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repeat task.wait() until game:IsLoaded()

local Players = game:GetService("Players")
local TweenService = game:GetService("TweenService")
local RunService = game:GetService("RunService")
local LocalPlayer = Players.LocalPlayer

local CORRECT_KEY = "SLONTOP"
local GET_KEY_LINK = "https://discord.gg/Pv89sBheF"

getenv().KEY_PASSED = false

local Gui = Instance.new("ScreenGui", game.CoreGui)
Gui.Name = "SL_RGB_KEY"
Gui.ResetOnSpawn = false

local Main = Instance.new("Frame", Gui)
Main.Size = UDim2.new(0, 380, 0, 240)
Main.Position = UDim2.new(0.5, -190, 0.5, -120)
Main.BackgroundColor3 = Color3.fromRGB(15,15,15)
Main.BorderSizePixel = 0
Main.Active = true
Main.Draggable = true

Instance.new("UICorner", Main).CornerRadius = UDim.new(0, 14)

local Glow = Instance.new("UIStroke", Main)
Glow.Thickness = 2

local hue = 0
RunService.RenderStepped:Connect(function()
    hue = (hue + 0.002) % 1
    Glow.Color = Color3.fromHSV(hue, 1, 1)
end)

local Title = Instance.new("TextLabel", Main)
Title.Size = UDim2.new(1,0,0,50)
Title.BackgroundTransparency = 1
Title.Text = "🔒 SL HUB KEY SYSTEM"
Title.Font = Enum.Font.GothamBold
Title.TextSize = 20
Title.TextColor3 = Color3.fromRGB(255,255,255)

local Box = Instance.new("TextBox", Main)
Box.Size = UDim2.new(0.85,0,0,42)
Box.Position = UDim2.new(0.075,0,0.35,0)
Box.PlaceholderText = "ENTER KEY"
Box.Text = ""
Box.Font = Enum.Font.Gotham
Box.TextSize = 14
Box.BackgroundColor3 = Color3.fromRGB(30,30,30)
Box.TextColor3 = Color3.fromRGB(255,255,255)
Box.ClearTextOnFocus = false
Instance.new("UICorner", Box).CornerRadius = UDim.new(0,10)

local Verify = Instance.new("TextButton", Main)
Verify.Size = UDim2.new(0.4,0,0,38)
Verify.Position = UDim2.new(0.075,0,0.65,0)
Verify.Text = "VERIFY"
Verify.Font = Enum.Font.GothamBold
Verify.TextSize = 14
Verify.TextColor3 = Color3.fromRGB(255,255,255)
Verify.BackgroundColor3 = Color3.fromRGB(40,40,40)
Instance.new("UICorner", Verify).CornerRadius = UDim.new(0,10)

local GetKey = Instance.new("TextButton", Main)
GetKey.Size = UDim2.new(0.4,0,0,38)
GetKey.Position = UDim2.new(0.525,0,0.65,0)
GetKey.Text = "GET KEY"
GetKey.Font = Enum.Font.GothamBold
GetKey.TextSize = 14
GetKey.TextColor3 = Color3.fromRGB(255,255,255)
GetKey.BackgroundColor3 = Color3.fromRGB(40,40,40)
Instance.new("UICorner", GetKey).CornerRadius = UDim.new(0,10)

for _,btn in pairs({Verify, GetKey}) do
    btn.MouseEnter:Connect(function()
        TweenService:Create(btn, TweenInfo.new(0.2), {
            BackgroundColor3 = Color3.fromRGB(70,70,70)
        }):Play()
    end)
end

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    btn.MouseLeave:Connect(function()
        TweenService:Create(btn, TweenInfo.new(0.2), {
            BackgroundColor3 = Color3.fromRGB(40,40,40)
        }):Play()
    end)
end

local function Shake()
    for i = 1,8 do
        Main.Position += UDim2.new(0, (i%2==0 and -6 or 6),0,0)
        task.wait(0.02)
    end
end

Verify.MouseButton1Click:Connect(function()
    if Box.Text == CORRECT_KEY then
        getgenv().KEY_PASSED = true

        TweenService:Create(Main, TweenInfo.new(0.5), {
            BackgroundTransparency = 1
        }):Play()

        for _v in pairs(Main:GetChildren()) do
            if v:IsA("TextLabel") or v:IsA("TextButton") or v:IsA("TextBox") then
                TweenService:Create(v, TweenInfo.new(0.5), {
                    TextTransparency = 1,
                    BackgroundTransparency = 1
                }):Play()
            end
        end

        task.wait(0.6)
        Gui:Destroy()
    else
        Box.Text = ""
        Box.PlaceholderText = "WRONG KEY!"
        Shake()
    end
end)

GetKey.MouseButton1Click:Connect(function()
    if setclipboard then
        setclipboard(GET_KEY_LINK)
    end
end)

repeat task.wait() until getgenv().KEY_PASSED == true

local library = loadstring(game:HttpGet("https://raw.githubusercontent.com/YoshiroScripts/Wspwsp/refs/heads/main/Decode", true))()

local window = library.AddWindow("SL HUB | PUBLIC", {
    main_color = Color3.fromRGB(255, 0, 0),
    min_size = Vector2.new(700, 700),
    can_resize = true,
})

local AutoFarm = window.AddTab("Farms")

AutoFarm:AddLabel("Farming Features")

local autoEatEnabled = false

local function eatProteinEgg()
    local player = game.Players.LocalPlayer
    local backpack = player.WaitForChild("Backpack")
    local character = player.Character or player.CharacterAdded:Wait()

    local egg = backpack:FindFirstChild("Protein Egg")
    if egg then
        egg.Parent = character
        pcall(function()
            egg:Activate()
        end)
    end
end

task.spawn(function()
    while true do
        if autoEatEnabled then
            eatProteinEgg()
            task.wait(1800)
        else

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        task.wait(1)
    end
end
end)

AutoFarm:AddSwitch("Auto Eat Egg", function(state)
    autoEatEnabled = state
end)

local repToggle = false

AutoFarm:AddSwitch("Auto Farm (Equip Any tool)", function(state)
    repToggle = state
    while repToggle do
        local args = { "rep" }
        game:GetService("Players").LocalPlayer:WaitForChild("muscleEvent"):FireServer(unpack(args))
        task.wait(0.2)
    end
end)

local folder1 = AutoFarm:AddFolder("Tools")

local weightOn = false
folder1:AddSwitch("Weight", function(bool)
    weightOn = bool
    task.spawn(function()
        while weightOn do
            local tool = game.Players.LocalPlayer.Backpack:FindFirstChild("Weight")
            if tool then
                tool.Parent = game.Players.LocalPlayer.Character
            end
            task.wait(0.1)
        end
    end)
end)

local pushupsOn = false
folder1:AddSwitch("Pushups", function(bool)
    pushupsOn = bool
    task.spawn(function()
        while pushupsOn do
            local tool = game.Players.LocalPlayer.Backpack:FindFirstChild("Pushups")
            if tool then
                tool.Parent = game.Players.LocalPlayer.Character
            end
            task.wait(0.1)
        end
    end)
end)

local handstandOn = false
folder1:AddSwitch("Handstand", function(bool)
    handstandOn = bool
    task.spawn(function()
        while handstandOn do
            local tool = game.Players.LocalPlayer.Backpack:FindFirstChild("Handstand")
            if tool then
                tool.Parent = game.Players.LocalPlayer.Character
            end
            task.wait(0.1)
        end
    end)
end)

local situpsOn = false
folder1:AddSwitch("Situps", function(bool)
    situpsOn = bool
    task.spawn(function()
        while situpsOn do
            local tool = game.Players.LocalPlayer.Backpack:FindFirstChild("Situps")
            if tool then
                tool.Parent = game.Players.LocalPlayer.Character
            end
            task.wait(0.1)
        end
    end)
end)

local function equipTool(toolName, character, backpack)
    local existingTool = character:FindFirstChildOfClass("Tool")
    if existingTool then

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    existingTool.Parent = backpack
end

local tool = backpack:FindFirstChild(toolName) or character:FindFirstChild(toolName)
if tool and tool.Parent ~= character then
    tool.Parent = character
end
end

local function handleRock(rock, leftHand)
    if rock then
        rock.Size = Vector3.new(2, 1, 1)
        rock.Transparency = 1
        rock.CanCollide = false

        if rock:FindFirstChild("rockGui") then
            for _, v in pairs(rock.rockGui:GetChildren()) do
                v.Visible = false
            end
        end

        for _, particle in ipairs({"rockEmitter", "hoopParticle", "lavaParticle"}) do
            if rock:FindFirstChild(particle) then
                rock[particle]:Destroy()
            end
        end

        rock.CFrame = leftHand.CFrame

        local touchPart = rock:FindFirstChild("TouchPart")
        if touchPart then
            touchPart.CFrame = leftHand.CFrame
            local fireTouch = Instance.new("RemoteEvent")
            fireTouch.Parent = rock
            fireTouch:FireServer(touchPart)
        end
    end
end

local function autoRockFarm(rockName, toggleVar)
    local player = game.Players.LocalPlayer
    local backpack = player:WaitForChild("Backpack")
    local character = player.Character or player.CharacterAdded:Wait()
    local leftHand = character:WaitForChild("LeftHand")
    local rock = game.Workspace.machinesFolder:FindFirstChild(rockName)
    rock = rock and rock:FindFirstChild("Rock")

