

--discord.gg/boronide, code generated using luamin.js™

```
-----  
-----  
local L_1_ =  
loadstring(game:HttpGet("https://github.com/dawid-scripts/Fluent/releases/latest/download/main  
.lua"))()  
local L_2_ =  
loadstring(game:HttpGet("https://raw.githubusercontent.com/dawid-scripts/Fluent/master/Addons/SaveManager.lua"))()  
local L_3_ =  
loadstring(game:HttpGet("https://raw.githubusercontent.com/dawid-scripts/Fluent/master/Addons/InterfaceManager.lua"))()  
-----  
-----
```

```
local L_4_ = L_1_:CreateWindow({  
    Title = "Slimex Hub",  
    SubTitle = "Version 1029387",  
    TabWidth = 160,  
    Size = UDim2.fromOffset(530, 350),  
    Acrylic = false,  
    Theme = "Aqua",  
    MinimizeKey = Enum.KeyCode.End  
})  
local L_5_ = {  
    Info = L_4_:AddTab({  
        Title = "Info",  
        Icon = ""  
    }),  
    Main = L_4_:AddTab({  
        Title = "Main",  
        Icon = ""  
    }),  
    Stats = L_4_:AddTab({  
        Title = "Stats",  
        Icon = ""  
    }),  
    Teleport = L_4_:AddTab({  
        Title = "Island",  
        Icon = ""  
    }),  
}
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    Raid = L_4_:AddTab({
        Title = "Raid",
        Icon = ""
    }),
    Race = L_4_:AddTab({
        Title = "Race V4",
        Icon = ""
    }),
    Fruit = L_4_:AddTab({
        Title = "Fruit",
        Icon = ""
    }),
    Shop = L_4_:AddTab({
        Title = "Shop",
        Icon = ""
    }),
    Player = L_4_:AddTab({
        Title = "Player",
        Icon = ""
    }),
    Setting = L_4_:AddTab({
        Title = "Setting",
        Icon = ""
    }),
    Misc = L_4_:AddTab({
        Title = "Misc",
        Icon = ""
    }),
    Hop = L_4_:AddTab({
        Title = "Hop",
        Icon = ""
    }),
}
local L_6_ = L_1_.Options
do
-----
-----
--Place Id Check
    local L_82_ = game.PlaceId
    if L_82_ == 2753915549 then
        First_Sea = true;
    elseif L_82_ == 4442272183 then
        Second_Sea = true;

```

```
elseif L_82_ == 7449423635 then
    Third_Sea = true;
else
    game:Shutdown()
end;
```

--Flag Player

```
function AntiBan()
    for L_116_forvar0, L_117_forvar1 in
pairs(game:GetService("Players").LocalPlayer.Character:GetDescendants()) do
        if L_117_forvar1:IsA("LocalScript") then
            if L_117_forvar1.Name == "General" or L_117_forvar1.Name ==
"Shiftlock" or L_117_forvar1.Name == "FallDamage" or L_117_forvar1.Name == "4444" or
L_117_forvar1.Name == "CamBob" or L_117_forvar1.Name == "JumpCD" or
L_117_forvar1.Name == "Looking" or L_117_forvar1.Name == "Run" then
                L_117_forvar1:Destroy()
            end
        end
    end
    for L_118_forvar0, L_119_forvar1 in
pairs(game:GetService("Players").LocalPlayer.PlayerScripts:GetDescendants()) do
        if L_119_forvar1:IsA("LocalScript") then
            if L_119_forvar1.Name == "RobloxMotor6DBugFix" or
L_119_forvar1.Name == "Clans" or L_119_forvar1.Name == "Codes" or L_119_forvar1.Name
== "CustomForceField" or L_119_forvar1.Name == "MenuBloodSp" or L_119_forvar1.Name ==
"PlayerList" then
                L_119_forvar1:Destroy()
            end
        end
    end
end
end
AntiBan()
```

--Anti AFK

```
game:GetService("Players").LocalPlayer.Idled:connect(function()
    game:GetService("VirtualUser"):Button2Down(Vector2.new(0, 0),
workspace.CurrentCamera.CFrame)
    wait(1)
    game:GetService("VirtualUser"):Button2Up(Vector2.new(0, 0),
workspace.CurrentCamera.CFrame)
end)
```

```

-----// BLOX FRUIT
--// Sea world
    First_Sea = false
    Second_Sea = false
    Third_Sea = false
    local L_83_ = game.Placeld
    if L_83_ == 2753915549 then
        First_Sea = true
    elseif L_83_ == 4442272183 then
        Second_Sea = true
    elseif L_83_ == 7449423635 then
        Third_Sea = true
    end

--// Check Quest
    function CheckLevel()
        local L_120_ = game:GetService("Players").LocalPlayer.Data.Level.Value
        if First_Sea then
            if L_120_ == 1 or L_120_ <= 9 or SelectMonster == "Bandit" or
SelectArea == " 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 L_120_ == 10 or L_120_ <= 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 L_120_ == 15 or L_120_ <= 29 or SelectMonster == "Gorilla" or
SelectArea == 'Jungla' then -- Gorilla
                Ms = "Gorilla"
                NameQuest = "JungleQuest"
                QuestLv = 2

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NameMon = "Gorilla"
CFrameQ = CFrame.new(- 1601.6553955078, 36.85213470459,
153.38809204102)
CFrameMon = CFrame.new(- 1142.6488037109,
40.462348937988, - 515.39227294922)
elseif L_120_ == 30 or L_120_ <= 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)
elseif L_120_ == 40 or L_120_ <= 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 L_120_ == 60 or L_120_ <= 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 L_120_ == 75 or L_120_ <= 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)

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        CFrameMon = CFrame.new(1547.1510009766,
14.452038764954, 4381.8002929688)
        elseif L_120_ == 90 or L_120_ <= 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 L_120_ == 100 or L_120_ <= 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 L_120_ == 120 or L_120_ <= 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 L_120_ == 150 or L_120_ <= 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 L_120_ == 175 or L_120_ <= 189 or SelectMonster == "Dark

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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 L_120_ == 190 or L_120_ <= 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 L_120_ == 210 or L_120_ <= 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 L_120_ == 250 or L_120_ <= 274 or SelectMonster == "Toga
Warrior" or SelectArea == 'Colosseum' then -- Toga Warrior
    Ms = "Toga Warrior"
    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 L_120_ == 275 or L_120_ <= 299 or SelectMonster == "Gladiator"
or SelectArea == 'Colosseum' then -- Gladiator
    Ms = "Gladiator"
    NameQuest = "ColosseumQuest"

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        QuestLv = 2
        NameMon = "Gladiator"
        CFrameQ = CFrame.new(- 1577.7890625, 7.4151420593262, -
2984.4838867188)
        CFrameMon = CFrame.new(- 1521.3740234375,
81.203170776367, - 3066.3139648438)
        elseif L_120_ == 300 or L_120_ <= 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 L_120_ == 325 or L_120_ <= 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 L_120_ == 375 or L_120_ <= 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 _G.AutoLevel and (CFrameMon.Position -
game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude > 3000 then
                        game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("requestEntrance",
Vector3.new(61163.8515625, 11.6796875, 1819.7841796875))
                    end
                    elseif L_120_ == 400 or L_120_ <= 449 or SelectMonster == "Fishman

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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 _G.AutoLevel and (CFrameMon.Position -
game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude > 3000 then

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("requestEntrance",
Vector3.new(61163.8515625, 11.6796875, 1819.7841796875))
    end
    elseif L_120_ == 10 or L_120_ <= 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 _G.AutoLevel and (CFrameMon.Position -
game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude > 3000 then

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("requestEntrance",
Vector3.new(- 4607.82275, 872.54248, - 1667.55688))
    end
    elseif L_120_ == 475 or L_120_ <= 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 _G.AutoLevel and (CFrameMon.Position -
game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude > 3000 then

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game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("requestEntrance",
Vector3.new(- 7894.6176757813, 5547.1416015625, - 380.29119873047))
    end
    elseif L_120_ == 525 or L_120_ <= 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 L_120_ == 550 or L_120_ <= 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 L_120_ == 625 or L_120_ <= 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 L_120_ >= 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,

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92.786109924316, 4966.6323242188)
    end
end
if Second_Sea then
    if L_120_ == 700 or L_120_ <= 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 L_120_ == 725 or L_120_ <= 774 or SelectMonster == "Mercenary"
or SelectArea == 'Area 1' then -- Mercenary
        Ms = "Mercenary"
        NameQuest = "Area1Quest"
        QuestLv = 2
        NameMon = "Mercenary"
        CFrameQ = CFrame.new(- 427.72567749023, 72.99634552002,
1835.9426269531)
        CFrameMon = CFrame.new(- 864.85009765625,
122.47104644775, 1453.1505126953)
    elseif L_120_ == 775 or L_120_ <= 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 L_120_ == 800 or L_120_ <= 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,

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128.46876525879, 355.62615966797)
    elseif L_120_ == 875 or L_120_ <= 899 or SelectMonster == "Marine
Lieutenant" or SelectArea == 'Marine' then -- Marine Lieutenant
        Ms = "Marine Lieutenant"
        NameQuest = "MarineQuest3"
        QuestLv = 1
        NameMon = "Marine Lieutenant"
        CFrameQ = CFrame.new(- 2440.9934082031, 73.04190826416, -
3217.7082519531)
        CFrameMon = CFrame.new(- 2489.2622070313,
84.613594055176, - 3151.8830566406)
    elseif L_120_ == 900 or L_120_ <= 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 L_120_ == 950 or L_120_ <= 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 L_120_ == 975 or L_120_ <= 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 L_120_ == 1000 or L_120_ <= 1049 or SelectMonster == "Snow
Trooper" or SelectArea == 'Snow Mountain' then -- Snow Trooper

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        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 L_120_ == 1050 or L_120_ <= 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 L_120_ == 1100 or L_120_ <= 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 L_120_ == 1125 or L_120_ <= 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 L_120_ == 1175 or L_120_ <= 1199 or SelectMonster == "Magma
Ninja" or SelectArea == 'Ice Fire' then -- Magma Ninja
                        Ms = "Magma Ninja"
                        NameQuest = "FireSideQuest"
                        QuestLv = 1

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        NameMon = "Magma Ninja"
        CFrameQ = CFrame.new(- 5429.0473632813, 15.977565765381,
- 5297.9614257813)
        CFrameMon = CFrame.new(- 5461.8388671875,
130.36347961426, - 5836.4702148438)
        elseif L_120_ == 1200 or L_120_ <= 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 L_120_ == 1250 or L_120_ <= 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 _G.AutoLevel and (CFrameMon.Position -
game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude > 20000 then
                    game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("requestEntrance",
Vector3.new(923.21252441406, 126.9760055542, 32852.83203125))
                end
                elseif L_120_ == 1275 or L_120_ <= 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 _G.AutoLevel and (CFrameMon.Position -
game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude > 20000 then

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game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("requestEntrance",
Vector3.new(923.21252441406, 126.9760055542, 32852.83203125))
    end
    elseif L_120_ == 1300 or L_120_ <= 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 _G.AutoLevel and (CFrameMon.Position -
game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude > 20000 then

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("requestEntrance",
Vector3.new(923.21252441406, 126.9760055542, 32852.83203125))
    end
    elseif L_120_ == 1325 or L_120_ <= 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 _G.AutoLevel and (CFrameMon.Position -
game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude > 20000 then

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("requestEntrance",
Vector3.new(923.21252441406, 126.9760055542, 32852.83203125))
    end
    elseif L_120_ == 1350 or L_120_ <= 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, -

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6484.6005859375)
    CFrameMon = CFrame.new(5935.4541015625, 77.26016998291,
- 6472.7568359375)
    if _G.AutoLevel and (CFrameMon.Position -
game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude > 20000 then

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("requestEntrance",
Vector3.new(- 6508.5581054688, 89.034996032715, - 132.83953857422))
    end
    elseif L_120_ == 1375 or L_120_ <= 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)
        elseif L_120_ == 1425 or L_120_ <= 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 L_120_ >= 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
    end
    if Third_Sea then
        if L_120_ == 1500 or L_120_ <= 1524 or SelectMonster == "Pirate

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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 L_120_ == 1525 or L_120_ <= 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 L_120_ == 1575 or L_120_ <= 1599 or SelectMonster == "Dragon
Crew Warrior" or SelectArea == 'Amazon' then -- Dragon Crew Warrior
    Ms = "Dragon Crew Warrior"
    NameQuest = "AmazonQuest"
    QuestLv = 1
    NameMon = "Dragon Crew Warrior"
    CFrameQ = CFrame.new(5833.1147460938, 51.60498046875, -
1103.0693359375)
    CFrameMon = CFrame.new(6301.9975585938,
104.77153015137, - 1082.6075439453)
elseif L_120_ == 1600 or L_120_ <= 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 L_120_ == 1625 or L_120_ <= 1649 or SelectMonster == "Female
Islander" or SelectArea == 'Amazon' then -- Female Islander
    Ms = "Female Islander"
    NameQuest = "AmazonQuest2"

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        QuestLv = 1
        NameMon = "Female Islander"
        CFrameQ = CFrame.new(5446.8793945313, 601.62945556641,
749.45672607422)
        CFrameMon = CFrame.new(5792.5166015625,
848.14392089844, 1084.1818847656)
        elseif L_120_ == 1650 or L_120_ <= 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 L_120_ == 1700 or L_120_ <= 1724 or SelectMonster == "Marine
Commodore" or SelectArea == 'Marine Tree' then -- Marine Commodore
                Ms = "Marine Commodore"
                NameQuest = "MarineTreelsland"
                QuestLv = 1
                NameMon = "Marine Commodore"
                CFrameQ = CFrame.new(2179.98828125, 28.731239318848, -
6740.0551757813)
                CFrameMon = CFrame.new(2198.0063476563,
128.71075439453, - 7109.5043945313)
                elseif L_120_ == 1725 or L_120_ <= 1774 or SelectMonster == "Marine
Rear Admiral" or SelectArea == 'Marine Tree' then -- Marine Rear Admiral
                    Ms = "Marine Rear Admiral"
                    NameQuest = "MarineTreelsland"
                    QuestLv = 2
                    NameMon = "Marine Rear Admiral"
                    CFrameQ = CFrame.new(2179.98828125, 28.731239318848, -
6740.0551757813)
                    CFrameMon = CFrame.new(3294.3142089844,
385.41125488281, - 7048.6342773438)
                    elseif L_120_ == 1775 or L_120_ <= 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,

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- 8757.666015625)
    CFrameMon = CFrame.new(- 10553.268554688,
521.38439941406, - 8176.9458007813)
    elseif L_120_ == 1800 or L_120_ <= 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 L_120_ == 1825 or L_120_ <= 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 L_120_ == 1850 or L_120_ <= 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 L_120_ == 1900 or L_120_ <= 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)

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elseif L_120_ == 1925 or L_120_ <= 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 L_120_ == 1975 or L_120_ <= 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 L_120_ == 2000 or L_120_ <= 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 L_120_ == 2025 or L_120_ <= 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,

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6193.322265625)
    elseif L_120_ == 2050 or L_120_ <= 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 L_120_ == 2075 or L_120_ <= 2099 or SelectMonster == "Peanut
Scout" or SelectArea == 'Nut 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 L_120_ == 2100 or L_120_ <= 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 L_120_ == 2125 or L_120_ <= 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 L_120_ == 2150 or L_120_ <= 2199 or SelectMonster == "Ice

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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 L_120_ == 2200 or L_120_ <= 2224 or SelectMonster == "Cookie
Crafter" or SelectArea == 'Cake Island' then
    Ms = "Cookie Crafter"
    NameQuest = "CakeQuest1"
    QuestLv = 1
    NameMon = "Cookie Crafter"
    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 L_120_ == 2225 or L_120_ <= 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 L_120_ == 2250 or L_120_ <= 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 L_120_ == 2275 or L_120_ <= 2299 or SelectMonster == "Head
Baker" or SelectArea == 'Cake Island' then
    Ms = "Head Baker"

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        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 L_120_ == 2300 or L_120_ <= 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)
            elseif L_120_ == 2325 or L_120_ <= 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 L_120_ == 2350 or L_120_ <= 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 L_120_ == 2375 or L_120_ <= 2400 or SelectMonster == "Candy
Rebel" or SelectArea == 'Choco Island' then
                        Ms = "Candy Rebel"
                        NameQuest = "ChocQuest2"
                        QuestLv = 2
                        NameMon = "Candy Rebel"

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        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 L_120_ == 2400 or L_120_ <= 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 L_120_ == 2425 or L_120_ <= 2449 or SelectMonster == "Snow
Demon" or SelectArea == 'Candy Island' then
                Ms = "Snow Demon"
                NameQuest = "CandyQuest1"
                QuestLv = 2
                NameMon = "Snow Demon"
                CFrameQ = CFrame.new(- 1149.328, 13.5759039, - 14445.6143, -
0.156446099, 0, - 0.987686574, 0, 1, 0, 0.987686574, 0, - 0.156446099)
                CFrameMon = CFrame.new(- 916.222656, 17.1481285, -
14638.8125, 0.866007268, 0, 0.500031412, 0, 1, 0, - 0.500031412, 0, 0.866007268)
                elseif L_120_ == 2450 or L_120_ <= 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 L_120_ == 2475 or L_120_ <= 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,

```



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11.787443161010742, - 133.0850830078125)
    elseif L_120_ >= 2525 or SelectMonster == "Isle Champion" or
SelectArea == 'Tiki Outpost' then
        Ms = "Isle Champion"
        NameQuest = "TikiQuest2"
        QuestLv = 2
        NameMon = "Isle Champion"
        CFrameQ = CFrame.new(- 16542.447265625,
55.68632888793945, 1044.41650390625)
        CFrameMon = CFrame.new(- 16848.94140625,
21.68633460998535, 1041.4490966796875)
    end
end
end

--// Select Monster
if First_Sea then
    tableMon = {
        "Bandit",
        "Monkey",
        "Gorilla",
        "Pirate",
        "Brute",
        "Desert Bandit",
        "Desert Officer",
        "Snow Bandit",
        "Snowman",
        "Chief Petty Officer",
        "Sky Bandit",
        "Dark Master",
        "Prisoner",
        "Dangerous Prisoner",
        "Toga Warrior",
        "Gladiator",
        "Military Soldier",
        "Military Spy",
        "Fishman Warrior",
        "Fishman Commando",
        "God's Guard",
        "Shanda",
        "Royal Squad",
        "Royal Soldier",
        "Galley Pirate",
    }

```

```

        "Galley Captain"
    }
elseif Second_Sea then
    tableMon = {
        "Raider",
        "Mercenary",
        "Swan Pirate",
        "Factory Staff",
        "Marine Lieutenant",
        "Marine Captain",
        "Zombie",
        "Vampire",
        "Snow Trooper",
        "Winter Warrior",
        "Lab Subordinate",
        "Horned Warrior",
        "Magma Ninja",
        "Lava Pirate",
        "Ship Deckhand",
        "Ship Engineer",
        "Ship Steward",
        "Ship Officer",
        "Arctic Warrior",
        "Snow Lurker",
        "Sea Soldier",
        "Water Fighter"
    }
elseif Third_Sea then
    tableMon = {
        "Pirate Millionaire",
        "Dragon Crew Warrior",
        "Dragon Crew Archer",
        "Female Islander",
        "Giant Islander",
        "Marine Commodore",
        "Marine Rear Admiral",
        "Fishman Raider",
        "Fishman Captain",
        "Forest Pirate",
        "Mythological Pirate",
        "Jungle Pirate",
        "Musketeer Pirate",
        "Reborn Skeleton",
    }

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        "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',
    }
end

```

```

        '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."
        end
    end
end

```

```

        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"

```

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        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

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        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'

```

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        CFrameBoss = CFrame.new(- 5081.3452148438,
85.221641540527, 4257.3588867188)
    end
end
if Second_Sea then
    if SelectBoss == "Diamond" then
        BossMon = "Diamond"
        NameBoss = 'Diamond'
        NameQuestBoss = "Area1Quest"
        QuestLvBoss = 3
        RewardBoss = "Reward:\n$25,000\n9,000,000 Exp."
        CFrameQBoss = CFrame.new(- 427.5666809082,
73.313781738281, 1835.4208984375)
        CFrameBoss = CFrame.new(- 1576.7166748047,
198.59265136719, 13.724286079407)
    elseif SelectBoss == "Jeremy" then
        BossMon = "Jeremy"
        NameBoss = 'Jeremy'
        NameQuestBoss = "Area2Quest"
        QuestLvBoss = 3
        RewardBoss = "Reward:\n$25,000\n11,500,000 Exp."
        CFrameQBoss = CFrame.new(636.79943847656,
73.413787841797, 918.00415039063)
        CFrameBoss = CFrame.new(2006.9261474609,
448.95666503906, 853.98284912109)
    elseif SelectBoss == "Fajita" then
        BossMon = "Fajita"
        NameBoss = 'Fajita'
        NameQuestBoss = "MarineQuest3"
        QuestLvBoss = 3
        RewardBoss = "Reward:\n$25,000\n15,000,000 Exp."
        CFrameQBoss = CFrame.new(- 2441.986328125,
73.359344482422, - 3217.5324707031)
        CFrameBoss = CFrame.new(- 2172.7399902344,
103.32216644287, - 4015.025390625)
    elseif SelectBoss == "Don Swan" then
        BossMon = "Don Swan"
        NameBoss = 'Don Swan'
        CFrameBoss = CFrame.new(2286.2004394531,
15.177839279175, 863.8388671875)
    elseif SelectBoss == "Smoke Admiral" then
        BossMon = "Smoke Admiral"
        NameBoss = 'Smoke Admiral'

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        NameQuestBoss = "IceSideQuest"
        QuestLvBoss = 3
        RewardBoss = "Reward:\n$20,000\n25,000,000 Exp."
        CFrameQBoss = CFrame.new(- 5429.0473632813,
15.977565765381, - 5297.9614257813)
        CFrameBoss = CFrame.new(- 5275.1987304688,
20.757257461548, - 5260.6669921875)
        elseif SelectBoss == "Awakened Ice Admiral" then
            BossMon = "Awakened Ice Admiral"
            NameBoss = 'Awakened Ice Admiral'
            NameQuestBoss = "FrostQuest"
            QuestLvBoss = 3
            RewardBoss = "Reward:\n$20,000\n36,000,000 Exp."
            CFrameQBoss = CFrame.new(5668.9780273438,
28.519989013672, - 6483.3520507813)
            CFrameBoss = CFrame.new(6403.5439453125,
340.29766845703, - 6894.5595703125)
            elseif SelectBoss == "Tide Keeper" then
                BossMon = "Tide Keeper"
                NameBoss = 'Tide Keeper'
                NameQuestBoss = "ForgottenQuest"
                QuestLvBoss = 3
                RewardBoss = "Reward:\n$12,500\n38,000,000 Exp."
                CFrameQBoss = CFrame.new(- 3053.9814453125,
237.18954467773, - 10145.0390625)
                CFrameBoss = CFrame.new(- 3795.6423339844,
105.88877105713, - 11421.307617188)
                elseif SelectBoss == "Darkbeard" then
                    BossMon = "Darkbeard"
                    NameBoss = 'Darkbeard'
                    CFrameMon = CFrame.new(3677.08203125, 62.751937866211, -
3144.8332519531)
                    elseif SelectBoss == "Cursed Captain" then
                        BossMon = "Cursed Captain"
                        NameBoss = 'Cursed Captain'
                        CFrameBoss = CFrame.new(916.928589, 181.092773, 33422)
                        elseif SelectBoss == "Order" then
                            BossMon = "Order"
                            NameBoss = 'Order'
                            CFrameBoss = CFrame.new(- 6217.2021484375,
28.047645568848, - 5053.1357421875)
                                end
                            end
end

```

```

if Third_Sea then
    if SelectBoss == "Stone" then
        BossMon = "Stone"
        NameBoss = 'Stone'
        NameQuestBoss = "PiratePortQuest"
        QuestLvBoss = 3
        RewardBoss = "Reward:\n$25,000\n40,000,000 Exp."
        CFrameQBoss = CFrame.new(- 289.76705932617,
43.819011688232, 5579.9384765625)
        CFrameBoss = CFrame.new(- 1027.6512451172,
92.404174804688, 6578.8530273438)
    elseif SelectBoss == "Island Empress" then
        BossMon = "Island Empress"
        NameBoss = 'Island Empress'
        NameQuestBoss = "AmazonQuest2"
        QuestLvBoss = 3
        RewardBoss = "Reward:\n$30,000\n52,000,000 Exp."
        CFrameQBoss = CFrame.new(5445.9541015625,
601.62945556641, 751.43792724609)
        CFrameBoss = CFrame.new(5543.86328125, 668.97399902344,
199.0341796875)
    elseif SelectBoss == "Kilo Admiral" then
        BossMon = "Kilo Admiral"
        NameBoss = 'Kilo Admiral'
        NameQuestBoss = "MarineTreelsland"
        QuestLvBoss = 3
        RewardBoss = "Reward:\n$35,000\n56,000,000 Exp."
        CFrameQBoss = CFrame.new(2179.3010253906,
28.731239318848, - 6739.9741210938)
        CFrameBoss = CFrame.new(2764.2233886719,
432.46154785156, - 7144.4580078125)
    elseif SelectBoss == "Captain Elephant" then
        BossMon = "Captain Elephant"
        NameBoss = 'Captain Elephant'
        NameQuestBoss = "DeepForestIsland"
        QuestLvBoss = 3
        RewardBoss = "Reward:\n$40,000\n67,000,000 Exp."
        CFrameQBoss = CFrame.new(- 13232.682617188,
332.40396118164, - 7626.01171875)
        CFrameBoss = CFrame.new(- 13376.7578125,
433.28689575195, - 8071.392578125)
    elseif SelectBoss == "Beautiful Pirate" then
        BossMon = "Beautiful Pirate"

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

--// Check Material
function MaterialMon()
    if SelectMaterial == "Radioactive Material" then
        MMon = "Factory Staff"
        MPos = CFrame.new(295, 73, -56)
    end
end

```

```

        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",
Vector3.new(- 7859.09814, 5544.19043, - 381.476196))
    end
elseif SelectMaterial == "Leather" then
    if First_Sea then
        MMon = "Brute"
        MPos = CFrame.new(-1145, 15, 4350)
        SP = "Default"
    elseif Second_Sea then
        MMon = "Marine Captain"
        MPos = CFrame.new(- 2010.5059814453125,
73.00115966796875, - 3326.620849609375)
        SP = "Default"
    elseif Third_Sea then
        MMon = "Jungle Pirate"
        MPos = CFrame.new(- 11975.78515625, 331.7734069824219, -
10620.0302734375)
        SP = "Default"
    end
elseif SelectMaterial == "Scrap Metal" then
    if First_Sea then

```

```

        MMon = "Brute"
        MPos = CFrame.new(-1145, 15, 4350)
        SP = "Default"
elseif Second_Sea then
    MMon = "Swan Pirate"
    MPos = CFrame.new(878, 122, 1235)
    SP = "Default"
elseif Third_Sea then
    MMon = "Jungle Pirate"
    MPos = CFrame.new(-12107, 332, -10549)
    SP = "Default"
end
elseif SelectMaterial == "Fish Tail" then
    if Third_Sea then
        MMon = "Fishman Raider"
        MPos = CFrame.new(-10993, 332, -8940)
        SP = "Default"
    elseif First_Sea then
        MMon = "Fishman Warrior"
        MPos = CFrame.new(61123, 19, 1569)
        SP = "Default"
    end
    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",
Vector3.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"

```



```

L_124_.TextStrokeTransparency = 0.5
L_124_.TextColor3 = Color3.fromRGB(8, 0,
0)

else
L_122_forvar1['NameEsp'].TextLabel.Text =
(L_122_forvar1.Name .. ' \n' ..
round((game:GetService('Players').LocalPlayer.Character.Head.Position -
L_122_forvar1.Position).Magnitude / 3) .. ' Distance')
end
end
else
if L_122_forvar1:FindFirstChild('NameEsp') then
L_122_forvar1:FindFirstChild('NameEsp'):Destroy()
end
end
end)
end
end
function isnil(L_125_arg0)
return (L_125_arg0 == nil)
end
local function L_84_func(L_126_arg0)
return math.floor(tonumber(L_126_arg0) + 0.5)
end
Number = math.random(1, 1000000)
function UpdatePlayerChams()
for L_127_forvar0, L_128_forvar1 in
pairs(game:GetService('Players'):GetChildren()) do
pcall(function()
if not isnil(L_128_forvar1.Character) then
if ESPPlayer then
if not isnil(L_128_forvar1.Character.Head) and not
L_128_forvar1.Character.Head:FindFirstChild('NameEsp' .. Number) then
local L_129_ = Instance.new('BillboardGui',
L_128_forvar1.Character.Head)
L_129_.Name = 'NameEsp' .. Number
L_129_.ExtentsOffset = Vector3.new(0, 1,
0)
L_129_.Size = UDim2.new(1, 200, 1, 30)
L_129_.Adornee =
L_128_forvar1.Character.Head
L_129_.AlwaysOnTop = true
local L_130_ = Instance.new('TextLabel',

```

```

L_129_)

Enum.Font.GothamSemibold

L_130_.Font =

L_130_.FontSize = "Size10"
L_130_.TextWrapped = true
L_130_.Text = (L_128_forvar1.Name .. '\n'
.. L_84_func((game:GetService('Players').LocalPlayer.Character.Head.Position -
L_128_forvar1.Character.Head.Position).Magnitude / 3) .. ' Distance')
L_130_.Size = UDim2.new(1, 0, 1, 0)
L_130_.TextYAlignment = 'Top'
L_130_.BackgroundTransparency = 1
L_130_.TextStrokeTransparency = 0.5
if L_128_forvar1.Team ==

game.Players.LocalPlayer.Team then

L_130_.TextColor3 = Color3.new(0,
0, 254)

else

L_130_.TextColor3 =

Color3.new(255, 0, 0)

end

else

L_128_forvar1.Character.Head['NameEsp' ..
Number].TextLabel.Text = (L_128_forvar1.Name .. '|' ..
L_84_func((game:GetService('Players').LocalPlayer.Character.Head.Position -
L_128_forvar1.Character.Head.Position).Magnitude / 3) .. ' Distance\nHealth : ' ..
L_84_func(L_128_forvar1.Character.Humanoid.Health * 100 /
L_128_forvar1.Character.Humanoid.MaxHealth) .. '%')
end

else

if

L_128_forvar1.Character.Head:FindFirstChild('NameEsp' .. Number) then

L_128_forvar1.Character.Head:FindFirstChild('NameEsp' .. Number):Destroy()

end

end

end

end

end

end

function UpdateChestChams()
    for L_131_forvar0, L_132_forvar1 in pairs(game.Workspace:GetChildren()) do
        pcall(function()
            if string.find(L_132_forvar1.Name, "Chest") then

```



