

| | | | | | | On Fresh save in Tough | | | Possible in Level | | | | " +0" " +d8" " +ec" |
|-----------------------|---|-------|--------------|-------|----|------------------------|----------------|----------------|-------------------|-----------------|--|----------------|---------------------------|
| Data Type | Code Notes | Size | Final Offset | Level | | Nodes from start | Nodes from end | Node Type | Spawn amount? | Destroy Amount? | | Node Type | |
| Gem Counter | level ends at 0 | 16bit | 0x8d4 | 0x01 | 1 | 0 | | Display info | 0 | | | Display info | 0x111328 |
| Map Pointer | Discrete check points, laps -> {0x0, 0x73, 0xe6, 0x153} | 16bit | 0x208 | 0x01 | 1 | 1 | | Discrete Map | 0 | | | Discrete Map | 0x129b38 |
| Health | 1 is full, 0 is empty | Float | 0x7b4 | 0x02 | 2 | 1 | | Display info | ~100 | | | Object | 0x192098 |
| Scarab Counter | total destroyed in all rounds, 0 to 300 | 16bit | 0x234 | 0x02 | 2 | | 100 | Hidden Counter | | | | ??? | 0x19ded0 |
| Scarab Counter | total destroyed in rounds 1+2, resets for round 3 {0 > 200 > 0 > 100} | 16bit | 0x234 | 0x02 | 2 | | 101 | Hidden Counter | | | | ??? | 0x1a1118 |
| Scarab Counter | total destroyed in round 1, resets for rounds 2+3 {0 > 100 > 0 > 200} | 16bit | 0x234 | 0x02 | 2 | | 102 | Hidden Counter | | | | Hidden Counter | 0x1b2868 |
| Gem Counter | level ends at 0 | 16bit | 0x8d4 | 0x03 | 3 | 0 | | Display info | ~300? | | | Monkey | 0x1ccd8 |
| Player Map Pointer | starts at 0 ish, ends at 1 | Float | 0xcc8 | 0x05 | 5 | 0 | | Display info | 0 | | | Phase | 0x1e87e8 |
| Enemy Map Pointer x2 | starts at 0 ish, ends at 1 | Float | ??? | 0x05 | 5 | ??? | | ??? | ??? | | | ??? | 0x1edd40 |
| Health | 1 is full, 0 is empty | Float | 0x7b4 | 0x07 | 7 | 0 | | Display info | <60 | | | ??? | 0x1f7378 |
| Door | >0 when closed, <0 when open | Float | 0xc | 0x07 | 7 | | 0 | Object | | 0 | | Gem | 0x209a78 |
| Papaya in hand | 0 if not held, 1 if held | 16bit | 0x2f8 | 0x09 | 9 | 0 | | Papaya | ~150 | | | Coin | 0x209a78 |
| Papaya not under tree | 0 if moved from its spawn, 1 if it's where it spawns | 16bit | 0x74 | 0x09 | 9 | 0 | | Papaya | ~150 | | | Scarab | 0x20f770 |
| Papaya Counter | level ends at 0 | 16bit | 0x8d4 | 0x09 | 9 | ~10 | | Display info | ~150 | | | ??? | 0x21f2b0 |
| Banana Counter | | 16bit | 0x8d4 | 0x0a | 10 | 21 | | Display info | ~30 | | | Hidden Timer | 0x24c990 |
| Monkey Counter | level ends at 0 | 16bit | 0x8d6 | 0x0a | 10 | 21 | | Display info | ~30 | | | Target / Ring | 0x250200 |
| Monkey in Hand | 0 if not held, 1 if held | 16bit | 0xa54 | 0x0a | 10 | 0-20 | | Monkey | ~30 | | | Papaya/Boulder | 0x276cf8 |
| Monkey not Caught | 0 if not in cage, 1 if in cage | 16bit | 0xa58 | 0x0a | 10 | 0-20 | | Monkey | ~30 | | | Projectile | 0x348b98 |
| Health | 1 is full, 0 is empty | Float | 0x7b4 | 0x0b | 11 | 4 | | Display info | <100 | | | ??? | 0x34e888 |
| Snowcone Counter | | 16bit | 0x8d4 | 0x0b | 11 | 4 | | Display info | <100 | | | | |
| Boss Phase | 0 before starting, odd # minions, even # vunerable, 7 boss fight over | 16bit | 0x3fc | 0x0b | 11 | | 20 | Phase | | ? | | | |
| Boss Minion Counter | starts at 3 every odd phase, moves to even phase when hitting 0 | 16bit | 0x400 | 0x0b | 11 | | 20 | Phase | | ? | | | |
| ??? | Only used to help differentiate the above node | ??? | ??? | 0x0b | 11 | | 21 | Phase | | ? | | | |
| Seconds Timer | level fails at 0, get more time every time you hit the help ball | Float | 0xcfc | 0x0c | 12 | 0 | | Display info | 0 | | | | |
| Engine Fuel | 1 is full, 0 is empty, level fail on empty | Float | 0x7b4 | 0x11 | 17 | 0 | | Display info | 0 | | | | |
| Cheese Counter | level ends at 0 | 16bit | 0x8d4 | 0x11 | 17 | 0 | | Display info | 0 | | | | |
| Floor Count | 0 in yard, floors 1-3, 4 in angelica's tower (angelica exclusive) | 16bit | 0x7e8 | 0x1b | 27 | 0-4 | | Display info | 1 (Angelica) | | | | |
| Carrot Counter | value stays in place while gameplay goes from 3 > 2 | 16bit | 0x8d4 | 0x1e | 30 | 0 | | Display info | <25 | | | | |
| Ring Counter | value stays in place while gameplay goes from 3 > 2 | 16bit | 0x1f4 | 0x20 | 32 | 0 | | Display info | A lot? | | | | |
| Timer | Counts up from 0 to 60, game ends at 60 | Float | 0x9b0 | 0x20 | 32 | 1 | | Hidden Timer | A lot? | | | | |
| Bashes Counter | value stays in place while gameplay goes from 3 > 2 | 16bit | 0x8d4 | 0x24 | 36 | 0 | | Display info | <50? | | | | |

Going forward in the list will have an addaddress chain that goes: Pointer > +10 > (+14) # of node times > +0 > +Final Offset

Going backward in the list will have an addaddress chain that goes: Pointer > +44 > +30 > (+10) # of node times > +0 > +Final Offset

The above going backward chain only works in some instances, other times it seems to access a whole other linked list? Very confusing, might need further research if other data that cannot be found is eventually needed (Looking at you Gamecube port)

Nodes listed from the start can be moved a node further in the list every time a new object spawns, and a node from the end can be moved closer to the end every time a node is destroyed