local v14 = loadstring(game:HttpGet("https://github.com/dawid-scripts/Fluent/releases/latest/download/main.lua"))();

local v15 = v14:CreateWindow({

Title = "Banana Cat Hub-Blox Fruit [ Premium ]",

SubTitle = "By Obii",

TabWidth = 160,

Theme = "Dark",

Acrylic = false,

Size = UDim2.fromOffset(500, 320),

MinimizeKey = Enum.KeyCode.End

});

local v16 = {

Home = v15:AddTab({

Title = "Tab Information"

}),

Main = v15:AddTab({

Title = "Tab Farming"

}),

Sea = v15:AddTab({

Title = "Tab Volcano And Sea Event"

}),

ITM = v15:AddTab({

Title = "Tab Farming Other"

}),

Setting = v15:AddTab({

Title = "Setting Farm"

}),

Status = v15:AddTab({

Title = "Tab Status And Server"

}),

Stats = v15:AddTab({

Title = "Tab Stats"

}),

Player = v15:AddTab({

Title = "Tab Local Player"

}),

Teleport = v15:AddTab({

Title = "Tab Teleport"

}),

Visual = v15:AddTab({

Title = "Tab Visual"

}),

Fruit = v15:AddTab({

Title = "Tab Esp And Fruit"

}),

Raid = v15:AddTab({

Title = "Tab Raid"

}),

Race = v15:AddTab({

Title = "Tab Upgrade Race"

}),

Shop = v15:AddTab({

Title = "Tab Shop"

}),

Misc = v15:AddTab({

Title = "Tab Misc"

})

};

local v17 = v14.Options;

local v18 = game.PlaceId;

if (v18 == 2753915549) then

Sea1 = true;

elseif (v18 == 4442272183) then

Sea2 = true;

elseif (v18 == 7449423635) then

Sea3 = true;

else

game:Shutdown();

end

game:GetService("Players").LocalPlayer.Idled:connect(function()

game:GetService("VirtualUser"):Button2Down(Vector2.new(0, 0), workspace.CurrentCamera.CFrame);

wait();

game:GetService("VirtualUser"):Button2Up(Vector2.new(0, 0), workspace.CurrentCamera.CFrame);

end);

Sea1 = false;

Sea2 = false;

Sea3 = false;

local v19 = game.PlaceId;

if (v19 == 2753915549) then

Sea1 = true;

elseif (v19 == 4442272183) then

Sea2 = true;

elseif (v19 == 7449423635) then

Sea3 = true;

end

function CheckLevel()

local v197 = game:GetService("Players").LocalPlayer.Data.Level.Value;

if Sea1 then

if ((v197 == 1) or (v197 <= 9) or (SelectMonster == "Bandit")) then

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 ((v197 == 10) or (v197 <= 14) or (SelectMonster == "Monkey")) then

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 ((v197 == 15) or (v197 <= 29) or (SelectMonster == "Gorilla")) then

Ms = "Gorilla";

NameQuest = "JungleQuest";

QuestLv = 2;

NameMon = "Gorilla";

CFrameQ = CFrame.new(- 1601.6553955078, 36.85213470459, 153.38809204102);

CFrameMon = CFrame.new(- 1142.6488037109, 40.462348937988, - 515.39227294922);

elseif ((v197 == 30) or (v197 <= 39) or (SelectMonster == "Pirate")) then

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 ((v197 == 40) or (v197 <= 59) or (SelectMonster == "Brute")) then

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 ((v197 == 60) or (v197 <= 74) or (SelectMonster == "Desert Bandit")) then

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 ((v197 == 75) or (v197 <= 89) or (SelectMonster == "Desert Officer")) then

Ms = "Desert Officer";

NameQuest = "DesertQuest";

QuestLv = 2;

NameMon = "Desert Officer";

CFrameQ = CFrame.new(896.51721191406, 6.4384617805481, 4390.1494140625);

CFrameMon = CFrame.new(1547.1510009766, 14.452038764954, 4381.8002929688);

elseif ((v197 == 90) or (v197 <= 99) or (SelectMonster == "Snow Bandit")) then

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 ((v197 == 100) or (v197 <= 119) or (SelectMonster == "Snowman")) then

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 ((v197 == 120) or (v197 <= 149) or (SelectMonster == "Chief Petty Officer")) then

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 ((v197 == 150) or (v197 <= 174) or (SelectMonster == "Sky Bandit")) then

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 ((v197 == 175) or (v197 <= 189) or (SelectMonster == "Dark Master")) then

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 ((v197 == 190) or (v197 <= 209) or (SelectMonster == "Prisoner")) then

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 ((v197 == 210) or (v197 <= 249) or (SelectMonster == "Dangerous Prisoner")) then

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 ((v197 == 250) or (v197 <= 274) or (SelectMonster == "Toga Warrior")) then

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 ((v197 == 275) or (v197 <= 299) or (SelectMonster == "Gladiator")) then

Ms = "Gladiator";

NameQuest = "ColosseumQuest";

QuestLv = 2;

NameMon = "Gladiator";

CFrameQ = CFrame.new(- 1577.7890625, 7.4151420593262, - 2984.4838867188);

CFrameMon = CFrame.new(- 1521.3740234375, 81.203170776367, - 3066.3139648438);

elseif ((v197 == 300) or (v197 <= 324) or (SelectMonster == "Military Soldier")) then

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 ((v197 == 325) or (v197 <= 374) or (SelectMonster == "Military Spy")) then

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 ((v197 == 375) or (v197 <= 399) or (SelectMonster == "Fishman Warrior")) then

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 ((v197 == 400) or (v197 <= 449) or (SelectMonster == "Fishman Commando")) then

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 ((v197 == 10) or (v197 <= 474) or (SelectMonster == "God's Guard")) then

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 ((v197 == 475) or (v197 <= 524) or (SelectMonster == "Shanda")) then

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

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("requestEntrance", Vector3.new(- 7894.6176757813, 5547.1416015625, - 380.29119873047));

end

elseif ((v197 == 525) or (v197 <= 549) or (SelectMonster == "Royal Squad")) then

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 ((v197 == 550) or (v197 <= 624) or (SelectMonster == "Royal Soldier")) then

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 ((v197 == 625) or (v197 <= 649) or (SelectMonster == "Galley Pirate")) then

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 ((v197 >= 650) or (SelectMonster == "Galley Captain")) then

Ms = "Galley Captain";

NameQuest = "FountainQuest";

QuestLv = 2;

NameMon = "Galley Captain";

CFrameQ = CFrame.new(5258.2788085938, 38.526931762695, 4050.044921875);

CFrameMon = CFrame.new(5677.6772460938, 92.786109924316, 4966.6323242188);

end

end

if Sea2 then

if ((v197 == 700) or (v197 <= 724) or (SelectMonster == "Raider")) then

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 ((v197 == 725) or (v197 <= 774) or (SelectMonster == "Mercenary")) then

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 ((v197 == 775) or (v197 <= 799) or (SelectMonster == "Swan Pirate")) then

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 ((v197 == 800) or (v197 <= 874) or (SelectMonster == "Factory Staff")) then

Ms = "Factory Staff";

NameQuest = "Area2Quest";

QuestLv = 2;

NameMon = "Factory Staff";

CFrameQ = CFrame.new(635.61151123047, 73.096351623535, 917.81298828125);

CFrameMon = CFrame.new(533.22045898438, 128.46876525879, 355.62615966797);

elseif ((v197 == 875) or (v197 <= 899) or (SelectMonster == "Marine Lieutenan")) then

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 ((v197 == 900) or (v197 <= 949) or (SelectMonster == "Marine Captain")) then

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 ((v197 == 950) or (v197 <= 974) or (SelectMonster == "Zombie")) then

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 ((v197 == 975) or (v197 <= 999) or (SelectMonster == "Vampire")) then

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 ((v197 == 1000) or (v197 <= 1049) or (SelectMonster == "Snow Trooper")) then

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 ((v197 == 1050) or (v197 <= 1099) or (SelectMonster == "Winter Warrior")) then

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 ((v197 == 1100) or (v197 <= 1124) or (SelectMonster == "Lab Subordinate")) then

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 ((v197 == 1125) or (v197 <= 1174) or (SelectMonster == "Horned Warrior")) then

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 ((v197 == 1175) or (v197 <= 1199) or (SelectMonster == "Magma Ninja")) then

Ms = "Magma Ninja";

NameQuest = "FireSideQuest";

QuestLv = 1;

NameMon = "Magma Ninja";

CFrameQ = CFrame.new(- 5429.0473632813, 15.977565765381, - 5297.9614257813);

CFrameMon = CFrame.new(- 5461.8388671875, 130.36347961426, - 5836.4702148438);

elseif ((v197 == 1200) or (v197 <= 1249) or (SelectMonster == "Lava Pirate")) then

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 ((v197 == 1250) or (v197 <= 1274) or (SelectMonster == "Ship Deckhand")) then

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 ((v197 == 1275) or (v197 <= 1299) or (SelectMonster == "Ship Engineer")) then

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

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("requestEntrance", Vector3.new(923.21252441406, 126.9760055542, 32852.83203125));

end

elseif ((v197 == 1300) or (v197 <= 1324) or (SelectMonster == "Ship Steward")) then

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 ((v197 == 1325) or (v197 <= 1349) or (SelectMonster == "Ship Officer")) then

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 ((v197 == 1350) or (v197 <= 1374) or (SelectMonster == "Arctic Warrior")) then

Ms = "Arctic Warrior";

NameQuest = "FrostQuest";

QuestLv = 1;

NameMon = "Arctic Warrior";

CFrameQ = CFrame.new(5668.1372070313, 28.202531814575, - 6484.6005859375);

CFrameMon = CFrame.new(5935.4541015625, 77.26016998291, - 6472.7568359375);

if (\_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 ((v197 == 1375) or (v197 <= 1424) or (SelectMonster == "Snow Lurker")) then

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 ((v197 == 1425) or (v197 <= 1449) or (SelectMonster == "Sea Soldier")) then

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 ((v197 >= 1450) or (SelectMonster == "Water Fighter")) then

Ms = "Water Fighter";

NameQuest = "ForgottenQuest";

QuestLv = 2;

NameMon = "Water Fighter";

CFrameQ = CFrame.new(- 3054.5827636719, 236.87213134766, - 10147.790039063);

CFrameMon = CFrame.new(- 3262.9301757813, 298.69036865234, - 10552.529296875);

end

end

if Sea3 then

if ((v197 == 1500) or (v197 <= 1524) or (SelectMonster == "Pirate Millionaire")) then

Ms = "Pirate Millionaire";

NameQuest = "PiratePortQuest";

QuestLv = 1;

NameMon = "Pirate Millionaire";

CFrameQ = CFrame.new(- 450.1046447753906, 107.68145751953125, 5950.72607421875);

CFrameMon = CFrame.new(- 193.99227905273438, 56.12502670288086, 5755.7880859375);

elseif ((v197 == 1525) or (v197 <= 1574) or (SelectMonster == "Pistol Billionaire")) then

Ms = "Pistol Billionaire";

NameQuest = "PiratePortQuest";

QuestLv = 2;

NameMon = "Pistol Billionaire";

CFrameQ = CFrame.new(- 450.1046447753906, 107.68145751953125, 5950.72607421875);

CFrameMon = CFrame.new(- 188.14462280273438, 84.49613189697266, 6337.0419921875);

elseif ((v197 == 1575) or (v197 <= 1599) or (SelectMonster == "Dragon Crew Warrior")) then

Ms = "Dragon Crew Warrior";

NameQuest = "DragonCrewQuest";

QuestLv = 1;

NameMon = "Dragon Crew Warrior";

CFrameQ = CFrame.new(6735.11083984375, 126.99046325683594, - 711.0979614257812);

CFrameMon = CFrame.new(6615.2333984375, 50.847679138183594, - 978.93408203125);

elseif ((v197 == 1600) or (v197 <= 1624) or (SelectMonster == "Dragon Crew Archer")) then

Ms = "Dragon Crew Archer";

NameQuest = "DragonCrewQuest";

QuestLv = 2;

NameMon = "Dragon Crew Archer";

CFrameQ = CFrame.new(6735.11083984375, 126.99046325683594, - 711.0979614257812);

CFrameMon = CFrame.new(6818.58935546875, 483.718994140625, 512.726806640625);

elseif ((v197 == 1625) or (v197 <= 1649) or (SelectMonster == "Hydra Enforcer")) then

Ms = "Hydra Enforcer";

NameQuest = "VenomCrewQuest";

QuestLv = 1;

NameMon = "Hydra Enforcer";

CFrameQ = CFrame.new(5446.8793945313, 601.62945556641, 749.45672607422);

CFrameMon = CFrame.new(4547.115234375, 1001.60205078125, 334.1954650878906);

elseif ((v197 == 1650) or (v197 <= 1699) or (SelectMonster == "Venomous Assailant")) then

Ms = "Venomous Assailant";

NameQuest = "VenomCrewQuest";

QuestLv = 2;

NameMon = "Venomous Assailant";

CFrameQ = CFrame.new(5446.8793945313, 601.62945556641, 749.45672607422);

CFrameMon = CFrame.new(4637.88525390625, 1077.85595703125, 882.4183959960938);

elseif ((v197 == 1700) or (v197 <= 1724) or (SelectMonster == "Marine Commodore")) then

Ms = "Marine Commodore";

NameQuest = "MarineTreeIsland";

QuestLv = 1;

NameMon = "Marine Commodore";

CFrameQ = CFrame.new(2179.98828125, 28.731239318848, - 6740.0551757813);

CFrameMon = CFrame.new(2198.0063476563, 128.71075439453, - 7109.5043945313);

elseif ((v197 == 1725) or (v197 <= 1774) or (SelectMonster == "Marine Rear Admiral")) then

Ms = "Marine Rear Admiral";

NameQuest = "MarineTreeIsland";

QuestLv = 2;

NameMon = "Marine Rear Admiral";

CFrameQ = CFrame.new(2179.98828125, 28.731239318848, - 6740.0551757813);

CFrameMon = CFrame.new(3294.3142089844, 385.41125488281, - 7048.6342773438);

elseif ((v197 == 1775) or (v197 <= 1799) or (SelectMonster == "Fishman Raider")) then

Ms = "Fishman Raider";

NameQuest = "DeepForestIsland3";

QuestLv = 1;

NameMon = "Fishman Raider";

CFrameQ = CFrame.new(- 10582.759765625, 331.78845214844, - 8757.666015625);

CFrameMon = CFrame.new(- 10553.268554688, 521.38439941406, - 8176.9458007813);

elseif ((v197 == 1800) or (v197 <= 1824) or (SelectMonster == "Fishman Captain")) then

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 ((v197 == 1825) or (v197 <= 1849) or (SelectMonster == "Forest Pirate")) then

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 ((v197 == 1850) or (v197 <= 1899) or (SelectMonster == "Mythological Pirate")) then

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 ((v197 == 1900) or (v197 <= 1924) or (SelectMonster == "Jungle Pirate")) then

Ms = "Jungle Pirate";

NameQuest = "DeepForestIsland2";

QuestLv = 1;

NameMon = "Jungle Pirate";

CFrameQ = CFrame.new(- 12682.096679688, 390.88653564453, - 9902.1240234375);

CFrameMon = CFrame.new(- 12267.103515625, 459.75262451172, - 10277.200195313);

elseif ((v197 == 1925) or (v197 <= 1974) or (SelectMonster == "Musketeer Pirate")) then

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 ((v197 == 1975) or (v197 <= 1999) or (SelectMonster == "Reborn Skeleton")) then

Ms = "Reborn Skeleton";

NameQuest = "HauntedQuest1";

QuestLv = 1;

NameMon = "Reborn Skeleton";

CFrameQ = CFrame.new(- 9480.80762, 142.130661, 5566.37305, - 0.00655503059, 4.5295423e-8, - 0.999978542, 2.0492047e-8, 1, 4.5162068e-8, 0.999978542, - 2.0195568e-8, - 0.00655503059);

CFrameMon = CFrame.new(- 8761.77148, 183.431747, 6168.33301, 0.978073597, - 0.000013950732, - 0.208259016, - 0.0000010807393, 1, - 0.00007206303, 0.208259016, 0.00007070804, 0.978073597);

elseif ((v197 == 2000) or (v197 <= 2024) or (SelectMonster == "Living Zombie")) then

Ms = "Living Zombie";

NameQuest = "HauntedQuest1";

QuestLv = 2;

NameMon = "Living Zombie";

CFrameQ = CFrame.new(- 9480.80762, 142.130661, 5566.37305, - 0.00655503059, 4.5295423e-8, - 0.999978542, 2.0492047e-8, 1, 4.5162068e-8, 0.999978542, - 2.0195568e-8, - 0.00655503059);

CFrameMon = CFrame.new(- 10103.7529, 238.565979, 6179.75977, 0.999474227, 2.7754714e-8, 0.0324240364, - 2.5800633e-8, 1, - 6.068485e-8, - 0.0324240364, 5.981639e-8, 0.999474227);

elseif ((v197 == 2025) or (v197 <= 2049) or (SelectMonster == "Demonic Soul")) then

Ms = "Demonic Soul";

NameQuest = "HauntedQuest2";

QuestLv = 1;

NameMon = "Demonic Soul";

CFrameQ = CFrame.new(- 9516.9931640625, 178.00651550293, 6078.4653320313);

CFrameMon = CFrame.new(- 9712.03125, 204.69589233398, 6193.322265625);

elseif ((v197 == 2050) or (v197 <= 2074) or (SelectMonster == "Posessed Mummy")) 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 ((v197 == 2075) or (v197 <= 2099) or (SelectMonster == "Peanut Scout")) 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 ((v197 == 2100) or (v197 <= 2124) or (SelectMonster == "Peanut President")) 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 ((v197 == 2125) or (v197 <= 2149) or (SelectMonster == "Ice Cream Chef")) 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 ((v197 == 2150) or (v197 <= 2199) or (SelectMonster == "Ice Cream Commander")) 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 ((v197 == 2200) or (v197 <= 2224) or (SelectMonster == "Cookie Crafter")) 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 ((v197 == 2225) or (v197 <= 2249) or (SelectMonster == "Cake Guard")) 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 ((v197 == 2250) or (v197 <= 2274) or (SelectMonster == "Baking Staff")) 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 ((v197 == 2275) or (v197 <= 2299) or (SelectMonster == "Head Baker")) then

Ms = "Head Baker";

NameQuest = "CakeQuest2";

QuestLv = 2;

NameMon = "Head Baker";

CFrameQ = CFrame.new(- 1928.31763, 37.7296638, - 12840.626, 0.951068401, "-0", - 0.308980465, 0, 1, "-0", 0.308980465, 0, 0.951068401);

CFrameMon = CFrame.new(- 2251.5791, 52.2714615, - 13033.3965, - 0.991971016, 0, - 0.126466095, 0, 1, 0, 0.126466095, 0, - 0.991971016);

elseif ((v197 == 2300) or (v197 <= 2324) or (SelectMonster == "Cocoa Warrior")) 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 ((v197 == 2325) or (v197 <= 2349) or (SelectMonster == "Chocolate Bar Battler")) 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 ((v197 == 2350) or (v197 <= 2374) or (SelectMonster == "Sweet Thief")) 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 ((v197 == 2375) or (v197 <= 2400) or (SelectMonster == "Candy Rebel")) then

Ms = "Candy Rebel";

NameQuest = "ChocQuest2";

QuestLv = 2;

NameMon = "Candy Rebel";

CFrameQ = CFrame.new(151.198242, 23.8907146, - 12774.6172, 0.422592998, 0, 0.906319618, 0, 1, 0, - 0.906319618, 0, 0.422592998);

CFrameMon = CFrame.new(47.9231453, 25.5824986, - 13029.2402, - 0.819156051, 0, - 0.573571265, 0, 1, 0, 0.573571265, 0, - 0.819156051);

elseif ((v197 == 2400) or (v197 <= 2424) or (SelectMonster == "Candy Pirate")) 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 ((v197 == 2425) or (v197 <= 2449) or (SelectMonster == "Snow Demon")) 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 ((v197 == 2450) or (v197 <= 2474) or (SelectMonster == "Isle Outlaw")) 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 ((v197 == 2475) or (v197 <= 2499) or (SelectMonster == "Island Boy")) then

Ms = "Island Boy";

NameQuest = "TikiQuest1";

QuestLv = 2;

NameMon = "Island Boy";

CFrameQ = CFrame.new(- 16549.890625, 55.68635559082031, - 179.91360473632812);

CFrameMon = CFrame.new(- 16357.3125, 20.632822036743164, 1005.64892578125);

elseif ((v197 == 2500) or (v197 <= 2524) or (SelectMonster == "Sun-kissed Warrior")) then

Ms = "Sun-kissed Warrior";

NameQuest = "TikiQuest2";

QuestLv = 1;

NameMon = "Sun-kissed Warrior";

