```lua
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/Addon
s/SaveManager.lua"))()
local InterfaceManager =
loadstring(game:HttpGet("https://raw.githubusercontent.com/dawid-scripts/Fluent/master/Addon
s/InterfaceManager.lua"))()
----------------------------------------------------------------------------------------------------------------------------
-------------
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
})
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" }),
}
local Options = Fluent.Options

do
----------------------------------------------------------------------------------------------------------------------------
-------------
    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");
```

```lua
    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


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

```lua
local placeId = game.PlaceId
if placeId == 2753915549 then
First_Sea = true
elseif placeId == 4442272183 then
Second_Sea = true
elseif placeId == 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)
```

```lua
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"
```

```
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"
```

```lua
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
```

```
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"
```

```
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
```

```lua
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 Lieutenan" 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)
```

```
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",Vec
tor3.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",Vec
tor3.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)
```

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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 = "MarineTreeIsland"
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 = "MarineTreeIsland"
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"
```

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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 = {
```

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  "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 Gorrila 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
```

```lua
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)
```

```lua
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 = "MarineTreeIsland"
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"
```

```lua
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"
```

```lua
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)
```

```lua
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
```

```lua
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

```lua
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
```

```lua
                    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
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
```

```lua
                    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
```

```lua
                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)
```

```lua
                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'
```

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                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 ..' '..
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.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
```

```lua
        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)
```

```lua
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
```

```lua
        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
                        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
```

```lua
                    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
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
```

```lua
                    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
```

```lua
                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 ..' '..
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.BananaSpawner:GetChildren()) do
    if v:IsA("Tool") then
        if RealFruitESP then
            if not v.Handle:FindFirstChild('NameEsp'..Number) then
```

```lua
                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
```

```lua
                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")
```

```lua
                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")
```

```lua
                    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)
```

```lua
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

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

```lua
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

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
```

```lua
                    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 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)
```

```lua
                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
```

```lua
                    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)
```

```lua
      _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

   --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
```

```lua
    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.Positi
on - 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()
```

```lua
                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
                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
```

```lua
_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()
```

```lua
    if _G.TeleportIsland or _G.AutoQuestRace or _G.AutoBuyBoat or _G.dao or
AutoFarmAcient or _G.AutoMirage or Auto_Law or _G.AutoQuestRace or _G.AutoAllBoss or
_G.AutoHolyTorch or _G.Autotushita or _G.farmpiranya or _G.AutoTerrorshark or _G.AutoNear
or _G.AutoDoughKingV2 or PirateShip or _G.AutoSeaBeast or _G.DriveMytic 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
        for i,v in pairs(game:GetService("Players").LocalPlayer.Character:GetDescendants()) do
        if v:IsA("BasePart") then
        v.CanCollide = false
        end
        end
        end
        end)
    end)
  end)


--Check Material
function CheckMaterial(matname)
for i,v in
pairs(game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("getInventory"))
do
if type(v) == "table" then
if v.Type == "Material" then
if v.Name == matname then
return v.Count
end
end
end
end
return 0
```

```
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)

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

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

```lua
        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()
```

```lua
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
```


```lua
---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()
```

```lua
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
```

```lua
                        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
        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()
            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)
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
```

```lua
        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("Starcodeheo")
   UseCode("Bluxxy")
   UseCode("THEGREATACE")
   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
```

```lua
                    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


---------------------------------------------------------------------------------------------------------------------
-------------
--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)
      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")
        Tween(CFrameQ)
      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
        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
```

```lua
      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
      --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

    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()
```

```lua
        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:InvokeServer(v.HumanoidRootPart.Position,v.HumanoidRootPart)
            ClickCamera()
            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.Character: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.Ch
aracter: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
                 }

game:GetService("Players").LocalPlayer.Character[game:GetService("Players").LocalPlayer.Dat
a.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)
```

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

game:GetService("Players").LocalPlayer.Character:FindFirstChild(game.Players.LocalPlayer.Da
ta.DevilFruit.Value).MousePos.Value = PositionSkillMasteryDevilFruit
  local DevilFruitMastery =
game:GetService("Players").LocalPlayer.Character:FindFirstChild(game.Players.LocalPlayer.Da
ta.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
  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
```

```lua
    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
   else
```

```lua
   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
```

```lua
        _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
```

```lua
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
 _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
```

```lua
                    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
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("AbandonQuest")
                    end
                  end
                end
              end
            else
                if game:GetService("ReplicatedStorage"):FindFirstChild("Demonic Soul") then
                  Tween(v.HumanoidRootPart.CFrame * Pos2)
                end
            end


          end
        end)
      end
    end
end)



local ToggleCake = Tabs.Main:AddToggle("ToggleCake", {Title = "Auto Farm Cake Prince",
Default = false })
ToggleCake:OnChanged(function(Value)
 _G.CakePrince = Value
end)
Options.ToggleCake:SetValue(false)

spawn(function()
   while task.wait() do
   if _G.CakePrince then
   game.ReplicatedStorage.Remotes.CommF_:InvokeServer("CakePrinceSpawner")
   if game.ReplicatedStorage:FindFirstChild("Cake Prince") or
game:GetService("Workspace").Enemies:FindFirstChild("Cake Prince") then
   if game:GetService("Workspace").Enemies:FindFirstChild("Cake Prince") then
   for i,v in pairs(game.Workspace.Enemies:GetChildren()) do
   if _G.CakePrince and v.Name == "Cake Prince" 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)
            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))
            BirngMobs = 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,
```