    _G[toggleVar] = true

    while _G[toggleVar] do
        for _, toolName in ipairs({"Punch", "Pushups"}) do
            equipTool(toolName, character, backpack)
            task.wait(0.05)
        end

        handleRock(rock, leftHand)
        player:WaitForChild("muscleEvent"):FireServer("rep")
        task.wait(0.1)
    end
end

local Rock = window:AddTab("Rock")

function gettool()
    for i, v in pairs(game.Players.LocalPlayer.Backpack:GetChildren()) do
        if v.Name == "Punch" and game.Players.LocalPlayer.Character:FindFirstChild("Humanoid") then
            game.Players.LocalPlayer.Character.Humanoid:EquipTool(v)
        end
    end
    game:GetService("Players").LocalPlayer.muscleEvent:FireServer("punch", "leftHand")
    game:GetService("Players").LocalPlayer.muscleEvent:FireServer("punch", "rightHand")
end

Rock:AddSwitch("Tiny Rock", function(Value)
    selectrock = "Tiny Island Rock"
    getgenv().autoFarm = Value

    task.spawn(function()
        while getgenv().autoFarm do
            task.wait()
            if not getgenv().autoFarm then break end
        end
    end)
end)

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    if game.GetService("Players").LocalPlayer.Durability.Value >= 0 then
        for i, v in pairs(game.GetService("Workspace").machinesFolder.GetDescendants()) do
            if v.Name == "neededDurability" and v.Value == 0 and game.Players.LocalPlayer.Character:FindFirstChild("LeftHand") and
game.Players.LocalPlayer.Character:FindFirstChild("RightHand") then
                firetouchinterest(v.Parent.Rock, game.GetService("Players").LocalPlayer.Character.RightHand, 0)
                firetouchinterest(v.Parent.Rock, game.GetService("Players").LocalPlayer.Character.RightHand, 1)
                firetouchinterest(v.Parent.Rock, game.GetService("Players").LocalPlayer.Character.LeftHand, 0)
                firetouchinterest(v.Parent.Rock, game.GetService("Players").LocalPlayer.Character.LeftHand, 1)
                gettool()
            end
        end
    end
end
end
end)
end)
end)

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Rock:AddSwitch("Starter Rock", function(Value)
    selectrock = "Starter Island Rock"
    getgenv().autoFarm = Value

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    task.spawn(function()
        while getgenv().autoFarm do
            task.wait()
            if not getgenv().autoFarm then break end

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        if game.GetService("Players").LocalPlayer.Durability.Value >= 100 then
            for i, v in pairs(game.GetService("Workspace").machinesFolder.GetDescendants()) do
                if v.Name == "neededDurability" and v.Value == 100 and game.Players.LocalPlayer.Character:FindFirstChild("LeftHand") and
game.Players.LocalPlayer.Character:FindFirstChild("RightHand") then
                    firetouchinterest(v.Parent.Rock, game.GetService("Players").LocalPlayer.Character.RightHand, 0)
                    firetouchinterest(v.Parent.Rock, game.GetService("Players").LocalPlayer.Character.RightHand, 1)
                    firetouchinterest(v.Parent.Rock, game.GetService("Players").LocalPlayer.Character.LeftHand, 0)
                    firetouchinterest(v.Parent.Rock, game.GetService("Players").LocalPlayer.Character.LeftHand, 1)
                    gettool()
                end
            end
        end
    end
end
end)
end)
end)

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Rock:AddSwitch("Legend Beach Rock", function(Value)
    selectrock = "Legend Beach Rock"
    getgenv().autoFarm = Value

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    task.spawn(function()
        while getgenv().autoFarm do
            task.wait()
            if not getgenv().autoFarm then break end

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        if game.GetService("Players").LocalPlayer.Durability.Value >= 5000 then
            for i, v in pairs(game.GetService("Workspace").machinesFolder.GetDescendants()) do
                if v.Name == "neededDurability" and v.Value == 5000 and game.Players.LocalPlayer.Character:FindFirstChild("LeftHand") and
game.Players.LocalPlayer.Character:FindFirstChild("RightHand") then
                    firetouchinterest(v.Parent.Rock, game.GetService("Players").LocalPlayer.Character.RightHand, 0)
                    firetouchinterest(v.Parent.Rock, game.GetService("Players").LocalPlayer.Character.RightHand, 1)
                    firetouchinterest(v.Parent.Rock, game.GetService("Players").LocalPlayer.Character.LeftHand, 0)
                    firetouchinterest(v.Parent.Rock, game.GetService("Players").LocalPlayer.Character.LeftHand, 1)
                    gettool()
                end
            end
        end
    end
end
end)
end)
end)

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Rock:AddSwitch("Frozen Rock", function(Value)
    selectrock = "Frost Gym Rock"
    getgenv().autoFarm = Value

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    task.spawn(function()
        while getgenv().autoFarm do
            task.wait()
            if not getgenv().autoFarm then break end

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        if game.GetService("Players").LocalPlayer.Durability.Value >= 150000 then
            for i, v in pairs(game.GetService("Workspace").machinesFolder.GetDescendants()) do
                if v.Name == "neededDurability" and v.Value == 150000 and game.Players.LocalPlayer.Character:FindFirstChild("LeftHand") and
game.Players.LocalPlayer.Character:FindFirstChild("RightHand") then

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        firetouchinterest(v.Parent.Rock, game:GetService("Players").LocalPlayer.Character.RightHand, 0)
        firetouchinterest(v.Parent.Rock, game:GetService("Players").LocalPlayer.Character.RightHand, 1)
        firetouchinterest(v.Parent.Rock, game:GetService("Players").LocalPlayer.Character.LeftHand, 0)
        firetouchinterest(v.Parent.Rock, game:GetService("Players").LocalPlayer.Character.LeftHand, 1)
        gettool()
    end
end
end
end
end)
end)

Rock:AddSwitch("Mythical Rock", function(Value)
    selectrock = "Mythical Gym Rock"
    getgenv().autoFarm = Value

    task.spawn(function()
        while getgenv().autoFarm do
            task.wait()
            if not getgenv().autoFarm then break end

            if game:GetService("Players").LocalPlayer.Durability.Value >= 400000 then
                for i, v in pairs(game:GetService("Workspace").machinesFolder:GetDescendants()) do
                    if v.Name == "neededDurability" and v.Value == 400000 and game.Players.LocalPlayer.Character:FindFirstChild("LeftHand") and
game.Players.LocalPlayer.Character:FindFirstChild("RightHand") then
                        firetouchinterest(v.Parent.Rock, game:GetService("Players").LocalPlayer.Character.RightHand, 0)
                        firetouchinterest(v.Parent.Rock, game:GetService("Players").LocalPlayer.Character.RightHand, 1)
                        firetouchinterest(v.Parent.Rock, game:GetService("Players").LocalPlayer.Character.LeftHand, 0)
                        firetouchinterest(v.Parent.Rock, game:GetService("Players").LocalPlayer.Character.LeftHand, 1)
                        gettool()
                    end
                end
            end
        end
    end)
end)

Rock:AddSwitch("Eternal Rock", function(Value)
    selectrock = "Eternal Gym Rock"
    getgenv().autoFarm = Value

    task.spawn(function()
        while getgenv().autoFarm do
            task.wait()
            if not getgenv().autoFarm then break end

            if game:GetService("Players").LocalPlayer.Durability.Value >= 750000 then
                for i, v in pairs(game:GetService("Workspace").machinesFolder:GetDescendants()) do
                    if v.Name == "neededDurability" and v.Value == 750000 and game.Players.LocalPlayer.Character:FindFirstChild("LeftHand") and
game.Players.LocalPlayer.Character:FindFirstChild("RightHand") then
                        firetouchinterest(v.Parent.Rock, game:GetService("Players").LocalPlayer.Character.RightHand, 0)
                        firetouchinterest(v.Parent.Rock, game:GetService("Players").LocalPlayer.Character.RightHand, 1)
                        firetouchinterest(v.Parent.Rock, game:GetService("Players").LocalPlayer.Character.LeftHand, 0)
                        firetouchinterest(v.Parent.Rock, game:GetService("Players").LocalPlayer.Character.LeftHand, 1)
                        gettool()
                    end
                end
            end
        end
    end)
end)

