Data Type	Code Notes	Size	Final Offset	Level		On Fresh save in Tough		Node Type	Possible in Level		Node Type	"+0" "+d8" "+ec"
						Nodes from start	Nodes from end		Spawn amount?	Destroy Amount?		
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	0x1ccdb8
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)

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