```

        if ChestESP then
            if string.find(L_132_forvar1.Name, "Chest") then
                if not
L_132_forvar1:FindFirstChild('NameEsp' .. Number) then
                    local L_133_ =
Instance.new('BillboardGui', L_132_forvar1)
                    L_133_.Name = 'NameEsp' ..
Number
                    L_133_.ExtentsOffset =
Vector3.new(0, 1, 0)
                    L_133_.Size = UDim2.new(1, 200, 1,
30)
                    L_133_.Adornee = L_132_forvar1
                    L_133_.AlwaysOnTop = true
                    local L_134_ =
Instance.new('TextLabel', L_133_)
                    L_134_.Font =
Enum.Font.GothamSemibold
                    L_134_.FontSize = "Size14"
                    L_134_.TextWrapped = true
                    L_134_.Size = UDim2.new(1, 0, 1,
0)
                    L_134_.TextYAlignment = 'Top'
                    L_134_.BackgroundTransparency =
1
                    L_134_.TextStrokeTransparency =
0.5
                    if L_132_forvar1.Name == "Chest1"
then
                        L_134_.TextColor3 =
Color3.fromRGB(109, 109, 109)
                        L_134_.Text = ("Chest 1" .. '
\n' .. L_84_func((game:GetService('Players').LocalPlayer.Character.Head.Position -
L_132_forvar1.Position).Magnitude / 3) .. ' Distance')
                    end
                    if L_132_forvar1.Name == "Chest2"
then
                        L_134_.TextColor3 =
Color3.fromRGB(173, 158, 21)
                        L_134_.Text = ("Chest 2" .. '
\n' .. L_84_func((game:GetService('Players').LocalPlayer.Character.Head.Position -
L_132_forvar1.Position).Magnitude / 3) .. ' Distance')
                    end
                end
            end
        end

```

```

then
    if L_132_forvar1.Name == "Chest3"
        L_134_.TextColor3 =
Color3.fromRGB(85, 255, 255)
        L_134_.Text = ("Chest 3" .. '
\n' .. L_84_func((game:GetService('Players').LocalPlayer.Character.Head.Position -
L_132_forvar1.Position).Magnitude / 3) .. ' Distance')
    end
    else
        L_132_forvar1['NameEsp' ..
Number].TextLabel.Text = (L_132_forvar1.Name .. ' \n' ..
L_84_func((game:GetService('Players').LocalPlayer.Character.Head.Position -
L_132_forvar1.Position).Magnitude / 3) .. ' Distance')
    end
end
else
    if L_132_forvar1:FindFirstChild('NameEsp' ..
Number) then
        L_132_forvar1:FindFirstChild('NameEsp' ..
Number):Destroy()
    end
end
end
end
end)
end
end
function UpdateDevilChams()
    for L_135_forvar0, L_136_forvar1 in pairs(game.Workspace:GetChildren()) do
        pcall(function()
            if DevilFruitESP then
                if string.find(L_136_forvar1.Name, "Fruit") then
                    if not
L_136_forvar1.Handle:FindFirstChild('NameEsp' .. Number) then
                        local L_137_ = Instance.new('BillboardGui',
L_136_forvar1.Handle)
                        L_137_.Name = 'NameEsp' .. Number
                        L_137_.ExtentsOffset = Vector3.new(0, 1,
0)
                        L_137_.Size = UDim2.new(1, 200, 1, 30)
                        L_137_.Adornee = L_136_forvar1.Handle
                        L_137_.AlwaysOnTop = true
                        local L_138_ = Instance.new('TextLabel',
L_137_)

```

```

Enum.Font.GothamSemibold

L_138_.Font =
L_138_.FontSize = "Size14"
L_138_.TextWrapped = true
L_138_.Size = UDim2.new(1, 0, 1, 0)
L_138_.TextYAlignment = 'Top'
L_138_.BackgroundTransparency = 1
L_138_.TextStrokeTransparency = 0.5
L_138_.TextColor3 = Color3.fromRGB(255,
255, 255)

L_138_.Text = (L_136_forvar1.Name .. ' \n'
.. L_84_func((game:GetService('Players').LocalPlayer.Character.Head.Position -
L_136_forvar1.Handle.Position).Magnitude / 3) .. ' Distance')
else
L_136_forvar1.Handle['NameEsp' ..
Number].TextLabel.Text = (L_136_forvar1.Name .. ' \n' ..
L_84_func((game:GetService('Players').LocalPlayer.Character.Head.Position -
L_136_forvar1.Handle.Position).Magnitude / 3) .. ' Distance')
end
end
else
if L_136_forvar1.Handle:FindFirstChild('NameEsp' ..
Number) then
L_136_forvar1.Handle:FindFirstChild('NameEsp' ..
Number):Destroy()
end
end
end)
end
end
function UpdateFlowerChams()
for L_139_forvar0, L_140_forvar1 in pairs(game.Workspace:GetChildren()) do
pcall(function()
if L_140_forvar1.Name == "Flower2" or L_140_forvar1.Name ==
"Flower1" then
if FlowerESP then
if not L_140_forvar1:FindFirstChild('NameEsp' ..
Number) then
local L_141_ = Instance.new('BillboardGui',
L_140_forvar1)
L_141_.Name = 'NameEsp' .. Number
L_141_.ExtentsOffset = Vector3.new(0, 1,
0)

```

```

L_141_.Size = UDim2.new(1, 200, 1, 30)
L_141_.Adornee = L_140_forvar1
L_141_.AlwaysOnTop = true
local L_142_ = Instance.new('TextLabel',
L_141_)
L_142_.Font =
Enum.Font.GothamSemibold
L_142_.FontSize = "Size14"
L_142_.TextWrapped = true
L_142_.Size = UDim2.new(1, 0, 1, 0)
L_142_.TextYAlignment = 'Top'
L_142_.BackgroundTransparency = 1
L_142_.TextStrokeTransparency = 0.5
L_142_.TextColor3 = Color3.fromRGB(255,
0, 0)
if L_140_forvar1.Name == "Flower1" then
    L_142_.Text = ("Blue Flower" .. ' \n' ..
L_84_func((game:GetService('Players').LocalPlayer.Character.Head.Position -
L_140_forvar1.Position).Magnitude / 3) .. ' Distance')
    L_142_.TextColor3 =
Color3.fromRGB(0, 0, 255)
end
if L_140_forvar1.Name == "Flower2" then
    L_142_.Text = ("Red Flower" .. ' \n' ..
L_84_func((game:GetService('Players').LocalPlayer.Character.Head.Position -
L_140_forvar1.Position).Magnitude / 3) .. ' Distance')
    L_142_.TextColor3 =
Color3.fromRGB(255, 0, 0)
end
else
    L_140_forvar1['NameEsp' ..
Number].TextLabel.Text = (L_140_forvar1.Name .. ' \n' ..
L_84_func((game:GetService('Players').LocalPlayer.Character.Head.Position -
L_140_forvar1.Position).Magnitude / 3) .. ' Distance')
end
else
    if L_140_forvar1:FindFirstChild('NameEsp' ..
Number) then
        L_140_forvar1:FindFirstChild('NameEsp' ..
Number):Destroy()
    end
end
end
end
end

```

```

        end)
    end
end
function UpdateRealFruitChams()
    for L_143_forvar0, L_144_forvar1 in
pairs(game.Workspace.AppleSpawner:GetChildren()) do
        if L_144_forvar1:IsA("Tool") then
            if RealFruitESP then
                if not L_144_forvar1.Handle:FindFirstChild('NameEsp' ..
Number) then
                    local L_145_ = Instance.new('BillboardGui',
L_144_forvar1.Handle)
                    L_145_.Name = 'NameEsp' .. Number
                    L_145_.ExtentsOffset = Vector3.new(0, 1, 0)
                    L_145_.Size = UDim2.new(1, 200, 1, 30)
                    L_145_.Adornee = L_144_forvar1.Handle
                    L_145_.AlwaysOnTop = true
                    local L_146_ = Instance.new('TextLabel', L_145_)
                    L_146_.Font = Enum.Font.GothamSemibold
                    L_146_.FontSize = "Size14"
                    L_146_.TextWrapped = true
                    L_146_.Size = UDim2.new(1, 0, 1, 0)
                    L_146_.TextYAlignment = 'Top'
                    L_146_.BackgroundTransparency = 1
                    L_146_.TextStrokeTransparency = 0.5
                    L_146_.TextColor3 = Color3.fromRGB(255, 0, 0)
                    L_146_.Text = (L_144_forvar1.Name .. '\n' ..
L_84_func((game:GetService('Players').LocalPlayer.Character.Head.Position -
L_144_forvar1.Handle.Position).Magnitude / 3) .. ' Distance')
                else
                    L_144_forvar1.Handle['NameEsp' ..
Number].TextLabel.Text = (L_144_forvar1.Name .. '\n' ..
L_84_func((game:GetService('Players').LocalPlayer.Character.Head.Position -
L_144_forvar1.Handle.Position).Magnitude / 3) .. ' Distance')
                end
            else
                if L_144_forvar1.Handle:FindFirstChild('NameEsp' ..
Number) then
                    L_144_forvar1.Handle:FindFirstChild('NameEsp' ..
Number):Destroy()
                end
            end
        end
    end
end
end

```

```

        end
        for L_147_forvar0, L_148_forvar1 in
pairs(game.Workspace.PineappleSpawner:GetChildren()) do
            if L_148_forvar1:IsA("Tool") then
                if RealFruitESP then
                    if not L_148_forvar1.Handle:FindFirstChild('NameEsp' ..
Number) then
                        local L_149_ = Instance.new('BillboardGui',
L_148_forvar1.Handle)
                        L_149_.Name = 'NameEsp' .. Number
                        L_149_.ExtentsOffset = Vector3.new(0, 1, 0)
                        L_149_.Size = UDim2.new(1, 200, 1, 30)
                        L_149_.Adornee = L_148_forvar1.Handle
                        L_149_.AlwaysOnTop = true
                        local L_150_ = Instance.new('TextLabel', L_149_)
                        L_150_.Font = Enum.Font.GothamSemibold
                        L_150_.FontSize = "Size14"
                        L_150_.TextWrapped = true
                        L_150_.Size = UDim2.new(1, 0, 1, 0)
                        L_150_.TextYAlignment = 'Top'
                        L_150_.BackgroundTransparency = 1
                        L_150_.TextStrokeTransparency = 0.5
                        L_150_.TextColor3 = Color3.fromRGB(255, 174, 0)
                        L_150_.Text = (L_148_forvar1.Name .. '\n' ..
L_84_func((game:GetService('Players').LocalPlayer.Character.Head.Position -
L_148_forvar1.Handle.Position).Magnitude / 3) .. ' Distance')
                    else
                        L_148_forvar1.Handle['NameEsp' ..
Number].TextLabel.Text = (L_148_forvar1.Name .. '\n' ..
L_84_func((game:GetService('Players').LocalPlayer.Character.Head.Position -
L_148_forvar1.Handle.Position).Magnitude / 3) .. ' Distance')
                    end
                else
                    if L_148_forvar1.Handle:FindFirstChild('NameEsp' ..
Number) then
                        L_148_forvar1.Handle:FindFirstChild('NameEsp' ..
Number):Destroy()
                    end
                end
            end
        end
    end
    end
    for L_151_forvar0, L_152_forvar1 in
pairs(game.Workspace.BananaSpawner:GetChildren()) do

```

```

        if L_152_forvar1:IsA("Tool") then
            if RealFruitESP then
                if not L_152_forvar1.Handle:FindFirstChild('NameEsp' ..
Number) then
                    local L_153_ = Instance.new('BillboardGui',
L_152_forvar1.Handle)
                    L_153_.Name = 'NameEsp' .. Number
                    L_153_.ExtentsOffset = Vector3.new(0, 1, 0)
                    L_153_.Size = UDim2.new(1, 200, 1, 30)
                    L_153_.Adornee = L_152_forvar1.Handle
                    L_153_.AlwaysOnTop = true
                    local L_154_ = Instance.new('TextLabel', L_153_)
                    L_154_.Font = Enum.Font.GothamSemibold
                    L_154_.FontSize = "Size14"
                    L_154_.TextWrapped = true
                    L_154_.Size = UDim2.new(1, 0, 1, 0)
                    L_154_.TextYAlignment = 'Top'
                    L_154_.BackgroundTransparency = 1
                    L_154_.TextStrokeTransparency = 0.5
                    L_154_.TextColor3 = Color3.fromRGB(251, 255, 0)
                    L_154_.Text = (L_152_forvar1.Name .. '\n' ..
L_84_func((game:GetService('Players').LocalPlayer.Character.Head.Position -
L_152_forvar1.Handle.Position).Magnitude / 3) .. ' Distance')
                else
                    L_152_forvar1.Handle['NameEsp' ..
Number].TextLabel.Text = (L_152_forvar1.Name .. ' ' ..
L_84_func((game:GetService('Players').LocalPlayer.Character.Head.Position -
L_152_forvar1.Handle.Position).Magnitude / 3) .. ' Distance')
                end
            else
                if L_152_forvar1.Handle:FindFirstChild('NameEsp' ..
Number) then
                    L_152_forvar1.Handle:FindFirstChild('NameEsp' ..
Number):Destroy()
                end
            end
        end
    end
end
end
function UpdateIslandESP()
    for L_155_forvar0, L_156_forvar1 in
pairs(game:GetService("Workspace")["_WorldOrigin"].Locations:GetChildren()) do
        pcall(function()

```

```

        if IslandESP then
            if L_156_forvar1.Name ~= "Sea" then
                if not L_156_forvar1:FindFirstChild('NameEsp')
then
                    local L_157_ = Instance.new('BillboardGui',
L_156_forvar1)

                    L_157_.Name = 'NameEsp'
                    L_157_.ExtentsOffset = Vector3.new(0, 1,
0)

                    L_157_.Size = UDim2.new(1, 200, 1, 30)
                    L_157_.Adornee = L_156_forvar1
                    L_157_.AlwaysOnTop = true
                    local L_158_ = Instance.new('TextLabel',
L_157_)

                    L_158_.Font = "GothamBold"
                    L_158_.FontSize = "Size14"
                    L_158_.TextWrapped = true
                    L_158_.Size = UDim2.new(1, 0, 1, 0)
                    L_158_.TextYAlignment = 'Top'
                    L_158_.BackgroundTransparency = 1
                    L_158_.TextStrokeTransparency = 0.5
                    L_158_.TextColor3 = Color3.fromRGB(7,
236, 240)

                else
                    L_156_forvar1['NameEsp'].TextLabel.Text =
(L_156_forvar1.Name .. ' \n' ..
L_84_func((game:GetService('Players').LocalPlayer.Character.Head.Position -
L_156_forvar1.Position).Magnitude / 3) .. ' Distance')
                end
            end
        else
            if L_156_forvar1:FindFirstChild('NameEsp') then
                L_156_forvar1:FindFirstChild('NameEsp'):Destroy()
            end
        end
    end
end)
end
end
function isnil(L_159_arg0)
    return (L_159_arg0 == nil)
end
local function L_85_func(L_160_arg0)
    return math.floor(tonumber(L_160_arg0) + 0.5)

```



```

end
Number = math.random(1, 1000000)
function UpdatePlayerChams()
    for L_161_forvar0, L_162_forvar1 in
pairs(game:GetService'Players':GetChildren()) do
        pcall(function()
            if not isnil(L_162_forvar1.Character) then
                if ESPPlayer then
                    if not isnil(L_162_forvar1.Character.Head) and not
L_162_forvar1.Character.Head:FindFirstChild('NameEsp' .. Number) then
                        local L_163_ = Instance.new('BillboardGui',
L_162_forvar1.Character.Head)

                        L_163_.Name = 'NameEsp' .. Number
                        L_163_.ExtentsOffset = Vector3.new(0, 1,
0)

                        L_163_.Size = UDim2.new(1, 200, 1, 30)
                        L_163_.Adornee =

L_162_forvar1.Character.Head

                        L_163_.AlwaysOnTop = true
                        local L_164_ = Instance.new('TextLabel',
L_163_)

                        L_164_.Font =

Enum.Font.GothamSemibold

                        L_164_.FontSize = "Size14"
                        L_164_.TextWrapped = true
                        L_164_.Text = (L_162_forvar1.Name .. '\n'
.. L_85_func((game:GetService('Players').LocalPlayer.Character.Head.Position -
L_162_forvar1.Character.Head.Position).Magnitude / 3) .. ' Distance')
                        L_164_.Size = UDim2.new(1, 0, 1, 0)
                        L_164_.TextYAlignment = 'Top'
                        L_164_.BackgroundTransparency = 1
                        L_164_.TextStrokeTransparency = 0.5
                        if L_162_forvar1.Team ==

game.Players.LocalPlayer.Team then

                            L_164_.TextColor3 = Color3.new(0,
255, 0)

                        else

                            L_164_.TextColor3 =

Color3.new(255, 0, 0)

                        end
                    else
                        L_162_forvar1.Character.Head['NameEsp' ..
Number].TextLabel.Text = (L_162_forvar1.Name .. ' | ' ..

```

```

L_85_func((game:GetService('Players').LocalPlayer.Character.Head.Position -
L_162_forvar1.Character.Head.Position).Magnitude / 3) .. ' Distance\nHealth : ' ..
L_85_func(L_162_forvar1.Character.Humanoid.Health * 100 /
L_162_forvar1.Character.Humanoid.MaxHealth) .. '%')
end
else
if
L_162_forvar1.Character.Head:FindFirstChild('NameEsp' .. Number) then
L_162_forvar1.Character.Head:FindFirstChild('NameEsp' .. Number):Destroy()
end
end
end
end)
end
end
function UpdateChestChams()
for L_165_forvar0, L_166_forvar1 in pairs(game.Workspace:GetChildren()) do
pcall(function()
if string.find(L_166_forvar1.Name, "Chest") then
if ChestESP then
if string.find(L_166_forvar1.Name, "Chest") then
if not
L_166_forvar1:FindFirstChild('NameEsp' .. Number) then
local L_167_ =
Instance.new('BillboardGui', L_166_forvar1)
L_167_.Name = 'NameEsp' ..
Number
L_167_.ExtentsOffset =
Vector3.new(0, 1, 0)
L_167_.Size = UDim2.new(1, 200, 1,
30)
L_167_.Adornee = L_166_forvar1
L_167_.AlwaysOnTop = true
local L_168_ =
Instance.new('TextLabel', L_167_)
L_168_.Font =
Enum.Font.GothamSemibold
L_168_.FontSize = "Size14"
L_168_.TextWrapped = true
L_168_.Size = UDim2.new(1, 0, 1,
0)
L_168_.TextYAlignment = 'Top'

```

```

1
0.5
then
Color3.fromRGB(109, 109, 109)
\n' .. L_85_func((game:GetService('Players').LocalPlayer.Character.Head.Position -
L_166_forvar1.Position).Magnitude / 3) .. ' Distance')
end
if L_166_forvar1.Name == "Chest2"
then
Color3.fromRGB(173, 158, 21)
\n' .. L_85_func((game:GetService('Players').LocalPlayer.Character.Head.Position -
L_166_forvar1.Position).Magnitude / 3) .. ' Distance')
end
if L_166_forvar1.Name == "Chest3"
then
Color3.fromRGB(85, 255, 255)
\n' .. L_85_func((game:GetService('Players').LocalPlayer.Character.Head.Position -
L_166_forvar1.Position).Magnitude / 3) .. ' Distance')
end
else
L_166_forvar1['NameEsp' ..
Number].TextLabel.Text = (L_166_forvar1.Name .. ' \n' ..
L_85_func((game:GetService('Players').LocalPlayer.Character.Head.Position -
L_166_forvar1.Position).Magnitude / 3) .. ' Distance')
end
end
else
if L_166_forvar1:FindFirstChild('NameEsp' ..
Number) then
L_166_forvar1:FindFirstChild('NameEsp' ..
Number):Destroy()
end
end
end
end

```

```

        end)
    end
end
function UpdateDevilChams()
    for L_169_forvar0, L_170_forvar1 in pairs(game.Workspace:GetChildren()) do
        pcall(function()
            if DevilFruitESP then
                if string.find(L_170_forvar1.Name, "Fruit") then
                    if not
L_170_forvar1.Handle:FindFirstChild('NameEsp' .. Number) then
                        local L_171_ = Instance.new('BillboardGui',
L_170_forvar1.Handle)

                        L_171_.Name = 'NameEsp' .. Number
                        L_171_.ExtentsOffset = Vector3.new(0, 1,
0)

                        L_171_.Size = UDim2.new(1, 200, 1, 30)
                        L_171_.Adornee = L_170_forvar1.Handle
                        L_171_.AlwaysOnTop = true
                        local L_172_ = Instance.new('TextLabel',
L_171_)

                        L_172_.Font =
Enum.Font.GothamSemibold

                        L_172_.FontSize = "Size14"
                        L_172_.TextWrapped = true
                        L_172_.Size = UDim2.new(1, 0, 1, 0)
                        L_172_.TextYAlignment = 'Top'
                        L_172_.BackgroundTransparency = 1
                        L_172_.TextStrokeTransparency = 0.5
                        L_172_.TextColor3 = Color3.fromRGB(255,
255, 255)

                        L_172_.Text = (L_170_forvar1.Name .. ' \n'
.. L_85_func((game:GetService('Players').LocalPlayer.Character.Head.Position -
L_170_forvar1.Handle.Position).Magnitude / 3) .. ' Distance')
                    else
                        L_170_forvar1.Handle['NameEsp' ..
Number].TextLabel.Text = (L_170_forvar1.Name .. ' \n' ..
L_85_func((game:GetService('Players').LocalPlayer.Character.Head.Position -
L_170_forvar1.Handle.Position).Magnitude / 3) .. ' Distance')
                    end
                end
            end
        end)
    end
end
    if L_170_forvar1.Handle:FindFirstChild('NameEsp' ..
Number) then

```

```

L_170_forvar1.Handle:FindFirstChild('NameEsp' ..
Number):Destroy()
end
end
end)
end
end
function UpdateFlowerChams()
    for L_173_forvar0, L_174_forvar1 in pairs(game.Workspace:GetChildren()) do
        pcall(function()
            if L_174_forvar1.Name == "Flower2" or L_174_forvar1.Name ==
"Flower1" then
                if FlowerESP then
                    if not L_174_forvar1:FindFirstChild('NameEsp' ..
Number) then
                        local L_175_ = Instance.new('BillboardGui',
L_174_forvar1)
                        L_175_.Name = 'NameEsp' .. Number
                        L_175_.ExtentsOffset = Vector3.new(0, 1,
0)
                        L_175_.Size = UDim2.new(1, 200, 1, 30)
                        L_175_.Adornee = L_174_forvar1
                        L_175_.AlwaysOnTop = true
                        local L_176_ = Instance.new('TextLabel',
L_175_)
                        L_176_.Font =
Enum.Font.GothamSemibold
                        L_176_.FontSize = "Size14"
                        L_176_.TextWrapped = true
                        L_176_.Size = UDim2.new(1, 0, 1, 0)
                        L_176_.TextYAlignment = 'Top'
                        L_176_.BackgroundTransparency = 1
                        L_176_.TextStrokeTransparency = 0.5
                        L_176_.TextColor3 = Color3.fromRGB(255,
0, 0)
                        if L_174_forvar1.Name == "Flower1" then
                            L_176_.Text = ("Blue Flower" .. '\n' ..
L_85_func((game:GetService('Players').LocalPlayer.Character.Head.Position -
L_174_forvar1.Position).Magnitude / 3) .. ' Distance')
                            L_176_.TextColor3 =
Color3.fromRGB(0, 0, 255)
                        end
                        if L_174_forvar1.Name == "Flower2" then

```

```

L_176_.Text = ("Red Flower" .. '\n' ..
L_85_func((game:GetService('Players').LocalPlayer.Character.Head.Position -
L_174_forvar1.Position).Magnitude / 3) .. ' Distance')
L_176_.TextColor3 =
Color3.fromRGB(255, 0, 0)
end
else
L_174_forvar1['NameEsp' ..
Number].TextLabel.Text = (L_174_forvar1.Name .. '\n' ..
L_85_func((game:GetService('Players').LocalPlayer.Character.Head.Position -
L_174_forvar1.Position).Magnitude / 3) .. ' Distance')
end
else
if L_174_forvar1:FindFirstChild('NameEsp' ..
Number) then
L_174_forvar1:FindFirstChild('NameEsp' ..
Number):Destroy()
end
end
end
end)
end
end
function UpdateRealFruitChams()
for L_177_forvar0, L_178_forvar1 in
pairs(game.Workspace.AppleSpawner:GetChildren()) do
if L_178_forvar1:IsA("Tool") then
if RealFruitESP then
if not L_178_forvar1.Handle:FindFirstChild('NameEsp' ..
Number) then
local L_179_ = Instance.new('BillboardGui',
L_178_forvar1.Handle)
L_179_.Name = 'NameEsp' .. Number
L_179_.ExtentsOffset = Vector3.new(0, 1, 0)
L_179_.Size = UDim2.new(1, 200, 1, 30)
L_179_.Adornee = L_178_forvar1.Handle
L_179_.AlwaysOnTop = true
local L_180_ = Instance.new('TextLabel', L_179_)
L_180_.Font = Enum.Font.GothamSemibold
L_180_.FontSize = "Size14"
L_180_.TextWrapped = true
L_180_.Size = UDim2.new(1, 0, 1, 0)
L_180_.TextYAlignment = 'Top'

```

```

        L_180_.BackgroundTransparency = 1
        L_180_.TextStrokeTransparency = 0.5
        L_180_.TextColor3 = Color3.fromRGB(255, 0, 0)
        L_180_.Text = (L_178_forvar1.Name .. '\n' ..
L_85_func((game:GetService('Players').LocalPlayer.Character.Head.Position -
L_178_forvar1.Handle.Position).Magnitude / 3) .. ' Distance')
        else
            L_178_forvar1.Handle['NameEsp' ..
Number].TextLabel.Text = (L_178_forvar1.Name .. ' ' ..
L_85_func((game:GetService('Players').LocalPlayer.Character.Head.Position -
L_178_forvar1.Handle.Position).Magnitude / 3) .. ' Distance')
        end
    else
        if L_178_forvar1.Handle:FindFirstChild('NameEsp' ..
Number) then
            L_178_forvar1.Handle:FindFirstChild('NameEsp' ..
Number):Destroy()
        end
    end
end
end
    for L_181_forvar0, L_182_forvar1 in
pairs(game.Workspace.PineappleSpawner:GetChildren()) do
        if L_182_forvar1:IsA("Tool") then
            if RealFruitESP then
                if not L_182_forvar1.Handle:FindFirstChild('NameEsp' ..
Number) then
                    local L_183_ = Instance.new('BillboardGui',
L_182_forvar1.Handle)
                    L_183_.Name = 'NameEsp' .. Number
                    L_183_.ExtentsOffset = Vector3.new(0, 1, 0)
                    L_183_.Size = UDim2.new(1, 200, 1, 30)
                    L_183_.Adornee = L_182_forvar1.Handle
                    L_183_.AlwaysOnTop = true
                    local L_184_ = Instance.new('TextLabel', L_183_)
                    L_184_.Font = Enum.Font.GothamSemibold
                    L_184_.FontSize = "Size14"
                    L_184_.TextWrapped = true
                    L_184_.Size = UDim2.new(1, 0, 1, 0)
                    L_184_.TextYAlignment = 'Top'
                    L_184_.BackgroundTransparency = 1
                    L_184_.TextStrokeTransparency = 0.5
                    L_184_.TextColor3 = Color3.fromRGB(255, 174, 0)

```

```

L_184_.Text = (L_182_forvar1.Name .. '\n' ..
L_85_func((game:GetService('Players').LocalPlayer.Character.Head.Position -
L_182_forvar1.Handle.Position).Magnitude / 3) .. ' Distance')
else
L_182_forvar1.Handle['NameEsp' ..
Number].TextLabel.Text = (L_182_forvar1.Name .. ' ' ..
L_85_func((game:GetService('Players').LocalPlayer.Character.Head.Position -
L_182_forvar1.Handle.Position).Magnitude / 3) .. ' Distance')
end
else
if L_182_forvar1.Handle:FindFirstChild('NameEsp' ..
Number) then
L_182_forvar1.Handle:FindFirstChild('NameEsp' ..
Number):Destroy()
end
end
end
end
for L_185_forvar0, L_186_forvar1 in
pairs(game.Workspace.BananaSpawner:GetChildren()) do
if L_186_forvar1:IsA("Tool") then
if RealFruitESP then
if not L_186_forvar1.Handle:FindFirstChild('NameEsp' ..
Number) then
local L_187_ = Instance.new('BillboardGui',
L_186_forvar1.Handle)
L_187_.Name = 'NameEsp' .. Number
L_187_.ExtentsOffset = Vector3.new(0, 1, 0)
L_187_.Size = UDim2.new(1, 200, 1, 30)
L_187_.Adornee = L_186_forvar1.Handle
L_187_.AlwaysOnTop = true
local L_188_ = Instance.new('TextLabel', L_187_)
L_188_.Font = Enum.Font.GothamSemibold
L_188_.FontSize = "Size14"
L_188_.TextWrapped = true
L_188_.Size = UDim2.new(1, 0, 1, 0)
L_188_.TextYAlignment = 'Top'
L_188_.BackgroundTransparency = 1
L_188_.TextStrokeTransparency = 0.5
L_188_.TextColor3 = Color3.fromRGB(251, 255, 0)
L_188_.Text = (L_186_forvar1.Name .. '\n' ..
L_85_func((game:GetService('Players').LocalPlayer.Character.Head.Position -
L_186_forvar1.Handle.Position).Magnitude / 3) .. ' Distance')

```



```

else
    L_186_forvar1.Handle['NameEsp' ..
Number].TextLabel.Text = (L_186_forvar1.Name .. ' ' ..
L_85_func((game:GetService('Players').LocalPlayer.Character.Head.Position -
L_186_forvar1.Handle.Position).Magnitude / 3) .. ' Distance')
end
else
    if L_186_forvar1.Handle:FindFirstChild('NameEsp' ..
Number) then
        L_186_forvar1.Handle:FindFirstChild('NameEsp' ..
Number):Destroy()
    end
end
end
end
end
spawn(function()
    while wait() do
        pcall(function()
            if MobESP then
                for L_189_forvar0, L_190_forvar1 in
pairs(game:GetService("Workspace").Enemies:GetChildren()) do
                    if
L_190_forvar1:FindFirstChild('HumanoidRootPart') then
                        if not
L_190_forvar1:FindFirstChild("MobEap") then
                            local L_192_ =
Instance.new("BillboardGui")
                            local L_193_ =
Instance.new("TextLabel")
                            L_192_.Parent = L_190_forvar1
                            L_192_.ZIndexBehavior =
Enum.ZIndexBehavior.Sibling
                            L_192_.Active = true
                            L_192_.Name = "MobEap"
                            L_192_.AlwaysOnTop = true
                            L_192_.LightInfluence = 1.000
                            L_192_.Size = UDim2.new(0, 200, 0,
50)
                            L_192_.StudsOffset =
Vector3.new(0, 2.5, 0)
                            L_193_.Parent = L_192_
                            L_193_.BackgroundColor3 =

```

```

Color3.fromRGB(255, 255, 255)
1.000
50)
Enum.Font.GothamBold
Color3.fromRGB(7, 236, 240)

L_193_.BackgroundTransparency =
L_193_.Size = UDim2.new(0, 200, 0,
L_193_.Font =
L_193_.TextColor3 =
L_193_.Text.Size = 35
end
local L_191_ =
math.floor((game.Players.LocalPlayer.Character.HumanoidRootPart.Position -
L_190_forvar1.HumanoidRootPart.Position).Magnitude)
L_190_forvar1.MobEap.TextLabel.Text =
L_190_forvar1.Name .. " - " .. L_191_ .. " Distance"
end
end
else
for L_194_forvar0, L_195_forvar1 in
pairs(game:GetService("Workspace").Enemies:GetChildren()) do
if L_195_forvar1:FindFirstChild("MobEap") then
L_195_forvar1.MobEap:Destroy()
end
end
end
end)
end)
end)
spawn(function()
while wait() do
pcall(function()
if SeaESP then
for L_196_forvar0, L_197_forvar1 in
pairs(game:GetService("Workspace").SeaBeasts:GetChildren()) do
if
L_197_forvar1:FindFirstChild('HumanoidRootPart') then
if not
L_197_forvar1:FindFirstChild("Seaesps") then
local L_199_ =
Instance.new("BillboardGui")
local L_200_ =
Instance.new("TextLabel")

```

