Player = game:GetService("Players").BRANNLAMAR2

Character = Player.Character

PlayerGui = Player.PlayerGui

Backpack = Player.Backpack

Torso = Character.Torso

Head = Character.Head

LeftArm = Character["Left Arm"]

LeftLeg = Character["Left Leg"]

RightArm = Character["Right Arm"]

RightLeg = Character["Right Leg"]

LS = Torso["Left Shoulder"]

LH = Torso["Left Hip"]

RS = Torso["Right Shoulder"]

RH = Torso["Right Hip"]

attack = false

attackdebounce = false

combo = 0

mana = 40000

necko=CFrame.new(0, 1, 0, -1, -0, -0, 0, 0, 1, 0, 1, 0)

comboing = false

--player

player = nil

--save shoulders

RSH, LSH = nil, nil

--welds

RW, LW = Instance.new("Weld"), Instance.new("Weld")

--what anim

anim = "none"

if Character:findFirstChild("Harute",true) ~= nil then

Character:findFirstChild("Harute",true).Parent = nil

end

if Player.PlayerGui:findFirstChild("manaGUI",true) ~= nil then

Player.PlayerGui:findFirstChild("manaGUI",true).Parent = nil

end

local modelzorz = Instance.new("Model")

modelzorz.Name = "Harute"

modelzorz.Parent = Character

local prt1 = Instance.new("Part")

prt1.formFactor = 1

prt1.Parent = modelzorz

prt1.CanCollide = false

prt1.BrickColor = BrickColor.new("Really red")

prt1.Name = "Part1"

prt1.Transparency = 0.4

prt1.Size = Vector3.new(1,1,1)

prt1.Position = Torso.Position

local prt2 = Instance.new("Part")

prt2.formFactor = 1

prt2.Parent = modelzorz

prt2.CanCollide = false

prt2.BrickColor = BrickColor.new("Really black")

prt2.Name = "Part2"

prt2.Transparency = 0.4

prt2.Size = Vector3.new(1,1,1)

prt2.Position = Torso.Position

local prt3 = Instance.new("Part")

prt3.formFactor = 1

prt3.Parent = modelzorz

prt3.CanCollide = false

prt3.BrickColor = BrickColor.new("Really red")

prt3.Name = "Part3"

prt3.Transparency = 0.4

prt3.Size = Vector3.new(1,1,1)

prt3.Position = Torso.Position

local prt4 = Instance.new("Part")

prt4.formFactor = 1

prt4.Parent = modelzorz

prt4.CanCollide = false

prt4.BrickColor = BrickColor.new("Really black")

prt4.Name = "Part4"

prt4.Transparency = 0.4

prt4.Size = Vector3.new(1,1,1)

prt4.Position = Torso.Position

local prt5 = Instance.new("Part")

prt5.formFactor = 1

prt5.Parent = modelzorz

prt5.CanCollide = false

prt5.BrickColor = BrickColor.new("Really red")

prt5.Name = "Part5"

prt5.Transparency = 0.4

prt5.Size = Vector3.new(1,1,1)

prt5.Position = Torso.Position

local prt6 = Instance.new("Part")

prt6.formFactor = 1

prt6.Parent = modelzorz

prt6.CanCollide = false

prt6.BrickColor = BrickColor.new("Really black")

prt6.Name = "Part6"

prt6.Transparency = 0.4

prt6.Size = Vector3.new(1,1,1)

prt6.Position = Torso.Position

local prt7 = Instance.new("Part")

prt7.formFactor = 1

prt7.Parent = modelzorz

prt7.CanCollide = false

prt7.BrickColor = BrickColor.new("Really red")

prt7.Name = "Part7"

prt7.Transparency = 0.4

prt7.Size = Vector3.new(1,1,1)

prt7.Position = Torso.Position

local prt8 = Instance.new("Part")

prt8.formFactor = 1

prt8.Parent = modelzorz

prt8.CanCollide = false

prt8.BrickColor = BrickColor.new("Really black")

prt8.Name = "Part8"

prt8.Transparency = 0.4

prt8.Size = Vector3.new(1,1,1)

prt8.Position = Torso.Position

local msh1 = Instance.new("BlockMesh")

msh1.Parent = prt1

msh1.Scale = Vector3.new(0.5,1,0.5)

local msh2 = Instance.new("BlockMesh")

msh2.Parent = prt2

msh2.Scale = Vector3.new(0.5,1,0.5)

local msh3 = Instance.new("BlockMesh")

msh3.Parent = prt3

msh3.Scale = Vector3.new(0.5,1,0.5)

local msh4 = Instance.new("BlockMesh")

msh4.Parent = prt4

msh4.Scale = Vector3.new(0.5,1,0.5)

local msh5 = Instance.new("BlockMesh")

msh5.Parent = prt5

msh5.Scale = Vector3.new(0.5,1,0.5)

local msh6 = Instance.new("BlockMesh")

msh6.Parent = prt6

msh6.Scale = Vector3.new(0.5,1,0.5)

local msh7 = Instance.new("BlockMesh")

msh7.Parent = prt7

msh7.Scale = Vector3.new(0.5,1,0.5)

local msh8 = Instance.new("BlockMesh")

msh8.Parent = prt8

msh8.Scale = Vector3.new(0.5,1,0.5)

local wld1 = Instance.new("Weld")

wld1.Parent = prt1

wld1.Part0 = prt1

wld1.Part1 = Torso

wld1.C0 = CFrame.new(0,1.6,-1) \* CFrame.fromEulerAnglesXYZ(0,0,0)

local wld2 = Instance.new("Weld")

wld2.Parent = prt2

wld2.Part0 = prt2

wld2.Part1 = Torso

wld2.C0 = CFrame.new(0,1.6,-1) \* CFrame.fromEulerAnglesXYZ(0,0,0.785)

local wld3 = Instance.new("Weld")

wld3.Parent = prt3

wld3.Part0 = prt3

wld3.Part1 = Torso

wld3.C0 = CFrame.new(0,1.6,-1) \* CFrame.fromEulerAnglesXYZ(0,0,1.57)

local wld4 = Instance.new("Weld")

wld4.Parent = prt4

wld4.Part0 = prt4

wld4.Part1 = Torso

wld4.C0 = CFrame.new(0,1.6,-1) \* CFrame.fromEulerAnglesXYZ(0,0,2.355)

local wld5 = Instance.new("Weld")

wld5.Parent = prt5

wld5.Part0 = prt5

wld5.Part1 = Torso

wld5.C0 = CFrame.new(0,1.6,-1) \* CFrame.fromEulerAnglesXYZ(0,0,3.14)

local wld6 = Instance.new("Weld")

wld6.Parent = prt6

wld6.Part0 = prt6

wld6.Part1 = Torso

wld6.C0 = CFrame.new(0,1.6,-1) \* CFrame.fromEulerAnglesXYZ(0,0,3.925)

local wld7 = Instance.new("Weld")

wld7.Parent = prt7

wld7.Part0 = prt7

wld7.Part1 = Torso

wld7.C0 = CFrame.new(0,1.6,-1) \* CFrame.fromEulerAnglesXYZ(0,0,4.71)

local wld8 = Instance.new("Weld")

wld8.Parent = prt8

wld8.Part0 = prt8

wld8.Part1 = Torso

wld8.C0 = CFrame.new(0,1.6,-1) \* CFrame.fromEulerAnglesXYZ(0,0,5.495)

local SlashSound = Instance.new("Sound") -- PRELOADING SOUNDS TROLOLOL

--SlashSound.SoundId = "rbxasset://sounds\\swordslash.wav"

SlashSound.SoundId = "<http://roblox.com/asset/?id=10209645>"

SlashSound.Parent = modelzorz

SlashSound.Volume = .7

SlashSound.Pitch = 1

local SlashSound = Instance.new("Sound")

SlashSound.SoundId = "<http://www.roblox.com/asset/?id=2248511>"

SlashSound.Parent = workspace

SlashSound.Volume = .5

SlashSound.Pitch = 1

local SlashSound = Instance.new("Sound")

SlashSound.SoundId = "<http://www.roblox.com/asset/?id=2801263>"

SlashSound.Parent = workspace

SlashSound.Volume = .7

SlashSound.Pitch = 1

local SlashSound = Instance.new("Sound")

SlashSound.SoundId = "<http://www.roblox.com/asset/?id=3264793>"

SlashSound.Parent = workspace

SlashSound.Volume = .7

SlashSound.Pitch = 1

local fengui = Instance.new("GuiMain")

fengui.Parent = Player.PlayerGui

fengui.Name = "manaGUI"

local fenframe = Instance.new("Frame")

fenframe.Parent = fengui

fenframe.BackgroundColor3 = Color3.new(255,255,255)

fenframe.BackgroundTransparency = 1

fenframe.BorderColor3 = Color3.new(17,17,17)

fenframe.Size = UDim2.new(0.0500000007, 0, 0.100000001, 0)

local fentext = Instance.new("TextLabel")

fentext.Parent = fenframe

fentext.Text = "Energy("..mana..")"

fentext.BackgroundTransparency = 1

fentext.SizeConstraint = "RelativeXY"

fentext.TextXAlignment = "Center"

fentext.TextYAlignment = "Center"

fentext.Position = UDim2.new(0,80,1,200)

local fentext2 = Instance.new("TextLabel")

fentext2.Parent = fenframe

fentext2.Text = " "

fentext2.BackgroundTransparency = 0

fentext2.BackgroundColor3 = Color3.new(0,0,0)

fentext2.SizeConstraint = "RelativeXY"

fentext2.TextXAlignment = "Center"

fentext2.TextYAlignment = "Center"

fentext2.Position = UDim2.new(0,10,1,170)

fentext2.Size = UDim2.new(2.79999995,0,0.210000306,0)

local fentext3 = Instance.new("TextLabel")

fentext3.Parent = fenframe

fentext3.Text = " "

fentext3.BackgroundTransparency = 0

fentext3.BackgroundColor3 = Color3.new(1,1,0)

fentext3.SizeConstraint = "RelativeXY"

fentext3.TextXAlignment = "Center"

fentext3.TextYAlignment = "Center"

fentext3.Position = UDim2.new(0,10,1,170)

fentext3.Size = UDim2.new(mana\*0.007,0,0.400000006,0)

--2.9000001, 0}, {0.450000018, 0}

local gairo = Instance.new("BodyGyro")

gairo.Parent = nil

gairo.maxTorque = Vector3.new(4e+005,4e+005,4e+005)\*math.huge

gairo.P = 20e+003

if (script.Parent.className ~= "HopperBin") then

Tool = Instance.new("HopperBin")

Tool.Parent = Backpack

Tool.Name = "Harute"

script.Parent = Tool

end

Bin = script.Parent

function hideanim()

end

function equipanim()

end

function onehit()

if mana >= 0 then

attack = true

comboing = true

for i = 0,1,0.1 do

wait()

Torso.Neck.C0=necko\*CFrame.fromEulerAnglesXYZ(0,0,0)

LW.C0 = CFrame.new(-1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57\*i,0,-1.57\*i)

LW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

RW.C0 = CFrame.new(1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57\*i,0,1.57\*i)

RW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

wld1.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,6.28)

wld2.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,0.785)

wld3.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,1.57)

wld4.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,2.355)

wld5.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,3.14)

wld6.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,3.925)

wld7.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,4.71)

wld8.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,5.495)

end

wait(0.1)

gairo.Parent = Head

gairo.cframe = Head.CFrame

for i = 0,1,0.1 do

wait()

