2017/02/12 01:47 1/1 Game Over

## **Game Over**

Helper function prefix: GameOver\_

This module implements the death screen, and the weird sequence of images you get just before death. It's automatically called by the AttackHandler; you shouldn't need to call it directly.

From:

https://wiki.frictionalgames.com/ - Frictional Game Wiki

Permanent link:

https://wiki.frictionalgames.com/hpl3/game/scripting/user\_modules/game\_over



