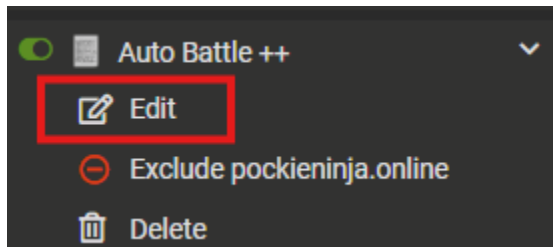


Change the coordinates of the script based on your Resolution:

1. Open the scripts' code. From Tapermonkey, click the arrow beside "Auto Battle ++" and click on "Edit".



2. Scroll down until you see this:

```
// Daftar koordinat Tailed Beast (  
const tailedBeastCoordinates = [
```

3. Open up a notepad or any notes where you can record the coordinates of the beasts, in my case I used notepad:

```
1 tail  
X: 1042, Y: 504  
X: 936, Y: 451  
  
4 tails  
X: 907, Y: 348  
X: 833, Y: 293  
715 212  
  
2 tails  
X: 465, Y: 359  
X: 421, Y: 320  
237 237  
  
7 tails  
X: 609, Y: 207  
X: 589, Y: 144
```

4. I suggest you use at least 2 coordinates for better results.
5. Next, hit F12 while your PN is open and paste this code. This code will record all your click's X and Y coordinates:

```
document.addEventListener("click", function(e) {  
    console.log(`Clicked on X: ${e.clientX}, Y:  
    ${e.clientY}`);  
});
```

6. Now, here is my suggestion. Click on two areas of the Beast. See below for example:



7. First click on, 1. Open the console/dev tool to view the X and Y coordinates and save it to your notepad. Then proceed to click on your 2nd spot.

```
> document.addEventListener("click", function(e) {  
  console.log(`Clicked on X: ${e.clientX}, Y: ${e.clientY}`);  
});  
undefined  
Clicked on X: 20, Y: 527  
⚠ Missing animation: beast-4-2  
Clicked on X: 1318, Y: 440  
Clicked on X: 719, Y: 232  
Clicked on X: 795, Y: 290
```

8. Now, after gathering all the coordinates of each beasts, you can input it on the code. You can add more than 2 coordinates if you want. In my case, i only added 2. See below on

how I did the naming.

```
const tailedBeastCoordinates = [  
  { name: "Shukaku", x: 1042, y: 504 },  
  { name: "Shukaku 2", x: 936, y: 451 },  
  { name: "Son Goku", x: 907, y: 348 },  
  { name: "Son Goku 2", x: 833, y: 293 },  
  { name: "Son Goku 3", x: 715, y: 212 },  
  { name: "Matatabi", x: 465, y: 359 },  
  { name: "Matatabi 2", x: 421, y: 320 },  
  { name: "Matatabi 3", x: 237, y: 237 },  
  { name: "Chomei", x: 609, y: 207 },  
  { name: "Chomei 2", x: 563, y: 91 },  
  { name: "Isobu", x: 863, y: 124 },  
  { name: "Isobu 2", x: 795, y: 93 },  
  { name: "Kokuo", x: 1093, y: 299 },  
  { name: "Kokuo 2", x: 979, y: 315 },  
  { name: "Gyuki", x: 671, y: 470 },  
  { name: "Gyuki 2", x: 562, y: 419 },  
  { name: "Kurama", x: 384, y: 478 },  
  { name: "Kurama 2", x: 280, y: 447 },  
  //{ name: "Saiken", x: 512, y: 372 },  
];
```

9. In my case, I included all the other beasts but make sure than 1-4-2-7 are on the top. This will make the script attack those 4 in order. I added all the other beasts so that if 1-4-2-7 is not present yet, it will attack other beasts.
10. There are times where you refreshed the game, a box will appear instead of the beast.



11. What I did is I gather the coordinates of that box as well and added to the code.
12. After editing the script, just click CTRL+S to save it.