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local Fluent =
loadstring(game:HttpGet("https://github.com/dawid-scripts/Fluent/releases/latest/download/main.lua"))()
local SaveManager =
loadstring(game:HttpGet("https://raw.githubusercontent.com/dawid-scripts/Fluent/master/Addons/SaveManager.lua"))()
local InterfaceManager =
loadstring(game:HttpGet("https://raw.githubusercontent.com/dawid-scripts/Fluent/master/Addons/InterfaceManager.lua"))()

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local Window = Fluent.CreateWindow({
    Title = "No Hub",
    SubTitle = "by Rip_No",
    TabWidth = 160,
    Size = UDim2.fromOffset(450, 300),
    Acrylic = true, -- The blur may be detectable, setting this to false disables blur entirely
    Theme = "Darker",
    MinimizeKey = Enum.KeyCode.End -- Used when theres no MinimizeKeybind
})

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local Tabs
    Main = Window.AddTab({ Title = "Main", Icon = "home" }),
    Setting = Window.AddTab({ Title = "Setting", Icon = "settings" }),
    Stats = Window.AddTab({ Title = "Stats", Icon = "plus-circle" }),
    Player = Window.AddTab({ Title = "Player", Icon = "baby" }),
    Teleport = Window.AddTab({ Title = "Teleport", Icon = "palmtree" }),
    Fruit = Window.AddTab({ Title = "Devil Fruit", Icon = "cherry" }),
    Raid = Window.AddTab({ Title = "Dungeon", Icon = "swords" }),
    Race = Window.AddTab({ Title = "Race V4", Icon = "chevrons-right" }),
    Shop = Window.AddTab({ Title = "Shop", Icon = "shopping-cart" }),
    Misc = Window.AddTab({ Title = "Misc", Icon = "list-plus" }),
}

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local Options = Fluent.Options

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do

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    repeat wait() until game.Players
    repeat wait() until game.Players.LocalPlayer
    repeat wait() until game.ReplicatedStorage
    repeat wait() until game.ReplicatedStorage:FindFirstChild("Remotes");
    repeat wait() until game.Players.LocalPlayer:FindFirstChild("PlayerGui");
    repeat wait() until game.Players.LocalPlayer.PlayerGui:FindFirstChild("Main");

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repeat wait() until game:GetService("Players")
repeat wait() until
game:GetService("Players").LocalPlayer.Character:FindFirstChild("Energy")

wait(0.1)

if not game:IsLoaded() then repeat game.Loaded:Wait() until game:IsLoaded() end

if game:GetService("Players").LocalPlayer.PlayerGui.Main:FindFirstChild("ChooseTeam")
then
repeat wait()
if
game:GetService("Players").LocalPlayer.PlayerGui.WaitForChild("Main").ChooseTeam.Visible
== true then
if _G.Team == "Pirate" then
for i, v in
pairs(getconnections(game:GetService("Players").LocalPlayer.PlayerGui.Main.ChooseTeam.Co
ntainer.Pirates.Frame.ViewportFrame.TextButton.Activated)) do
v.Function()
end
elseif _G.Team == "Marine" then
for i, v in
pairs(getconnections(game:GetService("Players").LocalPlayer.PlayerGui.Main.ChooseTeam.Co
ntainer.Marines.Frame.ViewportFrame.TextButton.Activated)) do
v.Function()
end
else
for i, v in
pairs(getconnections(game:GetService("Players").LocalPlayer.PlayerGui.Main.ChooseTeam.Co
ntainer.Pirates.Frame.ViewportFrame.TextButton.Activated)) do
v.Function()
end
end
end
until game.Players.LocalPlayer.Team ~= nil and game:IsLoaded()
end

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-----// BLOX FRUIT
--// Sea world
First_Sea = false
Second_Sea = false
Third_Sea = false

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local placeld = game.Placeld
if placeld == 2753915549 then
    First_Sea = true
elseif placeld == 4442272183 then
    Second_Sea = true
elseif placeld == 7449423635 then
    Third_Sea = true
end

--// Check Quest
function CheckLevel()
    local Lv = game:GetService("Players").LocalPlayer.Data.Level.Value
    if First_Sea then
        if Lv == 1 or Lv <= 9 or SelectMonster == "Bandit" or SelectArea == 'Jungle' then -- Bandit
            Ms = "Bandit"
            NameQuest = "BanditQuest1"
            QuestLv = 1
            NameMon = "Bandit"
            CFrameQ = CFrame.new(1060.9383544922, 16.455066680908, 1547.7841796875)
            CFrameMon = CFrame.new(1038.5533447266, 41.296249389648, 1576.5098876953)
        elseif Lv == 10 or Lv <= 14 or SelectMonster == "Monkey" or SelectArea == 'Jungle' then --
            Monkey
            Ms = "Monkey"
            NameQuest = "JungleQuest"
            QuestLv = 1
            NameMon = "Monkey"
            CFrameQ = CFrame.new(-1601.6553955078, 36.85213470459, 153.38809204102)
            CFrameMon = CFrame.new(-1448.1446533203, 50.851993560791, 63.60718536377)
        elseif Lv == 15 or Lv <= 29 or SelectMonster == "Gorilla" or SelectArea == 'Jungle' then --
            Gorilla
            Ms = "Gorilla"
            NameQuest = "JungleQuest"
            QuestLv = 2
            NameMon = "Gorilla"
            CFrameQ = CFrame.new(-1601.6553955078, 36.85213470459, 153.38809204102)
            CFrameMon = CFrame.new(-1142.6488037109, 40.462348937988, -515.39227294922)
        elseif Lv == 30 or Lv <= 39 or SelectMonster == "Pirate" or SelectArea == 'Buggy' then -- Pirate
            Ms = "Pirate"
            NameQuest = "BuggyQuest1"
            QuestLv = 1
            NameMon = "Pirate"
            CFrameQ = CFrame.new(-1140.1761474609, 4.752049446106, 3827.4057617188)
            CFrameMon = CFrame.new(-1201.0881347656, 40.628940582275, 3857.5966796875)
        end
    end
end

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elseif Lv == 40 or Lv <= 59 or SelectMonster == "Brute" or SelectArea == 'Buggy' then -- Brute
Ms = "Brute"
NameQuest = "BuggyQuest1"
QuestLv = 2
NameMon = "Brute"
CFrameQ = CFrame.new(-1140.1761474609, 4.752049446106, 3827.4057617188)
CFrameMon = CFrame.new(-1387.5324707031, 24.592035293579, 4100.9575195313)
elseif Lv == 60 or Lv <= 74 or SelectMonster == "Desert Bandit" or SelectArea == 'Desert' then
-- Desert Bandit
Ms = "Desert Bandit"
NameQuest = "DesertQuest"
QuestLv = 1
NameMon = "Desert Bandit"
CFrameQ = CFrame.new(896.51721191406, 6.4384617805481, 4390.1494140625)
CFrameMon = CFrame.new(984.99896240234, 16.109552383423, 4417.91015625)
elseif Lv == 75 or Lv <= 89 or SelectMonster == "Desert Officer" or SelectArea == 'Desert' then
-- Desert Officer
Ms = "Desert Officer"
NameQuest = "DesertQuest"
QuestLv = 2
NameMon = "Desert Officer"
CFrameQ = CFrame.new(896.51721191406, 6.4384617805481, 4390.1494140625)
CFrameMon = CFrame.new(1547.1510009766, 14.452038764954, 4381.8002929688)
elseif Lv == 90 or Lv <= 99 or SelectMonster == "Snow Bandit" or SelectArea == 'Snow' then --
Snow Bandit
Ms = "Snow Bandit"
NameQuest = "SnowQuest"
QuestLv = 1
NameMon = "Snow Bandit"
CFrameQ = CFrame.new(1386.8073730469, 87.272789001465, -1298.3576660156)
CFrameMon = CFrame.new(1356.3028564453, 105.76865386963, -1328.2418212891)
elseif Lv == 100 or Lv <= 119 or SelectMonster == "Snowman" or SelectArea == 'Snow' then --
Snowman
Ms = "Snowman"
NameQuest = "SnowQuest"
QuestLv = 2
NameMon = "Snowman"
CFrameQ = CFrame.new(1386.8073730469, 87.272789001465, -1298.3576660156)
CFrameMon = CFrame.new(1218.7956542969, 138.01184082031, -1488.0262451172)
elseif Lv == 120 or Lv <= 149 or SelectMonster == "Chief Petty Officer" or SelectArea ==
'Marine' then -- Chief Petty Officer
Ms = "Chief Petty Officer"
NameQuest = "MarineQuest2"
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QuestLv = 1
NameMon = "Chief Petty Officer"
CFrameQ = CFrame.new(-5035.49609375, 28.677835464478, 4324.1840820313)
CFrameMon = CFrame.new(-4931.1552734375, 65.793113708496, 4121.8393554688)
elseif Lv == 150 or Lv <= 174 or SelectMonster == "Sky Bandit" or SelectArea == 'Sky' then --
Sky Bandit
Ms = "Sky Bandit"
NameQuest = "SkyQuest"
QuestLv = 1
NameMon = "Sky Bandit"
CFrameQ = CFrame.new(-4842.1372070313, 717.69543457031, -2623.0483398438)
CFrameMon = CFrame.new(-4955.6411132813, 365.46365356445, -2908.1865234375)
elseif Lv == 175 or Lv <= 189 or SelectMonster == "Dark Master" or SelectArea == 'Sky' then --
Dark Master
Ms = "Dark Master"
NameQuest = "SkyQuest"
QuestLv = 2
NameMon = "Dark Master"
CFrameQ = CFrame.new(-4842.1372070313, 717.69543457031, -2623.0483398438)
CFrameMon = CFrame.new(-5148.1650390625, 439.04571533203, -2332.9611816406)
elseif Lv == 190 or Lv <= 209 or SelectMonster == "Prisoner" or SelectArea == 'Prison' then --
Prisoner
Ms = "Prisoner"
NameQuest = "PrisonerQuest"
QuestLv = 1
NameMon = "Prisoner"
CFrameQ = CFrame.new(5310.60547, 0.350014925, 474.946594, 0.0175017118, 0,
0.999846935, 0, 1, 0, -0.999846935, 0, 0.0175017118)
CFrameMon = CFrame.new(4937.31885, 0.332031399, 649.574524, 0.694649816, 0,
-0.719348073, 0, 1, 0, 0.719348073, 0, 0.694649816)
elseif Lv == 210 or Lv <= 249 or SelectMonster == "Dangerous Prisoner" or SelectArea ==
'Prison' then -- Dangerous Prisoner
Ms = "Dangerous Prisoner"
NameQuest = "PrisonerQuest"
QuestLv = 2
NameMon = "Dangerous Prisoner"
CFrameQ = CFrame.new(5310.60547, 0.350014925, 474.946594, 0.0175017118, 0,
0.999846935, 0, 1, 0, -0.999846935, 0, 0.0175017118)
CFrameMon = CFrame.new(5099.6626, 0.351562679, 1055.7583, 0.898906827, 0,
-0.438139856, 0, 1, 0, 0.438139856, 0, 0.898906827)
elseif Lv == 250 or Lv <= 274 or SelectMonster == "Toga Warrior" or SelectArea == 'Colosseum'
then -- Toga Warrior
Ms = "Toga Warrior"

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NameQuest = "ColosseumQuest"
QuestLv = 1
NameMon = "Toga Warrior"
CFrameQ = CFrame.new(-1577.7890625, 7.4151420593262, -2984.4838867188)
CFrameMon = CFrame.new(-1872.5166015625, 49.080215454102, -2913.810546875)
elseif Lv == 275 or Lv <= 299 or SelectMonster == "Gladiator" or SelectArea == 'Colosseum'
then -- Gladiator
Ms = "Gladiator"
NameQuest = "ColosseumQuest"
QuestLv = 2
NameMon = "Gladiator"
CFrameQ = CFrame.new(-1577.7890625, 7.4151420593262, -2984.4838867188)
CFrameMon = CFrame.new(-1521.3740234375, 81.203170776367, -3066.3139648438)
elseif Lv == 300 or Lv <= 324 or SelectMonster == "Military Soldier" or SelectArea == 'Magma'
then -- Military Soldier
Ms = "Military Soldier"
NameQuest = "MagmaQuest"
QuestLv = 1
NameMon = "Military Soldier"
CFrameQ = CFrame.new(-5316.1157226563, 12.262831687927, 8517.00390625)
CFrameMon = CFrame.new(-5369.0004882813, 61.24352645874, 8556.4921875)
elseif Lv == 325 or Lv <= 374 or SelectMonster == "Military Spy" or SelectArea == 'Magma' then
-- Military Spy
Ms = "Military Spy"
NameQuest = "MagmaQuest"
QuestLv = 2
NameMon = "Military Spy"
CFrameQ = CFrame.new(-5316.1157226563, 12.262831687927, 8517.00390625)
CFrameMon = CFrame.new(-5787.00293, 75.8262634, 8651.69922, 0.838590562, 0,
-0.544762194, 0, 1, 0, 0.544762194, 0, 0.838590562)
elseif Lv == 375 or Lv <= 399 or SelectMonster == "Fishman Warrior" or SelectArea ==
'Fishman' then -- Fishman Warrior
Ms = "Fishman Warrior"
NameQuest = "FishmanQuest"
QuestLv = 1
NameMon = "Fishman Warrior"
CFrameQ = CFrame.new(61122.65234375, 18.497442245483, 1569.3997802734)
CFrameMon = CFrame.new(60844.10546875, 98.462875366211, 1298.3985595703)
if Auto_Farm and (CFrameMon.Position -
game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude > 3000 then
game.GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("requestEntrance",Vec
tor3.new(61163.8515625, 11.6796875, 1819.7841796875))
end

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elseif Lv == 400 or Lv <= 449 or SelectMonster == "Fishman Commando" or SelectArea ==
'Fishman' then -- Fishman Commando
Ms = "Fishman Commando"
NameQuest = "FishmanQuest"
QuestLv = 2
NameMon = "Fishman Commando"
CFrameQ = CFrame.new(61122.65234375, 18.497442245483, 1569.3997802734)
CFrameMon = CFrame.new(61738.3984375, 64.207321166992, 1433.8375244141)
if Auto_Farm and (CFrameMon.Position -
game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude > 3000 then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("requestEntrance",Vec
tor3.new(61163.8515625, 11.6796875, 1819.7841796875))
end
elseif Lv == 450 or Lv <= 474 or SelectMonster == "God's Guard" or SelectArea == 'Sky Island'
then -- God's Guard
Ms = "God's Guard"
NameQuest = "SkyExp1Quest"
QuestLv = 1
NameMon = "God's Guard"
CFrameQ = CFrame.new(-4721.8603515625, 845.30297851563, -1953.8489990234)
CFrameMon = CFrame.new(-4628.0498046875, 866.92877197266, -1931.2352294922)
if Auto_Farm and (CFrameMon.Position -
game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude > 3000 then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("requestEntrance",Vec
tor3.new(-4607.82275, 872.54248, -1667.55688))
end
elseif Lv == 475 or Lv <= 524 or SelectMonster == "Shanda" or SelectArea == 'Sky Island' then
-- Shanda
Ms = "Shanda"
NameQuest = "SkyExp1Quest"
QuestLv = 2
NameMon = "Shanda"
CFrameQ = CFrame.new(-7863.1596679688, 5545.5190429688, -378.42266845703)
CFrameMon = CFrame.new(-7685.1474609375, 5601.0751953125, -441.38876342773)
if Auto_Farm and (CFrameMon.Position -
game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude > 3000 then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("requestEntrance",Vec
tor3.new(-7894.6176757813, 5547.1416015625, -380.29119873047))
end
elseif Lv == 525 or Lv <= 549 or SelectMonster == "Royal Squad" or SelectArea == 'Sky Island'
then -- Royal Squad
Ms = "Royal Squad"
NameQuest = "SkyExp2Quest"

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QuestLv = 1
NameMon = "Royal Squad"
CFrameQ = CFrame.new(-7903.3828125, 5635.9897460938, -1410.923828125)
CFrameMon = CFrame.new(-7654.2514648438, 5637.1079101563, -1407.7550048828)
elseif Lv == 550 or Lv <= 624 or SelectMonster == "Royal Soldier" or SelectArea == 'Sky Island'
then -- Royal Soldier
Ms = "Royal Soldier"
NameQuest = "SkyExp2Quest"
QuestLv = 2
NameMon = "Royal Soldier"
CFrameQ = CFrame.new(-7903.3828125, 5635.9897460938, -1410.923828125)
CFrameMon = CFrame.new(-7760.4106445313, 5679.9077148438, -1884.8112792969)
elseif Lv == 625 or Lv <= 649 or SelectMonster == "Galley Pirate" or SelectArea == 'Fountain'
then -- Galley Pirate
Ms = "Galley Pirate"
NameQuest = "FountainQuest"
QuestLv = 1
NameMon = "Galley Pirate"
CFrameQ = CFrame.new(5258.2788085938, 38.526931762695, 4050.044921875)
CFrameMon = CFrame.new(5557.1684570313, 152.32717895508, 3998.7758789063)
elseif Lv >= 650 or SelectMonster == "Galley Captain" or SelectArea == 'Fountain' then -- Galley
Captain
Ms = "Galley Captain"
NameQuest = "FountainQuest"
QuestLv = 2
NameMon = "Galley Captain"
CFrameQ = CFrame.new(5258.2788085938, 38.526931762695, 4050.044921875)
CFrameMon = CFrame.new(5677.6772460938, 92.786109924316, 4966.6323242188)
end
end
if Second_Sea then
if Lv == 700 or Lv <= 724 or SelectMonster == "Raider" or SelectArea == 'Area 1' then -- Raider
Ms = "Raider"
NameQuest = "Area1Quest"
QuestLv = 1
NameMon = "Raider"
CFrameQ = CFrame.new(-427.72567749023, 72.99634552002, 1835.9426269531)
CFrameMon = CFrame.new(68.874565124512, 93.635643005371, 2429.6752929688)
elseif Lv == 725 or Lv <= 774 or SelectMonster == "Mercenary" or SelectArea == 'Area 1' then --
Mercenary
Ms = "Mercenary"
NameQuest = "Area1Quest"
QuestLv = 2
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NameMon = "Mercenary"
CFrameQ = CFrame.new(-427.72567749023, 72.99634552002, 1835.9426269531)
CFrameMon = CFrame.new(-864.85009765625, 122.47104644775, 1453.1505126953)
elseif Lv == 775 or Lv <= 799 or SelectMonster == "Swan Pirate" or SelectArea == 'Area 2' then
-- Swan Pirate
Ms = "Swan Pirate"
NameQuest = "Area2Quest"
QuestLv = 1
NameMon = "Swan Pirate"
CFrameQ = CFrame.new(635.61151123047, 73.096351623535, 917.81298828125)
CFrameMon = CFrame.new(1065.3669433594, 137.64012145996, 1324.3798828125)
elseif Lv == 800 or Lv <= 874 or SelectMonster == "Factory Staff" or SelectArea == 'Area 2' then
-- Factory Staff
Ms = "Factory Staff"
NameQuest = "Area2Quest"
QuestLv = 2
NameMon = "Factory Staff"
CFrameQ = CFrame.new(635.61151123047, 73.096351623535, 917.81298828125)
CFrameMon = CFrame.new(533.22045898438, 128.46876525879, 355.62615966797)
elseif Lv == 875 or Lv <= 899 or SelectMonster == "Marine Lieutenant" or SelectArea == 'Marine'
then -- Marine Lieutenant
Ms = "Marine Lieutenant"
NameQuest = "MarineQuest3"
QuestLv = 1
NameMon = "Marine Lieutenant"
CFrameQ = CFrame.new(-2440.9934082031, 73.04190826416, -3217.7082519531)
CFrameMon = CFrame.new(-2489.2622070313, 84.613594055176, -3151.8830566406)
elseif Lv == 900 or Lv <= 949 or SelectMonster == "Marine Captain" or SelectArea == 'Marine'
then -- Marine Captain
Ms = "Marine Captain"
NameQuest = "MarineQuest3"
QuestLv = 2
NameMon = "Marine Captain"
CFrameQ = CFrame.new(-2440.9934082031, 73.04190826416, -3217.7082519531)
CFrameMon = CFrame.new(-2335.2026367188, 79.786659240723, -3245.8674316406)
elseif Lv == 950 or Lv <= 974 or SelectMonster == "Zombie" or SelectArea == 'Zombie' then --
Zombie
Ms = "Zombie"
NameQuest = "ZombieQuest"
QuestLv = 1
NameMon = "Zombie"
CFrameQ = CFrame.new(-5494.3413085938, 48.505931854248, -794.59094238281)
CFrameMon = CFrame.new(-5536.4970703125, 101.08577728271, -835.59075927734)
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elseif Lv == 975 or Lv <= 999 or SelectMonster == "Vampire" or SelectArea == 'Zombie' then --
Vampire
Ms = "Vampire"
NameQuest = "ZombieQuest"
QuestLv = 2
NameMon = "Vampire"
CFrameQ = CFrame.new(-5494.3413085938, 48.505931854248, -794.59094238281)
CFrameMon = CFrame.new(-5806.1098632813, 16.722528457642, -1164.4384765625)
elseif Lv == 1000 or Lv <= 1049 or SelectMonster == "Snow Trooper" or SelectArea == 'Snow
Mountain' then -- Snow Trooper
Ms = "Snow Trooper"
NameQuest = "SnowMountainQuest"
QuestLv = 1
NameMon = "Snow Trooper"
CFrameQ = CFrame.new(607.05963134766, 401.44781494141, -5370.5546875)
CFrameMon = CFrame.new(535.21051025391, 432.74209594727, -5484.9165039063)
elseif Lv == 1050 or Lv <= 1099 or SelectMonster == "Winter Warrior" or SelectArea == 'Snow
Mountain' then -- Winter Warrior
Ms = "Winter Warrior"
NameQuest = "SnowMountainQuest"
QuestLv = 2
NameMon = "Winter Warrior"
CFrameQ = CFrame.new(607.05963134766, 401.44781494141, -5370.5546875)
CFrameMon = CFrame.new(1234.4449462891, 456.95419311523, -5174.130859375)
elseif Lv == 1100 or Lv <= 1124 or SelectMonster == "Lab Subordinate" or SelectArea == 'Ice
Fire' then -- Lab Subordinate
Ms = "Lab Subordinate"
NameQuest = "IceSideQuest"
QuestLv = 1
NameMon = "Lab Subordinate"
CFrameQ = CFrame.new(-6061.841796875, 15.926671981812, -4902.0385742188)
CFrameMon = CFrame.new(-5720.5576171875, 63.309471130371, -4784.6103515625)
elseif Lv == 1125 or Lv <= 1174 or SelectMonster == "Horned Warrior" or SelectArea == 'Ice
Fire' then -- Horned Warrior
Ms = "Horned Warrior"
NameQuest = "IceSideQuest"
QuestLv = 2
NameMon = "Horned Warrior"
CFrameQ = CFrame.new(-6061.841796875, 15.926671981812, -4902.0385742188)
CFrameMon = CFrame.new(-6292.751953125, 91.181983947754, -5502.6499023438)
elseif Lv == 1175 or Lv <= 1199 or SelectMonster == "Magma Ninja" or SelectArea == 'Ice Fire'
then -- Magma Ninja
Ms = "Magma Ninja"
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NameQuest = "FireSideQuest"
QuestLv = 1
NameMon = "Magma Ninja"
CFrameQ = CFrame.new(-5429.0473632813, 15.977565765381, -5297.9614257813)
CFrameMon = CFrame.new(-5461.8388671875, 130.36347961426, -5836.4702148438)
elseif Lv == 1200 or Lv <= 1249 or SelectMonster == "Lava Pirate" or SelectArea == 'Ice Fire'
then -- Lava Pirate
Ms = "Lava Pirate"
NameQuest = "FireSideQuest"
QuestLv = 2
NameMon = "Lava Pirate"
CFrameQ = CFrame.new(-5429.0473632813, 15.977565765381, -5297.9614257813)
CFrameMon = CFrame.new(-5251.1889648438, 55.164535522461, -4774.4096679688)
elseif Lv == 1250 or Lv <= 1274 or SelectMonster == "Ship Deckhand" or SelectArea == 'Ship'
then -- Ship Deckhand
Ms = "Ship Deckhand"
NameQuest = "ShipQuest1"
QuestLv = 1
NameMon = "Ship Deckhand"
CFrameQ = CFrame.new(1040.2927246094, 125.08293151855, 32911.0390625)
CFrameMon = CFrame.new(921.12365722656, 125.9839553833, 33088.328125)
if Auto_Farm and (CFrameMon.Position -
game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude > 20000 then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("requestEntrance", Vector3.new(923.21252441406, 126.9760055542, 32852.83203125))
end
elseif Lv == 1275 or Lv <= 1299 or SelectMonster == "Ship Engineer" or SelectArea == 'Ship'
then -- Ship Engineer
Ms = "Ship Engineer"
NameQuest = "ShipQuest1"
QuestLv = 2
NameMon = "Ship Engineer"
CFrameQ = CFrame.new(1040.2927246094, 125.08293151855, 32911.0390625)
CFrameMon = CFrame.new(886.28179931641, 40.47790145874, 32800.83203125)
if Auto_Farm and (CFrameMon.Position -
game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude > 20000 then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("requestEntrance", Vector3.new(923.21252441406, 126.9760055542, 32852.83203125))
end
elseif Lv == 1300 or Lv <= 1324 or SelectMonster == "Ship Steward" or SelectArea == 'Ship'
then -- Ship Steward
Ms = "Ship Steward"
NameQuest = "ShipQuest2"

```

```

QuestLv = 1
NameMon = "Ship Steward"
CFrameQ = CFrame.new(971.42065429688, 125.08293151855, 33245.54296875)
CFrameMon = CFrame.new(943.85504150391, 129.58183288574, 33444.3671875)
if Auto_Farm and (CFrameMon.Position -
game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude > 20000 then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("requestEntrance",Vec
tor3.new(923.21252441406, 126.9760055542, 32852.83203125))
end
elseif Lv == 1325 or Lv <= 1349 or SelectMonster == "Ship Officer" or SelectArea == 'Ship' then
-- Ship Officer
Ms = "Ship Officer"
NameQuest = "ShipQuest2"
QuestLv = 2
NameMon = "Ship Officer"
CFrameQ = CFrame.new(971.42065429688, 125.08293151855, 33245.54296875)
CFrameMon = CFrame.new(955.38458251953, 181.08335876465, 33331.890625)
if Auto_Farm and (CFrameMon.Position -
game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude > 20000 then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("requestEntrance",Vec
tor3.new(923.21252441406, 126.9760055542, 32852.83203125))
end
elseif Lv == 1350 or Lv <= 1374 or SelectMonster == "Arctic Warrior" or SelectArea == 'Frost'
then -- Arctic Warrior
Ms = "Arctic Warrior"
NameQuest = "FrostQuest"
QuestLv = 1
NameMon = "Arctic Warrior"
CFrameQ = CFrame.new(5668.1372070313, 28.202531814575, -6484.6005859375)
CFrameMon = CFrame.new(5935.4541015625, 77.26016998291, -6472.7568359375)
if Auto_Farm and (CFrameMon.Position -
game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude > 20000 then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("requestEntrance",Vec
tor3.new(-6508.5581054688, 89.034996032715, -132.83953857422))
end
elseif Lv == 1375 or Lv <= 1424 or SelectMonster == "Snow Lurker" or SelectArea == 'Frost'
then -- Snow Lurker
Ms = "Snow Lurker"
NameQuest = "FrostQuest"
QuestLv = 2
NameMon = "Snow Lurker"
CFrameQ = CFrame.new(5668.1372070313, 28.202531814575, -6484.6005859375)
CFrameMon = CFrame.new(5628.482421875, 57.574996948242, -6618.3481445313)

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```

elseif Lv == 1425 or Lv <= 1449 or SelectMonster == "Sea Soldier" or SelectArea == 'Forgotten'
then -- Sea Soldier
Ms = "Sea Soldier"
NameQuest = "ForgottenQuest"
QuestLv = 1
NameMon = "Sea Soldier"
CFrameQ = CFrame.new(-3054.5827636719, 236.87213134766, -10147.790039063)
CFrameMon = CFrame.new(-3185.0153808594, 58.789089202881, -9663.6064453125)
elseif Lv >= 1450 or SelectMonster == "Water Fighter" or SelectArea == 'Forgotten' then --
Water Fighter
Ms = "Water Fighter"
NameQuest = "ForgottenQuest"
QuestLv = 2
NameMon = "Water Fighter"
CFrameQ = CFrame.new(-3054.5827636719, 236.87213134766, -10147.790039063)
CFrameMon = CFrame.new(-3262.9301757813, 298.69036865234, -10552.529296875)
end
end
if Third_Sea then
if Lv == 1500 or Lv <= 1524 or SelectMonster == "Pirate Millionaire" or SelectArea == 'Pirate
Port' then -- Pirate Millionaire
Ms = "Pirate Millionaire"
NameQuest = "PiratePortQuest"
QuestLv = 1
NameMon = "Pirate Millionaire"
CFrameQ = CFrame.new(-289.61752319336, 43.819011688232, 5580.0903320313)
CFrameMon = CFrame.new(-435.68109130859, 189.69866943359, 5551.0756835938)
elseif Lv == 1525 or Lv <= 1574 or SelectMonster == "Pistol Billionaire" or SelectArea == 'Pirate
Port' then -- Pistol Billoonaire
Ms = "Pistol Billionaire"
NameQuest = "PiratePortQuest"
QuestLv = 2
NameMon = "Pistol Billionaire"
CFrameQ = CFrame.new(-289.61752319336, 43.819011688232, 5580.0903320313)
CFrameMon = CFrame.new(-236.53652954102, 217.46676635742, 6006.0883789063)
elseif Lv == 1575 or Lv <= 1599 or SelectMonster == "Dragon Crew Warrior" or SelectArea ==
'Amazon' then -- Dragon Crew Warrior
Ms = "Dragon Crew Warrior"
NameQuest = "AmazonQuest"
QuestLv = 1
NameMon = "Dragon Crew Warrior"
CFrameQ = CFrame.new(5833.1147460938, 51.60498046875, -1103.0693359375)
CFrameMon = CFrame.new(6301.9975585938, 104.77153015137, -1082.6075439453)

```

```
elseif Lv == 1600 or Lv <= 1624 or SelectMonster == "Dragon Crew Archer" or SelectArea ==
'Amazon' then -- Dragon Crew Archer
Ms = "Dragon Crew Archer"
NameQuest = "AmazonQuest"
QuestLv = 2
NameMon = "Dragon Crew Archer"
CFrameQ = CFrame.new(5833.1147460938, 51.60498046875, -1103.0693359375)
CFrameMon = CFrame.new(6831.1171875, 441.76708984375, 446.58615112305)
elseif Lv == 1625 or Lv <= 1649 or SelectMonster == "Female Islander" or SelectArea ==
'Amazon' then -- Female Islander
Ms = "Female Islander"
NameQuest = "AmazonQuest2"
QuestLv = 1
NameMon = "Female Islander"
CFrameQ = CFrame.new(5446.8793945313, 601.62945556641, 749.45672607422)
CFrameMon = CFrame.new(5792.5166015625, 848.14392089844, 1084.1818847656)
elseif Lv == 1650 or Lv <= 1699 or SelectMonster == "Giant Islander" or SelectArea ==
'Amazon' then -- Giant Islander
Ms = "Giant Islander"
NameQuest = "AmazonQuest2"
QuestLv = 2
NameMon = "Giant Islander"
CFrameQ = CFrame.new(5446.8793945313, 601.62945556641, 749.45672607422)
CFrameMon = CFrame.new(5009.5068359375, 664.11071777344, -40.960144042969)
elseif Lv == 1700 or Lv <= 1724 or SelectMonster == "Marine Commodore" or SelectArea ==
'Marine Tree' then -- Marine Commodore
Ms = "Marine Commodore"
NameQuest = "MarineTreelsland"
QuestLv = 1
NameMon = "Marine Commodore"
CFrameQ = CFrame.new(2179.98828125, 28.731239318848, -6740.0551757813)
CFrameMon = CFrame.new(2198.0063476563, 128.71075439453, -7109.5043945313)
elseif Lv == 1725 or Lv <= 1774 or SelectMonster == "Marine Rear Admiral" or SelectArea ==
'Marine Tree' then -- Marine Rear Admiral
Ms = "Marine Rear Admiral"
NameQuest = "MarineTreelsland"
QuestLv = 2
NameMon = "Marine Rear Admiral"
CFrameQ = CFrame.new(2179.98828125, 28.731239318848, -6740.0551757813)
CFrameMon = CFrame.new(3294.3142089844, 385.41125488281, -7048.6342773438)
elseif Lv == 1775 or Lv <= 1799 or SelectMonster == "Fishman Raider" or SelectArea == 'Deep
Forest' then -- Fishman Raide
Ms = "Fishman Raider"
```

```
NameQuest = "DeepForestIsland3"
QuestLv = 1
NameMon = "Fishman Raider"
CFrameQ = CFrame.new(-10582.759765625, 331.78845214844, -8757.666015625)
CFrameMon = CFrame.new(-10553.268554688, 521.38439941406, -8176.9458007813)
elseif Lv == 1800 or Lv <= 1824 or SelectMonster == "Fishman Captain" or SelectArea == 'Deep
Forest' then -- Fishman Captain
Ms = "Fishman Captain"
NameQuest = "DeepForestIsland3"
QuestLv = 2
NameMon = "Fishman Captain"
CFrameQ = CFrame.new(-10583.099609375, 331.78845214844, -8759.4638671875)
CFrameMon = CFrame.new(-10789.401367188, 427.18637084961, -9131.4423828125)
elseif Lv == 1825 or Lv <= 1849 or SelectMonster == "Forest Pirate" or SelectArea == 'Deep
Forest' then -- Forest Pirate
Ms = "Forest Pirate"
NameQuest = "DeepForestIsland"
QuestLv = 1
NameMon = "Forest Pirate"
CFrameQ = CFrame.new(-13232.662109375, 332.40396118164, -7626.4819335938)
CFrameMon = CFrame.new(-13489.397460938, 400.30349731445, -7770.251953125)
elseif Lv == 1850 or Lv <= 1899 or SelectMonster == "Mythological Pirate" or SelectArea ==
'Deep Forest' then -- Mythological Pirate
Ms = "Mythological Pirate"
NameQuest = "DeepForestIsland"
QuestLv = 2
NameMon = "Mythological Pirate"
CFrameQ = CFrame.new(-13232.662109375, 332.40396118164, -7626.4819335938)
CFrameMon = CFrame.new(-13508.616210938, 582.46228027344, -6985.3037109375)
elseif Lv == 1900 or Lv <= 1924 or SelectMonster == "Jungle Pirate" or SelectArea == 'Deep
Forest' then -- Jungle Pirate
Ms = "Jungle Pirate"
NameQuest = "DeepForestIsland2"
QuestLv = 1
NameMon = "Jungle Pirate"
CFrameQ = CFrame.new(-12682.096679688, 390.88653564453, -9902.1240234375)
CFrameMon = CFrame.new(-12267.103515625, 459.75262451172, -10277.200195313)
elseif Lv == 1925 or Lv <= 1974 or SelectMonster == "Musketeer Pirate" or SelectArea == 'Deep
Forest' then -- Musketeer Pirate
Ms = "Musketeer Pirate"
NameQuest = "DeepForestIsland2"
QuestLv = 2
NameMon = "Musketeer Pirate"
```