CFrameQ = CFrame.new(- 16541.021484375, 54.77081298828125, 1051.461181640625);

CFrameMon = CFrame.new(- 16357.3125, 20.632822036743164, 1005.64892578125);

elseif ((v197 == 2525) or (v197 <= 2549) or (SelectMonster == "Isle Champion")) then

Ms = "Isle Champion";

NameQuest = "TikiQuest2";

QuestLv = 2;

NameMon = "Isle Champion";

CFrameQ = CFrame.new(- 16541.021484375, 54.77081298828125, 1051.461181640625);

CFrameMon = CFrame.new(- 16848.94140625, 21.68633460998535, 1041.4490966796875);

elseif ((v197 == 2550) or (v197 <= 2574) or (SelectMonster == "Serpent Hunter")) then

Ms = "Serpent Hunter";

NameQuest = "TikiQuest3";

QuestLv = 1;

NameMon = "Serpent Hunter";

CFrameQ = CFrame.new(- 16665.19140625, 104.59640502929688, 1579.6943359375);

CFrameMon = CFrame.new(- 16621.4140625, 121.40631103515625, 1290.6881103515625);

elseif ((v197 == 2575) or (v197 <= 2599) or (SelectMonster == "Skull Slayer") or (v197 == 2600)) then

Ms = "Skull Slayer";

NameQuest = "TikiQuest3";

QuestLv = 2;

NameMon = "Skull Slayer";

CFrameQ = CFrame.new(- 16665.19140625, 104.59640502929688, 1579.6943359375);

CFrameMon = CFrame.new(- 16811.5703125, 84.625244140625, 1542.235107421875);

end

end

end

if Sea1 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 Sea2 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 Sea3 then

tableMon = {

"Pirate Millionaire",

"Dragon Crew Warrior",

"Dragon Crew Archer",

"Hydra Enforcer",

"Venomous Assailant",

"Marine Commodore",

"Marine Rear Admiral",

"Fishman Raider",

"Fishman Captain",

"Forest Pirate",

"Mythological Pirate",

"Jungle Pirate",

"Musketeer Pirate",

"Reborn Skeleton",

"Living Zombie",

"Demonic Soul",

"Posessed Mummy",

"Peanut Scout",

"Peanut President",

"Ice Cream Chef",

"Ice Cream Commander",

"Cookie Crafter",

"Cake Guard",

"Baking Staff",

"Head Baker",

"Cocoa Warrior",

"Chocolate Bar Battler",

"Sweet Thief",

"Candy Rebel",

"Candy Pirate",

"Snow Demon",

"Isle Outlaw",

"Island Boy",

"Sun-kissed Warrior",

"Isle Champion",

"Serpent Hunter",

"Skull Slayer"

};

end

if Sea1 then

AreaList = {

"Jungle",

"Buggy",

"Desert",

"Snow",

"Marine",

"Sky",

"Prison",

"Colosseum",

"Magma",

"Fishman",

"Sky Island",

"Fountain"

};

elseif Sea2 then

AreaList = {

"Area 1",

"Area 2",

"Zombie",

"Marine",

"Snow Mountain",

"Ice fire",

"Ship",

"Frost",

"Forgotten"

};

elseif Sea3 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

function CheckBossQuest()

if Sea1 then

if (SelectBoss == "The Gorilla King") then

BossMon = "The Gorilla King";

NameBoss = "The Gorrila King";

NameQuestBoss = "JungleQuest";

QuestLvBoss = 3;

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

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

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

elseif (SelectBoss == "Bobby") then

BossMon = "Bobby";

NameBoss = "Bobby";

NameQuestBoss = "BuggyQuest1";

QuestLvBoss = 3;

RewardBoss = "Reward:\n$8,000\n35,000 Exp.";

CFrameQBoss = CFrame.new(- 1140.1761474609, 4.752049446106, 3827.4057617188);

CFrameBoss = CFrame.new(- 1087.3760986328, 46.949409484863, 4040.1462402344);

elseif (SelectBoss == "The Saw") then

BossMon = "The Saw";

NameBoss = "The Saw";

CFrameBoss = CFrame.new(- 784.89715576172, 72.427383422852, 1603.5822753906);

elseif (SelectBoss == "Yeti") then

BossMon = "Yeti";

NameBoss = "Yeti";

NameQuestBoss = "SnowQuest";

QuestLvBoss = 3;

RewardBoss = "Reward:\n$10,000\n180,000 Exp.";

CFrameQBoss = CFrame.new(1386.8073730469, 87.272789001465, - 1298.3576660156);

CFrameBoss = CFrame.new(1218.7956542969, 138.01184082031, - 1488.0262451172);

elseif (SelectBoss == "Mob Leader") then

BossMon = "Mob Leader";

NameBoss = "Mob Leader";

CFrameBoss = CFrame.new(- 2844.7307128906, 7.4180502891541, 5356.6723632813);

elseif (SelectBoss == "Vice Admiral") then

BossMon = "Vice Admiral";

NameBoss = "Vice Admiral";

NameQuestBoss = "MarineQuest2";

QuestLvBoss = 2;

RewardBoss = "Reward:\n$10,000\n180,000 Exp.";

CFrameQBoss = CFrame.new(- 5036.2465820313, 28.677835464478, 4324.56640625);

CFrameBoss = CFrame.new(- 5006.5454101563, 88.032081604004, 4353.162109375);

elseif (SelectBoss == "Saber Expert") then

NameBoss = "Saber Expert";

BossMon = "Saber Expert";

CFrameBoss = CFrame.new(- 1458.89502, 29.8870335, - 50.633564);

elseif (SelectBoss == "Warden") then

BossMon = "Warden";

NameBoss = "Warden";

NameQuestBoss = "ImpelQuest";

QuestLvBoss = 1;

RewardBoss = "Reward:\n$6,000\n850,000 Exp.";

CFrameBoss = CFrame.new(5278.04932, 2.15167475, 944.101929, 0.220546961, - 0.000004499464, 0.975376427, - 0.000019541258, 1, 0.000009031621, - 0.975376427, - 0.000021051976, 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, - 0.000028042234, - 0.939682961, 0.00181045406, 0.342041939);

CFrameQBoss = CFrame.new(5191.86133, 2.84020686, 686.438721, - 0.731384635, 0, 0.681965172, 0, 1, 0, - 0.681965172, 0, - 0.731384635);

elseif (SelectBoss == "Swan") then

BossMon = "Swan";

NameBoss = "Swan";

NameQuestBoss = "ImpelQuest";

QuestLvBoss = 3;

RewardBoss = "Reward:\n$15,000\n1,600,000 Exp.";

CFrameBoss = CFrame.new(5325.09619, 7.03906584, 719.570679, - 0.309060812, 0, 0.951042235, 0, 1, 0, - 0.951042235, 0, - 0.309060812);

CFrameQBoss = CFrame.new(5191.86133, 2.84020686, 686.438721, - 0.731384635, 0, 0.681965172, 0, 1, 0, - 0.681965172, 0, - 0.731384635);

elseif (SelectBoss == "Magma Admiral") then

BossMon = "Magma Admiral";

NameBoss = "Magma Admiral";

NameQuestBoss = "MagmaQuest";

QuestLvBoss = 3;

RewardBoss = "Reward:\n$15,000\n2,800,000 Exp.";

CFrameQBoss = CFrame.new(- 5314.6220703125, 12.262420654297, 8517.279296875);

CFrameBoss = CFrame.new(- 5765.8969726563, 82.92064666748, 8718.3046875);

elseif (SelectBoss == "Fishman Lord") then

BossMon = "Fishman Lord";

NameBoss = "Fishman Lord";

NameQuestBoss = "FishmanQuest";

QuestLvBoss = 3;

RewardBoss = "Reward:\n$15,000\n4,000,000 Exp.";

CFrameQBoss = CFrame.new(61122.65234375, 18.497442245483, 1569.3997802734);

CFrameBoss = CFrame.new(61260.15234375, 30.950881958008, 1193.4329833984);

elseif (SelectBoss == "Wysper") then

BossMon = "Wysper";

NameBoss = "Wysper";

NameQuestBoss = "SkyExp1Quest";

QuestLvBoss = 3;

RewardBoss = "Reward:\n$15,000\n4,800,000 Exp.";

CFrameQBoss = CFrame.new(- 7861.947265625, 5545.517578125, - 379.85974121094);

CFrameBoss = CFrame.new(- 7866.1333007813, 5576.4311523438, - 546.74816894531);

elseif (SelectBoss == "Thunder God") then

BossMon = "Thunder God";

NameBoss = "Thunder God";

NameQuestBoss = "SkyExp2Quest";

QuestLvBoss = 3;

RewardBoss = "Reward:\n$20,000\n5,800,000 Exp.";

CFrameQBoss = CFrame.new(- 7903.3828125, 5635.9897460938, - 1410.923828125);

CFrameBoss = CFrame.new(- 7994.984375, 5761.025390625, - 2088.6479492188);

elseif (SelectBoss == "Cyborg") then

BossMon = "Cyborg";

NameBoss = "Cyborg";

NameQuestBoss = "FountainQuest";

QuestLvBoss = 3;

RewardBoss = "Reward:\n$20,000\n7,500,000 Exp.";

CFrameQBoss = CFrame.new(5258.2788085938, 38.526931762695, 4050.044921875);

CFrameBoss = CFrame.new(6094.0249023438, 73.770050048828, 3825.7348632813);

elseif (SelectBoss == "Ice Admiral") then

BossMon = "Ice Admiral";

NameBoss = "Ice Admiral";

CFrameBoss = CFrame.new(1266.08948, 26.1757946, - 1399.57678, - 0.573599219, 0, - 0.81913656, 0, 1, 0, 0.81913656, 0, - 0.573599219);

elseif (SelectBoss == "Greybeard") then

BossMon = "Greybeard";

NameBoss = "Greybeard";

CFrameBoss = CFrame.new(- 5081.3452148438, 85.221641540527, 4257.3588867188);

end

end

if Sea2 then

if (SelectBoss == "Diamond") then

BossMon = "Diamond";

NameBoss = "Diamond";

NameQuestBoss = "Area1Quest";

QuestLvBoss = 3;

RewardBoss = "Reward:\n$25,000\n9,000,000 Exp.";

CFrameQBoss = CFrame.new(- 427.5666809082, 73.313781738281, 1835.4208984375);

CFrameBoss = CFrame.new(- 1576.7166748047, 198.59265136719, 13.724286079407);

elseif (SelectBoss == "Jeremy") then

BossMon = "Jeremy";

NameBoss = "Jeremy";

NameQuestBoss = "Area2Quest";

QuestLvBoss = 3;

RewardBoss = "Reward:\n$25,000\n11,500,000 Exp.";

CFrameQBoss = CFrame.new(636.79943847656, 73.413787841797, 918.00415039063);

CFrameBoss = CFrame.new(2006.9261474609, 448.95666503906, 853.98284912109);

elseif (SelectBoss == "Fajita") then

BossMon = "Fajita";

NameBoss = "Fajita";

NameQuestBoss = "MarineQuest3";

QuestLvBoss = 3;

RewardBoss = "Reward:\n$25,000\n15,000,000 Exp.";

CFrameQBoss = CFrame.new(- 2441.986328125, 73.359344482422, - 3217.5324707031);

CFrameBoss = CFrame.new(- 2172.7399902344, 103.32216644287, - 4015.025390625);

elseif (SelectBoss == "Don Swan") then

BossMon = "Don Swan";

NameBoss = "Don Swan";

CFrameBoss = CFrame.new(2286.2004394531, 15.177839279175, 863.8388671875);

elseif (SelectBoss == "Smoke Admiral") then

BossMon = "Smoke Admiral";

NameBoss = "Smoke Admiral";

NameQuestBoss = "IceSideQuest";

QuestLvBoss = 3;

RewardBoss = "Reward:\n$20,000\n25,000,000 Exp.";

CFrameQBoss = CFrame.new(- 5429.0473632813, 15.977565765381, - 5297.9614257813);

CFrameBoss = CFrame.new(- 5275.1987304688, 20.757257461548, - 5260.6669921875);

elseif (SelectBoss == "Awakened Ice Admiral") then

BossMon = "Awakened Ice Admiral";

NameBoss = "Awakened Ice Admiral";

NameQuestBoss = "FrostQuest";

QuestLvBoss = 3;

RewardBoss = "Reward:\n$20,000\n36,000,000 Exp.";

CFrameQBoss = CFrame.new(5668.9780273438, 28.519989013672, - 6483.3520507813);

CFrameBoss = CFrame.new(6403.5439453125, 340.29766845703, - 6894.5595703125);

elseif (SelectBoss == "Tide Keeper") then

BossMon = "Tide Keeper";

NameBoss = "Tide Keeper";

NameQuestBoss = "ForgottenQuest";

QuestLvBoss = 3;

RewardBoss = "Reward:\n$12,500\n38,000,000 Exp.";

CFrameQBoss = CFrame.new(- 3053.9814453125, 237.18954467773, - 10145.0390625);

CFrameBoss = CFrame.new(- 3795.6423339844, 105.88877105713, - 11421.307617188);

elseif (SelectBoss == "Darkbeard") then

BossMon = "Darkbeard";

NameBoss = "Darkbeard";

CFrameMon = CFrame.new(3677.08203125, 62.751937866211, - 3144.8332519531);

elseif (SelectBoss == "Cursed Captain") then

BossMon = "Cursed Captain";

NameBoss = "Cursed Captain";

CFrameBoss = CFrame.new(916.928589, 181.092773, 33422);

elseif (SelectBoss == "Order") then

BossMon = "Order";

NameBoss = "Order";

CFrameBoss = CFrame.new(- 6217.2021484375, 28.047645568848, - 5053.1357421875);

end

end

if Sea3 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 == "Hydra Leader") then

BossMon = "Hydra Leader";

NameBoss = "Hydra Leader";

NameQuestBoss = "VenomCrewQuest";

QuestLvBoss = 3;

RewardBoss = "Reward:\n$30,000\n52,000,000 Exp.";

CFrameQBoss = CFrame.new(5445.9541015625, 601.62945556641, 751.43792724609);

CFrameBoss = CFrame.new(5543.86328125, 668.97399902344, 199.0341796875);

elseif (SelectBoss == "Kilo Admiral") then

BossMon = "Kilo Admiral";

NameBoss = "Kilo Admiral";

NameQuestBoss = "MarineTreeIsland";

QuestLvBoss = 3;

RewardBoss = "Reward:\n$35,000\n56,000,000 Exp.";

CFrameQBoss = CFrame.new(2179.3010253906, 28.731239318848, - 6739.9741210938);

CFrameBoss = CFrame.new(2764.2233886719, 432.46154785156, - 7144.4580078125);

elseif (SelectBoss == "Captain Elephant") then

BossMon = "Captain Elephant";

NameBoss = "Captain Elephant";

NameQuestBoss = "DeepForestIsland";

QuestLvBoss = 3;

RewardBoss = "Reward:\n$40,000\n67,000,000 Exp.";

CFrameQBoss = CFrame.new(- 13232.682617188, 332.40396118164, - 7626.01171875);

CFrameBoss = CFrame.new(- 13376.7578125, 433.28689575195, - 8071.392578125);

elseif (SelectBoss == "Beautiful Pirate") then

BossMon = "Beautiful Pirate";

NameBoss = "Beautiful Pirate";

NameQuestBoss = "DeepForestIsland2";

QuestLvBoss = 3;

RewardBoss = "Reward:\n$50,000\n70,000,000 Exp.";

CFrameQBoss = CFrame.new(- 12682.096679688, 390.88653564453, - 9902.1240234375);

CFrameBoss = CFrame.new(5283.609375, 22.56223487854, - 110.78285217285);

elseif (SelectBoss == "Cake Queen") then

BossMon = "Cake Queen";

NameBoss = "Cake Queen";

NameQuestBoss = "IceCreamIslandQuest";

QuestLvBoss = 3;

RewardBoss = "Reward:\n$30,000\n112,500,000 Exp.";

CFrameQBoss = CFrame.new(- 819.376709, 64.9259796, - 10967.2832, - 0.766061664, 0, 0.642767608, 0, 1, 0, - 0.642767608, 0, - 0.766061664);

CFrameBoss = CFrame.new(- 678.648804, 381.353943, - 11114.2012, - 0.908641815, 0.00149294338, 0.41757378, 0.00837114919, 0.999857843, 0.0146408929, - 0.417492568, 0.0167988986, - 0.90852499);

elseif (SelectBoss == "Longma") then

BossMon = "Longma";

NameBoss = "Longma";

CFrameBoss = CFrame.new(- 10238.875976563, 389.7912902832, - 9549.7939453125);

elseif (SelectBoss == "Soul Reaper") then

BossMon = "Soul Reaper";

NameBoss = "Soul Reaper";

CFrameBoss = CFrame.new(- 9524.7890625, 315.80429077148, 6655.7192382813);

elseif (SelectBoss == "rip\_indra True Form") then

BossMon = "rip\_indra True Form";

NameBoss = "rip\_indra True Form";

CFrameBoss = CFrame.new(- 5415.3920898438, 505.74133300781, - 2814.0166015625);

end

end

end

function MaterialMon()

if (SelectMaterial == "Radioactive Material") then

MMon = "Factory Staff";

MPos = CFrame.new(295, 73, - 56);

SP = "Default";

elseif (SelectMaterial == "Mystic Droplet") then

MMon = "Water Fighter";

MPos = CFrame.new(- 3385, 239, - 10542);

SP = "Default";

elseif (SelectMaterial == "Magma Ore") then

if Sea1 then

MMon = "Military Spy";

MPos = CFrame.new(- 5815, 84, 8820);

SP = "Default";

elseif Sea2 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 Sea1 then

MMon = "Brute";

MPos = CFrame.new(- 1145, 15, 4350);

SP = "Default";

elseif Sea2 then

MMon = "Marine Captain";

MPos = CFrame.new(- 2010.5059814453125, 73.00115966796875, - 3326.620849609375);

SP = "Default";

elseif Sea3 then

MMon = "Jungle Pirate";

MPos = CFrame.new(- 11975.78515625, 331.7734069824219, - 10620.0302734375);

SP = "Default";

end

elseif (SelectMaterial == "Scrap Metal") then

if Sea1 then

MMon = "Brute";

MPos = CFrame.new(- 1145, 15, 4350);

SP = "Default";

elseif Sea2 then

MMon = "Swan Pirate";

MPos = CFrame.new(878, 122, 1235);

SP = "Default";

elseif Sea3 then

MMon = "Jungle Pirate";

MPos = CFrame.new(- 12107, 332, - 10549);

SP = "Default";

end

elseif (SelectMaterial == "Fish Tail") then

if Sea3 then

MMon = "Fishman Raider";

MPos = CFrame.new(- 10993, 332, - 8940);

SP = "Default";

elseif Sea1 then

MMon = "Fishman Warrior";

MPos = CFrame.new(61123, 19, 1569);

SP = "Default";

if ((game.Players.LocalPlayer.Character.HumanoidRootPart.Position - Vector3.new(61163.8515625, 5.342342376708984, 1819.7841796875)).Magnitude >= 17000) then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("requestEntrance", 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";

elseif (SelectMaterial == "Dragon Scale") then

MMon = "Dragon Crew Archer";

MPos = CFrame.new(6827.91455078125, 609.4127197265625, 252.3538055419922);

SP = "Default";

elseif (SelectMaterial == "Gunpowder") then

MMon = "Pistol Billionaire";

MPos = CFrame.new(- 469, 74, 5904);

SP = "Default";

elseif (SelectMaterial == "Hydra Enforcer") then

MMon = "Hydra Enforcer";

MPos = CFrame.new(4581.517578125, 1001.55908203125, 704.9378662109375);

SP = "Default";

elseif (SelectMaterial == "Venomous Assailant") then

MMon = "Venomous Assailant";

MPos = CFrame.new(4879.92041015625, 1089.46142578125, 1104.00830078125);

SP = "Default";

elseif (SelectMaterial == "Mini Tusk") then

MMon = "Mythological Pirate";

MPos = CFrame.new();