Torso.Neck.C0=necko\*CFrame.fromEulerAnglesXYZ(0,0,1\*i)

LW.C0 = CFrame.new(-1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57,0,-1.57+0.5\*i)

LW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

RW.C0 = CFrame.new(1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57,0,1.57)

RW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

--[[wld1.C0 = CFrame.new(0,1.6+3,-1) \* CFrame.fromEulerAnglesXYZ(0,0,6.28)

wld2.C0 = CFrame.new(0,1.6+3,-1) \* CFrame.fromEulerAnglesXYZ(0,0,0.785)

wld3.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,1.57) ]]

wld4.C0 = CFrame.new(1.3\*i,1.6+3-2\*i,-1+0.2\*i) \* CFrame.fromEulerAnglesXYZ(-0.5\*i,0,2.355-0.785\*i)

wld5.C0 = CFrame.new(-0.3\*i,1.6+3-2\*i,-1+0.2\*i) \* CFrame.fromEulerAnglesXYZ(-0.5\*i,0,3.14-1.57\*i)

--[[wld6.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,3.925)

wld7.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,4.71)

wld8.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,5.495) ]]

end

wait(0.1)

if mana >= 0 then

mana = mana - 5

else

mana = 0

end

lasersound(4)

lasersound(4)

Laser(prt4,math.random(20,40))

Laser(prt5,math.random(20,40))

attack = false

end

end

function twohit()

if mana >= 0 then

attack = true

for i = 0,1,0.1 do

wait()

wld4.C0 = CFrame.new(1.3-1.3\*i,1.6+3-2+2\*i,-1+0.2-0.2\*i) \* CFrame.fromEulerAnglesXYZ(-0.5+0.5\*i,0,2.355-0.785+0.785\*i)

wld5.C0 = CFrame.new(-0.3+0.3\*i,1.6+3-2+2\*i,-1+0.2-0.2\*i) \* CFrame.fromEulerAnglesXYZ(-0.5+0.5\*i,0,3.14-1.57+1.57\*i)

wld6.C0 = CFrame.new(0.3\*i,1.6+3-2\*i,-1+0.2\*i) \* CFrame.fromEulerAnglesXYZ(-0.5\*i,0,3.925+0.785\*i)

wld7.C0 = CFrame.new(-1.3\*i,1.6+3-2\*i,-1+0.2\*i) \* CFrame.fromEulerAnglesXYZ(-0.5\*i,0,4.71)

Torso.Neck.C0=necko\*CFrame.fromEulerAnglesXYZ(0,0,1-2\*i)

LW.C0 = CFrame.new(-1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57,0,-1.57+0.5-0.5\*i)

LW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

RW.C0 = CFrame.new(1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57,0,1.57-0.5\*i)

RW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

end

wait(0.1)

if mana >= 0 then

mana = mana - 5

else

mana = 0

end

lasersound(4)

lasersound(4)

Laser(prt6,math.random(20,40))

Laser(prt7,math.random(20,40))

wait(0.1)

attack = false

end

end

function threehit()

if mana >= 0 then

attack = true

for i = 0,1,0.1 do

wait()

wld6.C0 = CFrame.new(0.3-0.3\*i,1.6+3-2+2\*i,-1+0.2-0.2\*i) \* CFrame.fromEulerAnglesXYZ(-0.5+0.5\*i,0,3.925+0.785-0.785\*i)

wld7.C0 = CFrame.new(-1.3+1.3\*i,1.6+3-2+2\*i,-1+0.2-0.2\*i) \* CFrame.fromEulerAnglesXYZ(-0.5+0.5\*i,0,4.71)

wld8.C0 = CFrame.new(0,1.6+3,-1+2\*i) \* CFrame.fromEulerAnglesXYZ(-1.57\*i,0.5\*i,5.495-5.495\*i)

wld1.C0 = CFrame.new(0,1.6+3,-1+2\*i) \* CFrame.fromEulerAnglesXYZ(-1.57\*i,0,6.28)

wld2.C0 = CFrame.new(0,1.6+3,-1+2\*i) \* CFrame.fromEulerAnglesXYZ(-1.57\*i,-0.5\*i,0.785-0.785\*i)

Torso.Neck.C0=necko\*CFrame.fromEulerAnglesXYZ(0,0,1-2+1\*i)

LW.C0 = CFrame.new(-1.5+0.5\*i,0.5,-0.5\*i) \* CFrame.fromEulerAnglesXYZ(1.57,0,-1.57+1.77\*i)

LW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

RW.C0 = CFrame.new(1.5-0.5\*i,0.5,-0.5\*i) \* CFrame.fromEulerAnglesXYZ(1.57,0,1.57-0.5-1.27\*i)

RW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

end

wait(0.1)

if mana >= 0 then

mana = mana - 8

else

mana = 0

end

lasersound(4)

lasersound(4)

lasersound(4)

Laser(prt8,math.random(20,40))

Laser(prt1,math.random(20,40))

Laser(prt2,math.random(20,40))

wait(0.1)

attack = false

end

end

function fourhit()

if mana >= 0 then

attack = true

for i = 0,1,0.1 do

wait()

wld8.C0 = CFrame.new(0,1.6+3,-1+2-2\*i) \* CFrame.fromEulerAnglesXYZ(-1.57+1.57\*i,0.5\*i,5.495-5.495+5.495\*i)

wld1.C0 = CFrame.new(0,1.6+3,-1+2-2\*i) \* CFrame.fromEulerAnglesXYZ(-1.57+1.57\*i,0,6.28)

wld2.C0 = CFrame.new(0,1.6+3,-1+2-2\*i) \* CFrame.fromEulerAnglesXYZ(-1.57+1.57\*i,-0.5\*i,0.785-0.785+0.785\*i)

wld3.C0 = CFrame.new(0,1.6+3,-1+1\*i) \* CFrame.fromEulerAnglesXYZ(0,0,1.57+0.5\*i)

Torso.Neck.C0=necko\*CFrame.fromEulerAnglesXYZ(0,0,1.57\*i)

LW.C0 = CFrame.new(-1.5+0.5-0.5\*i,0.5,-0.5+0.5\*i) \* CFrame.fromEulerAnglesXYZ(1.57,0,0.2-1.77\*i)

LW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(-0.5\*i,0,0)

RW.C0 = CFrame.new(1.5-0.5+0.5\*i,0.5,-0.5+0.5\*i) \* CFrame.fromEulerAnglesXYZ(1.57-1.57\*i,0,1.57-0.5-1.27+1\*i)

RW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

end

wait(0.1)

for i = 0,1,0.1 do

wait()

wld3.C0 = CFrame.new(0,1.6+3,-1+1) \* CFrame.fromEulerAnglesXYZ(0,0,1.57+0.5-0.8\*i)

Torso.Neck.C0=necko\*CFrame.fromEulerAnglesXYZ(0,0,1.57)

LW.C0 = CFrame.new(-1.5+0.5-0.5,0.5,-0.5+0.5) \* CFrame.fromEulerAnglesXYZ(1.57,0,0.2-1.77)

LW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(-0.5+1\*i,0,0)

RW.C0 = CFrame.new(1.5-0.5+0.5,0.5,-0.5+0.5) \* CFrame.fromEulerAnglesXYZ(1.57-1.57,0,1.57-0.5-1.27+1)

RW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

if mana >= 0 then

mana = mana - 1

else

mana = 0

end

lasersound(4)

Laser(prt3,math.random(5,15))

end

wait(0.1)

attack = false

end

end

function LaserWave()

if mana >= 0 then

attack = true

for i = 0,1,0.1 do

wait()

Torso.Neck.C0=necko\*CFrame.fromEulerAnglesXYZ(0,0,0)

LW.C0 = CFrame.new(-1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57\*i,0,-1.57\*i)

LW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

RW.C0 = CFrame.new(1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57\*i,0,1.57\*i)

RW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

wld1.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,6.28)

wld2.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,0.785)

wld3.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,1.57)

wld4.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,2.355)

wld5.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,3.14)

wld6.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,3.925)

wld7.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,4.71)

wld8.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,5.495)

end

wait(0.1)

for i = 0,1,0.1 do

wait()

LW.C0 = CFrame.new(-1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57,0,-1.57+1.77\*i)

LW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

RW.C0 = CFrame.new(1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57,0,1.57-1.77\*i)

RW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

wld1.C0 = CFrame.new(0.5\*i,1.6+3,-1+1\*i) \* CFrame.fromEulerAnglesXYZ(-1.57\*i,0,6.28)

wld3.C0 = CFrame.new(0,1.6+3,-1+4\*i) \* CFrame.fromEulerAnglesXYZ(-1.57\*i,0,1.57)

wld5.C0 = CFrame.new(0.5\*i,1.6+3,-1+1\*i) \* CFrame.fromEulerAnglesXYZ(-1.57\*i,0,3.14)

wld7.C0 = CFrame.new(0,1.6+3,-1+4\*i) \* CFrame.fromEulerAnglesXYZ(-1.57\*i,0,4.71)

end

if mana >= 0 then

mana = mana - 20

else

mana = 0

end

lasersound(4)

lasersound(4)

lasersound(4)

lasersound(4)

Laser(prt1,math.random(10,20))

Laser(prt3,math.random(10,20))

Laser(prt5,math.random(10,20))

Laser(prt7,math.random(10,20))

wait(0.1)

for i = 0,1,0.1 do

wait()

LW.C0 = CFrame.new(-1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57,0,-1.57+1.77-1.77\*i)

LW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

RW.C0 = CFrame.new(1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57,0,1.57-1.77+1.77\*i)

RW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

wld1.C0 = CFrame.new(0.5-0.5\*i,1.6+3,-1+1+1\*i) \* CFrame.fromEulerAnglesXYZ(-1.57+1.57\*i,0,6.28)

wld3.C0 = CFrame.new(0,1.6+3,-1+4-4\*i) \* CFrame.fromEulerAnglesXYZ(-1.57+1.57\*i,0,1.57)

wld5.C0 = CFrame.new(0.5-0.5\*i,1.6+3,-1+1-1\*i) \* CFrame.fromEulerAnglesXYZ(-1.57+1.57\*i,0,3.14)

wld7.C0 = CFrame.new(0,1.6+3,-1+4-4\*i) \* CFrame.fromEulerAnglesXYZ(-1.57+1.57\*i,0,4.71)

end

for i = 0,1,0.1 do

wait()

LW.C0 = CFrame.new(-1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57,0,-1.57+1.77\*i)

LW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

RW.C0 = CFrame.new(1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57,0,1.57-1.77\*i)

RW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

wld2.C0 = CFrame.new(0,1.6+3,-1+2\*i) \* CFrame.fromEulerAnglesXYZ(-1.97\*i,0,0.785-0.785\*i)

wld4.C0 = CFrame.new(0,1.6+3,-1+1.5\*i) \* CFrame.fromEulerAnglesXYZ(-1.77\*i,0,2.355-2.355\*i)

wld6.C0 = CFrame.new(0,1.6+3,-1+1\*i) \* CFrame.fromEulerAnglesXYZ(-1.57\*i,0,3.925-3.925\*i)

wld8.C0 = CFrame.new(0,1.6+3,-1+0.5\*i) \* CFrame.fromEulerAnglesXYZ(-1.37\*i,0,5.495-5.495\*i)

end

if mana >= 0 then

mana = mana - 20

else

mana = 0

end

lasersound(4)

lasersound(4)

lasersound(4)

lasersound(4)