```lua
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
```

```lua
                    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)
```

```lua
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)
```

```lua
    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)
```

```lua
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
                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"
    })
```

```lua
    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

    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
        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
```

```lua
        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)
```

```lua
    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
                    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
```

```lua
    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)
```

```lua
                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.CFram
e * CFrame.new(posX,posY,posZ))
                  elseif game:GetService("ReplicatedStorage"):FindFirstChild("Deandre")
then

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

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

Tween(game:GetService("ReplicatedStorage"):FindFirstChild("Diablo").HumanoidRootPart.CFra
me * 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()
```

```lua
    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)
    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
                  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
                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
```

```lua
                    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)




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

```lua
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)
```

```lua
        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
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
```

```lua
                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

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

```lua
            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)


    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
```

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

fireclickdetector(game:GetService("Workspace").Map.Waterfall.SealedKatana.Handle.ClickDete
ctor)
                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
```

```lua
            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
```

```lua
            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)
            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)
```

```lua
            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)
```

```lua
                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




    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

```lua
    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.orl then shared.orl = 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)

function GetBladeHit()
   local CombatFrameworkLib =
debug.getupvalues(require(game:GetService("Players").LocalPlayer.PlayerScripts.CombatFram
ework))
   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.CombatFram
ework))
    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.Cha
racter.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)

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



    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)




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 })
```

```lua
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
      }
```

```lua
            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
```

```lua
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
})

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
})
```

```lua
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",
```

```lua
            "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",Vec
tor3.new(-4607.82275, 872.54248, -1667.55688))
         elseif _G.SelectIsland == "Sky Island 3" then

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("requestEntrance",Vec
tor3.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",Vec
tor3.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

_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
```

```lua
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("StoreFruit","Rocket-R
ocket",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-S
moke",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-Fl
ame",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",g
ame: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-Sa
nd",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
```

```lua
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-
Diamond",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
```

```lua
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)

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)

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)
```

```lua
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)
```


--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
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)


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()

sethiddenproperty(game:GetService('Players').LocalPlayer,"SimulationRadius",math.huge)
                            v.Humanoid.Health = 0
                            v.HumanoidRootPart.CanCollide = false
                        until not KillAura or not v.Parent or v.Humanoid.Health <= 0
                    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)


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))
```

```lua
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))
```

```lua
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()
```

```lua
        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()
```

```lua
    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
                    elseif game:GetService("ReplicatedStorage"):FindFirstChild("Order") then
                        Tween(CFrame.new(-6217.2021484375, 28.047645568848,
-5053.1357421875))
                    end
                end
            end
        end
    end)
end)

--------------------------------------------------------------------------------------------------------------------
-------------
--RaceV4


Tabs.Race:AddButton({
```

```lua
    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)
```

```lua
        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
```

```lua
                                    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

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

```lua
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.LocalPlaye
```

```
r.Character.HumanoidRootPart)

game:GetService("VirtualInputManager"):SendKeyEvent(false,99,false,game.Players.LocalPlay
er.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

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

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

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

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

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

game:GetService("VirtualInputManager"):SendKeyEvent(false,99,false,game.Players.LocalPlay
er.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"
```

```lua
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)
```

```lua
                                                        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)




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
```

```lua
        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
                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))
```

```lua
                end
              end
            end
          end)
        end
      end
    end
  end)
spawn(function()
  pcall(function()
    while wait() do
      if AutoFarmAcient then
        if game.Players.LocalPlayer.Character.RaceTransformed.Value == false then
          AutoFarmAcient = true
        end
      end
    end
  end)
end)
spawn(function()
while wait() do
  pcall(function()
    if AutoFarmAcient then
      game:GetService("VirtualInputManager"):SendKeyEvent(true,"Y",false,game)
      wait(0.1)
      game:GetService("VirtualInputManager"):SendKeyEvent(false,"Y",false,game)
    end
  end)
end
end)


-------------------------------------------------------------------------------------------------------------------
-------------
--shop

local ToggleRandomBone = Tabs.Shop:AddToggle("ToggleRandomBone", {Title = "Random
Bone", Default = false })
ToggleRandomBone:OnChanged(function(Value)
        _G.AutoRandomBone = Value
end)
Options.ToggleRandomBone:SetValue(false)

spawn(function()
      while wait(0.000000000000000000000000000000000000000000000000001) do
```

```lua
		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
```

```
})



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
```

```lua
})
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",
```

```lua
        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
                        num = num + 1
                    end
                    if Possible == true then
                        table.insert(AllIDs, ID)
                        wait()
                        pcall(function()
                            wait()

game:GetService("TeleportService"):TeleportToPlaceInstance(PlaceID, ID,
game.Players.LocalPlayer)
                        end)
                        wait(4)
                    end
```

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




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
```

```lua
                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"
                }

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