SP = "Default";

end

end

function UpdateIslandESP()

for v425, v426 in pairs(game:GetService("Workspace")['\_WorldOrigin'].Locations:GetChildren()) do

pcall(function()

if IslandESP then

if (v426.Name ~= "Sea") then

if not v426:FindFirstChild("NameEsp") then

local v1130 = Instance.new("BillboardGui", v426);

v1130.Name = "NameEsp";

v1130.ExtentsOffset = Vector3.new(0, 1, 0);

v1130.Size = UDim2.new(1, 200, 1, 30);

v1130.Adornee = v426;

v1130.AlwaysOnTop = true;

local v1136 = Instance.new("TextLabel", v1130);

v1136.Font = "GothamBold";

v1136.FontSize = "Size14";

v1136.TextWrapped = true;

v1136.Size = UDim2.new(1, 0, 1, 0);

v1136.TextYAlignment = "Top";

v1136.BackgroundTransparency = 1;

v1136.TextStrokeTransparency = 0.5;

v1136.TextColor3 = Color3.fromRGB(8, 0, 0);

else

v426['NameEsp'].TextLabel.Text = v426.Name .. " \n" .. round((game:GetService("Players").LocalPlayer.Character.Head.Position - v426.Position).Magnitude / 3) .. " Distance" ;

end

end

elseif v426:FindFirstChild("NameEsp") then

v426:FindFirstChild("NameEsp"):Destroy();

end

end);

end

end

function isnil(v198)

return v198 == nil ;

end

local function v20(v199)

return math.floor(tonumber(v199) + 0.5);

end

Number = math.random(1, 1000000);

function UpdatePlayerChams()

for v427, v428 in pairs(game:GetService("Players"):GetChildren()) do

pcall(function()

if not isnil(v428.Character) then

if ESPPlayer then

if (not isnil(v428.Character.Head) and not v428.Character.Head:FindFirstChild("NameEsp" .. Number)) then

local v1146 = Instance.new("BillboardGui", v428.Character.Head);

v1146.Name = "NameEsp" .. Number ;

v1146.ExtentsOffset = Vector3.new(0, 1, 0);

v1146.Size = UDim2.new(1, 200, 1, 30);

v1146.Adornee = v428.Character.Head;

v1146.AlwaysOnTop = true;

local v1153 = Instance.new("TextLabel", v1146);

v1153.Font = Enum.Font.GothamSemibold;

v1153.FontSize = "Size10";

v1153.TextWrapped = true;

v1153.Text = v428.Name .. " \n" .. v20((game:GetService("Players").LocalPlayer.Character.Head.Position - v428.Character.Head.Position).Magnitude / 3) .. " Distance" ;

v1153.Size = UDim2.new(1, 0, 1, 0);

v1153.TextYAlignment = "Top";

v1153.BackgroundTransparency = 1;

v1153.TextStrokeTransparency = 0.5;

if (v428.Team == game.Players.LocalPlayer.Team) then

v1153.TextColor3 = Color3.new(0, 0, 254);

else

v1153.TextColor3 = Color3.new(255, 0, 0);

end

else

v428.Character.Head["NameEsp" .. Number ].TextLabel.Text = v428.Name .. " | " .. v20((game:GetService("Players").LocalPlayer.Character.Head.Position - v428.Character.Head.Position).Magnitude / 3) .. " Distance\nHealth : " .. v20((v428.Character.Humanoid.Health \* 100) / v428.Character.Humanoid.MaxHealth) .. "%" ;

end

elseif v428.Character.Head:FindFirstChild("NameEsp" .. Number) then

v428.Character.Head:FindFirstChild("NameEsp" .. Number):Destroy();

end

end

end);

end

end

function UpdateChestChams()

for v429, v430 in pairs(game.Workspace:GetChildren()) do

pcall(function()

if string.find(v430.Name, "Chest") then

if ChestESP then

if string.find(v430.Name, "Chest") then

if not v430:FindFirstChild("NameEsp" .. Number) then

local v1475 = Instance.new("BillboardGui", v430);

v1475.Name = "NameEsp" .. Number ;

v1475.ExtentsOffset = Vector3.new(0, 1, 0);

v1475.Size = UDim2.new(1, 200, 1, 30);

v1475.Adornee = v430;

v1475.AlwaysOnTop = true;

local v1481 = Instance.new("TextLabel", v1475);

v1481.Font = Enum.Font.GothamSemibold;

v1481.FontSize = "Size14";

v1481.TextWrapped = true;

v1481.Size = UDim2.new(1, 0, 1, 0);

v1481.TextYAlignment = "Top";

v1481.BackgroundTransparency = 1;

v1481.TextStrokeTransparency = 0.5;

if (v430.Name == "Chest1") then

v1481.TextColor3 = Color3.fromRGB(109, 109, 109);

v1481.Text = "Chest 1" .. " \n" .. v20((game:GetService("Players").LocalPlayer.Character.Head.Position - v430.Position).Magnitude / 3) .. " Distance" ;

end

if (v430.Name == "Chest2") then

v1481.TextColor3 = Color3.fromRGB(173, 158, 21);

v1481.Text = "Chest 2" .. " \n" .. v20((game:GetService("Players").LocalPlayer.Character.Head.Position - v430.Position).Magnitude / 3) .. " Distance" ;

end

if (v430.Name == "Chest3") then

v1481.TextColor3 = Color3.fromRGB(85, 255, 255);

v1481.Text = "Chest 3" .. " \n" .. v20((game:GetService("Players").LocalPlayer.Character.Head.Position - v430.Position).Magnitude / 3) .. " Distance" ;

end

else

v430["NameEsp" .. Number ].TextLabel.Text = v430.Name .. " \n" .. v20((game:GetService("Players").LocalPlayer.Character.Head.Position - v430.Position).Magnitude / 3) .. " Distance" ;

end

end

elseif v430:FindFirstChild("NameEsp" .. Number) then

v430:FindFirstChild("NameEsp" .. Number):Destroy();

end

end

end);

end

end

function UpdateDevilChams()

for v431, v432 in pairs(game.Workspace:GetChildren()) do

pcall(function()

if DevilFruitESP then

if string.find(v432.Name, "Fruit") then

if not v432.Handle:FindFirstChild("NameEsp" .. Number) then

local v1164 = Instance.new("BillboardGui", v432.Handle);

v1164.Name = "NameEsp" .. Number ;

v1164.ExtentsOffset = Vector3.new(0, 1, 0);

v1164.Size = UDim2.new(1, 200, 1, 30);

v1164.Adornee = v432.Handle;

v1164.AlwaysOnTop = true;

local v1171 = Instance.new("TextLabel", v1164);

v1171.Font = Enum.Font.GothamSemibold;

v1171.FontSize = "Size14";

v1171.TextWrapped = true;

v1171.Size = UDim2.new(1, 0, 1, 0);

v1171.TextYAlignment = "Top";

v1171.BackgroundTransparency = 1;

v1171.TextStrokeTransparency = 0.5;

v1171.TextColor3 = Color3.fromRGB(255, 255, 255);

v1171.Text = v432.Name .. " \n" .. v20((game:GetService("Players").LocalPlayer.Character.Head.Position - v432.Handle.Position).Magnitude / 3) .. " Distance" ;

else

v432.Handle["NameEsp" .. Number ].TextLabel.Text = v432.Name .. " \n" .. v20((game:GetService("Players").LocalPlayer.Character.Head.Position - v432.Handle.Position).Magnitude / 3) .. " Distance" ;

end

end

elseif v432.Handle:FindFirstChild("NameEsp" .. Number) then

v432.Handle:FindFirstChild("NameEsp" .. Number):Destroy();

end

end);

end

end

function UpdateFlowerChams()

for v433, v434 in pairs(game.Workspace:GetChildren()) do

pcall(function()

if ((v434.Name == "Flower2") or (v434.Name == "Flower1")) then

if FlowerESP then

if not v434:FindFirstChild("NameEsp" .. Number) then

local v1183 = Instance.new("BillboardGui", v434);

v1183.Name = "NameEsp" .. Number ;

v1183.ExtentsOffset = Vector3.new(0, 1, 0);

v1183.Size = UDim2.new(1, 200, 1, 30);

v1183.Adornee = v434;

v1183.AlwaysOnTop = true;

local v1189 = Instance.new("TextLabel", v1183);

v1189.Font = Enum.Font.GothamSemibold;

v1189.FontSize = "Size14";

v1189.TextWrapped = true;

v1189.Size = UDim2.new(1, 0, 1, 0);

v1189.TextYAlignment = "Top";

v1189.BackgroundTransparency = 1;

v1189.TextStrokeTransparency = 0.5;

v1189.TextColor3 = Color3.fromRGB(255, 0, 0);

if (v434.Name == "Flower1") then

v1189.Text = "Blue Flower" .. " \n" .. v20((game:GetService("Players").LocalPlayer.Character.Head.Position - v434.Position).Magnitude / 3) .. " Distance" ;

v1189.TextColor3 = Color3.fromRGB(0, 0, 255);

end

if (v434.Name == "Flower2") then

v1189.Text = "Red Flower" .. " \n" .. v20((game:GetService("Players").LocalPlayer.Character.Head.Position - v434.Position).Magnitude / 3) .. " Distance" ;

v1189.TextColor3 = Color3.fromRGB(255, 0, 0);

end

else

v434["NameEsp" .. Number ].TextLabel.Text = v434.Name .. " \n" .. v20((game:GetService("Players").LocalPlayer.Character.Head.Position - v434.Position).Magnitude / 3) .. " Distance" ;

end

elseif v434:FindFirstChild("NameEsp" .. Number) then

v434:FindFirstChild("NameEsp" .. Number):Destroy();

end

end

end);

end

end

function UpdateRealFruitChams()

for v435, v436 in pairs(game.Workspace.AppleSpawner:GetChildren()) do

if v436:IsA("Tool") then

if RealFruitESP then

if not v436.Handle:FindFirstChild("NameEsp" .. Number) then

local v907 = Instance.new("BillboardGui", v436.Handle);

v907.Name = "NameEsp" .. Number ;

v907.ExtentsOffset = Vector3.new(0, 1, 0);

v907.Size = UDim2.new(1, 200, 1, 30);

v907.Adornee = v436.Handle;

v907.AlwaysOnTop = true;

local v914 = Instance.new("TextLabel", v907);

v914.Font = Enum.Font.GothamSemibold;

v914.FontSize = "Size14";

v914.TextWrapped = true;

v914.Size = UDim2.new(1, 0, 1, 0);

v914.TextYAlignment = "Top";

v914.BackgroundTransparency = 1;

v914.TextStrokeTransparency = 0.5;

v914.TextColor3 = Color3.fromRGB(255, 0, 0);

v914.Text = v436.Name .. " \n" .. v20((game:GetService("Players").LocalPlayer.Character.Head.Position - v436.Handle.Position).Magnitude / 3) .. " Distance" ;

else

v436.Handle["NameEsp" .. Number ].TextLabel.Text = v436.Name .. " " .. v20((game:GetService("Players").LocalPlayer.Character.Head.Position - v436.Handle.Position).Magnitude / 3) .. " Distance" ;

end

elseif v436.Handle:FindFirstChild("NameEsp" .. Number) then

v436.Handle:FindFirstChild("NameEsp" .. Number):Destroy();

end

end

end

for v437, v438 in pairs(game.Workspace.PineappleSpawner:GetChildren()) do

if v438:IsA("Tool") then

if RealFruitESP then

if not v438.Handle:FindFirstChild("NameEsp" .. Number) then

local v926 = Instance.new("BillboardGui", v438.Handle);

v926.Name = "NameEsp" .. Number ;

v926.ExtentsOffset = Vector3.new(0, 1, 0);

v926.Size = UDim2.new(1, 200, 1, 30);

v926.Adornee = v438.Handle;

v926.AlwaysOnTop = true;

local v933 = Instance.new("TextLabel", v926);

v933.Font = Enum.Font.GothamSemibold;

v933.FontSize = "Size14";

v933.TextWrapped = true;

v933.Size = UDim2.new(1, 0, 1, 0);

v933.TextYAlignment = "Top";

v933.BackgroundTransparency = 1;

v933.TextStrokeTransparency = 0.5;

v933.TextColor3 = Color3.fromRGB(255, 174, 0);

v933.Text = v438.Name .. " \n" .. v20((game:GetService("Players").LocalPlayer.Character.Head.Position - v438.Handle.Position).Magnitude / 3) .. " Distance" ;

else

v438.Handle["NameEsp" .. Number ].TextLabel.Text = v438.Name .. " " .. v20((game:GetService("Players").LocalPlayer.Character.Head.Position - v438.Handle.Position).Magnitude / 3) .. " Distance" ;

end

elseif v438.Handle:FindFirstChild("NameEsp" .. Number) then

v438.Handle:FindFirstChild("NameEsp" .. Number):Destroy();

end

end

end

for v439, v440 in pairs(game.Workspace.BananaSpawner:GetChildren()) do

if v440:IsA("Tool") then

if RealFruitESP then

if not v440.Handle:FindFirstChild("NameEsp" .. Number) then

local v945 = Instance.new("BillboardGui", v440.Handle);

v945.Name = "NameEsp" .. Number ;

v945.ExtentsOffset = Vector3.new(0, 1, 0);

v945.Size = UDim2.new(1, 200, 1, 30);

v945.Adornee = v440.Handle;

v945.AlwaysOnTop = true;

local v952 = Instance.new("TextLabel", v945);

v952.Font = Enum.Font.GothamSemibold;

v952.FontSize = "Size14";

v952.TextWrapped = true;

v952.Size = UDim2.new(1, 0, 1, 0);

v952.TextYAlignment = "Top";

v952.BackgroundTransparency = 1;

v952.TextStrokeTransparency = 0.5;

v952.TextColor3 = Color3.fromRGB(251, 255, 0);

v952.Text = v440.Name .. " \n" .. v20((game:GetService("Players").LocalPlayer.Character.Head.Position - v440.Handle.Position).Magnitude / 3) .. " Distance" ;

else

v440.Handle["NameEsp" .. Number ].TextLabel.Text = v440.Name .. " " .. v20((game:GetService("Players").LocalPlayer.Character.Head.Position - v440.Handle.Position).Magnitude / 3) .. " Distance" ;

end

elseif v440.Handle:FindFirstChild("NameEsp" .. Number) then

v440.Handle:FindFirstChild("NameEsp" .. Number):Destroy();

end

end

end

end

function UpdateIslandESP()

for v441, v442 in pairs(game:GetService("Workspace")['\_WorldOrigin'].Locations:GetChildren()) do

pcall(function()

if IslandESP then

if (v442.Name ~= "Sea") then

if not v442:FindFirstChild("NameEsp") then

local v1200 = Instance.new("BillboardGui", v442);

v1200.Name = "NameEsp";

v1200.ExtentsOffset = Vector3.new(0, 1, 0);

v1200.Size = UDim2.new(1, 200, 1, 30);

v1200.Adornee = v442;

v1200.AlwaysOnTop = true;

local v1206 = Instance.new("TextLabel", v1200);

v1206.Font = "GothamBold";

v1206.FontSize = "Size14";

v1206.TextWrapped = true;

v1206.Size = UDim2.new(1, 0, 1, 0);

v1206.TextYAlignment = "Top";

v1206.BackgroundTransparency = 1;

v1206.TextStrokeTransparency = 0.5;

v1206.TextColor3 = Color3.fromRGB(7, 236, 240);

else

v442['NameEsp'].TextLabel.Text = v442.Name .. " \n" .. v20((game:GetService("Players").LocalPlayer.Character.Head.Position - v442.Position).Magnitude / 3) .. " Distance" ;

end

end

elseif v442:FindFirstChild("NameEsp") then

v442:FindFirstChild("NameEsp"):Destroy();

end

end);

end

end

function isnil(v200)

return v200 == nil ;

end

local function v20(v201)

return math.floor(tonumber(v201) + 0.5);

end

Number = math.random(1, 1000000);

function UpdatePlayerChams()

for v443, v444 in pairs(game:GetService("Players"):GetChildren()) do

pcall(function()

if not isnil(v444.Character) then

if ESPPlayer then

if (not isnil(v444.Character.Head) and not v444.Character.Head:FindFirstChild("NameEsp" .. Number)) then

local v1216 = Instance.new("BillboardGui", v444.Character.Head);

v1216.Name = "NameEsp" .. Number ;

v1216.ExtentsOffset = Vector3.new(0, 1, 0);

v1216.Size = UDim2.new(1, 200, 1, 30);

v1216.Adornee = v444.Character.Head;

v1216.AlwaysOnTop = true;

local v1223 = Instance.new("TextLabel", v1216);

v1223.Font = Enum.Font.GothamSemibold;

v1223.FontSize = "Size14";

v1223.TextWrapped = true;

v1223.Text = v444.Name .. " \n" .. v20((game:GetService("Players").LocalPlayer.Character.Head.Position - v444.Character.Head.Position).Magnitude / 3) .. " Distance" ;

v1223.Size = UDim2.new(1, 0, 1, 0);

v1223.TextYAlignment = "Top";

v1223.BackgroundTransparency = 1;

v1223.TextStrokeTransparency = 0.5;

if (v444.Team == game.Players.LocalPlayer.Team) then

v1223.TextColor3 = Color3.new(0, 255, 0);

else

v1223.TextColor3 = Color3.new(255, 0, 0);

end

else

v444.Character.Head["NameEsp" .. Number ].TextLabel.Text = v444.Name .. " | " .. v20((game:GetService("Players").LocalPlayer.Character.Head.Position - v444.Character.Head.Position).Magnitude / 3) .. " Distance\nHealth : " .. v20((v444.Character.Humanoid.Health \* 100) / v444.Character.Humanoid.MaxHealth) .. "%" ;

end

elseif v444.Character.Head:FindFirstChild("NameEsp" .. Number) then

v444.Character.Head:FindFirstChild("NameEsp" .. Number):Destroy();

end

end

end);

end

end

function UpdateChestChams()

for v445, v446 in pairs(game.Workspace:GetChildren()) do

pcall(function()

if string.find(v446.Name, "Chest") then

if ChestESP then

if string.find(v446.Name, "Chest") then

if not v446:FindFirstChild("NameEsp" .. Number) then

local v1497 = Instance.new("BillboardGui", v446);

v1497.Name = "NameEsp" .. Number ;

v1497.ExtentsOffset = Vector3.new(0, 1, 0);

v1497.Size = UDim2.new(1, 200, 1, 30);

v1497.Adornee = v446;

v1497.AlwaysOnTop = true;

local v1503 = Instance.new("TextLabel", v1497);

v1503.Font = Enum.Font.GothamSemibold;

v1503.FontSize = "Size14";

v1503.TextWrapped = true;

v1503.Size = UDim2.new(1, 0, 1, 0);

v1503.TextYAlignment = "Top";

v1503.BackgroundTransparency = 1;

v1503.TextStrokeTransparency = 0.5;

if (v446.Name == "Chest1") then

v1503.TextColor3 = Color3.fromRGB(109, 109, 109);

v1503.Text = "Chest 1" .. " \n" .. v20((game:GetService("Players").LocalPlayer.Character.Head.Position - v446.Position).Magnitude / 3) .. " Distance" ;

end

if (v446.Name == "Chest2") then

v1503.TextColor3 = Color3.fromRGB(173, 158, 21);

v1503.Text = "Chest 2" .. " \n" .. v20((game:GetService("Players").LocalPlayer.Character.Head.Position - v446.Position).Magnitude / 3) .. " Distance" ;

end

if (v446.Name == "Chest3") then

v1503.TextColor3 = Color3.fromRGB(85, 255, 255);

v1503.Text = "Chest 3" .. " \n" .. v20((game:GetService("Players").LocalPlayer.Character.Head.Position - v446.Position).Magnitude / 3) .. " Distance" ;

end

else

v446["NameEsp" .. Number ].TextLabel.Text = v446.Name .. " \n" .. v20((game:GetService("Players").LocalPlayer.Character.Head.Position - v446.Position).Magnitude / 3) .. " Distance" ;

end

end

elseif v446:FindFirstChild("NameEsp" .. Number) then

v446:FindFirstChild("NameEsp" .. Number):Destroy();

end

end

end);

end

end

function UpdateDevilChams()

for v447, v448 in pairs(game.Workspace:GetChildren()) do

pcall(function()

if DevilFruitESP then

if string.find(v448.Name, "Fruit") then

if not v448.Handle:FindFirstChild("NameEsp" .. Number) then

local v1234 = Instance.new("BillboardGui", v448.Handle);

v1234.Name = "NameEsp" .. Number ;

v1234.ExtentsOffset = Vector3.new(0, 1, 0);

v1234.Size = UDim2.new(1, 200, 1, 30);

v1234.Adornee = v448.Handle;

v1234.AlwaysOnTop = true;

local v1241 = Instance.new("TextLabel", v1234);

v1241.Font = Enum.Font.GothamSemibold;

v1241.FontSize = "Size14";

v1241.TextWrapped = true;

v1241.Size = UDim2.new(1, 0, 1, 0);

v1241.TextYAlignment = "Top";

v1241.BackgroundTransparency = 1;

v1241.TextStrokeTransparency = 0.5;

v1241.TextColor3 = Color3.fromRGB(255, 255, 255);

v1241.Text = v448.Name .. " \n" .. v20((game:GetService("Players").LocalPlayer.Character.Head.Position - v448.Handle.Position).Magnitude / 3) .. " Distance" ;

else

v448.Handle["NameEsp" .. Number ].TextLabel.Text = v448.Name .. " \n" .. v20((game:GetService("Players").LocalPlayer.Character.Head.Position - v448.Handle.Position).Magnitude / 3) .. " Distance" ;

end

end

elseif v448.Handle:FindFirstChild("NameEsp" .. Number) then

v448.Handle:FindFirstChild("NameEsp" .. Number):Destroy();

