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Subject: scripts.dll 1.5.1/1.6

Posted by [Slash0x](#) on Tue, 06 Apr 2004 16:45:26 GMT

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Is there any way you can make a script that does the teleporting, but does it to random spots (let's just say 6 points).

What about a KOTH script? A script that has a scriptzone that if someone is in that area for a certain amount of time, it grants points and a sound for confirmation.

I'm just suggesting ideas.

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