Can you possibly look into a visible character in vehicle script? Make it so that the character uses a certain bone position. So like "havoc.sittingperch". Just an idea.   Random sound timer? Like if I wanted to play a screaming hawk sound in certain random intervals... I don't think there is one currently. (Not positive)Gravity Zone? So that if a character leaves the zone there is no gravity.I had a really good one, but now I can't remember... I'll mention it if I do.*Stretch   *If anyone has played TimeSplitters2 they'd know about all the game modes: FlameTag (Points for not being IT), Virus (Last person not IT), Data Uplink-type mode, Last-man standing type mode.*/Stretch   *