

standard variables:

saved variables:

```
/* saved variables go here (separated by commas) */
```

usage:

```
/* script code goes here */
```

```
DropCarriedCash()
```

```
// Gives the Player the money carried as well as dropped.
```

```
is GetDroppedCashThisPhase() > 860000?
```

```
yes:
```

```
SendTriggerMessage( mission_start, mission_speech, 8, 0 )
```

```
SendTriggerMessage( mission_speech, mission_start, 1, 5000 )
```

```
no:
```

```
is GetDroppedCashThisPhase() > 490000?
```

```
yes:
```

```
SendTriggerMessage( mission_start, mission_speech,  
7, 0 )
```

```
SendTriggerMessage( mission_speech, mission_start,  
1, 5000 )
```

```
no:
```

```
is GetDroppedCashThisPhase() > 1?
```

```
yes:
```

```
SendTriggerMessage( mission_start,  
mission_speech, 12, 0 )
```

```
SendTriggerMessage( mission_speech,  
mission_start, 1, 5000 )
```

```
no:
```

```
SendDamageMessage( mission_speech,  
mission_start, 1, 6000 )
```

```
SendTriggerMessage( mission_start,  
mission_speech, 9, 3000 )
```

```
end
```

```
end
```

```
end
```