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Subject: Re: scripts.dll 3.0 WIP update

Posted by [danpaul88](#) on Fri, 15 Sep 2006 18:06:12 GMT

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indeed, which is another reason the kill console command would be better, as it would prevent the game ending in 1v1 if a player used !kill (although the decent bots such as BR / NR wont let you do this anyway, not sure about CS and others )

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