Shopmenu Invulnerability needs adjusting!

Posted by Scathe - 09 Aug 2011 23:05

Right, we have had an issue on the server which needs addressing and fixing. There is an item in shopmenu 5 then 6 called potion of invulnerability. This makes you immune to any damage for "seven" seconds. Currently costing 4k, it is in aggreeance that this price gets changed to 16k so people arent spamming it, and causing problems in game for others.

There was an instance earlier this evening where one individual was using this and it caused the server to pretty much empty when it was going strong. So if this could be amended asap it would be much appreciated.

Cheers

Re: Shopmenu Invulnerability needs adjusting! Posted by colin1uk - 10 Aug 2011 11:24

hmienmm

Re: Shopmenu Invulnerability needs adjusting! Posted by Scathe - 10 Aug 2011 11:31

Lmao.... sorry Colin, I had to do it... once I started just had to finish, people have a right to know who they're looking up to in the community that though and now my cheeks but but it was worth it. •

Re: Shopmenu Invulnerability needs adjusting! Posted by colin1uk - 10 Aug 2011 11:35

il be on later to destroy you;)

Re: Shopmenu Invulnerability needs adjusting!

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Generated: 7 May, 2024, 12:50

Posted by Scathe - 10 Aug 2011 11:37

Lmao mate, looking forward to it.

Re: Shopmenu Invulnerability needs adjusting! Posted by substick - 10 Aug 2011 11:52

I destroy scathe anyway

Re: Shopmenu Invulnerability needs adjusting! Posted by DommyBearr - 23 Jan 2012 18:53

I'm thoroughly entertained reading this over and over.

Re: Shopmenu Invulnerability needs adjusting! Posted by M3ntoz - 23 Jan 2012 20:43

www.osnn.net/attachments/green-room/3923...ythreadresbatman.jpg

Re: Shopmenu Invulnerability needs adjusting! Posted by Nemx - 24 Jan 2012 11:48

Ohhhh inside info! :O