```

CFrameQ = CFrame.new(-12682.096679688, 390.88653564453, -9902.1240234375)
CFrameMon = CFrame.new(-13291.5078125, 520.47338867188, -9904.638671875)
elseif Lv == 1975 or Lv <= 1999 or SelectMonster == "Reborn Skeleton" or SelectArea ==
'Haunted Castle' then
Ms = "Reborn Skeleton"
NameQuest = "HauntedQuest1"
QuestLv = 1
NameMon = "Reborn Skeleton"
CFrameQ = CFrame.new(-9480.80762, 142.130661, 5566.37305, -0.00655503059,
4.52954225e-08, -0.999978542, 2.04920472e-08, 1, 4.51620679e-08, 0.999978542,
-2.01955679e-08, -0.00655503059)
CFrameMon = CFrame.new(-8761.77148, 183.431747, 6168.33301, 0.978073597,
-1.3950732e-05, -0.208259016, -1.08073925e-06, 1, -7.20630269e-05, 0.208259016,
7.07080399e-05, 0.978073597)
elseif Lv == 2000 or Lv <= 2024 or SelectMonster == "Living Zombie" or SelectArea ==
'Haunted Castle' then
Ms = "Living Zombie"
NameQuest = "HauntedQuest1"
QuestLv = 2
NameMon = "Living Zombie"
CFrameQ = CFrame.new(-9480.80762, 142.130661, 5566.37305, -0.00655503059,
4.52954225e-08, -0.999978542, 2.04920472e-08, 1, 4.51620679e-08, 0.999978542,
-2.01955679e-08, -0.00655503059)
CFrameMon = CFrame.new(-10103.7529, 238.565979, 6179.75977, 0.999474227,
2.77547141e-08, 0.0324240364, -2.58006327e-08, 1, -6.06848474e-08, -0.0324240364,
5.98163865e-08, 0.999474227)
elseif Lv == 2025 or Lv <= 2049 or SelectMonster == "Demonic Soul" or SelectArea ==
'Haunted Castle' then
Ms = "Demonic Soul"
NameQuest = "HauntedQuest2"
QuestLv = 1
NameMon = "Demonic Soul"
CFrameQ = CFrame.new(-9516.9931640625, 178.00651550293, 6078.4653320313)
CFrameMon = CFrame.new(-9712.03125, 204.69589233398, 6193.322265625)
elseif Lv == 2050 or Lv <= 2074 or SelectMonster == "Posessed Mummy" or SelectArea ==
'Haunted Castle' then
Ms = "Posessed Mummy"
NameQuest = "HauntedQuest2"
QuestLv = 2
NameMon = "Posessed Mummy"
CFrameQ = CFrame.new(-9516.9931640625, 178.00651550293, 6078.4653320313)
CFrameMon = CFrame.new(-9545.7763671875, 69.619895935059, 6339.5615234375)
elseif Lv == 2075 or Lv <= 2099 or SelectMonster == "Peanut Scout" or SelectArea == 'Nut

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Island' then
Ms = "Peanut Scout"
NameQuest = "NutsIslandQuest"
QuestLv = 1
NameMon = "Peanut Scout"
CFrameQ = CFrame.new(-2105.53198, 37.2495995, -10195.5088, -0.766061664, 0,
-0.642767608, 0, 1, 0, 0.642767608, 0, -0.766061664)
CFrameMon = CFrame.new(-2150.587890625, 122.49767303467, -10358.994140625)
elseif Lv == 2100 or Lv <= 2124 or SelectMonster == "Peanut President" or SelectArea == 'Nut
Island' then
Ms = "Peanut President"
NameQuest = "NutsIslandQuest"
QuestLv = 2
NameMon = "Peanut President"
CFrameQ = CFrame.new(-2105.53198, 37.2495995, -10195.5088, -0.766061664, 0,
-0.642767608, 0, 1, 0, 0.642767608, 0, -0.766061664)
CFrameMon = CFrame.new(-2150.587890625, 122.49767303467, -10358.994140625)
elseif Lv == 2125 or Lv <= 2149 or SelectMonster == "Ice Cream Chef" or SelectArea == 'Ice
Cream Island' then
Ms = "Ice Cream Chef"
NameQuest = "IceCreamIslandQuest"
QuestLv = 1
NameMon = "Ice Cream Chef"
CFrameQ = CFrame.new(-819.376709, 64.9259796, -10967.2832, -0.766061664, 0,
0.642767608, 0, 1, 0, -0.642767608, 0, -0.766061664)
CFrameMon = CFrame.new(-789.941528, 209.382889, -11009.9805, -0.0703101531, -0,
-0.997525156, -0, 1.00000012, -0, 0.997525275, 0, -0.0703101456)
elseif Lv == 2150 or Lv <= 2199 or SelectMonster == "Ice Cream Commander" or SelectArea ==
'Ice Cream Island' then
Ms = "Ice Cream Commander"
NameQuest = "IceCreamIslandQuest"
QuestLv = 2
NameMon = "Ice Cream Commander"
CFrameQ = CFrame.new(-819.376709, 64.9259796, -10967.2832, -0.766061664, 0,
0.642767608, 0, 1, 0, -0.642767608, 0, -0.766061664)
CFrameMon = CFrame.new(-789.941528, 209.382889, -11009.9805, -0.0703101531, -0,
-0.997525156, -0, 1.00000012, -0, 0.997525275, 0, -0.0703101456)
elseif Lv == 2200 or Lv <= 2224 or SelectMonster == "Cookie Crafter" or SelectArea == 'Cake
Island' then
Ms = "Cookie Crafter"
NameQuest = "CakeQuest1"
QuestLv = 1
NameMon = "Cookie Crafter"

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CFrameQ = CFrame.new(-2022.29858, 36.9275894, -12030.9766, -0.961273909, 0,
-0.275594592, 0, 1, 0, 0.275594592, 0, -0.961273909)
CFrameMon = CFrame.new(-2321.71216, 36.699482, -12216.7871, -0.780074954, 0,
0.625686109, 0, 1, 0, -0.625686109, 0, -0.780074954)
elseif Lv == 2225 or Lv <= 2249 or SelectMonster == "Cake Guard" or SelectArea == 'Cake
Island' then
Ms = "Cake Guard"
NameQuest = "CakeQuest1"
QuestLv = 2
NameMon = "Cake Guard"
CFrameQ = CFrame.new(-2022.29858, 36.9275894, -12030.9766, -0.961273909, 0,
-0.275594592, 0, 1, 0, 0.275594592, 0, -0.961273909)
CFrameMon = CFrame.new(-1418.11011, 36.6718941, -12255.7324, 0.0677844882, 0,
0.997700036, 0, 1, 0, -0.997700036, 0, 0.0677844882)
elseif Lv == 2250 or Lv <= 2274 or SelectMonster == "Baking Staff" or SelectArea == 'Cake
Island' then
Ms = "Baking Staff"
NameQuest = "CakeQuest2"
QuestLv = 1
NameMon = "Baking Staff"
CFrameQ = CFrame.new(-1928.31763, 37.7296638, -12840.626, 0.951068401, -0,
-0.308980465, 0, 1, -0, 0.308980465, 0, 0.951068401)
CFrameMon = CFrame.new(-1980.43848, 36.6716766, -12983.8418, -0.254443765, 0,
-0.967087567, 0, 1, 0, 0.967087567, 0, -0.254443765)
elseif Lv == 2275 or Lv <= 2299 or SelectMonster == "Head Baker" or SelectArea == 'Cake
Island' then
Ms = "Head Baker"
NameQuest = "CakeQuest2"
QuestLv = 2
NameMon = "Head Baker"
CFrameQ = CFrame.new(-1928.31763, 37.7296638, -12840.626, 0.951068401, -0,
-0.308980465, 0, 1, -0, 0.308980465, 0, 0.951068401)
CFrameMon = CFrame.new(-2251.5791, 52.2714615, -13033.3965, -0.991971016, 0,
-0.126466095, 0, 1, 0, 0.126466095, 0, -0.991971016)
elseif Lv == 2300 or Lv <= 2324 or SelectMonster == "Cocoa Warrior" or SelectArea == 'Choco
Island' then
Ms = "Cocoa Warrior"
NameQuest = "ChocQuest1"
QuestLv = 1
NameMon = "Cocoa Warrior"
CFrameQ = CFrame.new(231.75, 23.9003029, -12200.292, -1, 0, 0, 0, 1, 0, 0, 0, -1)
CFrameMon = CFrame.new(167.978516, 26.2254658, -12238.874, -0.939700961, 0,
0.341998369, 0, 1, 0, -0.341998369, 0, -0.939700961)

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```
elseif Lv == 2325 or Lv <= 2349 or SelectMonster == "Chocolate Bar Battler" or SelectArea ==
'Choco Island' then
Ms = "Chocolate Bar Battler"
NameQuest = "ChocQuest1"
QuestLv = 2
NameMon = "Chocolate Bar Battler"
CFrameQ = CFrame.new(231.75, 23.9003029, -12200.292, -1, 0, 0, 0, 1, 0, 0, 0, -1)
CFrameMon = CFrame.new(701.312073, 25.5824986, -12708.2148, -0.342042685, 0,
-0.939684391, 0, 1, 0, 0.939684391, 0, -0.342042685)
elseif Lv == 2350 or Lv <= 2374 or SelectMonster == "Sweet Thief" or SelectArea == 'Choco
Island' then
Ms = "Sweet Thief"
NameQuest = "ChocQuest2"
QuestLv = 1
NameMon = "Sweet Thief"
CFrameQ = CFrame.new(151.198242, 23.8907146, -12774.6172, 0.422592998, 0,
0.906319618, 0, 1, 0, -0.906319618, 0, 0.422592998)
CFrameMon = CFrame.new(-140.258301, 25.5824986, -12652.3115, 0.173624337, -0,
-0.984811902, 0, 1, -0, 0.984811902, 0, 0.173624337)
elseif Lv == 2375 or Lv <= 2400 or SelectMonster == "Candy Rebel" or SelectArea == 'Choco
Island' then
Ms = "Candy Rebel"
NameQuest = "ChocQuest2"
QuestLv = 2
NameMon = "Candy Rebel"
CFrameQ = CFrame.new(151.198242, 23.8907146, -12774.6172, 0.422592998, 0,
0.906319618, 0, 1, 0, -0.906319618, 0, 0.422592998)
CFrameMon = CFrame.new(47.9231453, 25.5824986, -13029.2402, -0.819156051, 0,
-0.573571265, 0, 1, 0, 0.573571265, 0, -0.819156051)
elseif Lv == 2400 or Lv <= 2424 or SelectMonster == "Candy Pirate" or SelectArea == 'Candy
Island' then
Ms = "Candy Pirate"
NameQuest = "CandyQuest1"
QuestLv = 1
NameMon = "Candy Pirate"
CFrameQ = CFrame.new(-1149.328, 13.5759039, -14445.6143, -0.156446099, 0,
-0.987686574, 0, 1, 0, 0.987686574, 0, -0.156446099)
CFrameMon = CFrame.new(-1437.56348, 17.1481285, -14385.6934, 0.173624337, -0,
-0.984811902, 0, 1, -0, 0.984811902, 0, 0.173624337)
elseif Lv == 2425 or Lv <= 2449 or SelectMonster == "Snow Demon" or SelectArea == 'Candy
Island' then
Ms = "Snow Demon"
NameQuest = "CandyQuest1"
```

```

QuestLv = 2
NameMon = "Snow Demon"
CFrameQ = CFrame.new(-1149.328, 13.5759039, -14445.6143, -0.156446099, 0,
-0.987686574, 0, 1, 0, 0.987686574, 0, -0.156446099)
CFrameMon = CFrame.new(-916.222656, 17.1481285, -14638.8125, 0.866007268, 0,
0.500031412, 0, 1, 0, -0.500031412, 0, 0.866007268)
elseif Lv == 2450 or Lv <= 2474 or SelectMonster == "Isle Outlaw" or SelectArea == 'Tiki
Outpost' then
Ms = "Isle Outlaw"
NameQuest = "TikiQuest1"
QuestLv = 1
NameMon = "Isle Outlaw"
CFrameQ = CFrame.new(-16549.890625, 55.68635559082031, -179.91360473632812)
CFrameMon = CFrame.new(-16162.8193359375, 11.6863374710083, -96.45481872558594)
elseif Lv == 2475 or Lv <= 2524 or SelectMonster == "Island Boy" or SelectArea == 'Tiki
Outpost' then
Ms = "Island Boy"
NameQuest = "TikiQuest1"
QuestLv = 2
NameMon = "Island Boy"
CFrameQ = CFrame.new(-16549.890625, 55.68635559082031, -179.91360473632812)
CFrameMon = CFrame.new(-16912.130859375, 11.787443161010742, -133.0850830078125)
elseif Lv >= 2525 or SelectMonster == "Isle Champion" or SelectArea == 'Tiki Outpost' then
Ms = "Isle Champion"
NameQuest = "TikiQuest2"
QuestLv = 2
NameMon = "Isle Champion"
CFrameQ = CFrame.new(-16542.447265625, 55.68632888793945, 1044.41650390625)
CFrameMon = CFrame.new(-16848.94140625, 21.68633460998535, 1041.4490966796875)
end
end
end

```

```

--// Select Monster

```

```

if First_Sea then

```

```

tableMon = {

```

```

    "Bandit","Monkey","Gorilla","Pirate","Brute","Desert Bandit","Desert Officer","Snow
Bandit","Snowman","Chief Petty Officer","Sky Bandit","Dark Master","Prisoner", "Dangerous
Prisoner","Toga Warrior","Gladiator","Military Soldier","Military Spy","Fishman Warrior","Fishman
Commando","God's Guard","Shanda","Royal Squad","Royal Soldier","Galley Pirate","Galley
Captain"

```

```

} elseif Second_Sea then

```

```

tableMon = {

```

```
"Raider","Mercenary","Swan Pirate","Factory Staff","Marine Lieutenant","Marine Captain","Zombie","Vampire","Snow Trooper","Winter Warrior","Lab Subordinate","Horned Warrior","Magma Ninja","Lava Pirate","Ship Deckhand","Ship Engineer","Ship Steward","Ship Officer","Arctic Warrior","Snow Lurker","Sea Soldier","Water Fighter"
```

```
} elseif Third_Sea then
```

```
tableMon = {
```

```
"Pirate Millionaire","Dragon Crew Warrior","Dragon Crew Archer","Female Islander","Giant Islander","Marine Commodore","Marine Rear Admiral","Fishman Raider","Fishman Captain","Forest Pirate","Mythological Pirate","Jungle Pirate","Musketeer Pirate","Reborn Skeleton","Living Zombie","Demonic Soul","Posessed Mummy","Peanut Scout","Peanut President","Ice Cream Chef","Ice Cream Commander","Cookie Crafter","Cake Guard","Baking Staff","Head Baker","Cocoa Warrior","Chocolate Bar Battler","Sweet Thief","Candy Rebel","Candy Pirate","Snow Demon","Isle Outlaw","Island Boy","Isle Champion"
```

```
}
```

```
end
```

```
--// Select Island
```

```
if First_Sea then
```

```
AreaList = {
```

```
'Jungle','Buggy','Desert','Snow','Marine','Sky','Prison','Colosseum','Magma','Fishman','Sky Island','Fountain'
```

```
} elseif Second_Sea then
```

```
AreaList = {
```

```
'Area 1','Area 2','Zombie','Marine','Snow Mountain','Ice fire','Ship','Frost','Forgotten'
```

```
} elseif Third_Sea then
```

```
AreaList = {
```

```
'Pirate Port','Amazon','Marine Tree','Deep Forest','Haunted Castle','Nut Island','Ice Cream Island','Cake Island','Choco Island','Candy Island','Tiki Outpost'
```

```
}
```

```
end
```

```
--// Check Boss Quest
```

```
function CheckBossQuest()
```

```
if First_Sea then
```

```
if SelectBoss == "The Gorilla King" then
```

```
BossMon = "The Gorilla King"
```

```
NameBoss = 'The Gorilla King'
```

```
NameQuestBoss = "JungleQuest"
```

```
QuestLvBoss = 3
```

```
RewardBoss = "Reward:\n$2,000\n7,000 Exp."
```

```
CFrameQBoss = CFrame.new(-1601.6553955078, 36.85213470459, 153.38809204102)
```

```
CFrameBoss = CFrame.new(-1088.75977, 8.13463783, -488.559906, -0.707134247, 0, 0.707079291, 0, 1, 0, -0.707079291, 0, -0.707134247)
```

```

elseif SelectBoss == "Bobby" then
BossMon = "Bobby"
NameBoss = 'Bobby'
NameQuestBoss = "BuggyQuest1"
QuestLvBoss = 3
RewardBoss = "Reward:\n$8,000\n35,000 Exp."
CFrameQBoss = CFrame.new(-1140.1761474609, 4.752049446106, 3827.4057617188)
CFrameBoss = CFrame.new(-1087.3760986328, 46.949409484863, 4040.1462402344)
elseif SelectBoss == "The Saw" then
BossMon = "The Saw"
NameBoss = 'The Saw'
CFrameBoss = CFrame.new(-784.89715576172, 72.427383422852, 1603.5822753906)
elseif SelectBoss == "Yeti" then
BossMon = "Yeti"
NameBoss = 'Yeti'
NameQuestBoss = "SnowQuest"
QuestLvBoss = 3
RewardBoss = "Reward:\n$10,000\n180,000 Exp."
CFrameQBoss = CFrame.new(1386.8073730469, 87.272789001465, -1298.3576660156)
CFrameBoss = CFrame.new(1218.7956542969, 138.01184082031, -1488.0262451172)
elseif SelectBoss == "Mob Leader" then
BossMon = "Mob Leader"
NameBoss = 'Mob Leader'
CFrameBoss = CFrame.new(-2844.7307128906, 7.4180502891541, 5356.6723632813)
elseif SelectBoss == "Vice Admiral" then
BossMon = "Vice Admiral"
NameBoss = 'Vice Admiral'
NameQuestBoss = "MarineQuest2"
QuestLvBoss = 2
RewardBoss = "Reward:\n$10,000\n180,000 Exp."
CFrameQBoss = CFrame.new(-5036.2465820313, 28.677835464478, 4324.56640625)
CFrameBoss = CFrame.new(-5006.5454101563, 88.032081604004, 4353.162109375)
elseif SelectBoss == "Saber Expert" then
NameBoss = 'Saber Expert'
BossMon = "Saber Expert"
CFrameBoss = CFrame.new(-1458.89502, 29.8870335, -50.633564)
elseif SelectBoss == "Warden" then
BossMon = "Warden"
NameBoss = 'Warden'
NameQuestBoss = "ImpelQuest"
QuestLvBoss = 1
RewardBoss = "Reward:\n$6,000\n850,000 Exp."
CFrameBoss = CFrame.new(5278.04932, 2.15167475, 944.101929, 0.220546961,

```

```

-4.49946401e-06, 0.975376427, -1.95412576e-05, 1, 9.03162072e-06, -0.975376427,
-2.10519756e-05, 0.220546961)
CFrameQBoss = CFrame.new(5191.86133, 2.84020686, 686.438721, -0.731384635, 0,
0.681965172, 0, 1, 0, -0.681965172, 0, -0.731384635)
elseif SelectBoss == "Chief Warden" then
BossMon = "Chief Warden"
NameBoss = 'Chief Warden'
NameQuestBoss = "ImpelQuest"
QuestLvBoss = 2
RewardBoss = "Reward:\n$10,000\n1,000,000 Exp."
CFrameBoss = CFrame.new(5206.92578, 0.997753382, 814.976746, 0.342041343,
-0.00062915677, 0.939684749, 0.00191645394, 0.999998152, -2.80422337e-05,
-0.939682961, 0.00181045406, 0.342041939)
CFrameQBoss = CFrame.new(5191.86133, 2.84020686, 686.438721, -0.731384635, 0,
0.681965172, 0, 1, 0, -0.681965172, 0, -0.731384635)
elseif SelectBoss == "Swan" then
BossMon = "Swan"
NameBoss = 'Swan'
NameQuestBoss = "ImpelQuest"
QuestLvBoss = 3
RewardBoss = "Reward:\n$15,000\n1,600,000 Exp."
CFrameBoss = CFrame.new(5325.09619, 7.03906584, 719.570679, -0.309060812, 0,
0.951042235, 0, 1, 0, -0.951042235, 0, -0.309060812)
CFrameQBoss = CFrame.new(5191.86133, 2.84020686, 686.438721, -0.731384635, 0,
0.681965172, 0, 1, 0, -0.681965172, 0, -0.731384635)
elseif SelectBoss == "Magma Admiral" then
BossMon = "Magma Admiral"
NameBoss = 'Magma Admiral'
NameQuestBoss = "MagmaQuest"
QuestLvBoss = 3
RewardBoss = "Reward:\n$15,000\n2,800,000 Exp."
CFrameQBoss = CFrame.new(-5314.6220703125, 12.262420654297, 8517.279296875)
CFrameBoss = CFrame.new(-5765.8969726563, 82.92064666748, 8718.3046875)
elseif SelectBoss == "Fishman Lord" then
BossMon = "Fishman Lord"
NameBoss = 'Fishman Lord'
NameQuestBoss = "FishmanQuest"
QuestLvBoss = 3
RewardBoss = "Reward:\n$15,000\n4,000,000 Exp."
CFrameQBoss = CFrame.new(61122.65234375, 18.497442245483, 1569.3997802734)
CFrameBoss = CFrame.new(61260.15234375, 30.950881958008, 1193.4329833984)
elseif SelectBoss == "Wysper" then
BossMon = "Wysper"

```

```

NameBoss = 'Wysper'
NameQuestBoss = "SkyExp1Quest"
QuestLvBoss = 3
RewardBoss = "Reward:\n$15,000\n4,800,000 Exp."
CFrameQBoss = CFrame.new(-7861.947265625, 5545.517578125, -379.85974121094)
CFrameBoss = CFrame.new(-7866.1333007813, 5576.4311523438, -546.74816894531)
elseif SelectBoss == "Thunder God" then
BossMon = "Thunder God"
NameBoss = 'Thunder God'
NameQuestBoss = "SkyExp2Quest"
QuestLvBoss = 3
RewardBoss = "Reward:\n$20,000\n5,800,000 Exp."
CFrameQBoss = CFrame.new(-7903.3828125, 5635.9897460938, -1410.923828125)
CFrameBoss = CFrame.new(-7994.984375, 5761.025390625, -2088.6479492188)
elseif SelectBoss == "Cyborg" then
BossMon = "Cyborg"
NameBoss = 'Cyborg'
NameQuestBoss = "FountainQuest"
QuestLvBoss = 3
RewardBoss = "Reward:\n$20,000\n7,500,000 Exp."
CFrameQBoss = CFrame.new(5258.2788085938, 38.526931762695, 4050.044921875)
CFrameBoss = CFrame.new(6094.0249023438, 73.770050048828, 3825.7348632813)
elseif SelectBoss == "Ice Admiral" then
BossMon = "Ice Admiral"
NameBoss = 'Ice Admiral'
CFrameBoss = CFrame.new(1266.08948, 26.1757946, -1399.57678, -0.573599219, 0,
-0.81913656, 0, 1, 0, 0.81913656, 0, -0.573599219)
elseif SelectBoss == "Greybeard" then
BossMon = "Greybeard"
NameBoss = 'Greybeard'
CFrameBoss = CFrame.new(-5081.3452148438, 85.221641540527, 4257.3588867188)
end
end
if Second_Sea then
if SelectBoss == "Diamond" then
BossMon = "Diamond"
NameBoss = 'Diamond'
NameQuestBoss = "Area1Quest"
QuestLvBoss = 3
RewardBoss = "Reward:\n$25,000\n9,000,000 Exp."
CFrameQBoss = CFrame.new(-427.5666809082, 73.313781738281, 1835.4208984375)
CFrameBoss = CFrame.new(-1576.7166748047, 198.59265136719, 13.724286079407)
elseif SelectBoss == "Jeremy" then

```



```
BossMon = "Jeremy"
NameBoss = 'Jeremy'
NameQuestBoss = "Area2Quest"
QuestLvBoss = 3
RewardBoss = "Reward:\n$25,000\n11,500,000 Exp."
CFrameQBoss = CFrame.new(636.79943847656, 73.413787841797, 918.00415039063)
CFrameBoss = CFrame.new(2006.9261474609, 448.95666503906, 853.98284912109)
elseif SelectBoss == "Fajita" then
BossMon = "Fajita"
NameBoss = 'Fajita'
NameQuestBoss = "MarineQuest3"
QuestLvBoss = 3
RewardBoss = "Reward:\n$25,000\n15,000,000 Exp."
CFrameQBoss = CFrame.new(-2441.986328125, 73.359344482422, -3217.5324707031)
CFrameBoss = CFrame.new(-2172.7399902344, 103.32216644287, -4015.025390625)
elseif SelectBoss == "Don Swan" then
BossMon = "Don Swan"
NameBoss = 'Don Swan'
CFrameBoss = CFrame.new(2286.2004394531, 15.177839279175, 863.8388671875)
elseif SelectBoss == "Smoke Admiral" then
BossMon = "Smoke Admiral"
NameBoss = 'Smoke Admiral'
NameQuestBoss = "IceSideQuest"
QuestLvBoss = 3
RewardBoss = "Reward:\n$20,000\n25,000,000 Exp."
CFrameQBoss = CFrame.new(-5429.0473632813, 15.977565765381, -5297.9614257813)
CFrameBoss = CFrame.new(-5275.1987304688, 20.757257461548, -5260.6669921875)
elseif SelectBoss == "Awakened Ice Admiral" then
BossMon = "Awakened Ice Admiral"
NameBoss = 'Awakened Ice Admiral'
NameQuestBoss = "FrostQuest"
QuestLvBoss = 3
RewardBoss = "Reward:\n$20,000\n36,000,000 Exp."
CFrameQBoss = CFrame.new(5668.9780273438, 28.519989013672, -6483.3520507813)
CFrameBoss = CFrame.new(6403.5439453125, 340.29766845703, -6894.5595703125)
elseif SelectBoss == "Tide Keeper" then
BossMon = "Tide Keeper"
NameBoss = 'Tide Keeper'
NameQuestBoss = "ForgottenQuest"
QuestLvBoss = 3
RewardBoss = "Reward:\n$12,500\n38,000,000 Exp."
CFrameQBoss = CFrame.new(-3053.9814453125, 237.18954467773, -10145.0390625)
CFrameBoss = CFrame.new(-3795.6423339844, 105.88877105713, -11421.307617188)
```

```
elseif SelectBoss == "Darkbeard" then
BossMon = "Darkbeard"
NameBoss = 'Darkbeard'
CFrameMon = CFrame.new(3677.08203125, 62.751937866211, -3144.8332519531)
elseif SelectBoss == "Cursed Captain" then
BossMon = "Cursed Captain"
NameBoss = 'Cursed Captain'
CFrameBoss = CFrame.new(916.928589, 181.092773, 33422)
elseif SelectBoss == "Order" then
BossMon = "Order"
NameBoss = 'Order'
CFrameBoss = CFrame.new(-6217.2021484375, 28.047645568848, -5053.1357421875)
end
end
if Third_Sea then
if SelectBoss == "Stone" then
BossMon = "Stone"
NameBoss = 'Stone'
NameQuestBoss = "PiratePortQuest"
QuestLvBoss = 3
RewardBoss = "Reward:\n$25,000\n40,000,000 Exp."
CFrameQBoss = CFrame.new(-289.76705932617, 43.819011688232, 5579.9384765625)
CFrameBoss = CFrame.new(-1027.6512451172, 92.404174804688, 6578.8530273438)
elseif SelectBoss == "Island Empress" then
BossMon = "Island Empress"
NameBoss = 'Island Empress'
NameQuestBoss = "AmazonQuest2"
QuestLvBoss = 3
RewardBoss = "Reward:\n$30,000\n52,000,000 Exp."
CFrameQBoss = CFrame.new(5445.9541015625, 601.62945556641, 751.43792724609)
CFrameBoss = CFrame.new(5543.86328125, 668.97399902344, 199.0341796875)
elseif SelectBoss == "Kilo Admiral" then
BossMon = "Kilo Admiral"
NameBoss = 'Kilo Admiral'
NameQuestBoss = "MarineTreelsland"
QuestLvBoss = 3
RewardBoss = "Reward:\n$35,000\n56,000,000 Exp."
CFrameQBoss = CFrame.new(2179.3010253906, 28.731239318848, -6739.9741210938)
CFrameBoss = CFrame.new(2764.2233886719, 432.46154785156, -7144.4580078125)
elseif SelectBoss == "Captain Elephant" then
BossMon = "Captain Elephant"
NameBoss = 'Captain Elephant'
NameQuestBoss = "DeepForestIsland"
```

```

QuestLvBoss = 3
RewardBoss = "Reward:\n$40,000\n67,000,000 Exp."
CFrameQBoss = CFrame.new(-13232.682617188, 332.40396118164, -7626.01171875)
CFrameBoss = CFrame.new(-13376.7578125, 433.28689575195, -8071.392578125)
elseif SelectBoss == "Beautiful Pirate" then
BossMon = "Beautiful Pirate"
NameBoss = 'Beautiful Pirate'
NameQuestBoss = "DeepForestIsland2"
QuestLvBoss = 3
RewardBoss = "Reward:\n$50,000\n70,000,000 Exp."
CFrameQBoss = CFrame.new(-12682.096679688, 390.88653564453, -9902.1240234375)
CFrameBoss = CFrame.new(5283.609375, 22.56223487854, -110.78285217285)
elseif SelectBoss == "Cake Queen" then
BossMon = "Cake Queen"
NameBoss = 'Cake Queen'
NameQuestBoss = "IceCreamIslandQuest"
QuestLvBoss = 3
RewardBoss = "Reward:\n$30,000\n112,500,000 Exp."
CFrameQBoss = CFrame.new(-819.376709, 64.9259796, -10967.2832, -0.766061664, 0,
0.642767608, 0, 1, 0, -0.642767608, 0, -0.766061664)
CFrameBoss = CFrame.new(-678.648804, 381.353943, -11114.2012, -0.908641815,
0.00149294338, 0.41757378, 0.00837114919, 0.999857843, 0.0146408929, -0.417492568,
0.0167988986, -0.90852499)
elseif SelectBoss == "Longma" then
BossMon = "Longma"
NameBoss = 'Longma'
CFrameBoss = CFrame.new(-10238.875976563, 389.7912902832, -9549.7939453125)
elseif SelectBoss == "Soul Reaper" then
BossMon = "Soul Reaper"
NameBoss = 'Soul Reaper'
CFrameBoss = CFrame.new(-9524.7890625, 315.80429077148, 6655.7192382813)
elseif SelectBoss == "rip_indra True Form" then
BossMon = "rip_indra True Form"
NameBoss = 'rip_indra True Form'
CFrameBoss = CFrame.new(-5415.3920898438, 505.74133300781, -2814.0166015625)
end
end
end

--// Check Material
function MaterialMon()
if SelectMaterial == "Radioactive Material" then
MMon = "Factory Staff"

```

```
MPos = CFrame.new(295,73,-56)
SP = "Default"
elseif SelectMaterial == "Mystic Droplet" then
MMon = "Water Fighter"
MPos = CFrame.new(-3385,239,-10542)
SP = "Default"
elseif SelectMaterial == "Magma Ore" then
if First_Sea then
MMon = "Military Spy"
MPos = CFrame.new(-5815,84,8820)
SP = "Default"
elseif Second_Sea then
MMon = "Magma Ninja"
MPos = CFrame.new(-5428,78,-5959)
SP = "Default"
end
elseif SelectMaterial == "Angel Wings" then
MMon = "God's Guard"
MPos = CFrame.new(-4698,845,-1912)
SP = "Default"
if (game.Players.LocalPlayer.Character.HumanoidRootPart.Position - Vector3.new(-7859.09814,
5544.19043, -381.476196)).Magnitude >= 5000 then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("requestEntrance",Vec
tor3.new(-7859.09814, 5544.19043, -381.476196))
end
elseif SelectMaterial == "Leather" then
if First_Sea then
MMon = "Brute"
MPos = CFrame.new(-1145,15,4350)
SP = "Default"
elseif Second_Sea then
MMon = "Marine Captain"
MPos = CFrame.new(-2010.5059814453125, 73.00115966796875, -3326.620849609375)
SP = "Default"
elseif Third_Sea then
MMon = "Jungle Pirate"
MPos = CFrame.new(-11975.78515625, 331.7734069824219, -10620.0302734375)
SP = "Default"
end
elseif SelectMaterial == "Scrap Metal" then
if First_Sea then
MMon = "Brute"
MPos = CFrame.new(-1145,15,4350)
```

```

SP = "Default"
elseif Second_Sea then
MMon = "Swan Pirate"
MPos = CFrame.new(878,122,1235)
SP = "Default"
elseif Third_Sea then
MMon = "Jungle Pirate"
MPos = CFrame.new(-12107,332,-10549)
SP = "Default"
end
elseif SelectMaterial == "Fish Tail" then
if Third_Sea then
MMon = "Fishman Raider"
MPos = CFrame.new(-10993,332,-8940)
SP = "Default"
elseif First_Sea then
MMon = "Fishman Warrior"
MPos = CFrame.new(61123,19,1569)
SP = "Default"
if (game.Players.LocalPlayer.Character.HumanoidRootPart.Position -
Vector3.new(61163.8515625, 5.342342376708984, 1819.7841796875)).Magnitude >= 17000
then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("requestEntrance",Vec
tor3.new(61163.8515625, 5.342342376708984, 1819.7841796875))
end
end
elseif SelectMaterial == "Demonic Wisp" then
MMon = "Demonic Soul"
MPos = CFrame.new(-9507,172,6158)
SP = "Default"
elseif SelectMaterial == "Vampire Fang" then
MMon = "Vampire"
MPos = CFrame.new(-6033,7,-1317)
SP = "Default"
elseif SelectMaterial == "Conjured Cocoa" then
MMon = "Chocolate Bar Battler"
MPos = CFrame.new(620.6344604492188,78.93644714355469, -12581.369140625)
SP = "Default"
elseif SelectMaterial == "Dragon Scale" then
MMon = "Dragon Crew Archer"
MPos = CFrame.new(6594,383,139)
SP = "Default"
elseif SelectMaterial == "Gunpowder" then

```

