IDK a way to do it within scripts at once but I do know a work around.

(pseudo-real)

```
char *actionMainSave;
cmd = strtok_s((char *)message, " ", &actionMainSave);
map = strtok_s(NULL, "\r\n", &actionMainSave);

if(strcmp(cmd, "!setnextmap") == 0)
{
 Console_Input(StrFormat("mlistc %d %s", The_Game()->MapNumber + 1, map).c_str());
 Console_Input(StrFormat("msg Next map changed to: %s", map).c_str());
}
```

Then just gameover the current game