```

L_199_.Parent = L_197_forvar1
L_199_.ZIndexBehavior =
Enum.ZIndexBehavior.Sibling

L_199_.Active = true
L_199_.Name = "Seaesps"
L_199_.AlwaysOnTop = true
L_199_.LightInfluence = 1.000
L_199_.Size = UDim2.new(0, 200, 0,
50)

L_199_.StudsOffset =

Vector3.new(0, 2.5, 0)

L_200_.Parent = L_199_
L_200_.BackgroundColor3 =

L_200_.BackgroundTransparency =

1.000

L_200_.Size = UDim2.new(0, 200, 0,
50)

L_200_.Font =

Enum.Font.GothamBold

L_200_.TextColor3 =

Color3.fromRGB(7, 236, 240)

L_200_.Text.Size = 35
end
local L_198_ =
math.floor((game.Players.LocalPlayer.Character.HumanoidRootPart.Position -
L_197_forvar1.HumanoidRootPart.Position).Magnitude)
L_197_forvar1.Seaesps.TextLabel.Text =
L_197_forvar1.Name .. " - " .. L_198_ .. " Distance"
end
end
else
for L_201_forvar0, L_202_forvar1 in
pairs(game:GetService("Workspace").SeaBeasts:GetChildren()) do
if L_202_forvar1:FindFirstChild("Seaesps") then
L_202_forvar1.Seaesps:Destroy()
end
end
end
end
end)
end)
end)
spawn(function()

```

```

while wait() do
    pcall(function()
        if NpcESP then
            for L_203_forvar0, L_204_forvar1 in
pairs(game:GetService("Workspace").NPCs:GetChildren()) do
                if
L_204_forvar1:FindFirstChild('HumanoidRootPart') then
                    if not
L_204_forvar1:FindFirstChild("NpcEspes") then
                        local L_206_ =
Instance.new("BillboardGui")
                        local L_207_ =
Instance.new("TextLabel")
                        L_206_.Parent = L_204_forvar1
                        L_206_.ZIndexBehavior =
Enum.ZIndexBehavior.Sibling
                        L_206_.Active = true
                        L_206_.Name = "NpcEspes"
                        L_206_.AlwaysOnTop = true
                        L_206_.LightInfluence = 1.000
                        L_206_.Size = UDim2.new(0, 200, 0,
50)
                        L_206_.StudsOffset =
Vector3.new(0, 2.5, 0)
                        L_207_.Parent = L_206_
                        L_207_.BackgroundColor3 =
Color3.fromRGB(255, 255, 255)
                        L_207_.BackgroundTransparency =
1.000
                        L_207_.Size = UDim2.new(0, 200, 0,
50)
                        L_207_.Font =
Enum.Font.GothamBold
                        L_207_.TextColor3 =
Color3.fromRGB(7, 236, 240)
                        L_207_.Text.Size = 35
                    end
                    local L_205_ =
math.floor((game.Players.LocalPlayer.Character.HumanoidRootPart.Position -
L_204_forvar1.HumanoidRootPart.Position).Magnitude)
                    L_204_forvar1.NpcEspes.TextLabel.Text =
L_204_forvar1.Name .. " - " .. L_205_ .. " Distance"
                end
            end
        end
    end)
end

```



```

L_215_.TextStrokeTransparency = 0.5
L_215_.TextColor3 = Color3.fromRGB(80,
245, 245)

else
    L_213_forvar1['NameEsp'].TextLabel.Text =
(L_213_forvar1.Name .. ' \n' ..
L_86_func((game:GetService('Players').LocalPlayer.Character.Head.Position -
L_213_forvar1.Position).Magnitude / 3) .. ' M')
end
end
else
    if L_213_forvar1:FindFirstChild('NameEsp') then
        L_213_forvar1:FindFirstChild('NameEsp'):Destroy()
    end
end
end)
end
end
function isnil(L_216_arg0)
    return (L_216_arg0 == nil)
end
local function L_87_func(L_217_arg0)
    return math.floor(tonumber(L_217_arg0) + 0.5)
end
Number = math.random(1, 1000000)
function UpdateAfdESP()
    for L_218_forvar0, L_219_forvar1 in
pairs(game:GetService("Workspace").NPCs:GetChildren()) do
        pcall(function()
            if AfdESP then
                if L_219_forvar1.Name == "Advanced Fruit Dealer" then
                    if not L_219_forvar1:FindFirstChild('NameEsp')
then
                        local L_220_ = Instance.new('BillboardGui',
L_219_forvar1)

                        L_220_.Name = 'NameEsp'
                        L_220_.ExtentsOffset = Vector3.new(0, 1,
0)

                        L_220_.Size = UDim2.new(1, 200, 1, 30)
                        L_220_.Adornee = L_219_forvar1
                        L_220_.AlwaysOnTop = true
                        local L_221_ = Instance.new('TextLabel',
L_220_)

```

```

L_221_.Font = "Code"
L_221_.FontSize = "Size14"
L_221_.TextWrapped = true
L_221_.Size = UDim2.new(1, 0, 1, 0)
L_221_.TextYAlignment = 'Top'
L_221_.BackgroundTransparency = 1
L_221_.TextStrokeTransparency = 0.5
L_221_.TextColor3 = Color3.fromRGB(80,
245, 245)

else
L_219_forvar1['NameEsp'].TextLabel.Text =
(L_219_forvar1.Name .. ' \n' ..
L_87_func((game:GetService('Players').LocalPlayer.Character.Head.Position -
L_219_forvar1.Position).Magnitude / 3) .. ' M')
end
end
else
if L_219_forvar1:FindFirstChild('NameEsp') then
L_219_forvar1:FindFirstChild('NameEsp'):Destroy()
end
end
end)
end
end
function UpdateAuraESP()
for L_222_forvar0, L_223_forvar1 in
pairs(game:GetService("Workspace").NPCs:GetChildren()) do
pcall(function()
if AuraESP then
if L_223_forvar1.Name == "Master of Enhancement" then
if not L_223_forvar1:FindFirstChild('NameEsp')
then
local L_224_ = Instance.new('BillboardGui',
L_223_forvar1)
L_224_.Name = 'NameEsp'
L_224_.ExtentsOffset = Vector3.new(0, 1,
0)
L_224_.Size = UDim2.new(1, 200, 1, 30)
L_224_.Adornee = L_223_forvar1
L_224_.AlwaysOnTop = true
local L_225_ = Instance.new('TextLabel',
L_224_)
L_225_.Font = "Code"

```

```

L_225_.FontSize = "Size14"
L_225_.TextWrapped = true
L_225_.Size = UDim2.new(1, 0, 1, 0)
L_225_.TextYAlignment = 'Top'
L_225_.BackgroundTransparency = 1
L_225_.TextStrokeTransparency = 0.5
L_225_.TextColor3 = Color3.fromRGB(80,
245, 245)

else
L_223_forvar1['NameEsp'].TextLabel.Text =
(L_223_forvar1.Name .. ' \n' ..
L_87_func((game:GetService('Players').LocalPlayer.Character.Head.Position -
L_223_forvar1.Position).Magnitude / 3) .. ' M')
end
end
else
if L_223_forvar1:FindFirstChild('NameEsp') then
L_223_forvar1:FindFirstChild('NameEsp'):Destroy()
end
end
end)
end
end
function UpdateLSDESP()
for L_226_forvar0, L_227_forvar1 in
pairs(game:GetService("Workspace").NPCs:GetChildren()) do
pcall(function()
if LADESP then
if L_227_forvar1.Name == "Legendary Sword Dealer" then
if not L_227_forvar1:FindFirstChild('NameEsp')
then
local L_228_ = Instance.new('BillboardGui',
L_227_forvar1)
L_228_.Name = 'NameEsp'
L_228_.ExtentsOffset = Vector3.new(0, 1,
0)
L_228_.Size = UDim2.new(1, 200, 1, 30)
L_228_.Adornee = L_227_forvar1
L_228_.AlwaysOnTop = true
local L_229_ = Instance.new('TextLabel',
L_228_)
L_229_.Font = "Code"
L_229_.FontSize = "Size14"

```



```

L_229_.TextWrapped = true
L_229_.Size = UDim2.new(1, 0, 1, 0)
L_229_.TextYAlignment = 'Top'
L_229_.BackgroundTransparency = 1
L_229_.TextStrokeTransparency = 0.5
L_229_.TextColor3 = Color3.fromRGB(80,
245, 245)

else
    L_227_forvar1['NameEsp'].TextLabel.Text =
(L_227_forvar1.Name .. ' \n' ..
L_87_func((game:GetService('Players').LocalPlayer.Character.Head.Position -
L_227_forvar1.Position).Magnitude / 3) .. ' M')
end
end
end
else
    if L_227_forvar1:FindFirstChild('NameEsp') then
        L_227_forvar1:FindFirstChild('NameEsp'):Destroy()
    end
end
end
end)
end
end
function UpdateGeaESP()
    for L_230_forvar0, L_231_forvar1 in
pairs(game:GetService("Workspace").Map.MysticIsland:GetChildren()) do
        pcall(function()
            if GearESP then
                if L_231_forvar1.Name == "MeshPart" then
                    if not L_231_forvar1:FindFirstChild('NameEsp')
then
                        local L_232_ = Instance.new('BillboardGui',
L_231_forvar1)

                        L_232_.Name = 'NameEsp'
                        L_232_.ExtentsOffset = Vector3.new(0, 1,
0)

                        L_232_.Size = UDim2.new(1, 200, 1, 30)
                        L_232_.Adornee = L_231_forvar1
                        L_232_.AlwaysOnTop = true
                        local L_233_ = Instance.new('TextLabel',
L_232_)

                        L_233_.Font = "Code"
                        L_233_.FontSize = "Size14"
                        L_233_.TextWrapped = true

```

```

L_233_.Size = UDim2.new(1, 0, 1, 0)
L_233_.TextYAlignment = 'Top'
L_233_.BackgroundTransparency = 1
L_233_.TextStrokeTransparency = 0.5
L_233_.TextColor3 = Color3.fromRGB(80,
245, 245)

else
    L_231_forvar1['NameEsp'].TextLabel.Text =
(L_231_forvar1.Name .. ' \n' ..
L_87_func((game.GetService('Players').LocalPlayer.Character.Head.Position -
L_231_forvar1.Position).Magnitude / 3) .. ' M')
end
end
else
    if L_231_forvar1:FindFirstChild('NameEsp') then
        L_231_forvar1:FindFirstChild('NameEsp'):Destroy()
    end
end
end
end)
end
end

-----
-----Tween
function Tween2(L_234_arg0)
    local L_235_ = (L_234_arg0.Position -
game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude
    if L_235_ >= 1 then
        Speed = 300
    end

    game.GetService("TweenService"):Create(game.Players.LocalPlayer.Character.HumanoidRoot
Part, TweenInfo.new(L_235_ / Speed, Enum.EasingStyle.Linear), {
        CFrame = L_234_arg0
    }):Play()
    if _G.CancelTween2 then

game.GetService("TweenService"):Create(game.Players.LocalPlayer.Character.HumanoidRoot
Part, TweenInfo.new(L_235_ / Speed, Enum.EasingStyle.Linear), {
        CFrame = L_234_arg0
    }):Cancel()
end
_G.Clip2 = true

```

```

        wait(L_235_ / Speed)
        _G.Clip2 = false
    end

--BTP
    function BTP(L_236_arg0)
        game.Players.LocalPlayer.Character.Head:Destroy()
        game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = L_236_arg0
        wait(0.5)
        game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = L_236_arg0

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("SetSpawnPoint")
    end
--BTPZ
    function BTPZ(L_237_arg0)
        game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = L_237_arg0
        task.wait()
        game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = L_237_arg0
    end
-----Bypass TP 2
    function GetIsLand(...)
        local L_238_ = {
            ...
        }
        local L_239_ = L_238_[1]
        local L_240_
        if type(L_239_) == "vector" then
            L_240_ = L_239_
        elseif type(L_239_) == "userdata" then
            L_240_ = L_239_.Position
        elseif type(L_239_) == "number" then
            L_240_ = CFrame.new(unpack(L_238_))
            L_240_ = L_240_.p
        end
        local L_241_
        local L_242_ = math.huge;
        if game.Players.LocalPlayer.Team then
            for L_243_forvar0, L_244_forvar1 in
pairs(game.Workspace._WorldOrigin.PlayerSpawns:FindFirstChild(tostring(game.Players.Local
Player.Team))):GetChildren()) do
                local L_245_ = (L_240_ -
L_244_forvar1:GetModelCFrame().p).Magnitude;

```

```

        if L_245_ < L_242_ then
            L_242_ = L_245_;
            L_241_ = L_244_forvar1.Name
        end
    end
    if L_241_ then
        return L_241_
    end
end
end
function toTarget(...)
    local L_246_ = {
        ...
    }
    local L_247_ = L_246_[1]
    local L_248_
    if type(L_247_) == "vector" then
        L_248_ = CFrame.new(L_247_)
    elseif type(L_247_) == "userdata" then
        L_248_ = L_247_
    elseif type(L_247_) == "number" then
        L_248_ = CFrame.new(unpack(L_246_))
    end
    if game.Players.LocalPlayer.Character:WaitForChild("Humanoid").Health == 0
then
        if tween then
            tween:Cancel()
        end
        repeat
            wait()
        until
game.Players.LocalPlayer.Character:WaitForChild("Humanoid").Health > 0;
        wait(0.2)
    end
    local L_249_ = {}
    local L_250_ = (L_248_.Position -
game:GetService("Players").LocalPlayer.Character:WaitForChild("HumanoidRootPart").Position
)
    .Magnitude
    if L_250_ < 1000 then
        Speed = 315
    elseif L_250_ >= 1000 then
        Speed = 300
    end
end
end

```

```

end
if BypassTP then
    if L_250_ > 3000 and not AutoNextIsland and not
(game.Players.LocalPlayer.Backpack:FindFirstChild("Special Microchip") or
game.Players.LocalPlayer.Character:FindFirstChild("Special Microchip") or
game.Players.LocalPlayer.Backpack:FindFirstChild("God's Chalice") or
game.Players.LocalPlayer.Character:FindFirstChild("God's Chalice") or
game.Players.LocalPlayer.Backpack:FindFirstChild("Hallow Essence") or
game.Players.LocalPlayer.Character:FindFirstChild("Hallow Essence") or
game.Players.LocalPlayer.Character:FindFirstChild("Sweet Chalice") or
game.Players.LocalPlayer.Backpack:FindFirstChild("Sweet Chalice")) and not (Name ==
"Fishman Commando" or Name == "Fishman Warrior") then
        pcall(function()
            tween:Cancel()
            fkward = false
            if
game:GetService("Players")["LocalPlayer"].Data:FindFirstChild("SpawnPoint").Value ==
tostring(GetIsLand(L_248_)) then
                wait(.1)
                Com("F_", "TeleportToSpawn")
            elseif
game:GetService("Players")["LocalPlayer"].Data:FindFirstChild("LastSpawnPoint").Value ==
tostring(GetIsLand(L_248_)) then
                game:GetService("Players").LocalPlayer.Character:WaitForChild("Humanoid"):ChangeState(15)
                wait(0.1)
                repeat
                    wait()
                until
game:GetService("Players").LocalPlayer.Character:WaitForChild("Humanoid").Health > 0
                else
                    if
game:GetService("Players").LocalPlayer.Character:WaitForChild("Humanoid").Health > 0 then
                        if fkward == false then

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = L_248_
                                end
                                fkward = true
                            end
                            wait(.08)

game:GetService("Players").LocalPlayer.Character:WaitForChild("Humanoid"):ChangeState(15)
                                repeat

```

```

        wait()
    until
game:GetService("Players").LocalPlayer.Character:WaitForChild("Humanoid").Health > 0
        wait(.1)
        Com("F_", "SetSpawnPoint")
    end
    wait(0.2)
    return
end)
end
end
local L_251_ = game:service"TweenService"
local L_252_ = TweenInfo.new((L_248_.Position -
game:GetService("Players").LocalPlayer.Character:WaitForChild("HumanoidRootPart").Position
)
.Magnitude / Speed, Enum.EasingStyle.Linear)
local L_253_, L_254_ = pcall(function()
    tween =
L_251_:Create(game.Players.LocalPlayer.Character["HumanoidRootPart"], L_252_, {
        CFrame = L_248_
    })
    tween:Play()
end)
function L_249_:Stop()
    tween:Cancel()
end
function L_249_:Wait()
    tween.Completed:Wait()
end
return L_249_
end
end

```

```

-----
function Tween(L_255_arg0)
    Distance = (L_255_arg0.Position -
game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude
    if game.Players.LocalPlayer.Character.Humanoid.Sit == true then
        game.Players.LocalPlayer.Character.Humanoid.Sit = false
    end
    pcall(function()
        tween =
game:GetService("TweenService"):Create(game.Players.LocalPlayer.Character.HumanoidRoot
Part, TweenInfo.new(Distance / 300, Enum.EasingStyle.Linear), {

```

```

        CFrame = L_255_arg0
    })
end)
tween:Play()
if Distance <= 300 then
    tween:Cancel()
    game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame =
L_255_arg0
end
if _G.StopTween == true then
    tween:Cancel()
    _G.Clip = false
end
end

-----
function toTargetP(L_256_arg0)
    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
    if
(game:GetService("Players")["LocalPlayer"].Character.HumanoidRootPart.Position -
L_256_arg0.Position).Magnitude <= 150 then
        pcall(function()
            tween:Cancel()

game:GetService("Players")["LocalPlayer"].Character.HumanoidRootPart.CFrame =
L_256_arg0

            return
        end)
    end
    local L_257_ = game:service"TweenService"
    local L_258_ =
TweenInfo.new((game:GetService("Players")["LocalPlayer"].Character.HumanoidRootPart.Positi
on - L_256_arg0.Position).Magnitude / 325, Enum.EasingStyle.Linear)

```

```

        tween =
L_257_:Create(game.Players.LocalPlayer.Character["HumanoidRootPart"], L_258_, {
            CFrame = L_256_arg0
        })
        tween:Play()
        local L_259_ = {}
        function L_259_:Stop()
            tween:Cancel()
        end
        return L_259_
    end

--function TP to Boat/Ship
    function TweenShip(L_260_arg0)
        local L_261_ = game:service"TweenService"
        local L_262_ =
TweenInfo.new((game:GetService("Workspace").Boats.MarineBrigade.VehicleSeat.CFrame.Position - L_260_arg0.Position).Magnitude / 300, Enum.EasingStyle.Linear)
        tween =
L_261_:Create(game:GetService("Workspace").Boats.MarineBrigade.VehicleSeat, L_262_, {
            CFrame = L_260_arg0
        })
        tween:Play()
        local L_263_ = {}
        function L_263_:Stop()
            tween:Cancel()
        end
        return L_263_
    end

    function TweenBoat(L_264_arg0)
        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 L_265_ = game:service"TweenService"
        local L_266_ =

```



```
TweenInfo.new((game:GetService("Players")["LocalPlayer"].Character.HumanoidRootPart.Position - L_264_arg0.Position).Magnitude / 325, Enum.EasingStyle.Linear)
```

```
tween =
```

```
L_265_:Create(game.Players.LocalPlayer.Character["HumanoidRootPart"], L_266_, {  
    CFrame = L_264_arg0
```

```
})
```

```
tween:Play()
```

```
local L_267_ = {}
```

```
function L_267_:Stop()
```

```
    tween:Cancel()
```

```
end
```

```
return L_267_
```

```
end
```

```
--select weapon
```

```
function EquipTool(L_268_arg0)
```

```
    if game.Players.LocalPlayer.Backpack:FindFirstChild(L_268_arg0) then
```

```
        local L_269_ =
```

```
game.Players.LocalPlayer.Backpack:FindFirstChild(L_268_arg0)
```

```
        wait(0.5)
```

```
        game.Players.LocalPlayer.Character.Humanoid:EquipTool(L_269_)
```

```
    end
```

```
end
```

```
--aimbot mastery
```

```
spawn(function()
```

```
    local L_270_ = getrawmetatable(game)
```

```
    local L_271_ = L_270_.__namecall
```

```
    setreadonly(L_270_, false)
```

```
    L_270_.__namecall = newcclosure(function(...)
```

```
        local L_272_ = getnamecallmethod()
```

```
        local L_273_ = {
```

```
            ...
```

```
        }
```

```
        if tostring(L_272_) == "FireServer" then
```

```
            if tostring(L_273_[1]) == "RemoteEvent" then
```

```
                if tostring(L_273_[2]) ~= "true" and tostring(L_273_[2]) ~=
```

```
"false" then
```

```
                    if _G.UseSkill then
```

```
                        if type(L_273_[2]) == "vector" then
```

```
                            L_273_[2] =
```

```
PositionSkillMasteryDevilFruit
```

```

else
    L_273_[2] =
CFrame.new(PositionSkillMasteryDevilFruit)
end
return L_271_(unpack(L_273_))
end
end
end
end
return L_271_(...)
end)
end)
--Equip Gun
spawn(function()
    pcall(function()
        while task.wait() do
            for L_274_forvar0, L_275_forvar1 in
pairs(game:GetService("Players").LocalPlayer.Backpack:GetChildren()) do
                if L_275_forvar1:IsA("Tool") then
                    if
L_275_forvar1:FindFirstChild("RemoteFunctionShoot") then
                        CurrentEquipGun = L_275_forvar1.Name
                    end
                end
            end
        end
    end)
end)
end)
-- [Body Gyro]
spawn(function()
    while task.wait() do
        pcall(function()
            if _G.TeleportIsland or AutoFarmChest or _G.chestsea2 or
_G.chestsea3 or _G.CastleRaid or _G.CollectAzure or _G.TweenToKitsune or _G.AutoCandy or
_G.GhostShip or _G.Ship or _G.SailBoat or _G.Auto_Holy_Torch or _G.FindMiragelsland or
_G.TeleportPly or _G.Tweenfruit or _G.AutoFishCrew or _G.AutoShark or _G.AutoCakeV2 or
_G.AutoMysticIsland or _G.AutoQuestRace or _G.AutoBuyBoat or _G.dao or _G.AutoMirage or
AutoFarmAcient or _G.AutoQuestRace or Auto_Law or _G.AutoAllBoss or AutoTushita or
_G.AutoHolyTorch or _G.AutoTerrorshark or _G.farmpiranya or _G.DriveMytic or
_G.AutoCakeV2V2 or PirateShip or _G.AutoSeaBeast or _G.AutoNear or _G.BossRaid or
_G.GrabChest or AutoCitizen or _G.Ectoplasm 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 AutoHallowSycythe or AutoCavander or
AutoTushita or AutoDarkDagger or _G.CakePrince or _G.AutoElite or AutoRainbowHaki or
AutoSaber or AutoFarmKen or AutoKenHop or AutoKenV2 or _G.AutoKillPlayerMelee or
_G.AutoKillPlayerGun or _G.AutoKillPlayerFruit 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.Ectoplasm then

```

```

    if not

```

```

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

```

```

        local L_276_ = Instance.new("BodyVelocity")

```

```

        L_276_.Name = "BodyClip"

```

```

        L_276_.Parent =

```

```

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

```

```

        L_276_.MaxForce = Vector3.new(100000, 100000,

```

```

100000)

```

```

        L_276_.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()

```

```

                if _G.TeleportIsland or _G.CastleRaid or AutoFarmChest or

```

```

_G.CollectAzure or _G.TweenToKitsune or _G.AutoCandy or _G.GhostShip or _G.Ship or

```

```

_G.SailBoat or _G.Auto_Holy_Torch or _G.Tweenfruit or _G.FindMirageIsland or _G.TeleportPly

```

```

or _G.AutoFishCrew or _G.AutoShark or _G.AutoMysticIsland or _G.AutoCakeV2 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 AutoTushita or
_G.farmpiranya or _G.AutoTerrorshark or _G.AutoNear or _G.AutoCakeV2V2 or PirateShip or
_G.AutoSeaBeast or _G.DriveMytic or _G.BossRaid or _G.GrabChest or AutoCitizen or
_G.Ectoplasm 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 _G.AutoKillPlayerMelee or
_G.AutoKillPlayerGun or _G.AutoKillPlayerFruit 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.Ectoplasm then

```

```

                                for L_277_forvar0, L_278_forvar1 in
pairs(game:GetService("Players").LocalPlayer.Character:GetDescendants()) do
                                    if L_278_forvar1:IsA("BasePart") then
                                        L_278_forvar1.CanCollide = false
                                    end
                                end
                            end
                        end
                    end)
                end)
            end)

```

--Check Material

```

        function CheckMaterial(L_279_arg0)
            for L_280_forvar0, L_281_forvar1 in
pairs(game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("getInventory"))
do
                if type(L_281_forvar1) == "table" then
                    if L_281_forvar1.Type == "Material" then
                        if L_281_forvar1.Name == L_279_arg0 then
                            return L_281_forvar1.Count
                        end
                    end
                end
            end
        end
    end
end

```

```
        return 0
    end
```

-----AttackNoCD

```
    local L_88_ = game.Players.LocalPlayer
    local L_89_ = getupvalues(require(L_88_.PlayerScripts.CombatFramework))
    local L_90_ = L_89_[2]
    function GetCurrentBlade()
        local L_282_ = L_90_.activeController
        local L_283_ = L_282_.blades[1]
        if not L_283_ then
            return
        end
        while L_283_.Parent ~= game.Players.LocalPlayer.Character do
            L_283_ = L_283_.Parent
        end
        return L_283_
    end
    function AttackNoCD()
        if not AutoFarmMasDevilFruit or AutoFarmMasGun then
            if not Auto_Raid then
                local L_284_ = L_90_.activeController
                for L_285_forvar0 = 1, 1 do
                    local L_286_ =
require(game.ReplicatedStorage.CombatFramework.RigLib).getBladeHits(
                        L_88_.Character, {
                            L_88_.Character.HumanoidRootPart
                        }, 60)
                    local L_287_ = {}
                    local L_288_ = {}
                    for L_289_forvar0, L_290_forvar1 in pairs(L_286_) do
                        if
L_290_forvar1.Parent:FindFirstChild("HumanoidRootPart") and not
L_288_[L_290_forvar1.Parent] then
                            table.insert(L_287_,
L_290_forvar1.Parent.HumanoidRootPart)
                            L_288_[L_290_forvar1.Parent] = true
                        end
                    end
                    L_286_ = L_287_
                    if # L_286_ > 0 then
```

```

local L_291_ = debug.getupvalue(L_284_.attack, 5)
local L_292_ = debug.getupvalue(L_284_.attack, 6)
local L_293_ = debug.getupvalue(L_284_.attack, 4)
local L_294_ = debug.getupvalue(L_284_.attack, 7)
local L_295_ = (L_291_ * 798405 + L_293_ *
727595) % L_292_

local L_296_ = L_293_ * 798405
(function()
    L_295_ = (L_295_ * L_292_ + L_296_) %
1099511627776

    L_291_ = math.floor(L_295_ / L_292_)
    L_293_ = L_295_ - L_291_ * L_292_
end)()
L_294_ = L_294_ + 1
debug.setupvalue(L_284_.attack, 5, L_291_)
debug.setupvalue(L_284_.attack, 6, L_292_)
debug.setupvalue(L_284_.attack, 4, L_293_)
debug.setupvalue(L_284_.attack, 7, L_294_)
pcall(function()
    if
L_88_.Character:FindFirstChildOfClass("Tool") and L_284_.blades and L_284_.blades[1] then
L_284_.animator.anims.basic[1]:Play(0.01, 0.01, 0.01)

game:GetService("ReplicatedStorage").RigControllerEvent:FireServer("weaponChange",
tostring(GetCurrentBlade()))

game.ReplicatedStorage.Remotes\Validator:FireServer(math.floor(L_295_ / 1099511627776 *
16777215), L_294_)

game:GetService("ReplicatedStorage").RigControllerEvent:FireServer("hit", L_286_,
L_285_forvar0, "")

        end
    end
end
end
end
end
end

--Attack Mastery
function NormalAttack()
    if not G.NormalAttack then
```

```

        local L_297_ =
require(game.Players.LocalPlayer.PlayerScripts.CombatFramework)
        local L_298_ = debug.getupvalues(L_297_)[2]
        local L_299_ = require(game.ReplicatedStorage.Util.CameraShaker)
        L_299_:Stop()
        L_298_.activeController.attacking = false
        L_298_.activeController.timeToNextAttack = 0
        L_298_.activeController.hitboxMagnitude = 180
        game:GetService'VirtualUser':CaptureController()
        game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))
    end
end

```

--Sword Weapon

```

        function GetWeaponInventory(L_300_arg0)
            for L_301_forvar0, L_302_forvar1 in
pairs(game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("getInventory"))
do
                if type(L_302_forvar1) == "table" then
                    if L_302_forvar1.Type == "Sword" then
                        if L_302_forvar1.Name == L_300_arg0 then
                            return true
                        end
                    end
                end
            end
        end
        return false
    end
end

```

---Method Farm

```

        Type1 = 1
        spawn(function()
            while wait(.1) do
                if Type == 1 then
                    Pos = CFrame.new(10, 40, 10)
                elseif Type == 2 then
                    Pos = CFrame.new(-30, 10, -30)
                elseif Type == 3 then
                    Pos = CFrame.new(10, 10, -40)
                elseif Type == 4 then

```

```

        Pos = CFrame.new(-40, 10, 10)
    end
end
end)
spawn(function()
    while wait(.1) do
        Type = 1
        wait(1)
        Type = 2
        wait(1)
        Type = 3
        wait(1)
        Type = 4
        wait(1)
    end
end)
--auto turn haki
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(L_303_arg0)
    repeat
        wait(0.5)
        game.Players.LocalPlayer.Character.Humanoid:ChangeState(15)
        game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame =
L_303_arg0

        task.wait()
        game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame =
L_303_arg0

    until (L_303_arg0.Position -
game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 2000
    end
    function BTP(L_304_arg0)
        pcall(function()
            if (L_304_arg0.Position -
game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude >= 2000 and not
Auto_Raid and game.Players.LocalPlayer.Character.Humanoid.Health > 0 then
                if NameMon == "FishmanQuest" then

```



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

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("requestEntrance",
Vector3.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",
Vector3.new(- 4607.82275, 872.54248, - 1667.55688))
    elseif NameMon == "SkyExp1Quest" then
```

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

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

```

                                wait(0.5)

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = L_304_arg0
                                wait(.05)

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

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = L_304_arg0
                                until (L_304_arg0.Position -
game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude < 2500 and
game.Players.LocalPlayer.Character.Humanoid.Health > 0
                                wait()
                                end
                                end
                                end)
end

```

---Close UI

```

    local L_91_ = Instance.new("ScreenGui")
    local L_92_ = Instance.new("ImageButton")
    local L_93_ = Instance.new("UICorner")
    L_91_.Name = "ToggleUI"
    L_91_.Parent = game.CoreGui
    L_91_.ZIndexBehavior = Enum.ZIndexBehavior.Sibling
    L_92_.Name = "ToggleButton"
    L_92_.Parent = L_91_
    L_92_.BackgroundColor3 = Color3.fromRGB(255, 255, 255)
    L_92_.BorderSizePixel = 0
    L_92_.Position = UDim2.new(0.120833337, 0, 0.0952890813, 0)
    L_92_.Size = UDim2.new(0, 50, 0, 50)
    L_92_.Image = "rbxassetid://15943857180"
    L_92_.MouseButton1Click:Connect(function()
        game:GetService("VirtualInputManager"):SendKeyEvent(true,
Enum.KeyCode.End, false, game)
    end)
    L_93_.CornerRadius = UDim.new(0, 10)
    L_93_.Parent = L_92_