```

MMon = "Pistol Billionaire"
MPos = CFrame.new(-469,74,5904)
SP = "Default"
elseif SelectMaterial == "Mini Tusk" then
MMon = "Mythological Pirate"
MPos = CFrame.new(-13545,470,-6917)
SP = "Default"
end
end

```

-----Esp

```

function UpdateIslandESP()
    for i,v in pairs(game:GetService("Workspace")["_WorldOrigin"].Locations:GetChildren()) do
        pcall(function()
            if IslandESP then
                if v.Name ~= "Sea" then
                    if not v:FindFirstChild('NameEsp') then
                        local bill = Instance.new('BillboardGui',v)
                        bill.Name = 'NameEsp'
                        bill.ExtentsOffset = Vector3.new(0, 1, 0)
                        bill.Size = UDim2.new(1,200,1,30)
                        bill.Adornee = v
                        bill.AlwaysOnTop = true
                        local name = Instance.new('TextLabel',bill)
                        name.Font = "GothamBold"
                        name.FontSize = "Size14"
                        name.TextWrapped = true
                        name.Size = UDim2.new(1,0,1,0)
                        name.TextYAlignment = 'Top'
                        name.BackgroundTransparency = 1
                        name.TextStrokeTransparency = 0.5
                        name.TextColor3 = Color3.fromRGB(7, 236, 240)
                    else
                        v['NameEsp'].TextLabel.Text = (v.Name ..' \n'..
round((game:GetService('Players').LocalPlayer.Character.Head.Position -
v.Position).Magnitude/3) ..' Distance')
                    end
                end
            end
        end)
    end
end

```

```

        if v:FindFirstChild('NameEsp') then
            v:FindFirstChild('NameEsp'):Destroy()
        end
    end
end)
end
end

function isnil(thing)
return (thing == nil)
end
local function round(n)
return math.floor(tonumber(n) + 0.5)
end
Number = math.random(1, 1000000)
function UpdatePlayerChams()
for i,v in pairs(game:GetService'Players':GetChildren()) do
    pcall(function()
        if not isnil(v.Character) then
            if ESPPlayer then
                if not isnil(v.Character.Head) and not
v.Character.Head:FindFirstChild('NameEsp'..Number) then
                    local bill = Instance.new('BillboardGui',v.Character.Head)
                    bill.Name = 'NameEsp'..Number
                    bill.ExtentsOffset = Vector3.new(0, 1, 0)
                    bill.Size = UDim2.new(1,200,1,30)
                    bill.Adornee = v.Character.Head
                    bill.AlwaysOnTop = true
                    local name = Instance.new('TextLabel',bill)
                    name.Font = Enum.Font.GothamSemibold
                    name.FontSize = "Size14"
                    name.TextWrapped = true
                    name.Text = (v.Name ..' \n'..
round(((game:GetService('Players').LocalPlayer.Character.Head.Position -
v.Character.Head.Position).Magnitude/3) ..' Distance')
                    name.Size = UDim2.new(1,0,1,0)
                    name.TextYAlignment = 'Top'
                    name.BackgroundTransparency = 1
                    name.TextStrokeTransparency = 0.5
                    if v.Team == game.Players.LocalPlayer.Team then
                        name.TextColor3 = Color3.new(0,255,0)
                    else
                        name.TextColor3 = Color3.new(255,0,0)

```

```

        end
    else
        v.Character.Head['NameEsp'..Number].TextLabel.Text = (v.Name .. ' | '..
round((game:GetService('Players').LocalPlayer.Character.Head.Position -
v.Character.Head.Position).Magnitude/3) .. ' Distance\nHealth : ' ..
round(v.Character.Humanoid.Health*100/v.Character.Humanoid.MaxHealth) .. '%')
    end
end
else
    if v.Character.Head:FindFirstChild('NameEsp'..Number) then
        v.Character.Head:FindFirstChild('NameEsp'..Number):Destroy()
    end
end
end
end)
end
end
function UpdateChestChams()
for i,v in pairs(game.Workspace:GetChildren()) do
    pcall(function()
        if string.find(v.Name,"Chest") then
            if ChestESP then
                if string.find(v.Name,"Chest") then
                    if not v:FindFirstChild('NameEsp'..Number) then
                        local bill = Instance.new('BillboardGui',v)
                        bill.Name = 'NameEsp'..Number
                        bill.ExtentsOffset = Vector3.new(0, 1, 0)
                        bill.Size = UDim2.new(1,200,1,30)
                        bill.Adornee = v
                        bill.AlwaysOnTop = true
                        local name = Instance.new('TextLabel',bill)
                        name.Font = Enum.Font.GothamSemibold
                        name.FontSize = "Size14"
                        name.TextWrapped = true
                        name.Size = UDim2.new(1,0,1,0)
                        name.TextYAlignment = 'Top'
                        name.BackgroundTransparency = 1
                        name.TextStrokeTransparency = 0.5
                        if v.Name == "Chest1" then
                            name.TextColor3 = Color3.fromRGB(109, 109, 109)
                            name.Text = ("Chest 1" .. '\n'..
round((game:GetService('Players').LocalPlayer.Character.Head.Position -
v.Position).Magnitude/3) .. ' Distance')
                        end
                    end
                end
            end
        end
    end)
end
end

```



```

        if v.Name == "Chest2" then
            name.TextColor3 = Color3.fromRGB(173, 158, 21)
            name.Text = ("Chest 2" ..' \n'..
round((game:GetService('Players').LocalPlayer.Character.Head.Position -
v.Position).Magnitude/3) ..' Distance')
        end
        if v.Name == "Chest3" then
            name.TextColor3 = Color3.fromRGB(85, 255, 255)
            name.Text = ("Chest 3" ..' \n'..
round((game:GetService('Players').LocalPlayer.Character.Head.Position -
v.Position).Magnitude/3) ..' Distance')
        end
        else
            v["NameEsp"..Number].TextLabel.Text = (v.Name ..' \n'..
round((game:GetService('Players').LocalPlayer.Character.Head.Position -
v.Position).Magnitude/3) ..' Distance')
        end
    end
else
    if v:FindFirstChild('NameEsp'..Number) then
        v:FindFirstChild('NameEsp'..Number):Destroy()
    end
end
end
end)
end
end
function UpdateDevilChams()
for i,v in pairs(game.Workspace:GetChildren()) do
    pcall(function()
        if DevilFruitESP then
            if string.find(v.Name, "Fruit") then
                if not v.Handle:FindFirstChild('NameEsp'..Number) then
                    local bill = Instance.new('BillboardGui',v.Handle)
                    bill.Name = 'NameEsp'..Number
                    bill.ExtentsOffset = Vector3.new(0, 1, 0)
                    bill.Size = UDim2.new(1,200,1,30)
                    bill.Adornee = v.Handle
                    bill.AlwaysOnTop = true
                    local name = Instance.new('TextLabel',bill)
                    name.Font = Enum.Font.GothamSemibold
                    name.FontSize = "Size14"
                    name.TextWrapped = true

```

```

        name.Size = UDim2.new(1,0,1,0)
        name.TextYAlignment = 'Top'
        name.BackgroundTransparency = 1
        name.TextStrokeTransparency = 0.5
        name.TextColor3 = Color3.fromRGB(255, 255, 255)
        name.Text = (v.Name ..' \n'..
round((game:GetService('Players').LocalPlayer.Character.Head.Position -
v.Handle.Position).Magnitude/3) ..' Distance')
        else
            v.Handle['NameEsp'..Number].TextLabel.Text = (v.Name ..' \n'..
round((game:GetService('Players').LocalPlayer.Character.Head.Position -
v.Handle.Position).Magnitude/3) ..' Distance')
        end
    end
else
    if v.Handle:FindFirstChild('NameEsp'..Number) then
        v.Handle:FindFirstChild('NameEsp'..Number):Destroy()
    end
end
end)
end
end
function UpdateFlowerChams()
for i,v in pairs(game.Workspace:GetChildren()) do
    pcall(function()
        if v.Name == "Flower2" or v.Name == "Flower1" then
            if FlowerESP then
                if not v:FindFirstChild('NameEsp'..Number) then
                    local bill = Instance.new('BillboardGui',v)
                    bill.Name = 'NameEsp'..Number
                    bill.ExtentsOffset = Vector3.new(0, 1, 0)
                    bill.Size = UDim2.new(1,200,1,30)
                    bill.Adornee = v
                    bill.AlwaysOnTop = true
                    local name = Instance.new('TextLabel',bill)
                    name.Font = Enum.Font.GothamSemibold
                    name.FontSize = "Size14"
                    name.TextWrapped = true
                    name.Size = UDim2.new(1,0,1,0)
                    name.TextYAlignment = 'Top'
                    name.BackgroundTransparency = 1
                    name.TextStrokeTransparency = 0.5
                    name.TextColor3 = Color3.fromRGB(255, 0, 0)

```

```

        if v.Name == "Flower1" then
            name.Text = ("Blue Flower" ..' \n'..
round((game:GetService('Players').LocalPlayer.Character.Head.Position -
v.Position).Magnitude/3) ..' Distance')
            name.TextColor3 = Color3.fromRGB(0, 0, 255)
        end
        if v.Name == "Flower2" then
            name.Text = ("Red Flower" ..' \n'..
round((game:GetService('Players').LocalPlayer.Character.Head.Position -
v.Position).Magnitude/3) ..' Distance')
            name.TextColor3 = Color3.fromRGB(255, 0, 0)
        end
    else
        v['NameEsp'..Number].TextLabel.Text = (v.Name ..' \n'..
round((game:GetService('Players').LocalPlayer.Character.Head.Position -
v.Position).Magnitude/3) ..' Distance')
    end
    else
        if v:FindFirstChild('NameEsp'..Number) then
            v:FindFirstChild('NameEsp'..Number):Destroy()
        end
    end
end
end)
end
end
function UpdateRealFruitChams()
for i,v in pairs(game.Workspace.AppleSpawner:GetChildren()) do
    if v:IsA("Tool") then
        if RealFruitESP then
            if not v.Handle:FindFirstChild('NameEsp'..Number) then
                local bill = Instance.new('BillboardGui',v.Handle)
                bill.Name = 'NameEsp'..Number
                bill.ExtentsOffset = Vector3.new(0, 1, 0)
                bill.Size = UDim2.new(1,200,1,30)
                bill.Adornee = v.Handle
                bill.AlwaysOnTop = true
                local name = Instance.new('TextLabel',bill)
                name.Font = Enum.Font.GothamSemibold
                name.FontSize = "Size14"
                name.TextWrapped = true
                name.Size = UDim2.new(1,0,1,0)
                name.TextYAlignment = 'Top'
            end
        end
    end
end
end

```

```

        name.BackgroundTransparency = 1
        name.TextStrokeTransparency = 0.5
        name.TextColor3 = Color3.fromRGB(255, 0, 0)
        name.Text = (v.Name .. '\n'..
round((game:GetService('Players').LocalPlayer.Character.Head.Position -
v.Handle.Position).Magnitude/3) ..' Distance')
    else
        v.Handle['NameEsp'..Number].TextLabel.Text = (v.Name .. '\n'..
round((game:GetService('Players').LocalPlayer.Character.Head.Position -
v.Handle.Position).Magnitude/3) ..' Distance')
    end
else
    if v.Handle:FindFirstChild('NameEsp'..Number) then
        v.Handle:FindFirstChild('NameEsp'..Number):Destroy()
    end
end
end
end
end
for i,v in pairs(game.Workspace.PineappleSpawner:GetChildren()) do
    if v:IsA("Tool") then
        if RealFruitESP then
            if not v.Handle:FindFirstChild('NameEsp'..Number) then
                local bill = Instance.new('BillboardGui',v.Handle)
                bill.Name = 'NameEsp'..Number
                bill.ExtentsOffset = Vector3.new(0, 1, 0)
                bill.Size = UDim2.new(1,200,1,30)
                bill.Adornee = v.Handle
                bill.AlwaysOnTop = true
                local name = Instance.new('TextLabel',bill)
                name.Font = Enum.Font.GothamSemibold
                name.FontSize = "Size14"
                name.TextWrapped = true
                name.Size = UDim2.new(1,0,1,0)
                name.TextYAlignment = 'Top'
                name.BackgroundTransparency = 1
                name.TextStrokeTransparency = 0.5
                name.TextColor3 = Color3.fromRGB(255, 174, 0)
                name.Text = (v.Name .. '\n'..
round((game:GetService('Players').LocalPlayer.Character.Head.Position -
v.Handle.Position).Magnitude/3) ..' Distance')
            else
                v.Handle['NameEsp'..Number].TextLabel.Text = (v.Name .. '\n'..
round((game:GetService('Players').LocalPlayer.Character.Head.Position -

```

```

v.Handle.Position).Magnitude/3) ..' Distance')
    end
else
    if v.Handle:FindFirstChild('NameEsp'..Number) then
        v.Handle:FindFirstChild('NameEsp'..Number):Destroy()
    end
end
end
end
end
for i,v in pairs(game.Workspace.BananaSpawner:GetChildren()) do
    if v:IsA("Tool") then
        if RealFruitESP then
            if not v.Handle:FindFirstChild('NameEsp'..Number) then
                local bill = Instance.new('BillboardGui',v.Handle)
                bill.Name = 'NameEsp'..Number
                bill.ExtentsOffset = Vector3.new(0, 1, 0)
                bill.Size = UDim2.new(1,200,1,30)
                bill.Adornee = v.Handle
                bill.AlwaysOnTop = true
                local name = Instance.new('TextLabel',bill)
                name.Font = Enum.Font.GothamSemibold
                name.FontSize = "Size14"
                name.TextWrapped = true
                name.Size = UDim2.new(1,0,1,0)
                name.TextYAlignment = 'Top'
                name.BackgroundTransparency = 1
                name.TextStrokeTransparency = 0.5
                name.TextColor3 = Color3.fromRGB(251, 255, 0)
                name.Text = (v.Name ..' \n'..
round((game:GetService('Players').LocalPlayer.Character.Head.Position -
v.Handle.Position).Magnitude/3) ..' Distance')
            else
                v.Handle['NameEsp'..Number].TextLabel.Text = (v.Name ..' '..
round((game:GetService('Players').LocalPlayer.Character.Head.Position -
v.Handle.Position).Magnitude/3) ..' Distance')
            end
        else
            if v.Handle:FindFirstChild('NameEsp'..Number) then
                v.Handle:FindFirstChild('NameEsp'..Number):Destroy()
            end
        end
    end
end
end
end

```

end

function UpdateIslandESP()

for i,v in pairs(game:GetService("Workspace"))["\_WorldOrigin"].Locations:GetChildren()) do

pcall(function()

if IslandESP then

if v.Name ~= "Sea" then

if not v:FindFirstChild('NameEsp') then

local bill = Instance.new('BillboardGui',v)

bill.Name = 'NameEsp'

bill.ExtentsOffset = Vector3.new(0, 1, 0)

bill.Size = UDim2.new(1,200,1,30)

bill.Adornee = v

bill.AlwaysOnTop = true

local name = Instance.new('TextLabel',bill)

name.Font = "GothamBold"

name.FontSize = "Size14"

name.TextWrapped = true

name.Size = UDim2.new(1,0,1,0)

name.TextYAlignment = 'Top'

name.BackgroundTransparency = 1

name.TextStrokeTransparency = 0.5

name.TextColor3 = Color3.fromRGB(7, 236, 240)

else

v['NameEsp'].TextLabel.Text = (v.Name .. ' \n' ..

round(((game:GetService('Players').LocalPlayer.Character.Head.Position -

v.Position).Magnitude/3) .. ' Distance')

end

end

else

if v:FindFirstChild('NameEsp') then

v:FindFirstChild('NameEsp'):Destroy()

end

end

end)

end

end

function isnil(thing)

return (thing == nil)

end

local function round(n)

return math.floor(tonumber(n) + 0.5)

```

end
Number = math.random(1, 1000000)
function UpdatePlayerChams()
for i,v in pairs(game:GetService'Players':GetChildren()) do
    pcall(function()
        if not isnil(v.Character) then
            if ESPPlayer then
                if not isnil(v.Character.Head) and not
v.Character.Head:FindFirstChild('NameEsp'..Number) then
                    local bill = Instance.new('BillboardGui',v.Character.Head)
                    bill.Name = 'NameEsp'..Number
                    bill.ExtentsOffset = Vector3.new(0, 1, 0)
                    bill.Size = UDim2.new(1,200,1,30)
                    bill.Adornee = v.Character.Head
                    bill.AlwaysOnTop = true
                    local name = Instance.new('TextLabel',bill)
                    name.Font = Enum.Font.GothamSemibold
                    name.FontSize = "Size14"
                    name.TextWrapped = true
                    name.Text = (v.Name .. '\n'..
round((game:GetService('Players').LocalPlayer.Character.Head.Position -
v.Character.Head.Position).Magnitude/3) .. ' Distance')
                    name.Size = UDim2.new(1,0,1,0)
                    name.TextYAlignment = 'Top'
                    name.BackgroundTransparency = 1
                    name.TextStrokeTransparency = 0.5
                    if v.Team == game.Players.LocalPlayer.Team then
                        name.TextColor3 = Color3.new(0,255,0)
                    else
                        name.TextColor3 = Color3.new(255,0,0)
                    end
                else
                    v.Character.Head['NameEsp'..Number].TextLabel.Text = (v.Name .. ' | '..
round((game:GetService('Players').LocalPlayer.Character.Head.Position -
v.Character.Head.Position).Magnitude/3) .. ' Distance\nHealth : ' ..
round(v.Character.Humanoid.Health*100/v.Character.Humanoid.MaxHealth) .. '%')
                end
            else
                if v.Character.Head:FindFirstChild('NameEsp'..Number) then
                    v.Character.Head:FindFirstChild('NameEsp'..Number):Destroy()
                end
            end
        end
    end
end
end

```

```

    end)
end
end
function UpdateChestChams()
for i,v in pairs(game.Workspace:GetChildren()) do
    pcall(function()
        if string.find(v.Name,"Chest") then
            if ChestESP then
                if string.find(v.Name,"Chest") then
                    if v:FindFirstChild('NameEsp'..Number) then
                        local bill = Instance.new('BillboardGui',v)
                        bill.Name = 'NameEsp'..Number
                        bill.ExtentsOffset = Vector3.new(0, 1, 0)
                        bill.Size = UDim2.new(1,200,1,30)
                        bill.Adornee = v
                        bill.AlwaysOnTop = true
                        local name = Instance.new('TextLabel',bill)
                        name.Font = Enum.Font.GothamSemibold
                        name.FontSize = "Size14"
                        name.TextWrapped = true
                        name.Size = UDim2.new(1,0,1,0)
                        name.TextYAlignment = 'Top'
                        name.BackgroundTransparency = 1
                        name.TextStrokeTransparency = 0.5
                        if v.Name == "Chest1" then
                            name.TextColor3 = Color3.fromRGB(109, 109, 109)
                            name.Text = ("Chest 1" ..' \n'..
round(((game:GetService('Players').LocalPlayer.Character.Head.Position -
v.Position).Magnitude/3) ..' Distance')
                        end
                        if v.Name == "Chest2" then
                            name.TextColor3 = Color3.fromRGB(173, 158, 21)
                            name.Text = ("Chest 2" ..' \n'..
round(((game:GetService('Players').LocalPlayer.Character.Head.Position -
v.Position).Magnitude/3) ..' Distance')
                        end
                        if v.Name == "Chest3" then
                            name.TextColor3 = Color3.fromRGB(85, 255, 255)
                            name.Text = ("Chest 3" ..' \n'..
round(((game:GetService('Players').LocalPlayer.Character.Head.Position -
v.Position).Magnitude/3) ..' Distance')
                        end
                    else

```



```

        v['NameEsp'..Number].TextLabel.Text = (v.Name ..' \n'..
round((game:GetService('Players').LocalPlayer.Character.Head.Position -
v.Position).Magnitude/3) ..' Distance')
    end
end
else
    if v:FindFirstChild('NameEsp'..Number) then
        v:FindFirstChild('NameEsp'..Number):Destroy()
    end
end
end
end)
end
end
function UpdateDevilChams()
for i,v in pairs(game.Workspace:GetChildren()) do
    pcall(function()
        if DevilFruitESP then
            if string.find(v.Name, "Fruit") then
                if not v.Handle:FindFirstChild('NameEsp'..Number) then
                    local bill = Instance.new('BillboardGui',v.Handle)
                    bill.Name = 'NameEsp'..Number
                    bill.ExtentsOffset = Vector3.new(0, 1, 0)
                    bill.Size = UDim2.new(1,200,1,30)
                    bill.Adornee = v.Handle
                    bill.AlwaysOnTop = true
                    local name = Instance.new('TextLabel',bill)
                    name.Font = Enum.Font.GothamSemibold
                    name.FontSize = "Size14"
                    name.TextWrapped = true
                    name.Size = UDim2.new(1,0,1,0)
                    name.TextYAlignment = 'Top'
                    name.BackgroundTransparency = 1
                    name.TextStrokeTransparency = 0.5
                    name.TextColor3 = Color3.fromRGB(255, 255, 255)
                    name.Text = (v.Name ..' \n'..
round((game:GetService('Players').LocalPlayer.Character.Head.Position -
v.Handle.Position).Magnitude/3) ..' Distance')
                else
                    v.Handle['NameEsp'..Number].TextLabel.Text = (v.Name ..' \n'..
round((game:GetService('Players').LocalPlayer.Character.Head.Position -
v.Handle.Position).Magnitude/3) ..' Distance')
                end
            end
        end
    end)
end
end

```

```

        end
    else
        if v.Handle:FindFirstChild('NameEsp'..Number) then
            v.Handle:FindFirstChild('NameEsp'..Number):Destroy()
        end
    end
end
end)
end
end
function UpdateFlowerChams()
for i,v in pairs(game.Workspace:GetChildren()) do
    pcall(function()
        if v.Name == "Flower2" or v.Name == "Flower1" then
            if FlowerESP then
                if not v:FindFirstChild('NameEsp'..Number) then
                    local bill = Instance.new('BillboardGui',v)
                    bill.Name = 'NameEsp'..Number
                    bill.ExtentsOffset = Vector3.new(0, 1, 0)
                    bill.Size = UDim2.new(1,200,1,30)
                    bill.Adornee = v
                    bill.AlwaysOnTop = true
                    local name = Instance.new('TextLabel',bill)
                    name.Font = Enum.Font.GothamSemibold
                    name.FontSize = "Size14"
                    name.TextWrapped = true
                    name.Size = UDim2.new(1,0,1,0)
                    name.TextYAlignment = 'Top'
                    name.BackgroundTransparency = 1
                    name.TextStrokeTransparency = 0.5
                    name.TextColor3 = Color3.fromRGB(255, 0, 0)
                    if v.Name == "Flower1" then
                        name.Text = ("Blue Flower" ..' \n'..
round((game:GetService('Players').LocalPlayer.Character.Head.Position -
v.Position).Magnitude/3) ..' Distance')
                        name.TextColor3 = Color3.fromRGB(0, 0, 255)
                    end
                    if v.Name == "Flower2" then
                        name.Text = ("Red Flower" ..' \n'..
round((game:GetService('Players').LocalPlayer.Character.Head.Position -
v.Position).Magnitude/3) ..' Distance')
                        name.TextColor3 = Color3.fromRGB(255, 0, 0)
                    end
                end
            else

```

```

        v['NameEsp'..Number].TextLabel.Text = (v.Name ..' \n'..
round((game:GetService('Players').LocalPlayer.Character.Head.Position -
v.Position).Magnitude/3) ..' Distance')
    end
else
    if v:FindFirstChild('NameEsp'..Number) then
        v:FindFirstChild('NameEsp'..Number):Destroy()
    end
end
end
end)
end
end
function UpdateRealFruitChams()
for i,v in pairs(game.Workspace.AppleSpawner:GetChildren()) do
    if v:IsA("Tool") then
        if RealFruitESP then
            if not v.Handle:FindFirstChild('NameEsp'..Number) then
                local bill = Instance.new('BillboardGui',v.Handle)
                bill.Name = 'NameEsp'..Number
                bill.ExtentsOffset = Vector3.new(0, 1, 0)
                bill.Size = UDim2.new(1,200,1,30)
                bill.Adornee = v.Handle
                bill.AlwaysOnTop = true
                local name = Instance.new('TextLabel',bill)
                name.Font = Enum.Font.GothamSemibold
                name.FontSize = "Size14"
                name.TextWrapped = true
                name.Size = UDim2.new(1,0,1,0)
                name.TextYAlignment = 'Top'
                name.BackgroundTransparency = 1
                name.TextStrokeTransparency = 0.5
                name.TextColor3 = Color3.fromRGB(255, 0, 0)
                name.Text = (v.Name ..' \n'..
round((game:GetService('Players').LocalPlayer.Character.Head.Position -
v.Handle.Position).Magnitude/3) ..' Distance')
            else
                v.Handle['NameEsp'..Number].TextLabel.Text = (v.Name ..' '..
round((game:GetService('Players').LocalPlayer.Character.Head.Position -
v.Handle.Position).Magnitude/3) ..' Distance')
            end
        else
            if v.Handle:FindFirstChild('NameEsp'..Number) then

```

```

        v.Handle:FindFirstChild('NameEsp'..Number):Destroy()
    end
end
end
end
for i,v in pairs(game.Workspace.PineappleSpawner:GetChildren()) do
    if v:IsA("Tool") then
        if RealFruitESP then
            if not v.Handle:FindFirstChild('NameEsp'..Number) then
                local bill = Instance.new('BillboardGui',v.Handle)
                bill.Name = 'NameEsp'..Number
                bill.ExtentsOffset = Vector3.new(0, 1, 0)
                bill.Size = UDim2.new(1,200,1,30)
                bill.Adornee = v.Handle
                bill.AlwaysOnTop = true
                local name = Instance.new('TextLabel',bill)
                name.Font = Enum.Font.GothamSemibold
                name.FontSize = "Size14"
                name.TextWrapped = true
                name.Size = UDim2.new(1,0,1,0)
                name.TextYAlignment = 'Top'
                name.BackgroundTransparency = 1
                name.TextStrokeTransparency = 0.5
                name.TextColor3 = Color3.fromRGB(255, 174, 0)
                name.Text = (v.Name .. '\n'..
round((game:GetService('Players').LocalPlayer.Character.Head.Position -
v.Handle.Position).Magnitude/3) .. ' Distance')
            else
                v.Handle['NameEsp'..Number].TextLabel.Text = (v.Name .. '\n'..
round((game:GetService('Players').LocalPlayer.Character.Head.Position -
v.Handle.Position).Magnitude/3) .. ' Distance')
            end
        else
            if v.Handle:FindFirstChild('NameEsp'..Number) then
                v.Handle:FindFirstChild('NameEsp'..Number):Destroy()
            end
        end
    end
end
end
for i,v in pairs(game.Workspace.BananaSpawner:GetChildren()) do
    if v:IsA("Tool") then
        if RealFruitESP then
            if not v.Handle:FindFirstChild('NameEsp'..Number) then

```

```

    local bill = Instance.new('BillboardGui',v.Handle)
    bill.Name = 'NameEsp'..Number
    bill.ExtentsOffset = Vector3.new(0, 1, 0)
    bill.Size = UDim2.new(1,200,1,30)
    bill.Adornee = v.Handle
    bill.AlwaysOnTop = true
    local name = Instance.new('TextLabel',bill)
    name.Font = Enum.Font.GothamSemibold
    name.FontSize = "Size14"
    name.TextWrapped = true
    name.Size = UDim2.new(1,0,1,0)
    name.TextYAlignment = 'Top'
    name.BackgroundTransparency = 1
    name.TextStrokeTransparency = 0.5
    name.TextColor3 = Color3.fromRGB(251, 255, 0)
    name.Text = (v.Name ..' \n'..
round((game:GetService('Players').LocalPlayer.Character.Head.Position -
v.Handle.Position).Magnitude/3) ..' Distance')
    else
        v.Handle['NameEsp'..Number].TextLabel.Text = (v.Name ..' '..
round((game:GetService('Players').LocalPlayer.Character.Head.Position -
v.Handle.Position).Magnitude/3) ..' Distance')
    end
    else
        if v.Handle:FindFirstChild('NameEsp'..Number) then
            v.Handle:FindFirstChild('NameEsp'..Number):Destroy()
        end
    end
end
end
end

spawn(function()
while wait() do
    pcall(function()
        if MobESP then
            for i,v in pairs(game:GetService("Workspace").Enemies:GetChildren()) do
                if v:FindFirstChild("HumanoidRootPart") then
                    if not v:FindFirstChild("MobEap") then
                        local BillboardGui = Instance.new("BillboardGui")
                        local TextLabel = Instance.new("TextLabel")

                        BillboardGui.Parent = v

```

```

BillboardGui.ZIndexBehavior = Enum.ZIndexBehavior.Sibling
BillboardGui.Active = true
BillboardGui.Name = "MobEap"
BillboardGui.AlwaysOnTop = true
BillboardGui.LightInfluence = 1.000
BillboardGui.Size = UDim2.new(0, 200, 0, 50)
BillboardGui.StudsOffset = Vector3.new(0, 2.5, 0)

TextLabel.Parent = BillboardGui
TextLabel.BackgroundColor3 = Color3.fromRGB(255, 255, 255)
TextLabel.BackgroundTransparency = 1.000
TextLabel.Size = UDim2.new(0, 200, 0, 50)
TextLabel.Font = Enum.Font.GothamBold
TextLabel.TextColor3 = Color3.fromRGB(7, 236, 240)
TextLabel.Text.Size = 35
end
local Dis =
math.floor((game.Players.LocalPlayer.Character.HumanoidRootPart.Position -
v.HumanoidRootPart.Position).Magnitude)
v.MobEap.TextLabel.Text = v.Name.." - "..Dis.." Distance"
end
end
else
for i,v in pairs(game.GetService("Workspace").Enemies:GetChildren()) do
if v:FindFirstChild("MobEap") then
v.MobEap:Destroy()
end
end
end
end)
end)
end)

spawn(function()
while wait() do
pcall(function()
if SeaESP then
for i,v in pairs(game.GetService("Workspace").SeaBeasts:GetChildren()) do
if v:FindFirstChild('HumanoidRootPart') then
if not v:FindFirstChild("Seaesps") then
local BillboardGui = Instance.new("BillboardGui")
local TextLabel = Instance.new("TextLabel")

```

```

BillboardGui.Parent = v
BillboardGui.ZIndexBehavior = Enum.ZIndexBehavior.Sibling
BillboardGui.Active = true
BillboardGui.Name = "Seaesps"
BillboardGui.AlwaysOnTop = true
BillboardGui.LightInfluence = 1.000
BillboardGui.Size = UDim2.new(0, 200, 0, 50)
BillboardGui.StudsOffset = Vector3.new(0, 2.5, 0)

TextLabel.Parent = BillboardGui
TextLabel.BackgroundColor3 = Color3.fromRGB(255, 255, 255)
TextLabel.BackgroundTransparency = 1.000
TextLabel.Size = UDim2.new(0, 200, 0, 50)
TextLabel.Font = Enum.Font.GothamBold
TextLabel.TextColor3 = Color3.fromRGB(7, 236, 240)
TextLabel.Text.Size = 35
end
local Dis =
math.floor((game.Players.LocalPlayer.Character.HumanoidRootPart.Position -
v.HumanoidRootPart.Position).Magnitude)
v.Seaesps.TextLabel.Text = v.Name.." - "..Dis.." Distance"
end
end
else
for i,v in pairs (game:GetService("Workspace").SeaBeasts:GetChildren()) do
if v:FindFirstChild("Seaesps") then
v.Seaesps:Destroy()
end
end
end
end)
end)
end)

spawn(function()
while wait() do
pcall(function()
if NpcESP then
for i,v in pairs(game:GetService("Workspace").NPCs:GetChildren()) do
if v:FindFirstChild("HumanoidRootPart") then
if not v:FindFirstChild("NpcEspes") then
local BillboardGui = Instance.new("BillboardGui")
local TextLabel = Instance.new("TextLabel")

```

```

BillboardGui.Parent = v
BillboardGui.ZIndexBehavior = Enum.ZIndexBehavior.Sibling
BillboardGui.Active = true
BillboardGui.Name = "NpcEspes"
BillboardGui.AlwaysOnTop = true
BillboardGui.LightInfluence = 1.000
BillboardGui.Size = UDim2.new(0, 200, 0, 50)
BillboardGui.StudsOffset = Vector3.new(0, 2.5, 0)

TextLabel.Parent = BillboardGui
TextLabel.BackgroundColor3 = Color3.fromRGB(255, 255, 255)
TextLabel.BackgroundTransparency = 1.000
TextLabel.Size = UDim2.new(0, 200, 0, 50)
TextLabel.Font = Enum.Font.GothamBold
TextLabel.TextColor3 = Color3.fromRGB(7, 236, 240)
TextLabel.Text.Size = 35
end
local Dis =
math.floor((game.Players.LocalPlayer.Character.HumanoidRootPart.Position -
v.HumanoidRootPart.Position).Magnitude)
v.NpcEspes.TextLabel.Text = v.Name.." - "..Dis.." Distance"
end
end
else
for i,v in pairs (game.GetService("Workspace").NPCs:GetChildren()) do
if v:FindFirstChild("NpcEspes") then
v.NpcEspes:Destroy()
end
end
end
end)
end)
end)

function isnil(thing)
return (thing == nil)
end
local function round(n)
return math.floor(tonumber(n) + 0.5)
end
Number = math.random(1, 1000000)

```



```

function UpdateIslandMirageESP()
for i,v in pairs(game:GetService("Workspace")["_WorldOrigin"].Locations:GetChildren()) do
    pcall(function()
        if MirageIslandESP then
            if v.Name == "Mirage Island" then
                if not v:FindFirstChild('NameEsp') then
                    local bill = Instance.new('BillboardGui',v)
                    bill.Name = 'NameEsp'
                    bill.ExtentsOffset = Vector3.new(0, 1, 0)
                    bill.Size = UDim2.new(1,200,1,30)
                    bill.Adornee = v
                    bill.AlwaysOnTop = true
                    local name = Instance.new('TextLabel',bill)
                    name.Font = "Code"
                    name.FontSize = "Size14"
                    name.TextWrapped = true
                    name.Size = UDim2.new(1,0,1,0)
                    name.TextYAlignment = 'Top'
                    name.BackgroundTransparency = 1
                    name.TextStrokeTransparency = 0.5
                    name.TextColor3 = Color3.fromRGB(80, 245, 245)
                else
                    v['NameEsp'].TextLabel.Text = (v.Name ..' \n'..
round(((game:GetService('Players').LocalPlayer.Character.Head.Position -
v.Position).Magnitude/3) ..' M')
                end
            end
        else
            if v:FindFirstChild('NameEsp') then
                v:FindFirstChild('NameEsp'):Destroy()
            end
        end
    end)
end
end
end

```