Laser(prt2,math.random(10,20))

Laser(prt4,math.random(10,20))

Laser(prt6,math.random(10,20))

Laser(prt8,math.random(10,20))

wait(0.1)

for i = 0,1,0.1 do

wait()

LW.C0 = CFrame.new(-1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57,0,-1.57+1.77-1.77\*i)

LW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

RW.C0 = CFrame.new(1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57,0,1.57-1.77+1.77\*i)

RW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

wld2.C0 = CFrame.new(0,1.6+3,-1+2-2\*i) \* CFrame.fromEulerAnglesXYZ(-1.97+1.97\*i,0,-0.785\*i)

wld4.C0 = CFrame.new(0,1.6+3,-1+1.5-1.5\*i) \* CFrame.fromEulerAnglesXYZ(-1.77+1.77\*i,0,-2.355\*i)

wld6.C0 = CFrame.new(0,1.6+3,-1+1-1\*i) \* CFrame.fromEulerAnglesXYZ(-1.57+1.57\*i,0,-3.925\*i)

wld8.C0 = CFrame.new(0,1.6+3,-1+0.5-0.5\*i) \* CFrame.fromEulerAnglesXYZ(-1.37+1.37\*i,0,-5.495\*i)

end

wait(0.1)

attack = false

end

end

function OverBlast()

if mana >= 0 then

attack = true

for i = 0,1,0.1 do

wait()

Torso.Neck.C0=necko\*CFrame.fromEulerAnglesXYZ(0,0,0)

LW.C0 = CFrame.new(-1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57\*i,0,-1.57\*i)

LW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

RW.C0 = CFrame.new(1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57\*i,0,1.57\*i)

RW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

wld1.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,6.28)

wld2.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,0.785)

wld3.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,1.57)

wld4.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,2.355)

wld5.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,3.14)

wld6.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,3.925)

wld7.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,4.71)

wld8.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,5.495)

end

for i = 0,1.05,0.05 do

wait()

Torso.Neck.C0=necko\*CFrame.fromEulerAnglesXYZ(0,0,0)

LW.C0 = CFrame.new(-1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57,0,-1.57+1.77\*i)

LW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

RW.C0 = CFrame.new(1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57,0,1.57-1.77\*i)

RW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

wld1.C0 = CFrame.new(-1.5\*i,1.6+3,-1+1\*i) \* CFrame.fromEulerAnglesXYZ(-1.57\*i,0.5\*i,6.28)

wld2.C0 = CFrame.new(-1\*i,1.6+3,-1+1\*i) \* CFrame.fromEulerAnglesXYZ(-1.57\*i,0.3\*i,0.785+5.495\*i)

wld3.C0 = CFrame.new(1\*i,1.6+3,-1+1\*i) \* CFrame.fromEulerAnglesXYZ(-1.57\*i,-0.3\*i,1.57+4.71\*i)

wld4.C0 = CFrame.new(1.5\*i,1.6+3,-1+1\*i) \* CFrame.fromEulerAnglesXYZ(-1.57\*i,-0.5\*i,2.355+3.925\*i)

wld5.C0 = CFrame.new(-1.1\*i,1.6+3,-1+1\*i) \* CFrame.fromEulerAnglesXYZ(-1.57\*i,0.1\*i,3.14-3.14\*i)

wld6.C0 = CFrame.new(-0.6\*i,1.6+3,-1+1\*i) \* CFrame.fromEulerAnglesXYZ(-1.57\*i,0,3.925-3.925\*i)

wld7.C0 = CFrame.new(0.6\*i,1.6+3,-1+1\*i) \* CFrame.fromEulerAnglesXYZ(-1.57\*i,-0,4.71-4.71\*i)

wld8.C0 = CFrame.new(1.1\*i,1.6+3,-1+1\*i) \* CFrame.fromEulerAnglesXYZ(-1.57\*i,-0.1\*i,5.495-5.495\*i)

end

if mana >= 0 then

mana = mana - 50

else

mana = 0

end

lasersound(4)

lasersound(4)

lasersound(4)

lasersound(4)

lasersound(4)

lasersound(4)

lasersound(4)

lasersound(4)

Laser(prt1,math.random(5,15))

Laser(prt2,math.random(5,15))

Laser(prt3,math.random(5,15))

Laser(prt4,math.random(5,15))

Laser(prt5,math.random(5,15))

Laser(prt6,math.random(5,15))

Laser(prt7,math.random(5,15))

Laser(prt8,math.random(5,15))

wait(0.2)

for i = 0,1.05,0.05 do

wait()

wld1.C0 = CFrame.new(-1.5,1.6+3,-1\*i) \* CFrame.fromEulerAnglesXYZ(-1.57,0.5-0.5\*i,6.28)

wld2.C0 = CFrame.new(-1+0.5\*i,1.6+3,-1\*i) \* CFrame.fromEulerAnglesXYZ(-1.57,0.3-0.3\*i,0.785+5.495)

wld3.C0 = CFrame.new(1-0.5\*i,1.6+3,-1\*i) \* CFrame.fromEulerAnglesXYZ(-1.57,-0.3+0.3\*i,1.57+4.71)

wld4.C0 = CFrame.new(1.5,1.6+3,-1\*i) \* CFrame.fromEulerAnglesXYZ(-1.57,-0.5+0.5\*i,2.355+3.925)

wld5.C0 = CFrame.new(-1.1-0.4\*i,1.6+3,1\*i) \* CFrame.fromEulerAnglesXYZ(-1.57,0.1-0.1\*i,3.14-3.14)

wld6.C0 = CFrame.new(-0.6+0.1\*i,1.6+3,1\*i) \* CFrame.fromEulerAnglesXYZ(-1.57,0,3.925-3.925)

wld7.C0 = CFrame.new(0.6-0.1\*i,1.6+3,1\*i) \* CFrame.fromEulerAnglesXYZ(-1.57,0,4.71-4.71)

wld8.C0 = CFrame.new(1.1+0.4\*i,1.6+3,1\*i) \* CFrame.fromEulerAnglesXYZ(-1.57,-0.1+0.1\*i,5.495-5.495)

end

if mana >= 0 then

mana = mana - 50

else

mana = 0

end

lasersound(4)

lasersound(4)

lasersound(4)

lasersound(4)

lasersound(4)

lasersound(4)

lasersound(4)

lasersound(4)

Laser(prt1,math.random(5,15))

Laser(prt2,math.random(5,15))

Laser(prt3,math.random(5,15))

Laser(prt4,math.random(5,15))

Laser(prt5,math.random(5,15))

Laser(prt6,math.random(5,15))

Laser(prt7,math.random(5,15))

Laser(prt8,math.random(5,15))

wait(0.5)

attack = false

end

end

function SpinBeam()

if mana >= 0 then

attack = true

for i = 0,1,0.1 do

wait()

Torso.Neck.C0=necko\*CFrame.fromEulerAnglesXYZ(0,0,0)

LW.C0 = CFrame.new(-1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57\*i,0,-1.57\*i)

LW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

RW.C0 = CFrame.new(1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57\*i,0,1.57\*i)

RW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

wld1.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,6.28)

wld2.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,0.785)

wld3.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,1.57)

wld4.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,2.355)

wld5.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,3.14)

wld6.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,3.925)

wld7.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,4.71)

wld8.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,5.495)

end

for i = 0,1,0.1 do

wait()

Torso.Neck.C0=necko\*CFrame.fromEulerAnglesXYZ(0,0,0)

LW.C0 = CFrame.new(-1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57,0,-1.57)

LW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

RW.C0 = CFrame.new(1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57,0,1.57)

RW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

wld1.C0 = CFrame.new(0,1.6+3,-1) \* CFrame.fromEulerAnglesXYZ(0,0,6.28)

wld2.C0 = CFrame.new(0,1.6+3,-1) \* CFrame.fromEulerAnglesXYZ(0,0,0.785)

wld3.C0 = CFrame.new(0.5\*i,1.6+3,-1+1\*i) \* CFrame.fromEulerAnglesXYZ(0,0,1.57)

wld4.C0 = CFrame.new(0,1.6+3,-1) \* CFrame.fromEulerAnglesXYZ(0,0,2.355)

wld5.C0 = CFrame.new(0,1.6+3,-1) \* CFrame.fromEulerAnglesXYZ(0,0,3.14)

wld6.C0 = CFrame.new(0,1.6+3,-1) \* CFrame.fromEulerAnglesXYZ(0,0,3.925)

wld7.C0 = CFrame.new(-0.5\*i,1.6+3,-1+1\*i) \* CFrame.fromEulerAnglesXYZ(0,0,4.71)

wld8.C0 = CFrame.new(0,1.6+3,-1) \* CFrame.fromEulerAnglesXYZ(0,0,5.495)

end

gairo.Parent = Head

gairo.cframe = Head.CFrame

CF = Torso.CFrame

for i = 0,1,0.1 do

wait(0.1)

gairo.cframe = CF \* CFrame.fromEulerAnglesXYZ(0,math.rad(360)\*i,0)

if mana >= 0 then

mana = mana - 5

else

mana = 0

end

lasersound(4)

lasersound(4)

Laser(prt3,math.random(10,20))

Laser(prt7,math.random(10,20))

end

wait(0.2)

gairo.Parent = nil

attack = false

end

end

function DodgeTheLaser()

if mana >= 0 then

attack = true

for i = 0,1,0.1 do

wait()

Torso.Neck.C0=necko\*CFrame.fromEulerAnglesXYZ(0,0,0)

LW.C0 = CFrame.new(-1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57\*i,0,-1.57\*i)

LW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

RW.C0 = CFrame.new(1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57\*i,0,1.57\*i)

RW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

wld1.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,6.28)

wld2.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,0.785)

wld3.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,1.57)

wld4.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,2.355)

wld5.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,3.14)

wld6.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,3.925)

wld7.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,4.71)

wld8.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,5.495)

end

for i = 0,1,0.1 do

wait()

Torso.Neck.C0=necko\*CFrame.fromEulerAnglesXYZ(0,0,0)

LW.C0 = CFrame.new(-1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57,0,-1.57)

LW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

RW.C0 = CFrame.new(1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57,0,1.57)

RW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

wld1.C0 = CFrame.new(0,1.6+3,-1) \* CFrame.fromEulerAnglesXYZ(0,0,6.28)

wld2.C0 = CFrame.new(0,1.6+3,-1) \* CFrame.fromEulerAnglesXYZ(0,0,0.785)

wld3.C0 = CFrame.new(0.5\*i,1.6+3,-1+1\*i) \* CFrame.fromEulerAnglesXYZ(0,0,1.57)

wld4.C0 = CFrame.new(0,1.6+3,-1) \* CFrame.fromEulerAnglesXYZ(0,0,2.355)

wld5.C0 = CFrame.new(0,1.6+3,-1) \* CFrame.fromEulerAnglesXYZ(0,0,3.14)

wld6.C0 = CFrame.new(0,1.6+3,-1) \* CFrame.fromEulerAnglesXYZ(0,0,3.925)

wld7.C0 = CFrame.new(-0.5\*i,1.6+3,-1+1\*i) \* CFrame.fromEulerAnglesXYZ(0,0,4.71)

wld8.C0 = CFrame.new(0,1.6+3,-1) \* CFrame.fromEulerAnglesXYZ(0,0,5.495)

end

gairo.Parent = Head

gairo.cframe = Head.CFrame

CF = Torso.CFrame

for i = 0,1,0.01 do

wait(0.1)

gairo.cframe = CF \* CFrame.fromEulerAnglesXYZ(0,math.rad(360)\*i,0)

if mana >= 0 then

mana = mana - 5

else

mana = 0

end

lasersound(4)

lasersound(4)