Rock:AddSwitch("Legend Rock", function(Value)
    selectrock = "Legend Gym Rock"
    getgenv().autoFarm = Value

    task.spawn(function()
        while getgenv().autoFarm do
            task.wait()
            if not getgenv().autoFarm then break end

            if game:GetService("Players").LocalPlayer.Durability.Value >= 1000000 then
                for i, v in pairs(game:GetService("Workspace").machinesFolder:GetDescendants()) do
                    if v.Name == "neededDurability" and v.Value == 1000000 and game.Players.LocalPlayer.Character:FindFirstChild("LeftHand") and
game.Players.LocalPlayer.Character:FindFirstChild("RightHand") then
                        firetouchinterest(v.Parent.Rock, game:GetService("Players").LocalPlayer.Character.RightHand, 0)
                        firetouchinterest(v.Parent.Rock, game:GetService("Players").LocalPlayer.Character.RightHand, 1)
                        firetouchinterest(v.Parent.Rock, game:GetService("Players").LocalPlayer.Character.LeftHand, 0)
                        firetouchinterest(v.Parent.Rock, game:GetService("Players").LocalPlayer.Character.LeftHand, 1)
                        gettool()
                    end
                end
            end
        end
    end)
end)

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        end
    end
end
end
end)
end)

Rock:AddSwitch("Muscle King Rock", function(Value)
    selectrock = "Muscle King Gym Rock"
    getgenv().autoFarm = Value

    task.spawn(function()
        while getgenv().autoFarm do
            task.wait()
            if not getgenv().autoFarm then break end

            if game.GetService("Players").LocalPlayer.Durability.Value >= 5000000 then
                for i, v in pairs(game.GetService("Workspace").machinesFolder:GetDescendants()) do
                    if v.Name == "neededDurability" and v.Value == 5000000 and game.Players.LocalPlayer.Character:FindFirstChild("LeftHand") and
game.Players.LocalPlayer.Character:FindFirstChild("RightHand") then
                        firetouchinterest(v.Parent.Rock, game.GetService("Players").LocalPlayer.Character.RightHand, 0)
                        firetouchinterest(v.Parent.Rock, game.GetService("Players").LocalPlayer.Character.RightHand, 1)
                        firetouchinterest(v.Parent.Rock, game.GetService("Players").LocalPlayer.Character.LeftHand, 0)
                        firetouchinterest(v.Parent.Rock, game.GetService("Players").LocalPlayer.Character.LeftHand, 1)
                        gettool()
                    end
                end
            end
        end
    end)
end)

Rock:AddSwitch("Jungle Rock", function(Value)
    selectrock = "Ancient Jungle Rock"
    getgenv().autoFarm = Value

    task.spawn(function()
        while getgenv().autoFarm do
            task.wait()
            if not getgenv().autoFarm then break end

            if game.GetService("Players").LocalPlayer.Durability.Value >= 10000000 then
                for i, v in pairs(game.GetService("Workspace").machinesFolder:GetDescendants()) do
                    if v.Name == "neededDurability" and v.Value == 10000000 and game.Players.LocalPlayer.Character:FindFirstChild("LeftHand") and
game.Players.LocalPlayer.Character:FindFirstChild("RightHand") then
                        firetouchinterest(v.Parent.Rock, game.GetService("Players").LocalPlayer.Character.RightHand, 0)
                        firetouchinterest(v.Parent.Rock, game.GetService("Players").LocalPlayer.Character.RightHand, 1)
                        firetouchinterest(v.Parent.Rock, game.GetService("Players").LocalPlayer.Character.LeftHand, 0)
                        firetouchinterest(v.Parent.Rock, game.GetService("Players").LocalPlayer.Character.LeftHand, 1)
                        gettool()
                    end
                end
            end
        end
    end)
end)

local rebirths = window:AddTab("Rebirths")

rebirths:AddTextBox("Rebirth Target", function(text)
    local newValue = tonumber(text)
    if newValue and newValue > 0 then
        targetRebirthValue = newValue
        updateStats() -- Call the stats update function

        game.GetService("StarterGui"):SetCore("SendNotification", {
            Title = "Objetivo Actualizado",
            Text = "Nuevo objetivo: " .. tostring(targetRebirthValue) .. " renacimientos",
            Duration = 0
        })
    else
        game.GetService("StarterGui"):SetCore("SendNotification", {
            Title = "Size",
            Text = "Put a size larger than 0",
            Duration = 0
        })
    end
end)

local infiniteSwitch

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local targetSwitch = rebirths:AddSwitch("Auto Rebirth Target", function(bool)
    _G.targetRebirthActive = bool

    if bool then
        if _G.infiniteRebirthActive and infiniteSwitch then
            infiniteSwitch:Set(false)
            _G.infiniteRebirthActive = false
        end

        spawn(function()
            while _G.targetRebirthActive and wait(0.1) do
                local currentRebirths = game.Players.LocalPlayer.leaderstats.Rebirths.Value

                if currentRebirths >= targetRebirthValue then
                    targetSwitch:Set(false)
                    _G.targetRebirthActive = false

                    game.GetService("StarterGui"):SetCore("SendNotification", {
                        Title = "ÃfÆ'Ãtâ€"Ãfâ€ Ãçâ,-â„çÃfÆ'Ã,ÃçÃfÃçÃçâ,-ÃiÃ,Ã-Ãfâ€!Ã,ÃiÃfÆ'Ãtâ€"ÃfÃçÃçâ€šÃ-Ã...
                        Text = "Has alcanzado " .. tostring(targetRebirthValue) .. " renacimientos",
                        Duration = 5
                    })

                    break
                end

                game.GetService("ReplicatedStorage").rEvents.rebirthRemote:InvokeServer("rebirthRequest")
            end
        end)
    end
end, "automatic rebirth until reaching the goal")

infiniteSwitch = rebirths:AddSwitch("Auto Rebirth (Infinitely)", function(bool)
    _G.infiniteRebirthActive = bool

    if bool then
        if _G.targetRebirthActive and targetSwitch then
            targetSwitch:Set(false)
            _G.targetRebirthActive = false
        end

        spawn(function()
            while _G.infiniteRebirthActive and wait(0.1) do
                game.GetService("ReplicatedStorage").rEvents.rebirthRemote:InvokeServer("rebirthRequest")
            end
        end)
    end
end, "rebirth infinitely")

local sizeSwitch = rebirths:AddSwitch("Auto Size 1", function(bool)
    _G.autoSizeActive = bool

    if bool then
        spawn(function()
            while _G.autoSizeActive and wait() do
                game.GetService("ReplicatedStorage").rEvents.changeSpeedSizeRemote:InvokeServer("changeSize", 1)
            end
        end)
    end
end, "Size 1")

local teleportSwitch = rebirths:AddSwitch("Auto Teleport to Muscle King", function(bool)
    _G.teleportActive = bool

    if bool then
        spawn(function()
            while _G.teleportActive and wait() do
                if game.Players.LocalPlayer.Character then
                    game.Players.LocalPlayer.Character:MoveTo(Vector3.new(-8646, 17, -5738))
                end
            end
        end)
    end
end, "Tp to Mk")

local autoEquipToolsFolder = rebirths:AddFolder("Auto Equip Tools")

autoEquipToolsFolder:AddButton("Gamepass AutoLift", function()
    local gamepassFolder = game.GetService("ReplicatedStorage").gamepassIds

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local player = game:GetService("Players").LocalPlayer
for _, gamepass in pairs(gamepassFolder:GetChildren()) do
    local value = Instance.new("IntValue")
    value.Name = gamepass.Name
    value.Value = gamepass.Value
    value.Parent = player.ownedGamepasses
end
end, "Unlock AutoLift Passe")

autoEquipToolsFolder:AddSwitch("Auto Weight", function(Value)
    _G.AutoWeight = Value

    if Value then
        local weightTool = game.Players.LocalPlayer.Backpack:FindFirstChild("Weight")
        if weightTool then
            game.Players.LocalPlayer.Character.Humanoid:EquipTool(weightTool)
        end
    else
        local character = game.Players.LocalPlayer.Character
        local equipped = character:FindFirstChild("Weight")
        if equipped then
            equipped.Parent = game.Players.LocalPlayer.Backpack
        end
    end

    task.spawn(function()
        while _G.AutoWeight do
            if not _G.AutoWeight then break end
            game:GetService("Players").LocalPlayer.muscleEvent:FireServer("rep")
            task.wait(0.1)
        end
    end)
end, "Auto Weight")

autoEquipToolsFolder:AddSwitch("Auto Pushups", function(Value)
    _G.AutoPushups = Value

    if Value then
        local pushupsTool = game.Players.LocalPlayer.Backpack:FindFirstChild("Pushups")
        if pushupsTool then
            game.Players.LocalPlayer.Character.Humanoid:EquipTool(pushupsTool)
        end
    else
        local character = game.Players.LocalPlayer.Character
        local equipped = character:FindFirstChild("Pushups")
        if equipped then
            equipped.Parent = game.Players.LocalPlayer.Backpack
        end
    end

    task.spawn(function()
        while _G.AutoPushups do
            if not _G.AutoPushups then break end
            game:GetService("Players").LocalPlayer.muscleEvent:FireServer("rep")
            task.wait(0.1)
        end
    end)
end, "Auto Pushups")

autoEquipToolsFolder:AddSwitch("Auto Handstands", function(Value)
    _G.AutoHandstands = Value

    if Value then
        local handstandsTool = game.Players.LocalPlayer.Backpack:FindFirstChild("Handstands")
        if handstandsTool then
            game.Players.LocalPlayer.Character.Humanoid:EquipTool(handstandsTool)
        end
    else
        local character = game.Players.LocalPlayer.Character
        local equipped = character:FindFirstChild("Handstands")
        if equipped then
            equipped.Parent = game.Players.LocalPlayer.Backpack
        end
    end

    task.spawn(function()
        while _G.AutoHandstands do
            if not _G.AutoHandstands then break end
            game:GetService("Players").LocalPlayer.muscleEvent:FireServer("rep")
            task.wait(0.1)
        end
    end)
end, "Auto Handstands")

```