```

--Remove Effect

```

    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

```

```

-----
-- Hehe
-----

```

```

-----
--Create Tabs

```

```

    local L_94_ = L_5_.Main:AddSection("Farming")
    local L_95_ = {
        'Normal Attack',
        'Fast Attack',
        'Super Fast Attack'
    }
    local L_96_ = L_5_.Main:AddDropdown("DropdownDelayAttack", {
        Title = "Select Fast Attack",
        Values = L_95_,
        Multi = false,
        Default = 1,
    })
    L_96_:SetValue("Fast Attack")
    L_96_:OnChanged(function(L_305_arg0)
        _G.FastAttackFaiFao_Mode = L_305_arg0
        if _G.FastAttackFaiFao_Mode == "Fast Attack" then
            _G.Fast_Delay = 0.17
        elseif _G.FastAttackFaiFao_Mode == "Normal Attack" then
            _G.Fast_Delay = 0.25
        elseif _G.FastAttackFaiFao_Mode == "Super Fast Attack" then
            _G.Fast_Delay = 0.05
        end
    end)
    local L_97_ = L_5_.Main:AddDropdown("DropdownSelectWeapon", {
        Title = "Weapon",
        Values = {
            'Melee',
            'Sword',
            'Blox Fruit'
        },
        Multi = false,
    })

```

```

        Default = 1,
    })
    L_97_:SetValue('Melee')
    L_97_:OnChanged(function(L_306_arg0)
        ChooseWeapon = L_306_arg0
    end)
    task.spawn(function()
        while wait() do
            pcall(function()
                if ChooseWeapon == "Melee" then
                    for L_307_forvar0 , L_308_forvar1 in
pairs(game.Players.LocalPlayer.Backpack:GetChildren()) do
                        if L_308_forvar1.ToolTip == "Melee" then
                            if
game.Players.LocalPlayer.Backpack:FindFirstChild(tostring(L_308_forvar1.Name)) then
                                SelectWeapon =
L_308_forvar1.Name
                            end
                        end
                    end
                elseif ChooseWeapon == "Sword" then
                    for L_309_forvar0 , L_310_forvar1 in
pairs(game.Players.LocalPlayer.Backpack:GetChildren()) do
                        if L_310_forvar1.ToolTip == "Sword" then
                            if
game.Players.LocalPlayer.Backpack:FindFirstChild(tostring(L_310_forvar1.Name)) then
                                SelectWeapon =
L_310_forvar1.Name
                            end
                        end
                    end
                elseif ChooseWeapon == " Blox Fruit" then
                    for L_311_forvar0 , L_312_forvar1 in
pairs(game.Players.LocalPlayer.Backpack:GetChildren()) do
                        if L_312_forvar1.ToolTip == "Blox Fruit" then
                            if
game.Players.LocalPlayer.Backpack:FindFirstChild(tostring(L_312_forvar1.Name)) then
                                SelectWeapon =
L_312_forvar1.Name
                            end
                        end
                    end
                end
            end
        end
    end)
end
else

```

```

                                for L_313_forvar0 , L_314_forvar1 in
pairs(game.Players.LocalPlayer.Backpack:GetChildren()) do
                                if L_314_forvar1.ToolTip == "Melee" then
                                    if
game.Players.LocalPlayer.Backpack:FindFirstChild(tostring(L_314_forvar1.Name)) then
                                        SelectWeapon =
L_314_forvar1.Name
                                    end
                                end
                                end
                                end
                                end
                                end)
                                end)
                                local L_98_ = L_5_.Main:AddToggle("ToggleLevel", {
                                    Title = "Auto Level",
                                    Default = false
                                })
                                L_98_:OnChanged(function(L_315_arg0)
                                    _G.AutoLevel = L_315_arg0
                                end)
                                L_6_.ToggleLevel:SetValue(false)
                                spawn(function()
                                    while task.wait() do
                                        if _G.AutoLevel then
                                            pcall(function()
                                                CheckLevel()
                                            end)
                                        end
                                    end
                                end)
                                string.find(game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Container.QuestTitle.
                                Title.Text, NameMon) or game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible
                                == false then

                                game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("AbandonQuest")
                                    if BypassTP then
                                        if
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position -
CFrameQ.Position).Magnitude > 2500 then
                                            BTP(CFrameQ)
                                        elseif
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position -
CFrameQ.Position).Magnitude < 2500 then
                                            Tween(CFrameQ)
                                        end
                                    end
                                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",
NameQuest, QuestLv)

end
elseif
string.find(game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Container.QuestTitle.
Title.Text, NameMon) or game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible
== true then
    for L_316_forvar0, L_317_forvar1 in
pairs(game:GetService("Workspace").Enemies:GetChildren()) do
        if L_317_forvar1:FindFirstChild("Humanoid")
and L_317_forvar1:FindFirstChild("HumanoidRootPart") and L_317_forvar1.Humanoid.Health >
0 then
            if L_317_forvar1.Name == Ms then
                repeat
                    wait(_G.Fast_Delay)
                    AttackNoCD()
                    bringmob = true
                    AutoHaki()

EquipTool(SelectWeapon)

Tween(L_317_forvar1.HumanoidRootPart.CFrame * CFrame.new(posX, posY, posZ))

L_317_forvar1.HumanoidRootPart.Size = Vector3.new(60, 60, 60)

L_317_forvar1.HumanoidRootPart.Transparency = 1

L_317_forvar1.Humanoid.JumpPower = 0

L_317_forvar1.Humanoid.WalkSpeed = 0

L_317_forvar1.HumanoidRootPart.CanCollide = false

FarmPos =

L_317_forvar1.HumanoidRootPart.CFrame

MonFarm =

L_317_forvar1.Name

```

```

--Click
until not _G.AutoLevel or not
L_317_forvar1.Parent or L_317_forvar1.Humanoid.Health <= 0 or not
game:GetService("Workspace").Enemies:FindFirstChild(L_317_forvar1.Name) or
game.Players.LocalPlayer.PlayerGui.Main.Quest.Visible == false
bringmob = false
end
end
end
end
for L_318_forvar0, L_319_forvar1 in
pairs(game:GetService("Workspace")["_WorldOrigin"].EnemySpawns:GetChildren()) do
if string.find(L_319_forvar1.Name,
NameMon) then
if
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position -
L_319_forvar1.Position).Magnitude >= 10 then
Tween(L_319_forvar1.CFrame * CFrame.new(posX, posY, posZ))
end
end
end
end
end)
end
end)
end)
local L_99_ = L_5_.Main:AddToggle("ToggleCandy", {
Title = "Auto Farm Candy ( Only Max Level )",
Default = false
})
L_99_:OnChanged(function(L_320_arg0)
_G.AutoCandy = L_320_arg0
end)
L_6_.ToggleCandy:SetValue(false)
local L_100_ = CFrame.new(- 16603.197265625, 130.3873748779297,
1087.16455078125)
spawn(function()
while wait() do
if _G.AutoCandy then
pcall(function()
toTargetP(L_100_)
if
game:GetService("Workspace").Enemies:FindFirstChild("Isle Outlaw") or

```

```

game:GetService("Workspace").Enemies:FindFirstChild("Island Boy") or
game:GetService("Workspace").Enemies:FindFirstChild("Sun-kissed Warrior") or
game:GetService("Workspace").Enemies:FindFirstChild("Isle Champion") then
    for L_321_forvar0, L_322_forvar1 in
pairs(game:GetService("Workspace").Enemies:GetChildren()) do
        if L_322_forvar1.Name == "Isle Outlaw" or
L_322_forvar1.Name == "Island Boy" or L_322_forvar1.Name == "Sun-kissed Warrior" or
L_322_forvar1.Name == "Isle Champion" then
            if
L_322_forvar1:FindFirstChild("Humanoid") and
L_322_forvar1:FindFirstChild("HumanoidRootPart") and L_322_forvar1.Humanoid.Health > 0
then
                repeat
                    wait(_G.Fast_Delay)
                    AttackNoCD()
                    bringmob = true
                    AutoHaki()

EquipTool(SelectWeapon)

toTarget(L_322_forvar1.HumanoidRootPart.CFrame * CFrame.new(posX, posY, posZ))

L_322_forvar1.HumanoidRootPart.Size = Vector3.new(1, 1, 1)

L_322_forvar1.HumanoidRootPart.Transparency = 1

L_322_forvar1.Humanoid.JumpPower = 0

L_322_forvar1.Humanoid.WalkSpeed = 0

L_322_forvar1.HumanoidRootPart.CanCollide = false

FarmPos =

L_322_forvar1.HumanoidRootPart.CFrame

MonFarm =

L_322_forvar1.Name

until not _G.AutoCandy or
not L_322_forvar1.Parent or L_322_forvar1.Humanoid.Health <= 0
bringmob = false
end
end
end
end
toTarget(CFrame.new(- 16599.1484375,
154.2681121826172, - 166.32186889648438))

```



```

end
end)
end
end
end)

```

```

local L_101_ = L_5_.Main:AddToggle("ToggleMobAura", {
    Title = "Kill Near | Mob Aura",
    Default = false
})
L_101_:OnChanged(function(L_323_arg0)
    _G.AutoNear = L_323_arg0
end)
L_6_.ToggleMobAura:SetValue(false)
spawn(function()
    while wait(.1) do
        if _G.AutoNear then
            pcall(function()
                for L_324_forvar0, L_325_forvar1 in
pairs(game.Workspace.Enemies:GetChildren()) do
                    if L_325_forvar1:FindFirstChild("Humanoid") and
L_325_forvar1:FindFirstChild("HumanoidRootPart") and L_325_forvar1.Humanoid.Health > 0
then
                        if L_325_forvar1.Name then
                            if
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position -
L_325_forvar1:FindFirstChild("HumanoidRootPart").Position).Magnitude <= 5000 then
                                repeat
                                    wait(_G.Fast_Delay)
                                    AttackNoCD()
                                    bringmob = true
                                    AutoHaki()

EquipTool(SelectWeapon)

Tween(L_325_forvar1.HumanoidRootPart.CFrame * CFrame.new(posX, posY, posZ))

L_325_forvar1.HumanoidRootPart.Size = Vector3.new(1, 1, 1)

L_325_forvar1.HumanoidRootPart.Transparency = 1

```

```

L_325_forvar1.Humanoid.JumpPower = 0

L_325_forvar1.Humanoid.WalkSpeed = 0

L_325_forvar1.HumanoidRootPart.CanCollide = false
FarmPos =

L_325_forvar1.HumanoidRootPart.CFrame
MonFarm =

L_325_forvar1.Name
--Click
until not _G.AutoNear or not
L_325_forvar1.Parent or L_325_forvar1.Humanoid.Health <= 0 or not
game.Workspace.Enemies:FindFirstChild(L_325_forvar1.Name)
bringmob = false
end
end
end
end
end)
end
end)
local L_102_ = L_5_.Main:AddToggle("ToggleCastleRaid", {
    Title = "Auto Castle Raid | Pirates Castle",
    Default = false
})
L_102_:OnChanged(function(L_326_arg0)
    _G.CastleRaid = L_326_arg0
end)
L_6_.ToggleCastleRaid:SetValue(false)
spawn(function()
    while wait() do
        if _G.CastleRaid then
            pcall(function()
                local L_327_ = CFrame.new(- 5496.17432, 313.768921, -
2841.53027, 0.924894512, 7.37058015e-09, 0.380223751, 3.5881019e-08, 1, -
1.06665446e-07, - 0.380223751, 1.12297109e-07, 0.924894512)
                if (CFrame.new(- 5539.3115234375, 313.800537109375, -
2972.372314453125).Position -
game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 500 then
                    for L_328_forvar0, L_329_forvar1 in
pairs(game:GetService("Workspace").Enemies:GetChildren()) do
                        if _G.CastleRaid and

```

```
L_329_forvar1:FindFirstChild("HumanoidRootPart") and
L_329_forvar1:FindFirstChild("Humanoid") and L_329_forvar1.Humanoid.Health > 0 then
    if
        (L_329_forvar1.HumanoidRootPart.Position -
game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude < 2000 then
            repeat
                wait(_G.Fast_Delay)
                AttackNoCD()
                bringmob = true
                AutoHaki()
            until
                L_329_forvar1.HumanoidRootPart.CanCollide = false
                L_329_forvar1.HumanoidRootPart.Size = Vector3.new(60, 60, 60)
                Tween(L_329_forvar1.HumanoidRootPart.CFrame * CFrame.new(posX, posY, posZ))
                L_329_forvar1.Humanoid.Health <= 0 or not L_329_forvar1.Parent or not _G.CastleRaid
            end
        else
            if BypassTP then
                if
                    (game.Players.LocalPlayer.Character.HumanoidRootPart.Position - L_327_.Position).Magnitude
> 2500 then
                        BTP(L_327_)
                    elseif
                        (game.Players.LocalPlayer.Character.HumanoidRootPart.Position - L_327_.Position).Magnitude
< 2500 then
                            Tween(L_327_)
                        end
                    end
                end
            end
        end
    end
end
end
end)
```

```

-----
game:GetService('RunService').RenderStepped:connect(function()
    if _G.chestsea3 then
        if
game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("God's Chalice") then
            _G.chestsea3 = false
        elseif not
game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("God's Chalice") then
            if game:GetService("Workspace"):FindFirstChild("Chest1") then
                TPchest(
game:GetService("Workspace"):FindFirstChild("Chest1").CFrame)
            end
            if game:GetService("Workspace"):FindFirstChild("Chest2") then
                TPchest(
game:GetService("Workspace"):FindFirstChild("Chest2").CFrame)
            end
            if game:GetService("Workspace"):FindFirstChild("Chest3") then
                TPchest(
game:GetService("Workspace"):FindFirstChild("Chest3").CFrame)
            end
        end
    end
end)
if game.PlaceId == 7449423635 then -- sea3
    spawn(function()
        while task.wait(3.5) do
            pcall(function()
                if not
game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("God's Chalice") then
                    if _G.chestsea3 then

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

game.Players.LocalPlayer.Character.Humanoid.Health = 0
                        end
                        wait(5)
                    end
                end)
            end
        end
    end)
end
game:GetService('RunService').RenderStepped:connect(function()

```

```

        if _G.chestsea2 then
            if game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Fist
of Darkness") then
                game:GetService("VirtualInputManager"):SendKeyEvent(true, "Q",
false, game)
                _G.chestsea2 = false
            elseif not
game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Fist of Darkness") then
                if game:GetService("Workspace"):FindFirstChild("Chest1") then
                    TPchest(
game:GetService("Workspace"):FindFirstChild("Chest1").CFrame)
                    end
                    if game:GetService("Workspace"):FindFirstChild("Chest2") then
                        TPchest(
game:GetService("Workspace"):FindFirstChild("Chest2").CFrame)
                        end
                        if game:GetService("Workspace"):FindFirstChild("Chest3") then
                            TPchest(
game:GetService("Workspace"):FindFirstChild("Chest3").CFrame)
                            end
                        end
                    end
                end
            end)
            if game.PlaceId == 4442272183 then -- sea2
                spawn(function()
                    while task.wait(3.5) do
                        pcall(function()
                            if not
game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Fist of Darkness") then
                                if _G.chestsea2 then

game.Players.LocalPlayer.Character.Humanoid.Health = 0
                                    end
                                    wait(5)
                                end
                            end)
                        end)
                    end
                end)
            end
        end
        function TPchest(L_330_arg0)
            local L_331_ = (L_330_arg0.Position -
game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude
            if L_331_ >= 0 then

```

```

        Speed = 1200000
    end
    local L_332_ =
game:GetService("TweenService"):Create(game.Players.LocalPlayer.Character.HumanoidRoot
Part, TweenInfo.new(L_331_ / Speed), {
        CFrame = L_330_arg0
    })
    L_332_:Play()
end
if Third_Sea then
    local L_333_ = L_5_.Main:AddToggle("ToggleChest", {
        Title = "Auto Chest Stop If Has Items [Tp]",
        Default = false
    })
    L_333_:OnChanged(function(L_334_arg0)
        _G.chestsea3 = L_334_arg0
    end)
    L_6_.ToggleChest:SetValue(false)
end
if Second_Sea then
    local L_335_ = L_5_.Main:AddToggle("ToggleChest", {
        Title = "Auto Chest Stop If Has Items [Tp]",
        Default = false
    })
    L_335_:OnChanged(function(L_336_arg0)
        _G.chestsea2 = L_336_arg0
    end)
    L_6_.ToggleChest:SetValue(false)
end
local L_103_ = L_5_.Main:AddToggle("ToggleChestTween", {
    Title = "Auto Chest [Tween]",
    Default = false
})
L_103_:OnChanged(function(L_337_arg0)
    AutoFarmChest = L_337_arg0
end)
L_6_.ToggleChestTween:SetValue(false)
_G.MagnitudeAdd = 0
spawn(function()
    while wait() do
        if AutoFarmChest then
            for L_338_forvar0, L_339_forvar1 in
pairs(game:GetService("Workspace"):GetChildren()) do

```

```

        if L_339_forvar1.Name:find("Chest") then
            if
game:GetService("Workspace"):FindFirstChild(L_339_forvar1.Name) then
                if (L_339_forvar1.Position -
game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 5000 +
_G.MagnitudeAdd then
                    repeat
                        wait()
                        if
game:GetService("Workspace"):FindFirstChild(L_339_forvar1.Name) then
                            Tween(L_339_forvar1.CFrame)
                                end
                                until AutoFarmChest == false or not
L_339_forvar1.Parent
                            Tween(game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.CFrame)
                                _G.MagnitudeAdd =
_G.MagnitudeAdd + 1500
                                    break
                                end
                            end
                        end
                    end
                end
            end
        end
    end)

```

```

L_5_.Main:AddButton({
    Title = "Redeem All Code",
    Description = "Redeem all code x2 exp",
    Callback = function()
        UseCode()
    end
})
function UseCode(L_340_arg0)

game:GetService("ReplicatedStorage").Remotes.Redeem:InvokeServer(L_340_arg0)
    end
    UseCode("Sub2Fer999")
    UseCode("Enyu_is_Pro")

```

```

UseCode("Magicbus")
UseCode("JCWK")
UseCode("Starcodheo")
UseCode("Bluxxy")
UseCode("THEGREATACE")
UseCode("SUB2GAMERROBOT_EXP1")
UseCode("StrawHatMaine")
UseCode("Sub2OfficialNoobie")
UseCode("SUB2NOOBMASTER123")
UseCode("Sub2Daigrock")
UseCode("Axiore")
UseCode("TantaiGaming")
UseCode("STRAWHATMAINE")
L_5_.Main.AddButton({
    Title = "Fps Booster",
    Description = "Boost your fps",
    Callback = function()
        FPSBooster()
    end
})
function FPSBooster()
    local L_341_ = true
    local L_342_ = game
    local L_343_ = L_342_.Workspace
    local L_344_ = L_342_.Lighting
    local L_345_ = L_343_.Terrain
    sethiddenproperty(L_344_, "Technology", 2)
    sethiddenproperty(L_345_, "Decoration", false)
    L_345_.WaterWaveSize = 0
    L_345_.WaterWaveSpeed = 0
    L_345_.WaterReflectance = 0
    L_345_.WaterTransparency = 0
    L_344_.GlobalShadows = false
    L_344_.FogEnd = 9e9
    L_344_.Brightness = 0
    settings().Rendering.QualityLevel = "Level01"
    for L_346_forvar0, L_347_forvar1 in pairs(L_342_:GetDescendants()) do
        if L_347_forvar1:IsA("Part") or L_347_forvar1:IsA("Union") or
L_347_forvar1:IsA("CornerWedgePart") or L_347_forvar1:IsA("TrussPart") then
            L_347_forvar1.Material = "Plastic"
            L_347_forvar1.Reflectance = 0
            elseif L_347_forvar1:IsA("Decal") or L_347_forvar1:IsA("Texture") and
L_341_ then

```



```

        L_347_forvar1.Transparency = 1
    elseif L_347_forvar1:IsA("ParticleEmitter") or L_347_forvar1:IsA("Trail")
then
        L_347_forvar1.Lifetime = NumberRange.new(0)
    elseif L_347_forvar1:IsA("Explosion") then
        L_347_forvar1.BlastPressure = 1
        L_347_forvar1.BlastRadius = 1
    elseif L_347_forvar1:IsA("Fire") or L_347_forvar1:IsA("SpotLight") or
L_347_forvar1:IsA("Smoke") or L_347_forvar1:IsA("Sparkles") then
        L_347_forvar1.Enabled = false
    elseif L_347_forvar1:IsA("MeshPart") then
        L_347_forvar1.Material = "Plastic"
        L_347_forvar1.Reflectance = 0
        L_347_forvar1.TextureID = 10385902758728957
    end
end
for L_348_forvar0, L_349_forvar1 in pairs(L_344_:GetChildren()) do
    if L_349_forvar1:IsA("BlurEffect") or L_349_forvar1:IsA("SunRaysEffect")
or L_349_forvar1:IsA("ColorCorrectionEffect") or L_349_forvar1:IsA("BloomEffect") or
L_349_forvar1:IsA("DepthOfFieldEffect") then
        L_349_forvar1.Enabled = false
    end
end
end
end
end

```

```

-----
--Mastery
local L_104_ = L_5_.Main:AddSection("Mastery Farm")
local L_105_ = L_5_.Main:AddDropdown("DropdownMastery", {
    Title = "Mastery Mode",
    Values = {
        "Level",
        "Near Mobs",
    },
    Multi = false,
    Default = 1,
})
L_105_:SetValue("Level")
L_105_:OnChanged(function(L_350_arg0)
    TypeMastery = L_350_arg0
end)
local L_106_ = L_5_.Main:AddToggle("ToggleMasteryFruit", {

```

```

        Title = "Auto BF Mastery",
        Default = false
    })
    L_106_:OnChanged(function(L_351_arg0)
        AutoFarmMasDevilFruit = L_351_arg0
    end)
    L_6_.ToggleMasteryFruit:SetValue(false)
    local L_107_ = L_5_.Main:AddSlider("SliderHealt", {
        Title = "Health (%) Mob",
        Description = "",
        Default = 25,
        Min = 0,
        Max = 100,
        Rounding = 1,
        Callback = function(L_352_arg0)
            KillPercent = L_352_arg0
        end
    })
    L_107_:OnChanged(function(L_353_arg0)
        KillPercent = L_353_arg0
    end)
    L_107_:SetValue(25)
    spawn(function()
        while task.wait(1) do
            if _G.UseSkill then
                pcall(function()
                    if _G.UseSkill then
                        for L_354_forvar0, L_355_forvar1 in
pairs(game:GetService("Workspace").Enemies:GetChildren()) do
                            if L_355_forvar1.Name == MonFarm and
L_355_forvar1:FindFirstChild("Humanoid") and
L_355_forvar1:FindFirstChild("HumanoidRootPart") and L_355_forvar1.Humanoid.Health <=
L_355_forvar1.Humanoid.MaxHealth * KillPercent / 100 then
                                repeat

game:GetService("RunService").Heartbeat:wait()

EquipTool(game.Players.LocalPlayer.Data.DevilFruit.Value)

Tween(L_355_forvar1.HumanoidRootPart.CFrame * CFrame.new(posX, posY, posZ))

PositionSkillMasteryDevilFruit = L_355_forvar1.HumanoidRootPart.Position
                                if

```

```
game:GetService("Players").LocalPlayer.Character:FindFirstChild(game.Players.LocalPlayer.Data.DevilFruit.Value) then
```

```
game:GetService("Players").LocalPlayer.Character:FindFirstChild(game.Players.LocalPlayer.Data.DevilFruit.Value).MousePos.Value = PositionSkillMasteryDevilFruit
```

```
local L_356_ =
```

```
game:GetService("Players").LocalPlayer.Character:FindFirstChild(game.Players.LocalPlayer.Data.DevilFruit.Value).Level.Value
```

```
if SkillZ and L_356_
```

```
>= 1 then
```

```
game:service("VirtualInputManager"):SendKeyEvent(true, "Z", false, game)
```

```
wait(0.1)
```

```
game:service("VirtualInputManager"):SendKeyEvent(false, "Z", false, game)
```

```
end
```

```
if SkillX and L_356_
```

```
>= 2 then
```

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

```
wait(0.2)
```

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

```
end
```

```
if SkillC and L_356_
```

```
>= 3 then
```

```
game:service("VirtualInputManager"):SendKeyEvent(true, "C", false, game)
```

```
wait(0.3)
```

```
game:service("VirtualInputManager"):SendKeyEvent(false, "C", false, game)
```

```
end
```

```
if SkillV and L_356_
```

```
>= 4 then
```

```
game:service("VirtualInputManager"):SendKeyEvent(true, "V", false, game)
```

```
wait(0.4)
```

```
game:service("VirtualInputManager"):SendKeyEvent(false, "V", false, game)
```

```
end
```

```
if SkillF and L_356_
```

```
>= 5 then
```

```

game:GetService("VirtualInputManager"):SendKeyEvent(true, "F", false, game)
                                                                    wait(0.5)

game:GetService("VirtualInputManager"):SendKeyEvent(false, "F", false, game)
                                                                    end
                                                                    end
                                                                    until not AutoFarmMasDevilFruit or
not _G.UseSkill or L_355_forvar1.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",
NameQuest, QuestLv)

                                end
                                elseif
string.find(game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Container.QuestTitle.
Title.Text, NameMon) or game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible
== true then
                                for L_357_forvar0, L_358_forvar1 in
pairs(game:GetService("Workspace").Enemies:GetChildren()) do
                                if L_358_forvar1:FindFirstChild("Humanoid")
and L_358_forvar1:FindFirstChild("HumanoidRootPart") then
                                if L_358_forvar1.Name == Ms then
                                repeat

game:GetService("RunService").Heartbeat:wait()

                                if
L_358_forvar1.Humanoid.Health <= L_358_forvar1.Humanoid.MaxHealth * KillPercent / 100
then
                                _G.UseSkill =
true
                                else
                                _G.UseSkill =
false
                                AutoHaki()
bringmob =
true

EquipTool(SelectWeapon)

Tween(L_358_forvar1.HumanoidRootPart.CFrame * CFrame.new(posX, posY, posZ))

L_358_forvar1.HumanoidRootPart.Size = Vector3.new(1, 1, 1)

L_358_forvar1.HumanoidRootPart.Transparency = 1

L_358_forvar1.Humanoid.JumpPower = 0

L_358_forvar1.Humanoid.WalkSpeed = 0

L_358_forvar1.HumanoidRootPart.CanCollide = false
FarmPos =
L_358_forvar1.HumanoidRootPart.CFrame

```

```

MonFarm =

L_358_forvar1.Name

NormalAttack()

end
until not
AutoFarmMasDevilFruit or not L_358_forvar1.Parent or L_358_forvar1.Humanoid.Health == 0
or game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible == false or not
game:GetService("Workspace").Enemies:FindFirstChild(L_358_forvar1.Name) or not
TypeMastery == 'Level'

bringmob = false
_G.UseSkill = false
end
end
end
end
end)

-----Near Mas
elseif AutoFarmMasDevilFruit and TypeMastery == 'Near Mobs' then
pcall(function()
for L_359_forvar0, L_360_forvar1 in
pairs(game.Workspace.Enemies:GetChildren()) do
if L_360_forvar1.Name and
L_360_forvar1:FindFirstChild("Humanoid") and
L_360_forvar1:FindFirstChild("HumanoidRootPart") then
if
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position -
L_360_forvar1:FindFirstChild("HumanoidRootPart").Position).Magnitude <= 5000 then
repeat

game:GetService("RunService").Heartbeat:wait()

if
L_360_forvar1.Humanoid.Health <= L_360_forvar1.Humanoid.MaxHealth * KillPercent / 100
then
_G.UseSkill = true
else
_G.UseSkill = false
AutoHaki()
bringmob = true

EquipTool(SelectWeapon)

Tween(L_360_forvar1.HumanoidRootPart.CFrame * CFrame.new(posX, posY, posZ))

```

```

L_360_forvar1.HumanoidRootPart.Size = Vector3.new(1, 1, 1)

L_360_forvar1.HumanoidRootPart.Transparency = 1

L_360_forvar1.Humanoid.JumpPower = 0

L_360_forvar1.Humanoid.WalkSpeed = 0

L_360_forvar1.HumanoidRootPart.CanCollide = false
--v.Humanoid:ChangeState(11)
--v.Humanoid:ChangeState(14)

FarmPos =
L_360_forvar1.HumanoidRootPart.CFrame
MonFarm =
L_360_forvar1.Name
NormalAttack()
end
until not AutoFarmMasDevilFruit or
not MasteryType == 'Near Mobs' or not L_360_forvar1.Parent or
L_360_forvar1.Humanoid.Health == 0 or not TypeMastery == 'Near Mobs'
bringmob = false
_G.UseSkill = false
end
end
end
end)
end
end)
end)
local L_108_ = L_5_.Main:AddSection("Misc Farm")
if Third_Sea then
local L_361_ = L_5_.Main:AddToggle("ToggleBone", {
Title = "Auto Bone",
Default = false
})
L_361_:OnChanged(function(L_366_arg0)
_G.AutoBone = L_366_arg0
end)
L_6_.ToggleBone:SetValue(false)
local L_362_ = CFrame.new(- 9515.75, 174.8521728515625, 6079.40625)
local L_363_ = CFrame.new(- 9359.453125, 141.32679748535156,
5446.81982421875)

```

```

spawn(function()
    while wait() do
        if _G.AutoBone then
            pcall(function()
                local L_367_ =
game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Container.QuestTitle.Title.Text
                if not string.find(L_367_, "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
                            if
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position - L_363_.Position).Magnitude
> 2500 then

                                BTP(L_363_)
                                elseif
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position - L_362_.Position).Magnitude
< 2500 then

                                    Tween(L_362_)
                                    end
                                    else
                                        Tween(L_362_)
                                        end
                                        if (L_362_.Position -
game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <=
3 then

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("StartQuest",
"HauntedQuest2", 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 L_368_forvar0, L_369_forvar1 in
pairs(game:GetService("Workspace").Enemies:GetChildren()) do
                                            if
L_369_forvar1:FindFirstChild("HumanoidRootPart") and

```



```

L_369_forvar1:FindFirstChild("Humanoid") and L_369_forvar1.Humanoid.Health > 0 then
    if
        L_369_forvar1.Name == "Reborn Skeleton" or L_369_forvar1.Name == "Living Zombie" or
        L_369_forvar1.Name == "Demonic Soul" or L_369_forvar1.Name == "Posessed Mummy" then
            if
                string.find(game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Container.QuestTitle.
                Title.Text, "Demonic Soul") then
                    repeat
                        wait(_G.Fast_Delay)
                        AttackNoCD()
                        AutoHaki()
                        bringmob = true
                        EquipTool(SelectWeapon)
                        Tween(L_369_forvar1.HumanoidRootPart.CFrame * CFrame.new(posX, posY, posZ))
                        L_369_forvar1.HumanoidRootPart.Size = Vector3.new(1, 1, 1)
                        L_369_forvar1.HumanoidRootPart.Transparency = 1
                        L_369_forvar1.Humanoid.JumpPower = 0
                        L_369_forvar1.Humanoid.WalkSpeed = 0
                        L_369_forvar1.HumanoidRootPart.CanCollide = false
                        FarmPos = L_369_forvar1.HumanoidRootPart.CFrame
                        MonFarm = L_369_forvar1.Name
                    until
                        not _G.AutoBone or L_369_forvar1.Humanoid.Health <= 0 or not L_369_forvar1.Parent or
                        game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible == false
                else
                    game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("AbandonQuest")
                    bringmob = false
                end
            end
        end
    end
end

