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Subject: Health

Posted by [ghost](#) on Sat, 17 Jun 2006 03:16:44 GMT

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I know this may sound funny, But i was looking for a script that would grant health to a character when you buy it. When you purchase the "nod cook" guy it only give you 100 health. But! when i adject it to 100 armor / 100 health and start the game its still at default.

Anyone know the script?

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