```

        end
    end)
end, "Auto Handstands")

autoEquipToolsFolder:AddSwitch("Auto Situps", function(Value)
    _G.AutoSitups = Value

    if Value then
        local situpsTool = game.Players.LocalPlayer.Backpack:FindFirstChild("Situps")
        if situpsTool then
            game.Players.LocalPlayer.Character.Humanoid:EquipTool(situpsTool)
        end
    else
        local character = game.Players.LocalPlayer.Character
        local equipped = character:FindFirstChild("Situps")
        if equipped then
            equipped.Parent = game.Players.LocalPlayer.Backpack
        end
    end

    task.spawn(function()
        while _G.AutoSitups do
            if not _G.AutoSitups then break end
            game.GetService("Players").LocalPlayer.muscleEvent:FireServer("rep")
            task.wait(0.1)
        end
    end)
end, "Auto Abdominals")

```

```

autoEquipToolsFolder:AddSwitch("Auto Punch", function(Value)
    _G.fastHitActive = Value

    if Value then
        task.spawn(function()
            while _G.fastHitActive do
                if not _G.fastHitActive then break end

                local player = game.Players.LocalPlayer
                local punch = player.Backpack:FindFirstChild("Punch")
                if punch then
                    punch.Parent = player.Character
                    if punch:FindFirstChild("attackTime") then
                        punch.attackTime.Value = 0
                    end
                end
                task.wait(0.1)
            end
        end)

        task.spawn(function()
            while _G.fastHitActive do
                if not _G.fastHitActive then break end

                local player = game.Players.LocalPlayer
                player.muscleEvent:FireServer("punch", "rightHand")
                player.muscleEvent:FireServer("punch", "leftHand")

                local character = player.Character
                if character then
                    local punchTool = character:FindFirstChild("Punch")
                    if punchTool then
                        punchTool:Activate()
                    end
                end
                task.wait(0)
            end
        end)
    else
        local character = game.Players.LocalPlayer.Character
        local equipped = character:FindFirstChild("Punch")
        if equipped then
            equipped.Parent = game.Players.LocalPlayer.Backpack
        end
    end
end, "Auto Punch")

```

```

autoEquipToolsFolder:AddSwitch("Fast Tools", function(Value)
    _G.FastTools = Value

    local defaultSpeeds = {

```

```

{
  "Punch",
  "attackTime",
  Value and 0 or 0.35
},
{
  "Ground Slam",
  "attackTime",
  Value and 0 or 6
},
{
  "Stomp",
  "attackTime",
  Value and 0 or 7
},
{
  "Handstands",
  "repTime",
  Value and 0 or 1
},
{
  "Pushups",
  "repTime",
  Value and 0 or 1
},
{
  "Weight",
  "repTime",
  Value and 0 or 1
},
{
  "Situps",
  "repTime",
  Value and 0 or 1
}
}

```

```

local player = game.Players.LocalPlayer
local backpack = player.WaitForChild("Backpack")

```

```

for _, toolInfo in ipairs(defaultSpeeds) do
  local tool = backpack:FindFirstChild(toolInfo[1])
  if tool and tool:FindFirstChild(toolInfo[2]) then
    tool[toolInfo[2]].Value = toolInfo[3]
  end
end

```

```

  local equippedTool = player.Character and player.Character:FindFirstChild(toolInfo[1])
  if equippedTool and equippedTool:FindFirstChild(toolInfo[2]) then
    equippedTool[toolInfo[2]].Value = toolInfo[3]
  end
end

```

```

end, "Speed up all tools")

```

```

local pets = window.AddTab("Pets")
local ReplicatedStorage = game:GetService("ReplicatedStorage")

```

```

local selectedPet = "Neon Guardian"
local petDropdown = pets:AddDropdown("Select Pet", function(text)
  selectedPet = text
end)

```

```

petDropdown:Add("Neon Guardian")
petDropdown:Add("Blue Birdie")
petDropdown:Add("Blue Bunny")
petDropdown:Add("Blue Firecaster")
petDropdown:Add("Blue Pheonix")
petDropdown:Add("Crimson Falcon")
petDropdown:Add("Cybernetic Showdown Dragon")
petDropdown:Add("Dark Golem")
petDropdown:Add("Dark Legends Manticore")
petDropdown:Add("Dark Vampy")
petDropdown:Add("Darkstar Hunter")
petDropdown:Add("Eternal Strike Leviathan")
petDropdown:Add("Frostwave Legends Penguin")
petDropdown:Add("Gold Warrior")
petDropdown:Add("Golden Pheonix")
petDropdown:Add("Golden Viking")
petDropdown:Add("Green Butterfly")
petDropdown:Add("Green Firecaster")
petDropdown:Add("Infernal Dragon")

```

```

petDropdown:Add("Lightning Strike Phantom")
petDropdown:Add("Magic Butterfly")
petDropdown:Add("Muscle Sensei")
petDropdown:Add("Orange Hedgehog")
petDropdown:Add("Orange Pegasus")
petDropdown:Add("Phantom Genesis Dragon")
petDropdown:Add("Purple Dragon")
petDropdown:Add("Purple Falcon")
petDropdown:Add("Red Dragon")
petDropdown:Add("Red Firecaster")
petDropdown:Add("Red Kitty")
petDropdown:Add("Silver Dog")
petDropdown:Add("Ultimate Supernova Pegasus")
petDropdown:Add("Ultra Birdie")
petDropdown:Add("White Pegasus")
petDropdown:Add("White Pheonix")
petDropdown:Add("Yellow Butterfly")

pets:AddSwitch("Auto Open Pet", function(bool)
    _G.AutoHatchPet = bool
    if bool then
        spawn(function()
            while _G.AutoHatchPet and selectedPet ~= "" do
                local petToOpen = ReplicatedStorage.cPetShopFolder:FindFirstChild(selectedPet)
                if petToOpen then
                    ReplicatedStorage.cPetShopRemote:InvokeServer(petToOpen)
                end
                task.wait(0.1)
            end
        end)
    end
end)

local selectedAura = "Blue Aura"
local auraDropdown = pets:AddDropdown("Select Aura", function(text)
    selectedAura = text
end)

auraDropdown:Add("Astral Electro")
auraDropdown:Add("Azure Tundra")
auraDropdown:Add("Blue Aura")
auraDropdown:Add("Dark Electro")
auraDropdown:Add("Dark Lightning")
auraDropdown:Add("Dark Storm")
auraDropdown:Add("Electro")
auraDropdown:Add("Enchanted Mirage")
auraDropdown:Add("Entropic Blast")
auraDropdown:Add("Eternal Megastrike")
auraDropdown:Add("Grand Supernova")
auraDropdown:Add("Green Aura")
auraDropdown:Add("Inferno")
auraDropdown:Add("Lightning")
auraDropdown:Add("Muscle King")
auraDropdown:Add("Power Lightning")
auraDropdown:Add("Purple Aura")
auraDropdown:Add("Purple Nova")
auraDropdown:Add("Red Aura")
auraDropdown:Add("Supernova")
auraDropdown:Add("Ultra Inferno")
auraDropdown:Add("Ultra Mirage")
auraDropdown:Add("Unstable Mirage")
auraDropdown:Add("Yellow Aura")

pets:AddSwitch("Auto Open Aura", function(bool)
    _G.AutoHatchAura = bool
    if bool then
        spawn(function()
            while _G.AutoHatchAura and selectedAura ~= "" do
                local auraToOpen = ReplicatedStorage.cPetShopFolder:FindFirstChild(selectedAura)
                if auraToOpen then
                    ReplicatedStorage.cPetShopRemote:InvokeServer(auraToOpen)
                end
                task.wait(0.1)
            end
        end)
    end
end)

local sessionStartTime = os.time()
local sessionStartStrength = 0

```

```

local sessionStartDurability = 0
local sessionStartKills = 0
local sessionStartRebirths = 0
local sessionStartBrawls = 0
local hasStartedTracking = false

```