```

```

end
end
end
else
end
end
end)
end)
end
end)
local L_364_ = L_5_.Main:AddToggle("ToggleCake", {
    Title = "Auto Cake Prince",
    Default = false
})
L_364_:OnChanged(function(L_370_arg0)
    _G.CakePrince = L_370_arg0
end)
L_6_.ToggleCake:SetValue(false)
spawn(function()
    while wait() do
        if _G.CakePrince then
            pcall(function()
                local L_371_ = CFrame.new(- 2142.66821,
71.2588654, - 12327.4619, 0.996939838, - 4.33107843e-08, 0.078172572, 4.20252917e-08, 1,
1.80894251e-08, - 0.078172572, - 1.47488439e-08, 0.996939838)
                if BypassTP then
                    if
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position - L_371_.Position).Magnitude
> 2000 then

                        BTP(L_371_)
                        wait(3)

                    elseif
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position - L_371_.Position).Magnitude
< 2000 then

                        Tween(L_371_)

                    end
                end
                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 L_372_forvar0, L_373_forvar1 in
pairs(game:GetService("Workspace").Enemies:GetChildren()) do

```

```

"Cake Prince" then
    if L_373_forvar1.Name ==
        repeat
            wait(_G.Fast_Delay)
            AttackNoCD()
            AutoHaki()

EquipTool(SelectWeapon)

L_373_forvar1.HumanoidRootPart.Size = Vector3.new(1, 1, 1)

L_373_forvar1.HumanoidRootPart.CanCollide = false

Tween(L_373_forvar1.HumanoidRootPart.CFrame * Pos)
--Click
until _G.CakePrince
== false or not L_373_forvar1.Parent or L_373_forvar1.Humanoid.Health <= 0
bringmob = false
end
end
else
    Tween(CFrame.new(-
2009.2802734375, 4532.97216796875, - 14937.3076171875))
end
else
    if
game.Workspace.Enemies:FindFirstChild("Baking Staff") or
game.Workspace.Enemies:FindFirstChild("Head Baker") or
game.Workspace.Enemies:FindFirstChild("Cake Guard") or
game.Workspace.Enemies:FindFirstChild("Cookie Crafter") then
        for L_374_forvar0, L_375_forvar1 in
pairs(game:GetService("Workspace").Enemies:GetChildren()) do
            if (L_375_forvar1.Name ==
"Baking Staff" or L_375_forvar1.Name == "Head Baker" or L_375_forvar1.Name == "Cake
Guard" or L_375_forvar1.Name == "Cookie Crafter") and L_375_forvar1.Humanoid.Health > 0
then
                repeat
                    wait(_G.Fast_Delay)
                    AttackNoCD()
                    AutoHaki()
                    bringmob =

```

true

EquipTool(SelectWeapon)

L_375_forvar1.HumanoidRootPart.Size = Vector3.new(1, 1, 1)

FarmPos =

L_375_forvar1.HumanoidRootPart.CFrame

MonFarm =

L_375_forvar1.Name

Tween(L_375_forvar1.HumanoidRootPart.CFrame * CFrame.new(posX, posY, posZ))

until _G.CakePrince

== false or game.GetService("ReplicatedStorage"):FindFirstChild("Cake Prince") or not

L_375_forvar1.Parent or L_375_forvar1.Humanoid.Health <= 0

bringmob = false

end

end

else

Tween(L_371_)

end

end

end)

end

end

end)

local L_365_ = L_5_.Main:AddToggle("ToggleSpawnCake", {

Title = "Auto Spawn Cake Prince",

Default = true

})

L_365_:OnChanged(function(L_376_arg0)

game.GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("CakePrinceSpawner"
, L_376_arg0)

end)

L_6_.ToggleSpawnCake:SetValue(true)

end

if Second_Sea then

local L_377_ = L_5_.Main:AddToggle("ToggleVatChatKiDi", {

Title = "Auto Ectoplasm",

Default = false

})

L_377_:OnChanged(function(L_378_arg0)

_G.Ectoplasm = L_378_arg0

```

end)
L_6_.ToggleVatChatKiDi:SetValue(false)
spawn(function()
    while wait(.1) do
        pcall(function()
            if _G.Ectoplasm 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 L_379_forvar0, L_380_forvar1 in
pairs(game:GetService("Workspace").Enemies:GetChildren()) do
                        if L_380_forvar1.Name == "Ship
Steward" or L_380_forvar1.Name == "Ship Engineer" or L_380_forvar1.Name == "Ship
Deckhand" or L_380_forvar1.Name == "Ship Officer" and
L_380_forvar1:FindFirstChild("Humanoid") then
                            if
L_380_forvar1.Humanoid.Health > 0 then
                                repeat

AttackNoCD()
AutoHaki()
bringmob =

true

EquipTool(SelectWeapon)

Tween(L_380_forvar1.HumanoidRootPart.CFrame * CFrame.new(posX, posY, posZ))

L_380_forvar1.HumanoidRootPart.Size = Vector3.new(60, 60, 60)

L_380_forvar1.HumanoidRootPart.Transparency = 1

L_380_forvar1.Humanoid.JumpPower = 0

L_380_forvar1.Humanoid.WalkSpeed = 0

L_380_forvar1.HumanoidRootPart.CanCollide = false

L_380_forvar1.HumanoidRootPart.CFrame
FarmPos =

MonFarm =

```

```

L_380_forvar1.Name
--Click
until _G.Ectoplasm
== false or not L_380_forvar1.Parent or L_380_forvar1.Humanoid.Health == 0 or not
game:GetService("Workspace").Enemies:FindFirstChild(L_380_forvar1.Name)
bringmob = false
end
end
end
else
local L_381_ =
(Vector3.new(904.4072265625, 181.05767822266, 33341.38671875) -
game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude
if L_381_ > 20000 then

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("requestEntrance",
Vector3.new(923.21252441406, 126.9760055542, 32852.83203125))
end
Tween(CFrame.new(904.4072265625,
181.05767822266, 33341.38671875))
end
end
end)
end
end
local L_109_ = L_5_.Main:AddSection("Boss Farm")
if First_Sea then
tableBoss = {
"DauCoGhe Raid Boss [Lv. 7000]",
"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 = {
        "DauCoGhe Raid Boss [Lv. 8000]",
        "Diamond",
        "Jeremy",
        "Fajita",
        "Don Swan",
        "Smoke Admiral",
        "Cursed Captain",
        "Darkbeard",
        "Order",
        "Awakened Ice Admiral",
        "Tide Keeper"
    }
elseif Third_Sea then
    tableBoss = {
        "DauCoGhe Raid Boss [Lv. 9000]",
        "Stone",
        "Island Empress",
        "Kilo Admiral",
        "Captain Elephant",
        "Beautiful Pirate",
        "rip_indra True Form",
        "Longma",
        "Soul Reaper",
        "Cake Queen"
    }
end
local L_110_ = L_5_.Main:AddDropdown("DropdownBoss", {
    Title = "Dropdown",
    Values = tableBoss,
    Multi = false,
    Default = 1,
})
L_110_:SetValue("")
L_110_:OnChanged(function(L_382_arg0)
    _G.SelectBoss = L_382_arg0
end)

local L_111_ = L_5_.Main:AddToggle("ToggleAutoFarmBoss", {
    Title = "Kill Boss",

```

```

        Default = false
    })
    L_111_:OnChanged(function(L_383_arg0)
        _G.AutoBoss = L_383_arg0
    end)
    L_6_.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 L_384_forvar0, L_385_forvar1 in
pairs(game:GetService("Workspace").Enemies:GetChildren()) do
                            if L_385_forvar1.Name == _G.SelectBoss
then
                                if
L_385_forvar1:FindFirstChild("Humanoid") and
L_385_forvar1:FindFirstChild("HumanoidRootPart") and L_385_forvar1.Humanoid.Health > 0
then
                                    repeat
                                        wait(_G.Fast_Delay)
                                        AttackNoCD()
                                        AutoHaki()
                                        bringmob = true

EquipTool(SelectWeapon)

L_385_forvar1.HumanoidRootPart.CanCollide = false

L_385_forvar1.Humanoid.WalkSpeed = 0

L_385_forvar1.HumanoidRootPart.Size = Vector3.new(80, 80, 80)

Tween(L_385_forvar1.HumanoidRootPart.CFrame * Pos)

sethiddenproperty(game:GetService("Players").LocalPlayer, "SimulationRadius", math.huge)
                                until not _G.AutoBoss or not
L_385_forvar1.Parent or L_385_forvar1.Humanoid.Health <= 0
                                    bringmob = false
                                end
                            end
                        end
                    end
                end
            end
        end
    end)
end
end
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
    end
    end)
    end
    end)
    spawn(function()
        while wait() do
            if _G.AutoBoss and not BypassTP then
                pcall(function()
                    if
game:GetService("Workspace").Enemies:FindFirstChild(_G.SelectBoss) then
                        for L_386_forvar0, L_387_forvar1 in
pairs(game:GetService("Workspace").Enemies:GetChildren()) do
                            if L_387_forvar1.Name == _G.SelectBoss
then
                                if
L_387_forvar1:FindFirstChild("Humanoid") and
L_387_forvar1:FindFirstChild("HumanoidRootPart") and L_387_forvar1.Humanoid.Health > 0
then
                                    repeat
                                        wait(_G.Fast_Delay)
                                        AttackNoCD()
                                        AutoHaki()
                                        bringmob = true

EquipTool(SelectWeapon)

L_387_forvar1.HumanoidRootPart.CanCollide = false

L_387_forvar1.Humanoid.WalkSpeed = 0

L_387_forvar1.HumanoidRootPart.Size = Vector3.new(80, 80, 80)

```

```

Tween(L_387_forvar1.HumanoidRootPart.CFrame * Pos)

sethiddenproperty(game:GetService("Players").LocalPlayer, "SimulationRadius", math.huge)
until not _G.AutoBoss or not
L_387_forvar1.Parent or L_387_forvar1.Humanoid.Health <= 0
bringmob = false
end
end
end
else
if
game:GetService("ReplicatedStorage"):FindFirstChild(_G.SelectBoss) then

Tween(game:GetService("ReplicatedStorage"):FindFirstChild(_G.SelectBoss).HumanoidRootPa
rt.CFrame * CFrame.new(5, 10, 7))
end
end
end)
end
end)
local L_112_ = L_5_.Main:AddSection("Material Farm")
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 L_113_ = L_5_.Main:AddDropdown("DropdownMaterial", {
    Title = "Dropdown",
    Values = MaterialList,
    Multi = false,
    Default = 1,
})
L_113_:SetValue("Conjured Cocoa")
L_113_:OnChanged(function(L_388_arg0)
    SelectMaterial = L_388_arg0
end)
local L_114_ = L_5_.Main:AddToggle("ToggleMaterial", {
    Title = "Auto Material",
    Default = false
})
L_114_:OnChanged(function(L_389_arg0)
    _G.AutoMaterial = L_389_arg0
end)
L_6_.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 L_390_forvar0, L_391_forvar1 in
pairs(game.Workspace.Enemies:GetChildren()) do
                                    if L_391_forvar1:FindFirstChild("Humanoid")
and L_391_forvar1:FindFirstChild("HumanoidRootPart") and L_391_forvar1.Humanoid.Health >
0 then
                                                if L_391_forvar1.Name == MMon
then
                                                    repeat
                                                        wait(_G.Fast_Delay)
                                                        AttackNoCD()
                                                        AutoHaki()
                                                        bringmob = true

EquipTool(SelectWeapon)

Tween(L_391_forvar1.HumanoidRootPart.CFrame * CFrame.new(posX, posY, posZ))

L_391_forvar1.HumanoidRootPart.Size = Vector3.new(60, 60, 60)

L_391_forvar1.HumanoidRootPart.Transparency = 1

L_391_forvar1.Humanoid.JumpPower = 0

L_391_forvar1.Humanoid.WalkSpeed = 0

L_391_forvar1.HumanoidRootPart.CanCollide = false
FarmPos =
L_391_forvar1.HumanoidRootPart.CFrame
MonFarm =
L_391_forvar1.Name
--Click
until not _G.AutoMaterial or
not L_391_forvar1.Parent or L_391_forvar1.Humanoid.Health <= 0
bringmob = false
end
end
end
else
for L_392_forvar0, L_393_forvar1 in

```

```

pairs(game:GetService("Workspace")["_WorldOrigin"].EnemySpawns:GetChildren()) do
    if string.find(L_393_forvar1.Name, Mon)
then
    if
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position -
L_393_forvar1.Position).Magnitude >= 10 then

Tween(L_393_forvar1.CFrame * CFrame.new(posX, posY, posZ))
    end
    end
    end
    end
    end
end)
end)
if Third_Sea then
    local L_394_ = L_5_.Main:AddSection("🦊 Kitsune 🦊")
    local L_395_ = L_5_.Main:AddToggle("ToggleEspKitsune", {
        Title = "Esp Kitsune Island",
        Default = false
    })
    L_395_:OnChanged(function(L_398_arg0)
        KitsuneEsp = L_398_arg0
        while IslandESP do
            wait()
            UpdateKitsune()
        end
    end)
    L_6_.ToggleEspKitsune:SetValue(false)
    function UpdateKitsune()
        for L_399_forvar0, L_400_forvar1 in
pairs(game:GetService("Workspace").Map.KitsuneIsalnd.ShrineActive:GetChildren()) do
            pcall(function()
                if KitsuneEsp then
                    if L_400_forvar1.Name ~= "NeonShrinePart" then
                        if not
L_400_forvar1:FindFirstChild('IslandESP') then
                            local L_401_ =
Instance.new('BillboardGui', L_400_forvar1)
                            L_401_.Name = 'IslandESP'
                            L_401_.ExtentsOffset =
Vector3.new(0, 1, 0)

```

```

30)
Instance.new('TextLabel', L_401_)

L_401_.Size = UDim2.new(1, 200, 1,
L_401_.Adornee = L_400_forvar1
L_401_.AlwaysOnTop = true
local L_402_ =

L_402_.Font = "Code"
L_402_.FontSize = "Size14"
L_402_.TextWrapped = true
L_402_.Size = UDim2.new(1, 0, 1,
0)

L_402_.TextYAlignment = 'Top'
L_402_.BackgroundTransparency =
1

L_402_.TextStrokeTransparency =
0.5

L_402_.TextColor3 =
Color3.fromRGB(80, 245, 245)

L_402_.Text = "Kitsune Island"
else

L_400_forvar1['IslandESP'].TextLabel.Text = "Kitsune Island"
end
end
else
if L_400_forvar1:FindFirstChild('IslandESP') then

L_400_forvar1:FindFirstChild('IslandESP'):Destroy()
end
end
end)
end)
end
local L_396_ = L_5_.Main:AddToggle("ToggleTPKitsune", {
Title = "Tween To Kitsune Island",
Default = false
})
L_396_:OnChanged(function(L_403_arg0)
_G.TweenToKitsune = L_403_arg0
end)
L_6_.ToggleTPKitsune:SetValue(false)
spawn(function()
local L_404_

```

```

while not L_404_ do
    L_404_ =
game:GetService("Workspace").Map:FindFirstChild("KitsuneIsland")
    wait(1)
end
while wait() do
    if _G.TweenToKitsune then
        local L_405_ = L_404_:FindFirstChild("ShrineActive")
        if L_405_ then
            for L_406_forvar0, L_407_forvar1 in
pairs(L_405_:GetDescendants()) do
                if L_407_forvar1:IsA("BasePart") and
L_407_forvar1.Name:find("NeonShrinePart") then
                    Tween(L_407_forvar1.CFrame)
                end
            end
        end
    end
end
end
local L_397_ = L_5_.Main:AddToggle("ToggleCollectAzure", {
    Title = "Collect Azure Ambers",
    Default = false
})
L_397_:OnChanged(function(L_408_arg0)
    _G.CollectAzure = L_408_arg0
end)
L_6_.ToggleCollectAzure:SetValue(false)
spawn(function()
    while wait() do
        if _G.CollectAzure then
            pcall(function()
                if
game:GetService("Workspace"):FindFirstChild("AttachedAzureEmber") then
                    Tween(game:GetService("Workspace"):WaitForChild("EmberTemplate"):FindFirstChild("Part").C
Frame)
                        print("Azure")
                    end
                end
            end)
        end
    end
end)
end)

```

```

end
if Third_Sea then
    local L_409_ = L_5_.Main:AddSection("Rough Sea")
    local L_410_ = L_5_.Main:AddToggle("ToggleSailBoat", {
        Title = "Auto Buy Ship",
        Default = false
    })
    L_410_:OnChanged(function(L_419_arg0)
        _G.SailBoat = L_419_arg0
    end)
    L_6_.ToggleSailBoat:SetValue(false)
    spawn(function()
        while wait() do
            pcall(function()
                if _G.SailBoat then
                    if not
game:GetService("Workspace").Enemies:FindFirstChild("Shark") or not
game:GetService("Workspace").Enemies:FindFirstChild("Terrorshark") or not
game:GetService("Workspace").Enemies:FindFirstChild("Piranha") or not
game:GetService("Workspace").Enemies:FindFirstChild("Fish Crew Member") then
                        if not
game:GetService("Workspace").Boats:FindFirstChild("PirateGrandBrigade") then
                            buyb = TweenBoat(CFrame.new(-
16927.451171875, 9.0863618850708, 433.8642883300781))
                            if (CFrame.new(- 16927.451171875,
9.0863618850708, 433.8642883300781).Position -
game.Players.LocalPlayer.Character.HumanoidRootPart.Position).magnitude <= 10 then
                                if buyb then
                                    buyb:Stop()
                                end
                                local L_420_ = {
                                    [1] = "BuyBoat",
                                    [2] =
"PirateGrandBrigade"
                                }
                                game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer(unpack(L_420_))
                                end
                            elseif
game:GetService("Workspace").Boats:FindFirstChild("PirateGrandBrigade") then
                                if
game.Players.LocalPlayer.Character:WaitForChild("Humanoid").Sit == false then

```



```

TweenBoat(game:GetService("Workspace").Boats.PirateGrandBrigade.VehicleSeat.CFrame *
CFrame.new(0, 1, 0))

else
    for L_421_forvar0,
L_422_forvar1 in pairs(game:GetService("Workspace").Boats:GetChildren()) do
        if
L_422_forvar1.Name == "PirateGrandBrigade" then
            repeat
                wait()
            if
(CFrame.new(- 17013.80078125, 10.962434768676758, 438.0169982910156).Position -
game.Players.LocalPlayer.Character.HumanoidRootPart.Position).magnitude <= 10 then

TweenShip(CFrame.new(- 33163.1875, 10.964323997497559, - 324.4842224121094))

elseif
(CFrame.new(- 33163.1875, 10.964323997497559, - 324.4842224121094).Position -
game.Players.LocalPlayer.Character.HumanoidRootPart.Position).magnitude <= 10 then

TweenShip(CFrame.new(- 37952.49609375, 10.96342945098877, - 1324.12109375))

elseif
(CFrame.new(- 37952.49609375, 10.96342945098877, - 1324.12109375).Position -
game.Players.LocalPlayer.Character.HumanoidRootPart.Position).magnitude <= 10 then

TweenShip(CFrame.new(- 33163.1875, 10.964323997497559, - 324.4842224121094))

end
until
game:GetService("Workspace").Enemies:FindFirstChild("Shark") or
game:GetService("Workspace").Enemies:FindFirstChild("Terrorshark") or
game:GetService("Workspace").Enemies:FindFirstChild("Piranha") or
game:GetService("Workspace").Enemies:FindFirstChild("Fish Crew Member") or _G.SailBoat
== false

end
end
end
end
end
end
end
end)
end)
spawn(function()
    pcall(function()
        while wait() do

```

[illegible]

```

L_425_forvar1.HumanoidRootPart.CanCollide = false

L_425_forvar1.Humanoid.WalkSpeed = 0

L_425_forvar1.HumanoidRootPart.Size = Vector3.new(50, 50, 50)

Tween(L_425_forvar1.HumanoidRootPart.CFrame * CFrame.new(posX, posY, posZ))
    until not
_G.AutoTerrorshark or not L_425_forvar1.Parent or L_425_forvar1.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)
    end)
    local L_412_ = L_5_.Main:AddToggle("TogglePiranha", {
        Title = " Kill Piranha",
        Default = false
    })
    L_412_:OnChanged(function(L_426_arg0)
        _G.farmpiranya = L_426_arg0
    end)
    L_6_.TogglePiranha:SetValue(false)
    spawn(function()
        while wait() do
            if _G.farmpiranya then
                pcall(function()
                    if
game:GetService("Workspace").Enemies:FindFirstChild("Piranha") then
                        for L_427_forvar0, L_428_forvar1 in
pairs(game:GetService("Workspace").Enemies:GetChildren()) do
                            if L_428_forvar1.Name == "Piranha"
then

```

```

if
L_428_forvar1:FindFirstChild("Humanoid") and
L_428_forvar1:FindFirstChild("HumanoidRootPart") and L_428_forvar1.Humanoid.Health > 0
then
    repeat

wait(_G.Fast_Delay)

AttackNoCD()
AutoHaki()

EquipTool(SelectWeapon)

L_428_forvar1.HumanoidRootPart.CanCollide = false

L_428_forvar1.Humanoid.WalkSpeed = 0

L_428_forvar1.HumanoidRootPart.Size = Vector3.new(50, 50, 50)

Tween(L_428_forvar1.HumanoidRootPart.CFrame * CFrame.new(posX, posY, posZ))
    until not
_G.farmpiranya or not L_428_forvar1.Parent or L_428_forvar1.Humanoid.Health <= 0
    end
    end
    end
    else
        if
game:GetService("ReplicatedStorage"):FindFirstChild("Piranha") then

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

        else
        end
    end
    end)
    end)
    end)
    end)
    local L_413_ = L_5_.Main:AddToggle("ToggleShark", {
        Title = " Kill Shark",
        Default = false
    })
    L_413_:OnChanged(function(L_429_arg0)
        _G.AutoShark = L_429_arg0

```

```

end)
L_6_.ToggleShark:SetValue(false)
spawn(function()
    while wait() do
        if _G.AutoShark then
            pcall(function()
                if
game:GetService("Workspace").Enemies:FindFirstChild("Shark") then
                    for L_430_forvar0, L_431_forvar1 in
pairs(game:GetService("Workspace").Enemies:GetChildren()) do
                        if L_431_forvar1.Name == "Shark"
then
                            if
L_431_forvar1:FindFirstChild("Humanoid") and
L_431_forvar1:FindFirstChild("HumanoidRootPart") and L_431_forvar1.Humanoid.Health > 0
then
                                repeat

wait(_G.Fast_Delay)

                                AttackNoCD()
                                AutoHaki()

EquipTool(SelectWeapon)

L_431_forvar1.HumanoidRootPart.CanCollide = false

L_431_forvar1.Humanoid.WalkSpeed = 0

L_431_forvar1.HumanoidRootPart.Size = Vector3.new(50, 50, 50)

Tween(L_431_forvar1.HumanoidRootPart.CFrame * CFrame.new(posX, posY, posZ))

game.Players.LocalPlayer.Character.Humanoid.Sit = false

                                until not
_G.AutoShark or not L_431_forvar1.Parent or L_431_forvar1.Humanoid.Health <= 0
                                    end
                                end
                            end
                        end
                    else
Tween(game:GetService("Workspace").Boats.PirateGrandBrigade.VehicleSeat.CFrame *
CFrame.new(0, 1, 0))

                            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)

local L_414_ = L_5_.Main:AddToggle("ToggleFishCrew", {
    Title = " Kill Fish Crew",
    Default = false
})
L_414_:OnChanged(function(L_432_arg0)
    _G.AutoFishCrew = L_432_arg0
end)
L_6_.ToggleFishCrew:SetValue(false)
spawn(function()
    while wait() do
        if _G.AutoFishCrew then
            pcall(function()
                if
game:GetService("Workspace").Enemies:FindFirstChild("Fish Crew Member") then
                    for L_433_forvar0, L_434_forvar1 in
pairs(game:GetService("Workspace").Enemies:GetChildren()) do
                        if L_434_forvar1.Name == "Fish
Crew Member" then
                            if
L_434_forvar1:FindFirstChild("Humanoid") and
L_434_forvar1:FindFirstChild("HumanoidRootPart") and L_434_forvar1.Humanoid.Health > 0
then
                                repeat

wait(_G.Fast_Delay)

                                AttackNoCD()
                                AutoHaki()

EquipTool(SelectWeapon)

L_434_forvar1.HumanoidRootPart.CanCollide = false

```

```

L_434_forvar1.Humanoid.WalkSpeed = 0

L_434_forvar1.HumanoidRootPart.Size = Vector3.new(50, 50, 50)

Tween(L_434_forvar1.HumanoidRootPart.CFrame * CFrame.new(posX, posY, posZ))

game.Players.LocalPlayer.Character.Humanoid.Sit = false
                                until not
_G.AutoFishCrew or not L_434_forvar1.Parent or L_434_forvar1.Humanoid.Health <= 0
                                end
                                end
                                end
                                else

Tween(game:GetService("Workspace").Boats.PirateGrandBrigade.VehicleSeat.CFrame *
CFrame.new(0, 1, 0))
                                if
game:GetService("ReplicatedStorage"):FindFirstChild("Fish Crew Member") then

Tween(game:GetService("ReplicatedStorage"):FindFirstChild("Fish Crew
Member").HumanoidRootPart.CFrame * CFrame.new(2, 20, 2))
                                else
                                end
                                end
                                end)
                                end
                                end
                                end)
local L_415_ = L_5_.Main:AddToggle("ToggleShip", {
    Title = "Kill Ship",
    Default = false
})
L_415_:OnChanged(function(L_435_arg0)
    _G.Ship = L_435_arg0
end)
L_6_.ToggleShip:SetValue(false)
function CheckPirateBoat()
    local L_436_ = {
        "PirateGrandBrigade",
        "PirateBrigade"
    }
    for L_437_forvar0, L_438_forvar1 in next,
game:GetService("Workspace").Enemies:GetChildren() do

```

```

        if table.find(L_436_, L_438_forvar1.Name) and
L_438_forvar1:FindFirstChild("Health") and L_438_forvar1.Health.Value > 0 then
            return L_438_forvar1
        end
    end
end
spawn(function()
    while wait() do
        if _G.Ship then
            pcall(function()
                if CheckPirateBoat() then

game:GetService("VirtualInputManager"):SendKeyEvent(true, 32, false, game)
                    wait(.5)

game:GetService("VirtualInputManager"):SendKeyEvent(false, 32, false, game)
                        local L_439_ = CheckPirateBoat()
                        repeat
                            wait()

spawn(Tween(L_439_.Engine.CFrame * CFrame.new(0, -20, 0)), 1)
                                AimBotSkillPosition =
game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame * CFrame.new(0, -5, 0)
                                    Skillaimbot = true
                                    AutoSkill = false
                                    until not L_439_ or not L_439_.Parent or
L_439_.Health.Value <= 0 or not CheckPirateBoat()
                                        Skillaimbot = true
                                        AutoSkill = false
                                    end
                                end)
                            end
                        end
                    end)
                end
            end)
        local L_416_ = L_5_.Main:AddToggle("ToggleGhostShip", {
            Title = "Kill Ghost Ship",
            Default = false
        })
        L_416_:OnChanged(function(L_440_arg0)
            _G.GhostShip = L_440_arg0
        end)
        L_6_.ToggleGhostShip:SetValue(false)
        function CheckPirateBoat()

```



```

        local L_441_ = {
            "FishBoat"
        }
        for L_442_forvar0, L_443_forvar1 in next,
game:GetService("Workspace").Enemies:GetChildren() do
            if table.find(L_441_, L_443_forvar1.Name) and
L_443_forvar1:FindFirstChild("Health") and L_443_forvar1.Health.Value > 0 then
                return L_443_forvar1
            end
        end
    end
end
spawn(function()
    while wait() do
        pcall(function()
            if _G.bjirFishBoat then
                if CheckPirateBoat() then

game:GetService("VirtualInputManager"):SendKeyEvent(true, 32, false, game)
                    wait(0.5)

game:GetService("VirtualInputManager"):SendKeyEvent(false, 32, false, game)
                        local L_444_ = CheckPirateBoat()
                        repeat
                            wait()

spawn(Tween(L_444_.Engine.CFrame * CFrame.new(0, -20, 0), 1))
                                AutoSkill = true
                                Skillaimbot = true
                                AimBotSkillPosition =
game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame * CFrame.new(0, -5, 0)
                                    until L_444_.Parent or L_444_.Health.Value
<= 0 or not CheckPirateBoat()
                                        AutoSkill = false
                                        Skillaimbot = false
                                    end
                                end
                            end
                        end)
                    end
                end)
            spawn(function()
                while wait() do
                    if _G.bjirFishBoat then
                        pcall(function()

```

```

        if CheckPirateBoat() then
            AutoHaki()

game:GetService("VirtualUser"):CaptureController()

game:GetService("VirtualUser"):Button1Down(Vector2.new(1280, 672))
        for L_445_forvar0, L_446_forvar1 in
pairs(game.Players.LocalPlayer.Backpack:GetChildren()) do
            if L_446_forvar1:IsA("Tool") then
                if L_446_forvar1.ToolTip ==
"Melee" then -- "Blox Fruit" , "Sword" , "Wear" , "Agility"

game.Players.LocalPlayer.Character.Humanoid:EquipTool(L_446_forvar1)
                    end
                end
            end
        end

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

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

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

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

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

game:GetService("VirtualInputManager"):SendKeyEvent(false, 99, false,
game.Players.LocalPlayer.Character.HumanoidRootPart)
        wait(.2)

game:GetService("VirtualInputManager"):SendKeyEvent(false, "C", false,
game.Players.LocalPlayer.Character.HumanoidRootPart)
        for L_447_forvar0, L_448_forvar1 in
pairs(game.Players.LocalPlayer.Backpack:GetChildren()) do
            if L_448_forvar1:IsA("Tool") then

```

```

if L_448_forvar1.ToolTip ==
"Blox Fruit" then -- "Blox Fruit" , "Sword" , "Wear" , "Agility"

game.Players.LocalPlayer.Character.Humanoid:EquipTool(L_448_forvar1)
end
end
end

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

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

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

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

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

game:GetService("VirtualInputManager"):SendKeyEvent(false, 99, false,
game.Players.LocalPlayer.Character.HumanoidRootPart)
wait(.2)

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

game:GetService("VirtualInputManager"):SendKeyEvent(false, "V", false,
game.Players.LocalPlayer.Character.HumanoidRootPart)
wait(0.6)
for L_449_forvar0, L_450_forvar1 in
pairs(game.Players.LocalPlayer.Backpack:GetChildren()) do
if L_450_forvar1:IsA("Tool") then
if L_450_forvar1.ToolTip ==
"Sword" then -- "Blox Fruit" , "Sword" , "Wear" , "Agility"

game.Players.LocalPlayer.Character.Humanoid:EquipTool(L_450_forvar1)
end
end
end
end
end
end