end

end);

end

end

function UpdateFlowerChams()

for v449, v450 in pairs(game.Workspace:GetChildren()) do

pcall(function()

if ((v450.Name == "Flower2") or (v450.Name == "Flower1")) then

if FlowerESP then

if not v450:FindFirstChild("NameEsp" .. Number) then

local v1253 = Instance.new("BillboardGui", v450);

v1253.Name = "NameEsp" .. Number ;

v1253.ExtentsOffset = Vector3.new(0, 1, 0);

v1253.Size = UDim2.new(1, 200, 1, 30);

v1253.Adornee = v450;

v1253.AlwaysOnTop = true;

local v1259 = Instance.new("TextLabel", v1253);

v1259.Font = Enum.Font.GothamSemibold;

v1259.FontSize = "Size14";

v1259.TextWrapped = true;

v1259.Size = UDim2.new(1, 0, 1, 0);

v1259.TextYAlignment = "Top";

v1259.BackgroundTransparency = 1;

v1259.TextStrokeTransparency = 0.5;

v1259.TextColor3 = Color3.fromRGB(255, 0, 0);

if (v450.Name == "Flower1") then

v1259.Text = "Blue Flower" .. " \n" .. v20((game:GetService("Players").LocalPlayer.Character.Head.Position - v450.Position).Magnitude / 3) .. " Distance" ;

v1259.TextColor3 = Color3.fromRGB(0, 0, 255);

end

if (v450.Name == "Flower2") then

v1259.Text = "Red Flower" .. " \n" .. v20((game:GetService("Players").LocalPlayer.Character.Head.Position - v450.Position).Magnitude / 3) .. " Distance" ;

v1259.TextColor3 = Color3.fromRGB(255, 0, 0);

end

else

v450["NameEsp" .. Number ].TextLabel.Text = v450.Name .. " \n" .. v20((game:GetService("Players").LocalPlayer.Character.Head.Position - v450.Position).Magnitude / 3) .. " Distance" ;

end

elseif v450:FindFirstChild("NameEsp" .. Number) then

v450:FindFirstChild("NameEsp" .. Number):Destroy();

end

end

end);

end

end

function UpdateRealFruitChams()

for v451, v452 in pairs(game.Workspace.AppleSpawner:GetChildren()) do

if v452:IsA("Tool") then

if RealFruitESP then

if not v452.Handle:FindFirstChild("NameEsp" .. Number) then

local v964 = Instance.new("BillboardGui", v452.Handle);

v964.Name = "NameEsp" .. Number ;

v964.ExtentsOffset = Vector3.new(0, 1, 0);

v964.Size = UDim2.new(1, 200, 1, 30);

v964.Adornee = v452.Handle;

v964.AlwaysOnTop = true;

local v971 = Instance.new("TextLabel", v964);

v971.Font = Enum.Font.GothamSemibold;

v971.FontSize = "Size14";

v971.TextWrapped = true;

v971.Size = UDim2.new(1, 0, 1, 0);

v971.TextYAlignment = "Top";

v971.BackgroundTransparency = 1;

v971.TextStrokeTransparency = 0.5;

v971.TextColor3 = Color3.fromRGB(255, 0, 0);

v971.Text = v452.Name .. " \n" .. v20((game:GetService("Players").LocalPlayer.Character.Head.Position - v452.Handle.Position).Magnitude / 3) .. " Distance" ;

else

v452.Handle["NameEsp" .. Number ].TextLabel.Text = v452.Name .. " " .. v20((game:GetService("Players").LocalPlayer.Character.Head.Position - v452.Handle.Position).Magnitude / 3) .. " Distance" ;

end

elseif v452.Handle:FindFirstChild("NameEsp" .. Number) then

v452.Handle:FindFirstChild("NameEsp" .. Number):Destroy();

end

end

end

for v453, v454 in pairs(game.Workspace.PineappleSpawner:GetChildren()) do

if v454:IsA("Tool") then

if RealFruitESP then

if not v454.Handle:FindFirstChild("NameEsp" .. Number) then

local v983 = Instance.new("BillboardGui", v454.Handle);

v983.Name = "NameEsp" .. Number ;

v983.ExtentsOffset = Vector3.new(0, 1, 0);

v983.Size = UDim2.new(1, 200, 1, 30);

v983.Adornee = v454.Handle;

v983.AlwaysOnTop = true;

local v990 = Instance.new("TextLabel", v983);

v990.Font = Enum.Font.GothamSemibold;

v990.FontSize = "Size14";

v990.TextWrapped = true;

v990.Size = UDim2.new(1, 0, 1, 0);

v990.TextYAlignment = "Top";

v990.BackgroundTransparency = 1;

v990.TextStrokeTransparency = 0.5;

v990.TextColor3 = Color3.fromRGB(255, 174, 0);

v990.Text = v454.Name .. " \n" .. v20((game:GetService("Players").LocalPlayer.Character.Head.Position - v454.Handle.Position).Magnitude / 3) .. " Distance" ;

else

v454.Handle["NameEsp" .. Number ].TextLabel.Text = v454.Name .. " " .. v20((game:GetService("Players").LocalPlayer.Character.Head.Position - v454.Handle.Position).Magnitude / 3) .. " Distance" ;

end

elseif v454.Handle:FindFirstChild("NameEsp" .. Number) then

v454.Handle:FindFirstChild("NameEsp" .. Number):Destroy();

end

end

end

for v455, v456 in pairs(game.Workspace.BananaSpawner:GetChildren()) do

if v456:IsA("Tool") then

if RealFruitESP then

if not v456.Handle:FindFirstChild("NameEsp" .. Number) then

local v1002 = Instance.new("BillboardGui", v456.Handle);

v1002.Name = "NameEsp" .. Number ;

v1002.ExtentsOffset = Vector3.new(0, 1, 0);

v1002.Size = UDim2.new(1, 200, 1, 30);

v1002.Adornee = v456.Handle;

v1002.AlwaysOnTop = true;

local v1009 = Instance.new("TextLabel", v1002);

v1009.Font = Enum.Font.GothamSemibold;

v1009.FontSize = "Size14";

v1009.TextWrapped = true;

v1009.Size = UDim2.new(1, 0, 1, 0);

v1009.TextYAlignment = "Top";

v1009.BackgroundTransparency = 1;

v1009.TextStrokeTransparency = 0.5;

v1009.TextColor3 = Color3.fromRGB(251, 255, 0);

v1009.Text = v456.Name .. " \n" .. v20((game:GetService("Players").LocalPlayer.Character.Head.Position - v456.Handle.Position).Magnitude / 3) .. " Distance" ;

else

v456.Handle["NameEsp" .. Number ].TextLabel.Text = v456.Name .. " " .. v20((game:GetService("Players").LocalPlayer.Character.Head.Position - v456.Handle.Position).Magnitude / 3) .. " Distance" ;

end

elseif v456.Handle:FindFirstChild("NameEsp" .. Number) then

v456.Handle:FindFirstChild("NameEsp" .. Number):Destroy();

end

end

end

end

spawn(function()

while wait() do

pcall(function()

if MobESP then

for v822, v823 in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if v823:FindFirstChild("HumanoidRootPart") then

if not v823:FindFirstChild("MobEap") then

local v1372 = Instance.new("BillboardGui");

local v1373 = Instance.new("TextLabel");

v1372.Parent = v823;

v1372.ZIndexBehavior = Enum.ZIndexBehavior.Sibling;

v1372.Active = true;

v1372.Name = "MobEap";

v1372.AlwaysOnTop = true;

v1372.LightInfluence = 1;

v1372.Size = UDim2.new(0, 200, 0, 50);

v1372.StudsOffset = Vector3.new(0, 2.5, 0);

v1373.Parent = v1372;

v1373.BackgroundColor3 = Color3.fromRGB(255, 255, 255);

v1373.BackgroundTransparency = 1;

v1373.Size = UDim2.new(0, 200, 0, 50);

v1373.Font = Enum.Font.GothamBold;

v1373.TextColor3 = Color3.fromRGB(7, 236, 240);

v1373.Text.Size = 35;

end

local v1021 = math.floor((game.Players.LocalPlayer.Character.HumanoidRootPart.Position - v823.HumanoidRootPart.Position).Magnitude);

v823.MobEap.TextLabel.Text = v823.Name .. "-" .. v1021 .. " Distance" ;

end

end

else

for v824, v825 in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if v825:FindFirstChild("MobEap") then

v825.MobEap:Destroy();

end

end

end

end);

end

end);

spawn(function()

while wait() do

pcall(function()

if SeaESP then

for v826, v827 in pairs(game:GetService("Workspace").SeaBeasts:GetChildren()) do

if v827:FindFirstChild("HumanoidRootPart") then

if not v827:FindFirstChild("Seaesps") then

local v1391 = Instance.new("BillboardGui");

local v1392 = Instance.new("TextLabel");

v1391.Parent = v827;

v1391.ZIndexBehavior = Enum.ZIndexBehavior.Sibling;

v1391.Active = true;

v1391.Name = "Seaesps";

v1391.AlwaysOnTop = true;

v1391.LightInfluence = 1;

v1391.Size = UDim2.new(0, 200, 0, 50);

v1391.StudsOffset = Vector3.new(0, 2.5, 0);

v1392.Parent = v1391;

v1392.BackgroundColor3 = Color3.fromRGB(255, 255, 255);

v1392.BackgroundTransparency = 1;

v1392.Size = UDim2.new(0, 200, 0, 50);

v1392.Font = Enum.Font.GothamBold;

v1392.TextColor3 = Color3.fromRGB(7, 236, 240);

v1392.Text.Size = 35;

end

local v1023 = math.floor((game.Players.LocalPlayer.Character.HumanoidRootPart.Position - v827.HumanoidRootPart.Position).Magnitude);

v827.Seaesps.TextLabel.Text = v827.Name .. "-" .. v1023 .. " Distance" ;

end

end

else

for v828, v829 in pairs(game:GetService("Workspace").SeaBeasts:GetChildren()) do

if v829:FindFirstChild("Seaesps") then

v829.Seaesps:Destroy();

end

end

end

end);

end

end);

spawn(function()

while wait() do

pcall(function()

if NpcESP then

for v830, v831 in pairs(game:GetService("Workspace").NPCs:GetChildren()) do

if v831:FindFirstChild("HumanoidRootPart") then

if not v831:FindFirstChild("NpcEspes") then

local v1410 = Instance.new("BillboardGui");

local v1411 = Instance.new("TextLabel");

v1410.Parent = v831;

v1410.ZIndexBehavior = Enum.ZIndexBehavior.Sibling;

v1410.Active = true;

v1410.Name = "NpcEspes";

v1410.AlwaysOnTop = true;

v1410.LightInfluence = 1;

v1410.Size = UDim2.new(0, 200, 0, 50);

v1410.StudsOffset = Vector3.new(0, 2.5, 0);

v1411.Parent = v1410;

v1411.BackgroundColor3 = Color3.fromRGB(255, 255, 255);

v1411.BackgroundTransparency = 1;

v1411.Size = UDim2.new(0, 200, 0, 50);

v1411.Font = Enum.Font.GothamBold;

v1411.TextColor3 = Color3.fromRGB(7, 236, 240);

v1411.Text.Size = 35;

end

local v1025 = math.floor((game.Players.LocalPlayer.Character.HumanoidRootPart.Position - v831.HumanoidRootPart.Position).Magnitude);

v831.NpcEspes.TextLabel.Text = v831.Name .. "-" .. v1025 .. " Distance" ;

end

end

else

for v832, v833 in pairs(game:GetService("Workspace").NPCs:GetChildren()) do

if v833:FindFirstChild("NpcEspes") then

v833.NpcEspes:Destroy();

end

end

end

end);

end

end);

function isnil(v202)

return v202 == nil ;

end

local function v20(v203)

return math.floor(tonumber(v203) + 0.5);

end

Number = math.random(1, 1000000);

function UpdateIslandMirageESP()

for v457, v458 in pairs(game:GetService("Workspace")['\_WorldOrigin'].Locations:GetChildren()) do

pcall(function()

if MirageIslandESP then

if (v458.Name == "Mirage Island") then

if not v458:FindFirstChild("NameEsp") then

local v1270 = Instance.new("BillboardGui", v458);

v1270.Name = "NameEsp";

v1270.ExtentsOffset = Vector3.new(0, 1, 0);

v1270.Size = UDim2.new(1, 200, 1, 30);

v1270.Adornee = v458;

v1270.AlwaysOnTop = true;

local v1276 = Instance.new("TextLabel", v1270);

v1276.Font = "Code";

v1276.FontSize = "Size14";

v1276.TextWrapped = true;

v1276.Size = UDim2.new(1, 0, 1, 0);

v1276.TextYAlignment = "Top";

v1276.BackgroundTransparency = 1;

v1276.TextStrokeTransparency = 0.5;

v1276.TextColor3 = Color3.fromRGB(80, 245, 245);

else

v458['NameEsp'].TextLabel.Text = v458.Name .. " \n" .. v20((game:GetService("Players").LocalPlayer.Character.Head.Position - v458.Position).Magnitude / 3) .. " M" ;

end

end

elseif v458:FindFirstChild("NameEsp") then

v458:FindFirstChild("NameEsp"):Destroy();

end

end);

end

end

function UpdateAuraESP()

for v459, v460 in pairs(game:GetService("Workspace").NPCs:GetChildren()) do

pcall(function()

if AuraESP then

if (v460.Name == "Master of Enhancement") then

if not v460:FindFirstChild("NameEsp") then

local v1286 = Instance.new("BillboardGui", v460);

v1286.Name = "NameEsp";

v1286.ExtentsOffset = Vector3.new(0, 1, 0);

v1286.Size = UDim2.new(1, 200, 1, 30);

v1286.Adornee = v460;

v1286.AlwaysOnTop = true;

local v1292 = Instance.new("TextLabel", v1286);

v1292.Font = "Code";

v1292.FontSize = "Size14";

v1292.TextWrapped = true;

v1292.Size = UDim2.new(1, 0, 1, 0);

v1292.TextYAlignment = "Top";

v1292.BackgroundTransparency = 1;

v1292.TextStrokeTransparency = 0.5;

v1292.TextColor3 = Color3.fromRGB(80, 245, 245);

else

v460['NameEsp'].TextLabel.Text = v460.Name .. " \n" .. v20((game:GetService("Players").LocalPlayer.Character.Head.Position - v460.Position).Magnitude / 3) .. " M" ;

end

end

elseif v460:FindFirstChild("NameEsp") then

v460:FindFirstChild("NameEsp"):Destroy();

end

end);

end

end

function UpdateLSDESP()

for v461, v462 in pairs(game:GetService("Workspace").NPCs:GetChildren()) do

pcall(function()

if LADESP then

if (v462.Name == "Legendary Sword Dealer") then

if not v462:FindFirstChild("NameEsp") then

local v1302 = Instance.new("BillboardGui", v462);

v1302.Name = "NameEsp";

v1302.ExtentsOffset = Vector3.new(0, 1, 0);

v1302.Size = UDim2.new(1, 200, 1, 30);

v1302.Adornee = v462;

v1302.AlwaysOnTop = true;

local v1308 = Instance.new("TextLabel", v1302);

v1308.Font = "Code";

v1308.FontSize = "Size14";

v1308.TextWrapped = true;

v1308.Size = UDim2.new(1, 0, 1, 0);

v1308.TextYAlignment = "Top";

v1308.BackgroundTransparency = 1;

v1308.TextStrokeTransparency = 0.5;

v1308.TextColor3 = Color3.fromRGB(80, 245, 245);

else

v462['NameEsp'].TextLabel.Text = v462.Name .. " \n" .. v20((game:GetService("Players").LocalPlayer.Character.Head.Position - v462.Position).Magnitude / 3) .. " M" ;

end

end

elseif v462:FindFirstChild("NameEsp") then

v462:FindFirstChild("NameEsp"):Destroy();

end

end);

end

end

function UpdateGeaESP()

for v463, v464 in pairs(game:GetService("Workspace").Map.MysticIsland:GetChildren()) do

pcall(function()

if GearESP then

if (v464.Name == "MeshPart") then

if not v464:FindFirstChild("NameEsp") then

local v1318 = Instance.new("BillboardGui", v464);

v1318.Name = "NameEsp";

v1318.ExtentsOffset = Vector3.new(0, 1, 0);

v1318.Size = UDim2.new(1, 200, 1, 30);

v1318.Adornee = v464;

v1318.AlwaysOnTop = true;

local v1324 = Instance.new("TextLabel", v1318);

v1324.Font = "Code";

v1324.FontSize = "Size14";

v1324.TextWrapped = true;

v1324.Size = UDim2.new(1, 0, 1, 0);

v1324.TextYAlignment = "Top";

v1324.BackgroundTransparency = 1;

v1324.TextStrokeTransparency = 0.5;

v1324.TextColor3 = Color3.fromRGB(80, 245, 245);

else

v464['NameEsp'].TextLabel.Text = v464.Name .. " \n" .. v20((game:GetService("Players").LocalPlayer.Character.Head.Position - v464.Position).Magnitude / 3) .. " M" ;

end

end

elseif v464:FindFirstChild("NameEsp") then

v464:FindFirstChild("NameEsp"):Destroy();

end

end);

end

end

function Tween2(v204)

local v205 = (v204.Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude;

local v206 = 350;

if (v205 >= 350) then

v206 = 350;

end

local v207 = TweenInfo.new(v205 / v206, Enum.EasingStyle.Linear);

local v208 = game:GetService("TweenService"):Create(game.Players.LocalPlayer.Character.HumanoidRootPart, v207, {

CFrame = v204

});

v208:Play();

if \_G.CancelTween2 then

v208:Cancel();

end

\_G.Clip2 = true;

wait(v205 / v206);

\_G.Clip2 = false;

end

function BTPZ(v209)

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = v209;

task.wait();

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = v209;

end

TweenSpeed = 350;

function Tween(v211)

local v212 = (v211.Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude;

local v213 = TweenSpeed;

if (v212 >= 350) then

v213 = TweenSpeed;

end

local v214 = TweenInfo.new(v212 / v213, Enum.EasingStyle.Linear);

local v215 = game:GetService("TweenService"):Create(game.Players.LocalPlayer.Character.HumanoidRootPart, v214, {

CFrame = v211

});

v215:Play();

if \_G.StopTween then

v215:Cancel();

end

end

function CancelTween(v216)

if not v216 then

\_G.StopTween = true;

wait();

Tween(game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.CFrame);

wait();

\_G.StopTween = false;

end

end

function EquipTool(v217)

if game.Players.LocalPlayer.Backpack:FindFirstChild(v217) then

local v570 = game.Players.LocalPlayer.Backpack:FindFirstChild(v217);

wait();

game.Players.LocalPlayer.Character.Humanoid:EquipTool(v570);

end

end

spawn(function()

local v218 = getrawmetatable(game);

local v219 = v218.\_\_namecall;

setreadonly(v218, false);

v218.\_\_namecall = newcclosure(function(...)

local v465 = getnamecallmethod();

local v466 = {

...