```

local Killer = window.AddTab("Kill")

```

```

local Players = game.GetService("Players")
local LocalPlayer = Players.LocalPlayer
local playerWhitelist = {}
local targetPlayerNames = {}
local autoGoodKarma = false
local autoBadKarma = false
local autoKill = false
local killTarget = false
local spying = false
local autoEquipPunch = false
local autoPunchNoAnim = false
local targetDropdownItems = {}
local availableTargets = {}

```

```

Killer.AddSwitch("Auto Good Karma", function(bool)
    autoGoodKarma = bool
    task.spawn(function()
        while autoGoodKarma do
            local playerChar = LocalPlayer.Character
            local rightHand = playerChar and playerChar:FindFirstChild("RightHand")
            local leftHand = playerChar and playerChar:FindFirstChild("LeftHand")
            if playerChar and rightHand and leftHand then
                for _, target in ipairs(Players:GetPlayers()) do
                    if target ~= LocalPlayer then
                        local evilKarma = target:FindFirstChild("evilKarma")
                        local goodKarma = target:FindFirstChild("goodKarma")
                        if evilKarma and goodKarma and evilKarma:IsA("IntValue") and goodKarma:IsA("IntValue") and evilKarma.Value >
goodKarma.Value then
                            local rootPart = target.Character and target.Character:FindFirstChild("HumanoidRootPart")
                            if rootPart then
                                firetouchinterest(rightHand, rootPart, 1)
                                firetouchinterest(leftHand, rootPart, 1)
                                firetouchinterest(rightHand, rootPart, 0)
                                firetouchinterest(leftHand, rootPart, 0)
                            end
                        end
                    end
                end
            end
            task.wait(0.01)
        end
    end)
end)

```

```

Killer.AddSwitch("Auto Bad Karma", function(bool)
    autoBadKarma = bool
    task.spawn(function()
        while autoBadKarma do
            local playerChar = LocalPlayer.Character
            local rightHand = playerChar and playerChar:FindFirstChild("RightHand")
            local leftHand = playerChar and playerChar:FindFirstChild("LeftHand")
            if playerChar and rightHand and leftHand then
                for _, target in ipairs(Players:GetPlayers()) do
                    if target ~= LocalPlayer then
                        local evilKarma = target:FindFirstChild("evilKarma")
                        local goodKarma = target:FindFirstChild("goodKarma")
                        if evilKarma and goodKarma and evilKarma:IsA("IntValue") and goodKarma:IsA("IntValue") and goodKarma.Value >
evilKarma.Value then
                            local rootPart = target.Character and target.Character:FindFirstChild("HumanoidRootPart")
                            if rootPart then
                                firetouchinterest(rightHand, rootPart, 1)
                                firetouchinterest(leftHand, rootPart, 1)
                                firetouchinterest(rightHand, rootPart, 0)
                                firetouchinterest(leftHand, rootPart, 0)
                            end
                        end
                    end
                end
            end
            task.wait(0.01)
        end
    end)
end)

```

```

    end)
end)

local Players = game.GetService("Players")
local LocalPlayer = Players.LocalPlayer
local friendWhitelistActive = false

Killer:AddSwitch("Auto Whitelist Friends", function(state)
    friendWhitelistActive = state

    if state then
        for _, player in ipairs(Players:GetPlayers()) do
            if player ~= LocalPlayer and LocalPlayer:IsFriendsWith(player.UserId) then
                playerWhitelist[player.Name] = true
            end
        end

        Players.PlayerAdded:Connect(function(player)
            if friendWhitelistActive and player ~= LocalPlayer and LocalPlayer:IsFriendsWith(player.UserId) then
                playerWhitelist[player.Name] = true
            end
        end)
    else
        for name in pairs(playerWhitelist) do
            local friend = Players:FindFirstChild(name)
            if friend and LocalPlayer:IsFriendsWith(friend.UserId) then
                playerWhitelist[name] = nil
            end
        end
    end
end)

Killer:AddTextBox("Whitelist", function(text)
    local target = Players:FindFirstChild(text)
    if target then
        playerWhitelist[target.Name] = true
    end
end)

Killer:AddTextBox("UnWhitelist", function(text)
    local target = Players:FindFirstChild(text)
    if target then
        playerWhitelist[target.Name] = nil
    end
end)

Killer:AddSwitch("Auto Kill", function(bool)
    autoKill = bool

    task.spawn(function()
        while autoKill do
            local character = LocalPlayer.Character or LocalPlayer.CharacterAdded:Wait()
            local rightHand = character:FindFirstChild("RightHand")
            local leftHand = character:FindFirstChild("LeftHand")

            local punch = LocalPlayer.Backpack:FindFirstChild("Punch")
            if punch and not character:FindFirstChild("Punch") then
                punch.Parent = character
            end

            if rightHand and leftHand then
                for _, target in ipairs(Players:GetPlayers()) do
                    if target ~= LocalPlayer and not playerWhitelist[target.Name] then
                        local targetChar = target.Character
                        local rootPart = targetChar and targetChar:FindFirstChild("HumanoidRootPart")
                        if rootPart then
                            pcall(function()
                                firetouchinterest(rightHand, rootPart, 1)
                                firetouchinterest(leftHand, rootPart, 1)
                                firetouchinterest(rightHand, rootPart, 0)
                                firetouchinterest(leftHand, rootPart, 0)
                            end)
                        end
                    end
                end
            end

            task.wait(0.05)
        end
    end)
end)

```

```

local targetDropdown = Killer:AddDropdown("Select Target", function(name)
    if name and not table.find(targetPlayerNames, name) then
        table.insert(targetPlayerNames, name)
    end
end)

Killer:AddTextBox("Remove Target", function(name)
    for i, v in ipairs(targetPlayerNames) do
        if v == name then
            table.remove(targetPlayerNames, i)
            break
        end
    end
end)

for _, player in ipairs(Players:GetPlayers()) do
    if player ~= LocalPlayer then
        targetDropdown:Add(player.Name)
        targetDropdownItems[player.Name] = true
    end
end

Players.PlayerAdded:Connect(function(player)
    if player ~= LocalPlayer then
        targetDropdown:Add(player.Name)
        targetDropdownItems[player.Name] = true
    end
end)

Players.PlayerRemoving:Connect(function(player)
    if targetDropdownItems[player.Name] then
        targetDropdownItems[player.Name] = nil
        targetDropdown:Clear()
        for name in pairs(targetDropdownItems) do
            targetDropdown:Add(name)
        end
    end
end)

for i = #targetPlayerNames, 1, -1 do
    if targetPlayerNames[i] == player.Name then
        table.remove(targetPlayerNames, i)
    end
end

Killer:AddSwitch("Start Kill Target", function(state)
    killTarget = state

    task.spawn(function()
        while killTarget do
            local character = LocalPlayer.Character or LocalPlayer.CharacterAdded:Wait()

            local punch = LocalPlayer.Backpack:FindFirstChild("Punch")
            if punch and not character:FindFirstChild("Punch") then
                punch.Parent = character
            end

            local rightHand = character:WaitForChild("RightHand", 5)
            local leftHand = character:WaitForChild("LeftHand", 5)

            if rightHand and leftHand then
                for _, name in ipairs(targetPlayerNames) do
                    local target = Players:FindFirstChild(name)
                    if target and target ~= LocalPlayer then
                        local rootPart = target.Character and target.Character:FindFirstChild("HumanoidRootPart")
                        if rootPart then
                            pcall(function()
                                firetouchinterest(rightHand, rootPart, 1)
                                firetouchinterest(leftHand, rootPart, 1)
                                firetouchinterest(rightHand, rootPart, 0)
                                firetouchinterest(leftHand, rootPart, 0)
                            end)
                        end
                    end
                end
            end

            task.wait(0.05)
        end
    end)
end)

```

```

local spyTargetDropdown = Killer:AddDropdown("Select View Target", function(name)
    targetPlayerName = name
end)

for _, player in ipairs(Players:GetPlayers()) do
    if player ~= LocalPlayer then
        spyTargetDropdown:Add(player.Name)
    end
end

Players.PlayerAdded:Connect(function(player)
    if player ~= LocalPlayer then
        spyTargetDropdown:Add(player.Name)
    end
end)

Players.PlayerRemoving:Connect(function(player)
    if player ~= LocalPlayer then
        spyTargetDropdown:Clear()
        for _, plr in ipairs(Players:GetPlayers()) do
            if plr ~= LocalPlayer then
                spyTargetDropdown:Add(plr.Name)
            end
        end
    end
end)