```

```

end
end

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

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

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

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

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

game:GetService("VirtualInputManager"):SendKeyEvent(false, 99, false,
game.Players.LocalPlayer.Character.HumanoidRootPart)
wait(0.5)
for L_451_forvar0, L_452_forvar1 in
pairs(game.Players.LocalPlayer.Backpack:GetChildren()) do
    if L_452_forvar1:IsA("Tool") then
        if L_452_forvar1.ToolTip ==
"Gun" then -- "Blox Fruit" , "Sword" , "Wear" , "Agility"

game.Players.LocalPlayer.Character.Humanoid:EquipTool(L_452_forvar1)
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)
end
end
end)
local L_417_ = L_5_.Main:AddSection("Elite Hunter Farm")
local L_418_ = L_5_.Main:AddToggle("ToggleElite", {
    Title = "Auto Elite Hunter",
    Default = false
})
L_418_:OnChanged(function(L_453_arg0)
    _G.AutoElite = L_453_arg0
end)
L_6_.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 L_454_forvar0,
L_455_forvar1 in pairs(game:GetService("Workspace").Enemies:GetChildren()) do
```

```

if
L_455_forvar1:FindFirstChild("Humanoid") and
L_455_forvar1:FindFirstChild("HumanoidRootPart") and L_455_forvar1.Humanoid.Health > 0
then

if
L_455_forvar1.Name == "Diablo" or L_455_forvar1.Name == "Deandre" or
L_455_forvar1.Name == "Urban" then

repeat

wait(_G.Fast_Delay)

AttackNoCD()

EquipTool(SelectWeapon)

AutoHaki()

toTarget(L_455_forvar1.HumanoidRootPart.CFrame * CFrame.new(posX, posY, posZ))

MonsterPosition = L_455_forvar1.HumanoidRootPart.CFrame

L_455_forvar1.HumanoidRootPart.CFrame = L_455_forvar1.HumanoidRootPart.CFrame

L_455_forvar1.Humanoid.JumpPower = 0

L_455_forvar1.Humanoid.WalkSpeed = 0

L_455_forvar1.HumanoidRootPart.CanCollide = false

L_455_forvar1.HumanoidRootPart.Size = Vector3.new(1, 1, 1)

until
_G.AutoElite == false or L_455_forvar1.Humanoid.Health <= 0 or not L_455_forvar1.Parent
end
end
end
else
if
game:GetService("ReplicatedStorage"):FindFirstChild("Diablo") then

toTarget(game:GetService("ReplicatedStorage"):FindFirstChild("Diablo").HumanoidRootPart.CF
rame * CFrame.new(posX, posY, posZ))

elseif
game:GetService("ReplicatedStorage"):FindFirstChild("Deandre") then

```

```

toTarget(game:GetService("ReplicatedStorage"):FindFirstChild("Deandre").HumanoidRootPart.
CFrame * CFrame.new(posX, posY, posZ))

elseif
game:GetService("ReplicatedStorage"):FindFirstChild("Urban") then

toTarget(game:GetService("ReplicatedStorage"):FindFirstChild("Urban").HumanoidRootPart.CFr
ame * CFrame.new(posX, posY, posZ))

end
end
end
else
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("EliteHunter")
end
end)
end
end)
end
if Third_Sea then
local L_456_ = L_5_.Main:AddSection("Sea Beast")
local L_457_ = L_5_.Main:AddToggle("ToggleSeaBeAst", {
Title = "Auto Sea Beast",
Default = false
})
L_457_:OnChanged(function(L_465_arg0)
_G.AutoSeaBeast = L_465_arg0
end)
L_6_.ToggleSeaBeAst:SetValue(false)
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
    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("PirateGrandBrigade") then
                                if not
game:GetService("Workspace").Boats:FindFirstChild("PirateBasic") then
                                        if not
game:GetService("Workspace").Boats:FindFirstChild("PirateGrandBrigade") then
                                                buyb =
TweenBoat(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 L_466_ =
{
    [1] =
"BuyBoat",
    [2] =
"PirateGrandBrigade"
}

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer(unpack(L_466_))
    end
elseif
game:GetService("Workspace").Boats:FindFirstChild("PirateGrandBrigade") then
    if
game.Players.LocalPlayer.Character:WaitForChild("Humanoid").Sit == false then

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

TweenShip(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("PirateGrandBrigade") then
    for L_467_forvar0,
L_468_forvar1 in pairs(game:GetService("Workspace").Boats:GetChildren()) do
        if
L_468_forvar1.Name == "PirateGrandBrigade" then

```

```

if
L_468_forvar1:FindFirstChild("VehicleSeat") then
repeat
wait()
game.Players.LocalPlayer.Character:WaitForChild("Humanoid").Sit = false
TweenBoat(L_468_forvar1.VehicleSeat.CFrame * CFrame.new(0, 1, 0))
until
not game:GetService("Workspace").Boats:FindFirstChild("PirateGrandBrigade") or
_G.AutoSeaBeast == false
end
end
end
elseif
game:GetService("Workspace").Boats:FindFirstChild("PirateGrandBrigade") then
for L_469_forvar0, L_470_forvar1 in
pairs(game:GetService("Workspace").Boats:GetChildren()) do
if L_470_forvar1.Name ==
"PirateGrandBrigade" then
if
L_470_forvar1:FindFirstChild("VehicleSeat") then
repeat
wait()
game.Players.LocalPlayer.Character:WaitForChild("Humanoid").Sit = false
TweenBoat(L_470_forvar1.VehicleSeat.CFrame * CFrame.new(0, 1, 0))
until not
game:GetService("Workspace").Boats:FindFirstChild("PirateGrandBrigade") or
_G.AutoSeaBeast == false
end
end
end
elseif
game:GetService("Workspace").SeaBeasts:FindFirstChild("SeaBeast1") then
for L_471_forvar0, L_472_forvar1 in
pairs(game:GetService("Workspace").SeaBeasts:GetChildren()) do
if
L_472_forvar1:FindFirstChild("HumanoidRootPart") then

```

```

repeat
    wait()

game.Players.LocalPlayer.Character:WaitForChild("Humanoid").Sit = false

TweenBoat(L_472_forvar1.HumanoidRootPart.CFrame * CFrame.new(0, 500, 0))
    EquipAllWeapon()
    AutoSkill = true
    AimBotSkillPosition =

L_472_forvar1.HumanoidRootPart
    Skillaimbot = true
until not
L_472_forvar1:FindFirstChild("HumanoidRootPart") or _G.AutoSeaBeast == false
    AutoSkill = false
    Skillaimbot = false
end
end
end
end
end)
end
end)
local L_458_ = L_5_.Main:AddToggle("ToggleAutoW", {
    Title = "Auto Press W",
    Default = false
})
L_458_:OnChanged(function(L_473_arg0)
    _G.AutoW = L_473_arg0
end)
L_6_.ToggleAutoW:SetValue(false)
spawn(function()
    while wait() do
        pcall(function()
            if _G.AutoW then

game:GetService("VirtualInputManager"):SendKeyEvent(true, "W", false, game)
            end
        end)
    end
end)
end)
local L_459_ = L_5_.Main:AddSection("Mirage Island")
local L_460_ = L_5_.Main:AddToggle("ToggleTweenMirageIsland", {
    Title = "Tween To Mirage Island",

```

```

        Default = false
    })
    L_460_:OnChanged(function(L_474_arg0)
        _G.AutoMysticIsland = L_474_arg0
    end)
    L_6_.ToggleTweenMirageIsland:SetValue(false)
    spawn(function()
        pcall(function()
            while wait() do
                if _G.AutoMysticIsland then
                    if
game:GetService("Workspace").Map:FindFirstChild("MysticIsland") then

Tween(CFrame.new(game:GetService("Workspace").Map.MysticIsland.Center.Position.X, 500,
game:GetService("Workspace").Map.MysticIsland.Center.Position.Z))
                    end
                end
            end
        end)
    end)
    local L_461_ = L_5_.Main:AddToggle("ToggleTweenGear", {
        Title = "Tween To Gear",
        Default = false
    })
    L_461_:OnChanged(function(L_475_arg0)
        _G.TweenToGear = L_475_arg0
    end)
    L_6_.ToggleTweenGear:SetValue(false)
    spawn(function()
        pcall(function()
            while wait() do
                if _G.TweenToGear then
                    if
game:GetService("Workspace").Map:FindFirstChild("MysticIsland") then
                        for L_476_forvar0, L_477_forvar1 in
pairs(game:GetService("Workspace").Map.MysticIsland:GetChildren()) do
                            if L_477_forvar1:IsA("MeshPart")
then
                                if L_477_forvar1.Material ==
Enum.Material.Neon then

Tween(L_477_forvar1.CFrame)
                                end

```

```

end
end
end
end
end)
end)
local L_462_ = L_5_.Main:AddToggle("Togglelockmoon", {
    Title = "Lock Moon and Use Race Skill",
    Default = false
})
L_462_:OnChanged(function(L_478_arg0)
    _G.AutoLockMoon = L_478_arg0
end)
L_6_.Togglelockmoon:SetValue(false)
spawn(function()
    while wait() do
        pcall(function()
            if _G.AutoLockMoon then
                local L_479_ = game.Lighting.GetMoonDirection()
                local L_480_ =
game.Workspace.CurrentCamera.CFrame.p + L_479_ * 100
                game.Workspace.CurrentCamera.CFrame =
CFrame.lookAt(game.Workspace.CurrentCamera.CFrame.p, L_480_)
            end
        end)
    end
end)
spawn(function()
    while wait() do
        pcall(function()
            if _G.AutoLockMoon then

game:GetService("VirtualInputManager"):SendKeyEvent(true, "T", false, game)
                wait(0.1)

game:GetService("VirtualInputManager"):SendKeyEvent(false, "T", false, game)
            end
        end)
    end
end)
local L_463_ = L_5_.Main:AddToggle("ToggleMirage", {
    Title = "Auto Mirage Island",

```

```

        Default = false
    })
    L_463_:OnChanged(function(L_481_arg0)
        _G.AutoSeaBeast = L_481_arg0
    end)
    L_6_.ToggleMirage:SetValue(false)
    local L_464_ = L_5_.Main:AddToggle("AutoW", {
        Title = "Auto Press W",
        Default = false
    })
    L_464_:OnChanged(function(L_482_arg0)
        _G.AutoW = L_482_arg0
    end)
    L_6_.AutoW:SetValue(false)
    spawn(function()
        while wait() do
            pcall(function()
                if _G.AutoW then

game:GetService("VirtualInputManager"):SendKeyEvent(true, "W", false, game)
                    end
                end)
            end)
        end)
    end
    local L_115_ = L_5_.Main:AddSection("Items Farm")
    if Third_Sea then
        local L_483_ = L_5_.Main:AddToggle("ToggleHallow", {
            Title = "Auto Hallow Scythe [Fully]",
            Default = false
        })
        L_483_:OnChanged(function(L_487_arg0)
            AutoHallowScythe = L_487_arg0
        end)
        L_6_.ToggleHallow:SetValue(false)
        spawn(function()
            while wait() do
                if AutoHallowScythe then
                    pcall(function()
                        if

game:GetService("Workspace").Enemies:FindFirstChild("Soul Reaper") then
                            for L_488_forvar0, L_489_forvar1 in
pairs(game:GetService("Workspace").Enemies:GetChildren()) do

```

```

        if string.find(L_489_forvar1.Name,
"Soul Reaper") then
            repeat
                wait(_G.Fast_Delay)
                AttackNoCD()
                AutoHaki()

EquipTool(SelectWeapon)

L_489_forvar1.HumanoidRootPart.Size = Vector3.new(50, 50, 50)

Tween(L_489_forvar1.HumanoidRootPart.CFrame * CFrame.new(posX, posY, posZ))

L_489_forvar1.HumanoidRootPart.Transparency = 1

sethiddenproperty(game.Players.LocalPlayer, "SimulationRadius", math.huge)
--Click
until
L_489_forvar1.Humanoid.Health <= 0 or AutoHallowSycthe == false
            end
        end
    elseif
game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Hallow Essence") or
game:GetService("Players").LocalPlayer.Character:FindFirstChild("Hallow Essence") then
        repeat
            Tween(CFrame.new(-
8932.322265625, 146.83154296875, 6062.55078125))
                wait()
            until (CFrame.new(- 8932.322265625,
146.83154296875, 6062.55078125).Position -
game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 8
                EquipTool("Hallow Essence")
            else
                if
game:GetService("ReplicatedStorage"):FindFirstChild("Soul Reaper") then

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

```

```

        end
    end)
    spawn(function()
        while wait(0.001) do
            if AutoHallowSycthe then
                local L_490_ = {
                    [1] = "Bones",
                    [2] = "Buy",
                    [3] = 1,
                    [4] = 1
                }

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer(unpack(L_490_))
                end
            end
        end)
        local L_484_ = L_5_.Main:AddToggle("ToggleYama", {
            Title = "Auto Get Yama",
            Default = false
        })
        L_484_:OnChanged(function(L_491_arg0)
            _G.AutoYama = L_491_arg0
        end)
        L_6_.ToggleYama:SetValue(false)
        spawn(function()
            while wait() do
                if _G.AutoYama then
                    if
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("EliteHunter",
"Progress") >= 30 then
                        repeat
                            wait(.1)

fireclickdetector(game:GetService("Workspace").Map.Waterfall.SealedKatana.Handle.ClickDete
ctor)
                        until
game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Yama") or not _G.AutoYama
                        end
                    end
                end
            end)
            local L_485_ = L_5_.Main:AddToggle("ToggleTushita", {
                Title = "Auto Tushita",

```



```

        Default = false
    })
    L_485_:OnChanged(function(L_492_arg0)
        AutoTushita = L_492_arg0
    end)
    L_6_.ToggleTushita:SetValue(false)
    spawn(function()
        while wait() do
            if AutoTushita then
                if
game:GetService("Workspace").Enemies:FindFirstChild("Longma") then
                    for L_493_forvar0, L_494_forvar1 in
pairs(game:GetService("Workspace").Enemies:GetChildren()) do
                        if L_494_forvar1.Name == ("Longma" or
L_494_forvar1.Name == "Longma") and L_494_forvar1.Humanoid.Health > 0 and
L_494_forvar1:IsA("Model") and L_494_forvar1:FindFirstChild("Humanoid") and
L_494_forvar1:FindFirstChild("HumanoidRootPart") then
                            repeat
                                wait(_G.Fast_Delay)
                                AttackNoCD()
                                AutoHaki()
                                if not
game.Players.LocalPlayer.Character:FindFirstChild(SelectWeapon) then
                                    wait()

EquipTool(SelectWeapon)

                                end
                                FarmPos =
L_494_forvar1.HumanoidRootPart.CFrame
                                    --Click

L_494_forvar1.HumanoidRootPart.Size = Vector3.new(60, 60, 60)

L_494_forvar1.Humanoid.JumpPower = 0

L_494_forvar1.Humanoid.WalkSpeed = 0

L_494_forvar1.HumanoidRootPart.CanCollide = false

L_494_forvar1.Humanoid:ChangeState(11)

Tween(L_494_forvar1.HumanoidRootPart.CFrame * Pos)
until not AutoTushita or not

```

```

L_494_forvar1.Parent or L_494_forvar1.Humanoid.Health <= 0
    end
end
else
    Tween(CFrame.new(- 10238.875976563,
389.7912902832, - 9549.7939453125))
end
end
end
end)
local L_486_ = L_5_.Main:AddToggle("ToggleHoly", {
    Title = "Auto Holy Torch",
    Default = false
})
L_486_:OnChanged(function(L_495_arg0)
    _G.Auto_Holy_Torch = L_495_arg0
end)
L_6_.ToggleHoly:SetValue(false)
spawn(function()
    while wait() do
        if _G.Auto_Holy_Torch then
            pcall(function()
                wait(1)
                repeat
                    Tween(CFrame.new(-10752, 417, -9366))
                    wait()
                until not _G.Auto_Holy_Torch or
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position - Vector3.new(-10752, 417,
-9366)).Magnitude <= 10

                wait(1)
                repeat
                    Tween(CFrame.new(-11672, 334, -9474))
                    wait()
                until not _G.Auto_Holy_Torch or
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position - Vector3.new(-11672, 334,
-9474)).Magnitude <= 10

                wait(1)
                repeat
                    Tween(CFrame.new(-12132, 521, -10655))
                    wait()
                until not _G.Auto_Holy_Torch or
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position - Vector3.new(-12132, 521,
-10655)).Magnitude <= 10

```

```

        wait(1)
        repeat
            Tween(CFrame.new(-13336, 486, -6985))
            wait()
        until not _G.Auto_Holy_Torch or
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position - Vector3.new(-13336, 486,
-6985)).Magnitude <= 10

        wait(1)
        repeat
            Tween(CFrame.new(-13489, 332, -7925))
            wait()
        until not _G.Auto_Holy_Torch or
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position - Vector3.new(-13489, 332,
-7925)).Magnitude <= 10

    end)
end
end
end
end
end
end

```

```

if Second_Sea then
    local L_496_ = L_5_.Main:AddToggle("ToggleFactory", {
        Title = "Auto Farm Factory",
        Default = false
    })
    L_496_:OnChanged(function(L_497_arg0)
        _G.Factory = L_497_arg0
    end)
    L_6_.ToggleFactory:SetValue(false)
    spawn(function()
        while wait() do
            if _G.Factory then
                if game.Workspace.Enemies:FindFirstChild("Core") then
                    for L_498_forvar0, L_499_forvar1 in
pairs(game.Workspace.Enemies:GetChildren()) do
                        if L_499_forvar1.Name == "Core" and
L_499_forvar1.Humanoid.Health > 0 then
                            repeat
                                wait(_G.Fast_Delay)
                                AttackNoCD()
                                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(L_499_forvar1.HumanoidRootPart.CFrame * CFrame.new(posX, posY, posZ))

L_499_forvar1.HumanoidRootPart.Size = Vector3.new(60, 60, 60)

L_499_forvar1.HumanoidRootPart.Transparency = 1

L_499_forvar1.Humanoid.JumpPower = 0

L_499_forvar1.Humanoid.WalkSpeed = 0

L_499_forvar1.HumanoidRootPart.CanCollide = false
                                FarmPos =
L_499_forvar1.HumanoidRootPart.CFrame
                                MonFarm = L_499_forvar1.Name
                                --Click
                                until not L_499_forvar1.Parent or
L_499_forvar1.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)
                                end)
                                end
                                if Third_Sea then
                                local L_500_ = L_5_.Main:AddToggle("ToggleCakeV2", {

```

```

        Title = "Kill Dough King [Need Spawn]",
        Default = false
    })
    L_500_:OnChanged(function(L_501_arg0)
        _G.AutoCakeV2 = L_501_arg0
    end)
    L_6_.ToggleCakeV2:SetValue(false)
end
spawn(function()
    while wait() do
        if _G.AutoCakeV2 then
            pcall(function()
                if game:GetService("Workspace").Enemies:FindFirstChild("Dough
King") then
                    for L_502_forvar0, L_503_forvar1 in
pairs(game:GetService("Workspace").Enemies:GetChildren()) do
                        if L_503_forvar1.Name == "Dough King" then
                            if L_503_forvar1:FindFirstChild("Humanoid")
and L_503_forvar1:FindFirstChild("HumanoidRootPart") and L_503_forvar1.Humanoid.Health >
0 then
                                repeat
                                    wait(_G.Fast_Delay)
                                    AttackNoCD()
                                    AutoHaki()
                                    EquipTool(SelectWeapon)

L_503_forvar1.HumanoidRootPart.CanCollide = false

L_503_forvar1.Humanoid.WalkSpeed = 0

L_503_forvar1.HumanoidRootPart.Size = Vector3.new(50, 50, 50)

Tween(L_503_forvar1.HumanoidRootPart.CFrame * CFrame.new(posX, posY, posZ))
                                until not _G.AutoCakeV2 or not
L_503_forvar1.Parent or L_503_forvar1.Humanoid.Health <= 0
                                end
                            end
                        end
                    end
                else
                    if
game:GetService("ReplicatedStorage"):FindFirstChild("Dough King") then
                        Tween(game:GetService("ReplicatedStorage"):FindFirstChild("Dough

```

```

King").HumanoidRootPart.CFrame * CFrame.new(2, 20, 2))
                                else
                                end
                            end
                        end)
                    end
                end
            end)
        end)
    end)
end)

```

```

if Second_Sea or Third_Sea then
    local L_504_ = L_5_.Main:AddToggle("ToggleHakiColor", {
        Title = "Buy Haki Color",
        Default = false
    })
    L_504_:OnChanged(function(L_505_arg0)
        _G.Auto_Buy_Enhancement = L_505_arg0
    end)
    L_6_.ToggleHakiColor:SetValue(false)
    spawn(function()
        while wait() do
            if _G.Auto_Buy_Enhancement then
                local L_506_ = {
                    [1] = "ColorsDealer",
                    [2] = "2"
                }

                game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer(unpack(L_506_))
            end
        end
    end)
end)
end

```

```

if Second_Sea then
    local L_507_ = L_5_.Main:AddToggle("ToggleSwordLengend", {
        Title = "Buy Sword Lengendary",
        Default = false
    })
    L_507_:OnChanged(function(L_508_arg0)
        _G.BuyLengendSword = L_508_arg0
    end)
    L_6_.ToggleSwordLengend:SetValue(false)
    spawn(function()

```

```

        while wait(.1) do
            pcall(function()
                if _G.BuyLengendSword or Triple_A then
                    local L_509_ = {
                        [1] = "LegendarySwordDealer",
                        [2] = "2"
                    }

                    -- Triple_A

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer(unpack(L_509_))
                else
                    wait(2)
                end
            end)
        end
    end)
end)
end

```

```

--Setting
local L_7_ = L_5_.Setting:AddSection("Setting Farming")
local L_8_ = L_5_.Setting:AddToggle("ToggleFastAttack", {
    Title = " Enable Fast Attack",
    Default = true
})
L_8_:OnChanged(function(L_510_arg0)
    _G.FastAttackFaiFao = L_510_arg0
end)
L_6_.ToggleFastAttack:SetValue(true)

```

```

spawn(function()
    while wait(0.4) do
        pcall(function()
            if _G.FastAttackFaiFao then
                repeat
                    wait(_G.Fast_Delay)
                    AttackNoCD()
                until not _G.FastAttackFaiFao
            end
        end)
    end
end)
end)

```

```

local L_9_ = require(game.ReplicatedStorage.Util.CameraShaker)
L_9_:Stop()
local L_10_ = L_5_.Setting:AddToggle("ToggleBringMob", {
    Title = " Enable Bring Mob / Magnet",
    Default = true
})
L_10_:OnChanged(function(L_511_arg0)
    _G.BringMob = L_511_arg0
end)
L_6_.ToggleBringMob:SetValue(true)
spawn(function()
    while wait() do
        pcall(function()
            for L_512_forvar0, L_513_forvar1 in
pairs(game:GetService("Workspace").Enemies:GetChildren()) do
                if _G.BringMob and bringmob then
                    if L_513_forvar1.Name == MonFarm and
L_513_forvar1:FindFirstChild("Humanoid") and L_513_forvar1.Humanoid.Health > 0 then
                        if L_513_forvar1.Name == "Factory Staff" then
                            if
(L_513_forvar1.HumanoidRootPart.Position - FarmPos.Position).Magnitude <= 500 then
                                L_513_forvar1.Head.CanCollide =
false

L_513_forvar1.HumanoidRootPart.CanCollide = false

L_513_forvar1.HumanoidRootPart.Size = Vector3.new(1, 1, 1)

L_513_forvar1.HumanoidRootPart.CFrame = FarmPos
                                if
L_513_forvar1.Humanoid:FindFirstChild("Animator") then
                                    L_513_forvar1.Humanoid.Animator:Destroy()
                                end

sethiddenproperty(game.Players.LocalPlayer, "SimulationRadius", math.huge)
                                end
                                elseif L_513_forvar1.Name == MonFarm then
                                    if
(L_513_forvar1.HumanoidRootPart.Position - FarmPos.Position).Magnitude <= 450 then
                                        L_513_forvar1.Head.CanCollide =
false

```



```

L_513_forvar1.HumanoidRootPart.CanCollide = false

L_513_forvar1.HumanoidRootPart.Size = Vector3.new(1, 1, 1)

L_513_forvar1.HumanoidRootPart.CFrame = FarmPos
if
L_513_forvar1.Humanoid:FindFirstChild("Animator") then
L_513_forvar1.Humanoid.Animator:Destroy()
end

sethiddenproperty(game.Players.LocalPlayer, "SimulationRadius", math.huge)
end
end
end
end
end
end)
end
end)
local L_11_ = L_5_.Setting:AddToggle("ToggleBypassTP", {
    Title = "Enable Bypass Tp",
    Default = false
})
L_11_:OnChanged(function(L_514_arg0)
    BypassTP = L_514_arg0
end)
L_6_.ToggleBypassTP:SetValue(false)

local L_12_ = L_5_.Setting:AddToggle("ToggleRemove", {
    Title = " Enable Remove Dame Text",
    Default = true
})
L_12_:OnChanged(function(L_515_arg0)
    _G.RemoveDameText = L_515_arg0
end)
L_6_.ToggleRemove:SetValue(true)
spawn(function()
    while wait() do
        if _G.RemoveDameText then

game:GetService("ReplicatedStorage").Assets.GUI.DamageCounter.Enabled = false

```

```

        else

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

local L_13_ = L_5_.Setting:AddToggle("ToggleRemoveNotify", {
    Title = " Enable Remove All Notify",
    Default = false
})
L_13_:OnChanged(function(L_516_arg0)
    RemoveNotify = L_516_arg0
end)
L_6_.ToggleRemoveNotify:SetValue(false)
spawn(function()
    while wait() do
        if RemoveNotify then
            game.Players.LocalPlayer.PlayerGui.Notifications.Enabled = false
        else
            game.Players.LocalPlayer.PlayerGui.Notifications.Enabled = true
        end
    end
end)
local L_14_ = L_5_.Setting:AddToggle("ToggleWhite", {
    Title = " Enable White Screen",
    Default = false
})
L_14_:OnChanged(function(L_517_arg0)
    _G.WhiteScreen = L_517_arg0
    if _G.WhiteScreen == true then
        game:GetService("RunService"):Set3dRenderingEnabled(false)
    elseif _G.WhiteScreen == false then
        game:GetService("RunService"):Set3dRenderingEnabled(true)
    end
end)
L_6_.ToggleWhite:SetValue(false)
local L_15_ = L_5_.Setting:AddSection("Skill Mastery")
local L_16_ = L_5_.Setting:AddToggle("ToggleZ", {
    Title = "Skill Z",
    Default = true
})

```

```
L_16_:OnChanged(function(L_518_arg0)
    SkillZ = L_518_arg0
end)
L_6_.ToggleZ:SetValue(true)

local L_17_ = L_5_.Setting:AddToggle("ToggleX", {
    Title = "Skill X",
    Default = true
})
L_17_:OnChanged(function(L_519_arg0)
    SkillX = L_519_arg0
end)
L_6_.ToggleX:SetValue(true)

local L_18_ = L_5_.Setting:AddToggle("ToggleC", {
    Title = "Skill C",
    Default = true
})
L_18_:OnChanged(function(L_520_arg0)
    SkillC = L_520_arg0
end)
L_6_.ToggleC:SetValue(true)

local L_19_ = L_5_.Setting:AddToggle("ToggleV", {
    Title = "Skill V",
    Default = true
})
L_19_:OnChanged(function(L_521_arg0)
    SkillV = L_521_arg0
end)
L_6_.ToggleV:SetValue(true)

local L_20_ = L_5_.Setting:AddToggle("ToggleF", {
    Title = "Skill F",
    Default = false
})
L_20_:OnChanged(function(L_522_arg0)
    SkillF = L_522_arg0
end)
L_6_.ToggleF:SetValue(false)
```

```
local L_21_ = L_5_.Setting:AddSection("Distance Farm")
```

```
local L_22_ = L_5_.Setting:AddSlider("SliderPosX", {  
    Title = "Pos X",  
    Description = "",  
    Default = 10,  
    Min = -60,  
    Max = 60,  
    Rounding = 1,  
    Callback = function(L_523_arg0)  
        posX = L_523_arg0  
    end  
})
```

```
L_22_:OnChanged(function(L_524_arg0)  
    posX = L_524_arg0
```

```
end)
```

```
L_22_:SetValue(10)
```

```
local L_23_ = L_5_.Setting:AddSlider("SliderPosY", {  
    Title = "Pos Y",  
    Description = "",  
    Default = 30,  
    Min = -60,  
    Max = 60,  
    Rounding = 1,  
    Callback = function(L_525_arg0)  
        posY = L_525_arg0  
    end  
})
```

```
L_23_:OnChanged(function(L_526_arg0)  
    posY = L_526_arg0
```

```
end)
```

```
L_23_:SetValue(30)
```

```
local L_24_ = L_5_.Setting:AddSlider("SliderPosZ", {  
    Title = "Pos Z",  
    Description = "",  
    Default = 10,  
    Min = -60,  
    Max = 60,  
    Rounding = 1,
```

```
        Callback = function(L_527_arg0)
            posZ = L_527_arg0
        end
    })
    L_24_:OnChanged(function(L_528_arg0)
        posZ = L_528_arg0
    end)
    L_24_:SetValue(10)
```


```
--Stats
local L_25_ = L_5_.Stats:AddToggle("ToggleMelee", {
    Title = "Auto Melee",
    Default = false
})
L_25_:OnChanged(function(L_529_arg0)
    _G.Auto_Stats_Melee = L_529_arg0
end)
L_6_.ToggleMelee:SetValue(false)
```

```
local L_26_ = L_5_.Stats:AddToggle("ToggleDe", {
    Title = "Auto Defense",
    Default = false
})
L_26_:OnChanged(function(L_530_arg0)
    _G.Auto_Stats_Defense = L_530_arg0
end)
L_6_.ToggleDe:SetValue(false)
```

```
local L_27_ = L_5_.Stats:AddToggle("ToggleSword", {
    Title = "Auto Sword",
    Default = false
})
L_27_:OnChanged(function(L_531_arg0)
    _G.Auto_Stats_Sword = L_531_arg0
```

```
end)
L_6_.ToggleSword:SetValue(false)
```

```
local L_28_ = L_5_.Stats:AddToggle("ToggleGun", {
    Title = "Auto Gun",
    Default = false
})
L_28_:OnChanged(function(L_532_arg0)
    _G.Auto_Stats_Gun = L_532_arg0
end)
L_6_.ToggleGun:SetValue(false)
```

```
local L_29_ = L_5_.Stats:AddToggle("ToggleFruit", {
    Title = "Auto Demon Fruit",
    Default = false
})
L_29_:OnChanged(function(L_533_arg0)
    _G.Auto_Stats_Devil_Fruit = L_533_arg0
end)
L_6_.ToggleFruit:SetValue(false)
```

```
spawn(function()
    while wait() do
        if _G.Auto_Stats_Devil_Fruit then
            local L_534_ = {
                [1] = "AddPoint",
                [2] = "Demon Fruit",
                [3] = 3
            }
        end
    end
end)
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer(unpack(L_534_))
end
end)
```

```
spawn(function()
    while wait() do
        if _G.Auto_Stats_Gun then
            local L_535_ = {
```

```

        [1] = "AddPoint",
        [2] = "Gun",
        [3] = 3
    }

    game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer(unpack(L_535_))
    end
end
end)

```

```

spawn(function()
    while wait() do
        if _G.Auto_Stats_Sword then
            local L_536_ = {
                [1] = "AddPoint",
                [2] = "Sword",
                [3] = 3
            }

            game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer(unpack(L_536_))
            end
        end
    end)
end)

```

```

spawn(function()
    while wait() do
        if _G.Auto_Stats_Defense then
            local L_537_ = {
                [1] = "AddPoint",
                [2] = "Defense",
                [3] = 3
            }

            game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer(unpack(L_537_))
            end
        end
    end)
end)

```

```

spawn(function()
    while wait() do
        if _G.Auto_Stats_Melee then

```

```

        local L_538_ = {
            [1] = "AddPoint",
            [2] = "Melee",
            [3] = 3
        }

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer(unpack(L_538_))
    end
end
end)
-----
-----
--Player

local L_30_ = {}
for L_539_forvar0, L_540_forvar1 in pairs(game:GetService("Players"):GetChildren()) do
    table.insert(L_30_, L_540_forvar1.Name)
end

local L_31_ = L_5_.Player:AddDropdown("SelectedPly", {
    Title = "Dropdown",
    Values = L_30_,
    Multi = false,
    Default = 1,
})

L_31_:SetValue("nil")
L_31_:OnChanged(function(L_541_arg0)
    _G.SelectPly = L_541_arg0
end)

local L_32_ = L_5_.Player:AddToggle("ToggleTeleport", {
    Title = "Teleport To Player",
    Default = false
})
L_32_:OnChanged(function(L_542_arg0)
    _G.TeleportPly = L_542_arg0
    pcall(function()
        if _G.TeleportPly then
            repeat

```



```

toTarget(game:GetService("Players")[_G.SelectPly].Character.HumanoidRootPart.CFrame)
        wait()
    until _G.TeleportPly == false
    end
end)
end)
L_6_.ToggleTeleport:SetValue(false)

```

```

local L_33_ = L_5_.Player:AddToggle("ToggleQuanSat", {
    Title = "Spectate Player",
    Default = false
})
L_33_:OnChanged(function(L_543_arg0)
    SpectatePlys = L_543_arg0
    local L_544_ = game:GetService("Players").LocalPlayer.Character.Humanoid
    local L_545_ = 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)
L_6_.ToggleQuanSat:SetValue(false)

```

```

local L_34_ = L_5_.Player:AddSection("Combat")

```

```

local L_35_ = L_5_.Player:AddToggle("ToggleAimBotSkill", {
    Title = "Aimbot Skill ( Bug Wait Fix )",
    Default = false
})
L_35_:OnChanged(function(L_546_arg0)
    Skillaimbot = L_546_arg0
end)
L_6_.ToggleAimBotSkill:SetValue(false)

```

```

local L_36_ = L_5_.Player:AddToggle("ToggleAimbotGun", {
    Title = "Aimbot Gun ( Bug Wait Fix )",
    Default = false
})

```

```

L_36_:OnChanged(function(L_547_arg0)
    Aimbot = L_547_arg0
end)
L_6_.ToggleAimbotGun:SetValue(false)

```

```

local L_37_ = getrawmetatable(game)
local L_38_ = L_37_.__namecall
setreadonly(L_37_, false)
L_37_.__namecall = newcclosure(function(...)
    local L_548_ = getnamecallmethod()
    local L_549_ = {
        ...
    }
    if tostring(L_548_) == "FireServer" then
        if tostring(L_549_[1]) == "RemoteEvent" then
            if tostring(L_549_[2]) ~= "true" and tostring(L_549_[2]) ~= "false" then
                if Skillaimbot then
                    L_549_[2] = AimBotSkillPosition
                    return L_38_(unpack(L_549_))
                end
            end
        end
    end
end)
return L_38_(...)