Laser(prt3,math.random(10,20))

Laser(prt7,math.random(10,20))

end

wait()

gairo.Parent = nil

attack = false

end

end

function LaserBarrage()

if mana >= 0 then

attack = true

for i = 0,1,0.1 do

wait()

Torso.Neck.C0=necko\*CFrame.fromEulerAnglesXYZ(0,0,0)

LW.C0 = CFrame.new(-1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57\*i,0,-1.57\*i)

LW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

RW.C0 = CFrame.new(1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57\*i,0,1.57\*i)

RW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

wld1.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,6.28)

wld2.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,0.785)

wld3.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,1.57)

wld4.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,2.355)

wld5.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,3.14)

wld6.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,3.925)

wld7.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,4.71)

wld8.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,5.495)

end

for i = 0,1,0.2 do

wait()

Torso.Neck.C0=necko\*CFrame.fromEulerAnglesXYZ(0,0,0)

LW.C0 = CFrame.new(-1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57-0.5\*i,0,-1.57+1.77\*i)

LW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

RW.C0 = CFrame.new(1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57-0.5\*i,0,1.57-1.77\*i)

RW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

wld1.C0 = CFrame.new(0,1.6+3,-1) \* CFrame.fromEulerAnglesXYZ(-1.57\*i,0,6.28)

end

if mana >= 0 then

mana = mana - 1

else

mana = 0

end

lasersound(4)

Laser(prt1,math.random(10,20))

for i = 0,1,0.2 do

wait()

Torso.Neck.C0=necko\*CFrame.fromEulerAnglesXYZ(0,0,0)

LW.C0 = CFrame.new(-1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57-0.5+0.5\*i,0,-1.57+1.77-1.77\*i)

LW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

RW.C0 = CFrame.new(1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57-0.5+0.5\*i,0,1.57-1.77-1.77\*i)

RW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

wld1.C0 = CFrame.new(0,1.6+3,-1) \* CFrame.fromEulerAnglesXYZ(-1.57+1.57\*i,0,6.28)

end

for i = 0,1,0.2 do

wait()

Torso.Neck.C0=necko\*CFrame.fromEulerAnglesXYZ(0,0,0)

LW.C0 = CFrame.new(-1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57-0.5\*i,0,-1.57+1.77\*i)

LW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

RW.C0 = CFrame.new(1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57,0,1.57)

RW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

wld2.C0 = CFrame.new(0,1.6+3,-1) \* CFrame.fromEulerAnglesXYZ(-1.57\*i,0,0.785)

end

if mana >= 0 then

mana = mana - 1

else

mana = 0

end

lasersound(4)

Laser(prt2,math.random(10,20))

for i = 0,1,0.2 do

wait()

Torso.Neck.C0=necko\*CFrame.fromEulerAnglesXYZ(0,0,0)

LW.C0 = CFrame.new(-1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57-0.5+0.5\*i,0,-1.57+1.77-1.77\*i)

LW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

RW.C0 = CFrame.new(1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57,0,1.57)

RW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

wld2.C0 = CFrame.new(0,1.6+3,-1) \* CFrame.fromEulerAnglesXYZ(-1.57+1.57\*i,0,0.785)

end

for i = 0,1,0.2 do

wait()

Torso.Neck.C0=necko\*CFrame.fromEulerAnglesXYZ(0,0,0)

LW.C0 = CFrame.new(-1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57-0.3\*i,0,-1.57+1.77\*i)

LW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

RW.C0 = CFrame.new(1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57,0,1.57)

RW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

wld3.C0 = CFrame.new(0,1.6+3,-1) \* CFrame.fromEulerAnglesXYZ(-1.57\*i,0,1.57)

end

if mana >= 0 then

mana = mana - 1

else

mana = 0

end

lasersound(4)

Laser(prt3,math.random(10,20))

for i = 0,1,0.2 do

wait()

Torso.Neck.C0=necko\*CFrame.fromEulerAnglesXYZ(0,0,0)

LW.C0 = CFrame.new(-1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57-0.3+0.3\*i,0,-1.57+1.77-1.77\*i)

LW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

RW.C0 = CFrame.new(1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57,0,1.57)

RW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

wld3.C0 = CFrame.new(0,1.6+3,-1) \* CFrame.fromEulerAnglesXYZ(-1.57+1.57\*i,0,1.57)

end

for i = 0,1,0.2 do

wait()

Torso.Neck.C0=necko\*CFrame.fromEulerAnglesXYZ(0,0,0)

LW.C0 = CFrame.new(-1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57+0.3\*i,0,-1.57+1.77\*i)

LW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

RW.C0 = CFrame.new(1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57,0,1.57)

RW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

wld4.C0 = CFrame.new(0,1.6+3,-1) \* CFrame.fromEulerAnglesXYZ(-1.57\*i,0,2.355)

end

if mana >= 0 then

mana = mana - 1

else

mana = 0

end

lasersound(4)

Laser(prt4,math.random(10,20))

for i = 0,1,0.2 do

wait()

Torso.Neck.C0=necko\*CFrame.fromEulerAnglesXYZ(0,0,0)

LW.C0 = CFrame.new(-1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57+0.3-0.3\*i,0,-1.57+1.77-1.77\*i)

LW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

RW.C0 = CFrame.new(1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57,0,1.57)

RW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

wld4.C0 = CFrame.new(0,1.6+3,-1) \* CFrame.fromEulerAnglesXYZ(-1.57+1.57\*i,0,2.355)

end

for i = 0,1,0.2 do

wait()

Torso.Neck.C0=necko\*CFrame.fromEulerAnglesXYZ(0,0,0)

LW.C0 = CFrame.new(-1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57+0.5\*i,0,-1.57+1.77\*i)

LW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

RW.C0 = CFrame.new(1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57+0.5\*i,0,1.57-1.77\*i)

RW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

wld5.C0 = CFrame.new(0,1.6+3,-1) \* CFrame.fromEulerAnglesXYZ(-1.57\*i,0,3.14)

end

if mana >= 0 then

mana = mana - 1

else

mana = 0

end

lasersound(4)

Laser(prt5,math.random(10,20))

for i = 0,1,0.2 do

wait()

Torso.Neck.C0=necko\*CFrame.fromEulerAnglesXYZ(0,0,0)

LW.C0 = CFrame.new(-1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57+0.5-0.5\*i,0,-1.57+1.77-1.77\*i)

LW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

RW.C0 = CFrame.new(1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57+0.5-0.5\*i,0,1.57-1.77+1.77\*i)

RW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

wld5.C0 = CFrame.new(0,1.6+3,-1) \* CFrame.fromEulerAnglesXYZ(-1.57+1.57\*i,0,3.14)

end

for i = 0,1,0.2 do

wait()

Torso.Neck.C0=necko\*CFrame.fromEulerAnglesXYZ(0,0,0)

LW.C0 = CFrame.new(-1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57,0,-1.57)

LW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

RW.C0 = CFrame.new(1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57+0.5\*i,0,1.57-1.77\*i)

RW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

wld6.C0 = CFrame.new(0,1.6+3,-1) \* CFrame.fromEulerAnglesXYZ(-1.57\*i,0,3.925)

end

if mana >= 0 then

mana = mana - 1

else

mana = 0

end

lasersound(4)

Laser(prt6,math.random(10,20))

for i = 0,1,0.2 do

wait()

Torso.Neck.C0=necko\*CFrame.fromEulerAnglesXYZ(0,0,0)

LW.C0 = CFrame.new(-1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57,0,-1.57)

LW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

RW.C0 = CFrame.new(1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57+0.5-0.5\*i,0,1.57-1.77+1.77\*i)

RW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

wld6.C0 = CFrame.new(0,1.6+3,-1) \* CFrame.fromEulerAnglesXYZ(-1.57+1.57\*i,0,3.925)

end

for i = 0,1,0.2 do

wait()

Torso.Neck.C0=necko\*CFrame.fromEulerAnglesXYZ(0,0,0)

LW.C0 = CFrame.new(-1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57,0,-1.57)

LW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

RW.C0 = CFrame.new(1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57+0.3\*i,0,1.57-1.77\*i)

RW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

wld7.C0 = CFrame.new(0,1.6+3,-1) \* CFrame.fromEulerAnglesXYZ(-1.57\*i,0,4.71)

end

if mana >= 0 then

mana = mana - 1

else

mana = 0

end

lasersound(4)

Laser(prt7,math.random(10,20))

for i = 0,1,0.2 do

wait()

Torso.Neck.C0=necko\*CFrame.fromEulerAnglesXYZ(0,0,0)

LW.C0 = CFrame.new(-1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57,0,-1.57)

LW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

RW.C0 = CFrame.new(1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57+0.3-0.3\*i,0,1.57-1.77+1.77\*i)

RW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

wld7.C0 = CFrame.new(0,1.6+3,-1) \* CFrame.fromEulerAnglesXYZ(-1.57+1.57\*i,0,4.71)

end

for i = 0,1,0.2 do

wait()

Torso.Neck.C0=necko\*CFrame.fromEulerAnglesXYZ(0,0,0)

LW.C0 = CFrame.new(-1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57,0,-1.57)

LW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

RW.C0 = CFrame.new(1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57+0.3\*i,0,1.57-1.77\*i)

RW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

wld8.C0 = CFrame.new(0,1.6+3,-1) \* CFrame.fromEulerAnglesXYZ(-1.57\*i,0,5.495)

end

if mana >= 0 then

mana = mana - 1

else

mana = 0

end

lasersound(4)

Laser(prt8,math.random(10,20))

for i = 0,1,0.2 do

wait()

Torso.Neck.C0=necko\*CFrame.fromEulerAnglesXYZ(0,0,0)

LW.C0 = CFrame.new(-1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57,0,-1.57)

LW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

RW.C0 = CFrame.new(1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57+0.3-0.3\*i,0,1.57-1.77+1.77\*i)

RW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

wld8.C0 = CFrame.new(0,1.6+3,-1) \* CFrame.fromEulerAnglesXYZ(-1.57+1.57\*i,0,5.495)

end

wait(0.5)

attack = false

end

end

function CloseRangedFire()

if mana >= 0 then

attack = true

for i = 0,1,0.1 do

wait()

Torso.Neck.C0=necko\*CFrame.fromEulerAnglesXYZ(0,0,0)

LW.C0 = CFrame.new(-1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57\*i,0,-1.57\*i)

LW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

RW.C0 = CFrame.new(1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57\*i,0,1.57\*i)