};

if (tostring(v465) == "FireServer") then

if (tostring(v466[1]) == "RemoteEvent") then

if ((tostring(v466[2]) ~= "true") and (tostring(v466[2]) ~= "false")) then

if \_G.UseSkill then

if (type(v466[2]) == "vector") then

v466[2] = PositionSkillMasteryDevilFruit;

else

v466[2] = CFrame.new(PositionSkillMasteryDevilFruit);

end

return v219(unpack(v466));

end

end

end

end

return v219(...);

end);

end);

spawn(function()

while task.wait() do

pcall(function()

if (\_G.AutoEvoRace or \_G.CastleRaid or \_G.CollectAzure or \_G.TweenToKitsune or \_G.GhostShip or \_G.Ship or \_G.Auto\_Holy\_Torch or \_G.TeleportPly or \_G.Auto\_Sea3 or \_G.Auto\_Sea2 or \_G.Tweenfruit or \_G.AutoFishCrew or \_G.Auto\_Saber or \_G.AutoShark or \_G.Auto\_Warden or \_G.Auto\_RainbowHaki or AutoFarmRace or \_G.AutoQuestRace or Auto\_Law or AutoTushita or \_G.AutoHolyTorch or \_G.AutoTerrorshark or \_G.farmpiranya or \_G.Auto\_MusketeerHat or \_G.Auto\_ObservationV2 or \_G.AutoNear or \_G.Auto\_PoleV1 or \_G.Auto\_Buddy or \_G.Ectoplasm or AutoEvoRace or AutoBartilo or \_G.Auto\_Canvander or \_G.AutoLevel or \_G.Auto\_DualKatana or Auto\_Quest\_Yama\_3 or Auto\_Quest\_Yama\_2 or Auto\_Quest\_Yama\_1 or Auto\_Quest\_Tushita\_1 or Auto\_Quest\_Tushita\_2 or Auto\_Quest\_Tushita\_3 or \_G.Clip2 or \_G.Auto\_Regoku or \_G.AutoBone or \_G.AutoBoneNoQuest or \_G.AutoBoss or AutoFarmMasDevilFruit or AutoHallowSycthe or AutoTushita or \_G.CakePrince or \_G.Auto\_SkullGuitar or \_G.AutoFarmSwan or \_G.DoughKing or \_G.AutoEliteor or AutoNextIsland or Musketeer or \_G.AutoMaterial or AutoFarmRaceQuest or \_G.Factory or \_G.Auto\_Saw or \_G.AutoFrozenDimension or \_G.AutoKillTrial or \_G.AutoUpgrade or \_G.TweenToFrozenDimension) then

if not game:GetService("Players").LocalPlayer.Character.HumanoidRootPart:FindFirstChild("BodyClip") then

local v887 = Instance.new("BodyVelocity");

v887.Name = "BodyClip";

v887.Parent = game:GetService("Players").LocalPlayer.Character.HumanoidRootPart;

v887.MaxForce = Vector3.new(100000, 100000, 100000);

v887.Velocity = Vector3.new(0, 0, 0);

end

else

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

end

end);

end

end);

spawn(function()

pcall(function()

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

if (\_G.AutoEvoRace or \_G.Auto\_RainbowHaki or \_G.Auto\_SkullGuitar or \_G.CastleRaid or \_G.CollectAzure or \_G.TweenToKitsune or \_G.Auto\_Sea3 or \_G.Auto\_Sea2 or \_G.GhostShip or \_G.Ship or \_G.Auto\_Holy\_Torch or \_G.TeleportPly or \_G.Tweenfruit or \_G.Auto\_Saber or \_G.Auto\_PoleV1 or \_G.Auto\_MusketeerHat or \_G.AutoFishCrew or \_G.AutoShark or AutoFarmRace or \_G.AutoQuestRace or \_G.Auto\_Warden or Auto\_Law or \_G.Auto\_DualKatana or Auto\_Quest\_Tushita\_1 or Auto\_Quest\_Tushita\_2 or Auto\_Quest\_Tushita\_3 or AutoTushita or \_G.AutoHolyTorch or \_G.Auto\_Buddy or \_G.AutoTerrorshark or \_G.farmpiranya or Auto\_Quest\_Yama\_3 or \_G.Auto\_ObservationV2 or Auto\_Quest\_Yama\_2 or Auto\_Quest\_Yama\_1 or \_G.AutoNear or \_G.Ectoplasm or AutoEvoRace or \_G.AutoKillTrial or AutoBartilo or \_G.Auto\_Regoku or \_G.AutoLevel or \_G.Clip2 or \_G.AutoBone or \_G.Auto\_Canvander or \_G.AutoBoneNoQuest or \_G.AutoBoss or \_G.Auto\_Saw or AutoFarmMasDevilFruit or AutoHallowSycthe or AutoTushita or \_G.CakePrince or \_G.DoughKing or \_G.AutoFarmSwan or \_G.AutoEliteor or AutoNextIsland or Musketeer or \_G.AutoMaterial or \_G.Factory or \_G.AutoFrozenDimension or AutoFarmRaceQuest or \_G.AutoUpgrade or \_G.TweenToFrozenDimension) then

for v834, v835 in pairs(game:GetService("Players").LocalPlayer.Character:GetDescendants()) do

if v835:IsA("BasePart") then

v835.CanCollide = false;

end

end

end

end);

end);

end);

task.spawn(function()

if game.Players.LocalPlayer.Character:FindFirstChild("Stun") then

game.Players.LocalPlayer.Character.Stun.Changed:connect(function()

pcall(function()

if game.Players.LocalPlayer.Character:FindFirstChild("Stun") then

game.Players.LocalPlayer.Character.Stun.Value = 0;

end

end);

end);

end

end);

function CheckMaterial(v221)

for v467, v468 in pairs(game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("getInventory")) do

if (type(v468) == "table") then

if (v468.Type == "Material") then

if (v468.Name == v221) then

return v468.Count;

end

end

end

end

return 0;

end

function GetWeaponInventory(v222)

for v469, v470 in pairs(game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("getInventory")) do

if (type(v470) == "table") then

if (v470.Type == "Sword") then

if (v470.Name == v222) then

return true;

end

end

end

end

return false;

end

local v21 = game.Players.LocalPlayer;

function FindEnemiesInRange(v223, v224)

local v225 = (v21.Character or v21.CharacterAdded:Wait()):GetPivot().Position;

local v226 = nil;

for v471, v472 in ipairs(v224) do

if (not v472:GetAttribute("IsBoat") and v472:FindFirstChildOfClass("Humanoid") and (v472.Humanoid.Health > 0)) then

local v671 = v472:FindFirstChild("Head");

if (v671 and ((v225 - v671.Position).Magnitude <= 60)) then

if (v472 ~= v21.Character) then

table.insert(v223, {

v472,

v671

});

v226 = v671;

end

end

end

end

for v473, v474 in ipairs(game.Players:GetPlayers()) do

if (v474.Character and (v474 ~= v21)) then

local v672 = v474.Character:FindFirstChild("Head");

if (v672 and ((v225 - v672.Position).Magnitude <= 60)) then

table.insert(v223, {

v474.Character,

v672

});

v226 = v672;

end

end

end

return v226;

end

function GetEquippedTool()

local v227 = v21.Character;

if not v227 then

return nil;

end

for v475, v476 in ipairs(v227:GetChildren()) do

if v476:IsA("Tool") then

return v476;

end

end

return nil;

end

function AttackNoCoolDown()

local v228 = {};

local v229 = game:GetService("Workspace").Enemies:GetChildren();

local v230 = FindEnemiesInRange(v228, v229);

if not v230 then

return;

end

local v231 = GetEquippedTool();

if not v231 then

return;

end

pcall(function()

local v477 = game:GetService("ReplicatedStorage");

local v478 = v477:WaitForChild("Modules"):WaitForChild("Net"):WaitForChild("RE/RegisterAttack");

local v479 = v477:WaitForChild("Modules"):WaitForChild("Net"):WaitForChild("RE/RegisterHit");

if (# v228 > 0) then

v478:FireServer(1e-9);

v479:FireServer(v230, v228);

else

task.wait(1e-9);

end

end);

end

Type = 1;

spawn(function()

while wait() do

if (Type == 1) then

Pos = CFrame.new(0, 40, 0);

elseif (Type == 2) then

Pos = CFrame.new(- 40, 40, 0);

elseif (Type == 3) then

Pos = CFrame.new(40, 40, 0);

elseif (Type == 4) then

Pos = CFrame.new(0, 40, 40);

elseif (Type == 5) then

Pos = CFrame.new(0, 40, - 40);

end

end

end);

spawn(function()

while wait() do

Type = 1;

wait(0.2);

Type = 2;

wait(0.2);

Type = 3;

wait(0.2);

Type = 4;

wait(0.2);

Type = 5;

wait(0.2);

end

end);

function AutoHaki()

if not game:GetService("Players").LocalPlayer.Character:FindFirstChild("HasBuso") then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("Buso");

end

end

function to(v232)

repeat

wait(\_G.Fast\_Delay);

game.Players.LocalPlayer.Character.Humanoid:ChangeState(15);

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = v232;

task.wait();

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = v232;

until (v232.Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 2000

end

function to(v233)

pcall(function()

if (((v233.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(\_G.Fast\_Delay);

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = v233;

wait(0.05);

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

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = v233;

until ((v233.Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude < 2500) and (game.Players.LocalPlayer.Character.Humanoid.Health > 0)

wait();

end

end

end);

end

local v22 = Instance.new("ScreenGui");

local v23 = Instance.new("ImageButton");

local v24 = Instance.new("UICorner");

local v25 = Instance.new("ParticleEmitter");

local v26 = game:GetService("TweenService");

v22.Parent = game.CoreGui;

v22.ZIndexBehavior = Enum.ZIndexBehavior.Sibling;

v23.Parent = v22;

v23.BackgroundColor3 = Color3.fromRGB(255, 255, 255);

v23.BackgroundTransparency = 0.5

v23.BorderSizePixel = 0;

v23.Position = UDim2.new(0.120833337 - 0.1, 0, 0.0952890813 + 0.01, 0);

v23.Size = UDim2.new(0, 50, 0, 50);

v23.Draggable = true;

v23.Image = "http://www.roblox.com/asset/?id=130947856929902";

v24.Parent = v23;

v24.CornerRadius = UDim.new(1, 0);

v25.Parent = v23;

v25.LightEmission = 1;

v25.Size = NumberSequence.new({

NumberSequenceKeypoint.new(0, 0.1),

NumberSequenceKeypoint.new(1, 0)

});

v25.Lifetime = NumberRange.new(0.5, 1);

v25.Rate = 0;

v25.Speed = NumberRange.new(5, 10);

v25.Color = ColorSequence.new(Color3.fromRGB(255, 85, 255), Color3.fromRGB(85, 255, 255));

local v47 = v26:Create(v23, TweenInfo.new(0.5, Enum.EasingStyle.Quad, Enum.EasingDirection.Out), {

Rotation = 0

});

-- 🟢 Toggle state

local toggled = true

v23.MouseButton1Down:Connect(function()

v25.Rate = 100;

task.delay(1, function()

v25.Rate = 0;

end);

v47:Play();

game:GetService("VirtualInputManager"):SendKeyEvent(true, Enum.KeyCode.End, false, game);

v47.Completed:Connect(function()

v23.Rotation = 0;

end);

if not toggled then

-- Bật trạng thái: to + trắng đặc

toggled = true

v23.BackgroundTransparency = 0

v23.BackgroundColor3 = Color3.fromRGB(255,255,255)

local v235 = v26:Create(v23, TweenInfo.new(0.2, Enum.EasingStyle.Bounce, Enum.EasingDirection.Out), {

Size = UDim2.new(0, 60, 0, 60)

});

v235:Play()

else

-- Tắt trạng thái: nhỏ + trong nhẹ

toggled = false

v23.BackgroundTransparency = 0.5

v23.BackgroundColor3 = Color3.fromRGB(255,255,255)

local v483 = v26:Create(v23, TweenInfo.new(0.2, Enum.EasingStyle.Bounce, Enum.EasingDirection.Out), {

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

});

v483:Play()

end

end)

-- xoá effect mặc định

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

v16.Home:AddButton({

Title = "Tik Tok",

Description = "Click(Copy)",

Callback = function()

setclipboard("https://www.tiktok.com/@hnc\_roblox?\_t=ZS-8ywjDgNQ1ah&\_r=1");

end

});

v16.Home:AddButton({

Title = "Zalo Group",

Description = "Click(Copy)",

Callback = function()

setclipboard("https://zalo.me/g/tvdpop639");

end

});

v16.Home:AddButton({

Title = "Remember:",

Description = "This is not the real Banana Cat Hub, but a fake version made by HNC Roblox.",

Callback = function()

setclipboard("https://www.tiktok.com/@hnc\_roblox?\_t=ZS-8ywjDgNQ1ah&\_r=1");

end

});

\_G.FastAttackStrix\_Mode = "Super Fast Attack";

spawn(function()

while wait() do

if \_G.FastAttackStrix\_Mode then

pcall(function()

if (\_G.FastAttackStrix\_Mode == "Super Fast Attack") then

\_G.Fast\_Delay = 1e-9;

end

end);

end

end

end);

local v48 = v16.Main:AddDropdown("DropdownSelectWeapon", {

Title = "Select weapon",

Description = "",

Values = {

"Melee",

"Sword",

"Blox Fruits"

},

Multi = false,

Default = 1

});

v48:SetValue("Melee");

v48:OnChanged(function(v236)

ChooseWeapon = v236;

end);

task.spawn(function()

while wait() do

pcall(function()

if (ChooseWeapon == "Melee") then

for v836, v837 in pairs(game.Players.LocalPlayer.Backpack:GetChildren()) do

if (v837.ToolTip == "Melee") then

if game.Players.LocalPlayer.Backpack:FindFirstChild(tostring(v837.Name)) then

SelectWeapon = v837.Name;

end

end

end

elseif (ChooseWeapon == "Sword") then

for v1028, v1029 in pairs(game.Players.LocalPlayer.Backpack:GetChildren()) do

if (v1029.ToolTip == "Sword") then

if game.Players.LocalPlayer.Backpack:FindFirstChild(tostring(v1029.Name)) then

SelectWeapon = v1029.Name;

end

end

end

elseif (ChooseWeapon == "Blox Fruit") then

for v1430, v1431 in pairs(game.Players.LocalPlayer.Backpack:GetChildren()) do

if (v1431.ToolTip == "Blox Fruit") then

if game.Players.LocalPlayer.Backpack:FindFirstChild(tostring(v1431.Name)) then

SelectWeapon = v1431.Name;

end

end

end

end

end);

end

end);

local v49 = v16.Main:AddToggle("ToggleLevel", {

Title = "Auto Farm Level",

Description = "",

Default = false

});

v49:OnChanged(function(v237)

\_G.AutoLevel = v237;

if (v237 == false) then

wait();

Tween(game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.CFrame);

wait();

end

end);

v17.ToggleLevel:SetValue(false);

spawn(function()

while task.wait() do

if \_G.AutoLevel then

pcall(function()

CheckLevel();

if (not string.find(game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Container.QuestTitle.Title.Text, NameMon) or (game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible == false)) then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("AbandonQuest");

Tween(CFrameQ);

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

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("StartQuest", NameQuest, QuestLv);

end

elseif (string.find(game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Container.QuestTitle.Title.Text, NameMon) or (game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible == true)) then

for v1432, v1433 in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if (v1433:FindFirstChild("Humanoid") and v1433:FindFirstChild("HumanoidRootPart") and (v1433.Humanoid.Health > 0)) then

if (v1433.Name == Ms) then

repeat

wait(\_G.Fast\_Delay);

AttackNoCoolDown();

bringmob = true;

AutoHaki();

EquipTool(SelectWeapon);

Tween(v1433.HumanoidRootPart.CFrame \* Pos);

v1433.HumanoidRootPart.Size = Vector3.new(60, 60, 60);

v1433.HumanoidRootPart.Transparency = 1;

v1433.Humanoid.JumpPower = 0;

v1433.Humanoid.WalkSpeed = 0;

v1433.HumanoidRootPart.CanCollide = false;

FarmPos = v1433.HumanoidRootPart.CFrame;

MonFarm = v1433.Name;

until not \_G.AutoLevel or not v1433.Parent or (v1433.Humanoid.Health <= 0) or not game:GetService("Workspace").Enemies:FindFirstChild(v1433.Name) or (game.Players.LocalPlayer.PlayerGui.Main.Quest.Visible == false)

bringmob = false;

end

end

end

for v1434, v1435 in pairs(game:GetService("Workspace")['\_WorldOrigin'].EnemySpawns:GetChildren()) do

if string.find(v1435.Name, NameMon) then

if ((game.Players.LocalPlayer.Character.HumanoidRootPart.Position - v1435.Position).Magnitude >= 10) then

Tween(v1435.HumanoidRootPart.CFrame \* Pos);

end

end

end

end

end);

end

end

end);

local v50 = v16.Main:AddToggle("ToggleMobAura", {

Title = "Auto Farm Nearest",

Description = "",

Default = false

});

v50:OnChanged(function(v238)

\_G.AutoNear = v238;

if (v238 == false) then

wait();

Tween(game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.CFrame);

wait();

end

end);

v17.ToggleMobAura:SetValue(false);

spawn(function()

while wait() do

if \_G.AutoNear then

pcall(function()

for v838, v839 in pairs(game.Workspace.Enemies:GetChildren()) do

if (v839:FindFirstChild("Humanoid") and v839:FindFirstChild("HumanoidRootPart") and (v839.Humanoid.Health > 0)) then

if v839.Name then

if ((game.Players.LocalPlayer.Character.HumanoidRootPart.Position - v839:FindFirstChild("HumanoidRootPart").Position).Magnitude <= 5000) then

repeat

wait(\_G.Fast\_Delay);

AttackNoCoolDown();

bringmob = true;

AutoHaki();

EquipTool(SelectWeapon);

Tween(v839.HumanoidRootPart.CFrame \* Pos);

v839.HumanoidRootPart.Size = Vector3.new(60, 60, 60);

v839.HumanoidRootPart.Transparency = 1;

v839.Humanoid.JumpPower = 0;

v839.Humanoid.WalkSpeed = 0;

v839.HumanoidRootPart.CanCollide = false;

FarmPos = v839.HumanoidRootPart.CFrame;

MonFarm = v839.Name;

until not \_G.AutoNear or not v839.Parent or (v839.Humanoid.Health <= 0) or not game.Workspace.Enemies:FindFirstChild(v839.Name)

bringmob = false;

end

end

end

end

end);

end

end

end);

local v51 = v16.Main:AddToggle("ToggleCastleRaid", {

Title = "Auto Farm Pirates",

Description = "",

Default = false

});

v51:OnChanged(function(v239)

\_G.CastleRaid = v239;

end);

v17.ToggleCastleRaid:SetValue(false);

spawn(function()

while wait() do

if \_G.CastleRaid then

pcall(function()

local v764 = CFrame.new(- 5496.17432, 313.768921, - 2841.53027, 0.924894512, 7.37058e-9, 0.380223751, 3.588102e-8, 1, - 1.06665446e-7, - 0.380223751, 1.1229711e-7, 0.924894512);

if ((CFrame.new(- 5539.3115234375, 313.800537109375, - 2972.372314453125).Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 500) then

for v1030, v1031 in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if (\_G.CastleRaid and v1031:FindFirstChild("HumanoidRootPart") and v1031:FindFirstChild("Humanoid") and (v1031.Humanoid.Health > 0)) then

if ((v1031.HumanoidRootPart.Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude < 2000) then

repeat

wait(\_G.Fast\_Delay);

AttackNoCoolDown();

AutoHaki();

EquipTool(SelectWeapon);

v1031.HumanoidRootPart.CanCollide = false;

v1031.HumanoidRootPart.Size = Vector3.new(60, 60, 60);

Tween(v1031.HumanoidRootPart.CFrame \* Pos);

until (v1031.Humanoid.Health <= 0) or not v1031.Parent or not \_G.CastleRaid

end

end

end

else

Tween(v764);

end

end);

end

end

end);

local v52 = v16.Main:AddToggle("ToggleHakiFortress", {

Title = "Activate Color Haki (Fortress)",

Description = "",

Default = false

});

v52:OnChanged(function(v240)

\_G.EnableHakiFortress = v240;

end);

v17.ToggleHakiFortress:SetValue(false);

local function v53(v241, v242)

local v243 = {

[1] = {

StorageName = v241,

Type = "AuraSkin",

Context = "Equip"

}

};

game:GetService("ReplicatedStorage").Modules.Net:FindFirstChild("RF/FruitCustomizerRF"):InvokeServer(unpack(v243));

Tween2(v242);

end

local function v54(v244, v245)

local v246 = game.Players.LocalPlayer.Character;

if (not v246 or not v246:FindFirstChild("HumanoidRootPart")) then

return false;

end

local v247 = v246.HumanoidRootPart.Position;

return (v247 - v244).Magnitude < v245 ;

end

spawn(function()

while true do

if \_G.EnableHakiFortress then

v53("Snow White", Vector3.new(- 4971.71826171875, 335.9582214355469, - 3720.0595703125));

while not v54(Vector3.new(- 4971.71826171875, 335.9582214355469, - 3720.0595703125), 1) do

wait(0.1);

end

wait(0.5);

v53("Pure Red", Vector3.new(- 5414.92041015625, 314.2582092285156, - 2212.20166015625));

while not v54(Vector3.new(- 5414.92041015625, 314.2582092285156, - 2212.20166015625), 1) do

wait(0.1);

end

wait(0.5);

v53("Winter Sky", Vector3.new(- 5420.26318359375, 1089.3582763671875, - 2666.8193359375));

while not v54(Vector3.new(- 5420.26318359375, 1089.3582763671875, - 2666.8193359375), 1) do

wait(0.1);

end

wait(0.5);

\_G.EnableHakiFortress = false;

end

wait(0.5);

end

end);

local v55 = v16.Main:AddToggle("ToggleCollectChest", {

Title = "Auto Farm Chest",

Description = "",

Default = false

});

v55:OnChanged(function(v248)

\_G.AutoCollectChest = v248;

end);

spawn(function()

while wait() do

if \_G.AutoCollectChest then

local v673 = game:GetService("Players");

local v674 = v673.LocalPlayer;

local v675 = v674.Character or v674.CharacterAdded:Wait() ;

local v676 = v675:GetPivot().Position;

local v677 = game:GetService("CollectionService");

local v678 = v677:GetTagged("\_ChestTagged");

local v679, v680 = math.huge;

for v765 = 1, # v678 do

local v766 = v678[v765];

local v767 = (v766:GetPivot().Position - v676).Magnitude;

if (not v766:GetAttribute("IsDisabled") and (v767 < v679)) then

v679, v680 = v767, v766;

end

end

if v680 then

local v840 = v680:GetPivot().Position;

local v841 = CFrame.new(v840);