```

function isnil(thing)
return (thing == nil)
end
local function round(n)
return math.floor(tonumber(n) + 0.5)
end
Number = math.random(1, 1000000)

```

```

function UpdateAfdESP()
for i,v in pairs(game:GetService("Workspace").NPCs:GetChildren()) do
    pcall(function()
        if AfdESP then
            if v.Name == "Advanced Fruit Dealer" then
                if not v:FindFirstChild('NameEsp') then
                    local bill = Instance.new('BillboardGui',v)
                    bill.Name = 'NameEsp'
                    bill.ExtentsOffset = Vector3.new(0, 1, 0)
                    bill.Size = UDim2.new(1,200,1,30)
                    bill.Adornee = v
                    bill.AlwaysOnTop = true
                    local name = Instance.new('TextLabel',bill)
                    name.Font = "Code"
                    name.FontSize = "Size14"
                    name.TextWrapped = true
                    name.Size = UDim2.new(1,0,1,0)
                    name.TextYAlignment = 'Top'
                    name.BackgroundTransparency = 1
                    name.TextStrokeTransparency = 0.5
                    name.TextColor3 = Color3.fromRGB(80, 245, 245)
                else
                    v['NameEsp'].TextLabel.Text = (v.Name .. ' \n'..
round((game:GetService('Players').LocalPlayer.Character.Head.Position -
v.Position).Magnitude/3) ..' M')
                end
            end
        else
            if v:FindFirstChild('NameEsp') then
                v:FindFirstChild('NameEsp'):Destroy()
            end
        end
    end)
end
end
end

```

```

function UpdateAuraESP()
for i,v in pairs(game:GetService("Workspace").NPCs:GetChildren()) do
    pcall(function()
        if AuraESP then
            if v.Name == "Master of Enhancement" then
                if not v:FindFirstChild('NameEsp') then

```

```

        local bill = Instance.new('BillboardGui',v)
        bill.Name = 'NameEsp'
        bill.ExtentsOffset = Vector3.new(0, 1, 0)
        bill.Size = UDim2.new(1,200,1,30)
        bill.Adornee = v
        bill.AlwaysOnTop = true
        local name = Instance.new('TextLabel',bill)
        name.Font = "Code"
        name.FontSize = "Size14"
        name.TextWrapped = true
        name.Size = UDim2.new(1,0,1,0)
        name.TextYAlignment = 'Top'
        name.BackgroundTransparency = 1
        name.TextStrokeTransparency = 0.5
        name.TextColor3 = Color3.fromRGB(80, 245, 245)
    else
        v['NameEsp'].TextLabel.Text = (v.Name .. ' \n'..
round((game:GetService('Players').LocalPlayer.Character.Head.Position -
v.Position).Magnitude/3) .. ' M')
    end
end
else
    if v:FindFirstChild('NameEsp') then
        v:FindFirstChild('NameEsp'):Destroy()
    end
end
end)
end
end
end

```

```

function UpdateLSDESP()
for i,v in pairs(game:GetService("Workspace").NPCs:GetChildren()) do
    pcall(function()
        if LADESP then
            if v.Name == "Legendary Sword Dealer" then
                if not v:FindFirstChild('NameEsp') then
                    local bill = Instance.new('BillboardGui',v)
                    bill.Name = 'NameEsp'
                    bill.ExtentsOffset = Vector3.new(0, 1, 0)
                    bill.Size = UDim2.new(1,200,1,30)
                    bill.Adornee = v
                    bill.AlwaysOnTop = true
                    local name = Instance.new('TextLabel',bill)

```

```

        name.Font = "Code"
        name.FontSize = "Size14"
        name.TextWrapped = true
        name.Size = UDim2.new(1,0,1,0)
        name.TextYAlignment = 'Top'
        name.BackgroundTransparency = 1
        name.TextStrokeTransparency = 0.5
        name.TextColor3 = Color3.fromRGB(80, 245, 245)
    else
        v["NameEsp"].TextLabel.Text = (v.Name ..' \n'..
round((game:GetService('Players').LocalPlayer.Character.Head.Position -
v.Position).Magnitude/3) ..' M')
    end
end
else
    if v:FindFirstChild('NameEsp') then
        v:FindFirstChild('NameEsp'):Destroy()
    end
end
end)
end
end

function UpdateGeaESP()
for i,v in pairs(game:GetService("Workspace").Map.MysticIsland:GetChildren()) do
    pcall(function()
        if GearESP then
            if v.Name == "MeshPart" then
                if not v:FindFirstChild('NameEsp') then
                    local bill = Instance.new('BillboardGui',v)
                    bill.Name = 'NameEsp'
                    bill.ExtentsOffset = Vector3.new(0, 1, 0)
                    bill.Size = UDim2.new(1,200,1,30)
                    bill.Adornee = v
                    bill.AlwaysOnTop = true
                    local name = Instance.new('TextLabel',bill)
                    name.Font = "Code"
                    name.FontSize = "Size14"
                    name.TextWrapped = true
                    name.Size = UDim2.new(1,0,1,0)
                    name.TextYAlignment = 'Top'
                    name.BackgroundTransparency = 1
                    name.TextStrokeTransparency = 0.5

```

```

        name.TextColor3 = Color3.fromRGB(80, 245, 245)
    else
        v['NameEsp'].TextLabel.Text = (v.Name ..' \n'..
round((game:GetService('Players').LocalPlayer.Character.Head.Position -
v.Position).Magnitude/3) ..' M')
    end
end
else
    if v:FindFirstChild('NameEsp') then
        v:FindFirstChild('NameEsp'):Destroy()
    end
end
end)
end
end

```

-----Tween

```

--// Tween Island
function TP2(P1)
    local Distance = (P1.Position -
game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude
    if Distance >= 1 then
        Speed = 350
    end

    game:GetService("TweenService"):Create(game.Players.LocalPlayer.Character.HumanoidRoot
Part,TweenInfo.new(Distance/Speed, Enum.EasingStyle.Linear), {
        CFrame = P1
    }):Play()
    if _G.CancelTween2 then

game:GetService("TweenService"):Create(game.Players.LocalPlayer.Character.HumanoidRoot
Part,TweenInfo.new(Distance/Speed, Enum.EasingStyle.Linear), {
        CFrame = P1
    }):Cancel()
    end
    _G.Clip2 = true
    wait(Distance/Speed)

```

```
_G.Clip2 = false  
end
```

```
function Tween(Pos)  
    Distance = (Pos.Position -  
game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude  
    if game.Players.LocalPlayer.Character.Humanoid.Sit == true then  
game.Players.LocalPlayer.Character.Humanoid.Sit = true end  
    pcall(function() tween =  
game:GetService("TweenService"):Create(game.Players.LocalPlayer.Character.HumanoidRoot  
Part,TweenInfo.new(Distance/350, Enum.EasingStyle.Linear),{CFrame = Pos}) end)  
    tween:Play()  
    if Distance <= 350 then  
        tween:Cancel()  
        game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = Pos  
    end  
    if _G.StopTween == true then  
        tween:Cancel()  
        _G.Clip = false  
    end  
end  
end
```

```
--function TP to Boat/Ship  
function TPB(CFgo)  
    local tween_s = game:service"TweenService"  
    local info =  
TweenInfo.new((game:GetService("Workspace").Boats.MarineBrigade.VehicleSeat.CFrame.Pos  
ition - CFgo.Position).Magnitude/300, Enum.EasingStyle.Linear)  
    tween =  
tween_s:Create(game:GetService("Workspace").Boats.MarineBrigade.VehicleSeat, info,  
{CFrame = CFgo})  
    tween:Play()  
  
    local tweenfunc = {}  
  
    function tweenfunc:Stop()  
        tween:Cancel()  
    end  
  
    return tweenfunc  
end
```

```

function TPP(CFgo)
    if game.Players.LocalPlayer.Character:WaitForChild("Humanoid").Health <= 0 or not
game:GetService("Players").LocalPlayer.Character:WaitForChild("Humanoid") then
tween:Cancel() repeat wait() until
game:GetService("Players").LocalPlayer.Character:WaitForChild("Humanoid") and
game:GetService("Players").LocalPlayer.Character:WaitForChild("Humanoid").Health > 0
wait(7) return end
    local tween_s = game:service"TweenService"
    local info =
TweenInfo.new((game:GetService("Players")["LocalPlayer"].Character.HumanoidRootPart.Position - CFgo.Position).Magnitude/325, Enum.EasingStyle.Linear)
    tween = tween_s:Create(game.Players.LocalPlayer.Character["HumanoidRootPart"], info,
{CFrame = CFgo})
    tween:Play()

    local tweenfunc = {}

    function tweenfunc:Stop()
        tween:Cancel()
    end

    return tweenfunc
end

```

--select weapon

```

function EquipTool(ToolSe)
    if game.Players.LocalPlayer.Backpack:FindFirstChild(ToolSe) then
        local tool = game.Players.LocalPlayer.Backpack:FindFirstChild(ToolSe)
        wait(0.4)
        game.Players.LocalPlayer.Character.Humanoid:EquipTool(tool)
    end
end

```

--aimbot mastery

```

spawn(function()
    local gg = getrawmetatable(game)
    local old = gg.__namecall
    setreadonly(gg,false)
    gg.__namecall = newcclosure(function(...)
        local method = getnamecallmethod()

```

```

local args = {
    ...
}
if tostring(method) == "FireServer" then
if tostring(args[1]) == "RemoteEvent" then
if tostring(args[2]) ~= "true" and tostring(args[2]) ~= "false" then
if _G.UseSkill then
if type(args[2]) == "vector" then
args[2] = PositionSkillMasteryDevilFruit
else
    args[2] = CFrame.new(PositionSkillMasteryDevilFruit)
end
return old(unpack(args))
end
end
end
end
end
return old(...)
end)
end)

```

```

--Equip Gun
spawn(function()
    pcall(function()
        while task.wait() do
            for i,v in pairs(game.GetService("Players").LocalPlayer.Backpack:GetChildren()) do
                if v:IsA("Tool") then
                    if v:FindFirstChild("RemoteFunctionShoot") then
                        CurrentEquipGun = v.Name
                    end
                end
            end
        end
    end)
end)

```

```

-- [Body Gyro]
spawn(function()
    while task.wait() do
        pcall(function()
            if _G.TeleportIsland or _G.AutoQuestRace or

```



```

_G.AutoBuyBoat or _G.dao or _G.AutoMirage or AutoFarmAcient or _G.AutoQuestRace or
Auto_Law or _G.AutoAllBoss or _G.Autotushita or _G.AutoHolyTorch or _G.AutoTerrorshark or
_G.farmpiranya or _G.DriveMytic or _G.AutoDoughKingV2 or PirateShip or _G.AutoSeaBeast or
_G.AutoNear or _G.BossRaid or _G.GrabChest or AutoCitizen or _G.Ecto or AutoEvoRace or
AutoBartilo or AutoFactory or BringChestz or BringFruitz or _G.AutoLevel or _G.Clip2 or
AutoFarmNoQuest or _G.AutoBone or AutoFarmSelectMonsterQuest or
AutoFarmSelectMonsterNoQuest or _G.AutoBoss or AutoFarmBossQuest or AutoFarmMasGun
or AutoFarmMasDevilFruit or AutoFarmSelectArea or AutoSecondSea or AutoThirdSea or
AutoDeathStep or AutoSuperhuman or AutoSharkman or AutoElectricClaw or AutoDragonTalon
or AutoGodhuman or AutoRengoku or AutoBuddySword or AutoPole or AutoHallowSycthe or
AutoCavander or AutoTushita or AutoDarkDagger or _G.CakePrince or _G.AutoElite or
AutoRainbowHaki or AutoSaber or AutoFarmKen or AutoKenHop or AutoKenV2 or
KillPlayerMelee or KillPlayerGun or KillPlayerFruit or AutoDungeon or AutoNextIsland or
AutoAdvanceDungeon or Musketeer or RipIndra or Auto_Serpent_Bow or AutoTorch or
AutoSoulGuitar or Auto_Cursed_Dual_Katana or _G.AutoMaterial or Auto_Quest_Yama_1 or
Auto_Quest_Yama_2 or Auto_Quest_Yama_3 or Auto_Quest_Tushita_1 or
Auto_Quest_Tushita_2 or Auto_Quest_Tushita_3 or _G.Factory or _G.SwanGlasses or
AutoBartilo or AutoEvoRace or _G.Ecto then

```

```

        if not

```

```

game:GetService("Players").LocalPlayer.Character.HumanoidRootPart:FindFirstChild("BodyClip") then

```

```

            local Noclip = Instance.new("BodyVelocity")

```

```

            Noclip.Name = "BodyClip"

```

```

            Noclip.Parent =

```

```

game:GetService("Players").LocalPlayer.Character.HumanoidRootPart

```

```

            Noclip.MaxForce =

```

```

Vector3.new(100000,100000,100000)

```

```

            Noclip.Velocity = Vector3.new(0,0,0)

```

```

        end

```

```

    else

```

```

game:GetService("Players").LocalPlayer.Character.HumanoidRootPart:FindFirstChild("BodyClip"):Destroy()

```

```

    end

```

```

end)

```

```

end

```

```

end)

```

```

--//No CLip Auto Farm

```

```

spawn(function()

```

```

    pcall(function()

```

```

        game:GetService("RunService").Stepped:Connect(function()

```



end

-----Click

```
function Click()
    if not _G.FastAttack then
        local Module =
require(game.Players.LocalPlayer.PlayerScripts.CombatFramework)
        local CombatFramework = debug.getupvalues(Module)[2]
        local CamShake = require(game.ReplicatedStorage.Util.CameraShaker)
        CamShake:Stop()
        CombatFramework.activeController.attacking = false
        CombatFramework.activeController.timeToNextAttack = 0
        CombatFramework.activeController.hitboxMagnitude = 180
        game:GetService'VirtualUser':CaptureController()
        game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))
    end
end
```

--Sword Weapon

```
function GetWeaponInventory(Weaponname)
for i,v in
pairs(game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("getInventory"))
do
if type(v) == "table" then
if v.Type == "Sword" then
if v.Name == Weaponname then
return true
end
end
end
end
return false
end
```

---Method Wait Mob

```
Type11 = 1
spawn(function()
    while wait(.1) do
        if Type1 == 1 then
```

```
        Pos2 = CFrame.new(120,60,0)
    elseif Type1 == 2 then
        Pos2 = CFrame.new(-120,60,0)
    end
end
end)
end)
```

```
spawn(function()
    while wait(.1) do
        Type1 = 1
        wait(2)
        Type1 = 2
        wait(2)
    end
end)
end)
```

---Method Farm

```
Type1 = 1
spawn(function()
    while wait(.1) do
        if Type == 1 then
            Pos = CFrame.new(0,60,0)
        elseif Type == 2 then
            Pos = CFrame.new(-30,0,-30)
        elseif Type == 3 then
            Pos = CFrame.new(0,0,-60)
        elseif Type == 4 then
            Pos = CFrame.new(-60,0,0)
        end
    end
end)
end)
```

```
spawn(function()
    while wait(.1) do
        Type = 1
        wait(1)
        Type = 2
        wait(1)
        Type = 3
        wait(1)
        Type = 4
        wait(1)
    end
end)
```

```
end
end)
```

```
function AutoHaki()
    if not game:GetService("Players").LocalPlayer.Character:FindFirstChild("HasBuso") then
        game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("Buso")
    end
end
```

---Bypass Teleport

```
function BTP(P)
    repeat wait(0.5)
        game.Players.LocalPlayer.Character.Humanoid:ChangeState(15)
        game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = P
        task.wait()
        game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = P
    until
(P.Position-game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <=
2000
end
```

```
function BTP(p)
    pcall(function()
        if
(p.Position-game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude >=
2000 and not Auto_Raid and game.Players.LocalPlayer.Character.Humanoid.Health > 0 then
            if NQuest == "FishmanQuest" then
```

```
Tween(game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame)
    wait()
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("requestEntrance",Vec
tor3.new(61163.8515625, 11.6796875, 1819.7841796875))
        elseif Mon == "God's Guard" then
```

```
Tween(game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame)
    wait()
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("requestEntrance",Vec
tor3.new(-4607.82275, 872.54248, -1667.55688))
        elseif NQuest == "SkyExp1Quest" then
```

```
Tween(game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame)
    wait()
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("requestEntrance", Vector3.new(-7894.6176757813, 5547.1416015625, -380.29119873047))
    elseif NQuest == "ShipQuest1" then
```

```
Tween(game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame)
    wait()
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("requestEntrance", Vector3.new(923.21252441406, 126.9760055542, 32852.83203125))
    elseif NQuest == "ShipQuest2" then
```

```
Tween(game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame)
    wait()
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("requestEntrance", Vector3.new(923.21252441406, 126.9760055542, 32852.83203125))
    elseif NQuest == "FrostQuest" then
```

```
Tween(game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame)
    wait()
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("requestEntrance", Vector3.new(-6508.5581054688, 89.034996032715, -132.83953857422))
    else
        Mix_Farm = true
        repeat wait(0.5)
```

```
game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = p
    wait(.05)
```

```
game.Players.LocalPlayer.Character.Head:Destroy()
```

```
game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = p
    until
    (p.Position-game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude < 1500
    and game.Players.LocalPlayer.Character.Humanoid.Health > 0
        wait()
        Mix_Farm = nil
    end
end
end
end)
end
```

-----  
-----  
  
---Close gui

```
local ScreenGui = Instance.new("ScreenGui")
local ImageButton = Instance.new("ImageButton")
local UICorner = Instance.new("UICorner")
local UIGradient = Instance.new("UIGradient")
local UIAspectRatioConstraint = Instance.new("UIAspectRatioConstraint")
```

```
ScreenGui.Parent = game.Players.LocalPlayer:WaitForChild("PlayerGui")
ScreenGui.ZIndexBehavior = Enum.ZIndexBehavior.Sibling
```

```
ImageButton.Parent = ScreenGui
ImageButton.BackgroundColor3 = Color3.fromRGB(255, 255, 255)
ImageButton.Position = UDim2.new(0.10615778, 0, 0.16217947, 0)
ImageButton.Size = UDim2.new(0.0627121851, 0, 0.107579626, 0)
ImageButton.Image = "rbxassetid://16094966478"
```

```
UICorner.CornerRadius = UDim.new(0, 30)
UICorner.Parent = ImageButton
```

```
UIGradient.Color = ColorSequence.new{ColorSequenceKeypoint.new(0.00,
Color3.fromRGB(244, 0, 0)), ColorSequenceKeypoint.new(0.32, Color3.fromRGB(146, 255,
251)), ColorSequenceKeypoint.new(0.65, Color3.fromRGB(180, 255, 255)),
ColorSequenceKeypoint.new(1.00, Color3.fromRGB(96, 255, 231))}
UIGradient.Parent = ImageButton
```

```
UIAspectRatioConstraint.Parent = ImageButton
UIAspectRatioConstraint.AspectRatio = 0.988
```

```
local function HCEGY_fake_script()
    local script = Instance.new('LocalScript', UIGradient)

    local TweenService = game:GetService("TweenService")
    local tweeninfo = TweenInfo.new(4, Enum.EasingStyle.Linear, Enum.EasingDirection.In,
-1)
    local tween = TweenService:Create(script.Parent, tweeninfo, {Rotation = 360})
    tween:Play()
end
```

```

coroutine.wrap(HCEGY_fake_script)()
local function YTZCAJC_fake_script()
    local script = Instance.new('LocalScript', ImageButton)

    local UIS = game:GetService('UserInputService')
    local frame = script.Parent
    local dragToggle = nil
    local dragSpeed = 0.25
    local dragStart = nil
    local startPos = nil

    local function updateInput(input)
        local delta = input.Position - dragStart
        local position = UDim2.new(startPos.X.Scale, startPos.X.Offset + delta.X,
            startPos.Y.Scale, startPos.Y.Offset + delta.Y)
        game:GetService('TweenService'):Create(frame, TweenInfo.new(dragSpeed),
{Position = position}):Play()
    end

    frame.InputBegan:Connect(function(input)
        if (input.UserInputType == Enum.UserInputType.MouseButton1 or
input.UserInputType == Enum.UserInputType.Touch) then
            dragToggle = true
            dragStart = input.Position
            startPos = frame.Position
            input.Changed:Connect(function()
                if input.UserInputState == Enum.UserInputState.End then
                    dragToggle = false
                end
            end)
        end
    end)

    UIS.InputChanged:Connect(function(input)
        if input.UserInputType == Enum.UserInputType.MouseMovement or
input.UserInputType == Enum.UserInputType.Touch then
            if dragToggle then
                updateInput(input)
            end
        end
    end)

    script.Parent.MouseButton1Click:Connect(function()

```



```
game:GetService("VirtualInputManager"):SendKeyEvent(true,Enum.KeyCode.End,false,game)
    end)
end
coroutine.wrap(YTZCAJC_fake_script)()
```

```
-----
-- Hehe
local posX = 0
local posY = 60
local posZ = 0
-----
```

```
-----
--Create Tabs
    Tabs.Main:AddParagraph({
        Title = "Farming",
        Content = "Auto Farm"
    })

    local DropdownSelectWeapon = Tabs.Main:AddDropdown("DropdownSelectWeapon", {
        Title = "Dropdown",
        Values = {'Melee','Sword','Blox Fruit'},
        Multi = false,
        Default = 1,
    })
    DropdownSelectWeapon:SetValue('Melee')
    DropdownSelectWeapon:OnChanged(function(Value)
        ChooseWeapon = Value
    end)
    task.spawn(function()
        while wait() do
            pcall(function()
                if ChooseWeapon == "Melee" then
                    for i ,v in pairs(game.Players.LocalPlayer.Backpack:GetChildren()) do
                        if v.ToolTip == "Melee" then
                            if game.Players.LocalPlayer.Backpack:FindFirstChild(tostring(v.Name)) then
                                SelectWeapon = v.Name
                            end
                        end
                    end
                elseif ChooseWeapon == "Sword" then
                    for i ,v in pairs(game.Players.LocalPlayer.Backpack:GetChildren()) do
                        if v.ToolTip == "Sword" then
                            if game.Players.LocalPlayer.Backpack:FindFirstChild(tostring(v.Name)) then
```

```

        SelectWeapon = v.Name
    end
end
end
elseif ChooseWeapon == " Blox Fruit" then
    for i ,v in pairs(game.Players.LocalPlayer.Backpack:GetChildren()) do
        if v.ToolTip == "Blox Fruit" then
            if game.Players.LocalPlayer.Backpack:FindFirstChild(tostring(v.Name)) then
                SelectWeapon = v.Name
            end
        end
    end
end
else
    for i ,v in pairs(game.Players.LocalPlayer.Backpack:GetChildren()) do
        if v.ToolTip == "Melee" then
            if game.Players.LocalPlayer.Backpack:FindFirstChild(tostring(v.Name)) then
                SelectWeapon = v.Name
            end
        end
    end
end
end)
end
end)

```

```

local ToggleAutoFarmLevel = Tabs.Main:AddToggle("ToggleAutoFarmLevel", {Title = "Auto
Farm Level", Default = false })
ToggleAutoFarmLevel:OnChanged(function(Value)
    _G.AutoLevel = Value
end)
Options.ToggleAutoFarmLevel:SetValue(false)
spawn(function()
    while task.wait() do
        if _G.AutoLevel then
            pcall(function()
                CheckLevel()
            end)
        end
    end
end)
string.find(game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Container.QuestTitle.
Title.Text, NameMon) or game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible
== false then

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("AbandonQuest")

```

```

        if BypassTP then
            if (game.Players.LocalPlayer.Character.HumanoidRootPart.Position -
CFrameQ.Position).Magnitude > 2500 then
                BTP(CFrameQ)
            elseif (game.Players.LocalPlayer.Character.HumanoidRootPart.Position -
CFrameQ.Position).Magnitude < 2500 then
                Tween(CFrameQ)
            end
        else
            Tween(CFrameQ)
        end
        if (CFrameQ.Position -
game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <=
5 then

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("StartQuest",NameQu
est,QuestLv)
        end
        elseif
string.find(game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Container.QuestTitle.
Title.Text, NameMon) or game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible
== true then
            for i,v in pairs(game:GetService("Workspace").Enemies:GetChildren()) do
                if v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") and
v.Humanoid.Health > 0 then
                    if v.Name == Ms then
                        repeat game:GetService("RunService").Heartbeat:wait()
                        AutoHaki()
                        EquipTool(SelectWeapon)
                        Tween(v.HumanoidRootPart.CFrame * CFrame.new(posX,posY,posZ))
                        v.HumanoidRootPart.Size = Vector3.new(60, 60, 60)
                        v.HumanoidRootPart.Transparency = 1
                        v.Humanoid.JumpPower = 0
                        v.Humanoid.WalkSpeed = 0
                        v.HumanoidRootPart.CanCollide = false
                        FarmPos = v.HumanoidRootPart.CFrame
                        MonFarm = v.Name
                        Click()
                        until not _G.AutoLevel or not v.Parent or v.Humanoid.Health <= 0 or not
game:GetService("Workspace").Enemies:FindFirstChild(v.Name) or
game.Players.LocalPlayer.PlayerGui.Main.Quest.Visible == false
                    end
                end
            end
        end
    end
end

```

```

        end
        for i,v in
pairs(game:GetService("Workspace")["_WorldOrigin"].EnemySpawns:GetChildren()) do
        if string.find(v.Name,NameMon) then
            if (game.Players.LocalPlayer.Character.HumanoidRootPart.Position -
v.Position).Magnitude >= 10 then
                Tween(v.CFrame * CFrame.new(posX,posY,posZ))
            end
        end
        end
        end
        Tween(v.HumanoidRootPart.CFrame * Pos2)
        end)
    end
end
end)

if game:GetService("ReplicatedStorage").Effect.Container:FindFirstChild("Death") then
    game:GetService("ReplicatedStorage").Effect.Container.Death:Destroy()
end
if game:GetService("ReplicatedStorage").Effect.Container:FindFirstChild("Respawn") then
    game:GetService("ReplicatedStorage").Effect.Container.Respawn:Destroy()
end

local ToggleMobAura = Tabs.Main:AddToggle("ToggleMobAura", {Title = "Auto Near Mob",
Default = false })
ToggleMobAura:OnChanged(function(Value)
    _G.AutoNear = Value
end)
Options.ToggleMobAura:SetValue(false)
spawn(function()
    while wait(.1) do
        if _G.AutoNear then
            pcall(function()
                for i,v in pairs (game.Workspace.Enemies:GetChildren()) do
                    if v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") and
v.Humanoid.Health > 0 then
                        if v.Name then
                            if (game.Players.LocalPlayer.Character.HumanoidRootPart.Position -
v:FindFirstChild("HumanoidRootPart").Position).Magnitude <= 5000 then
                                repeat task.wait(0.1)
                                    AutoHaki()

```

```

EquipTool(SelectWeapon)
Tween(v.HumanoidRootPart.CFrame * Pos)
v.HumanoidRootPart.Size = Vector3.new(1, 1, 1)
v.HumanoidRootPart.Transparency = 1
v.Humanoid.JumpPower = 0
v.Humanoid.WalkSpeed = 0
v.HumanoidRootPart.CanCollide = false
FarmPos = v.HumanoidRootPart.CFrame
MonFarm = v.Name
Click()
until not _G.AutoNear or not v.Parent or v.Humanoid.Health <= 0 or not
game.Workspace.Enemies:FindFirstChild(v.Name)
end
end
end
end
end)
end
end
end)

```

```

Tabs.Main:AddButton({
    Title = "Redeem All Code",
    Description = "Redeem all code x2 exp",
    Callback = function()
        UseCode()
    end
})

```

```

function UseCode(Text)
    game.GetService("ReplicatedStorage").Remotes.Redeem:InvokeServer(Text)
end
UseCode("Sub2Fer999")
UseCode("Enyu_is_Pro")
UseCode("Magicbus")
UseCode("JCWK")
UseCode("Starcodheo")
UseCode("Bluxxy")
UseCode("THEGREATAACE")
UseCode("SUB2GAMERROBOT_EXP1")
UseCode("StrawHatMaine")
UseCode("Sub2OfficialNoobie")
UseCode("SUB2NOOBMASTER123")

```

```
UseCode("Sub2Daigrock")
UseCode("Axiore")
UseCode("TantaiGaming")
UseCode("STRAWHATMAINE")
```

```
Tabs.Main.AddButton({
    Title = "Fps Booster",
    Description = "Boost your fps",
    Callback = function()
        FPSBooster()
    end
})
```

```
function FPSBooster()
    local decalsyeeted = true
    local g = game
    local w = g.Workspace
    local l = g.Lighting
    local t = w.Terrain
    sethiddenproperty(l,"Technology",2)
    sethiddenproperty(t,"Decoration",false)
    t.WaterWaveSize = 0
    t.WaterWaveSpeed = 0
    t.WaterReflectance = 0
    t.WaterTransparency = 0
    l.GlobalShadows = false
    l.FogEnd = 9e9
    l.Brightness = 0
    settings().Rendering.QualityLevel = "Level01"
    for i, v in pairs(g:GetDescendants()) do
        if v:IsA("Part") or v:IsA("Union") or v:IsA("CornerWedgePart") or v:IsA("TrussPart") then
            v.Material = "Plastic"
            v.Reflectance = 0
        elseif v:IsA("Decal") or v:IsA("Texture") and decalsyeeted then
            v.Transparency = 1
        elseif v:IsA("ParticleEmitter") or v:IsA("Trail") then
            v.Lifetime = NumberRange.new(0)
        elseif v:IsA("Explosion") then
            v.BlastPressure = 1
            v.BlastRadius = 1
        elseif v:IsA("Fire") or v:IsA("SpotLight") or v:IsA("Smoke") or v:IsA("Sparkles") then
```

```

        v.Enabled = false
    elseif v:IsA("MeshPart") then
        v.Material = "Plastic"
        v.Reflectance = 0
        v.TextureID = 10385902758728957
    end
end
for i, e in pairs(l:GetChildren()) do
    if e:IsA("BlurEffect") or e:IsA("SunRaysEffect") or e:IsA("ColorCorrectionEffect") or
e:IsA("BloomEffect") or e:IsA("DepthOfFieldEffect") then
        e.Enabled = false
    end
end
end
end

```

---

--Mastery

```

    Tabs.Main:AddParagraph({
        Title = "Mastery Farm",
        Content = "Auto farm your mastery"
    })

```

```

local DropdownMastery = Tabs.Main:AddDropdown("DropdownMastery", {
    Title = "Farm Mode",
    Values = {"Level", "Near Mobs", },
    Multi = false,
    Default = 1,
})

```

```

DropdownMastery:SetValue("Level")

```

```

DropdownMastery:OnChanged(function(Value)
    TypeMastery = Value
end)

```

```

local ToggleMasteryFruit = Tabs.Main:AddToggle("ToggleMasteryFruit", {Title = "Auto BF
Mastery", Default = false })
ToggleMasteryFruit:OnChanged(function(Value)
    AutoFarmMasDevilFruit = Value
end)
Options.ToggleMasteryFruit:SetValue(false)

```

```

local ToggleMasteryGun = Tabs.Main:AddToggle("ToggleMasteryGun", {Title = "Auto Gun
Mastery", Default = false })
ToggleMasteryGun:OnChanged(function(Value)
    AutoFarmMasGun = Value
end)
Options.ToggleMasteryGun:SetValue(false)

```

```

KillPercent = 40
local SliderHealt = Tabs.Main:AddSlider("SliderHealt", {
    Title = "Health %",
    Description = "Health for mastery",
    Default = 40,
    Min = 0,
    Max = 100,
    Rounding = 1,
    Callback = function(Value)
        KillPercent = Value
    end
})

```

```

SliderHealt:OnChanged(function(Value)
    KillPercent = Value
end)

```

```

SliderHealt:SetValue(40)

```

```

    spawn(function()
        while task.wait(.1) do
            if AutoFarmMasGun and TypeMastery == 'Level' then
                pcall(function()
                    CheckLevel(SelectMonster)
                end)
            end
        end
    end)
string.find(game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Container.QuestTitle.
Title.Text, NameMon) or game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible
== false then

```

```

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("AbandonQuest")
    Tween(CFrameQ)
    if (CFrameQ.Position -
game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <=
5 then

```



```

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("StartQuest",NameQuest,QuestLv)
    end
elseif
string.find(game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Container.QuestTitle.Title.Text, NameMon) or game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible == true then
    for i,v in pairs(game:GetService("Workspace").Enemies:GetChildren()) do
        if v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") then
            if v.Name == Ms then
                repeat game:GetService("RunService").Heartbeat:wait()
                if v.Humanoid.Health <= v.Humanoid.MaxHealth * KillPercent / 100 then
                    EquipTool(CurrentEquipGun)
                    game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame =
v.HumanoidRootPart.CFrame * Pos
                    game:GetService("Players").LocalPlayer.Character[CurrentEquipGun].Cooldown.Value =
0
                    UseSkillGun = true
                else
                    UseSkillGun = false
                    AutoHaki()
                    EquipTool(SelectWeapon)
                    Click()
                    Tween(v.HumanoidRootPart.CFrame * CFrame.new(posX,posY,posZ))
                    v.HumanoidRootPart.Size = Vector3.new(1, 1, 1)
                    v.HumanoidRootPart.Transparency = 1
                    v.Humanoid.JumpPower = 0
                    v.Humanoid.WalkSpeed = 0
                    v.HumanoidRootPart.CanCollide = false
                    --v.Humanoid:ChangeState(11)
                    --v.Humanoid:ChangeState(14)
                    Click()
                    FarmPos = v.HumanoidRootPart.CFrame
                    MonFarm = v.Name

                end
            until not AutoFarmMasGun or not v.Parent or v.Humanoid.Health <= 0 or
game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible == false or not
game:GetService("Workspace").Enemies:FindFirstChild(v.Name) or not TypeMastery == 'Queat'
            UseSkillGun = false
        end
    end
end
end

```