```

```

spawn(function()
    while wait() do
        for L_550_forvar0, L_551_forvar1 in
pairs(game.Players.LocalPlayer.Backpack:GetChildren()) do
            if L_551_forvar1:IsA("Tool") then
                if L_551_forvar1:FindFirstChild("RemoteFunctionShoot") then
                    SelectToolWeaponGun = L_551_forvar1.Name
                end
            end
        end
    end
    for L_552_forvar0, L_553_forvar1 in
pairs(game.Players.LocalPlayer.Character:GetChildren()) do
        if L_553_forvar1:IsA("Tool") then
            if L_553_forvar1:FindFirstChild("RemoteFunctionShoot") then
                SelectToolWeaponGun = L_553_forvar1.Name
            end
        end
    end
end)

```

```

end
end
end
end)

--aimbot skill

task.spawn(function()
    while wait() do
        if Skillaimbot then
            if game.Players:FindFirstChild(SelectPlayer) and
game.Players:FindFirstChild(SelectPlayer).Character:FindFirstChild("HumanoidRootPart") and
game.Players:FindFirstChild(SelectPlayer).Character:FindFirstChild("Humanoid") and
game.Players:FindFirstChild(SelectPlayer).Character.Humanoid.Health > 0 then
                AimBotSkillPosition =
game.Players:FindFirstChild(SelectPlayer).Character:FindFirstChild("HumanoidRootPart").Positi
on
            end
        end
    end
end)
-----
--aimbot gun
local L_39_ = game:GetService('Players').LocalPlayer
local L_40_ = L_39_:GetMouse()
L_40_.Button1Down:Connect(function()
    if Aimbot and
game.Players.LocalPlayer.Character:FindFirstChild(SelectToolWeaponGun) and
game:GetService("Players"):FindFirstChild(SelectPlayer) then
        tool =
game:GetService("Players").LocalPlayer.Character[SelectToolWeaponGun]
        v17 = workspace:FindPartOnRayWithIgnoreList(
            Ray.new(tool.Handle.CFrame.p,
(game:GetService("Players"):FindFirstChild(SelectPlayer).Character.HumanoidRootPart.Positi
n - tool.Handle.CFrame.p)
            .unit * 100), {
                game.Players.LocalPlayer.Character,
                workspace._WorldOrigin
            });

game:GetService("Players").LocalPlayer.Character[SelectToolWeaponGun].RemoteFunctionSh
oot:InvokeServer(

```

```
game:GetService("Players"):FindFirstChild(SelectPlayer).Character.HumanoidRootPart.Position
, (require(game.ReplicatedStorage.Util).Other.hrpFromPart(v17)));
    end
end)
```

```
-----
--Teleport
local L_41_ = L_5_.Teleport:AddSection("Teleport World")
```

```
L_5_.Teleport:AddButton({
    Title = "First Sea",
    Description = "",
    Callback = function()
```

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

```
L_5_.Teleport:AddButton({
    Title = "Second Sea",
    Description = "",
    Callback = function()
```

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

```
L_5_.Teleport:AddButton({
    Title = "Third Sea",
    Description = "",
    Callback = function()
```

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

```
local L_42_ = L_5_.Teleport:AddSection("Teleport Island")
```

```
if First_Sea then
```

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

```
elseif Second_Sea then
```

```
    IslandList = {  
        "The Cafe",  
        "Frist Spot",  
        "Dark Area",  
        "Flamingo Mansion",  
        "Flamingo Room",  
        "Green Zone",  
        "Factory",  
        "Colossuim",  
        "Zombie Island",  
        "Two Snow Mountain",  
        "Punk Hazard",  
        "Cursed Ship",  
        "Ice Castle",  
        "Forgotten Island",  
        "Ussop Island",  
        "Mini Sky Island",  
    }
```

```

elseif Third_Sea then
    IslandList = {
        "Mansion",
        "Port Town",
        "Great Tree",
        "Castle On The Sea",
        "MiniSky",
        "Hydra Island",
        "Floating Turtle",
        "Haunted Castle",
        "Ice Cream Island",
        "Peanut Island",
        "Cake Island",
        "Cocoa Island",
        "Candy Island",
        "Isle Outpost",
    }
end

local L_43_ = L_5_.Teleport:AddDropdown("DropdownIsland", {
    Title = "Dropdown",
    Values = IslandList,
    Multi = false,
    Default = 1,
})

L_43_:SetValue(...)
L_43_:OnChanged(function(L_554_arg0)
    _G.SelectIsland = L_554_arg0
end)

local L_44_ = L_5_.Teleport:AddToggle("ToggleIsland", {
    Title = "Teleport",
    Default = false
})
L_44_:OnChanged(function(L_555_arg0)
    _G.TeleportIsland = L_555_arg0
    if _G.TeleportIsland == true then
        repeat
            wait()
            if _G.SelectIsland == "WindMill" then

```

```

        toTarget(CFrame.new(979.79895019531, 16.516613006592,
1429.0466308594))
    elseif _G.SelectIsland == "Marine" then
        toTarget(CFrame.new(- 2566.4296875, 6.8556680679321,
2045.2561035156))
    elseif _G.SelectIsland == "Middle Town" then
        toTarget(CFrame.new(- 690.33081054688, 15.09425163269,
1582.2380371094))
    elseif _G.SelectIsland == "Jungle" then
        toTarget(CFrame.new(- 1612.7957763672, 36.852081298828,
149.12843322754))
    elseif _G.SelectIsland == "Pirate Village" then
        toTarget(CFrame.new(- 1181.3093261719, 4.7514905929565,
3803.5456542969))
    elseif _G.SelectIsland == "Desert" then
        toTarget(CFrame.new(944.15789794922, 20.919729232788,
4373.3002929688))
    elseif _G.SelectIsland == "Snow Island" then
        toTarget(CFrame.new(1347.8067626953, 104.66806030273, -
1319.7370605469))
    elseif _G.SelectIsland == "MarineFord" then
        toTarget(CFrame.new(- 4914.8212890625, 50.963626861572,
4281.0278320313))
    elseif _G.SelectIsland == "Colosseum" then
        toTarget( CFrame.new(- 1427.6203613281, 7.2881078720093, -
2792.7722167969))
    elseif _G.SelectIsland == "Sky Island 1" then
        toTarget(CFrame.new(- 4869.1025390625, 733.46051025391, -
2667.0180664063))
    elseif _G.SelectIsland == "Sky Island 2" then

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("requestEntrance",
Vector3.new(- 4607.82275, 872.54248, - 1667.55688))
    elseif _G.SelectIsland == "Sky Island 3" then

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("requestEntrance",
Vector3.new(- 7894.6176757813, 5547.1416015625, - 380.29119873047))
    elseif _G.SelectIsland == "Prison" then
        toTarget( CFrame.new(4875.330078125, 5.6519818305969,
734.85021972656))
    elseif _G.SelectIsland == "Magma Village" then
        toTarget(CFrame.new(- 5247.7163085938, 12.883934020996,
8504.96875))

```

```

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

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("requestEntrance",
Vector3.new(61163.8515625, 11.6796875, 1819.7841796875))
elseif _G.SelectIsland == "Fountain City" then
toTarget(CFrame.new(5127.1284179688, 59.501365661621,
4105.4458007813))
elseif _G.SelectIsland == "Shank Room" then
toTarget(CFrame.new(- 1442.16553, 29.8788261, - 28.3547478))
elseif _G.SelectIsland == "Mob Island" then
toTarget(CFrame.new(- 2850.20068, 7.39224768, 5354.99268))
elseif _G.SelectIsland == "The Cafe" then
toTarget(CFrame.new(- 380.47927856445, 77.220390319824,
255.82550048828))
elseif _G.SelectIsland == "Frist Spot" then
toTarget(CFrame.new(- 11.311455726624, 29.276733398438,
2771.5224609375))
elseif _G.SelectIsland == "Dark Area" then
toTarget(CFrame.new(3780.0302734375, 22.652164459229, -
3498.5859375))
elseif _G.SelectIsland == "Flamingo Mansion" then
BTPZ(CFrame.new(- 483.73370361328, 332.0383605957,
595.32708740234))
elseif _G.SelectIsland == "Flamingo Room" then
toTarget(CFrame.new(2284.4140625, 15.152037620544,
875.72534179688))
elseif _G.SelectIsland == "Green Zone" then
toTarget( CFrame.new(- 2448.5300292969, 73.016105651855, -
3210.6306152344))
elseif _G.SelectIsland == "Factory" then
toTarget(CFrame.new(424.12698364258, 211.16171264648, -
427.54049682617))
elseif _G.SelectIsland == "Colossuim" then
toTarget( CFrame.new(- 1503.6224365234, 219.7956237793,
1369.3101806641))
elseif _G.SelectIsland == "Zombie Island" then
toTarget(CFrame.new(- 5622.033203125, 492.19604492188, -
781.78552246094))
elseif _G.SelectIsland == "Two Snow Mountain" then
toTarget(CFrame.new(753.14288330078, 408.23559570313, -
5274.6147460938))
elseif _G.SelectIsland == "Punk Hazard" then
toTarget(CFrame.new(- 6127.654296875, 15.951762199402, -

```



```

5040.2861328125))
    elseif _G.SelectIsland == "Cursed Ship" then
        toTarget(CFrame.new(923.40197753906, 125.05712890625, -
32885.875))
    elseif _G.SelectIsland == "Ice Castle" then
        toTarget(CFrame.new(6148.4116210938, 294.38687133789, -
6741.1166992188))
    elseif _G.SelectIsland == "Forgotten Island" then
        toTarget(CFrame.new(- 3032.7641601563, 317.89672851563, -
10075.373046875))
    elseif _G.SelectIsland == "Ussop Island" then
        toTarget(CFrame.new(4816.8618164063, 8.4599885940552, -
2863.8195800781))
    elseif _G.SelectIsland == "Mini Sky Island" then
        toTarget(CFrame.new(- 288.74060058594, 49326.31640625, -
35248.59375))
    elseif _G.SelectIsland == "Great Tree" then
        toTarget(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
        toTarget(CFrame.new(- 260.65557861328, 49325.8046875, -
35253.5703125))
    elseif _G.SelectIsland == "Port Town" then
        toTarget(CFrame.new(- 290.7376708984375,
6.729952812194824, 5343.5537109375))
    elseif _G.SelectIsland == "Hydra Island" then
        BTPZ(CFrame.new(5753.5478515625, 610.7880859375, -
282.33172607421875))
    elseif _G.SelectIsland == "Floating Turtle" then
        toTarget(CFrame.new(- 13274.528320313, 531.82073974609, -
7579.22265625))
    elseif _G.SelectIsland == "Mansion" then
        BTPZ(CFrame.new(- 12468.5380859375, 375.0094299316406, -
7554.62548828125))
    elseif _G.SelectIsland == "Haunted Castle" then
        toTarget(CFrame.new(- 9515.3720703125, 164.00624084473,
5786.0610351562))
    elseif _G.SelectIsland == "Ice Cream Island" then
        toTarget(CFrame.new(- 902.56817626953, 79.93204498291, -
10988.84765625))

```

```

        elseif _G.SelectIsland == "Peanut Island" then
            toTarget(CFrame.new(- 2062.7475585938, 50.473892211914, -
10232.568359375))
        elseif _G.SelectIsland == "Cake Island" then
            toTarget(CFrame.new(- 1884.7747802734375,
19.327526092529297, - 11666.8974609375))
        elseif _G.SelectIsland == "Cocoa Island" then
            toTarget(CFrame.new(87.94276428222656, 73.55451202392578,
- 12319.46484375))
        elseif _G.SelectIsland == "Candy Island" then
            toTarget(CFrame.new(- 1014.4241943359375,
149.11068725585938, - 14555.962890625))
        elseif _G.SelectIsland == "Isle Outpost" then
            toTarget(CFrame.new(- 16542.447265625, 55.68632888793945,
1044.41650390625))
        end
    until not _G.TeleportIsland
end
end)
L_6_.ToggleIsland:SetValue(false)

```

```

--Fruit

```

```

local L_45_ =
game.ReplicatedStorage:FindFirstChild("Remotes").CommF_:InvokeServer("GetFruits");
Table_DevilFruitSniper = {}
ShopDevilSell = {}
for L_556_forvar0, L_557_forvar1 in next, L_45_ do
    table.insert(Table_DevilFruitSniper, L_557_forvar1.Name)
    if L_557_forvar1.OnSale then
        table.insert(ShopDevilSell, L_557_forvar1.Name)
    end
end
end
_G.SelectFruit = "Leopard"

local L_46_ = L_5_.Fruit:AddDropdown("DropdownFruit", {
    Title = "Dropdown",
    Values = Table_DevilFruitSniper,
    Multi = false,
    Default = 1,
})

```

```
L_46_:SetValue("...")
```

```
L_46_:OnChanged(function(L_558_arg0)
    _G.SelectFruit = L_558_arg0
end)
```

```
local L_47_ = L_5_.Fruit:AddToggle("ToggleFruit", {
    Title = "Buy Fruit Sniper",
    Default = false
})
```

```
L_47_:OnChanged(function(L_559_arg0)
    _G.AutoBuyFruitSniper = L_559_arg0
end)
```

```
L_6_.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 L_48_ = L_5_.Fruit:AddToggle("ToggleStore", {
    Title = "Store Fruit",
    Default = false
})
```

```
L_48_:OnChanged(function(L_560_arg0)
    _G.AutoStoreFruit = L_560_arg0
end)
```

```
L_6_.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-Bomb", 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-Spike", 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-Chop", 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-Spring", game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Spring
Fruit"))
        end
        if
game:GetService("Players").LocalPlayer.Character:FindFirstChild("Rocket Fruit") or
game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Kilo Fruit") then

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

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

```

```

"Smoke-Smoke", game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Smoke
Fruit"))

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

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

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

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

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

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

```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("StoreFruit",  
"Dark-Dark", 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-Ghost", 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-Light", 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-Love", 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-Rubber", 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-Barrier", 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-Door", 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-Quake", 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-Human: 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-Spider", game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Spider
Fruit"))

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

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

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

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

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

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("StoreFruit",
"Pain-Pain", game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Paw Fruit"))

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

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("StoreFruit",
"Gravity-Gravity", 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-Dough", 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-Venom", 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-Control", 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-Dragon", 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)
end)

```

```

local L_49_ = L_5_.Fruit:AddToggle("ToggleRandomFruit", {
    Title = "Random Fruit",
    Default = false
})

```

```

L_49_:OnChanged(function(L_561_arg0)
    _G.Random_Auto = L_561_arg0
end)

```

```

L_6_.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 L_50_ = L_5_.Fruit:AddToggle("ToggleCollect", {
    Title = "Collect Devil Fruit",
    Default = false
})

```

```

L_50_:OnChanged(function(L_562_arg0)
    _G.Tweenfruit = L_562_arg0
end)

```

```

L_6_.ToggleCollect:SetValue(false)

```

```

spawn(function()

```

```

        while wait(.1) do
            if _G.Tweenfruit then
                for L_563_forvar0, L_564_forvar1 in
pairs(game.Workspace:GetChildren()) do
                    if string.find(L_564_forvar1.Name, "Fruit") then
                        Tween(L_564_forvar1.Handle.CFrame)
                    end
                end
            end
        end
    end
end)

```

```

local L_51_ = L_5_.Fruit:AddSection("Esp")

```

```

local L_52_ = L_5_.Fruit:AddToggle("ToggleEspPlayer", {
    Title = "Esp Player",
    Default = false
})

```

```

L_52_:OnChanged(function(L_565_arg0)
    ESPPlayer = L_565_arg0
    UpdatePlayerChams()
end)
L_6_.ToggleEspPlayer:SetValue(false)

```

```

local L_53_ = L_5_.Fruit:AddToggle("ToggleEspFruit", {
    Title = "Esp Devil Fruit",
    Default = false
})

```

```

L_53_:OnChanged(function(L_566_arg0)
    DevilFruitESP = L_566_arg0
    while DevilFruitESP do
        wait()
        UpdateDevilChams()
    end
end)
L_6_.ToggleEspFruit:SetValue(false)

```

```
local L_54_ = L_5_.Fruit:AddToggle("ToggleEspIsland", {  
    Title = "Esp Island",  
    Default = false  
})
```

```
L_54_:OnChanged(function(L_567_arg0)  
    IslandESP = L_567_arg0  
    while IslandESP do  
        wait()  
        UpdateIslandESP()  
    end  
end)  
L_6_.ToggleEspIsland:SetValue(false)
```

```
local L_55_ = L_5_.Fruit:AddToggle("ToggleEspFlower", {  
    Title = "Esp Flower",  
    Default = false  
})
```

```
L_55_:OnChanged(function(L_568_arg0)  
    FlowerESP = L_568_arg0  
    UpdateFlowerChams()  
end)  
L_6_.ToggleEspFlower:SetValue(false)
```

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

```
                UpdateRealFruitChams()
            end
        end
    end)
end)
```

--Raid

```
local L_56_ = {
    "Flame",
    "Ice",
    "Quake",
    "Light",
    "Dark",
    "Spider",
    "Rumble",
    "Magma",
    "Buddha",
    "Sand",
    "Phoenix",
    "Dough"
}
```

```
local L_57_ = L_5_.Raid:AddDropdown("DropdownRaid", {
    Title = "Dropdown",
    Values = L_56_,
    Multi = false,
    Default = 1,
})
L_57_:SetValue("...")
L_57_:OnChanged(function(L_569_arg0)
    SelectChip = L_569_arg0
end)
```

```

local L_58_ = L_5_.Raid:AddToggle("ToggleBuy", {
    Title = "Buy Chip",
    Default = false
})
L_58_:OnChanged(function(L_570_arg0)
    _G.Auto_Buy_Chips_Dungeon = L_570_arg0
end)
L_6_.ToggleBuy:SetValue(false)
spawn(function()
    while wait() do
        if _G.Auto_Buy_Chips_Dungeon then
            pcall(function()
                local L_571_ = {
                    [1] = "RaidsNpc",
                    [2] = "Select",
                    [3] = SelectChip
                }

                game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer(unpack(L_571_))
            end)
        end
    end
end)
local L_59_ = L_5_.Raid:AddToggle("ToggleStart", {
    Title = "Start Raid",
    Default = false
})
L_59_:OnChanged(function(L_572_arg0)
    _G.Auto_StartRaid = L_572_arg0
end)
L_6_.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 L_60_ = L_5_.Raid:AddToggle("ToggleKillAura", {  
    Title = "Kill Aura",  
    Default = false
```

```
})
```

```
L_60_:OnChanged(function(L_573_arg0)
```

```
    KillAura = L_573_arg0
```

```
end)
```

```
L_6_.ToggleKillAura:SetValue(false)
```

```
spawn(function()
```

```
    while wait() do
```

```
        if KillAura then
```

```
            pcall(function()
```

```
                for L_574_forvar0, L_575_forvar1 in
```

```
pairs(game.Workspace.Enemies:GetDescendants()) do
```

```
                    if L_575_forvar1:FindFirstChild("Humanoid") and
```

```
L_575_forvar1:FindFirstChild("HumanoidRootPart") and L_575_forvar1.Humanoid.Health > 0
```

```
then
```

```
                    repeat
```

```
                        task.wait()
```

```
sethiddenproperty(game:GetService('Players').LocalPlayer, "SimulationRadius", math.huge)
```

```
L_575_forvar1.Humanoid.Health = 0
```

```
L_575_forvar1.HumanoidRootPart.CanCollide = false
```

```
until not KillAura or not L_575_forvar1.Parent or
```

```
L_575_forvar1.Humanoid.Health <= 0
```

```
end
```

```

end
end)
end
end)
end)

```

```

local L_61_ = L_5_.Raid:AddToggle("ToggleNextIsland", {
    Title = "Next Island",
    Default = false
})
L_61_:OnChanged(function(L_576_arg0)
    AutoNextIsland = L_576_arg0
end)
L_6_.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 L_62_ = L_5_.Raid:AddToggle("ToggleAwake", {
    Title = "Auto Awake",
    Default = false
})
L_62_:OnChanged(function(L_577_arg0)
    AutoAwakenAbilities = L_577_arg0
end)
L_6_.ToggleAwake:SetValue(false)
spawn(function()

```

```

    while task.wait() do
        if AutoAwakenAbilities then
            pcall(function()

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

```

```

local L_63_ = L_5_.Raid:AddToggle("ToggleGetFruit", {
    Title = "Get Fruit Low Bely",
    Default = false
})
L_63_:OnChanged(function(L_578_arg0)
    _G.Autofruit = L_578_arg0
end)

```

```

spawn(function()
    while wait(.1) do

```

```

pcall(function()
    if _G.Autofruit then
        local L_579_ = {
            [1] = "LoadFruit",
            [2] = "Rocket-Rocket"
        }

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer(unpack(L_579_))
        local L_580_ = {
            [1] = "LoadFruit",
            [2] = "Spin-Spin"
        }

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer(unpack(L_580_))
        local L_581_ = {
            [1] = "LoadFruit",
            [2] = "Chop-Chop"
        }

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer(unpack(L_581_))
        local L_582_ = {
            [1] = "LoadFruit",
            [2] = "Spring-Spring"
        }

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer(unpack(L_582_))
        local L_583_ = {
            [1] = "LoadFruit",
            [2] = "Bomb-Bomb"
        }

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer(unpack(L_583_))
        local L_584_ = {
            [1] = "LoadFruit",
            [2] = "Smoke-Smoke"
        }

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer(unpack(L_584_))
        local L_585_ = {
            [1] = "LoadFruit",
            [2] = "Spike-Spike"
        }
    }

```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer(unpack(L_585_))
    local L_586_ = {
        [1] = "LoadFruit",
        [2] = "Flame-Flame"
    }
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer(unpack(L_586_))
    local L_587_ = {
        [1] = "LoadFruit",
        [2] = "Falcon-Falcon"
    }
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer(unpack(L_587_))
    local L_588_ = {
        [1] = "LoadFruit",
        [2] = "Ice-Ice"
    }
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer(unpack(L_588_))
    local L_589_ = {
        [1] = "LoadFruit",
        [2] = "Sand-Sand"
    }
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer(unpack(L_589_))
    local L_590_ = {
        [1] = "LoadFruit",
        [2] = "Dark-Dark"
    }
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer(unpack(L_590_))
    local L_591_ = {
        [1] = "LoadFruit",
        [2] = "Ghost-Ghost"
    }
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer(unpack(L_591_))
    local L_592_ = {
        [1] = "LoadFruit",
        [2] = "Diamond-Diamond"
    }
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer(unpack(L_592_))
```

```

        local L_593_ = {
            [1] = "LoadFruit",
            [2] = "Light-Light"
        }

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer(unpack(L_593_))
        local L_594_ = {
            [1] = "LoadFruit",
            [2] = "Rubber-Rubber"
        }

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer(unpack(L_594_))
        local L_595_ = {
            [1] = "LoadFruit",
            [2] = "Barrier-Barrier"
        }

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer(unpack(L_595_))
        end
    end)
end
end)

if Second_Sea then
    L_5_.Raid:AddButton({
        Title = "Raid Lab",
        Description = "",
        Callback = function()
            Tween2(CFrame.new(- 6438.73535, 250.645355, - 4501.50684))
        end
    })
elseif Third_Sea then
    L_5_.Raid:AddButton({
        Title = "Raid Lab",
        Description = "",
        Callback = function()
            Tween2(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
end

```

```
local L_64_ = L_5_.Raid:AddSection("Law Raid")
```

```
local L_65_ = L_5_.Raid:AddToggle("ToggleLaw", {  
    Title = "Auto Law",  
    Default = false  
})
```

```
L_65_:OnChange(function(L_596_arg0)  
    Auto_Law = L_596_arg0  
end)
```

```
L_6_.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(0.3)
```

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

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

```
end
```

```
end
```

```
end
```

```
end)
```

```
end)
```

```
spawn(function()
```

```
    pcall(function()
```

```
        while wait(0.4) 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 L_597_forvar0, L_598_forvar1 in
pairs(game:GetService("Workspace").Enemies:GetChildren()) do
                if L_598_forvar1.Name == "Order" then
                    repeat
                        wait(_G.Fast_Delay)
                        AttackNoCD()
                        AutoHaki()
                        EquipTool(SelectWeapon)

Tween(L_598_forvar1.HumanoidRootPart.CFrame * CFrame.new(posX, posY, posZ))

L_598_forvar1.HumanoidRootPart.CanCollide = false

L_598_forvar1.HumanoidRootPart.Size = Vector3.new(120, 120, 120)
--Click
                                until not L_598_forvar1.Parent or
L_598_forvar1.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)
end)

```

--RaceV4

```
L_5_.Race:AddButton({
    Title = "Timple Of Time",
    Description = "",
    Callback = function()
        game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.CFrame
= CFrame.new(28286.35546875, 14895.3017578125, 102.62469482421875)
    end
})
```

```
L_5_.Race:AddButton({
    Title = "Lever Pull",
    Description = "",
    Callback = function()
        Tween2(CFrame.new(28575.181640625, 14936.6279296875,
72.31636810302734))
    end
})
```

```
L_5_.Race:AddButton({
    Title = "Acient One",
    Description = "",
    Callback = function()
        Tween2(CFrame.new(28981.552734375, 14888.4267578125, -
120.245849609375))
    end
})
```

```
local L_66_ = L_5_.Race:AddSection("Auto Race")
```

```
L_5_.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)
    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
        Tween2(CFrame.new(29221.822265625, 14890.9755859375, -
205.99114990234375))
    elseif game:GetService("Players").LocalPlayer.Data.Race.Value == "Skypiea"
then
        Tween2(CFrame.new(28960.158203125, 14919.6240234375,
235.03948974609375))
    elseif game:GetService("Players").LocalPlayer.Data.Race.Value == "Fishman"
then
        Tween2(CFrame.new(28231.17578125, 14890.9755859375, -
211.64173889160156))
    elseif game:GetService("Players").LocalPlayer.Data.Race.Value == "Cyborg"
then
        Tween2(CFrame.new(28502.681640625, 14895.9755859375, -
423.7279357910156))
    elseif game:GetService("Players").LocalPlayer.Data.Race.Value == "Ghoul" then
        Tween2(CFrame.new(28674.244140625, 14890.6767578125,
445.4310607910156))
    elseif game:GetService("Players").LocalPlayer.Data.Race.Value == "Mink" then
        Tween2(CFrame.new(29012.341796875, 14890.9755859375, -
380.1492614746094))
    end
end
})

```

```

local L_67_ = L_5_.Race:AddToggle("ToggleHumanandghoul", {
    Title = "Auto [ Human / Ghoul ] Trial",
    Default = false
})
L_67_:OnChanged(function(L_599_arg0)
    KillAura = L_599_arg0

```



```

end)
L_6_.ToggleHumanandghoul:SetValue(false)

local L_68_ = L_5_.Race:AddToggle("ToggleAutotrial", {
    Title = "Auto Trial",
    Default = false
})
L_68_:OnChanged(function(L_600_arg0)
    _G.AutoQuestRace = L_600_arg0
end)
L_6_.ToggleAutotrial:SetValue(false)
spawn(function()
    pcall(function()
        while wait() do
            if _G.AutoQuestRace then
                if game:GetService("Players").LocalPlayer.Data.Race.Value ==
"Human" then
                    for L_601_forvar0, L_602_forvar1 in
pairs(game.Workspace.Enemies:GetDescendants()) do
                        if L_602_forvar1:FindFirstChild("Humanoid") and
L_602_forvar1:FindFirstChild("HumanoidRootPart") and L_602_forvar1.Humanoid.Health > 0
then
                            pcall(function()
                                repeat
                                    wait(.1)

L_602_forvar1.Humanoid.Health = 0

L_602_forvar1.HumanoidRootPart.CanCollide = false

sethiddenproperty(game.Players.LocalPlayer, "SimulationRadius", math.huge)
                                until not _G.AutoQuestRace or not
L_602_forvar1.Parent or L_602_forvar1.Humanoid.Health <= 0
                                    end)
                                end
                            end
                        elseif game:GetService("Players").LocalPlayer.Data.Race.Value
== "Skypiea" then
                            for L_603_forvar0, L_604_forvar1 in
pairs(game:GetService("Workspace").Map.SkyTrial.Model:GetDescendants()) do
                                if L_604_forvar1.Name ==
"snowisland_Cylinder.081" then