RW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

wld1.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,6.28)

wld2.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,0.785)

wld3.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,1.57)

wld4.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,2.355)

wld5.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,3.14)

wld6.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,3.925)

wld7.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,4.71)

wld8.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,5.495)

end

for i = 0,1,0.1 do

wait()

wld1.C0 = CFrame.new(0,1.6+3-13\*i,-1) \* CFrame.fromEulerAnglesXYZ(-3\*i,0,6.28)

wld2.C0 = CFrame.new(0,1.6+3-13\*i,-1) \* CFrame.fromEulerAnglesXYZ(-3\*i,0,0.785)

wld3.C0 = CFrame.new(0,1.6+3-13\*i,-1) \* CFrame.fromEulerAnglesXYZ(-3\*i,0,1.57)

wld4.C0 = CFrame.new(0,1.6+3-13\*i,-1) \* CFrame.fromEulerAnglesXYZ(-3\*i,0,2.355)

wld5.C0 = CFrame.new(0,1.6+3-13\*i,-1) \* CFrame.fromEulerAnglesXYZ(-3\*i,0,3.14)

wld6.C0 = CFrame.new(0,1.6+3-13\*i,-1) \* CFrame.fromEulerAnglesXYZ(-3\*i,0,3.925)

wld7.C0 = CFrame.new(0,1.6+3-13\*i,-1) \* CFrame.fromEulerAnglesXYZ(-3\*i,0,4.71)

wld8.C0 = CFrame.new(0,1.6+3-13\*i,-1) \* CFrame.fromEulerAnglesXYZ(-3\*i,0,5.495)

end

if mana >= 0 then

mana = mana - 50

else

mana = 0

end

lasersound(4)

lasersound(4)

lasersound(4)

lasersound(4)

lasersound(4)

lasersound(4)

lasersound(4)

lasersound(4)

Laser(prt1,math.random(5,10))

Laser(prt2,math.random(5,10))

Laser(prt3,math.random(5,10))

Laser(prt4,math.random(5,10))

Laser(prt5,math.random(5,10))

Laser(prt6,math.random(5,10))

Laser(prt7,math.random(5,10))

Laser(prt8,math.random(5,10))

wait(1)

attack = false

end

end

function Implosion()

if mana >= 0 then

attack = true

for i = 0,1,0.1 do

wait()

Torso.Neck.C0=necko\*CFrame.fromEulerAnglesXYZ(0,0,0)

LW.C0 = CFrame.new(-1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57\*i,0,-1.57\*i)

LW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

RW.C0 = CFrame.new(1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57\*i,0,1.57\*i)

RW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

wld1.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,6.28)

wld2.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,0.785)

wld3.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,1.57)

wld4.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,2.355)

wld5.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,3.14)

wld6.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,3.925)

wld7.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,4.71)

wld8.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,5.495)

end

for i = 0,1,0.1 do

wait()

wld1.C0 = CFrame.new(0,1.6+3-10\*i,-1) \* CFrame.fromEulerAnglesXYZ(1.57\*i,0,6.28-6.28\*i)

wld2.C0 = CFrame.new(0,1.6+3-10\*i,-1) \* CFrame.fromEulerAnglesXYZ(1.57\*i,0.785\*i,0.785-0.785\*i)

wld3.C0 = CFrame.new(0,1.6+3-10\*i,-1) \* CFrame.fromEulerAnglesXYZ(1.57\*i,1.57\*i,1.57-1.57\*i)

wld4.C0 = CFrame.new(0,1.6+3-10\*i,-1) \* CFrame.fromEulerAnglesXYZ(1.57\*i,2.355\*i,2.355-2.355\*i)

wld5.C0 = CFrame.new(0,1.6+3-10\*i,-1) \* CFrame.fromEulerAnglesXYZ(1.57\*i,3.14\*i,3.14-3.14\*i)

wld6.C0 = CFrame.new(0,1.6+3-10\*i,-1) \* CFrame.fromEulerAnglesXYZ(1.57\*i,3.925\*i,3.925-3.925\*i)

wld7.C0 = CFrame.new(0,1.6+3-10\*i,-1) \* CFrame.fromEulerAnglesXYZ(1.57\*i,4.71\*i,4.71-4.71\*i)

wld8.C0 = CFrame.new(0,1.6+3-10\*i,-1) \* CFrame.fromEulerAnglesXYZ(1.57\*i,5.495\*i,5.495-5.495\*i)

end

if mana >= 0 then

mana = mana - 50

else

mana = 0

end

lasersound(4)

lasersound(4)

lasersound(4)

lasersound(4)

lasersound(4)

lasersound(4)

lasersound(4)

lasersound(4)

Laser(prt1,math.random(5,10))

Laser(prt2,math.random(5,10))

Laser(prt3,math.random(5,10))

Laser(prt4,math.random(5,10))

Laser(prt5,math.random(5,10))

Laser(prt6,math.random(5,10))

Laser(prt7,math.random(5,10))

Laser(prt8,math.random(5,10))

for i = 0,1,0.1 do

wait()

wld1.C0 = CFrame.new(0,1.6+3-10,-1) \* CFrame.fromEulerAnglesXYZ(1.57,0+0.5\*i,6.28-6.28)

wld2.C0 = CFrame.new(0,1.6+3-10,-1) \* CFrame.fromEulerAnglesXYZ(1.57,0.785+0.5\*i,0.785-0.785)

wld3.C0 = CFrame.new(0,1.6+3-10,-1) \* CFrame.fromEulerAnglesXYZ(1.57,1.57+0.5\*i,1.57-1.57)

wld4.C0 = CFrame.new(0,1.6+3-10,-1) \* CFrame.fromEulerAnglesXYZ(1.57,2.355+0.5\*i,2.355-2.355)

wld5.C0 = CFrame.new(0,1.6+3-10,-1) \* CFrame.fromEulerAnglesXYZ(1.57,3.14+0.5\*i,3.14-3.14)

wld6.C0 = CFrame.new(0,1.6+3-10,-1) \* CFrame.fromEulerAnglesXYZ(1.57,3.925+0.5\*i,3.925-3.925)

wld7.C0 = CFrame.new(0,1.6+3-10,-1) \* CFrame.fromEulerAnglesXYZ(1.57,4.71+0.5\*i,4.71-4.71)

wld8.C0 = CFrame.new(0,1.6+3-10,-1) \* CFrame.fromEulerAnglesXYZ(1.57,5.495+0.5\*i,5.495-5.495)

end

if mana >= 0 then

mana = mana - 50

else

mana = 0

end

lasersound(4)

lasersound(4)

lasersound(4)

lasersound(4)

lasersound(4)

lasersound(4)

lasersound(4)

lasersound(4)

Laser(prt1,math.random(5,10))

Laser(prt2,math.random(5,10))

Laser(prt3,math.random(5,10))

Laser(prt4,math.random(5,10))

Laser(prt5,math.random(5,10))

Laser(prt6,math.random(5,10))

Laser(prt7,math.random(5,10))

Laser(prt8,math.random(5,10))

for i = 0,1,0.1 do

wait()

wld1.C0 = CFrame.new(0,1.6+3-10,-1) \* CFrame.fromEulerAnglesXYZ(1.57-1\*i,0+0.5,6.28-6.28)

wld2.C0 = CFrame.new(0,1.6+3-10,-1) \* CFrame.fromEulerAnglesXYZ(1.57-1\*i,0.785+0.5,0.785-0.785)

wld3.C0 = CFrame.new(0,1.6+3-10,-1) \* CFrame.fromEulerAnglesXYZ(1.57-1\*i,1.57+0.5,1.57-1.57)

wld4.C0 = CFrame.new(0,1.6+3-10,-1) \* CFrame.fromEulerAnglesXYZ(1.57-1\*i,2.355+0.5,2.355-2.355)

wld5.C0 = CFrame.new(0,1.6+3-10,-1) \* CFrame.fromEulerAnglesXYZ(1.57-1\*i,3.14+0.5,3.14-3.14)

wld6.C0 = CFrame.new(0,1.6+3-10,-1) \* CFrame.fromEulerAnglesXYZ(1.57-1\*i,3.925+0.5,3.925-3.925)

wld7.C0 = CFrame.new(0,1.6+3-10,-1) \* CFrame.fromEulerAnglesXYZ(1.57-1\*i,4.71+0.5,4.71-4.71)

wld8.C0 = CFrame.new(0,1.6+3-10,-1) \* CFrame.fromEulerAnglesXYZ(1.57-1\*i,5.495+0.5,5.495-5.495)

end

if mana >= 0 then

mana = mana - 50

else

mana = 0

end

lasersound(4)

lasersound(4)

lasersound(4)

lasersound(4)

lasersound(4)

lasersound(4)

lasersound(4)

lasersound(4)

Laser(prt1,math.random(5,10))

Laser(prt2,math.random(5,10))

Laser(prt3,math.random(5,10))

Laser(prt4,math.random(5,10))

Laser(prt5,math.random(5,10))

Laser(prt6,math.random(5,10))

Laser(prt7,math.random(5,10))

Laser(prt8,math.random(5,10))

wait(1)

attack = false

end

end

function SpinLaser()

if mana >= 0 then

attack = true

for i = 0,1,0.1 do

wait()

Torso.Neck.C0=necko\*CFrame.fromEulerAnglesXYZ(0,0,0)

LW.C0 = CFrame.new(-1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57\*i,0,-1.57\*i)

LW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

RW.C0 = CFrame.new(1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57\*i,0,1.57\*i)

RW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

wld1.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,6.28)

wld2.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,0.785)

wld3.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,1.57)

wld4.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,2.355)

wld5.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,3.14)

wld6.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,3.925)

wld7.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,4.71)

wld8.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,5.495)

end

for i = 0,1,0.1 do

wait()

wld1.C0 = CFrame.new(0,1.6+3-2\*i,-1) \* CFrame.fromEulerAnglesXYZ(1.57\*i,0,6.28-6.28\*i)

wld2.C0 = CFrame.new(0,1.6+3-2\*i,-1) \* CFrame.fromEulerAnglesXYZ(1.57\*i,0.785\*i,0.785-0.785\*i)

wld3.C0 = CFrame.new(0,1.6+3-2\*i,-1) \* CFrame.fromEulerAnglesXYZ(1.57\*i,1.57\*i,1.57-1.57\*i)

wld4.C0 = CFrame.new(0,1.6+3-2\*i,-1) \* CFrame.fromEulerAnglesXYZ(1.57\*i,2.355\*i,2.355-2.355\*i)

wld5.C0 = CFrame.new(0,1.6+3-2\*i,-1) \* CFrame.fromEulerAnglesXYZ(1.57\*i,3.14\*i,3.14-3.14\*i)

wld6.C0 = CFrame.new(0,1.6+3-2\*i,-1) \* CFrame.fromEulerAnglesXYZ(1.57\*i,3.925\*i,3.925-3.925\*i)

wld7.C0 = CFrame.new(0,1.6+3-2\*i,-1) \* CFrame.fromEulerAnglesXYZ(1.57\*i,4.71\*i,4.71-4.71\*i)

wld8.C0 = CFrame.new(0,1.6+3-2\*i,-1) \* CFrame.fromEulerAnglesXYZ(1.57\*i,5.495\*i,5.495-5.495\*i)

end

lasersound(4)

lasersound(4)

lasersound(4)

lasersound(4)

lasersound(4)

lasersound(4)

lasersound(4)

lasersound(4)

Laser(prt1,math.random(10,20))

Laser(prt2,math.random(10,20))

Laser(prt3,math.random(10,20))

Laser(prt4,math.random(10,20))

Laser(prt5,math.random(10,20))

Laser(prt6,math.random(10,20))