Killer:AddSwitch("View Player", function(bool)
    spying = bool
    if not spying then
        local cam = workspace.CurrentCamera
        cam.CameraSubject = LocalPlayer.Character and LocalPlayer.Character:FindFirstChild("Humanoid") or LocalPlayer
        return
    end
    task.spawn(function()
        while spying do
            local target = Players:FindFirstChild(targetPlayerName)
            if target and target ~= LocalPlayer then
                local humanoid = target.Character and target.Character:FindFirstChild("Humanoid")
                if humanoid then
                    workspace.CurrentCamera.CameraSubject = humanoid
                end
            end
            task.wait(0.1)
        end
    end)
end)

local button = Killer:AddButton("Remove Punch Anim", function()
    local blockedAnimations = {
        ["rbxassetid://3638729053"] = true,
        ["rbxassetid://3638767427"] = true,
    }
}

local function setupAnimationBlocking()
    local char = game.Players.LocalPlayer.Character
    if not char or not char:FindFirstChild("Humanoid") then return end

    local humanoid = char:FindFirstChild("Humanoid")

    for _, track in pairs(humanoid:GetPlayingAnimationTracks()) do
        if track.Animation then
            local animId = track.Animation.AnimationId
            local animName = track.Name:lower()

            if blockedAnimations[animId] or
                animName:match("punch") or
                animName:match("attack") or
                animName:match("right") then
                track:Stop()
            end
        end
    end

    if not _G.AnimBlockConnection then
        local connection = humanoid.AnimationPlayed:Connect(function(track)
            if track.Animation then
                local animId = track.Animation.AnimationId
                local animName = track.Name:lower()
            end
        end)
        _G.AnimBlockConnection = connection
    end
end

```



```

        if blockedAnimations[animId] or
            animName:match("punch") or
            animName:match("attack") or
            animName:match("right") then
            track:Stop()
        end
    end
end)

_G.AnimBlockConnection = connection
end
end

setupAnimationBlocking()

local function overrideToolActivation()
    local function processTool(tool)
        if tool and (tool.Name == "Punch" or tool.Name:match("Attack") or tool.Name:match("Right")) then
            if not tool:GetAttribute("ActivatedOverride") then
                tool:SetAttribute("ActivatedOverride", true)

                local connection = tool.Activated:Connect(function()
                    task.wait(0.05)

                    local char = game.Players.LocalPlayer.Character
                    if char and char:FindFirstChild("Humanoid") then
                        for _, track in pairs(char.Humanoid:GetPlayingAnimationTracks()) do
                            if track.Animation then
                                local animId = track.Animation.AnimationId
                                local animName = track.Name:lower()

                                if blockedAnimations[animId] or
                                    animName:match("punch") or
                                    animName:match("attack") or
                                    animName:match("right") then
                                    track:Stop()
                                end
                            end
                        end
                    end
                end)
            end

            if not _G.ToolConnections then
                _G.ToolConnections = {}
            end
            _G.ToolConnections[tool] = connection
        end
    end

    for _, tool in pairs(game.Players.LocalPlayer.Backpack:GetChildren()) do
        processTool(tool)
    end

    local char = game.Players.LocalPlayer.Character
    if char then
        for _, tool in pairs(char:GetChildren()) do
            if tool:IsA("Tool") then
                processTool(tool)
            end
        end
    end

    if not _G.BackpackAddedConnection then
        _G.BackpackAddedConnection = game.Players.LocalPlayer.Backpack.ChildAdded:Connect(function(child)
            if child:IsA("Tool") then
                task.wait(0.1)
                processTool(child)
            end
        end)
    end

    if not _G.CharacterToolAddedConnection and char then
        _G.CharacterToolAddedConnection = char.ChildAdded:Connect(function(child)
            if child:IsA("Tool") then
                task.wait(0.1)
                processTool(child)
            end
        end)
    end
end
end

```

```

overrideToolActivation()

if not _G.AnimMonitorConnection then
    _G.AnimMonitorConnection = game.GetService("RunService").Heartbeat:Connect(function()
        if tick() % 0.5 < 0.01 then
            local char = game.Players.LocalPlayer.Character
            if char and char:FindFirstChild("Humanoid") then
                for _, track in pairs(char.Humanoid:GetPlayingAnimationTracks()) do
                    if track.Animation then
                        local animId = track.Animation.AnimationId
                        local animName = track.Name:lower()

                        if blockedAnimations[animId] or
                           animName:match("punch") or
                           animName:match("attack") or
                           animName:match("right") then
                            track:Stop()
                        end
                    end
                end
            end
        end
    end)
end

if not _G.CharacterAddedConnection then
    _G.CharacterAddedConnection = game.Players.LocalPlayer.CharacterAdded:Connect(function(newChar)
        task.wait(1)
        setupAnimationBlocking()
        overrideToolActivation()

        if _G.CharacterToolAddedConnection then
            _G.CharacterToolAddedConnection:Disconnect()
        end

        _G.CharacterToolAddedConnection = newChar.ChildAdded:Connect(function(child)
            if child:IsA("Tool") then
                task.wait(0.1)
                processTool(child)
            end
        end)
    end)
end

function RecoveryPunch()
    if _G.AnimBlockConnection then
        _G.AnimBlockConnection:Disconnect()
        _G.AnimBlockConnection = nil
    end
    if _G.AnimMonitorConnection then
        _G.AnimMonitorConnection:Disconnect()
        _G.AnimMonitorConnection = nil
    end
    if _G.ToolConnections then
        for _, conn in pairs(_G.ToolConnections) do
            if conn then conn:Disconnect() end
        end
        _G.ToolConnections = nil
    end
    if _G.BackpackAddedConnection then
        _G.BackpackAddedConnection:Disconnect()
        _G.BackpackAddedConnection = nil
    end
    if _G.CharacterToolAddedConnection then
        _G.CharacterToolAddedConnection:Disconnect()
        _G.CharacterToolAddedConnection = nil
    end
    if _G.CharacterAddedConnection then
        _G.CharacterAddedConnection:Disconnect()
        _G.CharacterAddedConnection = nil
    end
end

Killer:AddButton("Recover Punch Anim", function()
    RecoveryPunch()
end)

Killer:AddSwitch("Auto Equip Punch", function(state)
    autoEquipPunch = state
end)

```

```

task.spawn(function()
while autoEquipPunch do
local punch = LocalPlayer.Backpack:FindFirstChild("Punch")
if punch then
punch.Parent = LocalPlayer.Character
end
task.wait(0.1)
end
end)

Killer:AddSwitch("Auto Punch [No Animation]", function(state)
autoPunchNoAnim = state
task.spawn(function()
while autoPunchNoAnim do
local punch = LocalPlayer.Backpack:FindFirstChild("Punch") or LocalPlayer.Character and LocalPlayer.Character:FindFirstChild("Punch")
if punch then
if punch.Parent ~= LocalPlayer.Character then
punch.Parent = LocalPlayer.Character
end
LocalPlayer.muscleEvent:FireServer("punch", "rightHand")
LocalPlayer.muscleEvent:FireServer("punch", "leftHand")
else
autoPunchNoAnim = false
end
task.wait(0.01)
end
end)

Killer:AddSwitch("Auto Punch", function(state)
_G.fastHitActive = state
if state then
task.spawn(function()
while _G.fastHitActive do
local punch = LocalPlayer.Backpack:FindFirstChild("Punch")
if punch then
punch.Parent = LocalPlayer.Character
if punch:FindFirstChild("attackTime") then
punch.attackTime.Value = 0
end
end
task.wait(0.1)
end
end)
task.spawn(function()
while _G.fastHitActive do
local punch = LocalPlayer.Character and LocalPlayer.Character:FindFirstChild("Punch")
if punch then
punch:Activate()
end
task.wait(0.1)
end
end)
else
local punch = LocalPlayer.Character and LocalPlayer.Character:FindFirstChild("Punch")
if punch then
punch.Parent = LocalPlayer.Backpack
end
end
end)

Killer:AddSwitch("Fast Punch", function(state)
_G.autoPunchActive = state
if state then
task.spawn(function()
while _G.autoPunchActive do
local punch = LocalPlayer.Backpack:FindFirstChild("Punch")
if punch then
punch.Parent = LocalPlayer.Character
if punch:FindFirstChild("attackTime") then
punch.attackTime.Value = 0
end
end
task.wait()
end
end)
task.spawn(function()
while _G.autoPunchActive do
local punch = LocalPlayer.Character and LocalPlayer.Character:FindFirstChild("Punch")

```

