_fake_script() -- executor.LocalScript
        local script = Instance.new('LocalScript', executor)

        local UIS = game:GetService("UserInputService")
        function dragify(Frame)
            dragToggle = nil
            local dragSpeed = 0.33
            dragInput = nil
            dragStart = nil
            local dragPos = nil
            function updateInput(input)
                local Delta = input.Position - dragStart
                local Position = UDim2.new(startPos.X.Scale, startPos.X.Offset + Delta.X, startPos.Y.Scale, startPos.Y.Offset + Delta.Y)
                game:GetService("TweenService"):Create(Frame, TweenInfo.new(0.25), {Position = Position}):Play()
            end
            Frame.InputBegan:Connect(function(input)
                if (input.UserInputType == Enum.UserInputType.MouseButton1 or input.UserInputType == Enum.UserInputType.Touch) and UIS:GetFocusedTextBox() == nil then
                    dragToggle = true
                    dragStart = input.Position
                    startPos = Frame.Position
                    input.Changed:Connect(function()
                        if input.UserInputState == Enum.UserInputState.End

```

```

                                dragToggle = false
                            end
                        end)
                    end
                end)
            Frame.InputChanged:Connect(function(input)
                if input.UserInputType == Enum.UserInputType.MouseMovement or
input.UserInputType == Enum.UserInputType.Touch then
                    dragInput = input
                end
            end)

            game.GetService("UserInputService").InputChanged:Connect(function(input)
                if input == dragInput and dragToggle then
                    updateInput(input)
                end
            end)
        end

        dragify(script.Parent)
    end
    coroutine.wrap(ESLR_fake_script)()
    local function IUOIY_fake_script() -- exe.LocalScript
        local script = Instance.new('LocalScript', exe)

        script.Parent.MouseButton1Click:Connect(function()
            if script.Parent.Parent.TextBox.Text ==
"require(6032524768).Eagle('"..game.Players.LocalPlayer.Name..")" then

                loadstring(game:HttpGet(('https://raw.githubusercontent.com/rusello25/
scripts/main/c00lgui%20reimagined'),true))()
                elseif script.Parent.Parent.TextBox.Text == "require(9sxf7TVz)
('"..game.Players.LocalPlayer.Name..")" then

                    loadstring(game:HttpGet(('https://pastebin.com/raw/9sxf7TVz'),true))()
                    elseif script.Parent.Parent.TextBox.Text == "require(7624679472)
('"..game.Players.LocalPlayer.Name..")" then

                        loadstring(game:HttpGet(('https://raw.githubusercontent.com/rusello25/
scripts/main/IY%20Admin'),true))()
                        elseif script.Parent.Parent.TextBox.Text ==
"require(0x31051dacc).v2FIXED('"..game.Players.LocalPlayer.Name..")" then

                            loadstring(game:HttpGet(('https://raw.githubusercontent.com/rusello25/
scripts/main/k00pgui'),true))()
                            elseif script.Parent.Parent.TextBox.Text ==
"require(4159766103).load('"..game.Players.LocalPlayer.Name..")" then

                                loadstring(game:HttpGet(('https://raw.githubusercontent.com/rusello25/
scripts/main/Ro-Xploit'),true))()
                                elseif script.Parent.Parent.TextBox.Text ==
"require(5051243290).mml('"..game.Players.LocalPlayer.Name..")" then

                                    loadstring(game:HttpGet(('https://raw.githubusercontent.com/rusello25/
scripts/main/mm%20admin'),true))()
                                    end
                                end)
                            end
                        end
                    end
                end)
            end
        end
    end
    coroutine.wrap(IUOIY_fake_script)()

```

```

local function FSJNU_fake_script() -- clr.LocalScript
    local script = Instance.new('LocalScript', clr)

    script.Parent.MouseButton1Click:Connect(function()
        script.Parent.Parent.TextBox.Text = ""
    end)
end
coroutine.wrap(FSJNU_fake_script)()
local function WAKMR_fake_script() -- oldexecutor.Smooth GUI Dragging
    local script = Instance.new('LocalScript', oldexecutor)

    local UserInputService = game:GetService("UserInputService")
    local runService = (game:GetService("RunService"));

    local gui = script.Parent

    local dragging
    local dragInput
    local dragStart
    local startPos

    function Lerp(a, b, m)
        return a + (b - a) * m
    end;

    local lastMousePos
    local lastGoalPos
    local DRAG_SPEED = (8); -- // The speed of the UI darg.
    function Update(dt)
        if not (startPos) then return end;
        if not (dragging) and (lastGoalPos) then
            gui.Position = UDim2.new(startPos.X.Scale,
Lerp(gui.Position.X.Offset, lastGoalPos.X.Offset, dt * DRAG_SPEED),
startPos.Y.Scale, Lerp(gui.Position.Y.Offset, lastGoalPos.Y.Offset, dt *
DRAG_SPEED))
            return
        end;

        local delta = (lastMousePos - UserInputService:GetMouseLocation())
        local xGoal = (startPos.X.Offset - delta.X);
        local yGoal = (startPos.Y.Offset - delta.Y);
        lastGoalPos = UDim2.new(startPos.X.Scale, xGoal, startPos.Y.Scale,
yGoal)
        gui.Position = UDim2.new(startPos.X.Scale, Lerp(gui.Position.X.Offset,
xGoal, dt * DRAG_SPEED), startPos.Y.Scale, Lerp(gui.Position.Y.Offset, yGoal, dt *
DRAG_SPEED))
    end;

    gui.InputBegan:Connect(function(input)
        if input.UserInputType == Enum.UserInputType.MouseButton1 or
input.UserInputType == Enum.UserInputType.Touch then
            dragging = true
            dragStart = input.Position
            startPos = gui.Position
            lastMousePos = UserInputService:GetMouseLocation()

            input.Changed:Connect(function()
                if input.UserInputState == Enum.UserInputState.End then
                    dragging = false

```

```

        end
    end)
end)

gui.InputChanged:Connect(function(input)
    if input.UserInputType == Enum.UserInputType.MouseMovement or
input.UserInputType == Enum.UserInputType.Touch then
        dragInput = input
    end
end)

runService.Heartbeat:Connect(Update)
end
coroutine.wrap(WAKMR_fake_script)()
local function COLYK_fake_script() -- exit_2.LocalScript
    local script = Instance.new('LocalScript', exit_2)

    script.Parent.MouseButton1Click:Connect(function()
        script.Parent.Parent.Visible = false
    end)
end
coroutine.wrap(COLYK_fake_script)()

```