Laser(prt7,math.random(10,20))

Laser(prt8,math.random(10,20))

for i = 0,1,0.1 do

wait()

wld1.C0 = CFrame.new(0,1.6+3-2,-1) \* CFrame.fromEulerAnglesXYZ(1.57,0+0.5\*i,6.28-6.28)

wld2.C0 = CFrame.new(0,1.6+3-2,-1) \* CFrame.fromEulerAnglesXYZ(1.57,0.785+0.5\*i,0.785-0.785)

wld3.C0 = CFrame.new(0,1.6+3-2,-1) \* CFrame.fromEulerAnglesXYZ(1.57,1.57+0.5\*i,1.57-1.57)

wld4.C0 = CFrame.new(0,1.6+3-2,-1) \* CFrame.fromEulerAnglesXYZ(1.57,2.355+0.5\*i,2.355-2.355)

wld5.C0 = CFrame.new(0,1.6+3-2,-1) \* CFrame.fromEulerAnglesXYZ(1.57,3.14+0.5\*i,3.14-3.14)

wld6.C0 = CFrame.new(0,1.6+3-2,-1) \* CFrame.fromEulerAnglesXYZ(1.57,3.925+0.5\*i,3.925-3.925)

wld7.C0 = CFrame.new(0,1.6+3-2,-1) \* CFrame.fromEulerAnglesXYZ(1.57,4.71+0.5\*i,4.71-4.71)

wld8.C0 = CFrame.new(0,1.6+3-2,-1) \* CFrame.fromEulerAnglesXYZ(1.57,5.495+0.5\*i,5.495-5.495)

end

lasersound(4)

lasersound(4)

lasersound(4)

lasersound(4)

lasersound(4)

lasersound(4)

lasersound(4)

lasersound(4)

Laser(prt1,math.random(10,20))

Laser(prt2,math.random(10,20))

Laser(prt3,math.random(10,20))

Laser(prt4,math.random(10,20))

Laser(prt5,math.random(10,20))

Laser(prt6,math.random(10,20))

Laser(prt7,math.random(10,20))

Laser(prt8,math.random(10,20))

for i = 0,1,0.1 do

wait()

wld1.C0 = CFrame.new(0,1.6+3-2,-1) \* CFrame.fromEulerAnglesXYZ(1.57,0+0.5+0.5\*i,6.28-6.28)

wld2.C0 = CFrame.new(0,1.6+3-2,-1) \* CFrame.fromEulerAnglesXYZ(1.57,0.785+0.5+0.5\*i,0.785-0.785)

wld3.C0 = CFrame.new(0,1.6+3-2,-1) \* CFrame.fromEulerAnglesXYZ(1.57,1.57+0.5+0.5\*i,1.57-1.57)

wld4.C0 = CFrame.new(0,1.6+3-2,-1) \* CFrame.fromEulerAnglesXYZ(1.57,2.355+0.5+0.5\*i,2.355-2.355)

wld5.C0 = CFrame.new(0,1.6+3-2,-1) \* CFrame.fromEulerAnglesXYZ(1.57,3.14+0.5+0.5\*i,3.14-3.14)

wld6.C0 = CFrame.new(0,1.6+3-2,-1) \* CFrame.fromEulerAnglesXYZ(1.57,3.925+0.5+0.5\*i,3.925-3.925)

wld7.C0 = CFrame.new(0,1.6+3-2,-1) \* CFrame.fromEulerAnglesXYZ(1.57,4.71+0.5+0.5\*i,4.71-4.71)

wld8.C0 = CFrame.new(0,1.6+3-2,-1) \* CFrame.fromEulerAnglesXYZ(1.57,5.495+0.5+0.5\*i,5.495-5.495)

end

lasersound(4)

lasersound(4)

lasersound(4)

lasersound(4)

lasersound(4)

lasersound(4)

lasersound(4)

lasersound(4)

Laser(prt1,math.random(10,20))

Laser(prt2,math.random(10,20))

Laser(prt3,math.random(10,20))

Laser(prt4,math.random(10,20))

Laser(prt5,math.random(10,20))

Laser(prt6,math.random(10,20))

Laser(prt7,math.random(10,20))

Laser(prt8,math.random(10,20))

wait(1)

attack = false

end

end

function LaserPillars()

if mana >= 0 then

attack = true

for i = 0,1,0.1 do

wait()

Torso.Neck.C0=necko\*CFrame.fromEulerAnglesXYZ(0,0,0)

LW.C0 = CFrame.new(-1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57\*i,0,-1.57\*i)

LW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

RW.C0 = CFrame.new(1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57\*i,0,1.57\*i)

RW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

wld1.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,6.28)

wld2.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,0.785)

wld3.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,1.57)

wld4.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,2.355)

wld5.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,3.14)

wld6.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,3.925)

wld7.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,4.71)

wld8.C0 = CFrame.new(0,1.6+3\*i,-1) \* CFrame.fromEulerAnglesXYZ(0,0,5.495)

end

for i = 0,1,0.1 do

wait()

Torso.Neck.C0=necko\*CFrame.fromEulerAnglesXYZ(0,0,0)

LW.C0 = CFrame.new(-1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57,0,-1.57)

LW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

RW.C0 = CFrame.new(1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57,0,1.57)

RW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

wld1.C0 = CFrame.new(0,1.6+3-15\*i,-1-3\*i) \* CFrame.fromEulerAnglesXYZ(0,0,6.28-6.28\*i)

wld2.C0 = CFrame.new(0,1.6+3-15\*i,-1-3\*i) \* CFrame.fromEulerAnglesXYZ(0,0.785\*i,0.785-0.785\*i)

wld3.C0 = CFrame.new(0,1.6+3-15\*i,-1-3\*i) \* CFrame.fromEulerAnglesXYZ(0,1.57\*i,1.57-1.57\*i)

wld4.C0 = CFrame.new(0,1.6+3-15\*i,-1-3\*i) \* CFrame.fromEulerAnglesXYZ(0,2.355\*i,2.355-2.355\*i)

wld5.C0 = CFrame.new(0,1.6+3-15\*i,-1-3\*i) \* CFrame.fromEulerAnglesXYZ(0,3.14\*i,3.14-3.14\*i)

wld6.C0 = CFrame.new(0,1.6+3-15\*i,-1-3\*i) \* CFrame.fromEulerAnglesXYZ(0,3.925\*i,3.925-3.925\*i)

wld7.C0 = CFrame.new(0,1.6+3-15\*i,-1-3\*i) \* CFrame.fromEulerAnglesXYZ(0,4.71\*i,4.71-4.71\*i)

wld8.C0 = CFrame.new(0,1.6+3-15\*i,-1-3\*i) \* CFrame.fromEulerAnglesXYZ(0,5.495\*i,5.495-5.495\*i)

end

lasersound(4)

lasersound(4)

lasersound(4)

lasersound(4)

lasersound(4)

lasersound(4)

lasersound(4)

lasersound(4)

Laser(prt1,math.random(20,40))

Laser(prt2,math.random(20,40))

Laser(prt3,math.random(20,40))

Laser(prt4,math.random(20,40))

Laser(prt5,math.random(20,40))

Laser(prt6,math.random(20,40))

Laser(prt7,math.random(20,40))

Laser(prt8,math.random(20,40))

hur = 0

for i = 0,1,0.1 do

wait(0.1)

Torso.Neck.C0=necko\*CFrame.fromEulerAnglesXYZ(0,0,0)

LW.C0 = CFrame.new(-1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57,0,-1.57)

LW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

RW.C0 = CFrame.new(1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(1.57,0,1.57)

RW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

wld1.C0 = CFrame.new(0,1.6+3-15,-1-3-20\*i) \* CFrame.fromEulerAnglesXYZ(0,0+2.5\*i,6.28-6.28)

wld2.C0 = CFrame.new(0,1.6+3-15,-1-3-20\*i) \* CFrame.fromEulerAnglesXYZ(0,0.785+2.5\*i,0.785-0.785)

wld3.C0 = CFrame.new(0,1.6+3-15,-1-3-20\*i) \* CFrame.fromEulerAnglesXYZ(0,1.57+2.5\*i,1.57-1.57)

wld4.C0 = CFrame.new(0,1.6+3-15,-1-3-20\*i) \* CFrame.fromEulerAnglesXYZ(0,2.355+2.5\*i,2.355-2.355)

wld5.C0 = CFrame.new(0,1.6+3-15,-1-3-20\*i) \* CFrame.fromEulerAnglesXYZ(0,3.14+2.5\*i,3.14-3.14)

wld6.C0 = CFrame.new(0,1.6+3-15,-1-3-20\*i) \* CFrame.fromEulerAnglesXYZ(0,3.925+2.5\*i,3.925-3.925)

wld7.C0 = CFrame.new(0,1.6+3-15,-1-3-20\*i) \* CFrame.fromEulerAnglesXYZ(0,4.71+2.5\*i,4.71-4.71)

wld8.C0 = CFrame.new(0,1.6+3-15,-1-3-20\*i) \* CFrame.fromEulerAnglesXYZ(0,5.495+2.5\*i,5.495-5.495)

if hur == 1 then

lasersound(4)

lasersound(4)

lasersound(4)

lasersound(4)

lasersound(4)

lasersound(4)

lasersound(4)

lasersound(4)

Laser(prt1,math.random(20,40))

Laser(prt2,math.random(20,40))

Laser(prt3,math.random(20,40))

Laser(prt4,math.random(20,40))

Laser(prt5,math.random(20,40))

Laser(prt6,math.random(20,40))

Laser(prt7,math.random(20,40))

Laser(prt8,math.random(20,40))

hur = 0

end

hur = hur + 1

end

wait(1)

attack = false

end

end

function rayCast(Pos, Dir, Max, Ignore) -- Origin Position , Direction, MaxDistance , IgnoreDescendants

return game.Workspace:FindPartOnRay(Ray.new(Pos, Dir.unit \* (Max or 999.999)), Ignore)

end

function Laser(Part,Dmg)

sp = Part.Position

dirr = Part.CFrame \* CFrame.fromEulerAnglesXYZ(-1.57,0,0)

local hit,pos = rayCast(sp,dirr.lookVector,500,Character)

local las=Instance.new("Part",Character)

las.Anchored=true

las.Locked=true

las.CanCollide=false

las.TopSurface=0

las.BottomSurface=0

las.FormFactor = "Custom"

las.BrickColor=BrickColor.new("Bright red")

las.Size=Vector3.new(1,1,1)

las.CFrame=CFrame.new((Part.Position+pos)/2,pos) \*CFrame.Angles(math.rad(90),0,0)

local msh=Instance.new("SpecialMesh",las)

mag = (Part.Position-pos).magnitude

msh.Scale=Vector3.new(0.1,mag,0.1)

coroutine.resume(coroutine.create(function(Part,Mesh)

for i = 0,1,0.1 do

wait()

Part.Transparency = Part.Transparency + 0.1

Mesh.Scale = Mesh.Scale + Vector3.new(0.15,0.7,0.15)

end

Part.Parent = nil

end),las,msh)

local las=Instance.new("Part",Character)

las.Anchored=true

las.Locked=true

las.CanCollide=false

las.TopSurface=0

las.BottomSurface=0

las.FormFactor = "Custom"

las.BrickColor=BrickColor.new("Really blue")

las.Size=Vector3.new(1,1,1)

las.CFrame=CFrame.new((Part.Position+pos)/2,pos) \*CFrame.Angles(math.rad(90),0,0)

local msh=Instance.new("SpecialMesh",las)

mag = (Part.Position-pos).magnitude

msh.Scale=Vector3.new(0.1,mag,0.1)

coroutine.resume(coroutine.create(function(Part,Mesh)

for i = 0,1,0.1 do

wait()