```

end
UseSkillGun = false
Tween(CFrameQ)
end
end)
elseif AutoFarmMasGun and TypeMastery == 'No Quest' then
pcall(function()
    if BypassTP then
        if (game.Players.LocalPlayer.Character.HumanoidRootPart.Position -
CFrameMon.Position).Magnitude > 2000 then
            BTP(CFrameMon)
        elseif (game.Players.LocalPlayer.Character.HumanoidRootPart.Position -
CFrameMon.Position).Magnitude < 2000 then
            Tween(CFrameMon)
        end
    else
        Tween(CFrameMon)
    end
    CheckLevel()
    if game.Workspace.Enemies:FindFirstChild(Ms) then
        for i,v in pairs (game.Workspace.Enemies:GetChildren()) do
            if v.Name == Ms and v:FindFirstChild("Humanoid") and
v:FindFirstChild("HumanoidRootPart") then
                repeat game:GetService("RunService").Heartbeat:wait()
                if v.Humanoid.Health <= v.Humanoid.MaxHealth * KillPercent / 100 then
                    EquipTool(CurrentEquipGun)
                    game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame =
v.HumanoidRootPart.CFrame * Pos
                    game:GetService("Players").LocalPlayer.Character[CurrentEquipGun].Cooldown.Value =
0
                    UseSkillGun = true
                else
                    UseSkillGun = false
                    AutoHaki()
                    EquipTool(SelectWeapon)
                    Tween(v.HumanoidRootPart.CFrame * CFrame.new(posX,posY,posZ))
                    v.HumanoidRootPart.Size = Vector3.new(1, 1, 1)
                    v.HumanoidRootPart.Transparency = 1
                    v.Humanoid.JumpPower = 0
                    v.Humanoid.WalkSpeed = 0
                    v.HumanoidRootPart.CanCollide = false
                    --v.Humanoid:ChangeState(11)

```

```

--v.Humanoid:ChangeState(14)
FarmPos = v.HumanoidRootPart.CFrame
MonFarm = v.Name

end
until not AutoFarmMasGun or not v.Parent or v.Humanoid.Health <= 0 or not
game:GetService("Workspace").Enemies:FindFirstChild(v.Name) or not TypeMastery == 'No
Quest'
end
end
else
    UseSkillGun = false
    Tween(CFrameMon)
end
end)
elseif AutoFarmMasGun and TypeMastery == 'Near Mobs' then
pcall(function()
    for i,v in pairs (game.Workspace.Enemies:GetChildren()) do
        if v.Name and v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart")
then
            if (game.Players.LocalPlayer.Character.HumanoidRootPart.Position -
v:FindFirstChild("HumanoidRootPart").Position).Magnitude <= 2000 then
                repeat game:GetService("RunService").Heartbeat:wait()
                if v.Humanoid.Health <= v.Humanoid.MaxHealth * KillPercent / 100 then
                    EquipTool(CurrentEquipGun)
                    game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame =
v.HumanoidRootPart.CFrame * Pos
                    game:GetService("Players").LocalPlayer.Character[CurrentEquipGun].Cooldown.Value =
0
                    UseSkillGun = true
                else
                    UseSkillGun = false
                    AutoHaki()

                    EquipTool(SelectWeapon)
                    Tween(v.HumanoidRootPart.CFrame * CFrame.new(posX,posY,posZ))
                    v.HumanoidRootPart.Size = Vector3.new(1, 1, 1)
                    v.HumanoidRootPart.Transparency = 1
                    v.Humanoid.JumpPower = 0
                    v.Humanoid.WalkSpeed = 0
                    v.HumanoidRootPart.CanCollide = false
                end
            end
        end
    end
end)
--v.Humanoid:ChangeState(11)
--v.Humanoid:ChangeState(14)

```

```

Click()
    FarmPos = v.HumanoidRootPart.CFrame
    MonFarm = v.Name
    Click()

end

until not AutoFarmMasGun or not MasteryType == 'Near Mobs' or not v.Parent or
v.Humanoid.Health <= 0 or not TypeMastery == 'Near Mobs'
    UseSkillGun = false
end

end
end
end)
elseif AutoFarmMasGun and TypeMastery == 'Boss' then
    if game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible == false then
        CheckBossQuest()
        if BypassTP then
            if (game.Players.LocalPlayer.Character.HumanoidRootPart.Position -
CFrameQBoss.Position).Magnitude > 2000 then
                BTP(CFrameQBoss)
                wait(3)
            elseif (game.Players.LocalPlayer.Character.HumanoidRootPart.Position -
CFrameQBoss.Position).Magnitude < 2000 then
                Tween(CFrameQBoss)
            end
        else
            Tween(CFrameQBoss)
        end
    end

    if (CFrameQBoss.Position -
game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <=
5 then

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("StartQuest",NameQu
estBoss,QuestLvBoss)
    end
    elseif game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible == true then
        pcall(function()
            CheckBossQuest()
            if game:GetService("Workspace").Enemies:FindFirstChild(SelectBoss) then
                for i,v in pairs(game:GetService("Workspace").Enemies:GetChildren()) do
                    if v.Name == selectBoss and v:FindFirstChild("Humanoid") and

```

```

v:FindFirstChild("HumanoidRootPart") then
    repeat game:GetService("RunService").Heartbeat:wait()
    if v.Humanoid.Health <= v.Humanoid.MaxHealth * KillPercent / 100 then
        EquipTool(CurrentEquipGun)
        Tween(v.HumanoidRootPart.CFrame * CFrame.new(posX,posY,posZ))
        game:GetService("Players").LocalPlayer.Character[CurrentEquipGun].Cooldown.Value =
0
        UseSkillGun = true
    else
        UseSkillGun = false
        AutoHaki()
        EquipTool(SelectWeapon)
        Tween(v.HumanoidRootPart.CFrame * CFrame.new(posX,posY,posZ))
        v.HumanoidRootPart.Size = Vector3.new(1, 1, 1)
        v.HumanoidRootPart.Transparency = 1
        v.Humanoid.JumpPower = 0
        v.Humanoid.WalkSpeed = 0
        v.HumanoidRootPart.CanCollide = false
        --v.Humanoid:ChangeState(11)
        --v.Humanoid:ChangeState(14)
        FarmPos = v.HumanoidRootPart.CFrame
        MonFarm = v.Name

    end
    until not AutoFarmMasGun or not TypeMastery == 'Boss' or not v.Parent or
v.Humanoid.Health <= 0 or game.Players.LocalPlayer.PlayerGui.Main.Quest.Visible == false or
not game:GetService("Workspace").Enemies:FindFirstChild(v.Name)
    end
    end
    else
        UseSkillGun = false

Tween(game:GetService("ReplicatedStorage"):FindFirstChild(SelectBoss).HumanoidRootPart.C
Frame * CFrame.new(posX,posY,posZ))
    end
    end)
end
end
end
end)

spawn(function()
    game:GetService("RunService").RenderStepped:Connect(function()

```

```

    if UseSkillGun then
    pcall(function()
        for i,v in pairs(game:GetService("Workspace").Enemies:GetChildren()) do
            if v.Name == MonFarm then

game:GetService("Players").LocalPlayer.Character[CurrentEquipGun].RemoteFunctionShoot:In
vokeServer(v.HumanoidRootPart.Position,v.HumanoidRootPart)
                ClickCamera()
            end
        end
    end)
end
end)
end)
end)

```

```

spawn(function()
    while wait(1) do
        if UseSkillGun then
            pcall(function()
                CheckLevel()
                for i,v in pairs(game:GetService("Workspace").Enemies:GetChildren()) do
                    if SkillZ then
                        local args = {
                            [1] = FarmPosMasteryGun.Position
                        }

```

```

game:GetService("Players").LocalPlayer.Character[game:GetService("Players").LocalPlayer.Ch
aracter:FindFirstChildOfClass("Tool").Name].RemoteEvent:FireServer(unpack(args))

```

```

game:GetService("VirtualInputManager"):SendKeyEvent(true,"Z",false,game)

```

```

game:GetService("VirtualInputManager"):SendKeyEvent(false,"Z",false,game)
    end
    if SkillX then
        local args = {
            [1] = FarmPosMasteryGun.Position
        }

```

```
game:GetService("Players").LocalPlayer.Character[game:GetService("Players").LocalPlayer.Character:FindFirstChildOfClass("Tool").Name].RemoteEvent:FireServer(unpack(args))
```

```
game:GetService("VirtualInputManager"):SendKeyEvent(true,"X",false,game)
```

```
game:GetService("VirtualInputManager"):SendKeyEvent(false,"X",false,game)
```

```
    end  
    end  
    end)  
    end  
    end  
end)
```

```
spawn(function()  
    pcall(function()  
        game:GetService("RunService").RenderStepped:Connect(function()  
            if UseSkillGun then  
                local args = {  
                    [1] = FarmPosMasteryGun.Position  
                }  
            end  
        end)  
    end)  
end)
```

```
game:GetService("Players").LocalPlayer.Character[game:GetService("Players").LocalPlayer.Data.Gun.Value].RemoteEvent:FireServer(unpack(args))  
    end  
    end)  
    end)  
end)
```

```
spawn(function()  
    while task.wait(1) do  
        if _G.UseSkill then  
            pcall(function()  
                if _G.UseSkill then  
                    for i,v in pairs(game:GetService("Workspace").Enemies:GetChildren()) do  
                        if v.Name == MonFarm and v:FindFirstChild("Humanoid") and  
v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health <= v.Humanoid.MaxHealth *  
KillPercent / 100 then  
                            repeat game:GetService("RunService").Heartbeat:wait()  
                                EquipTool(game.Players.LocalPlayer.Data.DevilFruit.Value)  
                            end  
                        end  
                    end  
                end  
            end)  
        end  
    end  
end)
```

```

Tween(v.HumanoidRootPart.CFrame * CFrame.new(posX,posY,posZ))
PositionSkillMasteryDevilFruit = v.HumanoidRootPart.Position
if
game:GetService("Players").LocalPlayer.Character:FindFirstChild(game.Players.LocalPlayer.Data.DevilFruit.Value) then

game:GetService("Players").LocalPlayer.Character:FindFirstChild(game.Players.LocalPlayer.Data.DevilFruit.Value).MousePos.Value = PositionSkillMasteryDevilFruit
    local DevilFruitMastery =
game:GetService("Players").LocalPlayer.Character:FindFirstChild(game.Players.LocalPlayer.Data.DevilFruit.Value).Level.Value
    if SkillZ and DevilFruitMastery >= 1 then
game:service("VirtualInputManager"):SendKeyEvent(true, "Z", false, game)
wait(.1)
game:service("VirtualInputManager"):SendKeyEvent(false, "Z", false, game)
end
    if SkillX and DevilFruitMastery >= 2 then
game:service("VirtualInputManager"):SendKeyEvent(true, "X", false, game)
wait(.2)
game:service("VirtualInputManager"):SendKeyEvent(false, "X", false, game)
end
    if SkillC and DevilFruitMastery >= 3 then
game:service("VirtualInputManager"):SendKeyEvent(true, "C", false, game)
wait(.3)
game:service("VirtualInputManager"):SendKeyEvent(false, "C", false, game)
end
    if SkillV and DevilFruitMastery >= 4 then
game:service("VirtualInputManager"):SendKeyEvent(true, "V", false, game)
wait(.4)
game:service("VirtualInputManager"):SendKeyEvent(false, "V", false, game)
end
    if SkillF and DevilFruitMastery >= 5 then
game:GetService("VirtualInputManager"):SendKeyEvent(true, "F", false, game)
wait(.5)
game:GetService("VirtualInputManager"):SendKeyEvent(false, "F", false, game)
end
end
end
until not AutoFarmMasDevilFruit or not _G.UseSkill or v.Humanoid.Health == 0
end
end
end
end)
end

```



```
end
end)
```

```
spawn(function()
while task.wait(.1) do
if AutoFarmMasDevilFruit and TypeMastery == 'Level' then
pcall(function()
    CheckLevel(SelectMonster)
    if not
string.find(game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Container.QuestTitle.
Title.Text, NameMon) or game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible
== false then
    game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("AbandonQuest")
    if BypassTP then
        if (game.Players.LocalPlayer.Character.HumanoidRootPart.Position -
CFrameQ.Position).Magnitude > 2500 then
            BTP(CFrameQ)
            wait(0.2)
        elseif (game.Players.LocalPlayer.Character.HumanoidRootPart.Position -
CFrameQ.Position).Magnitude < 2500 then
            Tween(CFrameQ)
        end
    else
        Tween(CFrameQ)
    end
    if (CFrameQ.Position -
game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <=
5 then
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("StartQuest",NameQu
est,QuestLv)
    end
    elseif
string.find(game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Container.QuestTitle.
Title.Text, NameMon) or game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible
== true then
    for i,v in pairs(game:GetService("Workspace").Enemies:GetChildren()) do
        if v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") then
            if v.Name == Ms then
                repeat game:GetService("RunService").Heartbeat:wait()
            if v.Humanoid.Health <= v.Humanoid.MaxHealth * KillPercent / 100 then

_G.UseSkill = true
```

```

else
    _G.UseSkill = false
AutoHaki()
EquipTool(SelectWeapon)
    Click()
Tween(v.HumanoidRootPart.CFrame * CFrame.new(posX,posY,posZ))
v.HumanoidRootPart.Size = Vector3.new(1, 1, 1)
v.HumanoidRootPart.Transparency = 1
v.Humanoid.JumpPower = 0
v.Humanoid.WalkSpeed = 0
v.HumanoidRootPart.CanCollide = false
--v.Humanoid:ChangeState(11)
--v.Humanoid:ChangeState(14)
    Click()
    FarmPos = v.HumanoidRootPart.CFrame
    MonFarm = v.Name

end
until not AutoFarmMasDevilFruit or not v.Parent or v.Humanoid.Health == 0 or
game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible == false or not
game:GetService("Workspace").Enemies:FindFirstChild(v.Name) or not TypeMastery == 'Level'
    _G.UseSkill = false

end
end
end
_G.UseSkill = false
Tween(Q)
end
end)
elseif AutoFarmMasDevilFruit and TypeMastery == 'No Quest' then
pcall(function()
    CheckLevel()
    if BypassTP then
        if (game.Players.LocalPlayer.Character.HumanoidRootPart.Position -
CFrameMon.Position).Magnitude > 2000 then
            BTP(CFrameMon)
        elseif (game.Players.LocalPlayer.Character.HumanoidRootPart.Position -
CFrameMon.Position).Magnitude < 2000 then
            Tween(CFrameMon)
        end
    end
end)
else

```

```

    Tween(CFrameMon)
end
if game.Workspace.Enemies:FindFirstChild(Ms) then
for i,v in pairs (game.Workspace.Enemies:GetChildren()) do
if v.Name == Ms and v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart")
then
repeat game:GetService("RunService").Heartbeat:wait()
if v.Humanoid.Health <= v.Humanoid.MaxHealth * KillPercent / 100 then
_G.UseSkill = true
else
_G.UseSkill = false
AutoHaki()
EquipTool(SelectWeapon)
Tween(v.HumanoidRootPart.CFrame * CFrame.new(posX,posY,posZ))
v.HumanoidRootPart.Size = Vector3.new(1, 1, 1)
v.HumanoidRootPart.Transparency = 1
v.Humanoid.JumpPower = 0
v.Humanoid.WalkSpeed = 0
v.HumanoidRootPart.CanCollide = false
--v.Humanoid:ChangeState(11)
--v.Humanoid:ChangeState(14)
FarmPos = v.HumanoidRootPart.CFrame
MonFarm = v.Name
end
until not AutoFarmMasDevilFruit or not v.Parent or v.Humanoid.Health == 0 or not
game:GetService("Workspace").Enemies:FindFirstChild(v.Name) or not TypeMastery == 'No
Quest'
_G.UseSkill = false
end
end
else
_G.UseSkill = false
Tween(CFrameMon)
end
end)
elseif AutoFarmMasDevilFruit and TypeMastery == 'Near Mobs' then
pcall(function()
for i,v in pairs (game.Workspace.Enemies:GetChildren()) do
if v.Name and v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") then
if (game.Players.LocalPlayer.Character.HumanoidRootPart.Position -
v:FindFirstChild("HumanoidRootPart").Position).Magnitude <= 2000 then
repeat game:GetService("RunService").Heartbeat:wait()
if v.Humanoid.Health <= v.Humanoid.MaxHealth * KillPercent / 100 then

```

```

_G.UseSkill = true
else
_G.UseSkill = false
AutoHaki()

EquipTool(SelectWeapon)
Tween(v.HumanoidRootPart.CFrame * CFrame.new(posX,posY,posZ))
v.HumanoidRootPart.Size = Vector3.new(1, 1, 1)
v.HumanoidRootPart.Transparency = 1
v.Humanoid.JumpPower = 0
v.Humanoid.WalkSpeed = 0
v.HumanoidRootPart.CanCollide = false
--v.Humanoid:ChangeState(11)
--v.Humanoid:ChangeState(14)
FarmPos = v.HumanoidRootPart.CFrame
MonFarm = v.Name
Click()

end
until not AutoFarmMasDevilFruit or not MasteryType == 'Nearest' or not v.Parent or
v.Humanoid.Health == 0 or not TypeMastery == 'Nearest'
_G.UseSkill = false
end

end
end
end)
elseif AutoFarmMasDevilFruit and TypeMastery == 'Boss' then
if game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible == false then
CheckBossQuest()
if BypassTP then
if (game.Players.LocalPlayer.Character.HumanoidRootPart.Position -
CFrameQBoss.Position).Magnitude > 2000 then
BTP(CFrameQBoss)
wait(3)
elseif (game.Players.LocalPlayer.Character.HumanoidRootPart.Position -
CFrameQBoss.Position).Magnitude < 2000 then
Tween(CFrameQBoss)
end
else
Tween(CFrameQBoss)
end
end

```

```

if (CFrameQBoss.Position -
game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <=
5 then
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("StartQuest",NameQuestBoss,QuestLvBoss)
end
elseif game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible == true then
pcall(function()
    CheckBossQuest()
    if game:GetService("Workspace").Enemies:FindFirstChild(SelectBoss) then
    for i,v in pairs(game:GetService("Workspace").Enemies:GetChildren()) do
    if v.Name == selectBoss and v:FindFirstChild("Humanoid") and
v:FindFirstChild("HumanoidRootPart") then
    repeat game:GetService("RunService").Heartbeat:wait()
    if v.Humanoid.Health <= v.Humanoid.MaxHealth * KillPercent / 100 then
    _G.UseSkill = true
    else
    _G.UseSkill = false
    AutoHaki()
    EquipTool(SelectWeapon)
    Tween(v.HumanoidRootPart.CFrame * CFrame.new(posX,posY,posZ))
    v.HumanoidRootPart.Size = Vector3.new(1, 1, 1)
    v.HumanoidRootPart.Transparency = 1
    v.Humanoid.JumpPower = 0
    v.Humanoid.WalkSpeed = 0
    v.HumanoidRootPart.CanCollide = false
--v.Humanoid:ChangeState(11)
--v.Humanoid:ChangeState(14)
    FarmPos = v.HumanoidRootPart.CFrame
    MonFarm = v.Name

    end
    until not AutoFarmMasDevilFruit or not TypeMastery == 'Boss' or not v.Parent or
v.Humanoid.Health == 0 or game.Players.LocalPlayer.PlayerGui.Main.Quest.Visible == false or
not game:GetService("Workspace").Enemies:FindFirstChild(v.Name)
    end
    end
    else
    _G.UseSkill = false

Tween(game:GetService("ReplicatedStorage"):FindFirstChild(SelectBoss).HumanoidRootPart.C
Frame * PosY)
end

```

```
end)
end
end
end
end)
```

```
Tabs.Main:AddParagraph({
    Title = "Misc Farm",
    Content = "Bone & Cake Prince & "
})
```

```
local ToggleBone = Tabs.Main:AddToggle("ToggleBone", {Title = "Auto Farm Bone", Default =
false })
ToggleBone:OnChanged(function(Value)
    _G.AutoBone = Value
end)
Options.ToggleBone:SetValue(false)
local FaiFaoQuestBone = CFrame.new(-9515.75, 174.8521728515625, 6079.40625)
```

```
spawn(function()
    while wait() do
        if _G.AutoBone then
            pcall(function()
                local QuestTitle =
game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Container.QuestTitle.Title.Text
                if not string.find(QuestTitle, "Demonic Soul") then

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("AbandonQuest")
                    end
                    if game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible == false then
                        if BypassTP then
                            wait()
                            if (game.Players.LocalPlayer.Character.HumanoidRootPart.Position -
FaiFaoQuestBone.Position).Magnitude > 2500 then
                                BTP(FaiFaoQuestBone)

                                elseif (game.Players.LocalPlayer.Character.HumanoidRootPart.Position -
FaiFaoQuestBone.Position).Magnitude < 2500 then
```

```

        Tween(FaiFaoQuestBone)
    end
else

    Tween(FaiFaoQuestBone)
    end

    if (FaiFaoQuestBone.Position -
game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <=
3 then

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("StartQuest","Haunted
Quest2",1)

    end
    elseif game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible == true
then
        if game:GetService("Workspace").Enemies:FindFirstChild("Reborn Skeleton") or
game:GetService("Workspace").Enemies:FindFirstChild("Living Zombie") or
game:GetService("Workspace").Enemies:FindFirstChild("Demonic Soul") or
game:GetService("Workspace").Enemies:FindFirstChild("Posessed Mummy") then
            for i,v in pairs(game:GetService("Workspace").Enemies:GetChildren()) do
                if v:FindFirstChild("HumanoidRootPart") and v:FindFirstChild("Humanoid") and
v.Humanoid.Health > 0 then
                    if v.Name == "Reborn Skeleton" or v.Name == "Living Zombie" or v.Name
== "Demonic Soul" or v.Name == "Posessed Mummy" then
                        if
string.find(game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Container.QuestTitle.
Title.Text, "Demonic Soul") then
                            repeat task.wait()
                                AutoHaki()
                                EquipTool(SelectWeapon)
                                Tween(v.HumanoidRootPart.CFrame * Pos)
                                    v.HumanoidRootPart.Size = Vector3.new(1, 1, 1)
                                v.HumanoidRootPart.Transparency = 1
                                v.Humanoid.JumpPower = 0
                                v.Humanoid.WalkSpeed = 0
                                v.HumanoidRootPart.CanCollide = false
                                FarmPos = v.HumanoidRootPart.CFrame
                                MonFarm = v.Name
                                Click()
                                until not _G.AutoBone or v.Humanoid.Health <= 0 or not v.Parent or
game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible == false
                            else

```





```

v.HumanoidRootPart.CanCollide = false
FarmPos = v.HumanoidRootPart.CFrame
MonFarm = v.Name
game:GetService'VirtualUser':CaptureController()
game:GetService'VirtualUser':Button1Down(Vector2.new(1280,
672),workspace.CurrentCamera.CFrame)
    BringMobs = false
    until not _G.CakePrince or not v.Parent or v.Humanoid.Health <= 0
        BringMobs = true
    end
end
else
    if game:GetService("Workspace").Map.CakeLoaf.BigMirror.Other.Transparency == 0 and
(CFrame.new(-1990.672607421875, 4532.99951171875, -14973.6748046875).Position -
game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude >= 2000 then
        Tween(CFrame.new(-2151.82153, 149.315704, -12404.9053))
        BringMobs = true
    end
end
else
    if game:GetService("Workspace").Enemies:FindFirstChild("Cookie Crafter") or
game:GetService("Workspace").Enemies:FindFirstChild("Cake Guard") or
game:GetService("Workspace").Enemies:FindFirstChild("Baking Staff") or
game:GetService("Workspace").Enemies:FindFirstChild("Head Baker") then
        for i,v in pairs(game.Workspace.Enemies:GetChildren()) do
            if v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") and
v.Humanoid.Health > 0 then
                if (v.Name == "Cookie Crafter" or v.Name == "Cake Guard" or v.Name == "Baking Staff" or
v.Name == "Head Baker") and v:FindFirstChild("HumanoidRootPart") and
v:FindFirstChild("Humanoid") and v.Humanoid.Health > 0 then
                    repeat task.wait()
                    AutoHaki()
                    EquipTool(SelectWeapon)
                    Tween(v.HumanoidRootPart.CFrame * Pos)
                    v.HumanoidRootPart.Size = Vector3.new(60, 60, 60)
                    v.HumanoidRootPart.Transparency = 1
                    v.Humanoid.JumpPower = 0
                    v.Humanoid.WalkSpeed = 0
                    v.HumanoidRootPart.CanCollide = false
                    FarmPos = v.HumanoidRootPart.CFrame
                    MonFarm = v.Name
                    game:GetService'VirtualUser':CaptureController()
                    game:GetService'VirtualUser':Button1Down(Vector2.new(1280,

```

```

672),workspace.CurrentCamera.CFrame)
    until not _G.CakePrince or not v.Parent or v.Humanoid.Health <= 0
    end
end
end
else
    local cakepos = CFrame.new(-2077, 252, -12373)
    if BypassTP then
        if (game.Players.LocalPlayer.Character.HumanoidRootPart.Position -
cakepos.Position).Magnitude > 2000 then
            BTP(cakepos)
            wait(3)
        elseif (game.Players.LocalPlayer.Character.HumanoidRootPart.Position -
cakepos.Position).Magnitude < 2000 then
            Tween(cakepos)
        end
    else
        Tween(v.HumanoidRootPart.CFrame * Pos2)
    end
end
end
end
end
end)

```

```

    local ToggleVatChatKiDi = Tabs.Main:AddToggle("ToggleVatChatKiDi", {Title = "Auto Farm
Ectoplasm", Default = false })
    ToggleVatChatKiDi.OnChanged(function(Value)
        _G.Ecto = Value
    end)
    Options.ToggleVatChatKiDi:SetValue(false)

    spawn(function()
        while wait(.1) do
            pcall(function()
                if _G.Ecto then
                    if game:GetService("Workspace").Enemies:FindFirstChild("Ship Deckhand") or
game:GetService("Workspace").Enemies:FindFirstChild("Ship Engineer") or
game:GetService("Workspace").Enemies:FindFirstChild("Ship Steward") or
game:GetService("Workspace").Enemies:FindFirstChild("Ship Officer") then
                        for i,v in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

```

```

        if v.Name == "Ship Steward" or v.Name == "Ship Engineer" or v.Name ==
"Ship Deckhand" or v.Name == "Ship Officer" and v:FindFirstChild("Humanoid") then
            if v.Humanoid.Health > 0 then
                repeat game:GetService("RunService").Heartbeat:wait()
                    AutoHaki()
                    EquipTool(SelectWeapon)
                    Tween(v.HumanoidRootPart.CFrame * Pos)
                    v.HumanoidRootPart.Size = Vector3.new(60, 60, 60)
                    v.HumanoidRootPart.Transparency = 1
                    v.Humanoid.JumpPower = 0
                    v.Humanoid.WalkSpeed = 0
                    v.HumanoidRootPart.CanCollide = false
                    --v.Humanoid:ChangeState(11)
                    --v.Humanoid:ChangeState(14)
                    FarmPos = v.HumanoidRootPart.CFrame
                    MonFarm = v.Name
                    Click()
                until _G.Ecto == false or not v.Parent or v.Humanoid.Health == 0 or not
game:GetService("Workspace").Enemies:FindFirstChild(v.Name)
            end
        end
    end
else
        local Distance = (Vector3.new(904.4072265625, 181.05767822266,
33341.38671875) -
game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude
        if Distance > 20000 then

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("requestEntrance",Vec
tor3.new(923.21252441406, 126.9760055542, 32852.83203125))
        end
        Tween(CFrame.new(904.4072265625, 181.05767822266, 33341.38671875))
    end
end
end)
end
end)

```

```
Tabs.Main:AddParagraph({  
    Title = "Boss Farm",  
    Content = ""  
})
```

```
if First_Sea then  
    tableBoss = {"The Gorilla King","Bobby","Yeti","Mob Leader","Vice  
Admiral","Warden","Chief Warden","Swan","Magma Admiral","Fishman Lord","Wysper","Thunder  
God","Cyborg","Saber Expert"}  
    elseif Second_Sea then  
        tableBoss = {"Diamond","Jeremy","Fajita","Don Swan","Smoke Admiral","Cursed  
Captain","Darkbeard","Order","Awakened Ice Admiral","Tide Keeper"}  
    elseif Third_Sea then  
        tableBoss = {"Stone","Island Empress","Kilo Admiral","Captain  
Elephant","Beautiful Pirate","rip_indra True Form","Longma","Soul Reaper","Cake Queen"}  
    end
```

```
local DropdownBoss = Tabs.Main:AddDropdown("DropdownBoss", {  
    Title = "Dropdown",  
    Values = tableBoss,  
    Multi = false,  
    Default = 1,  
})
```

```
DropdownBoss:SetValue("")  
DropdownBoss:OnChanged(function(Value)  
    _G.SelectBoss = Value  
end)
```

```
local ToggleAutoFarmBoss = Tabs.Main:AddToggle("ToggleAutoFarmBoss", {Title =  
"Killing Boss", Default = false })
```

```
ToggleAutoFarmBoss:OnChanged(function(Value)  
    _G.AutoBoss = Value  
end)
```

```

Options.ToggleAutoFarmBoss:SetValue(false)
spawn(function()
while wait() do
if _G.AutoBoss and BypassTP then
pcall(function()
if game.GetService("Workspace").Enemies:FindFirstChild(_G.SelectBoss) then
for i,v in pairs(game.GetService("Workspace").Enemies:GetChildren()) do
if v.Name == _G.SelectBoss then
if v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart")
and v.Humanoid.Health > 0 then
repeat task.wait()
AutoHaki()
EquipTool(SelectWeapon)
v.HumanoidRootPart.CanCollide = false
v.Humanoid.WalkSpeed = 0
v.HumanoidRootPart.Size = Vector3.new(80,80,80)
Tween(v.HumanoidRootPart.CFrame * Pos)
Click()

BringMobs = false

sethiddenproperty(game.GetService("Players").LocalPlayer,"SimulationRadius",math.huge)
until not _G.AutoBoss or not v.Parent or v.Humanoid.Health <= 0
end
end

BringMobs = true

end
elseif game.ReplicatedStorage:FindFirstChild(_G.SelectBoss) then
if
((game.ReplicatedStorage:FindFirstChild(_G.SelectBoss).HumanoidRootPart.CFrame).Position
- game.Players.LocalPlayer.Character.HumanoidRootPart.Position).magnitude <= 1500 then

Tween(game.ReplicatedStorage:FindFirstChild(_G.SelectBoss).HumanoidRootPart.CFrame)
else

BTP(game.ReplicatedStorage:FindFirstChild(_G.SelectBoss).HumanoidRootPart.CFrame)
end

BringMobs = true

end
end)
end
end
end)
end)

```

```

spawn(function()
  while wait() do
    if _G.AutoBoss and not BypassTP then
      pcall(function()
        if game:GetService("Workspace").Enemies:FindFirstChild(_G.SelectBoss) then
          for i,v in pairs(game:GetService("Workspace").Enemies:GetChildren()) do
            if v.Name == _G.SelectBoss then
              if v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart")
and v.Humanoid.Health > 0 then
                repeat task.wait()
                  AutoHaki()
                  EquipTool(SelectWeapon)
                  v.HumanoidRootPart.CanCollide = false
                  v.Humanoid.WalkSpeed = 0
                  v.HumanoidRootPart.Size = Vector3.new(80,80,80)
                  Tween(v.HumanoidRootPart.CFrame * Pos)
                  Click()

                                                                 BringMobs = false
                until not _G.AutoBoss or not v.Parent or v.Humanoid.Health <= 0
              end
              BringMobs = true
            end
          end
        end
      end
    else
      if game:GetService("ReplicatedStorage"):FindFirstChild(_G.SelectBoss) then
        Tween(game:GetService("ReplicatedStorage"):FindFirstChild(_G.SelectBoss).HumanoidRootPa
rt.CFrame * CFrame.new(5,10,7))
          end
        end
      end)
      BringMobs = true
    end
  end
end)

```

```

Tabs.Main:AddParagraph({
  Title = "Material",
  Content = "Auto farm material"
})

```

```

if First_Sea then
    MaterialList = {
        "Scrap Metal", "Leather", "Angel Wings", "Magma Ore", "Fish Tail"
    } elseif Second_Sea then
        MaterialList = {
            "Scrap Metal", "Leather", "Radioactive Material", "Mystic Droplet", "Magma Ore", "Vampire
Fang"
        } elseif Third_Sea then
            MaterialList = {
                "Scrap Metal", "Leather", "Demonic Wisp", "Conjured Cocoa", "Dragon
Scale", "Gunpowder", "Fish Tail", "Mini Tusk"
            }
        end
end

```

```

local DropdownMaterial = Tabs.Main:AddDropdown("DropdownMaterial", {
    Title = "Dropdown",
    Values = MaterialList,
    Multi = false,
    Default = 1,
})

```

```

DropdownMaterial:SetValue("Conjured Cocoa")

```

```

DropdownMaterial:OnChanged(function(Value)
    SelectMaterial = Value
end)

```

```

local ToggleMaterial = Tabs.Main:AddToggle("ToggleMaterial", {Title = "Auto Farm Material",
Default = false })

```

```

ToggleMaterial:OnChanged(function(Value)
    _G.AutoMaterial = Value
end)
Options.ToggleMaterial:SetValue(false)
spawn(function()
    while task.wait() do
        if _G.AutoMaterial then
            pcall(function()
                MaterialMon(SelectMaterial)
                if BypassTP then
                    if (game.Players.LocalPlayer.Character.HumanoidRootPart.Position -
MPos.Position).Magnitude > 3500 then

```

```

    BTP(MPos)
    elseif (game.Players.LocalPlayer.Character.HumanoidRootPart.Position -
MPos.Position).Magnitude < 3500 then
        Tween(MPos)
    end
    else
        Tween(MPos)
    end
    if game:GetService("Workspace").Enemies:FindFirstChild(MMon) then
        for i,v in pairs (game.Workspace.Enemies:GetChildren()) do
            if v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") and
v.Humanoid.Health > 0 then
                if v.Name == MMon then
                    repeat task.wait()
                    AutoHaki()
                    EquipTool(SelectWeapon)
                    Tween(v.HumanoidRootPart.CFrame * CFrame.new(posX,posY,posZ))
                    v.HumanoidRootPart.Size = Vector3.new(60, 60, 60)
                    v.HumanoidRootPart.Transparency = 1
                    v.Humanoid.JumpPower = 0
                    v.Humanoid.WalkSpeed = 0
                    v.HumanoidRootPart.CanCollide = false
                    FarmPos = v.HumanoidRootPart.CFrame
                    MonFarm = v.Name
                    Click()
                    until not _G.AutoMaterial or not v.Parent or v.Humanoid.Health <= 0
                end
            end
        end
    end
    else
        for i,v in
pairs(game:GetService("Workspace")["_WorldOrigin"].EnemySpawns:GetChildren()) do
            if string.find(v.Name, Mon) then
                if (game.Players.LocalPlayer.Character.HumanoidRootPart.Position -
v.Position).Magnitude >= 10 then
                    Tween(v.CFrame * CFrame.new(posX,posY,posZ))
                end
            end
        end
    end
end
end
end

```



