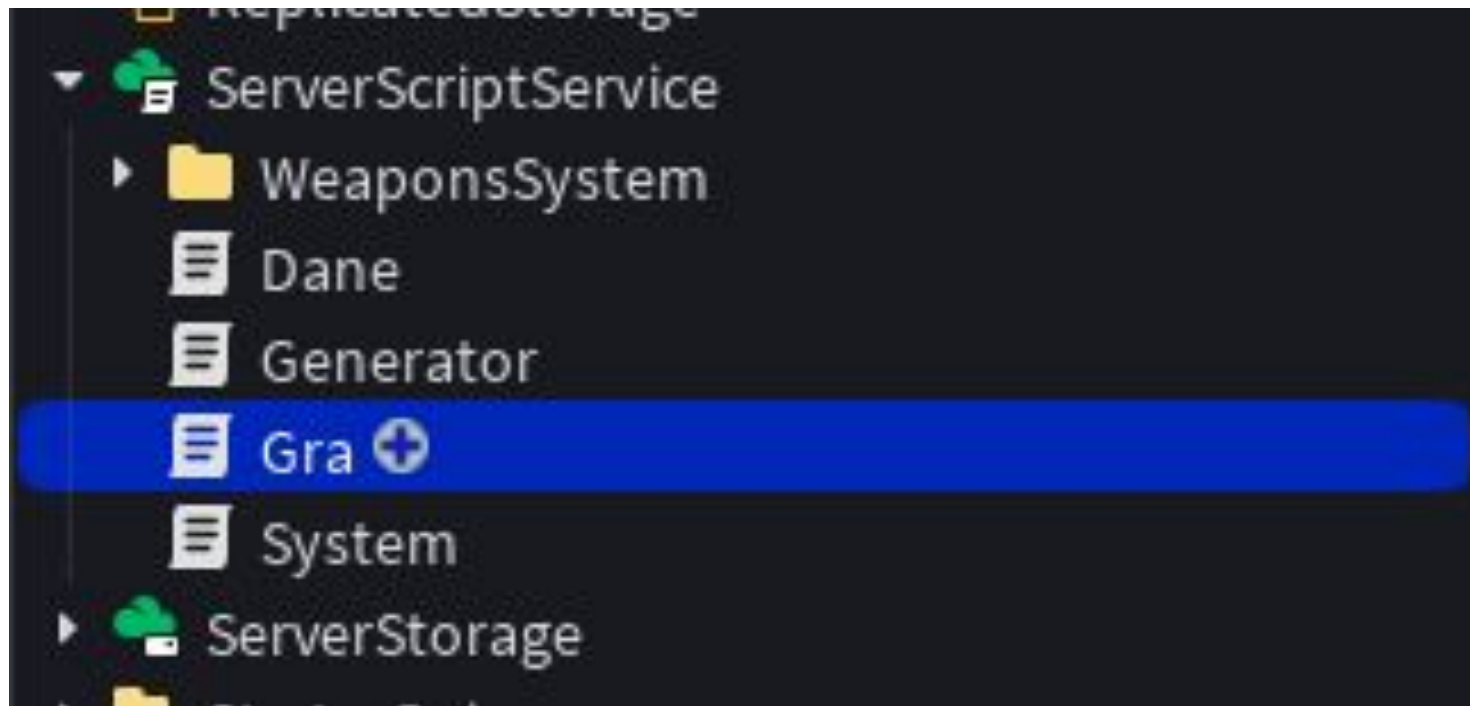


ZOMBIE ARENA

DODAJEMY NOWY SKRYPT DO SERVERSCRIPTSERVICE (GRA)