Part.Transparency = Part.Transparency + 0.1

Mesh.Scale = Mesh.Scale + Vector3.new(-0.05,0.7,-0.05)

end

Part.Parent = nil

end),las,msh)

if pos ~= nil then

local las2=Instance.new("Part",Character)

las2.Anchored=true

las2.Locked=true

las2.CanCollide=false

las2.TopSurface=0

las2.BottomSurface=0

las2.FormFactor = "Custom"

las2.BrickColor=BrickColor.new("Bright red")

las2.Size=Vector3.new(1,1,1)

--las2.CFrame=CFrame.new((Part.Position+pos)/2,pos) \*CFrame.Angles(math.rad(90),0,0)

las2.CFrame=CFrame.new(pos) \*CFrame.Angles(math.rad(90),0,0)

local msh=Instance.new("BlockMesh",las2)

mag = (Part.Position-pos).magnitude

msh.Scale=Vector3.new(0.1,0.1,0.1)

coroutine.resume(coroutine.create(function(Part,Mesh)

--wait(10)

for i = 0,1,0.1 do

wait()

Part.Transparency = Part.Transparency + 0.1

Mesh.Scale = Mesh.Scale + Vector3.new(0.5,0,0.5)

end

Part.Parent = nil

end),las2,msh)

end

if hit ~= nil and pos ~= nil then

if hit.Parent.className == "Hat" then

hit:BreakJoints()

hit.Velocity = Vector3.new(math.random(-5,5),20,math.random(-5,5))

end

if(hit.Parent:findFirstChild("Humanoid")~= nil)then

if hit.Parent:FindFirstChild("Humanoid") ~= nil and hit.Name ~= "Base" and hit.Parent.Name ~= Player.Name then

hit.Parent.Humanoid:TakeDamage(Dmg)

showDamage(hit.Parent,Dmg,.5)

end

end

--[[if hit.className == "Part" and hit.Parent:findFirstChild("Humanoid") == nil then

end ]]

end

end

function MMMAGIC(part,x1,y1,z1,x2,y2,z2,color)

local msh1 = Instance.new("BlockMesh")

msh1.Scale = Vector3.new(0.5,0.5,0.5)

S=Instance.new("Part")

S.Name="Effect"

S.formFactor=0

S.Size=Vector3.new(x1,y1,z1)

S.BrickColor=color

S.Reflectance = 0

S.TopSurface=0

S.BottomSurface=0

S.Transparency=0

S.Anchored=true

S.CanCollide=false

S.CFrame=part.CFrame\*CFrame.new(x2,y2,z2)\*CFrame.fromEulerAnglesXYZ(math.random(-50,50),math.random(-50,50),math.random(-50,50))

S.Parent=Character

msh1.Parent = S

coroutine.resume(coroutine.create(function(Part,CF) for i=1, 9 do Part.Mesh.Scale = Part.Mesh.Scale + Vector3.new(0.1,0.1,0.1) Part.CFrame=Part.CFrame\*CFrame.fromEulerAnglesXYZ(math.random(-50,50),math.random(-50,50),math.random(-50,50)) Part.Transparency=i\*.1 wait() end Part.Parent=nil end),S,S.CFrame)

end

function UltimaMMMAGIC(part,x1,y1,z1,x2,y2,z2,color)

local msh1 = Instance.new("BlockMesh")

msh1.Scale = Vector3.new(x1,y1,z1)

S=Instance.new("Part")

S.Name="Effect"

S.formFactor=0

S.Size=Vector3.new(1,1,1)

S.BrickColor=color

S.Reflectance = 0

S.TopSurface=0

S.BottomSurface=0

S.Transparency=0

S.Anchored=true

S.CanCollide=false

S.CFrame=part.CFrame\*CFrame.new(x2,y2,z2)\*CFrame.fromEulerAnglesXYZ(math.random(-50,50),math.random(-50,50),math.random(-50,50))

S.Parent=Character

msh1.Parent = S

coroutine.resume(coroutine.create(function(Part,CF) for i=1, 9 do Part.Mesh.Scale = Part.Mesh.Scale + Vector3.new(0.1,0.1,0.1) Part.CFrame=Part.CFrame\*CFrame.fromEulerAnglesXYZ(math.random(-50,50),math.random(-50,50),math.random(-50,50)) Part.Transparency=i\*.1 wait() end Part.Parent=nil end),S,S.CFrame)

end

function MOREMAGIX(part,cframe,x,y,z,color)

p2=Instance.new("Part")

p2.Name="Blast"

p2.TopSurface=0

p2.BottomSurface=0

p2.CanCollide=false

p2.Anchored=true

p2.BrickColor=color

p2.Size=Vector3.new(x,y,z)

p2.formFactor="Symmetric"

p2.CFrame=part.CFrame\*CFrame.new(0,cframe,0)

p2.Parent=workspace

m=Instance.new("BlockMesh")

m.Parent=p2

m.Name="BlastMesh"

coroutine.resume(coroutine.create(function(part,dir) for loll=1, 15 do part.BlastMesh.Scale=part.BlastMesh.Scale-Vector3.new(.09,.09,.09) part.Transparency=loll/20 part.CFrame=part.CFrame\*CFrame.new(dir)\*CFrame.fromEulerAnglesXYZ(math.random(-100,100)/100, math.random(-100,100)/100, math.random(-100,100)/100) wait() end part.Parent=nil end),p2,Vector3.new(math.random(-10,10)/10,math.random(-10,10)/10,math.random(-10,10)/10))

end

function EVENMOARMAGIX(part,x1,y1,z1,x2,y2,z2,x3,y3,z3,color)

local msh1 = Instance.new("SpecialMesh")

msh1.Scale = Vector3.new(0.5,0.5,0.5)

msh1.MeshType = "Sphere"

S=Instance.new("Part")

S.Name="Effect"

S.formFactor=0

S.Size=Vector3.new(x1,y1,z1)

S.BrickColor=color

if Style == "WingBlade" and element == "Dark" then

S.BrickColor=BrickColor.new("Really red")

end

S.Reflectance = 0

S.TopSurface=0

S.BottomSurface=0

S.Transparency=0

S.Anchored=true

S.CanCollide=false

S.CFrame=part.CFrame\*CFrame.new(x2,y2,z2)\*CFrame.fromEulerAnglesXYZ(x3,y3,z3)

S.Parent=Character

msh1.Parent = S

coroutine.resume(coroutine.create(function(Part,CF) for i=1, 9 do Part.Mesh.Scale = Part.Mesh.Scale + Vector3.new(0.15,0.3,0.15) Part.Transparency=i\*.1 wait() end Part.Parent=nil end),S,S.CFrame)

end

function WaveEffect(part,x1,y1,z1,x2,y2,z2,x3,y3,z3,color)

local msh1 = Instance.new("SpecialMesh")

msh1.Scale = Vector3.new(x1,y1,z1)

msh1.MeshId = "<http://www.roblox.com/asset/?id=20329976>"

S=Instance.new("Part")

S.Name="Effect"

S.formFactor=0

S.Size=Vector3.new(1,1,1)

S.BrickColor=color

S.Reflectance = 0

S.TopSurface=0

S.BottomSurface=0

S.Transparency=0

S.Anchored=true

S.CanCollide=false

S.CFrame=part.CFrame\*CFrame.new(x2,y2,z2)\*CFrame.fromEulerAnglesXYZ(x3,y3,z3)

S.Parent=Character

msh1.Parent = S

coroutine.resume(coroutine.create(function(Part,CF) for i=1, 9 do Part.Mesh.Scale = Part.Mesh.Scale + Vector3.new(0.15,0.3,0.15) Part.Transparency=i\*.1 wait() end Part.Parent=nil end),S,S.CFrame)

end

function BlastEffect(part,x1,y1,z1,x2,y2,z2,x3,y3,z3,color)

local msh1 = Instance.new("SpecialMesh")

msh1.Scale = Vector3.new(x1,y1,z1)

msh1.MeshId = "<http://www.roblox.com/asset/?id=1323306>"

S=Instance.new("Part")

S.Name="Effect"

S.formFactor=0

S.Size=Vector3.new(1,1,1)

S.BrickColor=color

S.Reflectance = 0

S.TopSurface=0

S.BottomSurface=0

S.Transparency=0

S.Anchored=true

S.CanCollide=false

S.CFrame=part.CFrame\*CFrame.new(x2,y2,z2)\*CFrame.fromEulerAnglesXYZ(x3,y3,z3)

S.Parent=Character

msh1.Parent = S

coroutine.resume(coroutine.create(function(Part,CF) for i=1, 9 do Part.Mesh.Scale = Part.Mesh.Scale + Vector3.new(0.15,0.3,0.15) Part.Transparency=i\*.1 wait() end Part.Parent=nil end),S,S.CFrame)

end

function ss(pitch)

local SlashSound = Instance.new("Sound")

--SlashSound.SoundId = "rbxasset://sounds\\swordslash.wav"

SlashSound.SoundId = "<http://roblox.com/asset/?id=10209645>"

SlashSound.Parent = workspace

SlashSound.Volume = .7

SlashSound.Pitch = pitch

SlashSound.PlayOnRemove = true

coroutine.resume(coroutine.create(function()

wait(0)

SlashSound.Parent = nil

end))

end

function equipsound(pitch)

local SlashSound = Instance.new("Sound")

SlashSound.SoundId = "rbxasset://sounds\\unsheath.wav"

SlashSound.Parent = workspace

SlashSound.Volume = .5

SlashSound.Pitch = pitch

SlashSound.PlayOnRemove = true

coroutine.resume(coroutine.create(function()

wait(0)

SlashSound.Parent = nil

end))

end

function magicsound(pitch)

local SlashSound = Instance.new("Sound")

SlashSound.SoundId = "<http://www.roblox.com/asset/?id=2248511>"

SlashSound.Parent = workspace

SlashSound.Volume = .5

SlashSound.Pitch = pitch

SlashSound.PlayOnRemove = true

coroutine.resume(coroutine.create(function()

wait(0)

SlashSound.Parent = nil

end))

end

function critsound(pitch)

local SlashSound = Instance.new("Sound")

SlashSound.SoundId = "<http://www.roblox.com/asset/?id=2801263>"

SlashSound.Parent = workspace

SlashSound.Volume = .7

SlashSound.Pitch = pitch

SlashSound.PlayOnRemove = true

coroutine.resume(coroutine.create(function()

wait(0)

SlashSound.Parent = nil

end))

end

function spikesound(pitch)

local SlashSound = Instance.new("Sound")

SlashSound.SoundId = "<http://www.roblox.com/asset/?id=3264793>"

SlashSound.Parent = workspace

SlashSound.Volume = .7

SlashSound.Pitch = pitch

SlashSound.PlayOnRemove = true

coroutine.resume(coroutine.create(function()

wait(0)

SlashSound.Parent = nil

end))

end

function lasersound(pitch)

local SlashSound = Instance.new("Sound")

SlashSound.SoundId = "rbxasset://sounds/Launching rocket.wav"

