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Subject: scripts.dll 2.1

Posted by [Blazea58](#) on Sat, 04 Dec 2004 13:20:46 GMT

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Im really curious about a gambling script for a map im working on right now.

What it would be is the player presses E to access the Slot machine, and you have given odds that will either take your 50 credits or give you a win, according to what its set at for the odds.

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