```

```

BTPZ(L_604_forvar1.CFrame *
CFrame.new(0, 0, 0))
end
end
elseif game:GetService("Players").LocalPlayer.Data.Race.Value
== "Fishman" then
for L_605_forvar0, L_606_forvar1 in
pairs(game:GetService("Workspace").SeaBeasts.SeaBeast1:GetDescendants()) do
if L_606_forvar1.Name == "HumanoidRootPart"
then
Tween(L_606_forvar1.CFrame * L_21_)
for L_607_forvar0, L_608_forvar1 in
pairs(game.Players.LocalPlayer.Backpack:GetChildren()) do
if L_608_forvar1:IsA("Tool") then
if L_608_forvar1.ToolTip ==
"Melee" then
game.Players.LocalPlayer.Character.Humanoid:EquipTool(L_608_forvar1)
end
end
end
end

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

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

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

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

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

game:GetService("VirtualInputManager"):SendKeyEvent(false, 99, false,
game.Players.LocalPlayer.Character.HumanoidRootPart)
for L_609_forvar0, L_610_forvar1 in
pairs(game.Players.LocalPlayer.Backpack:GetChildren()) do

```

```

if L_610_forvar1:IsA("Tool") then
    if L_610_forvar1.ToolTip ==
"Blox Fruit" then

game.Players.LocalPlayer.Character.Humanoid:EquipTool(L_610_forvar1)
    end
end
end

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

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

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

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

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

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

    wait(0.5)
    for L_611_forvar0, L_612_forvar1 in
pairs(game.Players.LocalPlayer.Backpack:GetChildren()) do
        if L_612_forvar1:IsA("Tool") then
            if L_612_forvar1.ToolTip ==
"Sword" then

game.Players.LocalPlayer.Character.Humanoid:EquipTool(L_612_forvar1)
                end
            end
        end
    end

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

```

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

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

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

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

```
game:GetService("VirtualInputManager"):SendKeyEvent(false, 99, false,
game.Players.LocalPlayer.Character.HumanoidRootPart)
    wait(0.5)
    for L_613_forvar0, L_614_forvar1 in
pairs(game.Players.LocalPlayer.Backpack:GetChildren()) do
        if L_614_forvar1:IsA("Tool") then
            if L_614_forvar1.ToolTip ==
"Gun" then
```

```
game.Players.LocalPlayer.Character.Humanoid:EquipTool(L_614_forvar1)
                end
            end
        end
    end
```

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

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

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

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

```

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

game:GetService("VirtualInputManager"):SendKeyEvent(false, 99, false,
game.Players.LocalPlayer.Character.HumanoidRootPart)
    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 L_615_forvar0, L_616_forvar1 in
pairs(game.Workspace.Enemies:GetDescendants()) do
        if L_616_forvar1:FindFirstChild("Humanoid") and
L_616_forvar1:FindFirstChild("HumanoidRootPart") and L_616_forvar1.Humanoid.Health > 0
then
            pcall(function()
                repeat
                    wait(.1)

L_616_forvar1.Humanoid.Health = 0

L_616_forvar1.HumanoidRootPart.CanCollide = false

sethiddenproperty(game.Players.LocalPlayer, "SimulationRadius", math.huge)
                    until not _G.AutoQuestRace or not
L_616_forvar1.Parent or L_616_forvar1.Humanoid.Health <= 0
                    end)
            end
        end
    elseif game:GetService("Players").LocalPlayer.Data.Race.Value
== "Mink" then
        for L_617_forvar0, L_618_forvar1 in
pairs(game:GetService("Workspace"):GetDescendants()) do
            if L_618_forvar1.Name == "StartPoint" then
                Tween(L_618_forvar1.CFrame *
CFrame.new(0, 10, 0))
            end
        end
    end
end
end
end
end

```

```

        end
    end)
end)

local L_69_ = L_5_.Race:AddSection("Auto Train")

local L_70_ = L_5_.Race:AddToggle("ToggleAutoAcientQuest", {
    Title = "Auto Train",
    Default = false
})
L_70_:OnChanged(function(L_619_arg0)
    AutoFarmAcient = L_619_arg0
end)
L_6_.ToggleAutoAcientQuest:SetValue(false)
local L_71_ = CFrame.new(216.211181640625, 126.9352035522461, - 12599.0732421875)

spawn(function()
    pcall(function()
        while wait() do
            if AutoFarmAcient then
                if game.Players.LocalPlayer.Character.RaceTransformed.Value ==
true then
                    AutoFarmAcient = false
                    toTarget(CFrame.new(216.211181640625,
126.9352035522461, - 12599.0732421875))
                end
            end
        end
    end)
end)
spawn(function()
    while wait() do
        if AutoFarmAcient then
            pcall(function()
                if game:GetService("Workspace").Enemies:FindFirstChild("Cocoa
Warrior") or game:GetService("Workspace").Enemies:FindFirstChild("Chocolate Bar Battler") or
game:GetService("Workspace").Enemies:FindFirstChild("Sweet Thief") or
game:GetService("Workspace").Enemies:FindFirstChild("Candy Rebel") then
                    for L_620_forvar0, L_621_forvar1 in
pairs(game:GetService("Workspace").Enemies:GetChildren()) do
                        if L_621_forvar1.Name == "Cocoa Warrior" or
L_621_forvar1.Name == "Chocolate Bar Battler" or L_621_forvar1.Name == "Sweet Thief" or

```

```

L_621_forvar1.Name == "Candy Rebel" then
    if L_621_forvar1:FindFirstChild("Humanoid")
and L_621_forvar1:FindFirstChild("HumanoidRootPart") and L_621_forvar1.Humanoid.Health >
0 then
        bringmob = true
        repeat
            wait(_G.Fast_Delay)
            AttackNoCD()
            AutoHaki()
            EquipTool(SelectWeapon)

L_621_forvar1.HumanoidRootPart.CanCollide = false

L_621_forvar1.Humanoid.WalkSpeed = 0

L_621_forvar1.Head.CanCollide = false
        FarmPos =
L_621_forvar1.HumanoidRootPart.CFrame
        MonFarm =
L_621_forvar1.Name

Tween(L_621_forvar1.HumanoidRootPart.CFrame * CFrame.new(posX, posY, posZ))
        until not AutoFarmAcient or not
L_621_forvar1.Parent or L_621_forvar1.Humanoid.Health <= 0
        bringmob = false
        end
        end
        end
        end
        else
            toTarget(L_71_)
        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)

```

```

end
end)
end)
spawn(function()
    while wait() do
        pcall(function()
            if AutoFarmAncient then
                game:GetService("VirtualInputManager"):SendKeyEvent(true, "Y",
false, game)

                wait(0.1)
                game:GetService("VirtualInputManager"):SendKeyEvent(false,
"Y", false, game)
            end
        end)
    end
end)
end)
end)

```

--shop

```
local L_72_ = L_5_.Shop:AddToggle("ToggleRandomBone", {
    Title = "Random Bone",
    Default = false
```

$$\})$$

```
L_72_:OnChanged(function(L_622_arg0)
    G.AutoRandomBone = L_622_arg0
```

end)

```
L_6_.ToggleRandomBone:SetValue(false)
```

spawn(function()

[illegible]

```
if _G.AutoRandomBone then
```

```
local L_623_ = {
```

```
[1] = "Bones",
```

```
[2] = "Buy",
```

$$[3] = 1,$$
$$[4] = 1$$

}

```
game.GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer(unpack(L_623_))
```

end


```
        end  
    end)
```

```
L_5_.Shop:AddButton({  
    Title = "Geppo",  
    Description = "",  
    Callback = function()
```

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

```
L_5_.Shop:AddButton({  
    Title = "Buso Haki",  
    Description = "",  
    Callback = function()
```

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

```
L_5_.Shop:AddButton({  
    Title = "Soru",  
    Description = "",  
    Callback = function()
```

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

```
L_5_.Shop:AddButton({  
    Title = "Ken Haki",  
    Description = "",  
    Callback = function()
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("KenTalk", "Buy")
```

```

        end
    })

    local L_73_ = L_5_.Shop:AddSection("Fighting Styles")

    L_5_.Shop:AddButton({
        Title = "Black Leg",
        Description = "",
        Callback = function()

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

    L_5_.Shop:AddButton({
        Title = "Electro",
        Description = "",
        Callback = function()

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

    L_5_.Shop:AddButton({
        Title = "Fishman Karate",
        Description = "",
        Callback = function()

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

    L_5_.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
        })

```

```

L_5_.Shop:AddButton({
    Title = "Superhuman",
    Description = "",
    Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("BuySuperhuman")
    end
})
L_5_.Shop:AddButton({
    Title = "Death Step",
    Description = "",
    Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("BuyDeathStep")
    end
})
L_5_.Shop:AddButton({
    Title = "Sharkman Karate",
    Description = "",
    Callback = function()

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

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("BuySharkmanKarate"
)
    end
})
L_5_.Shop:AddButton({
    Title = "Electric Claw",
    Description = "",
    Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("BuyElectricClaw")
    end
})
L_5_.Shop:AddButton({
    Title = "Dragon Talon",
    Description = "",
    Callback = function()

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

```

```

})
L_5_.Shop:AddButton({
    Title = "Godhuman",
    Description = "",
    Callback = function()

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

local L_74_ = L_5_.Shop:AddSection("Misc Items")

L_5_.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
})
L_5_.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

```

L_5_.Misc.AddButton({
    Title = "Rejoin Server",
    Description = "",
    Callback = function()
        game:GetService("TeleportService"):Teleport(game.PlaceId,
game:GetService("Players").LocalPlayer)
    end
})

```

```

L_5_.Misc.AddButton({
    Title = "Hop Server",
    Description = "",
    Callback = function()
        Hop()
    end
})

```

```

function Hop()
    local L_624_ = game.PlaceId
    local L_625_ = {}
    local L_626_ = ""
    local L_627_ = os.date("!*t").hour
    local L_628_ = false
    function TPReturner()
        local L_629_;
        if L_626_ == "" then
            L_629_ =
game.HttpService:JSONDecode(game:HttpGet('https://games.roblox.com/v1/games/' .. L_624_
.. '/servers/Public?sortOrder=Asc&limit=100'))
        else
            L_629_ =
game.HttpService:JSONDecode(game:HttpGet('https://games.roblox.com/v1/games/' .. L_624_
.. '/servers/Public?sortOrder=Asc&limit=100&cursor=' .. L_626_))
        end
        local L_630_ = ""
        if L_629_.nextPageCursor and L_629_.nextPageCursor ~= "null" and
L_629_.nextPageCursor ~= nil then
            L_626_ = L_629_.nextPageCursor
        end
        local L_631_ = 0;
        for L_632_forvar0, L_633_forvar1 in pairs(L_629_.data) do

```

```

        local L_634_ = true
        L_630_ = tostring(L_633_forvar1.id)
        if tonumber(L_633_forvar1.maxPlayers) >
tonumber(L_633_forvar1.playing) then
            for L_635_forvar0, L_636_forvar1 in pairs(L_625_) do
                if L_631_ ~= 0 then
                    if L_630_ == tostring(L_636_forvar1) then
                        L_634_ = false
                    end
                else
                    if tonumber(L_627_) ~= tonumber(L_636_forvar1)
then
                        local L_637_ = pcall(function()
                            L_625_ = {}
                            table.insert(L_625_, L_627_)
                        end)
                    end
                end
                L_631_ = L_631_ + 1
            end
            if L_634_ == true then
                table.insert(L_625_, L_630_)
                wait()
                pcall(function()
                    wait()

game:GetService("TeleportService"):TeleportToPlaceInstance(L_624_, L_630_,
game.Players.LocalPlayer)

                    end)
                    wait(4)
                end
            end
        end
    end
end
function L_41_()
    while wait() do
        pcall(function()
            TPReturner()
            if L_626_ ~= "" then
                TPReturner()
            end
        end)
    end
end
end

```

```
        end
    L_41_()
end
```

```
local L_75_ = L_5_.Misc:AddSection("Team")
```

```
L_5_.Misc:AddButton({
    Title = "Join Pirates Team",
    Description = "",
    Callback = function()
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("SetTeam", "Pirates")
    end
})
```

```
L_5_.Misc:AddButton({
    Title = "Join Marines Team",
    Description = "",
    Callback = function()
```

```
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("SetTeam", "Marines")
    end
})
```

```
local L_76_ = L_5_.Misc:AddSection("Open Ui")
```

```
L_5_.Misc:AddButton({
    Title = "Devil Shop Menu",
    Description = "",
    Callback = function()
```

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

```
L_5_.Misc:AddButton({
    Title = "Color Haki Menu",
```

```

        Description = "",
        Callback = function()
            game.Players.localPlayer.PlayerGui.Main.Colors.Visible = true
        end
    })

```

```

L_5_.Misc.AddButton({
    Title = "Title Name Menu",
    Description = "",
    Callback = function()
        local L_638_ = {
            [1] = "getTitles"
        }
    end
})

```

```

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer(unpack(L_638_))
    game.Players.localPlayer.PlayerGui.Main.Titles.Visible = true
end
})

```

```

L_5_.Misc.AddButton({
    Title = "Awakening Menu",
    Description = "",
    Callback = function()
    end
})

```

```

game:GetService("Players").LocalPlayer.PlayerGui.Main.AwakeningToggler.Visible = true
end
})

```

```

local L_77_ = L_5_.Misc.AddSection("Troll")

```

```

L_5_.Misc.AddButton({
    Title = "Rain Fruit",
    Description = "Rain fruit (Fake)",
    Callback = function()
        for L_639_forvar0, L_640_forvar1 in
pairs(game:GetObjects("rbxassetid://14759368201")[1]:GetChildren()) do
            L_640_forvar1.Parent = game.Workspace.Map
        end
    end
})

```



```

L_640_forvar1:MoveTo(game.Players.LocalPlayer.Character.PrimaryPart.Position +
Vector3.new(math.random(-50, 50), 100, math.random(-50, 50)))
    if L_640_forvar1.Fruit:FindFirstChild("AnimationController") then

L_640_forvar1.Fruit:FindFirstChild("AnimationController"):LoadAnimation(L_640_forvar1.Fruit:Fi
ndFirstChild("Idle")):Play()
        end
        L_640_forvar1.Handle.Touched:Connect(function(L_641_arg0)
            if L_641_arg0.Parent == game.Players.LocalPlayer.Character
then
                L_640_forvar1.Parent =
game.Players.LocalPlayer.Backpack

game.Players.LocalPlayer.Character.Humanoid:EquipTool(L_640_forvar1)
                    end
                end)
            end
        end
    })

```

```

local L_78_ = L_5_.Misc:AddSection("Misc")

```

```

local L_79_ = L_5_.Misc:AddToggle("ToggleRejoin", {
    Title = "Auto Rejoin",
    Default = true
})

```

```

L_79_:OnChanged(function(L_642_arg0)
    _G.AutoRejoin = L_642_arg0
end)

```

```

L_6_.ToggleRejoin:SetValue(true)
spawn(function()
    while wait() do
        if _G.AutoRejoin then
            getgenv().rejoin =
game:GetService("CoreGui").RobloxPromptGui.promptOverlay.ChildAdded:Connect(function(L_
643_arg0)
                if L_643_arg0.Name == 'ErrorPrompt' and
L_643_arg0:FindFirstChild('MessageArea') and

```

```

L_643_arg0.MessageArea:FindFirstChild("ErrorFrame") then

game:GetService("TeleportService"):Teleport(game.PlaceId)
    end
end)
end
end)
local L_80_ = L_5_.Misc:AddSection("Kaitun Cap")

L_5_.Misc:AddButton({
    Title = "Show Items",
    Description = "",
    Callback = function()
        do
            local L_674_ =
game:GetService("CoreGui").RobloxGui.Modules.Profile:FindFirstChild("UILibrary")
            if L_674_ then
                L_674_:Destroy()
            end
        end
        local L_644_ = game:GetService("UserInputService")
        local L_645_ = game:GetService("TweenService")
        local L_646_ = game:GetService("RunService")
        local L_647_ = game:GetService("Players").LocalPlayer
        local L_648_ = L_647_:GetMouse()

        do
            local L_675_ = game:GetService("Lighting"):FindFirstChild("Blur")
            if L_675_ then
                L_675_:Destroy()
            end
        end

        local L_649_ = Instance.new("BlurEffect")

        L_645_:Create(
            L_649_, TweenInfo.new(.4, Enum.EasingStyle.Back,
Enum.EasingDirection.InOut), {
                Size = 50
            }):Play()
        L_649_.Parent = game.Lighting
    end
end)

```

```
local L_650_ = Instance.new("UIStroke")
local L_651_ = Instance.new("UICorner")

local L_652_ = Instance.new("ScreenGui")
local L_653_ = Instance.new("ImageButton")
local L_654_ = Enum.ButtonStyle.RobloxButton

L_652_.Parent = game.CoreGui
L_652_.ZIndexBehavior = Enum.ZIndexBehavior.Sibling
```

```
local L_655_ =
require(game:GetService("Players").LocalPlayer.PlayerGui.Main.UIController.Inventory)
local L_656_ =
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("getInventory")
local L_657_ = {}
local L_658_ = {
    "Mythical",
    "Legendary",
    "Rare",
    "Uncommon",
    "Common"
}
local L_659_ = {
    ["Common"] = Color3.fromRGB(179, 179, 179),
    ["Uncommon"] = Color3.fromRGB(92, 140, 211),
    ["Rare"] = Color3.fromRGB(140, 82, 255),
    ["Legendary"] = Color3.fromRGB(213, 43, 228),
    ["Mythical"] = Color3.fromRGB(238, 47, 50)
}
function GetRaity(L_676_arg0)
    for L_677_forvar0, L_678_forvar1 in pairs(L_659_) do
        if L_678_forvar1 == L_676_arg0 then
            return L_677_forvar0
        end
    end
end
end

for L_679_forvar0, L_680_forvar1 in pairs(L_656_) do
    L_657_[L_680_forvar1.Name] = L_680_forvar1
end

local L_660_ = # getupvalue(L_655_.UpdateRender, 4)
```

```

local L_661_ = {}
local L_662_ = {}
local L_663_ = 0
while L_663_ < L_660_ do
    local L_681_ = 0
    while L_681_ < 25000 and L_663_ < L_660_ do

game:GetService("Players").LocalPlayer.PlayerGui.Main.InventoryContainer.Right.Content.Scro
llingFrame.CanvasPosition = Vector2.new(0, L_681_)
        for L_682_forvar0, L_683_forvar1 in
pairs(game:GetService("Players").LocalPlayer.PlayerGui.Main.InventoryContainer.Right.Content
.ScrollingFrame.Frame:GetChildren()) do
            if L_683_forvar1:IsA("Frame") and not
L_661_[L_683_forvar1.ItemName.Text] and L_683_forvar1.ItemName.Visible == true then
                local L_684_ =
GetRaity(L_683_forvar1.Background.BackgroundColor3)
                if L_684_ then
                    if not L_662_[L_684_] then
                        L_662_[L_684_] = {}
                    end
                    table.insert(L_662_[L_684_],
L_683_forvar1:Clone())
                end
                L_663_ = L_663_ + 1
                L_661_[L_683_forvar1.ItemName.Text] = true
            end
        end
        L_681_ = L_681_ + 20
    end
    wait()
end
function GetXY(L_685_arg0)
    return L_685_arg0 * 100
end

local L_664_ = Instance.new("UIListLayout")
L_664_.FillDirection = Enum.FillDirection.Vertical
L_664_.SortOrder = 2
L_664_.Padding = UDim.new(0, 10)

local L_665_ = Instance.new("Frame",
game.Players.LocalPlayer.PlayerGui.BubbleChat)
L_665_.BackgroundTransparency = 1

```

```

L_665_.Size = UDim2.new(.5, 0, 1, 0)
L_664_.Parent = L_665_

local L_666_ = Instance.new("Frame",
game.Players.LocalPlayer.PlayerGui.BubbleChat)
L_666_.BackgroundTransparency = 1
L_666_.Size = UDim2.new(.5, 0, 1, 0)
L_666_.Position = UDim2.new(.6, 0, 0, 0)
L_664_:Clone().Parent = L_666_
for L_686_forvar0, L_687_forvar1 in pairs(L_662_) do
    local L_688_ = Instance.new("Frame", L_665_)
    L_688_.BackgroundTransparency = 1
    L_688_.Size = UDim2.new(1, 0, 0, 0)
    L_688_.LayoutOrder = table.find(L_658_, L_686_forvar0)

    local L_689_ = Instance.new("Frame", L_666_)
    L_689_.BackgroundTransparency = 1
    L_689_.Size = UDim2.new(1, 0, 0, 0)
    L_689_.LayoutOrder = table.find(L_658_, L_686_forvar0)

    local L_690_ = Instance.new("UIGridLayout", L_688_)
    L_690_.CellPadding = UDim2.new(.005, 0, .005, 0)
    L_690_.CellSize = UDim2.new(0, 70, 0, 70)
    L_690_.FillDirectionMaxCells = 100
    L_690_.FillDirection = Enum.FillDirection.Horizontal

    local L_691_ = L_690_:Clone()
    L_691_.Parent = L_689_
    for L_692_forvar0, L_693_forvar1 in pairs(L_687_forvar1) do
        if L_657_[L_693_forvar1.ItemName.Text] and
L_657_[L_693_forvar1.ItemName.Text].Mastery then
            if L_693_forvar1.ItemLine2.Text ~= "Accessory" then
                local L_694_ = L_693_forvar1.ItemName:Clone()
                L_694_.BackgroundTransparency = 1
                L_694_.TextSize = 10
                L_694_.TextXAlignment = 2
                L_694_.TextYAlignment = 2
                L_694_.ZIndex = 5
                L_694_.Text =
L_657_[L_693_forvar1.ItemName.Text].Mastery
                L_694_.Size = UDim2.new(.5, 0, .5, 0)
                L_694_.Position = UDim2.new(.5, 0, .5, 0)
                L_694_.Parent = L_693_forvar1
            end
        end
    end
end

```

```

        end
        L_693_forvar1.Parent = L_688_
    elseif L_693_forvar1.ItemLine2.Text == "Blox Fruit" then
        L_693_forvar1.Parent = L_689_
    end
end
end
L_688_.AutomaticSize = 2
L_689_.AutomaticSize = 2
end
local L_667_ = {
    ["Superhuman"] = Vector2.new(3, 2),
    ["DeathStep"] = Vector2.new(4, 3),
    ["ElectricClaw"] = Vector2.new(2, 0),
    ["SharkmanKarate"] = Vector2.new(0, 0),
    ["DragonTalon"] = Vector2.new(1, 5)
}
local L_668_ = Instance.new("Frame", L_665_)
L_668_.BackgroundTransparency = 1
L_668_.Size = UDim2.new(1, 0, 0, 0)
L_668_.LayoutOrder = table.find(L_658_, k)
L_668_.AutomaticSize = 2
L_668_.LayoutOrder = 100
local L_669_ = Instance.new("UIGridLayout", L_668_)
L_669_.CellPadding = UDim2.new(.005, 0, .005, 0)
L_669_.CellSize = UDim2.new(0, 70, 0, 70)
L_669_.FillDirectionMaxCells = 100
L_669_.FillDirection = Enum.FillDirection.Horizontal

local L_670_ = {
    "Superhuman",
    "ElectricClaw",
    "DragonTalon",
    "SharkmanKarate",
    "DeathStep",
    "GodHuman"
}
for L_695_forvar0, L_696_forvar1 in pairs(L_670_) do
    if L_667_[L_696_forvar1] and
game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer("Buy" ..
L_696_forvar1, true) == 1 then
        local L_697_ = Instance.new("ImageLabel", L_668_)
        L_697_.Image = "rbxassetid://15924414834"
        L_697_.ImageRectSize = Vector2.new(100, 100)

```

```

        L_697_.ImageRectOffset = L_667_[L_696_forvar1] * 100
    end
end
function formatNumber(L_698_arg0)
    return tostring(L_698_arg0):reverse():gsub("%d%d%d",
"%1,"):reverse():gsub("^,", "")
end

    game:GetService("Players").LocalPlayer.PlayerGui.Main.Beli.AnchorPoint =
Vector2.new(0.5, 0.5)
    game:GetService("Players").LocalPlayer.PlayerGui.Main.Beli.Position =
UDim2.new(0, 1120, 0, 700)

    game:GetService("Players").LocalPlayer.PlayerGui.Main.Level.AnchorPoint =
Vector2.new(0.5, 0.5)
    game:GetService("Players").LocalPlayer.PlayerGui.Main.Level.Position =
UDim2.new(0, 1150, 0, 750)
    local L_671_ =
game:GetService("Players").LocalPlayer.PlayerGui.Main.Fragments:Clone()
    L_671_.Name = "Name"
    L_671_.Parent = game:GetService("Players").LocalPlayer.PlayerGui.Main.Beli
    L_671_.Position = UDim2.new(0, 0, - 1.5, 0)
    L_671_.Size = UDim2.new(1, 0, 1, 0)
    L_671_.TextColor3 = Color3.fromRGB(255, 255, 255)
    L_671_.Text = game.Players.LocalPlayer.Name

    local L_672_ =
game:GetService("Players").LocalPlayer.PlayerGui.Main.Fragments:Clone()
    L_672_.Name = "FragmentsCheck"
    L_672_.Parent = game:GetService("Players").LocalPlayer.PlayerGui.Main.Beli
    L_672_.Position = UDim2.new(0, 0, - 0.75, 0)
    L_672_.Size = UDim2.new(1, 0, 1, 0)
    L_672_.Text = 'f' ..
formatNumber(game:GetService("Players").LocalPlayer.Data.Fragments.Value)
    local L_673_ = {
        [1] = "getAwakenedAbilities"
    }

game:GetService("ReplicatedStorage").Remotes.CommF_:InvokeServer(unpack(L_673_))
    game.Players.LocalPlayer.PlayerGui.Main.AwakeningToggler.Visible = true

game:GetService("Players").LocalPlayer.PlayerGui.Main.AwakeningToggler.Position =

```

```

UDim2.new(0.48, 10, 0.908, 2)
    game:GetService("Players").LocalPlayer.PlayerGui.Main.AwakeningToggler.Size
= UDim2.new(1, 0, 0.22, 0)

    pcall(function()

game:GetService("Players").LocalPlayer.PlayerGui.Main.MenuButton.Visible = false
    end)
    pcall(function()

game:GetService("Players").LocalPlayer.PlayerGui.Main.RaceEnergy.Visible = false
    end)
    pcall(function()

game:GetService("Players").LocalPlayer.PlayerGui.Main.SafeZone.Visible = false
    end)
    pcall(function()
        game:GetService("Players").LocalPlayer.PlayerGui.Main.HP.Visible =
false
    end)
    pcall(function()

game:GetService("Players").LocalPlayer.PlayerGui.Backpack.Enabled.Visible = false
    end)
    pcall(function()
        game:GetService("Players").LocalPlayer.PlayerGui.Main.Energy.Visible =
false
    end)
    for L_699_forvar0, L_700_forvar1 in
pairs(game:GetService("Players").LocalPlayer.PlayerGui.Main:GetChildren()) do
        if L_700_forvar1:IsA("ImageButton") then
            L_700_forvar1:Destroy()
        end
    end
    pcall(function()
        game:GetService("Players").LocalPlayer.PlayerGui.Main.Compass.Visible
= false
    end)
end
})

local L_81_ = L_5_.Misc:AddSection("Day")

```



```

L_5_.Misc:AddButton({
    Title = "Remove Fog",
    Description = "",
    Callback = function()
        game:GetService("Lighting").LightingLayers:Destroy()
        game:GetService("Lighting").Sky:Destroy()
    end
})

```

```

L_5_.Misc:AddButton({
    Title = "Always Day",
    Description = "",
    Callback = function()
        game:GetService("RunService").Heartbeat:wait()
        game:GetService("Lighting").ClockTime = 12
    end
})

```

--Hop

```

if First_Sea or Second_Sea then
    local L_701_ = L_5_.Hop:AddSection("Thid Sea Please !!!")
end

```

```

if Third_Sea then
    local L_702_ = L_5_.Hop:AddToggle("ToggleFindMoon", {
        Title = "Find Full Moon",
        Default = false
    })
    L_702_:OnChanged(function(L_704_arg0)
        _G.AutoFindMoon = L_704_arg0
    end)
    L_6_.ToggleFindMoon:SetValue(false)
    spawn(function()
        while wait() do
            if _G.AutoFindMoon then
                if game:GetService("Lighting").Sky.MoonTextureId ==
                    "http://www.roblox.com/asset/?id=9709149052" or

```

```

game:GetService("Lighting").Sky.MoonTextureId ==
"http://www.roblox.com/asset/?id=9709149431" then
    wait(2.0)
    elseif game:GetService("Lighting").Sky.MoonTextureId ==
"http://www.roblox.com/asset/?id=9709143733" then
        Hop()
        L_1_:Notify({
            Title = "Rimuru Hub",
            Content = "Turn Off Find Full Moon...",
            SubContent = "", -- Optional
            Duration = 5 -- Set to nil to make the notification not
disappear

        })
        elseif game:GetService("Lighting").Sky.MoonTextureId ==
"http://www.roblox.com/asset/?id=9709150401" then
            Hop()
            L_1_:Notify({
                Title = "Rimuru Hub",
                Content = "Hop...",
                SubContent = "", -- Optional
                Duration = 5 -- Set to nil to make the notification not
disappear

            })
            elseif game:GetService("Lighting").Sky.MoonTextureId ==
"http://www.roblox.com/asset/?id=9709149680" then
                Hop()
                L_1_:Notify({
                    Title = "Rimuru Hub",
                    Content = "Hop...",
                    SubContent = "", -- Optional
                    Duration = 5 -- Set to nil to make the notification not
disappear

                })
            else
                Hop()
            end
        end
    end
end)
local L_703_ = L_5_.Hop:AddToggle("ToggleMirageIsland", {
    Title = "Find Mirage Island",
    Default = false
})

```

```

L_703_:OnChanged(function(L_705_arg0)
    _G.FindMirageIsland = L_705_arg0
end)
L_6_.ToggleMirageIsland:SetValue(false)
spawn(function()
    while wait() do
        if _G.FindMirageIsland then
            if
game:GetService("Workspace").Map:FindFirstChild("MysticIsland") or
game:GetService("Workspace").Map:FindFirstChild("MysticIsland") then
                if HighestPointRealCFrame and
(game.Players.LocalPlayer.Character.HumanoidRootPart.Position -
HighestPointRealCFrame.Position).Magnitude > 10 then
                    Tween(getHighestPoint().CFrame * CFrame.new(0,
211.88, 0))

                        end
                    elseif not
game:GetService("Workspace").Map:FindFirstChild("MysticIsland") or not
game:GetService("Workspace").Map:FindFirstChild("MysticIsland") then
                        Hop()
                    end
                end
            end
        end
    end)
end
end

```

```

-----
--info
L_5_.Info:AddButton(
{
    Title = "Thank for use SlimeX_Hub",
    Description = "dev by Slimex sp by TThe",
    Callback = function()
        setclipboard("dev by Slimex sp by TThe")
        Fluent:Notify(
            {
                Title = "SlimeX_Hub",
                Content = "dev by Slimex sp by TThe",
                SubContent = "", -- Optional
                Duration = 5 -- Set to nil to make the notification not disappear
            }
        )
    end
}
end

```

```
    }  
  )  
L_5_.Info.AddButton(  
  {  
    Title = "Copy Discord SlimeX_Hub",  
    Description = "https://discord.gg/hWrKvbMrVF",  
    Callback = function()  
      setclipboard("https://discord.gg/hWrKvbMrVF")  
      Fluent:Notify(  
        {  
          Title = "SlimeX_Hub",  
          Content = "Copied!",  
          SubContent = "", -- Optional  
          Duration = 5 -- Set to nil to make the notification not disappear  
        }  
      )  
    end  
  }  
)  
)
```