```

    end)
if Third_Sea then

    Tabs.Main:AddParagraph({
        Title = "Rough Sea",
        Content = "Auto rough sea"
    })

    local ToggleBoat = Tabs.Main:AddToggle("ToggleBoat", {Title = "Auto Buy Boat", Default =
false })

    ToggleBoat:OnChanged(function(Value)
        _G.AutoBuyBoat = Value
    end)
    Options.ToggleBoat:SetValue(false)
    task.spawn(function()
        while wait() do
            pcall(function()
                if _G.AutoBuyBoat then
                    if not game:GetService("Workspace").SeaBeasts:FindFirstChild("SeaBeast1") then
                        if not game:GetService("Workspace").Boats:FindFirstChild("PirateBrigade") then
                            if not game:GetService("Workspace").Boats:FindFirstChild("PirateBasic") then
                                if not game:GetService("Workspace").Boats:FindFirstChild("PirateBrigade")
then
                                    buyb = TPP(CFrame.new(-4513.90087890625, 16.76398277282715,
-2658.820556640625))
                                    if (CFrame.new(-4513.90087890625, 16.76398277282715,
-2658.820556640625).Position -
game.Players.LocalPlayer.Character.HumanoidRootPart.Position).magnitude <= 10 then
                                        if buyb then buyb:Stop() end
                                        local args = {
                                            [1] = "BuyBoat",
                                            [2] = "PirateBrigade"
                                        }

                                        game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer(unpack(args))
                                        end
                                        elseif game:GetService("Workspace").Boats:FindFirstChild("PirateBrigade")
then
                                            if game.Players.LocalPlayer.Character:WaitForChild("Humanoid").Sit ==
false then

```

```

TPP(game:GetService("Workspace").Boats.PirateBrigade.VehicleSeat.CFrame *
CFrame.new(0,1,0))
    elseif game.Players.LocalPlayer.Character:WaitForChild("Humanoid").Sit
== true then
        repeat wait()
        if
(game:GetService("Workspace").Boats.PirateBrigade.VehicleSeat.CFrame.Position -
game.Players.LocalPlayer.Character.HumanoidRootPart.Position).magnitude <= 10 then
            TPB(CFrame.new(35.04552459716797, 17.750778198242188,
4819.267578125))
        end
    until
game:GetService("Workspace").SeaBeasts:FindFirstChild("SeaBeast1") or _G.AutoBuyBoat ==
false
        end
    end
elseif game:GetService("Workspace").Boats:FindFirstChild("PirateBrigade")
then
    for is,vs in pairs(game:GetService("Workspace").Boats:GetChildren()) do
        if vs.Name == "PirateBrigade" then
            if vs:FindFirstChild("VehicleSeat") then
                repeat wait()

game.Players.LocalPlayer.Character:WaitForChild("Humanoid").Sit = false
                    TPP(vs.VehicleSeat.CFrame * CFrame.new(0,1,0))
                until not
game:GetService("Workspace").Boats:FindFirstChild("PirateBrigade") or _G.AutoBuyBoat ==
false
                    end
                end
            end
        end
    elseif game:GetService("Workspace").Boats:FindFirstChild("PirateBrigade") then
        for iss,v in pairs(game:GetService("Workspace").Boats:GetChildren()) do
            if v.Name == "PirateBrigade" then
                if v:FindFirstChild("VehicleSeat") then
                    repeat wait()
                        game.Players.LocalPlayer.Character:WaitForChild("Humanoid").Sit
= false
                            TPP(v.VehicleSeat.CFrame * CFrame.new(0,1,0))
                    until not
game:GetService("Workspace").Boats:FindFirstChild("PirateBrigade") or _G.AutoBuyBoat ==

```

```

false
        end
        end
        end
        end
elseif game:GetService("Workspace").SeaBeasts:FindFirstChild("SeaBeast1") then
    for i,v in pairs(game:GetService("Workspace").SeaBeasts:GetChildren()) do
        if v:FindFirstChild("HumanoidRootPart") then
            repeat wait()
                game.Players.LocalPlayer.Character:WaitForChild("Humanoid").Sit =
false
                    TPP(v.HumanoidRootPart.CFrame * CFrame.new(0,500,0))
                    EquipAllWeapon()
                    AutoSkill = true
                    AimBotSkillPosition = v.HumanoidRootPart
                    Skillaimbot = true
                    until not v:FindFirstChild("HumanoidRootPart") or _G.AutoBuyBoat == false
                    AutoSkill = false
                    Skillaimbot = false
                end
            end
        end
    end
end)
end
end)

```

```

local ToggleTW = Tabs.Main:AddToggle("ToggleTW", {Title = "Auto Press W", Default = false })

```

```

ToggleTW:OnChanged(function(Value)
    _G.AutoW = Value
end)
Options.ToggleTW:SetValue(false)
spawn(function()
    while wait() do
        pcall(function()
            if _G.AutoW then
                game:GetService("VirtualInputManager"):SendKeyEvent(true,"W",false,game)
            end
        end)
    end
end)
end)

```

```

local ToggleTerrorshark = Tabs.Main:AddToggle("ToggleTerrorshark", {Title = "Auto Kill
Terrorshark", Default = false })

ToggleTerrorshark:OnChanged(function(Value)
    _G.AutoTerrorshark = Value
end)
Options.ToggleTerrorshark:SetValue(false)
spawn(function()
    while wait() do
        if _G.AutoTerrorshark then
            pcall(function()
                if game.GetService("Workspace").Enemies:FindFirstChild("Terrorshark") then
                    for i,v in pairs(game.GetService("Workspace").Enemies:GetChildren()) do
                        if v.Name == "Terrorshark" then
                            if v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart")
and v.Humanoid.Health > 0 then
                                repeat task.wait()
                                    AutoHaki()
                                    EquipTool(SelectWeapon)
                                    v.HumanoidRootPart.CanCollide = false
                                    v.Humanoid.WalkSpeed = 0
                                    v.HumanoidRootPart.Size = Vector3.new(50,50,50)
                                    Click()
                                    Tween(v.HumanoidRootPart.CFrame * CFrame.new(posX,posY,posZ))
                                until not _G.AutoTerrorshark or not v.Parent or v.Humanoid.Health <= 0
                            end
                        end
                    end
                end
            end)
        else

            if game.GetService("ReplicatedStorage"):FindFirstChild("Terrorshark") then

Tween(game.GetService("ReplicatedStorage"):FindFirstChild("Terrorshark").HumanoidRootPart.
CFrame * CFrame.new(2,20,2))
                else
                end
            end
        end)
    end
end
end

```

```
end)
```

```
local TogglePiranha = Tabs.Main:AddToggle("TogglePiranha", {Title = "Auto Kill Piranha",  
Default = false })
```

```
TogglePiranha:OnChanged(function(Value)
```

```
    _G.farmpiranya = Value
```

```
end)
```

```
Options.TogglePiranha:SetValue(false)
```

```
spawn(function()
```

```
    while wait() do
```

```
        if _G.farmpiranya then
```

```
            pcall(function()
```

```
                if game.GetService("Workspace").Enemies:FindFirstChild("Piranha") then
```

```
                    for i,v in pairs(game.GetService("Workspace").Enemies:GetChildren()) do
```

```
                        if v.Name == "Piranha" then
```

```
                            if v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart")
```

```
and v.Humanoid.Health > 0 then
```

```
                                repeat task.wait()
```

```
                                    AutoHaki()
```

```
                                    EquipTool(SelectWeapon)
```

```
                                    v.HumanoidRootPart.CanCollide = false
```

```
                                    v.Humanoid.WalkSpeed = 0
```

```
                                    v.HumanoidRootPart.Size = Vector3.new(50,50,50)
```

```
                                    Click()
```

```
                                    Tween(v.HumanoidRootPart.CFrame * CFrame.new(posX,posY,posZ))
```

```
                                until not _G.farmpiranya or not v.Parent or v.Humanoid.Health <= 0
```

```
                            end
```

```
                        end
```

```
                    end
```

```
                else
```

```
                    if game.GetService("ReplicatedStorage"):FindFirstChild("Piranha") then
```

```
Tween(game.GetService("ReplicatedStorage"):FindFirstChild("Piranha").HumanoidRootPart.CF  
rame * CFrame.new(2,20,2))
```

```
                    else
```

```
                    end
```

```
                end
```

```
            end)
```

```
        end
    end
end)
```

```
Tabs.Main:AddParagraph({
    Title = "Elite Hunter",
    Content = "Auto find and kill boss elite"
})
```

```
local ToggleElite = Tabs.Main:AddToggle("ToggleElite", {Title = "Auto Elite Hunter", Default = false })
```

```
ToggleElite:OnChanged(function(Value)
    _G.AutoElite = Value
end)
Options.ToggleElite:SetValue(false)
spawn(function()
    while task.wait() do
        if _G.AutoElite then
            pcall(function()
                if game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible == true
then
                    if
string.find(game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Container.QuestTitle.
Title.Text,"Diablo") or
string.find(game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Container.QuestTitle.
Title.Text,"Deandre") or
string.find(game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Container.QuestTitle.
Title.Text,"Urban") then
                        if game:GetService("Workspace").Enemies:FindFirstChild("Diablo") or
game:GetService("Workspace").Enemies:FindFirstChild("Deandre") or
game:GetService("Workspace").Enemies:FindFirstChild("Urban") then
                            for i,v in pairs(game:GetService("Workspace").Enemies:GetChildren()) do
                                if v:FindFirstChild("Humanoid") and
v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0 then
                                    if v.Name == "Diablo" or v.Name == "Deandre" or v.Name == "Urban"
then
                                        repeat task.wait()
                                            EquipTool(SelectWeapon)
                                            AutoHaki()
```

```

        Tween(v.HumanoidRootPart.CFrame * Pos)
        MonsterPosition = v.HumanoidRootPart.CFrame
        v.HumanoidRootPart.CFrame = v.HumanoidRootPart.CFrame
        v.Humanoid.JumpPower = 0
        v.Humanoid.WalkSpeed = 0
        v.HumanoidRootPart.CanCollide = false
        --v.Humanoid:ChangeState(14)
        --v.Humanoid:ChangeState(11)
        Click()
        FarmPos = v.HumanoidRootPart.CFrame
        MonFarm = v.Name
        v.HumanoidRootPart.Size = Vector3.new(1, 1, 1)
        BringMobs = false
        until _G.AutoElite == false or v.Humanoid.Health <= 0 or not
v.Parent
            end
            BringMobs = true
        end
    end
else
    if BypassTP then
        if game:GetService("ReplicatedStorage"):FindFirstChild("Diablo") then

BTP(game:GetService("ReplicatedStorage"):FindFirstChild("Diablo").HumanoidRootPart.CFrame * CFrame.new(posX,posY,posZ))
            elseif game:GetService("ReplicatedStorage"):FindFirstChild("Deandre")
then

BTP(game:GetService("ReplicatedStorage"):FindFirstChild("Deandre").HumanoidRootPart.CFrame * CFrame.new(posX,posY,posZ))
            elseif game:GetService("ReplicatedStorage"):FindFirstChild("Urban") then

BTP(game:GetService("ReplicatedStorage"):FindFirstChild("Urban").HumanoidRootPart.CFrame * CFrame.new(posX,posY,posZ))
            end
        else
            if game:GetService("ReplicatedStorage"):FindFirstChild("Diablo") then

Tween(game:GetService("ReplicatedStorage"):FindFirstChild("Diablo").HumanoidRootPart.CFrame * CFrame.new(posX,posY,posZ))
            elseif game:GetService("ReplicatedStorage"):FindFirstChild("Deandre")
then

```

```

Tween(game:GetService("ReplicatedStorage"):FindFirstChild("Deandre").HumanoidRootPart.C
Frame * CFrame.new(posX,posY,posZ))
        elseif game:GetService("ReplicatedStorage"):FindFirstChild("Urban") then

Tween(game:GetService("ReplicatedStorage"):FindFirstChild("Urban").HumanoidRootPart.CFra
me * CFrame.new(posX,posY,posZ))
        end

        end
        end
        end
    else

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("EliteHunter")
        end
        end)
        end

        BirngMobs = true

        end
    end)

end

if Third_Sea then

    Tabs.Main:AddParagraph({
        Title = "Sea Beast",
        Content = "Auto Kill Sea Beast"
    })

local ToggleSeaBeAst = Tabs.Main:AddToggle("ToggleSeaBeAst", {Title = "Auto Sea Beast",
Default = false })

ToggleSeaBeAst:OnChanged(function(Value)
    _G.AutoSeaBeast = Value
end)
Options.ToggleSeaBeAst:SetValue(false)
local gg = getrawmetatable(game)
local old = gg.__namecall
setreadonly(gg,false)
gg.__namecall = newcclosure(function(...)
    local method = getnamecallmethod()

```



```

local args = {...}
if tostring(method) == "FireServer" then
    if tostring(args[1]) == "RemoteEvent" then
        if tostring(args[2]) ~= "true" and tostring(args[2]) ~= "false" then
            if Skillaimbot then
                args[2] = AimBotSkillPosition
                return old(unpack(args))
            end
        end
    end
end
return old(...)
end)

```

```

Skillz = true
Skillx = true
Skillc = true
Skillv = true

```

```

spawn(function()
    while wait() do
        pcall(function()
            if AutoSkill then
                if Skillz then
                    game:service("VirtualInputManager"):SendKeyEvent(true, "Z", false, game)
                    wait(.1)
                    game:service("VirtualInputManager"):SendKeyEvent(false, "Z", false, game)
                end
                if Skillx then
                    game:service("VirtualInputManager"):SendKeyEvent(true, "X", false, game)
                    wait(.1)
                    game:service("VirtualInputManager"):SendKeyEvent(false, "X", false, game)
                end
                if Skillc then
                    game:service("VirtualInputManager"):SendKeyEvent(true, "C", false, game)
                    wait(.1)
                    game:service("VirtualInputManager"):SendKeyEvent(false, "C", false, game)
                end
                if Skillv then
                    game:service("VirtualInputManager"):SendKeyEvent(true, "V", false, game)
                    wait(.1)
                    game:service("VirtualInputManager"):SendKeyEvent(false, "V", false, game)
                end
            end
        end)
    end
end)

```

```

        end
    end
end)
end
end)
task.spawn(function()
    while wait() do
        pcall(function()
            if _G.AutoSeaBeast then
                if not game:GetService("Workspace").SeaBeasts:FindFirstChild("SeaBeast1") then
                    if not game:GetService("Workspace").Boats:FindFirstChild("PirateBrigade") then
                        if not game:GetService("Workspace").Boats:FindFirstChild("PirateBasic") then
                            if not game:GetService("Workspace").Boats:FindFirstChild("PirateBrigade")
then
                                buyb = TPP(CFrame.new(-4513.90087890625, 16.76398277282715,
-2658.820556640625))
                                if (CFrame.new(-4513.90087890625, 16.76398277282715,
-2658.820556640625).Position -
game.Players.LocalPlayer.Character.HumanoidRootPart.Position).magnitude <= 10 then
                                    if buyb then buyb:Stop() end
                                    local args = {
                                        [1] = "BuyBoat",
                                        [2] = "PirateBrigade"
                                    }

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer(unpack(args))
                                end
                                elseif game:GetService("Workspace").Boats:FindFirstChild("PirateBrigade")
then
                                    if game.Players.LocalPlayer.Character:WaitForChild("Humanoid").Sit ==
false then

TPP(game:GetService("Workspace").Boats.PirateBrigade.VehicleSeat.CFrame *
CFrame.new(0,1,0))
                                elseif game.Players.LocalPlayer.Character:WaitForChild("Humanoid").Sit
== true then
                                    repeat wait()
                                        if
(game:GetService("Workspace").Boats.PirateBrigade.VehicleSeat.CFrame.Position -
game.Players.LocalPlayer.Character.HumanoidRootPart.Position).magnitude <= 10 then
                                            TPB(CFrame.new(35.04552459716797, 17.750778198242188,
4819.267578125))

```

```

        end
    until
game:GetService("Workspace").SeaBeasts:FindFirstChild("SeaBeast1") or _G.AutoSeaBeast
== false
        end
    end
elseif game:GetService("Workspace").Boats:FindFirstChild("PirateBrigade")
then
    for is,vs in pairs(game:GetService("Workspace").Boats:GetChildren()) do
        if vs.Name == "PirateBrigade" then
            if vs:FindFirstChild("VehicleSeat") then
                repeat wait()

game.Players.LocalPlayer.Character:WaitForChild("Humanoid").Sit = false
                TPP(vs.VehicleSeat.CFrame * CFrame.new(0,1,0))
                until not
game:GetService("Workspace").Boats:FindFirstChild("PirateBrigade") or _G.AutoSeaBeast ==
false
            end
        end
    end
elseif game:GetService("Workspace").Boats:FindFirstChild("PirateBrigade") then
    for iss,v in pairs(game:GetService("Workspace").Boats:GetChildren()) do
        if v.Name == "PirateBrigade" then
            if v:FindFirstChild("VehicleSeat") then
                repeat wait()
                    game.Players.LocalPlayer.Character:WaitForChild("Humanoid").Sit
= false
                    TPP(v.VehicleSeat.CFrame * CFrame.new(0,1,0))
                until not
game:GetService("Workspace").Boats:FindFirstChild("PirateBrigade") or _G.AutoSeaBeast ==
false
            end
        end
    end
elseif game:GetService("Workspace").SeaBeasts:FindFirstChild("SeaBeast1") then
    for i,v in pairs(game:GetService("Workspace").SeaBeasts:GetChildren()) do
        if v:FindFirstChild("HumanoidRootPart") then
            repeat wait()
                game.Players.LocalPlayer.Character:WaitForChild("Humanoid").Sit =
false
            end
        end
    end
end

```

```

        TPP(v.HumanoidRootPart.CFrame * CFrame.new(0,500,0))
        EquipAllWeapon()
        AutoSkill = true
        AimBotSkillPosition = v.HumanoidRootPart
        Skillaimbot = true
        until not v:FindFirstChild("HumanoidRootPart") or _G.AutoSeaBeast ==
false
            AutoSkill = false
            Skillaimbot = false
        end
    end
end
end)
end
end)
end)

local ToggleAutoW = Tabs.Main:AddToggle("ToggleAutoW", {Title = "Auto Press W", Default =
false })
ToggleAutoW:OnChanged(function(Value)
    _G.AutoW = Value
end)
Options.ToggleAutoW:SetValue(false)
spawn(function()
    while wait() do
        pcall(function()
            if _G.AutoW then
                game.GetService("VirtualInputManager"):SendKeyEvent(true,"W",false,game)
            end
        end)
    end
end)
end)

Tabs.Main:AddParagraph({
    Title = "Mirage Island",
    Content = "Auto Summon Mystic Island"
})

```

```

local ToggleMirage = Tabs.Main:AddToggle("ToggleMirage", {Title = "Auto Mirage Island",
Default = false })
ToggleMirage:OnChanged(function(Value)
    if state then
        _G.dao = true
    else
        _G.dao = false
    end

    if _G.dao then
        local args = {
            [1] = "requestEntrance",
            [2] = Vector3.new(-12463.6025390625, 378.3270568847656, -7566.0830078125)
        }
        game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer(unpack(args))
        wait(1)
        BTPZ(CFrame.new(-5411.22021, 778.609863, -2682.27759, 0.927179396, 0, 0.374617696, 0,
        1, 0, -0.374617696, 0, 0.927179396))

        local args = {
            [1] = "BuyBoat",
            [2] = "MarineBrigade"
        }
        game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer(unpack(args))

        function two(gotoCFrame) --- Tween
            pcall(function()
                game.Players.LocalPlayer.Character.Humanoid.Sit = false
                game.Players.LocalPlayer.Character.HumanoidRootPart.Anchored = false
            end)
            if (game:GetService("Players")["LocalPlayer"].Character.HumanoidRootPart.Position -
            gotoCFrame.Position).Magnitude <= 200 then
                pcall(function()
                    tweenz:Cancel()
                end)
                game:GetService("Players")["LocalPlayer"].Character.HumanoidRootPart.CFrame =
            gotoCFrame
            else
                local tween_s = game:service"TweenService"
                local info =
                TweenInfo.new((game:GetService("Players")["LocalPlayer"].Character.HumanoidRootPart.Positi
                on - gotoCFrame.Position).Magnitude/325, Enum.EasingStyle.Linear)

```

```

        tween, err = pcall(function()
            tweenz = tween_s:Create(game.Players.LocalPlayer.Character["HumanoidRootPart"],
info, {CFrame = gotoCFrame})
            tweenz:Play()
        end)
        if not tween then return err end
    end
    function _TweenCanCle()
        tweenz:Cancel()
    end
end

```

```

end
two(CFrame.new(-5100.7085, 29.968586, -6792.45459, -0.33648631, -0.0396691673,
0.940852463, -6.40461678e-07, 0.999112308, 0.0421253517, -0.941688359, 0.0141740013,
-0.336187631))

```

```

wait(13)
for _,v in next, workspace.Boats.MarineBrigade:GetDescendants() do
    if v.Name:find("VehicleSeat") then
        game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = v.CFrame
        if game:GetService("Workspace").Map:FindFirstChild("MysticIsland") then

```

```

Tween(game:GetService("Workspace").Map:FindFirstChild("MysticIsland").HumanoidRootPart.
CFrame * CFrame.new(0,500,-100))

```

```

        end
    end
end
end
end)

```

```

Options.ToggleMirage:SetValue(false)

```

```

local AutoW = Tabs.Main:AddToggle("AutoW", {Title = "Auto Press W", Default = false })
AutoW:OnChanged(function(Value)
    _G.AutoW = Value
end)
Options.AutoW:SetValue(false)
spawn(function()
    while wait() do
        pcall(function()
            if _G.AutoW then

```

```

        game:GetService("VirtualInputManager"):SendKeyEvent(true,"W",false,game)
    end
end)
end
end)
end

```

```

    Tabs.Main:AddParagraph({
        Title = "Items",
        Content = "Auto get items"
    })

```

```

local ToggleHallow = Tabs.Main:AddToggle("ToggleHallow", {Title = "Auto Hallow Scythe
[Fully]", Default = false })

```

```

    ToggleHallow:OnChanged(function(Value)
        AutoHallowSycthe = Value
    end)
    Options.ToggleHallow:SetValue(false)
    spawn(function()
        while wait() do
            if AutoHallowSycthe then
                pcall(function()
                    if game:GetService("Workspace").Enemies:FindFirstChild("Soul Reaper") then
                        for i,v in pairs(game:GetService("Workspace").Enemies:GetChildren()) do
                            if string.find(v.Name , "Soul Reaper") then
                                repeat task.wait()
                                    AutoHaki()
                                    EquipTool(SelectWeapon)
                                    v.HumanoidRootPart.Size = Vector3.new(50,50,50)
                                    Tween(v.HumanoidRootPart.CFrame * Pos)
                                    v.HumanoidRootPart.Transparency = 1
                                until v.Humanoid.Health <= 0 or AutoHallowSycthe == false
                            end
                        end
                    elseif game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Hallow
Essence") or game:GetService("Players").LocalPlayer.Character:FindFirstChild("Hallow
Essence") then

```

```

        repeat Tween(CFrame.new(-8932.322265625, 146.83154296875,
6062.55078125)) wait() until (CFrame.new(-8932.322265625, 146.83154296875,
6062.55078125).Position -
game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 8
            EquipTool("Hallow Essence")
        else
            if game:GetService("ReplicatedStorage"):FindFirstChild("Soul Reaper") then
                Tween(game:GetService("ReplicatedStorage"):FindFirstChild("Soul
Reaper").HumanoidRootPart.CFrame * CFrame.new(2,20,2))
            else
            end
        end
    end)
end
end
end)
end)

```

```

    spawn(function()
    while wait(0.001) do
    if AutoHallowSycthe then
    local args = {
    [1] = "Bones",
    [2] = "Buy",
    [3] = 1,
    [4] = 1
    }

```

```

    game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer(unpack(args))
    end
    end
    end)

```

```

    local ToggleYama = Tabs.Main:AddToggle("ToggleYama", {Title = "Auto Get Yama",
Default = false })
    ToggleYama:OnChanged(function(Value)
    _G.AutoYama = Value
    end)
    Options.ToggleYama:SetValue(false)
    spawn(function()
    while wait() do
    if _G.AutoYama then

```



```

        if
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("EliteHunter","Progress") >= 30 then
        repeat wait(.1)

fireclickdetector(game:GetService("Workspace").Map.Waterfall.SealedKatana.Handle.ClickDetector)
        until game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Yama")
or not _G.AutoYama
        end
        end
        end
        end)

```

```

local ToggleTushita = Tabs.Main:AddToggle("ToggleTushita", {Title = "Auto Tushita", Default = false })
ToggleTushita:OnChanged(function(Value)
    AutoTushita = Value
end)
Options.ToggleTushita:SetValue(false)
local FaiFaoTushita = CFrame.new(-10238.875976563, 389.7912902832, -9549.7939453125)
spawn(function()
    while task.wait(.1) do
        if AutoTushita then
            pcall(function()
                autoTushita()
            end)
        end
    end
end)
function enemyrip()
    Tween(CFrame.new(-5332.30371, 423.985413, -2673.48218))
    wait()
    if game.Workspace.Enemies:FindFirstChild("rip_indra True Form") then
        local mobs = game.Workspace.Enemies:GetChildren()
        for i,v in pairs(mobs) do
            if v.Name == "rip_indra True Form" and v:IsA("Model") and
v:FindFirstChild("Humanoid") and
                v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0 then
                return v
            end
        end
    end
end)

```

```

        end
    end
    return game.ReplicatedStorage:FindFirstChild("rip_indra True Form")
end
function enemyEliteBoss()
    if game.Workspace.Enemies:FindFirstChild("Deandre") or
game.Workspace.Enemies:FindFirstChild("Urban") or
game.Workspace.Enemies:FindFirstChild("Diablo") then
        local mobs = game.Workspace.Enemies:GetChildren()
        for i,v in pairs(mobs) do
            if v.Name == "Deandre" or v.Name == "Diablo" or v.Name == "Urban" and
v:IsA("Model") and v:FindFirstChild("Humanoid") and
v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0 then
                return v
            end
        end
    end
    return game.ReplicatedStorage:FindFirstChild("Deandre") or
game.ReplicatedStorage:FindFirstChild("Urban") or
game.ReplicatedStorage:FindFirstChild("Diablo")
end
function enemylongma()
    Tween(CFrame.new(-10171.7051, 406.981995, -9552.31738))
    if game.Workspace.Enemies:FindFirstChild("Longma") then
        local mobs = game.Workspace.Enemies:GetChildren()
        for i,v in pairs(mobs) do
            if v.Name == "Longma" and v:IsA("Model") and v:FindFirstChild("Humanoid") and
v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0 then
                return v
            end
        end
    end
    return game.ReplicatedStorage:FindFirstChild("Longma")
end
function autoTushita()
    if not game.Players.LocalPlayer.Backpack:FindFirstChild("God's Chalice") and not
game.Players.LocalPlayer.Character:FindFirstChild("God's Chalice") then
        if game.Workspace.Enemies:FindFirstChild("Deandre") or
game.Workspace.Enemies:FindFirstChild("Urban") or
game.Workspace.Enemies:FindFirstChild("Diablo") or
game.ReplicatedStorage:FindFirstChild("Deandre") or
game.ReplicatedStorage:FindFirstChild("Urban") or
game.ReplicatedStorage:FindFirstChild("Diablo") then

```

```

        if game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible == false
then
        repeat Tween(CFrame.new(5420.49219, 314.446045, -2823.07373)) wait() until
not AutoTushita or
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position-Vector3.new(5420.49219,
314.446045, -2823.07373)).Magnitude <= 10
        wait(1)
        repeat Tween(CFrame.new(5420.49219, 314.446045, -2823.07373)) wait() until
not AutoTushita or
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position-Vector3.new(5420.49219,
314.446045, -2823.07373)).Magnitude <= 10
        wait(1.1)

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("EliteHunter")
        wait(1)
    elseif game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible ==
true then
        CheckLevel()
        AutoHaki()
        pcall(function()
            EquipTool(SelectWeapon)
            pcall(function()
                local v = enemyEliteBoss()
                v.HumanoidRootPart.CanCollide = false
                v.HumanoidRootPart.Size = Vector3.new(50, 50, 50)
                Tween(v.HumanoidRootPart.CFrame * CFrame.new(posX,posY,posZ))
                Click()
            end)
        end)
    else
        Tween(CFrame.new(-12554.9443, 337.194092, -7501.44727))
    end
    elseif game.Players.LocalPlayer.Backpack:FindFirstChild("God's Chalice") or
game.Players.LocalPlayer.Character:FindFirstChild("God's Chalice") then

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("activateColor","Winter
Sky")
        wait(0.5)
        repeat Tween(CFrame.new(-5420.16602, 1084.9657, -2666.8208)) wait() until not
AutoTushita or
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position-Vector3.new(-5420.16602,
1084.9657, -2666.8208)).Magnitude <= 10

```

wait(0.5)

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("activateColor","Pure Red")

wait(0.5)

repeat Tween(CFrame.new(-5414.41357, 309.865753, -2212.45776)) wait() until not AutoTushita or

(game.Players.LocalPlayer.Character.HumanoidRootPart.Position-Vector3.new(-5414.41357, 309.865753, -2212.45776)).Magnitude <= 10

wait(0.5)

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("activateColor","Snow White")

wait(0.5)

repeat Tween(CFrame.new(-4971.47559, 331.565765, -3720.02954)) wait() until not AutoTushita or

(game.Players.LocalPlayer.Character.HumanoidRootPart.Position-Vector3.new(-4971.47559, 331.565765, -3720.02954)).Magnitude <= 10

wait(0.5)

EquipTool("God's Chalice")

wait(0.5)

repeat Tween(CFrame.new(-5560.27295, 313.915466, -2663.89795)) wait() until not AutoTushita or

(game.Players.LocalPlayer.Character.HumanoidRootPart.Position-Vector3.new(-5560.27295, 313.915466, -2663.89795)).Magnitude <= 10

wait(0.5)

repeat Tween(CFrame.new(-5561.37451, 313.342529, -2663.4948)) wait() until not AutoTushita or

(game.Players.LocalPlayer.Character.HumanoidRootPart.Position-Vector3.new(5420.49219, 314.446045, -2823.07373)).Magnitude <= 10

wait(1)

repeat Tween(CFrame.new(5154.17676, 141.786423, 911.046326)) wait() until not AutoTushita or

(game.Players.LocalPlayer.Character.HumanoidRootPart.Position-Vector3.new(5420.49219, 314.446045, -2823.07373)).Magnitude <= 10

wait(0.2)

repeat Tween(CFrame.new(5148.03613, 162.352493, 910.548218)) wait() until not AutoTushita or

(game.Players.LocalPlayer.Character.HumanoidRootPart.Position-Vector3.new(5420.49219, 314.446045, -2823.07373)).Magnitude <= 10

wait(1)

EquipTool("Holy Torch")

wait(1)

```

        wait(0.4)
        repeat Tween(CFrame.new(-10752.7695, 412.229523, -9366.36328)) wait() until not
AutoTushita or
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position-Vector3.new(5420.49219,
314.446045, -2823.07373)).Magnitude <= 10
        wait(0.4)
        repeat Tween(CFrame.new(-11673.4111, 331.749023, -9474.34668)) wait() until not
AutoTushita or
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position-Vector3.new(5420.49219,
314.446045, -2823.07373)).Magnitude <= 10
        wait(0.4)
        repeat Tween(CFrame.new(-12133.3389, 519.47522, -10653.1904)) wait() until not
AutoTushita or
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position-Vector3.new(5420.49219,
314.446045, -2823.07373)).Magnitude <= 10
        wait(0.4)
        repeat Tween(CFrame.new(-13336.5, 485.280396, -6983.35254)) wait() until not
AutoTushita or
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position-Vector3.new(5420.49219,
314.446045, -2823.07373)).Magnitude <= 10
        wait(0.4)
        repeat Tween(CFrame.new(-13487.4131, 334.84845, -7926.34863)) wait() until not
AutoTushita or
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position-Vector3.new(5420.49219,
314.446045, -2823.07373)).Magnitude <= 10
        wait(1)
        elseif game.Workspace.Enemies:FindFirstChild("Longma") or
game.ReplicatedStorage:FindFirstChild("Longma") then
            pcall(function()
                EquipTool(SelectWeapon)
                AutoHaki()
                pcall(function()
                    local v = enemylongma()
                    v.HumanoidRootPart.CanCollide = false
                    v.HumanoidRootPart.Size = Vector3.new(50, 50, 50)
                    Tween(v.HumanoidRootPart.CFrame * CFrame.new(posX,posY,posZ))
                    Click()
                end)
            end)
        elseif game.Workspace.Enemies:FindFirstChild("rip_indra True Form") or
game.ReplicatedStorage:FindFirstChild("rip_indra True Form") then
            pcall(function()
                EquipTool(SelectWeapon)

```

```

AutoHaki()
pcall(function()
    local v = enemyrip()
    v.HumanoidRootPart.CanCollide = false
    v.HumanoidRootPart.Size = Vector3.new(50, 50, 50)
    Tween(v.HumanoidRootPart.CFrame * CFrame.new(posX,posY,posZ))
    Click()
end)
end)
else
    Tween(CFrame.new(-12554.9443, 337.194092, -7501.44727))
end
end
end

```

```

local ToggleFactory = Tabs.Main:AddToggle("ToggleFactory", {Title = "Auto Farm Factory",
Default = false })

```

```

ToggleFactory:OnChanged(function(Value)
    _G.Factory = Value
end)
Options.ToggleFactory:SetValue(false)

```

```

spawn(function()
    while wait() do
        if _G.Factory then
            if game.Workspace.Enemies:FindFirstChild("Core") then
                for i,v in pairs(game.Workspace.Enemies:GetChildren()) do
                    if v.Name == "Core" and v.Humanoid.Health > 0 then
                        repeat wait(.1)
                            repeat Tween(CFrame.new(448.46756, 199.356781, -441.389252))
                                wait()
                            until not _G.Factory or
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position-Vector3.new(448.46756,
199.356781, -441.389252)).Magnitude <= 10
                                EquipTool(SelectWeapon)
                                AutoHaki()
                                Tween(v.HumanoidRootPart.CFrame * CFrame.new(posX,posY,posZ))
                                v.HumanoidRootPart.Size = Vector3.new(60, 60, 60)
                                v.HumanoidRootPart.Transparency = 1
                                v.Humanoid.JumpPower = 0
                                v.Humanoid.WalkSpeed = 0
                                v.HumanoidRootPart.CanCollide = false

```