Tween2(v841);

end

end

end

end);

local v56 = v16.Main:AddSection("Mastery");

local v57 = v16.Main:AddDropdown("DropdownMastery", {

Title = "Auto Farm Mastery",

Description = "",

Values = {

"Near Mobs"

},

Multi = false,

Default = 1

});

v57:SetValue(TypeMastery);

v57:OnChanged(function(v249)

TypeMastery = v249;

end);

local v58 = v16.Main:AddToggle("ToggleMasteryFruit", {

Title = "Auto Mastery Fruit",

Description = "",

Default = false

});

v58:OnChanged(function(v250)

AutoFarmMasDevilFruit = v250;

end);

v17.ToggleMasteryFruit:SetValue(false);

local v59 = v16.Main:AddSlider("SliderHealt", {

Title = "Mob HP",

Description = "",

Default = 20,

Min = 0,

Max = 100,

Rounding = 1,

Callback = function(v251)

KillPercent = v251;

end

});

v59:OnChanged(function(v252)

KillPercent = v252;

end);

v59:SetValue(20);

spawn(function()

while task.wait() do

if \_G.UseSkill then

pcall(function()

if \_G.UseSkill then

for v1032, v1033 in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if ((v1033.Name == MonFarm) and v1033:FindFirstChild("Humanoid") and v1033:FindFirstChild("HumanoidRootPart") and (v1033.Humanoid.Health <= ((v1033.Humanoid.MaxHealth \* KillPercent) / 100))) then

repeat

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

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

Tween(v1033.HumanoidRootPart.CFrame \* Pos);

PositionSkillMasteryDevilFruit = v1033.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 v1606 = game:GetService("Players").LocalPlayer.Character:FindFirstChild(game.Players.LocalPlayer.Data.DevilFruit.Value).Level.Value;

if (SkillZ and (v1606 >= 1)) then

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

wait();

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

end

if (SkillX and (v1606 >= 2)) then

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

wait();

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

end

if (SkillC and (v1606 >= 3)) then

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

wait();

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

end

if (SkillV and (v1606 >= 4)) then

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

wait();

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

end

if (SkillF and (v1606 >= 5)) then

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

wait();

game:GetService("VirtualInputManager"):SendKeyEvent(false, "F", false, game);

end

end

until not AutoFarmMasDevilFruit or not \_G.UseSkill or (v1033.Humanoid.Health == 0)

end

end

end

end);

end

end

end);

spawn(function()

while task.wait(0.1) do

if (AutoFarmMasDevilFruit and (TypeMastery == "Near Mobs")) then

pcall(function()

for v842, v843 in pairs(game.Workspace.Enemies:GetChildren()) do

if (v843.Name and v843:FindFirstChild("Humanoid") and v843:FindFirstChild("HumanoidRootPart")) then

if ((game.Players.LocalPlayer.Character.HumanoidRootPart.Position - v843:FindFirstChild("HumanoidRootPart").Position).Magnitude <= 5000) then

repeat

wait(\_G.Fast\_Delay);

if (v843.Humanoid.Health <= ((v843.Humanoid.MaxHealth \* KillPercent) / 100)) then

\_G.UseSkill = true;

else

\_G.UseSkill = false;

AutoHaki();

bringmob = true;

EquipTool(SelectWeapon);

Tween(v843.HumanoidRootPart.CFrame \* Pos);

v843.HumanoidRootPart.Size = Vector3.new(60, 60, 60);

v843.HumanoidRootPart.Transparency = 1;

v843.Humanoid.JumpPower = 0;

v843.Humanoid.WalkSpeed = 0;

v843.HumanoidRootPart.CanCollide = false;

FarmPos = v843.HumanoidRootPart.CFrame;

MonFarm = v843.Name;

AttackNoCoolDown();

end

until not AutoFarmMasDevilFruit or (not MasteryType == "Near Mobs") or not v843.Parent or (v843.Humanoid.Health == 0)

bringmob = false;

\_G.UseSkill = false;

end

end

end

end);

end

end

end);

if Sea3 then

local v484 = v16.Main:AddSection("Xương");

local v485 = v16.Main:AddParagraph({

Title = "Bone Status",

Content = ""

});

spawn(function()

pcall(function()

while wait() do

local v768 = game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("Bones", "Check");

v485:SetDesc("You have: " .. tostring(v768) .. " Bones");

end

end);

end);

local v486 = v16.Main:AddToggle("ToggleBone", {

Title = "Auto Farm Bone",

Description = "",

Default = false

});

v486:OnChanged(function(v571)

\_G.AutoBone = v571;

if (v571 == false) then

wait();

Tween(game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.CFrame);

wait();

end

end);

v17.ToggleBone:SetValue(false);

local v487 = CFrame.new(- 9515.75, 174.8521728515625, 6079.40625);

spawn(function()

while wait() do

if \_G.AutoBone then

pcall(function()

local v894 = game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Container.QuestTitle.Title.Text;

if not string.find(v894, "Demonic Soul") then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("AbandonQuest");

end

if (game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible == false) then

Tween(v487);

if ((v487.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 v1661, v1662 in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if (v1662:FindFirstChild("HumanoidRootPart") and v1662:FindFirstChild("Humanoid") and (v1662.Humanoid.Health > 0)) then

if ((v1662.Name == "Reborn Skeleton") or (v1662.Name == "Living Zombie") or (v1662.Name == "Demonic Soul") or (v1662.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);

AttackNoCoolDown();

AutoHaki();

bringmob = true;

EquipTool(SelectWeapon);

Tween(v1662.HumanoidRootPart.CFrame \* Pos);

v1662.HumanoidRootPart.Size = Vector3.new(60, 60, 60);

v1662.HumanoidRootPart.Transparency = 1;

v1662.Humanoid.JumpPower = 0;

v1662.Humanoid.WalkSpeed = 0;

v1662.HumanoidRootPart.CanCollide = false;

FarmPos = v1662.HumanoidRootPart.CFrame;

MonFarm = v1662.Name;

until not \_G.AutoBone or (v1662.Humanoid.Health <= 0) or not v1662.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

else

end

end

end);

end

end

end);

local v488 = CFrame.new(- 9515.75, 174.8521728515625, 6079.40625);

spawn(function()

while wait() do

if \_G.AutoBoneNoQuest then

pcall(function()

Tween(v488);

if ((v488.Position - game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 3) then

end

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 v1436, v1437 in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if (v1437:FindFirstChild("HumanoidRootPart") and v1437:FindFirstChild("Humanoid") and (v1437.Humanoid.Health > 0)) then

if ((v1437.Name == "Reborn Skeleton") or (v1437.Name == "Living Zombie") or (v1437.Name == "Demonic Soul") or (v1437.Name == "Posessed Mummy")) then

repeat

wait(\_G.Fast\_Delay);

AttackNoCoolDown();

AutoHaki();

bringmob = true;

EquipTool(SelectWeapon);

Tween(v1437.HumanoidRootPart.CFrame \* Pos);

v1437.HumanoidRootPart.Size = Vector3.new(60, 60, 60);

v1437.HumanoidRootPart.Transparency = 1;

v1437.Humanoid.JumpPower = 0;

v1437.Humanoid.WalkSpeed = 0;

v1437.HumanoidRootPart.CanCollide = false;

FarmPos = v1437.HumanoidRootPart.CFrame;

MonFarm = v1437.Name;

until not \_G.AutoBoneNoQuest or (v1437.Humanoid.Health <= 0) or not v1437.Parent

end

end

end

end

end);

end

end

end);

local v489 = v16.Main:AddToggle("ToggleRandomBone", {

Title = "Random Bones",

Description = "",

Default = false

});

v489:OnChanged(function(v574)

\_G.AutoRandomBone = v574;

end);

v17.ToggleRandomBone:SetValue(false);

spawn(function()

while wait() do

if \_G.AutoRandomBone then

local v844 = {

[1] = "Bones",

[2] = "Buy",

[3] = 1,

[4] = 1

};

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer(unpack(v844));

end

end

end);

end

if Sea3 then

local v490 = v16.Main:AddSection("Cake Prince");

local v491 = v16.Main:AddParagraph({

Title = "Status",

Content = ""

});

spawn(function()

while wait() do

pcall(function()

if (string.len(game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("CakePrinceSpawner")) == 88) then

v491:SetDesc("Left: " .. string.sub(game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("CakePrinceSpawner"), 39, 41) .. "");

elseif (string.len(game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("CakePrinceSpawner")) == 87) then

v491:SetDesc("Còn: " .. string.sub(game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("CakePrinceSpawner"), 39, 40) .. "");

elseif (string.len(game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("CakePrinceSpawner")) == 86) then

v491:SetDesc("Còn: " .. string.sub(game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("CakePrinceSpawner"), 39, 39) .. " ");

else

v491:SetDesc("Tư Lệnh Bánh : ✅️");

end

end);

end

end);

local v492 = v16.Main:AddToggle("ToggleCake", {

Title = "Auto Cake Prince",

Description = "",

Default = false

});

local v493 = true;

v492:OnChanged(function(v575)

\_G.CakePrince = v575;

if v575 then

if v493 then

v493 = false;

local v895 = CFrame.new(- 2003.932861328125, 380.4824523925781, - 12561.0185546875);

Tween(v895);

end

else

v493 = true;

wait();

Tween(game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.CFrame);

wait();

end

end);

v17.ToggleCake:SetValue(false);

spawn(function()

while wait() do

if \_G.CakePrince then

pcall(function()

if game:GetService("Workspace").Enemies:FindFirstChild("Cake Prince") then

for v1438, v1439 in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if (v1439.Name == "Cake Prince") then

if (v1439:FindFirstChild("Humanoid") and v1439:FindFirstChild("HumanoidRootPart") and (v1439.Humanoid.Health > 0)) then

repeat

task.wait(\_G.Fast\_Delay);

AutoHaki();

EquipTool(SelectWeapon);

v1439.HumanoidRootPart.CanCollide = false;

v1439.Humanoid.WalkSpeed = 0;

v1439.HumanoidRootPart.Size = Vector3.new(60, 60, 60);

Tween(v1439.HumanoidRootPart.CFrame \* Pos);

AttackNoCoolDown();

until not \_G.CakePrince or not v1439.Parent or (v1439.Humanoid.Health <= 0)

end

end

end

elseif game:GetService("ReplicatedStorage"):FindFirstChild("Cake Prince [Lv. 2300] [Raid Boss]") then

Tween(game:GetService("ReplicatedStorage"):FindFirstChild("Cake Prince [Lv. 2300] [Raid Boss]").HumanoidRootPart.CFrame \* CFrame.new(2, 20, 2));

elseif (game:GetService("Workspace").Map.CakeLoaf.BigMirror.Other.Transparency == 1) then

if (game:GetService("Workspace").Enemies:FindFirstChild("Cookie Crafter") or game:GetService("Workspace").Enemies:FindFirstChild("Cake Guard") or game:GetService("Workspace").Enemies:FindFirstChild("Baking Staff") or game:GetService("Workspace").Enemies:FindFirstChild("Head Baker")) then

for v1754, v1755 in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if ((v1755.Name == "Cookie Crafter") or (v1755.Name == "Cake Guard") or (v1755.Name == "Baking Staff") or (v1755.Name == "Head Baker")) then

if (v1755:FindFirstChild("Humanoid") and v1755:FindFirstChild("HumanoidRootPart") and (v1755.Humanoid.Health > 0)) then

repeat

task.wait(\_G.Fast\_Delay);

AutoHaki();

bringmob = true;

EquipTool(SelectWeapon);

v1755.HumanoidRootPart.CanCollide = false;

v1755.Humanoid.WalkSpeed = 0;

v1755.Head.CanCollide = false;

v1755.HumanoidRootPart.Size = Vector3.new(60, 60, 60);

FarmPos = v1755.HumanoidRootPart.CFrame;

MonFarm = v1755.Name;

Tween(v1755.HumanoidRootPart.CFrame \* Pos);

AttackNoCoolDown();

until not \_G.CakePrince or not v1755.Parent or (v1755.Humanoid.Health <= 0) or (game:GetService("Workspace").Map.CakeLoaf.BigMirror.Other.Transparency == 0) or game:GetService("ReplicatedStorage"):FindFirstChild("Cake Prince [Lv. 2300] [Raid Boss]") or game:GetService("Workspace").Enemies:FindFirstChild("Cake Prince [Lv. 2300] [Raid Boss]")

bringmob = false;

end

end

end

end

end

end);

end

end

end);

local v494 = v16.Main:AddToggle("ToggleDoughKing", {

Title = "Auto Dough King",

Description = "",

Default = false

});

v494:OnChanged(function(v576)

\_G.DoughKing = v576;

if (v576 == false) then

wait();

Tween(game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.CFrame);

wait();

end

end);

v17.ToggleDoughKing:SetValue(false);

spawn(function()

while wait() do

if \_G.DoughKing then

pcall(function()

if game:GetService("Workspace").Enemies:FindFirstChild("Dough King") then

for v1440, v1441 in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if (v1441.Name == "Dough King") then

if (v1441:FindFirstChild("Humanoid") and v1441:FindFirstChild("HumanoidRootPart") and (v1441.Humanoid.Health > 0)) then

repeat

task.wait(\_G.Fast\_Delay);

AutoHaki();

EquipTool(SelectWeapon);

v1441.HumanoidRootPart.CanCollide = false;

v1441.Humanoid.WalkSpeed = 0;

v1441.HumanoidRootPart.Size = Vector3.new(60, 60, 60);

Tween(v1441.HumanoidRootPart.CFrame \* Pos);

AttackNoCoolDown();

until not \_G.DoughKing or not v1441.Parent or (v1441.Humanoid.Health <= 0)

end

end

end

end

end);

end

end

end);

local v495 = v16.Main:AddToggle("ToggleSpawnCake", {

Title = "Spawm Cake Prince",

Description = "",

Default = true

});

v495:OnChanged(function(v577)

\_G.SpawnCakePrince = v577;

end);

v17.ToggleSpawnCake:SetValue(true);

end

spawn(function()

while wait() do

if \_G.SpawnCakePrince then

local v681 = {

[1] = "CakePrinceSpawner",

[2] = true

};

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer(unpack(v681));

local v681 = {

[1] = "CakePrinceSpawner"

};

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer(unpack(v681));

end

end

end);

if Sea2 then

local v496 = v16.Main:AddSection("Ectoplasm Farm");

local v497 = v16.Main:AddToggle("ToggleVatChatKiDi", {

Title = "Auto Farm Ectoplasm",

Description = "",

Default = false

});

v497:OnChanged(function(v578)

\_G.Ectoplasm = v578;

end);

v17.ToggleVatChatKiDi:SetValue(false);

spawn(function()

while wait() 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 v1442, v1443 in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if ((v1443.Name == "Ship Steward") or (v1443.Name == "Ship Engineer") or (v1443.Name == "Ship Deckhand") or ((v1443.Name == "Ship Officer") and v1443:FindFirstChild("Humanoid"))) then

if (v1443.Humanoid.Health > 0) then

repeat

wait(\_G.Fast\_Delay);

AttackNoCoolDown();

AutoHaki();

bringmob = true;

EquipTool(SelectWeapon);

Tween(v1443.HumanoidRootPart.CFrame \* Pos);

v1443.HumanoidRootPart.Size = Vector3.new(60, 60, 60);

v1443.HumanoidRootPart.Transparency = 1;

v1443.Humanoid.JumpPower = 0;

v1443.Humanoid.WalkSpeed = 0;

v1443.HumanoidRootPart.CanCollide = false;

FarmPos = v1443.HumanoidRootPart.CFrame;

MonFarm = v1443.Name;

until (\_G.Ectoplasm == false) or not v1443.Parent or (v1443.Humanoid.Health == 0) or not game:GetService("Workspace").Enemies:FindFirstChild(v1443.Name)

bringmob = false;

end

end

end

else

local v1334 = (Vector3.new(904.4072265625, 181.05767822266, 33341.38671875) - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude;

if (v1334 > 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);

end

local v60 = v16.Main:AddSection("Boss");

if Sea1 then

tableBoss = {

"The Gorilla King",

"Bobby",

"Yeti",

"Mob Leader",

"Vice Admiral",

"Warden",

"Chief Warden",

"Swan",

"Magma Admiral",

"Fishman Lord",

"Wysper",

"Thunder God",

"Cyborg",

"Saber Expert"

};

elseif Sea2 then

tableBoss = {

"Diamond",

"Jeremy",

"Fajita",

"Don Swan",

"Smoke Admiral",

"Cursed Captain",

"Darkbeard",

"Order",

"Awakened Ice Admiral",

"Tide Keeper"

};

elseif Sea3 then

tableBoss = {

"Stone",

"Hydra Leader",

"Kilo Admiral",

"Captain Elephant",

"Beautiful Pirate",

"rip\_indra True Form",

"Longma",

"Soul Reaper",

"Cake Queen"

};

end

local v61 = v16.Main:AddDropdown("DropdownBoss", {

Title = "Select Boss",

Description = "",

Values = tableBoss,

Multi = false,

Default = 1

});

v61:SetValue(\_G.SelectBoss);

v61:OnChanged(function(v253)

\_G.SelectBoss = v253;

end);

local v62 = v16.Main:AddToggle("ToggleAutoFarmBoss", {

Title = "Auto Farm Boss",

Description = "",

Default = false

});

v62:OnChanged(function(v254)

\_G.AutoBoss = v254;

end);

v17.ToggleAutoFarmBoss:SetValue(false);

spawn(function()

while wait() do

if \_G.AutoBoss then

pcall(function()

if game:GetService("Workspace").Enemies:FindFirstChild(\_G.SelectBoss) then

for v1034, v1035 in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if (v1035.Name == \_G.SelectBoss) then

if (v1035:FindFirstChild("Humanoid") and v1035:FindFirstChild("HumanoidRootPart") and (v1035.Humanoid.Health > 0)) then

repeat

wait(\_G.Fast\_Delay);

AttackNoCoolDown();

AutoHaki();

EquipTool(SelectWeapon);

v1035.HumanoidRootPart.CanCollide = false;

v1035.Humanoid.WalkSpeed = 0;

v1035.HumanoidRootPart.Size = Vector3.new(60, 60, 60);

Tween(v1035.HumanoidRootPart.CFrame \* Pos);

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

until not \_G.AutoBoss or not v1035.Parent or (v1035.Humanoid.Health <= 0)

end

end

end

elseif game:GetService("ReplicatedStorage"):FindFirstChild(\_G.SelectBoss) then

Tween(game:GetService("ReplicatedStorage"):FindFirstChild(\_G.SelectBoss).HumanoidRootPart.CFrame \* CFrame.new(5, 10, 7));

end

end);

end

end

end);

local v63 = v16.Main:AddSection("Material");

if Sea1 then

MaterialList = {

"Scrap Metal",

"Leather",

"Angel Wings",

"Magma Ore",

"Fish Tail"

};

elseif Sea2 then

MaterialList = {

"Scrap Metal",

"Leather",

"Radioactive Material",

"Mystic Droplet",

"Magma Ore",

"Vampire Fang"

};

elseif Sea3 then

MaterialList = {

"Scrap Metal",

"Leather",

"Demonic Wisp",

"Conjured Cocoa",

"Dragon Scale",

"Gunpowder",

"Fish Tail",

"Mini Tusk",

"Hydra Enforcer",

"Venomous Assailant"

};

end

local v64 = v16.Main:AddDropdown("DropdownMaterial", {

Title = "Select Material",

Description = "",

Values = MaterialList,

Multi = false,

Default = 1

});

v64:SetValue(SelectMaterial);

v64:OnChanged(function(v255)

SelectMaterial = v255;

end);

local v65 = v16.Main:AddToggle("ToggleMaterial", {

Title = "Auto Farm Material",

Description = "",

Default = false

});

v65:OnChanged(function(v256)

\_G.AutoMaterial = v256;

if (v256 == false) then

wait();

Tween(game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.CFrame);

wait();

end

end);

v17.ToggleMaterial:SetValue(false);

spawn(function()

while task.wait() do

if \_G.AutoMaterial then

pcall(function()

MaterialMon(SelectMaterial);

Tween(MPos);

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

for v1036, v1037 in pairs(game.Workspace.Enemies:GetChildren()) do

if (v1037:FindFirstChild("Humanoid") and v1037:FindFirstChild("HumanoidRootPart") and (v1037.Humanoid.Health > 0)) then

if (v1037.Name == MMon) then

repeat

wait(\_G.Fast\_Delay);

AttackNoCoolDown();

AutoHaki();

bringmob = true;

EquipTool(SelectWeapon);