```

if punch then
punch:Activate()
end
task.wait()
end
end)
else
local punch = LocalPlayer.Character and LocalPlayer.Character:FindFirstChild("Punch")
if punch then
punch.Parent = LocalPlayer.Backpack
end
end
end)

local LookDura = window:AddTab("Spy Stats")

local SelectPlayerName = ""

local PlayerDrop = LookDura:AddDropdown("Select Player", function(Value)
    SelectPlayerName = Value:match("^ (.+)$")
    previousValues = {}
end)

local Playerslist = {}
for _, Plr in pairs(game.GetService("Players"):GetPlayers()) do
    local displayName = Plr.DisplayName .. " | " .. Plr.Name
    table.insert(Playerslist, displayName)
end
for _, AddPlr in ipairs(Playerslist) do
    PlayerDrop:Add(AddPlr)
end

local function FormatNumberWithCommas(number)
    local formatted = tostring(number):reverse():gsub("(%d%d%d)", "%1,"):reverse()
    return formatted:gsub("^,", "")
end

local function FormatAbbreviated(number)
    local abbreviations = {"", "K", "M", "B", "T", "Qa", "Qi"}
    local abbreviationIndex = 1
    while number >= 1000 do
        number = number / 1000
        abbreviationIndex = abbreviationIndex + 1
    end
    return string.format("%.2f", number) .. abbreviations[abbreviationIndex]
end

local function FormatDisplay(value)
    local normal = FormatNumberWithCommas(value)
    local abbreviated = FormatAbbreviated(value)
    return "[" .. normal .. " | " .. abbreviated .. "]"
end

local previousValues = {}

local Update = LookDura:AddLabel("")
local Update1 = LookDura:AddLabel("")
local Update2 = LookDura:AddLabel("")
local Update3 = LookDura:AddLabel("")
local Update4 = LookDura:AddLabel("")
local Update5 = LookDura:AddLabel("")
local Update6 = LookDura:AddLabel("")
local Update9 = LookDura:AddLabel("")
local Update10 = LookDura:AddLabel("")
local Update11 = LookDura:AddLabel("")
local Update12 = LookDura:AddLabel("")
local Update13 = LookDura:AddLabel("")

task.spawn(function()
    while task.wait(0) do
        if SelectPlayerName ~= "" then
            local player = game.Players:FindFirstChild(SelectPlayerName)
            if player then
                if player:FindFirstChild("Gems") then
                    Update1.Text = "Gems: " .. FormatDisplay(player.Gems.Value)
                end
                if player:FindFirstChild("Agility") then
                    Update3.Text = "Agility: " .. FormatDisplay(player.Agility.Value)
                end
                if player:FindFirstChild("Durability") then
                    Update4.Text = "Durability: " .. FormatDisplay(player.Durability.Value)
                end
            end
        end
    end
end)

```

```

end
if player:FindFirstChild("muscleKingTime") then
    Update6.Text = "Muscle King Time: " .. FormatDisplay(player.muscleKingTime.Value)
end
if player:FindFirstChild("customSize") then
    Update10.Text = "Custom Size: " .. FormatDisplay(player.customSize.Value)
end
if player:FindFirstChild("customSpeed") then
    Update11.Text = "Custom Speed: " .. FormatDisplay(player.customSpeed.Value)
end
if player:FindFirstChild("evilKarma") then
    Update12.Text = "Evil Karma: " .. FormatDisplay(player.evilKarma.Value)
end
if player:FindFirstChild("goodKarma") then
    Update13.Text = "Good Karma: " .. FormatDisplay(player.goodKarma.Value)
end

local leaderstats = player:FindFirstChild("leaderstats")
if leaderstats then
    if leaderstats:FindFirstChild("Strength") then
        Update.Text = "Strength: " .. FormatDisplay(leaderstats.Strength.Value)
    end
    if leaderstats:FindFirstChild("Rebirths") then
        Update2.Text = "Rebirth: " .. FormatDisplay(leaderstats.Rebirths.Value)
    end
    if leaderstats:FindFirstChild("Kills") then
        Update5.Text = "Kills: " .. FormatDisplay(leaderstats.Kills.Value)
    end
end

if player:FindFirstChild("currentMap") then
    Update9.Text = "Current Map: " .. tostring(player.currentMap.Value)
else
    Update9.Text = "Current Map: Aucune donn  es trouv  es"
end
end
end
end
end)

local teleport = window:AddTab("Teleport")

teleport:AddButton("Spawn", function()
    local player = game.Players.LocalPlayer
    local character = player.Character or player.CharacterAdded:Wait()
    local humanoidRootPart = character:WaitForChild("HumanoidRootPart")
    humanoidRootPart.CFrame = CFrame.new(2, 8, 115)

    game:GetService("StarterGui"):SetCore("SendNotification", {
        Title = "Teletransporte",
        Text = "Teleported to Spawn",
        Duration = 0
    })
end)

teleport:AddButton("Secret Area", function()
    local player = game.Players.LocalPlayer
    local character = player.Character or player.CharacterAdded:Wait()
    local humanoidRootPart = character:WaitForChild("HumanoidRootPart")
    humanoidRootPart.CFrame = CFrame.new(1947, 2, 6191)

    game:GetService("StarterGui"):SetCore("SendNotification", {
        Title = "Teletransporte",
        Text = "Teleported to Secret Area",
        Duration = 0
    })
end)

teleport:AddButton("Tiny Island", function()
    local player = game.Players.LocalPlayer
    local character = player.Character or player.CharacterAdded:Wait()
    local humanoidRootPart = character:WaitForChild("HumanoidRootPart")
    humanoidRootPart.CFrame = CFrame.new(-34, 7, 1903)

    game:GetService("StarterGui"):SetCore("SendNotification", {
        Title = "Teletransporte",
        Text = "Teleported to Tiny Island",
        Duration = 0
    })
end)

```

```

teleport:AddButton("Frozen Island", function()
    local player = game.Players.LocalPlayer
    local character = player.Character or player.CharacterAdded:Wait()
    local humanoidRootPart = character.WaitForChild("HumanoidRootPart")
    humanoidRootPart.CFrame = CFrame.new(- 2600.00244, 3.67686558, - 403.884369, 0.0873617008, 1.0482899e-09, 0.99617666,
3.07204253e-08, 1, - 3.7464023e-09, - 0.99617666, 3.09302628e-08, 0.0873617008)

    game.GetService("StarterGui"):SetCore("SendNotification", {
        Title = "Teletransporte",
        Text = "Teleported to Frozen Island",
        Duration = 0
    })
end)

teleport:AddButton("Mythical Island", function()
    local player = game.Players.LocalPlayer
    local character = player.Character or player.CharacterAdded:Wait()
    local humanoidRootPart = character.WaitForChild("HumanoidRootPart")
    humanoidRootPart.CFrame = CFrame.new(2255, 7, 1071)

    game.GetService("StarterGui"):SetCore("SendNotification", {
        Title = "Teletransporte",
        Text = "Teleported to Mythical Island",
        Duration = 0
    })
end)

teleport:AddButton("Hell Island", function()
    local player = game.Players.LocalPlayer
    local character = player.Character or player.CharacterAdded:Wait()
    local humanoidRootPart = character.WaitForChild("HumanoidRootPart")
    humanoidRootPart.CFrame = CFrame.new(-6768, 7, -1287)

    game.GetService("StarterGui"):SetCore("SendNotification", {
        Title = "Teletransporte",
        Text = "Teleported to Hell Island",
        Duration = 0
    })
end)

teleport:AddButton("Legend Island", function()
    local player = game.Players.LocalPlayer
    local character = player.Character or player.CharacterAdded:Wait()
    local humanoidRootPart = character.WaitForChild("HumanoidRootPart")
    humanoidRootPart.CFrame = CFrame.new(4604, 991, -3887)

    game.GetService("StarterGui"):SetCore("SendNotification", {
        Title = "Teletransporte",
        Text = "Teleported to Legend Island",
        Duration = 0
    })
end)

teleport:AddButton("Muscle King Island", function()
    local player = game.Players.LocalPlayer
    local character = player.Character or player.CharacterAdded:Wait()
    local humanoidRootPart = character.WaitForChild("HumanoidRootPart")
    humanoidRootPart.CFrame = CFrame.new(-8646, 17, -5738)

    game.GetService("StarterGui"):SetCore("SendNotification", {
        Title = "Teletransporte",
        Text = "Teleported to Muscle King",
        Duration = 0
    })
end)

teleport:AddButton("Jungle Island", function()
    local player = game.Players.LocalPlayer
    local character = player.Character or player.CharacterAdded:Wait()
    local humanoidRootPart = character.WaitForChild("HumanoidRootPart")
    humanoidRootPart.CFrame = CFrame.new(-8659, 6, 2384)

    game.GetService("StarterGui"):SetCore("SendNotification", {
        Title = "Teletransporte",
        Text = "Teleported to Jungle Island",
        Duration = 0
    })
end)

```

