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Subject: Re: scripts.dll 3.0 WIP update

Posted by [danpaul88](#) on Fri, 15 Sep 2006 18:17:24 GMT

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brenbot 1.43 only lets admins use !kill (by default), and has no !killme command at the moment, although I am thinking about adding one.

Didn't realise about the mines, but it does makes sense. Another reason to have kill . Anyway, its up to jonwil if he decides to add these.

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