```

        FarmPos = v.HumanoidRootPart.CFrame
        MonFarm = v.Name
        Click()
        until not v.Parent or v.Humanoid.Health <= 0 or _G.Factory == false
        end
    end
elseif game.ReplicatedStorage:FindFirstChild("Core") then
    repeat Tween(CFrame.new(448.46756, 199.356781, -441.389252))
    wait()
    until not _G.Factory or
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position-Vector3.new(448.46756,
199.356781, -441.389252)).Magnitude <= 10
    end
end
end
end)

```

---

```

-----
--Setting
    Tabs.Setting:AddParagraph({
        Title = "Setting",
        Content = "Setting Farm"
    })

    local ToggleFastAttack = Tabs.Setting:AddToggle("ToggleFastAttack", {Title = "Fast Attack",
Default = true })
    ToggleFastAttack:OnChanged(function(vu)
        FastAttack = vu
    end)
    Options.ToggleFastAttack:SetValue(true)

```

```

_G.FastAttackDelay = 0.13

```

```

local Client = game.Players.LocalPlayer

```

```

local STOP = require(Client.PlayerScripts.CombatFramework.Particle)
local STOPRL = require(game:GetService("ReplicatedStorage").CombatFramework.RigLib)
spawn(function()
    while task.wait() do
        pcall(function()
            if not shared.ori then shared.ori = STOPRL.wrapAttackAnimationAsync end
            if not shared.cpc then shared.cpc = STOP.play end
            STOPRL.wrapAttackAnimationAsync = function(a,b,c,d,func)
                local Hits = STOPRL.getBladeHits(b,c,d)
                if Hits then
                    if FastAttack then
                        STOP.play = function() end
                        a:Play(0.01,0.01,0.01)
                        func(Hits)
                        STOP.play = shared.cpc
                        wait(a.length * 0.5)
                        a:Stop()
                    else
                        a:Play()
                    end
                end
            end
        end)
    end
end)
end)
end)

```

```

function GetBladeHit()
    local CombatFrameworkLib =
debug.getupvalues(require(game:GetService("Players").LocalPlayer.PlayerScripts.CombatFramework))
    local CmrFwLib = CombatFrameworkLib[2]
    local p13 = CmrFwLib.activeController
    local weapon = p13.blades[1]
    if not weapon then
        return weapon
    end
    while weapon.Parent ~= game.Players.LocalPlayer.Character do
        weapon = weapon.Parent
    end
    return weapon
end
function AttackHit()
    local CombatFrameworkLib =

```



```

debug.getupvalues(require(game:GetService("Players")).LocalPlayer.PlayerScripts.CombatFramework))
    local CmrFwLib = CombatFrameworkLib[2]
    local plr = game.Players.LocalPlayer
    for i = 1, 1 do
        local bladehit =
require(game.ReplicatedStorage.CombatFramework.RigLib).getBladeHits(plr.Character,{plr.Character.HumanoidRootPart},60)
        local cac = {}
        local hash = {}
        for k, v in pairs(bladehit) do
            if v.Parent:FindFirstChild("HumanoidRootPart") and not hash[v.Parent] then
                table.insert(cac, v.Parent.HumanoidRootPart)
                hash[v.Parent] = true
            end
        end
        bladehit = cac
        if #bladehit > 0 then
            pcall(function()
                CmrFwLib.activeController.timeToNextAttack = 1
                CmrFwLib.activeController.attacking = false
                CmrFwLib.activeController.blocking = false
                CmrFwLib.activeController.timeToNextBlock = 0
                CmrFwLib.activeController.increment = 3
                CmrFwLib.activeController.hitboxMagnitude = 60
                CmrFwLib.activeController.focusStart = 0

game:GetService("ReplicatedStorage").RigControllerEvent:FireServer("weaponChange",tostring
(GetBladeHit()))
                game:GetService("ReplicatedStorage").RigControllerEvent:FireServer("hit", bladehit,
i, "")
            end)
        end
    end
end
spawn(function()
    while wait(.1) do
        if FastAttack then
            pcall(function()
                repeat task.wait(_G.FastAttackDelay)
                    AttackHit()
                until not FastAttack
            end)
        end
    end
end)

```

```
    end
  end
end)
```

```
local CamShake = require(game.ReplicatedStorage.Util.CameraShaker)
CamShake:Stop()
```

```
local ToggleBringMob = Tabs.Setting:AddToggle("ToggleBringMob", {Title = "Bring Mob",
Default = true })
ToggleBringMob:OnChanged(function(Value)
  BringMobs = Value
end)
Options.ToggleBringMob:SetValue(true)
  task.spawn(function()
    while task.wait() do
      if BringMobs then
        pcall(function()
          for i,v in pairs(game.Workspace.Enemies:GetChildren()) do
            if not string.find(v.Name,"Boss") and v.Name == MonFarm and
(v.HumanoidRootPart.Position -
game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 350 then
              if InMyNetWork(v.HumanoidRootPart) then
                if InMyNetWork(v.HumanoidRootPart) then
                  v.HumanoidRootPart.CFrame = FarmPos
                  v.HumanoidRootPart.CanCollide = false
                  v.HumanoidRootPart.Size = Vector3.new(1,1,1)
                  if v.Humanoid:FindFirstChild("Animator") then
                    v.Humanoid.Animator:Destroy()
                  end
                end
              end
            end
          end
        end)
      end
    end
  end)

  task.spawn(function()
    while true do wait()
```

```

if setscriptable then
    setscriptable(game.Players.LocalPlayer,"SimulationRadius",true)
end
if sethiddenproperty then
    sethiddenproperty(game.Players.LocalPlayer,"SimulationRadius",math.huge)
end
end
end)

```

```

function InMyNetWork(object)
    if isnetworkowner then
        return isnetworkowner(object)
    else
        if (object.Position -
game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 350 then
            return true
        end
        return false
    end
end
end

```

```

local ToggleBypassTP = Tabs.Setting:AddToggle("ToggleBypassTP", {Title = "Bypass Tp",
Default = false })
ToggleBypassTP:OnChanged(function(Value)
    BypassTP = Value
end)
Options.ToggleBypassTP:SetValue(false)
end

```

```

local ToggleRemove = Tabs.Setting:AddToggle("ToggleRemove", {Title = "Remove Dame Text",
Default = true })
ToggleRemove:OnChanged(function(Value)
    FaiFaoRemovetext = Value
end)
Options.ToggleRemove:SetValue(true)

```

```

spawn(function()
    while wait() do
        if FaiFaoRemovetext then

```

```
        game:GetService("ReplicatedStorage").Assets.GUI.DamageCounter.Enabled = false
    else
        game:GetService("ReplicatedStorage").Assets.GUI.DamageCounter.Enabled = true
    end
end
end)
end)
```

```
Tabs.Setting:AddParagraph({
    Title = "Setting Skill",
    Content = "Skill use for farm mastery"
})
```

```
local ToggleZ = Tabs.Setting:AddToggle("ToggleZ", {Title = "Skill Z", Default = true })
ToggleZ:OnChanged(function(Value)
    SkillZ = Value
end)
Options.ToggleZ:SetValue(true)
```

```
local ToggleX = Tabs.Setting:AddToggle("ToggleX", {Title = "Skill X", Default = true })
ToggleX:OnChanged(function(Value)
    SkillX = Value
end)
Options.ToggleX:SetValue(true)
```

```
local ToggleC = Tabs.Setting:AddToggle("ToggleC", {Title = "Skill C", Default = true })
ToggleC:OnChanged(function(Value)
    SkillC = Value
end)
Options.ToggleC:SetValue(true)
```

```
local ToggleV = Tabs.Setting:AddToggle("ToggleV", {Title = "Skill V", Default = true })
ToggleV:OnChanged(function(Value)
    SkillV = Value
end)
Options.ToggleV:SetValue(true)
```

```
local ToggleF = Tabs.Setting:AddToggle("ToggleF", {Title = "Skill F", Default = true })
ToggleF:OnChanged(function(Value)
```

```
SkillF = Value
end)
Options.ToggleF:SetValue(true)
```

-----  
-----

```
--Stats
local ToggleMelee = Tabs.Stats:AddToggle("ToggleMelee", {Title = "Auto Melee", Default = false
})
ToggleMelee:OnChanged(function(Value)
    _G.Auto_Stats_Melee = Value
end)
Options.ToggleMelee:SetValue(false)
```

```
local ToggleDe = Tabs.Stats:AddToggle("ToggleDe", {Title = "Auto Defense", Default = false })
ToggleDe:OnChanged(function(Value)
    _G.Auto_Stats_Defense = Value
end)
Options.ToggleDe:SetValue(false)
```

```
local ToggleSword = Tabs.Stats:AddToggle("ToggleSword", {Title = "Auto Sword", Default = false
})
ToggleSword:OnChanged(function(Value)
    _G.Auto_Stats_Sword = Value
end)
Options.ToggleSword:SetValue(false)
```

```
local ToggleGun = Tabs.Stats:AddToggle("ToggleGun", {Title = "Auto Gun", Default = false })
ToggleGun:OnChanged(function(Value)
    _G.Auto_Stats_Gun = Value
end)
Options.ToggleGun:SetValue(false)
```

```
local ToggleFruit = Tabs.Stats:AddToggle("ToggleFruit", {Title = "Auto Demon Fruit", Default =
false })
```

```
ToggleFruit:OnChanged(function(Value)
    _G.Auto_Stats_Devil_Fruit = Value
end)
Options.ToggleFruit:SetValue(false)
```

```
spawn(function()
    while wait() do
        if _G.Auto_Stats_Devil_Fruit then
            local args = {
                [1] = "AddPoint",
                [2] = "Demon Fruit",
                [3] = 3
            }

            game.GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer(unpack(args))
        end
    end
end)
```

```
spawn(function()
    while wait() do
        if _G.Auto_Stats_Gun then
            local args = {
                [1] = "AddPoint",
                [2] = "Gun",
                [3] = 3
            }

            game.GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer(unpack(args))
        end
    end
end)
```

```
spawn(function()
    while wait() do
        if _G.Auto_Stats_Sword then
            local args = {
                [1] = "AddPoint",
                [2] = "Sword",
                [3] = 3
            }
        end
    end
end)
```

```

        game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer(unpack(args))
    end
end
end)

```

```

spawn(function()
    while wait() do
        if _G.Auto_Stats_Defense then
            local args = {
                [1] = "AddPoint",
                [2] = "Defense",
                [3] = 3
            }

            game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer(unpack(args))
        end
    end
end)

```

```

spawn(function()
    while wait() do
        if _G.Auto_Stats_Melee then
            local args = {
                [1] = "AddPoint",
                [2] = "Melee",
                [3] = 3
            }

            game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer(unpack(args))
        end
    end
end)

```

---

```

-----
--Player

```

```

local Playerslist = {}
for i,v in pairs(game:GetService("Players"):GetChildren()) do
    table.insert(Playerslist,v.Name)
end

```

```

local SelectedPly = Tabs.Player:AddDropdown("SelectedPly", {
    Title = "Dropdown",
    Values = Playerslist,
    Multi = false,
    Default = 1,
})

```

```

SelectedPly:SetValue("nil")
SelectedPly:OnChanged(function(Value)
    _G.SelectPly = Value
end)

```

```

Tabs.Player:AddButton({
    Title = "Refresh Dropdown",
    Description = "Refresh player list",
    Callback = function()
        Playerslist = {}
        SelectedPly:Clear()
        for i,v in pairs(game:GetService("Players"):GetChildren()) do
            SelectedPly:Add(v.Name)
        end
    end
end)

```

```

local ToggleTeleport = Tabs.Player:AddToggle("ToggleTeleport", {Title = "Teleport To Player",
Default = false })
ToggleTeleport:OnChanged(function(Value)
    _G.TeleportPly = Value
    pcall(function()
        if _G.TeleportPly then
            repeat
                Tween(game:GetService("Players")[_G.SelectPly].Character.HumanoidRootPart.CFrame) wait()
            until _G.TeleportPly == false
        end
    end)
end)

```

```

Options.ToggleTeleport:SetValue(false)

```

```

local ToggleQuanSat = Tabs.Player:AddToggle("ToggleQuanSat", {Title = "Spectate Player",

```



```

Default = false })
ToggleQuanSat:OnChanged(function(Value)
    SpectatePlys = Value
    local plr1 = game:GetService("Players").LocalPlayer.Character.Humanoid
    local plr2 = game:GetService("Players"):FindFirstChild(_G.SelectPly)
    repeat wait(.1)
        game:GetService("Workspace").Camera.CameraSubject =
game:GetService("Players"):FindFirstChild(_G.SelectPly).Character.Humanoid
    until SpectatePlys == false
    game:GetService("Workspace").Camera.CameraSubject =
game:GetService("Players").LocalPlayer.Character.Humanoid
end)
Options.ToggleQuanSat:SetValue(false)

```

---

```

--Teleport
Tabs.Teleport:AddParagraph({
    Title = "World",
    Content = "Sea1 & Sea2 & Sea3"
})

Tabs.Teleport:AddButton({
    Title = "First Sea",
    Description = "",
    Callback = function()
        game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("TravelMain")
    end
})

```

```

Tabs.Teleport:AddButton({
    Title = "Second Sea",
    Description = "",
    Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("TravelDressrosa")
    end
})

```

```
Tabs.Teleport:AddButton({
    Title = "Third Sea",
    Description = "",
    Callback = function()
        game.GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("TravelZou")
    end
})
```

```
Tabs.Teleport:AddParagraph({
    Title = "Island",
    Content = "Teleport to Island"
})
```

```
if First_Sea then
    IslandList = {
        "WindMill",
        "Marine",
        "Middle Town",
        "Jungle",
        "Pirate Village",
        "Desert",
        "Snow Island",
        "MarineFord",
        "Colosseum",
        "Sky Island 1",
        "Sky Island 2",
        "Sky Island 3",
        "Prison",
        "Magma Village",
        "Under Water Island",
        "Fountain City",
        "Shank Room",
        "Mob Island",
    }
}
```

```
elseif Second_Sea then
    IslandList = {
        "The Cafe",
        "Frist Spot",
        "Dark Area",
    }
```

```
"Flamingo Mansion",  
"Flamingo Room",  
"Green Zone",  
"Factory",  
"Colossuim",  
"Zombie Island",  
"Two Snow Mountain",  
"Punk Hazard",  
"Cursed Ship",  
"Ice Castle",  
"Forgotten Island",  
"Ussop Island",  
"Mini Sky Island",  
}
```

```
elseif Third_Sea then
```

```
IslandList = {  
    "Mansion",  
    "Port Town",  
    "Great Tree",  
    "Castle On The Sea",  
    "MiniSky",  
    "Hydra Island",  
    "Floating Turtle",  
    "Haunted Castle",  
    "Ice Cream Island",  
    "Peanut Island",  
    "Cake Island",  
    "Cocoa Island",  
    "Candy Island",  
}
```

```
end
```

```
local DropdownIsland = Tabs.Teleport:AddDropdown("DropdownIsland",{  
    Title = "Dropdown",  
    Values = IslandList,  
    Multi = false,  
    Default = 1,  
})
```

```
DropdownIsland:SetValue("...")  
DropdownIsland:OnChanged(function(Value)  
    _G.SelectIsland = Value
```

end)

```
local ToggleIsland = Tabs.Teleport:AddToggle("ToggleIsland", {Title = "Teleport", Default = false
})
```

```
ToggleIsland:OnChanged(function(Value)
```

```
    _G.TeleportIsland = Value
```

```
    if _G.TeleportIsland == true then
```

```
        repeat wait()
```

```
            if _G.SelectIsland == "WindMill" then
```

```
                Tween(CFrame.new(979.79895019531, 16.516613006592, 1429.0466308594))
```

```
            elseif _G.SelectIsland == "Marine" then
```

```
                Tween(CFrame.new(-2566.4296875, 6.8556680679321, 2045.2561035156))
```

```
            elseif _G.SelectIsland == "Middle Town" then
```

```
                Tween(CFrame.new(-690.33081054688, 15.09425163269, 1582.2380371094))
```

```
            elseif _G.SelectIsland == "Jungle" then
```

```
                Tween(CFrame.new(-1612.7957763672, 36.852081298828, 149.12843322754))
```

```
            elseif _G.SelectIsland == "Pirate Village" then
```

```
                Tween(CFrame.new(-1181.3093261719, 4.7514905929565, 3803.5456542969))
```

```
            elseif _G.SelectIsland == "Desert" then
```

```
                Tween(CFrame.new(944.15789794922, 20.919729232788, 4373.3002929688))
```

```
            elseif _G.SelectIsland == "Snow Island" then
```

```
                Tween(CFrame.new(1347.8067626953, 104.66806030273, -1319.7370605469))
```

```
            elseif _G.SelectIsland == "MarineFord" then
```

```
                Tween(CFrame.new(-4914.8212890625, 50.963626861572, 4281.0278320313))
```

```
            elseif _G.SelectIsland == "Colosseum" then
```

```
                Tween(CFrame.new(-1427.6203613281, 7.2881078720093, -2792.7722167969))
```

```
            elseif _G.SelectIsland == "Sky Island 1" then
```

```
                Tween(CFrame.new(-4869.1025390625, 733.46051025391, -2667.0180664063))
```

```
            elseif _G.SelectIsland == "Sky Island 2" then
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("requestEntrance", Vector3.new(-4607.82275, 872.54248, -1667.55688))
```

```
    elseif _G.SelectIsland == "Sky Island 3" then
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("requestEntrance", Vector3.new(-7894.6176757813, 5547.1416015625, -380.29119873047))
```

```
    elseif _G.SelectIsland == "Prison" then
```

```
        Tween(CFrame.new(4875.330078125, 5.6519818305969, 734.85021972656))
```

```
    elseif _G.SelectIsland == "Magma Village" then
```

```
        Tween(CFrame.new(-5247.7163085938, 12.883934020996, 8504.96875))
```

```
    elseif _G.SelectIsland == "Under Water Island" then
```

```
game.GetService("ReplicatedStorage").Remotes.CommF_.InvokeServer("requestEntrance",Vector3.new(61163.8515625, 11.6796875, 1819.7841796875))
elseif _G.SelectIsland == "Fountain City" then
    Tween(CFrame.new(5127.1284179688, 59.501365661621, 4105.4458007813))
elseif _G.SelectIsland == "Shank Room" then
    Tween(CFrame.new(-1442.16553, 29.8788261, -28.3547478))
elseif _G.SelectIsland == "Mob Island" then
    Tween(CFrame.new(-2850.20068, 7.39224768, 5354.99268))
elseif _G.SelectIsland == "The Cafe" then
    Tween(CFrame.new(-380.47927856445, 77.220390319824, 255.82550048828))
elseif _G.SelectIsland == "Frist Spot" then
    Tween(CFrame.new(-11.311455726624, 29.276733398438, 2771.5224609375))
elseif _G.SelectIsland == "Dark Area" then
    Tween(CFrame.new(3780.0302734375, 22.652164459229, -3498.5859375))
elseif _G.SelectIsland == "Flamingo Mansion" then
    Tween(CFrame.new(-483.73370361328, 332.0383605957, 595.32708740234))
elseif _G.SelectIsland == "Flamingo Room" then
    Tween(CFrame.new(2284.4140625, 15.152037620544, 875.72534179688))
elseif _G.SelectIsland == "Green Zone" then
    Tween(CFrame.new(-2448.5300292969, 73.016105651855, -3210.6306152344))
elseif _G.SelectIsland == "Factory" then
    Tween(CFrame.new(424.12698364258, 211.16171264648, -427.54049682617))
elseif _G.SelectIsland == "Colossuim" then
    Tween(CFrame.new(-1503.6224365234, 219.7956237793, 1369.3101806641))
elseif _G.SelectIsland == "Zombie Island" then
    Tween(CFrame.new(-5622.033203125, 492.19604492188, -781.78552246094))
elseif _G.SelectIsland == "Two Snow Mountain" then
    Tween(CFrame.new(753.14288330078, 408.23559570313, -5274.6147460938))
elseif _G.SelectIsland == "Punk Hazard" then
    Tween(CFrame.new(-6127.654296875, 15.951762199402, -5040.2861328125))
elseif _G.SelectIsland == "Cursed Ship" then
    Tween(CFrame.new(923.40197753906, 125.05712890625, 32885.875))
elseif _G.SelectIsland == "Ice Castle" then
    Tween(CFrame.new(6148.4116210938, 294.38687133789, -6741.1166992188))
elseif _G.SelectIsland == "Forgotten Island" then
    Tween(CFrame.new(-3032.7641601563, 317.89672851563, -10075.373046875))
elseif _G.SelectIsland == "Ussop Island" then
    Tween(CFrame.new(4816.8618164063, 8.4599885940552, 2863.8195800781))
elseif _G.SelectIsland == "Mini Sky Island" then
    Tween(CFrame.new(-288.74060058594, 49326.31640625, -35248.59375))
elseif _G.SelectIsland == "Great Tree" then
    Tween(CFrame.new(2681.2736816406, 1682.8092041016, -7190.9853515625))
```

```

elseif _G.SelectIsland == "Castle On The Sea" then
    BTPZ(CFrame.new(-5075.50927734375, 314.5155029296875, -3150.0224609375))
elseif _G.SelectIsland == "MiniSky" then
    Tween(CFrame.new(-260.65557861328, 49325.8046875, -35253.5703125))
elseif _G.SelectIsland == "Port Town" then
    Tween(CFrame.new(-290.7376708984375, 6.729952812194824, 5343.5537109375))
elseif _G.SelectIsland == "Hydra Island" then
    Tween(CFrame.new(5228.8842773438, 604.23400878906, 345.0400390625))
elseif _G.SelectIsland == "Floating Turtle" then
    Tween(CFrame.new(-13274.528320313, 531.82073974609, -7579.22265625))
elseif _G.SelectIsland == "Mansion" then

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("requestEntrance",Vec
tor3.new(-12471.169921875, 374.94024658203, -7551.677734375))
elseif _G.SelectIsland == "Haunted Castle" then
    Tween(CFrame.new(-9515.3720703125, 164.00624084473, 5786.0610351562))
elseif _G.SelectIsland == "Ice Cream Island" then
    Tween(CFrame.new(-902.56817626953, 79.93204498291, -10988.84765625))
elseif _G.SelectIsland == "Peanut Island" then
    Tween(CFrame.new(-2062.7475585938, 50.473892211914, -10232.568359375))
elseif _G.SelectIsland == "Cake Island" then
    Tween(CFrame.new(-1884.7747802734375, 19.327526092529297,
-11666.8974609375))
elseif _G.SelectIsland == "Cocoa Island" then
    Tween(CFrame.new(87.94276428222656, 73.55451202392578, -12319.46484375))
elseif _G.SelectIsland == "Candy Island" then
    Tween(CFrame.new(-1014.4241943359375, 149.11068725585938,
-14555.962890625))
end
until not _G.TeleportIsland
end
end)
Options.ToggleIsland:SetValue(false)

function BTPZ(Point)
    game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = Point
    task.wait()
    game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = Point
end

```

---

```

--Fruit

```

```

local Remote_GetFruits =
game.ReplicatedStorage:FindFirstChild("Remotes").CommF_:InvokeServer("GetFruits");
Table_DevilFruitSniper = {}
ShopDevilSell = {}
for i,v in next,Remote_GetFruits do
    table.insert(Table_DevilFruitSniper,v.Name)
    if v.OnSale then
        table.insert(ShopDevilSell,v.Name)
    end
end
end

```

```

_G.SelectFruit = ""

```

```

local DropdownFruit = Tabs.Fruit:AddDropdown("DropdownFruit", {
    Title = "Dropdown",
    Values = Table_DevilFruitSniper,
    Multi = false,
    Default = 1,
})

```

```

DropdownFruit:SetValue("...")

```

```

DropdownFruit:OnChanged(function(Value)
    _G.SelectFruit = Value
end)

```

```

local ToggleFruit = Tabs.Fruit:AddToggle("ToggleFruit", {Title = "Buy Fruit Sniper", Default = false
})

```

```

ToggleFruit:OnChanged(function(Value)
    _G.AutoBuyFruitSniper = Value
end)

```

```

Options.ToggleFruit:SetValue(false)

```

```

spawn(function()

```

```

    pcall(function()

```

```

        while wait(.1) do

```

```

            if _G.AutoBuyFruitSniper then

```

```

                game.GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("GetFruits")

```

```

game.GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("PurchaseRawFruit",

```

```

_G.SelectFruit",false)

```

```

        end

```

```
        end
    end)
end)
```

```
local ToggleStore = Tabs.Fruit:AddToggle("ToggleStore", {Title = "Store Fruit", Default = false })
ToggleStore:OnChanged(function(Value)
    _G.AutoStoreFruit = Value
end)
Options.ToggleStore:SetValue(false)
```

```
spawn(function()
    while task.wait() do
        if _G.AutoStoreFruit then
            pcall(function()
                if _G.AutoStoreFruit then
                    if game:GetService("Players").LocalPlayer.Character:FindFirstChild("Bomb Fruit")
or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Bomb Fruit") then

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("StoreFruit","Bomb-Bo
mb",game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Bomb Fruit"))
                        end
                            if game:GetService("Players").LocalPlayer.Character:FindFirstChild("Spike Fruit")
or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Spike Fruit") then

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("StoreFruit","Spike-Spi
ke",game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Spike Fruit"))
                                end
                                    if game:GetService("Players").LocalPlayer.Character:FindFirstChild("Chop Fruit") or
game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Chop Fruit") then

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("StoreFruit","Chop-Ch
op",game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Chop Fruit"))
                                            end
                                                if game:GetService("Players").LocalPlayer.Character:FindFirstChild("Spring Fruit")
or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Spring Fruit") then

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("StoreFruit","Spring-S
pring",game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Spring Fruit"))
                                                    end
                                                        if game:GetService("Players").LocalPlayer.Character:FindFirstChild("Rocket Fruit")
or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Kilo Fruit") then
```



```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("StoreFruit","Rocket-Rocket",game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Kilo Fruit"))
    end
    if game:GetService("Players").LocalPlayer.Character:FindFirstChild("Smoke Fruit") or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Smoke Fruit") then
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("StoreFruit","Smoke-Smoke",game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Smoke Fruit"))
    end
    if game:GetService("Players").LocalPlayer.Character:FindFirstChild("Spin Fruit") or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Spin Fruit") then
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("StoreFruit","Spin-Spin",game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Spin Fruit"))
    end
    if game:GetService("Players").LocalPlayer.Character:FindFirstChild("Flame Fruit") or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Flame Fruit") then
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("StoreFruit","Flame-Flame",game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Flame Fruit"))
    end
    if game:GetService("Players").LocalPlayer.Character:FindFirstChild("Bird: Falcon Fruit") or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Bird: Falcon Fruit") then
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("StoreFruit","Bird-Bird: Falcon",game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Bird: Falcon Fruit"))
    end
    if game:GetService("Players").LocalPlayer.Character:FindFirstChild("Ice Fruit") or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Ice Fruit") then
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("StoreFruit","Ice-Ice",game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Ice Fruit"))
    end
    if game:GetService("Players").LocalPlayer.Character:FindFirstChild("Sand Fruit") or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Sand Fruit") then
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("StoreFruit","Sand-Sand",game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Sand Fruit"))
    end
    if game:GetService("Players").LocalPlayer.Character:FindFirstChild("Dark Fruit") or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Dark Fruit") then
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("StoreFruit","Dark-Dar  
k",game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Dark Fruit"))  
    end
```

```
    if game:GetService("Players").LocalPlayer.Character:FindFirstChild("Ghost Fruit")  
or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Revive Fruit") then
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("StoreFruit","Ghost-Gh  
ost",game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Revive Fruit"))  
    end
```

```
    if game:GetService("Players").LocalPlayer.Character:FindFirstChild("Diamond  
Fruit") or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Diamond Fruit")  
then
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("StoreFruit","Diamond-D  
iamond",game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Diamond Fruit"))  
    end
```

```
    if game:GetService("Players").LocalPlayer.Character:FindFirstChild("Light Fruit") or  
game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Light Fruit") then
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("StoreFruit","Light-Lig  
ht",game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Light Fruit"))  
    end
```

```
    if game:GetService("Players").LocalPlayer.Character:FindFirstChild("Love Fruit") or  
game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Love Fruit") then
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("StoreFruit","Love-Lov  
e",game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Love Fruit"))  
    end
```

```
    if game:GetService("Players").LocalPlayer.Character:FindFirstChild("Rubber Fruit")  
or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Rubber Fruit") then
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("StoreFruit","Rubber-R  
ubber",game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Rubber Fruit"))  
    end
```

```
    if game:GetService("Players").LocalPlayer.Character:FindFirstChild("Barrier Fruit")  
or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Barrier Fruit") then
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("StoreFruit","Barrier-B  
arrier",game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Barrier Fruit"))  
    end
```

```
    if game:GetService("Players").LocalPlayer.Character:FindFirstChild("Magma Fruit")  
or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Magma Fruit") then
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("StoreFruit","Magma-
Magma",game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Magma Fruit"))
    end
    if game:GetService("Players").LocalPlayer.Character:FindFirstChild("Portal Fruit")
or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Door Fruit") then
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("StoreFruit","Door-Doo
r",game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Portal Fruit"))
    end
```

```
    if game:GetService("Players").LocalPlayer.Character:FindFirstChild("Quake Fruit")
or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Quake Fruit") then
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("StoreFruit","Quake-Q
uake",game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Quake Fruit"))
    end
```

```
    if
game:GetService("Players").LocalPlayer.Character:FindFirstChild("Human-Human: Buddha
Fruit") or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Human-Human:
Buddha Fruit") then
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("StoreFruit","Human-H
uman:
Buddha",game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Human-Human:
Buddha Fruit"))
    end
```

```
    if game:GetService("Players").LocalPlayer.Character:FindFirstChild("Spider Fruit")
or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Spider Fruit") then
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("StoreFruit","Spider-S
pider",game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Spider Fruit"))
    end
```

```
    if game:GetService("Players").LocalPlayer.Character:FindFirstChild("Bird: Phoenix
Fruit") or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Bird: Phoenix
Fruit") then
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("StoreFruit","Bird-Bird:
Phoenix",game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Bird: Phoenix
Fruit"))
```

```
    end
    if game:GetService("Players").LocalPlayer.Character:FindFirstChild("Rumble Fruit")
or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Rumble Fruit") then
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("StoreFruit","Rumble-
Rumble",game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Rumble Fruit"))
    end
    if game:GetService("Players").LocalPlayer.Character:FindFirstChild("Pain Fruit") or
game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Paw Fruit") then
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("StoreFruit","Pain-Pain
",game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Paw Fruit"))
    end
    if game:GetService("Players").LocalPlayer.Character:FindFirstChild("Gravity Fruit")
or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Gravity Fruit") then
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("StoreFruit","Gravity-G
ravity",game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Gravity Fruit"))
    end
    if game:GetService("Players").LocalPlayer.Character:FindFirstChild("Dough Fruit")
or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Dough Fruit") then
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("StoreFruit","Dough-D
ough",game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Dough Fruit"))
    end
    if game:GetService("Players").LocalPlayer.Character:FindFirstChild("Shadow
Fruit") or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Shadow Fruit") then
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("StoreFruit","Shadow-
Shadow",game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Shadow Fruit"))
    end
    if game:GetService("Players").LocalPlayer.Character:FindFirstChild("Venom Fruit")
or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Venom Fruit") then
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("StoreFruit","Venom-V
enom",game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Venom Fruit"))
    end
    if game:GetService("Players").LocalPlayer.Character:FindFirstChild("Control Fruit")
or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Control Fruit") then
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("StoreFruit","Control-C
ontrol",game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Control Fruit"))
    end
    if game:GetService("Players").LocalPlayer.Character:FindFirstChild("Spirit Fruit") or
game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Soul Fruit") then
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("StoreFruit","Soul-Soul
```

```

",game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Spirit Fruit"))
    end
    if game:GetService("Players").LocalPlayer.Character:FindFirstChild("Dragon Fruit")
or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Dragon Fruit") then

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("StoreFruit","Dragon-D
ragon",game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Dragon Fruit"))
    if game:GetService("Players").LocalPlayer.Character:FindFirstChild("Leopard
Fruit") or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Leopard Fruit")
then

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("StoreFruit","Leopard-
Leopard",game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Leopard Fruit"))
    end
    end
    end
end)
end
wait(0.3)
end
end)

```

```

local ToggleRandomFruit = Tabs.Fruit:AddToggle("ToggleRandomFruit", {Title = "Random Fruit",
Default = false })
ToggleRandomFruit:OnChanged(function(Value)
    _G.Random_Auto = Value
end)
Options.ToggleRandomFruit:SetValue(false)
spawn(function()
    pcall(function()
        while wait(.1) do
            if _G.Random_Auto then

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("Cousin","Buy")
            end
            end
        end)
    end)
end)

```

```

local ToggleCollect = Tabs.Fruit:AddToggle("ToggleCollect", {Title = "Collect Devil Fruit", Default
= false })

```

```
ToggleCollect:OnChanged(function(Value)
    _G.Tweenfruit = Value
end)
Options.ToggleCollect:SetValue(false)
```

```
spawn(function()
    while wait(.1) do
        if _G.Tweenfruit then
            for i,v in pairs(game.Workspace:GetChildren()) do
                if string.find(v.Name, "Fruit") then
                    TP2(v.Handle.CFrame)
                end
            end
        end
    end
end)
end)
```

```
Tabs.Fruit:AddParagraph({
    Title = "Esp",
    Content = ""
})
```

```
local ToggleEspPlayer = Tabs.Fruit:AddToggle("ToggleEspPlayer", {Title = "Esp Player", Default
= false })
```

```
ToggleEspPlayer:OnChanged(function(Value)
    ESPPlayer = Value
    UpdatePlayerChams()
end)
Options.ToggleEspPlayer:SetValue(false)
```

```
local ToggleEspFruit = Tabs.Fruit:AddToggle("ToggleEspFruit", {Title = "Esp Devil Fruit", Default
= false })
```

```
ToggleEspFruit:OnChanged(function(Value)
    DevilFruitESP = Value
    while DevilFruitESP do wait()
        UpdateDevilChams()
    end
end)
Options.ToggleEspFruit:SetValue(false)
```

```
local ToggleEspIsland = Tabs.Fruit:AddToggle("ToggleEspIsland", {Title = "Esp Island", Default = false })
```

```
ToggleEspIsland:OnChanged(function(Value)  
    IslandESP = Value  
    while IslandESP do wait()  
        UpdateIslandESP()  
    end  
end)  
Options.ToggleEspIsland:SetValue(false)
```

```
local ToggleEspFlower = Tabs.Fruit:AddToggle("ToggleEspFlower", {Title = "Esp Flower", Default = false })
```

```
ToggleEspFlower:OnChanged(function(Value)  
    FlowerESP = Value  
    UpdateFlowerChams()  
end)  
Options.ToggleEspFlower:SetValue(false)
```