SKRYPT GRA

```
local ZMIENNA = game.ReplicatedStorage:WaitForChild("NAZWA")
```

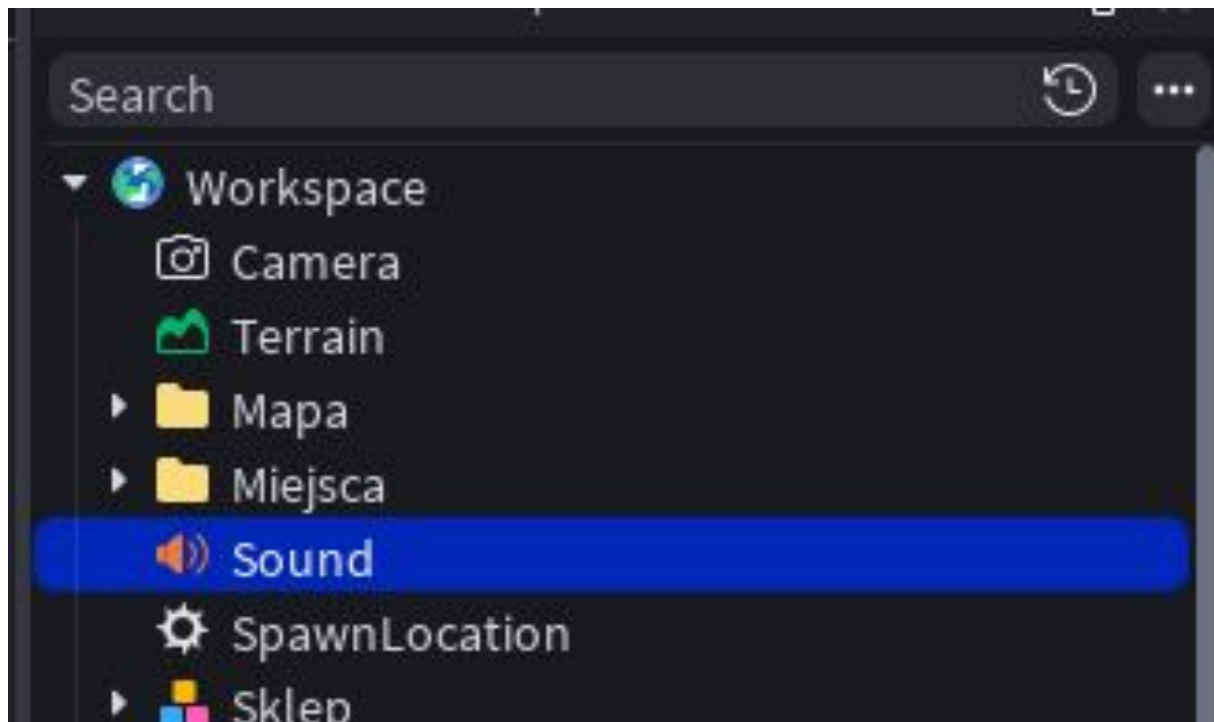
Odliczamy czas

ustawiamy zmienne

Odliczamy czas

Sprawdzamy czy zombiaki zostały pokonane

DODAJEMY SOUND DO WORKSPACE



W TOOLBOXIE SZUKAMY AUDIO, KOPIUJEMY ASSET ID

The screenshot shows the Toolbox application interface. At the top, there are navigation tabs: Creator Store (selected), Inventory, Recent, and Creations. Below the tabs is a search bar and a menu icon. The main content area displays a list of audio tracks under the path Home / Audio / Genres / Ambient. The first track, "Forest Night Flute — Calm Ambient" by Merita Waves, is highlighted. A context menu is open over this track, with "Copy Asset ID" selected. Other tracks in the list include "Ambient Focus Layers", "Ocean Breeze Flute — Calm Ambient", and "Endless Space Focus".

| Name | Creator | Tags | Length |
|-----------------------------------|------------------------|---------|--------|
| Forest Night Flute — Calm Ambient | Merita Waves | New Age | 3:38 |
| Ambient Focus Layers | | World | 4:42 |
| Ocean Breeze Flute — Calm Ambient | | New Age | 6:12 |
| Endless Space Focus | MUSIC FOR READING CLUB | World | 4:58 |

WKLEJAMY ASSET ID DO NASZEGO SOUND'A