Tween(v1037.HumanoidRootPart.CFrame \* Pos);

v1037.HumanoidRootPart.Size = Vector3.new(60, 60, 60);

v1037.HumanoidRootPart.Transparency = 1;

v1037.Humanoid.JumpPower = 0;

v1037.Humanoid.WalkSpeed = 0;

v1037.HumanoidRootPart.CanCollide = false;

FarmPos = v1037.HumanoidRootPart.CFrame;

MonFarm = v1037.Name;

until not \_G.AutoMaterial or not v1037.Parent or (v1037.Humanoid.Health <= 0)

bringmob = false;

end

end

end

else

for v1038, v1039 in pairs(game:GetService("Workspace")['\_WorldOrigin'].EnemySpawns:GetChildren()) do

if string.find(v1039.Name, Mon) then

if ((game.Players.LocalPlayer.Character.HumanoidRootPart.Position - v1039.Position).Magnitude >= 10) then

Tween(v1039.HumanoidRootPart.CFrame \* Pos);

end

end

end

end

end);

end

end

end);

if Sea3 then

local v498 = v16.Sea:AddSection("Kitsune Island Status");

local v499 = v16.Sea:AddParagraph({

Title = "",

Content = ""

});

function UpdateKitsune()

if game:GetService("Workspace").Map:FindFirstChild("KitsuneIsland") then

v499:SetDesc("Kitsune Island : ✅️");

else

v499:SetDesc("Kitsune Island : ❌️");

end

end

spawn(function()

pcall(function()

while wait() do

UpdateKitsune();

end

end);

end);

local v500 = v16.Sea:AddToggle("ToggleEspKitsune", {

Title = "Esp Kitsune island",

Description = "",

Default = false

});

v500:OnChanged(function(v579)

KitsuneIslandEsp = v579;

while KitsuneIslandEsp do

wait();

UpdateIslandKisuneESP();

end

end);

v17.ToggleEspKitsune:SetValue(false);

function UpdateIslandKisuneESP()

for v682, v683 in pairs(game:GetService("Workspace")['\_WorldOrigin'].Locations:GetChildren()) do

pcall(function()

if KitsuneIslandEsp then

if (v683.Name == "Kitsune Island") then

if not v683:FindFirstChild("NameEsp") then

local v1518 = Instance.new("BillboardGui", v683);

v1518.Name = "NameEsp";

v1518.ExtentsOffset = Vector3.new(0, 1, 0);

v1518.Size = UDim2.new(1, 200, 1, 30);

v1518.Adornee = v683;

v1518.AlwaysOnTop = true;

local v1524 = Instance.new("TextLabel", v1518);

v1524.Font = "Code";

v1524.FontSize = "Size14";

v1524.TextWrapped = true;

v1524.Size = UDim2.new(1, 0, 1, 0);

v1524.TextYAlignment = "Top";

v1524.BackgroundTransparency = 1;

v1524.TextStrokeTransparency = 0.5;

v1524.TextColor3 = Color3.fromRGB(80, 245, 245);

else

v683['NameEsp'].TextLabel.Text = v683.Name .. " \n" .. v20((game:GetService("Players").LocalPlayer.Character.Head.Position - v683.Position).Magnitude / 3) .. " M" ;

end

end

elseif v683:FindFirstChild("NameEsp") then

v683:FindFirstChild("NameEsp"):Destroy();

end

end);

end

end

local v501 = v16.Sea:AddToggle("ToggleTPKitsune", {

Title = "Fly to Kitsune Island",

Description = "",

Default = false

});

v501:OnChanged(function(v580)

\_G.TweenToKitsune = v580;

end);

v17.ToggleTPKitsune:SetValue(false);

spawn(function()

local v581;

while not v581 do

v581 = game:GetService("Workspace").Map:FindFirstChild("KitsuneIsland");

wait();

end

while wait() do

if \_G.TweenToKitsune then

local v845 = v581:FindFirstChild("ShrineActive");

if v845 then

for v1335, v1336 in pairs(v845:GetDescendants()) do

if (v1336:IsA("BasePart") and v1336.Name:find("NeonShrinePart")) then

Tween(v1336.CFrame);

end

end

end

end

end

end);

local v502 = v16.Sea:AddToggle("ToggleCollectAzure", {

Title = "Auto Collect Azure Ember",

Description = "",

Default = false

});

v502:OnChanged(function(v582)

\_G.CollectAzure = v582;

end);

v17.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").CFrame);

end

end);

end

end

end);

end

v16.Sea:AddButton({

Title = "Auto Trade Azure Ember",

Description = "",

Callback = function()

game:GetService("ReplicatedStorage"):WaitForChild("Modules"):WaitForChild("Net"):WaitForChild("RF/KitsuneStatuePray"):InvokeServer();

end

});

if Sea3 then

local v503 = v16.Sea:AddSection("Sea");

local v504 = game:GetService("Players");

local v505 = game:GetService("RunService");

local v506 = game:GetService("VirtualInputManager");

local v507 = game:GetService("Workspace");

local v508 = 350;

local v509 = v16.Sea:AddSlider("SliderSpeedBoat", {

Title = "Boat Speed",

Description = "",

Default = v508,

Min = 0,

Max = 350,

Rounding = 1,

Callback = function(v583)

v508 = v583;

end

});

v509:SetValue(v508);

local v510 = v16.Sea:AddToggle("AutoFindPrehistoric", {

Title = "Auto Find Prehistoric Island",

Description = "",

Default = false

});

v17.AutoFindPrehistoric:SetValue(false);

v510:OnChanged(function(v584)

\_G.AutoFindPrehistoric = v584;

end);

local v511 = {};

local v512 = false;

local v513 = false;

v505.RenderStepped:Connect(function()

if not \_G.AutoFindPrehistoric then

v513 = false;

return;

end

local v585 = v504.LocalPlayer;

local v586 = v585.Character;

if (not v586 or not v586:FindFirstChild("Humanoid")) then

return;

end

local function v587()

if v512 then

return;

end

v512 = true;

for v769, v770 in pairs(v511) do

if (v770 and v770.Parent and (v770.Name == "VehicleSeat") and not v770.Occupant) then

Tween2(v770.CFrame);

break;

end

end

v512 = false;

end

local v588 = v586.Humanoid;

local v589 = false;

local v590 = nil;

for v684, v685 in pairs(v507.Boats:GetChildren()) do

local v686 = v685:FindFirstChild("VehicleSeat");

if (v686 and (v686.Occupant == v588)) then

v589 = true;

v590 = v686;

v511[v685.Name] = v686;

elseif (v686 and (v686.Occupant == nil)) then

v587();

end

end

if not v589 then

return;

end

v590.MaxSpeed = v508;

v590.CFrame = CFrame.new(Vector3.new(v590.Position.X, v590.Position.Y, v590.Position.Z)) \* v590.CFrame.Rotation ;

v506:SendKeyEvent(true, "W", false, game);

for v687, v688 in pairs(v507.Boats:GetDescendants()) do

if v688:IsA("BasePart") then

v688.CanCollide = false;

end

end

for v689, v690 in pairs(v586:GetDescendants()) do

if v690:IsA("BasePart") then

v690.CanCollide = false;

end

end

local v593 = {

"ShipwreckIsland",

"SandIsland",

"TreeIsland",

"TinyIsland",

"MysticIsland",

"KitsuneIsland",

"FrozenDimension"

};

for v691, v692 in ipairs(v593) do

local v693 = v507.Map:FindFirstChild(v692);

if (v693 and v693:IsA("Model")) then

v693:Destroy();

end

end

local v594 = v507.Map:FindFirstChild("PrehistoricIsland");

if v594 then

v506:SendKeyEvent(false, "W", false, game);

\_G.AutoFindPrehistoric = false;

if not v513 then

v14:Notify({

Title = "Banana Cat Hub",

Content = "Đảo Dung Nham Tìm Thấy",

Duration = 10

});

v513 = true;

end

return;

end

end);

local v514 = v16.Sea:AddToggle("AutoFindMirage", {

Title = "Auto Find Mirage",

Description = "",

Default = false

});

v17.AutoFindMirage:SetValue(false);

v514:OnChanged(function(v595)

\_G.AutoFindMirage = v595;

end);

local v511 = {};

local v512 = false;

local v513 = false;

v505.RenderStepped:Connect(function()

if not \_G.AutoFindMirage then

v513 = false;

return;

end

local v596 = v504.LocalPlayer;

local v597 = v596.Character;

if (not v597 or not v597:FindFirstChild("Humanoid")) then

return;

end

local function v598()

if v512 then

return;

end

v512 = true;

for v771, v772 in pairs(v511) do

if (v772 and v772.Parent and (v772.Name == "VehicleSeat") and not v772.Occupant) then

Tween2(v772.CFrame);

break;

end

end

v512 = false;

end

local v599 = v597.Humanoid;

local v600 = false;

local v601 = nil;

for v694, v695 in pairs(v507.Boats:GetChildren()) do

local v696 = v695:FindFirstChild("VehicleSeat");

if (v696 and (v696.Occupant == v599)) then

v600 = true;

v601 = v696;

v511[v695.Name] = v696;

elseif (v696 and (v696.Occupant == nil)) then

v598();

end

end

if not v600 then

return;

end

v601.MaxSpeed = v508;

v601.CFrame = CFrame.new(Vector3.new(v601.Position.X, v601.Position.Y, v601.Position.Z)) \* v601.CFrame.Rotation ;

v506:SendKeyEvent(true, "W", false, game);

for v697, v698 in pairs(v507.Boats:GetDescendants()) do

if v698:IsA("BasePart") then

v698.CanCollide = false;

end

end

for v699, v700 in pairs(v597:GetDescendants()) do

if v700:IsA("BasePart") then

v700.CanCollide = false;

end

end

local v604 = {

"ShipwreckIsland",

"SandIsland",

"TreeIsland",

"TinyIsland",

"PrehistoricIsland",

"KitsuneIsland",

"FrozenDimension"

};

for v701, v702 in ipairs(v604) do

local v703 = v507.Map:FindFirstChild(v702);

if (v703 and v703:IsA("Model")) then

v703:Destroy();

end

end

local v605 = v507.Map:FindFirstChild("MysticIsland");

if v605 then

v506:SendKeyEvent(false, "W", false, game);

\_G.AutoFindMirage = false;

if not v513 then

v14:Notify({

Title = "Banana Cat Hub",

Content = "Đảo Bí Ẩn Tìm Thấy",

Duration = 10

});

v513 = true;

end

return;

end

end);

local v515 = v16.Sea:AddToggle("AutoFindFrozen", {

Title = "Auto Find Leviathan Island",

Description = "",

Default = false

});

v17.AutoFindFrozen:SetValue(false);

v515:OnChanged(function(v606)

\_G.AutoFindFrozen = v606;

end);

local v511 = {};

local v512 = false;

local v513 = false;

v505.RenderStepped:Connect(function()

if not \_G.AutoFindFrozen then

v513 = false;

return;

end

local v607 = v504.LocalPlayer;

local v608 = v607.Character;

if (not v608 or not v608:FindFirstChild("Humanoid")) then

return;

end

local function v609()

if v512 then

return;

end

v512 = true;

for v773, v774 in pairs(v511) do

if (v774 and v774.Parent and (v774.Name == "VehicleSeat") and not v774.Occupant) then

Tween2(v774.CFrame);

break;

end

end

v512 = false;

end

local v610 = v608.Humanoid;

local v611 = false;

local v612 = nil;

for v704, v705 in pairs(v507.Boats:GetChildren()) do

local v706 = v705:FindFirstChild("VehicleSeat");

if (v706 and (v706.Occupant == v610)) then

v611 = true;

v612 = v706;

v511[v705.Name] = v706;

elseif (v706 and (v706.Occupant == nil)) then

v609();

end

end

if not v611 then

return;

end

v612.MaxSpeed = v508;

v612.CFrame = CFrame.new(Vector3.new(v612.Position.X, v612.Position.Y, v612.Position.Z)) \* v612.CFrame.Rotation ;

v506:SendKeyEvent(true, "W", false, game);

for v707, v708 in pairs(v507.Boats:GetDescendants()) do

if v708:IsA("BasePart") then

v708.CanCollide = false;

end

end

for v709, v710 in pairs(v608:GetDescendants()) do

if v710:IsA("BasePart") then

v710.CanCollide = false;

end

end

local v615 = {

"ShipwreckIsland",

"SandIsland",

"TreeIsland",

"TinyIsland",

"MysticIsland",

"KitsuneIsland",

"PrehistoricIsland"

};

for v711, v712 in ipairs(v615) do

local v713 = v507.Map:FindFirstChild(v712);

if (v713 and v713:IsA("Model")) then

v713:Destroy();

end

end

local v616 = v507.Map:FindFirstChild("FrozenDimension");

if v616 then

v506:SendKeyEvent(false, "W", false, game);

\_G.AutoFindFrozen = false;

if not v513 then

v14:Notify({

Title = "Banana Cat Hub",

Content = "Đảo Leviathan Tìm Thấy",

Duration = 10

});

v513 = true;

end

return;

end

end);

local v516 = v16.Sea:AddToggle("AutoComeTiki", {

Title = "Go Back To Tiki Outpost",

Description = "",

Default = false

});

v516:OnChanged(function(v617)

\_G.AutoComeTiki = v617;

end);

v505.RenderStepped:Connect(function()

if not \_G.AutoComeTiki then

return;

end

local v618 = v504.LocalPlayer;

local v619 = v618.Character;

if (not v619 or not v619:FindFirstChild("Humanoid")) then

return;

end

local v620 = v619.Humanoid;

local v621 = nil;

for v714, v715 in pairs(v507.Boats:GetChildren()) do

local v716 = v715:FindFirstChild("VehicleSeat");

if (v716 and (v716.Occupant == v620)) then

v621 = v716;

break;

end

end

if v621 then

v621.MaxSpeed = v508;

local v776 = CFrame.new(- 16217.7568359375, 9.126761436462402, 446.06536865234375);

local v777 = v621.Position;

local v778 = v776.Position;

local v779 = (v778 - v777).unit;

local v780 = v779 \* v621.MaxSpeed \* v505.RenderStepped:Wait() ;

v621.CFrame = v621.CFrame + v780 ;

local v782 = CFrame.new(v777, v778);

v621.CFrame = CFrame.new(v621.Position, v778);

if ((v621.Position - v778).magnitude < 120) then

\_G.AutoComeTiki = false;

v506:SendKeyEvent(false, "W", false, game);

end

end

end);

local v517 = v16.Sea:AddToggle("AutoComeHydra", {

Title = "Go Back To Hydra Island",

Description = "",

Default = false

});

v517:OnChanged(function(v622)

\_G.AutoComeHydra = v622;

end);

v505.RenderStepped:Connect(function()

if not \_G.AutoComeHydra then

return;

end

local v623 = v504.LocalPlayer;

local v624 = v623.Character;

if (not v624 or not v624:FindFirstChild("Humanoid")) then

return;

end

local v625 = v624.Humanoid;

local v626 = nil;

for v717, v718 in pairs(v507.Boats:GetChildren()) do

local v719 = v718:FindFirstChild("VehicleSeat");

if (v719 and (v719.Occupant == v625)) then

v626 = v719;

break;

end

end

if v626 then

v626.MaxSpeed = v508;

local v784 = CFrame.new(5193.9375, - 0.04690289497375488, 1631.578369140625);

local v785 = v626.Position;

local v786 = v784.Position;

local v787 = (v786 - v785).unit;

local v788 = v787 \* v626.MaxSpeed \* v505.RenderStepped:Wait() ;

v626.CFrame = v626.CFrame + v788 ;

local v790 = CFrame.new(v785, v786);

v626.CFrame = CFrame.new(v626.Position, v786);

if ((v626.Position - v786).magnitude < 120) then

\_G.AutoComeHydra = false;

v506:SendKeyEvent(false, "W", false, game);

end

end

end);

v16.Sea:AddButton({

Title = "Travel to Hunting Zone",

Description = "",

Callback = function()

Tween2(CFrame.new(- 16917.154296875, 7.757596015930176, 511.8203125));

end

});

local v511 = {};

local v518 = {

"Beast Hunter",

"Sleigh",

"Miracle",

"The Sentinel",

"Guardian",

"Lantern",

"Dinghy",

"PirateSloop",

"PirateBrigade",

"PirateGrandBrigade",

"MarineGrandBrigade",

"MarineBrigade",

"MarineSloop"

};

local v519 = v16.Sea:AddDropdown("DropdownBoat", {

Title = "Select Boat",

Description = "",

Values = v518,

Multi = false,

Default = 1

});

v519:SetValue(selectedBoat);

v519:OnChanged(function(v627)

selectedBoat = v627;

end);

local function v520(v628)

local v629 = {

[1] = "BuyBoat",

[2] = v628

};

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer(unpack(v629));

task.delay(2, function()

for v791, v792 in pairs(v507.Boats:GetChildren()) do

if (v792:IsA("Model") and (v792.Name == v628)) then

local v896 = v792:FindFirstChild("VehicleSeat");

if (v896 and not v896.Occupant) then

v511[v628] = v896;

end

end

end

end);

end

local function v521()

for v720, v721 in pairs(v511) do

if (v721 and v721.Parent and (v721.Name == "VehicleSeat") and not v721.Occupant) then

Tween2(v721.CFrame);

end

end

end

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

for v722, v723 in pairs(v511) do

if (v723 and v723.Parent and (v723.Name == "VehicleSeat") and not v723.Occupant) then

v511[v722] = v723;

end

end

end);

v16.Sea:AddButton({

Title = "Buy Boad",

Description = "",

Callback = function()

v520(selectedBoat);

end

});

v16.Sea:AddButton({

Title = "Fly To My Boat",

Description = "",

Callback = function()

v521();

end

});

local v522 = v16.Sea:AddToggle("ToggleTerrorshark", {

Title = "Attack Terrorshark",

Description = "",

Default = false

});

v522:OnChanged(function(v630)

\_G.AutoTerrorshark = v630;

end);

v17.ToggleTerrorshark:SetValue(false);

spawn(function()

while wait() do

if \_G.AutoTerrorshark then

pcall(function()

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

for v1444, v1445 in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if (v1445.Name == "Terrorshark") then

if (v1445:FindFirstChild("Humanoid") and v1445:FindFirstChild("HumanoidRootPart") and (v1445.Humanoid.Health > 0)) then

repeat

wait(\_G.Fast\_Delay);

AttackNoCoolDown();

AutoHaki();

EquipTool(SelectWeapon);

v1445.HumanoidRootPart.CanCollide = false;

v1445.Humanoid.WalkSpeed = 0;

v1445.HumanoidRootPart.Size = Vector3.new(60, 60, 60);

Tween(v1445.HumanoidRootPart.CFrame \* Pos);

until not \_G.AutoTerrorshark or not v1445.Parent or (v1445.Humanoid.Health <= 0)

end

end

end

elseif 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 v523 = v16.Sea:AddToggle("TogglePiranha", {

Title = "Attack Piranha",

Description = "",

Default = false

});

v523:OnChanged(function(v631)

\_G.farmpiranya = v631;

end);

v17.TogglePiranha:SetValue(false);

spawn(function()

while wait() do

if \_G.farmpiranya then

pcall(function()

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

for v1446, v1447 in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if (v1447.Name == "Piranha") then

if (v1447:FindFirstChild("Humanoid") and v1447:FindFirstChild("HumanoidRootPart") and (v1447.Humanoid.Health > 0)) then

repeat

wait(\_G.Fast\_Delay);

AttackNoCoolDown();

AutoHaki();

EquipTool(SelectWeapon);

v1447.HumanoidRootPart.CanCollide = false;

v1447.Humanoid.WalkSpeed = 0;

v1447.HumanoidRootPart.Size = Vector3.new(60, 60, 60);

Tween(v1447.HumanoidRootPart.CFrame \* Pos);

until not \_G.farmpiranya or not v1447.Parent or (v1447.Humanoid.Health <= 0)

end

end

end

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

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

else

end

end);

end

end

end);

local v524 = v16.Sea:AddToggle("ToggleShark", {

Title = "Attack Shark",

Description = "",

Default = false

});

v524:OnChanged(function(v632)

\_G.AutoShark = v632;

end);

v17.ToggleShark:SetValue(false);

spawn(function()

while wait() do

if \_G.AutoShark then

pcall(function()

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

for v1448, v1449 in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if (v1449.Name == "Shark") then

if (v1449:FindFirstChild("Humanoid") and v1449:FindFirstChild("HumanoidRootPart") and (v1449.Humanoid.Health > 0)) then

repeat

wait(\_G.Fast\_Delay);

AttackNoCoolDown();

AutoHaki();

EquipTool(SelectWeapon);

v1449.HumanoidRootPart.CanCollide = false;

v1449.Humanoid.WalkSpeed = 0;

v1449.HumanoidRootPart.Size = Vector3.new(60, 60, 60);

Tween(v1449.HumanoidRootPart.CFrame \* Pos);

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

until not \_G.AutoShark or not v1449.Parent or (v1449.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("Terrorshark") then