```

teleport:AddButton("Brawl Lava", function()
    local player = game.Players.LocalPlayer
    local character = player.Character or player.CharacterAdded:Wait()
    local humanoidRootPart = character:WaitForChild("HumanoidRootPart")
    humanoidRootPart.CFrame = CFrame.new(4471, 119, -8836)

    game:GetService("StarterGui"):SetCore("SendNotification", {
        Title = "Teletransporte",
        Text = "Teleported to Brawl Lava",
        Duration = 0
    })
end)

teleport:AddButton("Brawl Desert", function()
    local player = game.Players.LocalPlayer
    local character = player.Character or player.CharacterAdded:Wait()
    local humanoidRootPart = character:WaitForChild("HumanoidRootPart")
    humanoidRootPart.CFrame = CFrame.new(960, 17, -7398)

    game:GetService("StarterGui"):SetCore("SendNotification", {
        Title = "Teletransporte",
        Text = "Teleported to Brawl Desert",
        Duration = 0
    })
end)

teleport:AddButton("Brawl Regular", function()
    local player = game.Players.LocalPlayer
    local character = player.Character or player.CharacterAdded:Wait()
    local humanoidRootPart = character:WaitForChild("HumanoidRootPart")
    humanoidRootPart.CFrame = CFrame.new(-1849, 20, -6335)

    game:GetService("StarterGui"):SetCore("SendNotification", {
        Title = "Teletransporte",
        Text = "Teleported to Brawl Regular",
        Duration = 0
    })
end)

local Misc = window:AddTab("Miscellaneous")

local antiAFKEnabled = true
Misc:AddButton("Anti Afk", function(bool)
    antiAFKEnabled = bool

    if bool then
        setupAntiAFK()
    else
        if antiAFKConnection then
            antiAFKConnection:Disconnect()
            antiAFKConnection = nil
            print("Anti-AFK system disabled")
        end
    end
end, true)

local switch = Misc:AddSwitch("Lock Position", function(Value)
    if Value then

        local currentPos = game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame
        getgenv().posLock = game:GetService("RunService").Heartbeat:Connect(function()
            if game.Players.LocalPlayer.Character:FindFirstChild("HumanoidRootPart") then
                game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = currentPos
            end
        end)
    else

        if getgenv().posLock then
            getgenv().posLock:Disconnect()
            getgenv().posLock = nil
        end
    end
end)

Misc:AddSwitch("Anti Knockback", function(Value)
    if Value then
        local playerName = game.Players.LocalPlayer.Name
        local rootPart = game.Workspace:FindFirstChild(playerName):FindFirstChild("HumanoidRootPart")
        local bodyVelocity = Instance.new("BodyVelocity")
        bodyVelocity.MaxForce = Vector3.new(100000, 0, 100000)
    end
end)

```

```

    bodyVelocity.Velocity = Vector3.new(0, 0, 0)
    bodyVelocity.P = 1250
    bodyVelocity.Parent = rootPart
else
    local playerName = game.Players.LocalPlayer.Name
    local rootPart = game.Workspace:FindFirstChild(playerName):FindFirstChild("HumanoidRootPart")
    local existingVelocity = rootPart:FindFirstChild("BodyVelocity")
    if existingVelocity and existingVelocity.MaxForce == Vector3.new(100000, 0, 100000) then
        existingVelocity:Destroy()
    end
end
end)

Misc:AddButton("Remove Portals", function()
    for _, portal in pairs(game:GetDescendants()) do
        if portal.Name == "RobloxForwardPortals" then
            portal:Destroy()
        end
    end

    if _G.AdRemovalConnection then
        _G.AdRemovalConnection:Disconnect()
    end

    _G.AdRemovalConnection = game.DescendantAdded:Connect(function(descendant)
        if descendant.Name == "RobloxForwardPortals" then
            descendant:Destroy()
        end
    end)

    game:GetService("StarterGui"):SetCore("SendNotification", {
        Title = "Anuncios Eliminados",
        Text = "Los anuncios de Roblox han sido eliminados",
        Duration = 0
    })
end)

local timeDropdown = Misc:AddDropdown("Change Time", function(selection)
    local lighting = game:GetService("Lighting")

    if selection == "Night" then
        lighting.ClockTime = 0
    elseif selection == "Day" then
        lighting.ClockTime = 12
    elseif selection == "Midnight" then
        lighting.ClockTime = 6
    end

    game:GetService("StarterGui"):SetCore("SendNotification", {
        Title = "Hora Cambiada",
        Text = "La hora del día ha sido cambiada a: " .. selection,
        Duration = 0
    })
end)

timeDropdown:Add("Night")
timeDropdown:Add("Day")
timeDropdown:Add("Midnight")

Misc:AddSwitch("Auto Fortune Wheel", function(Value)
    _G.autoFortuneWheelActive = Value
    if Value then
        local function openFortuneWheel()
            while _G.autoFortuneWheelActive do
                local args = {
                    [1] = "openFortuneWheel",
                    [2] = game:GetService("ReplicatedStorage"):WaitForChild("fortuneWheelChances"):WaitForChild("Fortune Wheel")
                }
            end
        end

        game:GetService("ReplicatedStorage"):WaitForChild("rEvents"):WaitForChild("openFortuneWheelRemote"):InvokeServer(unpack(args))
    end
end)

```



```

    end
    coroutine.wrap(openFortuneWheel)()
else
    _G.autoFortuneWheelActive = false
end
end)

local godModeToggle = false
Misc.AddSwitch("God Mode (Brawl)", function(State)
    godModeToggle = State
    if State then
        task.spawn(function()
            while godModeToggle do
                game.GetService("ReplicatedStorage").rEvents.brawlEvent:FireServer("JoinBrawl")
                task.wait(0)
            end
        end)
    end
end)

local parts = {}
local partSize = 2048
local totalDistance = 50000
local startPosition = Vector3.new(-2, -9.5, -2)
local numberOfParts = math.ceil(totalDistance / partSize)

local function createParts()
    for x = 0, numberOfParts - 1 do
        for z = 0, numberOfParts - 1 do
            local newPartSide = Instance.new("Part")
            newPartSide.Size = Vector3.new(partSize, 1, partSize)
            newPartSide.Position = startPosition + Vector3.new(x * partSize, 0, z * partSize)
            newPartSide.Anchored = true
            newPartSide.Transparency = 1
            newPartSide.CanCollide = true
            newPartSide.Name = "Part_Side_" .. x .. "_" .. z
            newPartSide.Parent = workspace
            table.insert(parts, newPartSide)

            local newPartLeftRight = Instance.new("Part")
            newPartLeftRight.Size = Vector3.new(partSize, 1, partSize)
            newPartLeftRight.Position = startPosition + Vector3.new(-x * partSize, 0, z * partSize)
            newPartLeftRight.Anchored = true
            newPartLeftRight.Transparency = 1
            newPartLeftRight.CanCollide = true
            newPartLeftRight.Name = "Part_LeftRight_" .. x .. "_" .. z
            newPartLeftRight.Parent = workspace
            table.insert(parts, newPartLeftRight)

            local newPartUpLeft = Instance.new("Part")
            newPartUpLeft.Size = Vector3.new(partSize, 1, partSize)
            newPartUpLeft.Position = startPosition + Vector3.new(-x * partSize, 0, -z * partSize)
            newPartUpLeft.Anchored = true
            newPartUpLeft.Transparency = 1
            newPartUpLeft.CanCollide = true
            newPartUpLeft.Name = "Part_UpLeft_" .. x .. "_" .. z
            newPartUpLeft.Parent = workspace
            table.insert(parts, newPartUpLeft)

            local newPartUpRight = Instance.new("Part")
            newPartUpRight.Size = Vector3.new(partSize, 1, partSize)
            newPartUpRight.Position = startPosition + Vector3.new(x * partSize, 0, -z * partSize)
            newPartUpRight.Anchored = true
            newPartUpRight.Transparency = 1
            newPartUpRight.CanCollide = true
            newPartUpRight.Name = "Part_UpRight_" .. x .. "_" .. z
            newPartUpRight.Parent = workspace
            table.insert(parts, newPartUpRight)
        end
    end
end

local function makePartsWalkthrough()
    for _, part in ipairs(parts) do
        if part.Parent then
            part.CanCollide = false
        end
    end
end

```

```

local function makePartsSolid()
    for _, part in ipairs(parts) do
        if part and part.Parent then
            part.CanCollide = true
        end
    end
end

Misc:AddSwitch("Full Walk on Water", function(bool)
    if bool then
        createParts()
    else
        makePartsWalkthrough()
    end
end)

Misc:AddLabel("Usefull")

local autoEatBoostsEnabled = false

local boostsList = {
    "ULTRA Shake",
    "TOUGH Bar",
    "Protein Shake",
    "Energy Shake",
    "Protein Bar",
    "Energy Bar",
    "Tropical Shake"
}

local function eatAllBoosts()
    local player = game.Players.LocalPlayer
    local backpack = player.WaitForChild("Backpack")
    local character = player.Character or player.CharacterAdded:Wait()

    for _, boostName in ipairs(boostsList) do
        local boost = backpack.FindFirstChild(boostName)
        while boost do
            boost.Parent = character
            pcall(function()
                boost.Activate()
            end)
            task.wait(0)
            boost = backpack.FindFirstChild(boostName)
        end
    end
end

task.spawn(function()
    while true do
        if autoEatBoostsEnabled then
            eatAllBoosts()
            task.wait(2)
        else
            task.wait(1)
        end
    end
end)

Misc:AddSwitch("Auto Clear Inventory", function(state)
    autoEatBoostsEnabled = state
end)

local Credits = window.AddTab("Credits")

Credits:AddLabel("SL HUB").TextSize = 30

Credits:AddLabel(" ").TextSize = 30

Credits:AddLabel("Made by SL_GHOST").TextSize = 30

Credits:AddLabel(" ").TextSize = 30

Credits:AddLabel("Join My Discord Server").TextSize = 30

Credits:AddLabel(" ").TextSize = 30

Credits:AddLabel("Made for SL_GHOST").

```