SlashSound.Parent = workspace

SlashSound.Volume = .5

SlashSound.Pitch = pitch

SlashSound.PlayOnRemove = true

coroutine.resume(coroutine.create(function()

wait(0)

SlashSound.Parent = nil

end))

end

--rbxasset://sounds/Launching rocket.wav

Damagefunc1=function(hit,Damage,Knockback)

if attackdebounce == false then

attackdebounce = true

coroutine.resume(coroutine.create(function()

wait(0.1)

attackdebounce = false

end))

if hit.Parent==nil then

return

end

CPlayer=Bin

h=hit.Parent:FindFirstChild("Humanoid")

if h~=nil and hit.Parent.Name~=Character.Name and hit.Parent:FindFirstChild("Torso")~=nil then

if mana < 40000 then

mana = mana + math.random(10,20)

end

if mana > 40000 then

mana = 40000

end

Damage=Damage

--[[ if game.Players:GetPlayerFromCharacter(hit.Parent)~=nil then

return

end]]

c=Instance.new("ObjectValue")

c.Name="creator"

c.Value=game.Players.LocalPlayer

c.Parent=h

game:GetService("Debris"):AddItem(c,.5)

-- print(c.Value)

if math.random(0,99)+math.random()<=5 then

CRIT=true

Damage=Damage\*1.5

--[[ Knockback=Knockback\*2

r=Instance.new("BodyAngularVelocity")

r.P=3000

r.maxTorque=Vector3.new(500000000,50000000000,500000000)\*50000

r.angularvelocity=Vector3.new(math.random(-20,20),math.random(-20,20),math.random(-20,20))

r.Parent=hit.Parent.Torso]]

critsound(2)

end

Damage=Damage+math.random(0,10)

-- Blood(hit.CFrame\*CFrame.new(math.random(-10,10)/10,math.random(-10,10)/10,0),math.floor(Damage/2))

h:TakeDamage(Damage)

showDamage(hit.Parent,Damage,.5)

vp=Instance.new("BodyVelocity")

vp.P=500

vp.maxForce=Vector3.new(math.huge,0,math.huge)

-- vp.velocity=Character.Torso.CFrame.lookVector\*Knockback

vp.velocity=Torso.CFrame.lookVector\*Knockback+Torso.Velocity/1.05

if Knockback>0 then

vp.Parent=hit.Parent.Torso

end

game:GetService("Debris"):AddItem(vp,.25)

--[[ r=Instance.new("BodyAngularVelocity")

r.P=3000

r.maxTorque=Vector3.new(500000000,50000000000,500000000)\*50000

r.angularvelocity=Vector3.new(math.random(-20,20),math.random(-20,20),math.random(-20,20))

r.Parent=hit.Parent.Torso]]

game:GetService("Debris"):AddItem(r,.5)

c=Instance.new("ObjectValue")

c.Name="creator"

c.Value=Player

c.Parent=h

game:GetService("Debris"):AddItem(c,.5)

CRIT=false

hitDeb=true

AttackPos=6

end

end

end

showDamage=function(Char,Dealt,du)

m=Instance.new("Model")

m.Name=tostring(Dealt)

h=Instance.new("Humanoid")

h.Health=0

h.MaxHealth=0

h.Parent=m

c=Instance.new("Part")

c.Transparency=0

c.BrickColor=BrickColor:Red()

if CRIT==true then

c.BrickColor=BrickColor.new("Really red")

end

c.Name="Head"

c.TopSurface=0

c.BottomSurface=0

c.formFactor="Plate"

c.Size=Vector3.new(1,.4,1)

ms=Instance.new("CylinderMesh")

ms.Bevel=.1

ms.Scale=Vector3.new(.8,.8,.8)

if CRIT==true then

ms.Scale=Vector3.new(1.25,1.5,1.25)

ms.Bevel=.2

end

ms.Parent=c

c.Reflectance=0

Instance.new("BodyGyro").Parent=c

c.Parent=m

c.CFrame=CFrame.new(Char["Head"].CFrame.p+Vector3.new(0,1.5,0))

f=Instance.new("BodyPosition")

f.P=2000

f.D=100

f.maxForce=Vector3.new(math.huge,math.huge,math.huge)

f.position=c.Position+Vector3.new(0,3,0)

f.Parent=c

game:GetService("Debris"):AddItem(m,.5+du)

c.CanCollide=false

m.Parent=workspace

c.CanCollide=false

end

hold = false

function ob1d(mouse)

if attack == true then return end

if stancing == true then return end

hold = true

if combo == 0 then

combo = 1

onehit()

coroutine.resume(coroutine.create(function()

wait(0.5)

if attack == false then

combo = 0

comboing = false

gairo.Parent = nil

Torso.Neck.C0=necko\*CFrame.fromEulerAnglesXYZ(0,0,0)

LW.C0 = CFrame.new(-1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

LW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

RW.C0 = CFrame.new(1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

RW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

end

end))

elseif combo == 1 then

combo = 2

twohit()

coroutine.resume(coroutine.create(function()

wait(0.5)

if attack == false then

combo = 0

comboing = false

gairo.Parent = nil

Torso.Neck.C0=necko\*CFrame.fromEulerAnglesXYZ(0,0,0)

LW.C0 = CFrame.new(-1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

LW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

RW.C0 = CFrame.new(1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

RW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

end

end))

elseif combo == 2 then

combo = 3

threehit()

coroutine.resume(coroutine.create(function()

wait(0.5)

if attack == false then

combo = 0

comboing = false

gairo.Parent = nil

Torso.Neck.C0=necko\*CFrame.fromEulerAnglesXYZ(0,0,0)

LW.C0 = CFrame.new(-1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

LW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

RW.C0 = CFrame.new(1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

RW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

end

end))

elseif combo == 3 then

combo = 4

fourhit()

wait(0.5)

combo = 0

comboing = false

gairo.Parent = nil

Torso.Neck.C0=necko\*CFrame.fromEulerAnglesXYZ(0,0,0)

LW.C0 = CFrame.new(-1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

LW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

RW.C0 = CFrame.new(1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

RW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

end

end

function ob1u(mouse)

hold = false

end

buttonhold = false

function key(key)

if attack == true then return end

if key == "q" then

LaserWave()

end

if key == "e" then

OverBlast()

end

if key == "r" then

SpinBeam()

end

if key == "t" then

LaserBarrage()

end

if key == "y" then

CloseRangedFire()

end

if key == "u" then

SpinLaser()

end

if key == "x" then

Implosion()

end

if key == "c" then

LaserPillars()

end

if key == "z" then

DodgeTheLaser()

end

end

function key2(key)

end

function s(mouse)

mouse.Button1Down:connect(function() ob1d(mouse) end)

mouse.Button1Up:connect(function() ob1u(mouse) end)

mouse.KeyDown:connect(key)

mouse.KeyUp:connect(key2)

player = Player

ch = Character

RSH = ch.Torso["Right Shoulder"]

LSH = ch.Torso["Left Shoulder"]

--

RW.Part0 = ch.Torso

RW.C0 = CFrame.new(1.5, 0.5, 0) --\* CFrame.fromEulerAnglesXYZ(1.3, 0, -0.5)

RW.C1 = CFrame.new(0, 0.5, 0)

RW.Part1 = ch["Right Arm"]

RW.Parent = ch.Torso

--\_G.R = RW

--

LW.Part0 = ch.Torso

LW.C0 = CFrame.new(-1.5, 0.5, 0) --\* CFrame.fromEulerAnglesXYZ(1.7, 0, 0.8)

LW.C1 = CFrame.new(0, 0.5, 0)

LW.Part1 = ch["Left Arm"]

LW.Parent = ch.Torso

--\_G.L = LW

--

equipanim()

end

function ds(mouse)

hideanim()

RW.Parent = nil

LW.Parent = nil

RSH.Parent = player.Character.Torso

LSH.Parent = player.Character.Torso

end

Bin.Selected:connect(s)

Bin.Deselected:connect(ds)

function onRunning(speed)

if attack == true then return end

if speed>0 then

walking = true

for i = 0,1,0.1 do

wait()

if attack == false and comboing == false then

LW.C0 = CFrame.new(-1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(-0.5\*i,0,0)

LW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

RW.C0 = CFrame.new(1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(-0.5\*i,0,0)

RW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

end

end

else

walking = false

for i = 0,1,0.1 do

wait()

if attack == false and comboing == false then

LW.C0 = CFrame.new(-1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(-0.5+0.5\*i,0,0)

LW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

RW.C0 = CFrame.new(1.5,0.5,0) \* CFrame.fromEulerAnglesXYZ(-0.5+0.5\*i,0,0)

RW.C1 = CFrame.new(0, 0.5, 0) \* CFrame.fromEulerAnglesXYZ(0,0,0)

end

end

end

end

Character.Humanoid.Running:connect(onRunning)

coroutine.resume(coroutine.create(function()

while true do

wait(0)

fentext3.Size = UDim2.new(mana\*0.007,0,0.200000006,0)

fentext.Text = "Energy("..mana..")"

fentext3.BackgroundColor3 = Color3.new(1,1,1)

end

end))

coroutine.resume(coroutine.create(function()

while true do

wait(0.1)

if mana <= 0 and attack == false then

attack = true

while mana <= 40000 do

wait(0.1)

mana = mana + 5

end

attack = false

end

if mana < 40000 and attack == false then

mana = mana + 2

end

end

end))

coroutine.resume(coroutine.create(function()

while true do

wait()

for i = 0,1,0.01 do

wait(0)

if attack == false and comboing == false then

wld1.C0 = CFrame.new(0,1.6,-1) \* CFrame.fromEulerAnglesXYZ(0,0,6.28) \* CFrame.fromEulerAnglesXYZ(0,0,math.rad(360)\*i)

wld2.C0 = CFrame.new(0,1.6,-1) \* CFrame.fromEulerAnglesXYZ(0,0,0.785) \* CFrame.fromEulerAnglesXYZ(0,0,math.rad(360)\*i)

wld3.C0 = CFrame.new(0,1.6,-1) \* CFrame.fromEulerAnglesXYZ(0,0,1.57) \* CFrame.fromEulerAnglesXYZ(0,0,math.rad(360)\*i)

wld4.C0 = CFrame.new(0,1.6,-1) \* CFrame.fromEulerAnglesXYZ(0,0,2.355) \* CFrame.fromEulerAnglesXYZ(0,0,math.rad(360)\*i)

wld5.C0 = CFrame.new(0,1.6,-1) \* CFrame.fromEulerAnglesXYZ(0,0,3.14) \* CFrame.fromEulerAnglesXYZ(0,0,math.rad(360)\*i)

wld6.C0 = CFrame.new(0,1.6,-1) \* CFrame.fromEulerAnglesXYZ(0,0,3.925) \* CFrame.fromEulerAnglesXYZ(0,0,math.rad(360)\*i)

wld7.C0 = CFrame.new(0,1.6,-1) \* CFrame.fromEulerAnglesXYZ(0,0,4.71) \* CFrame.fromEulerAnglesXYZ(0,0,math.rad(360)\*i)

wld8.C0 = CFrame.new(0,1.6,-1) \* CFrame.fromEulerAnglesXYZ(0,0,5.495) \* CFrame.fromEulerAnglesXYZ(0,0,math.rad(360)\*i)

end

end

end

end))