```
spawn(function()  
    while wait(2) do  
        if FlowerESP then  
            UpdateFlowerChams()  
        end  
        if DevilFruitESP then  
            UpdateDevilChams()  
        end  
        if ChestESP then  
            UpdateChestChams()  
        end  
        if ESPPlayer then  
            UpdatePlayerChams()  
        end  
        if RealFruitESP then  
            UpdateRealFruitChams()  
        end  
    end  
end)
```

```
end
end)
```

---

```
--Raid
```

```
local Chips =
{"Flame","Ice","Quake","Light","Dark","Spider","Rumble","Magma","Buddha","Sand","Phoenix","Dough"}
```

```
local DropdownRaid = Tabs.Raid:AddDropdown("DropdownRaid", {
    Title = "Dropdown",
    Values = Chips,
    Multi = false,
    Default = 1,
})
DropdownRaid:SetValue(...)
DropdownRaid:OnChanged(function(Value)
    SelectChip = Value
end)
```

```
local ToggleBuy = Tabs.Raid:AddToggle("ToggleBuy", {Title = "Buy Chip", Default = false })
ToggleBuy:OnChanged(function(Value)
    _G.Auto_Buy_Chips_Dungeon = Value
end)
Options.ToggleBuy:SetValue(false)
spawn(function()
    while wait() do
        if _G.Auto_Buy_Chips_Dungeon then
            pcall(function()
                local args = {
                    [1] = "RaidsNPC",
                    [2] = "Select",
                    [3] = SelectChip
```



```

        }

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer(unpack(args))
    end
end
end)

    local ToggleStart = Tabs.Raid:AddToggle("ToggleStart", {Title = "Start Raid", Default = false })
    ToggleStart:OnChanged(function(Value)
        _G.Auto_StartRaid = Value
    end)
    Options.ToggleStart:SetValue(false)

spawn(function()
    while wait(.1) do
        pcall(function()
            if _G.Auto_StartRaid then
                if game:GetService("Players")["LocalPlayer"].PlayerGui.Main.Timer.Visible == false
then
                    if not
game:GetService("Workspace")["_WorldOrigin"].Locations:FindFirstChild("Island 1") and
game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Special Microchip") or
game:GetService("Players").LocalPlayer.Character:FindFirstChild("Special Microchip") then
                        if Second_Sea then

fireclickdetector(game:GetService("Workspace").Map.CircleIsland.RaidSummon2.Button.Main.
ClickDetector)
                            elseif Third_Sea then
                                fireclickdetector(game:GetService("Workspace").Map["Boat
Castle"].RaidSummon2.Button.Main.ClickDetector)
                            end
                        end
                    end
                end
            end
        end)
    end
end)

    local ToggleKillAura = Tabs.Raid:AddToggle("ToggleKillAura", {Title = "Kill Aura", Default = false
})

```

```

ToggleKillAura:OnChanged(function(Value)
    KillAura = Value
end)
Options.ToggleKillAura:SetValue(false)
spawn(function()
    while wait() do
        if KillAura then
            pcall(function()
                for i,v in pairs(game.Workspace.Enemies:GetDescendants()) do
                    if v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") and
v.Humanoid.Health > 0 then
                        repeat task.wait()
                    until not KillAura or not v.Parent or v.Humanoid.Health <= 0
                end
            end)
        end
    end
end)
end)
end)
end)

```

```

local ToggleNextIsland = Tabs.Raid:AddToggle("ToggleNextIsland", {Title = "Next Island",
Default = false })
ToggleNextIsland:OnChanged(function(Value)
    AutoNextIsland = Value
end)
Options.ToggleNextIsland:SetValue(false)
spawn(function()
    while task.wait() do
        if AutoNextIsland then
            pcall(function()
                if game:GetService("Players")["LocalPlayer"].PlayerGui.Main.Timer.Visible == true
then
                    if game:GetService("Workspace")["_WorldOrigin"].Locations:FindFirstChild("Island
5") then
                        Tween(game:GetService("Workspace")["_WorldOrigin"].Locations:FindFirstChild("Island
5").CFrame * CFrame.new(0,70,100))
                    elseif

```

```

game:GetService("Workspace")["_WorldOrigin"].Locations:FindFirstChild("Island 4") then

Tween(game:GetService("Workspace")["_WorldOrigin"].Locations:FindFirstChild("Island
4").CFrame * CFrame.new(0,70,100))
    elseif
game:GetService("Workspace")["_WorldOrigin"].Locations:FindFirstChild("Island 3") then

Tween(game:GetService("Workspace")["_WorldOrigin"].Locations:FindFirstChild("Island
3").CFrame * CFrame.new(0,70,100))
    elseif
game:GetService("Workspace")["_WorldOrigin"].Locations:FindFirstChild("Island 2") then

Tween(game:GetService("Workspace")["_WorldOrigin"].Locations:FindFirstChild("Island
2").CFrame * CFrame.new(0,70,100))
    elseif
game:GetService("Workspace")["_WorldOrigin"].Locations:FindFirstChild("Island 1") then

Tween(game:GetService("Workspace")["_WorldOrigin"].Locations:FindFirstChild("Island
1").CFrame * CFrame.new(0,70,100))
    end
    end
    end)
    end
    end
end)

```

```

local ToggleAwake = Tabs.Raid:AddToggle("ToggleAwake", {Title = "Auto Awake", Default =
false })
ToggleAwake:OnChanged(function(Value)
    AutoAwakenAbilities = Value
end)
Options.ToggleAwake:SetValue(false)
spawn(function()
    while task.wait() do
        if AutoAwakenAbilities then
            pcall(function()

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("Awakener","Awaken")
                end)
            end
        end
    end
end)

```

```
end)
```

```
local ToggleGetFruit = Tabs.Raid:AddToggle("ToggleGetFruit", {Title = "Get Fruit Low Bely",  
Default = false })
```

```
ToggleGetFruit:OnChanged(function(Value)  
    _G.Autofruit = Value  
end)
```

```
spawn(function()  
    while wait(.1) do  
        pcall(function()  
            if _G.Autofruit then
```

```
local args = {  
    [1] = "LoadFruit",  
    [2] = "Rocket-Rocket"  
}
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer(unpack(args))
```

```
local args = {  
    [1] = "LoadFruit",  
    [2] = "Spin-Spin"  
}
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer(unpack(args))
```

```
local args = {  
    [1] = "LoadFruit",  
    [2] = "Chop-Chop"  
}
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer(unpack(args))
```

```
local args = {  
    [1] = "LoadFruit",  
    [2] = "Spring-Spring"  
}
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer(unpack(args))
```

```
local args = {  
    [1] = "LoadFruit",  
    [2] = "Bomb-Bomb"  
}
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer(unpack(args))
```

```
local args = {  
    [1] = "LoadFruit",  
    [2] = "Smoke-Smoke"  
}
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer(unpack(args))
```

```
local args = {  
    [1] = "LoadFruit",  
    [2] = "Spike-Spike"  
}
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer(unpack(args))
```

```
local args = {  
    [1] = "LoadFruit",  
    [2] = "Flame-Flame"  
}
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer(unpack(args))
```

```
local args = {  
    [1] = "LoadFruit",  
    [2] = "Falcon-Falcon"
```

```
}
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer(unpack(args))
```

```
local args = {  
    [1] = "LoadFruit",  
    [2] = "Ice-Ice"  
}
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer(unpack(args))
```

```
local args = {  
    [1] = "LoadFruit",  
    [2] = "Sand-Sand"  
}
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer(unpack(args))
```

```
local args = {  
    [1] = "LoadFruit",  
    [2] = "Dark-Dark"  
}
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer(unpack(args))
```

```
local args = {  
    [1] = "LoadFruit",  
    [2] = "Ghost-Ghost"  
}
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer(unpack(args))
```

```
local args = {  
    [1] = "LoadFruit",  
    [2] = "Diamond-Diamond"  
}
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer(unpack(args))
```

```
local args = {  
    [1] = "LoadFruit",  
    [2] = "Light-Light"  
}
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer(unpack(args))
```

```
local args = {  
    [1] = "LoadFruit",  
    [2] = "Rubber-Rubber"  
}
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer(unpack(args))
```

```
local args = {  
    [1] = "LoadFruit",  
    [2] = "Barrier-Barrier"  
}
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer(unpack(args))  
end  
end)  
end  
end)
```

```
if Second_Sea then  
    Tabs.Raid:AddButton({  
        Title = "Raid Lab",  
        Description = "",  
        Callback = function()  
            TP2(CFrame.new(-6438.73535, 250.645355, -4501.50684))  
        end  
    })  
elseif Third_Sea then  
    Tabs.Raid:AddButton({  
        Title = "Raid Lab",  
        Description = "",  
        Callback = function()
```

```
TP2(CFrame.new(-5017.40869, 314.844055, -2823.0127, -0.925743818,  
4.48217499e-08, -0.378151238, 4.55503146e-09, 1, 1.07377559e-07, 0.378151238,  
9.7681621e-08, -0.925743818))
```

```
end  
})  
end
```

```
Tabs.Raid:AddParagraph({  
    Title = "Raid Law",  
    Content = ""  
})
```

```
local ToggleLaw = Tabs.Raid:AddToggle("ToggleLaw", {Title = "Auto Law", Default = false })
```

```
ToggleLaw:OnChanged(function(Value)  
    Auto_Law = Value  
end)  
Options.ToggleLaw:SetValue(false)  
spawn(function()  
    pcall(function()  
        while wait() do  
            if Auto_Law then  
                if not game:GetService("Players").LocalPlayer.Character:FindFirstChild("Microchip")  
and not game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Microchip") and not  
game:GetService("Workspace").Enemies:FindFirstChild("Order") and not  
game:GetService("ReplicatedStorage"):FindFirstChild("Order") then  
                    wait(1)
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("BlackbeardReward", "  
Microchip", "1")
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("BlackbeardReward", "  
Microchip", "2")  
end  
end  
end  
end)  
end)
```

```
spawn(function()
```



```

pcall(function()
    while wait(.1) do
        if Auto_Law then
            if not game:GetService("Workspace").Enemies:FindFirstChild("Order") and not
game:GetService("ReplicatedStorage"):FindFirstChild("Order") then
                if game:GetService("Players").LocalPlayer.Character:FindFirstChild("Microchip") or
game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Microchip") then

fireclickdetector(game:GetService("Workspace").Map.CircleIsland.RaidSummon.Button.Main.Cli
ckDetector)

                    end
                end
                if game:GetService("ReplicatedStorage"):FindFirstChild("Order") or
game:GetService("Workspace").Enemies:FindFirstChild("Order") then
                    if game:GetService("Workspace").Enemies:FindFirstChild("Order") then
                        for i,v in pairs(game:GetService("Workspace").Enemies:GetChildren()) do
                            if v.Name == "Order" then
                                repeat game:GetService("RunService").Heartbeat:wait()
                                    AutoHaki()
                                    EquipTool(SelectWeapon)
                                    Tween(v.HumanoidRootPart.CFrame * Pos)
                                    v.HumanoidRootPart.CanCollide = false
                                    v.HumanoidRootPart.Size = Vector3.new(120, 120, 120)
                                    Click()
                                until not v.Parent or v.Humanoid.Health <= 0 or Auto_Law == false
                            end
                        end
                    end
                    elseif game:GetService("ReplicatedStorage"):FindFirstChild("Order") then
                        Tween(CFrame.new(-6217.2021484375, 28.047645568848,
-5053.1357421875))
                    end
                end
            end
        end
    end
end)
end)

```

---

```

--RaceV4

```

```

Tabs.Race:AddButton({

```

```

    Title = "Timple Of Time",
    Description = "",
    Callback = function()
        game.GetService("Players").LocalPlayer.Character.HumanoidRootPart.CFrame =
CFrame.new(28286.35546875, 14895.3017578125, 102.62469482421875)
    end
})

```

```

Tabs.Race:AddButton({
    Title = "Lever Pull",
    Description = "",
    Callback = function()
        TP2(CFrame.new(28575.181640625, 14936.6279296875, 72.31636810302734))
    end
})

```

```

Tabs.Race:AddButton({
    Title = "Acient One",
    Description = "",
    Callback = function()
        TP2(CFrame.new(28981.552734375, 14888.4267578125, -120.245849609375))
    end
})

```

```

Tabs.Race:AddParagraph({
    Title = "Auto Race",
    Content = ""
})

```

```

Tabs.Race:AddButton({
    Title = "Race Door",
    Description = "",
    Callback = function()
        Game.GetService("Players").LocalPlayer.Character.HumanoidRootPart.CFrame =
CFrame.new(28286.35546875, 14895.3017578125, 102.62469482421875)
        wait(0.1)
        Game.GetService("Players").LocalPlayer.Character.HumanoidRootPart.CFrame =
CFrame.new(28286.35546875, 14895.3017578125, 102.62469482421875)
        wait(0.1)
    end
})

```

```

        Game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.CFrame =
CFrame.new(28286.35546875, 14895.3017578125, 102.62469482421875)
        wait(0.1)
        Game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.CFrame =
CFrame.new(28286.35546875, 14895.3017578125, 102.62469482421875)
        wait(0.5)
        if game:GetService("Players").LocalPlayer.Data.Race.Value == "Human" then
            TP2(CFrame.new(29221.822265625, 14890.9755859375, -205.99114990234375))
        elseif game:GetService("Players").LocalPlayer.Data.Race.Value == "Skypiea" then
            TP2(CFrame.new(28960.158203125, 14919.6240234375, 235.03948974609375))
        elseif game:GetService("Players").LocalPlayer.Data.Race.Value == "Fishman" then
            TP2(CFrame.new(28231.17578125, 14890.9755859375, -211.64173889160156))
        elseif game:GetService("Players").LocalPlayer.Data.Race.Value == "Cyborg" then
            TP2(CFrame.new(28502.681640625, 14895.9755859375, -423.7279357910156))
        elseif game:GetService("Players").LocalPlayer.Data.Race.Value == "Ghoul" then
            TP2(CFrame.new(28674.244140625, 14890.6767578125, 445.4310607910156))
        elseif game:GetService("Players").LocalPlayer.Data.Race.Value == "Mink" then
            TP2(CFrame.new(29012.341796875, 14890.9755859375, -380.1492614746094))
        end
    end
})

```

```

local ToggleHumanandghoul = Tabs.Race:AddToggle("ToggleHumanandghoul", {Title = "Auto [
Human / Ghoul ] Trial", Default = false })
ToggleHumanandghoul:OnChanged(function(Value)
    KillAura = Value
end)
Options.ToggleHumanandghoul:SetValue(false)

```

```

local ToggleAutotrial = Tabs.Race:AddToggle("ToggleAutotrial", {Title = "Auto Trial", Default =
false })
ToggleAutotrial:OnChanged(function(Value)
    _G.AutoQuestRace = Value
end)
Options.ToggleAutotrial:SetValue(false)
spawn(function()
    pcall(function()
        while wait() do
            if _G.AutoQuestRace then
                if game:GetService("Players").LocalPlayer.Data.Race.Value ==
"Human" then

```

```

                                for i,v in
pairs(game.Workspace.Enemies:GetDescendants()) do
                                if v:FindFirstChild("Humanoid") and
v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0 then
                                        pcall(function()
                                                repeat wait(.1)
                                                        v.Humanoid.Health = 0

v.HumanoidRootPart.CanCollide = false

sethiddenproperty(game.Players.LocalPlayer, "SimulationRadius", math.huge)
                                until not _G.AutoQuestRace or not
v.Parent or v.Humanoid.Health <= 0

                                end)
                                end
                                end
                                elseif game:GetService("Players").LocalPlayer.Data.Race.Value
== "Skypiea" then
                                for i,v in
pairs(game:GetService("Workspace").Map.SkyTrial.Model:GetDescendants()) do
                                        if v.Name == "snowisland_Cylinder.081" then
                                                Tween(v.CFrame* CFrame.new(0,0,0))
                                                end
                                end
                                elseif game:GetService("Players").LocalPlayer.Data.Race.Value
== "Fishman" then
                                for i,v in
pairs(game:GetService("Workspace").SeaBeasts.SeaBeast1:GetDescendants()) do
                                        if v.Name == "HumanoidRootPart" then
                                                Tween(v.CFrame* Pos)
                                                for i,v in
pairs(game.Players.LocalPlayer.Backpack:GetChildren()) do
                                                        if v:IsA("Tool") then
                                                                if v.ToolTip == "Melee" then --
"Blox Fruit" , "Sword" , "Wear" , "Agility"

game.Players.LocalPlayer.Character.Humanoid:EquipTool(v)

                                                                end
                                                        end
                                                end
                                end

game:GetService("VirtualInputManager"):SendKeyEvent(true,122,false,game.Players.LocalPlay
er.Character.HumanoidRootPart)

```

```
game:GetService("VirtualInputManager"):SendKeyEvent(false,122,false,game.Players.LocalPlayer.Character.HumanoidRootPart)
```

```
wait(.2)
```

```
game:GetService("VirtualInputManager"):SendKeyEvent(true,120,false,game.Players.LocalPlayer.Character.HumanoidRootPart)
```

```
game:GetService("VirtualInputManager"):SendKeyEvent(false,120,false,game.Players.LocalPlayer.Character.HumanoidRootPart)
```

```
wait(.2)
```

```
game:GetService("VirtualInputManager"):SendKeyEvent(true,99,false,game.Players.LocalPlayer.Character.HumanoidRootPart)
```

```
game:GetService("VirtualInputManager"):SendKeyEvent(false,99,false,game.Players.LocalPlayer.Character.HumanoidRootPart)
```

```
for i,v in
pairs(game.Players.LocalPlayer.Backpack:GetChildren()) do
    if v:IsA("Tool") then
        if v.ToolTip == "Blox Fruit"
then -- "Blox Fruit" , "Sword" , "Wear" , "Agility"
```

```
game.Players.LocalPlayer.Character.Humanoid:EquipTool(v)
```

```
end
```

```
end
```

```
end
```

```
game:GetService("VirtualInputManager"):SendKeyEvent(true,122,false,game.Players.LocalPlayer.Character.HumanoidRootPart)
```

```
game:GetService("VirtualInputManager"):SendKeyEvent(false,122,false,game.Players.LocalPlayer.Character.HumanoidRootPart)
```

```
wait(.2)
```

```
game:GetService("VirtualInputManager"):SendKeyEvent(true,120,false,game.Players.LocalPlayer.Character.HumanoidRootPart)
```

```
game:GetService("VirtualInputManager"):SendKeyEvent(false,120,false,game.Players.LocalPlayer.Character.HumanoidRootPart)
```

```
wait(.2)
```

```
game:GetService("VirtualInputManager"):SendKeyEvent(true,99,false,game.Players.LocalPlayer.Character.HumanoidRootPart)
```

```
r.Character.HumanoidRootPart)
```

```
game:GetService("VirtualInputManager"):SendKeyEvent(false,99,false,game.Players.LocalPlayer.Character.HumanoidRootPart)
```

```
                                wait(0.5)
                                for i,v in
pairs(game.Players.LocalPlayer.Backpack:GetChildren()) do
                                if v:IsA("Tool") then
                                    if v.ToolTip == "Sword" then
-- "Blox Fruit" , "Sword" , "Wear" , "Agility"

game.Players.LocalPlayer.Character.Humanoid:EquipTool(v)
                                end
                                end
                                end
                                end
```

```
game:GetService("VirtualInputManager"):SendKeyEvent(true,122,false,game.Players.LocalPlayer.Character.HumanoidRootPart)
```

```
game:GetService("VirtualInputManager"):SendKeyEvent(false,122,false,game.Players.LocalPlayer.Character.HumanoidRootPart)
```

```
                                wait(.2)
```

```
game:GetService("VirtualInputManager"):SendKeyEvent(true,120,false,game.Players.LocalPlayer.Character.HumanoidRootPart)
```

```
game:GetService("VirtualInputManager"):SendKeyEvent(false,120,false,game.Players.LocalPlayer.Character.HumanoidRootPart)
```

```
                                wait(.2)
```

```
game:GetService("VirtualInputManager"):SendKeyEvent(true,99,false,game.Players.LocalPlayer.Character.HumanoidRootPart)
```

```
game:GetService("VirtualInputManager"):SendKeyEvent(false,99,false,game.Players.LocalPlayer.Character.HumanoidRootPart)
```

```
                                wait(0.5)
                                for i,v in
pairs(game.Players.LocalPlayer.Backpack:GetChildren()) do
                                if v:IsA("Tool") then
                                    if v.ToolTip == "Gun" then --
"Blox Fruit" , "Sword" , "Wear" , "Agility"
```

```

game.Players.LocalPlayer.Character.Humanoid:EquipTool(v)
                                end
                                end
                                end

game:GetService("VirtualInputManager"):SendKeyEvent(true,122,false,game.Players.LocalPlayer.Character.HumanoidRootPart)

game:GetService("VirtualInputManager"):SendKeyEvent(false,122,false,game.Players.LocalPlayer.Character.HumanoidRootPart)
                                wait(.2)

game:GetService("VirtualInputManager"):SendKeyEvent(true,120,false,game.Players.LocalPlayer.Character.HumanoidRootPart)

game:GetService("VirtualInputManager"):SendKeyEvent(false,120,false,game.Players.LocalPlayer.Character.HumanoidRootPart)
                                wait(.2)

game:GetService("VirtualInputManager"):SendKeyEvent(true,99,false,game.Players.LocalPlayer.Character.HumanoidRootPart)

game:GetService("VirtualInputManager"):SendKeyEvent(false,99,false,game.Players.LocalPlayer.Character.HumanoidRootPart)
                                end
                                end
                                elseif game:GetService("Players").LocalPlayer.Data.Race.Value
== "Cyborg" then
                                Tween(CFrame.new(28654, 14898.7832, -30, 1, 0, 0, 0, 1,
0, 0, 0, 1))
                                elseif game:GetService("Players").LocalPlayer.Data.Race.Value
== "Ghoul" then
                                for i,v in
pairs(game.Workspace.Enemies:GetDescendants()) do
                                if v:FindFirstChild("Humanoid") and
v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0 then
                                pcall(function()
                                repeat wait(.1)
                                v.Humanoid.Health = 0

v.HumanoidRootPart.CanCollide = false

sethiddenproperty(game.Players.LocalPlayer, "SimulationRadius", math.huge)

```

```

until not _G.AutoQuestRace or not
v.Parent or v.Humanoid.Health <= 0
end)
end
end
elseif game:GetService("Players").LocalPlayer.Data.Race.Value
== "Mink" then
for i,v in
pairs(game:GetService("Workspace"):GetDescendants()) do
if v.Name == "StartPoint" then
Tween(v.CFrame* CFrame.new(0,10,0))
end
end
end
end
end
end)
end)
end)

```

```

Tabs.Race:AddParagraph({
Title = "Misc Race",
Content = "Auto Farm Acient Quest"
})

```

```

local ToggleAutoAcientQuest = Tabs.Race:AddToggle("ToggleAutoAcientQuest", {Title = "Auto
Acient Quest", Default = false })
ToggleAutoAcientQuest:OnChanged(function(Value)
AutoFarmAcient = Value
end)
Options.ToggleAutoAcientQuest:SetValue(false)

```

```

local AcientCframe = CFrame.new(216.211181640625, 126.9352035522461,
-12599.0732421875)

```

```

spawn(function()
while wait() do

```



```

if AutoFarmAcient then
    pcall(function()
        if game:GetService("Workspace").Enemies:FindFirstChild("Cocoa Warrior") or
game:GetService("Workspace").Enemies:FindFirstChild("Chocolate Bar Battler") or
game:GetService("Workspace").Enemies:FindFirstChild("Sweet Thief") or
game:GetService("Workspace").Enemies:FindFirstChild("Candy Rebel") then
            for i,v in pairs(game:GetService("Workspace").Enemies:GetChildren()) do
                if v.Name == "Cocoa Warrior" or v.Name == "Chocolate Bar Battler" or v.Name
== "Sweet Thief" or v.Name == "Candy Rebel" then
                    if v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") and
v.Humanoid.Health > 0 then
                        repeat task.wait()
                            AutoHaki()
                            EquipTool(SelectWeapon)
                            BringAcient = true
                            v.HumanoidRootPart.CanCollide = false
                            v.Humanoid.WalkSpeed = 0
                            v.Head.CanCollide = false
                            FarmPos = v.HumanoidRootPart.CFrame
                            Tween(v.HumanoidRootPart.CFrame * Pos)
                            Click()
                        until not AutoFarmAcient or not v.Parent or v.Humanoid.Health <= 0
                        BringAcient = false
                    end
                end
            end
        end
    else

        if BypassTP then
            BTP(AcientCframe)
        else
            Tween(AcientCframe)
        end

        for i,v in pairs(game:GetService("ReplicatedStorage"):GetChildren()) do
            if v.Name == "Cocoa Warrior" then
                Tween(v.HumanoidRootPart.CFrame * CFrame.new(2,20,2))
            elseif v.Name == "Chocolate Bar Battler" then
                Tween(v.HumanoidRootPart.CFrame * CFrame.new(2,20,2))
            elseif v.Name == "Sweet Thief" then
                Tween(v.HumanoidRootPart.CFrame * CFrame.new(2,20,2))
            elseif v.Name == "Candy Rebel" then
                Tween(v.HumanoidRootPart.CFrame * CFrame.new(2,20,2))
            end
        end
    end
end

```



```
if _G.AutoRandomBone then
local args = {
  [1] = "Bones",
  [2] = "Buy",
  [3] = 1,
  [4] = 1
}
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer(unpack(args))
end
end
end)
```

```
Tabs.Shop:AddButton({
  Title = "Geppo",
  Description = "",
  Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("BuyHaki","Geppo")
  end
})
```

```
Tabs.Shop:AddButton({
  Title = "Buso Haki",
  Description = "",
  Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("BuyHaki","Buso")
  end
})
```

```
Tabs.Shop:AddButton({
  Title = "Soru",
  Description = "",
  Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("BuyHaki","Soru")
  end
end)
```

```
}}
```

```
Tabs.Shop:AddButton({  
    Title = "Ken Haki",  
    Description = "",  
    Callback = function()  
        game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("KenTalk","Buy")  
    end  
})
```

```
Tabs.Shop:AddParagraph({  
    Title = "Fighting Style",  
    Content = ""  
})
```

```
Tabs.Shop:AddButton({  
    Title = "Black Leg",  
    Description = "",  
    Callback = function()  
  
        game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("BuyBlackLeg")  
    end  
})
```

```
Tabs.Shop:AddButton({  
    Title = "Electro",  
    Description = "",  
    Callback = function()  
  
        game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("BuyElectro")  
    end  
})
```

```
Tabs.Shop:AddButton({  
    Title = "Fishman Karate",  
    Description = "",  
    Callback = function()  
  
        game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("BuyFishmanKarate")  
    end  
})
```

```

})
Tabs.Shop:AddButton({
    Title = "Dragon Claw",
    Description = "",
    Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("BlackbeardReward","
DragonClaw","1")

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("BlackbeardReward","
DragonClaw","2")
    end
})
Tabs.Shop:AddButton({
    Title = "Superhuman",
    Description = "",
    Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("BuySuperhuman")
    end
})
Tabs.Shop:AddButton({
    Title = "Death Step",
    Description = "",
    Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("BuyDeathStep")
    end
})
Tabs.Shop:AddButton({
    Title = "Sharkman Karate",
    Description = "",
    Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("BuySharkmanKarate"
,true)

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("BuySharkmanKarate"
)
    end
})
Tabs.Shop:AddButton({
    Title = "Electric Claw",

```

```

        Description = "",
        Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("BuyElectricClaw")
    end
})
Tabs.Shop:AddButton({
    Title = "Dragon Talon",
    Description = "",
    Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("BuyDragonTalon")
    end
})
Tabs.Shop:AddButton({
    Title = "Godhuman",
    Description = "",
    Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("BuyGodhuman")
    end
})

Tabs.Shop:AddParagraph({
    Title = "Items",
    Content = ""
})

Tabs.Shop:AddButton({
    Title = "Refund Stats",
    Description = "",
    Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("BlackbeardReward",
Refund","1")

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("BlackbeardReward",
Refund","2")
    end
})
Tabs.Shop:AddButton({
    Title = "Reroll Race",

```

```
Description = "",  
Callback = function()
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("BlackbeardReward",  
Reroll", "1")
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("BlackbeardReward",  
Reroll", "2")  
    end  
})
```

```
-----  
-----
```

```
--misc
```

```
Tabs.Misc:AddButton({  
    Title = "Rejoin Server",  
    Description = "",  
    Callback = function()  
        game:GetService("TeleportService"):Teleport(game.PlaceId,  
game:GetService("Players").LocalPlayer)  
    end  
})
```

```
Tabs.Misc:AddButton({  
    Title = "Hop Server",  
    Description = "",  
    Callback = function()  
        Hop()  
    end  
})
```

```
function Hop()  
    local PlaceID = game.PlaceId  
    local AllIDs = {}  
    local foundAnything = ""  
    local actualHour = os.date("!*t").hour  
    local Deleted = false  
    function TPReturner()  
        local Site;  
        if foundAnything == "" then  
            Site =
```

```

game.HttpService:JSONDecode(game:HttpGet('https://games.roblox.com/v1/games/' .. PlaceID
.. '/servers/Public?sortOrder=Asc&limit=100'))
    else
        Site =
game.HttpService:JSONDecode(game:HttpGet('https://games.roblox.com/v1/games/' .. PlaceID
.. '/servers/Public?sortOrder=Asc&limit=100&cursor=' .. foundAnything))
    end
    local ID = ""
    if Site.nextPageCursor and Site.nextPageCursor ~= "null" and
Site.nextPageCursor ~= nil then
        foundAnything = Site.nextPageCursor
    end
    local num = 0;
    for i,v in pairs(Site.data) do
        local Possible = true
        ID = tostring(v.id)
        if tonumber(v.maxPlayers) > tonumber(v.playing) then
            for _,Existing in pairs(AllIDs) do
                if num ~= 0 then
                    if ID == tostring(Existing) then
                        Possible = false
                    end
                else
                    if tonumber(actualHour) ~= tonumber(Existing) then
                        local delFile = pcall(function()
                            AllIDs = {}
                            table.insert(AllIDs, actualHour)
                        end)
                    end
                end
            end
            num = num + 1
        end
        if Possible == true then
            table.insert(AllIDs, ID)
            wait()
            pcall(function()
                wait()
            end)
        end
    end
    wait(4)
end
end

```



```

        end
    end
end
function Teleport()
    while wait() do
        pcall(function()
            TPReturner()
            if foundAnything ~= "" then
                TPReturner()
            end
        end)
    end
end
end
Teleport()
end

function UpdateIslandESP()
    for i,v in pairs(game:GetService("Workspace")["_WorldOrigin"].Locations:GetChildren())
do
        pcall(function()
            if IslandESP then
                if v.Name ~= "Sea" then
                    if not v:FindFirstChild('NameEsp') then
                        local bill = Instance.new('BillboardGui',v)
                        bill.Name = 'NameEsp'
                        bill.ExtentsOffset = Vector3.new(0, 1, 0)
                        bill.Size = UDim2.new(1,200,1,30)
                        bill.Adornee = v
                        bill.AlwaysOnTop = true
                        local name = Instance.new('TextLabel',bill)
                        name.Font = "GothamBold"
                        name.FontSize = "Size14"
                        name.TextWrapped = true
                        name.Size = UDim2.new(1,0,1,0)
                        name.TextYAlignment = 'Top'
                        name.BackgroundTransparency = 1
                        name.TextStrokeTransparency = 0.5
                        name.TextColor3 = Color3.fromRGB(7, 236, 240)
                    else
                        v['NameEsp'].TextLabel.Text = (v.Name ..' \n'..
round((game:GetService('Players').LocalPlayer.Character.Head.Position -
v.Position).Magnitude/3) ..' Distance')
                    end
                end
            end
        end)
    end
end

```

```

        end
    else
        if v:FindFirstChild('NameEsp') then
            v:FindFirstChild('NameEsp'):Destroy()
        end
    end
end
end)
end
end
end

```

```

function isnil(thing)
return (thing == nil)
end
local function round(n)
return math.floor(tonumber(n) + 0.5)
end
Number = math.random(1, 1000000)

```

```

Tabs.Misc:AddButton({
    Title = "Hop Server Low Player",
    Description = "",
    Callback = function()
        getgenv().AutoTeleport = true
        getgenv().DontTeleportTheSameNumber = true
        getgenv().CopytoClipboard = false
        if not game:IsLoaded() then
            print("Game is loading waiting...")
        end
        local maxplayers = math.huge
        local serversmaxplayer;
        local goodserver;
        local gamelink = "https://games.roblox.com/v1/games/" .. game.PlaceId ..
"/servers/Public?sortOrder=Asc&limit=100"
        function serversearch()
            for _, v in
pairs(game:GetService("HttpService"):JSONDecode(game:HttpGetAsync(gamelink)).data) do
                if type(v) == "table" and v.playing ~= nil and maxplayers > v.playing then
                    serversmaxplayer = v.maxPlayers
                    maxplayers = v.playing

```

```

        goodserver = v.id
    end
end
end
function getservers()
    serversearch()
    for i,v in
pairs(game:GetService("HttpService"):JSONDecode(game:HttpGetAsync(gamelink))) do
        if i == "nextPageCursor" then
            if gamelink:find("&cursor=") then
                local a = gamelink:find("&cursor=")
                local b = gamelink:sub(a)
                gamelink = gamelink:gsub(b, "")
            end
            gamelink = gamelink .. "&cursor=" ..v
            getservers()
        end
    end
end
getservers()
if AutoTeleport then
    if DontTeleportTheSameNumber then
        if #game:GetService("Players"):GetPlayers() - 4 == maxplayers then
            return warn("It has same number of players (except you)")
        elseif goodserver == game.JobId then
            return warn("Your current server is the most empty server atm")
        end
    end
    game:GetService("TeleportService"):TeleportToPlaceInstance(game.PlaceId,
goodserver)
end
end
})

```

```

Tabs.Misc:AddParagraph({
    Title = "Open Ui",
    Content = ""

})
Tabs.Misc:AddButton({
    Title = "Devil Shop",
    Description = "",
    Callback = function()

```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("GetFruits")
    game:GetService("Players").LocalPlayer.PlayerGui.Main.FruitShop.Visible = true
end
})
```

```
Tabs.Misc:AddButton({
    Title = "Color Haki",
    Description = "",
    Callback = function()
        game.Players.localPlayer.PlayerGui.Main.Colors.Visible = true
    end
})
```

```
Tabs.Misc:AddButton({
    Title = "Title Name",
    Description = "",
    Callback = function()
        local args = {
            [1] = "getTitles"
        }
    end
})
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer(unpack(args))
    game.Players.localPlayer.PlayerGui.Main.Titles.Visible = true
end
})
```