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

else

end

end

end);

end

end

end);

local v525 = v16.Sea:AddToggle("ToggleFishCrew", {

Title = "Attack Fish Crew",

Description = "",

Default = false

});

v525:OnChanged(function(v633)

\_G.AutoFishCrew = v633;

end);

v17.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 v1450, v1451 in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if (v1451.Name == "Fish Crew Member") then

if (v1451:FindFirstChild("Humanoid") and v1451:FindFirstChild("HumanoidRootPart") and (v1451.Humanoid.Health > 0)) then

repeat

wait(\_G.Fast\_Delay);

AttackNoCoolDown();

AutoHaki();

EquipTool(SelectWeapon);

v1451.HumanoidRootPart.CanCollide = false;

v1451.Humanoid.WalkSpeed = 0;

v1451.HumanoidRootPart.Size = Vector3.new(60, 60, 60);

Tween(v1451.HumanoidRootPart.CFrame \* Pos);

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

until not \_G.AutoFishCrew or not v1451.Parent or (v1451.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 v526 = v16.Sea:AddToggle("ToggleShip", {

Title = "Attack Ship",

Description = "",

Default = false

});

v526:OnChanged(function(v634)

\_G.Ship = v634;

end);

v17.ToggleShip:SetValue(false);

function CheckPirateBoat()

local v635 = {

"PirateGrandBrigade",

"PirateBrigade"

};

for v724, v725 in next, game:GetService("Workspace").Enemies:GetChildren() do

if (table.find(v635, v725.Name) and v725:FindFirstChild("Health") and (v725.Health.Value > 0)) then

return v725;

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(0.5);

game:GetService("VirtualInputManager"):SendKeyEvent(false, 32, false, game);

local v1338 = CheckPirateBoat();

repeat

wait();

spawn(Tween(v1338.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 v1338 or not v1338.Parent or (v1338.Health.Value <= 0) or not CheckPirateBoat()

Skillaimbot = true;

AutoSkill = false;

end

end);

end

end

end);

local v527 = v16.Sea:AddToggle("ToggleGhostShip", {

Title = "Attack Ghost Ship",

Description = "",

Default = false

});

v527:OnChanged(function(v636)

\_G.GhostShip = v636;

end);

v17.ToggleGhostShip:SetValue(false);

function CheckPirateBoat()

local v637 = {

"FishBoat"

};

for v726, v727 in next, game:GetService("Workspace").Enemies:GetChildren() do

if (table.find(v637, v727.Name) and v727:FindFirstChild("Health") and (v727.Health.Value > 0)) then

return v727;

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();

game:GetService("VirtualInputManager"):SendKeyEvent(false, 32, false, game);

local v1339 = CheckPirateBoat();

repeat

wait();

spawn(Tween(v1339.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 v1339.Parent or (v1339.Health.Value <= 0) or not CheckPirateBoat()

AutoSkill = false;

Skillaimbot = false;

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 v1452, v1453 in pairs(game.Players.LocalPlayer.Backpack:GetChildren()) do

if v1453:IsA("Tool") then

if (v1453.ToolTip == "Melee") then

game.Players.LocalPlayer.Character.Humanoid:EquipTool(v1453);

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(0.2);

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(0.2);

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(0.2);

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

for v1454, v1455 in pairs(game.Players.LocalPlayer.Backpack:GetChildren()) do

if v1455:IsA("Tool") then

if (v1455.ToolTip == "Blox Fruit") then

game.Players.LocalPlayer.Character.Humanoid:EquipTool(v1455);

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(0.2);

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(0.2);

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(0.2);

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();

for v1456, v1457 in pairs(game.Players.LocalPlayer.Backpack:GetChildren()) do

if v1457:IsA("Tool") then

if (v1457.ToolTip == "Sword") then

game.Players.LocalPlayer.Character.Humanoid:EquipTool(v1457);

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(0.2);

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(0.2);

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();

for v1458, v1459 in pairs(game.Players.LocalPlayer.Backpack:GetChildren()) do

if v1459:IsA("Tool") then

if (v1459.ToolTip == "Gun") then

game.Players.LocalPlayer.Character.Humanoid:EquipTool(v1459);

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(0.2);

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(0.2);

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 v528 = v16.Main:AddSection("Elite");

local v529 = v16.Main:AddParagraph({

Title = "Elite Status",

Content = ""

});

spawn(function()

while wait() do

pcall(function()

if (game:GetService("ReplicatedStorage"):FindFirstChild("Diablo") or game:GetService("ReplicatedStorage"):FindFirstChild("Deandre") or game:GetService("ReplicatedStorage"):FindFirstChild("Urban") or game:GetService("Workspace").Enemies:FindFirstChild("Diablo") or game:GetService("Workspace").Enemies:FindFirstChild("Deandre") or game:GetService("Workspace").Enemies:FindFirstChild("Urban")) then

v529:SetDesc("Elite Boss: ✅️ | Killed: " .. game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("EliteHunter", "Progress"));

else

v529:SetDesc("Elite Boss: ❌️ | Killed: " .. game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("EliteHunter", "Progress"));

end

end);

end

end);

local v530 = v16.Main:AddToggle("ToggleElite", {

Title = "Auto Elite Hunter",

Description = "",

Default = false

});

v530:OnChanged(function(v638)

\_G.AutoElite = v638;

end);

v17.ToggleElite:SetValue(false);

spawn(function()

while task.wait() do

if \_G.AutoElite then

pcall(function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("EliteHunter");

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 v1663, v1664 in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if (v1664:FindFirstChild("Humanoid") and v1664:FindFirstChild("HumanoidRootPart") and (v1664.Humanoid.Health > 0)) then

if ((v1664.Name == "Diablo") or (v1664.Name == "Deandre") or (v1664.Name == "Urban")) then

repeat

wait(\_G.Fast\_Delay);

AttackNoCoolDown();

EquipTool(SelectWeapon);

AutoHaki();

Tween2(v1664.HumanoidRootPart.CFrame \* Pos);

v1664.Humanoid.WalkSpeed = 0;

v1664.HumanoidRootPart.CanCollide = false;

v1664.HumanoidRootPart.Size = Vector3.new(60, 60, 60);

until (\_G.AutoElite == false) or (v1664.Humanoid.Health <= 0) or not v1664.Parent

end

end

end

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

Tween2(game:GetService("ReplicatedStorage"):FindFirstChild("Diablo").HumanoidRootPart.CFrame \* CFrame.new(2, 20, 2));

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

Tween2(game:GetService("ReplicatedStorage"):FindFirstChild("Deandre").HumanoidRootPart.CFrame \* CFrame.new(2, 20, 2));

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

Tween2(game:GetService("ReplicatedStorage"):FindFirstChild("Urban").HumanoidRootPart.CFrame \* CFrame.new(2, 20, 2));

end

end

else

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("EliteHunter");

end

end);

end

end

end);

end

if Sea3 then

local v531 = v16.Sea:AddSection("Mirage Island");

local v532 = v16.Sea:AddParagraph({

Title = "Status",

Content = ""

});

task.spawn(function()

while task.wait() do

pcall(function()

local v793 = game:GetService("Lighting").Sky.MoonTextureId;

if (v793 == "http://www.roblox.com/asset/?id=9709149431") then

FullMoonStatus = "100%";

elseif (v793 == "http://www.roblox.com/asset/?id=9709149052") then

FullMoonStatus = "75%";

elseif (v793 == "http://www.roblox.com/asset/?id=9709143733") then

FullMoonStatus = "50%";

elseif (v793 == "http://www.roblox.com/asset/?id=9709150401") then

FullMoonStatus = "25%";

elseif (v793 == "http://www.roblox.com/asset/?id=9709149680") then

FullMoonStatus = "15%";

else

FullMoonStatus = "0%";

end

end);

end

end);

task.spawn(function()

while task.wait() do

pcall(function()

if game.Workspace.Map:FindFirstChild("MysticIsland") then

MirageStatus = "✅️";

else

MirageStatus = "❌️";

end

end);

end

end);

spawn(function()

pcall(function()

while wait() do

v532:SetDesc("Mirage: " .. MirageStatus .. " | Full Moon: " .. FullMoonStatus);

end

end);

end);

v16.Sea:AddButton({

Title = "Fly To The High Mountain",

Description = "",

Callback = function()

TweenToHighestPoint();

end

});

function TweenToHighestPoint()

local v639 = getHighestPoint();

if v639 then

Tween2(v639.CFrame \* CFrame.new(0, 211.88, 0));

end

end

function getHighestPoint()

if not game.Workspace.Map:FindFirstChild("MysticIsland") then

return nil;

end

for v728, v729 in pairs(game:GetService("Workspace").Map.MysticIsland:GetDescendants()) do

if v729:IsA("MeshPart") then

if (v729.MeshId == "rbxassetid://83190276951914") then

return v729;

end

end

end

end

end

local v66 = v16.Sea:AddToggle("ToggleTpAdvanced", {

Title = "Fly To Advanced Fruit Dealer",

Description = "",

Default = false

});

v66:OnChanged(function(v257)

\_G.AutoTpAdvanced = v257;

end);

spawn(function()

while wait() do

if \_G.AutoTpAdvanced then

local v730 = game.ReplicatedStorage.NPCs:FindFirstChild("Advanced Fruit Dealer");

if (v730 and v730:IsA("Model")) then

local v856 = v730.PrimaryPart and v730.PrimaryPart.Position ;

if v856 then

Tween2(CFrame.new(v856));

end

end

end

end

end);

local v67 = v16.Sea:AddToggle("ToggleTweenGear", {

Title = "Fly To Gear",

Description = "",

Default = false

});

v67:OnChanged(function(v258)

\_G.TweenToGear = v258;

end);

v17.ToggleTweenGear:SetValue(false);

spawn(function()

pcall(function()

while wait() do

if \_G.TweenToGear then

if game:GetService("Workspace").Map:FindFirstChild("MysticIsland") then

for v1040, v1041 in pairs(game:GetService("Workspace").Map.MysticIsland:GetChildren()) do

if v1041:IsA("MeshPart") then

if (v1041.Material == Enum.Material.Neon) then

Tween2(v1041.CFrame);

end

end

end

end

end

end

end);

end);

local v68 = v16.Sea:AddToggle("Togglelockmoon", {

Title = "Look Moon",

Description = "",

Default = false

});

v68:OnChanged(function(v259)

\_G.AutoLockMoon = v259;

end);

v17.Togglelockmoon:SetValue(false);

spawn(function()

while wait() do

pcall(function()

if \_G.AutoLockMoon then

local v794 = game.Lighting:GetMoonDirection();

local v795 = game.Workspace.CurrentCamera.CFrame.p + (v794 \* 100) ;

game.Workspace.CurrentCamera.CFrame = CFrame.lookAt(game.Workspace.CurrentCamera.CFrame.p, v795);

end

end);

end

end);

spawn(function()

while wait() do

pcall(function()

if \_G.AutoLockMoon then

game:GetService("ReplicatedStorage").Remotes.CommE:FireServer("ActivateAbility");

end

end);

end

end);

local v69 = v16.ITM:AddToggle("ToggleAutoSaber", {

Title = "Auto Saber",

Description = "",

Default = false

});

v69:OnChanged(function(v260)

\_G.Auto\_Saber = v260;

end);

v17.ToggleAutoSaber:SetValue(false);

spawn(function()

while task.wait() do

if (\_G.Auto\_Saber and (game.Players.LocalPlayer.Data.Level.Value >= 200)) then

pcall(function()

if (game:GetService("Workspace").Map.Jungle.Final.Part.Transparency == 0) then

if (game:GetService("Workspace").Map.Jungle.QuestPlates.Door.Transparency == 0) then

if ((CFrame.new(- 1612.55884, 36.9774132, 148.719543, 0.37091279, 3.071715e-9, - 0.928667724, 3.970995e-8, 1, 1.9167935e-8, 0.928667724, - 4.398698e-8, 0.37091279).Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 100) then

Tween(game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.CFrame);

wait(1);

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = game:GetService("Workspace").Map.Jungle.QuestPlates.Plate1.Button.CFrame;

wait(1);

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = game:GetService("Workspace").Map.Jungle.QuestPlates.Plate2.Button.CFrame;

wait(1);

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = game:GetService("Workspace").Map.Jungle.QuestPlates.Plate3.Button.CFrame;

wait(1);

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = game:GetService("Workspace").Map.Jungle.QuestPlates.Plate4.Button.CFrame;

wait(1);

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = game:GetService("Workspace").Map.Jungle.QuestPlates.Plate5.Button.CFrame;

wait(1);

else

Tween(CFrame.new(- 1612.55884, 36.9774132, 148.719543, 0.37091279, 3.071715e-9, - 0.928667724, 3.970995e-8, 1, 1.9167935e-8, 0.928667724, - 4.398698e-8, 0.37091279));

end

elseif (game:GetService("Workspace").Map.Desert.Burn.Part.Transparency == 0) then

if (game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Torch") or game.Players.LocalPlayer.Character:FindFirstChild("Torch")) then

EquipTool("Torch");

Tween(CFrame.new(1114.61475, 5.04679728, 4350.22803, - 0.648466587, - 1.2879909e-9, 0.761243105, - 5.706529e-10, 1, 1.2058454e-9, - 0.761243105, 3.4754488e-10, - 0.648466587));

else

Tween(CFrame.new(- 1610.00757, 11.5049858, 164.001587, 0.984807551, - 0.167722285, - 0.0449818149, 0.17364943, 0.951244235, 0.254912198, 0.00003423728, - 0.258850515, 0.965917408));

end

elseif (game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("ProQuestProgress", "SickMan") ~= 0) then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("ProQuestProgress", "GetCup");

wait(0.5);

EquipTool("Cup");

wait(0.5);

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("ProQuestProgress", "FillCup", game:GetService("Players").LocalPlayer.Character.Cup);

wait(0);

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("ProQuestProgress", "SickMan");

elseif (game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("ProQuestProgress", "RichSon") == nil) then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("ProQuestProgress", "RichSon");

elseif (game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("ProQuestProgress", "RichSon") == 0) then

if (game:GetService("Workspace").Enemies:FindFirstChild("Mob Leader") or game:GetService("ReplicatedStorage"):FindFirstChild("Mob Leader")) then

Tween(CFrame.new(- 2967.59521, - 4.91089821, 5328.70703, 0.342208564, - 0.0227849055, 0.939347804, 0.0251603816, 0.999569714, 0.0150796166, - 0.939287126, 0.0184739735, 0.342634559));

for v1799, v1800 in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if (v1800.Name == "Mob Leader") then

if game:GetService("Workspace").Enemies:FindFirstChild("Mob Leader [Lv. 120] [Boss]") then

if (v1800:FindFirstChild("Humanoid") and v1800:FindFirstChild("HumanoidRootPart") and (v1800.Humanoid.Health > 0)) then

repeat

task.wait(\_G.Fast\_Delay);

AutoHaki();

EquipTool(SelectWeapon);

v1800.HumanoidRootPart.CanCollide = false;

v1800.Humanoid.WalkSpeed = 0;

v1800.HumanoidRootPart.Size = Vector3.new(60, 60, 60);

Tween(v1800.HumanoidRootPart.CFrame \* Pos);

AttackNoCoolDown();

until (v1800.Humanoid.Health <= 0) or not \_G.Auto\_Saber

end

end

if game:GetService("ReplicatedStorage"):FindFirstChild("Mob Leader") then

Tween(game:GetService("ReplicatedStorage"):FindFirstChild("Mob Leader").HumanoidRootPart.CFrame \* CFrame.new(2, 20, 2));

end

end

end

end

elseif (game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("ProQuestProgress", "RichSon") == 1) then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("ProQuestProgress", "RichSon");

wait(0.5);

EquipTool("Relic");

wait(0.5);

Tween(CFrame.new(- 1404.91504, 29.9773273, 3.80598116, 0.876514494, 5.6690688e-9, 0.481375456, 2.53852e-8, 1, - 5.799956e-8, - 0.481375456, 6.3057264e-8, 0.876514494));

end

elseif (game:GetService("Workspace").Enemies:FindFirstChild("Saber Expert") or game:GetService("ReplicatedStorage"):FindFirstChild("Saber Expert")) then

for v1460, v1461 in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if (v1461:FindFirstChild("Humanoid") and v1461:FindFirstChild("HumanoidRootPart") and (v1461.Humanoid.Health > 0)) then

if (v1461.Name == "Saber Expert") then

repeat

task.wait(\_G.Fast\_Delay);

EquipTool(SelectWeapon);

Tween(v1461.HumanoidRootPart.CFrame \* Pos);

v1461.HumanoidRootPart.Size = Vector3.new(60, 60, 60);

v1461.HumanoidRootPart.Transparency = 1;

v1461.Humanoid.JumpPower = 0;

v1461.Humanoid.WalkSpeed = 0;

v1461.HumanoidRootPart.CanCollide = false;

bringmob = true;

FarmPos = v1461.HumanoidRootPart.CFrame;

MonFarm = v1461.Name;

AttackNoCoolDown();

until (v1461.Humanoid.Health <= 0) or not \_G.Auto\_Saber

bringmob = true;

if (v1461.Humanoid.Health <= 0) then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("ProQuestProgress", "PlaceRelic");

end

end

end

end

end

end);

end

end

end);

local v70 = v16.ITM:AddToggle("ToggleAutoPoleV1", {

Title = "Auto Pole V1",

Description = "",

Default = false

});

v70:OnChanged(function(v261)

\_G.Auto\_PoleV1 = v261;

end);

v17.ToggleAutoPoleV1:SetValue(false);

local v71 = CFrame.new(- 7748.0185546875, 5606.80615234375, - 2305.898681640625);

spawn(function()

while wait() do

if \_G.Auto\_PoleV1 then

pcall(function()

if game:GetService("Workspace").Enemies:FindFirstChild("Thunder God") then

for v1042, v1043 in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if (v1043.Name == "Thunder God") then

if (v1043:FindFirstChild("Humanoid") and v1043:FindFirstChild("HumanoidRootPart") and (v1043.Humanoid.Health > 0)) then

repeat

task.wait(\_G.Fast\_Delay);

AutoHaki();

EquipTool(SelectWeapon);

v1043.HumanoidRootPart.CanCollide = false;

v1043.Humanoid.WalkSpeed = 0;

v1043.HumanoidRootPart.Size = Vector3.new(50, 50, 50);

Tween(v1043.HumanoidRootPart.CFrame \* Pos);

AttackNoCoolDown();

until not \_G.Auto\_PoleV1 or not v1043.Parent or (v1043.Humanoid.Health <= 0)

end

end

end

elseif ((game.Players.LocalPlayer.Character.HumanoidRootPart.Position - v71.Position).Magnitude < 1500) then

Tween(v71);

end

Tween(CFrame.new(- 7748.0185546875, 5606.80615234375, - 2305.898681640625));

if game:GetService("ReplicatedStorage"):FindFirstChild("Thunder God") then

Tween(game:GetService("ReplicatedStorage"):FindFirstChild("Thunder God").HumanoidRootPart.CFrame \* CFrame.new(2, 20, 2));

end

end);

end

end

end);

local v72 = v16.ITM:AddToggle("ToggleAutoSaw", {

Title = "Auto Shark Saw",

Description = "",

Default = false

});

v72:OnChanged(function(v262)

\_G.Auto\_Saw = v262;

end);

v17.ToggleAutoSaw:SetValue(false);

local v71 = CFrame.new(- 690.33081054688, 15.09425163269, 1582.2380371094);

spawn(function()

while wait() do

if \_G.Auto\_Saw then

pcall(function()

if game:GetService("Workspace").Enemies:FindFirstChild("The Saw") then

for v1044, v1045 in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if (v1045.Name == "The Saw") then

if (v1045:FindFirstChild("Humanoid") and v1045:FindFirstChild("HumanoidRootPart") and (v1045.Humanoid.Health > 0)) then

repeat

task.wait(\_G.Fast\_Delay);

AutoHaki();

EquipTool(SelectWeapon);

v1045.HumanoidRootPart.CanCollide = false;

v1045.Humanoid.WalkSpeed = 0;

v1045.HumanoidRootPart.Size = Vector3.new(50, 50, 50);

Tween(v1045.HumanoidRootPart.CFrame \* Pos);

AttackNoCoolDown();

until not \_G.Auto\_Saw or not v1045.Parent or (v1045.Humanoid.Health <= 0)

end

end

end

elseif ((game.Players.LocalPlayer.Character.HumanoidRootPart.Position - v71.Position).Magnitude < 1500) then

Tween(v71);

end

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

if game:GetService("ReplicatedStorage"):FindFirstChild("The Saw") then

Tween(game:GetService("ReplicatedStorage"):FindFirstChild("The Saw").HumanoidRootPart.CFrame \* CFrame.new(2, 20, 2));

end

end);

end

end

end);

local v73 = v16.ITM:AddToggle("ToggleAutoWarden", {

Title = "Auto Warden",

Description = "",

Default = false

});

v73:OnChanged(function(v263)

\_G.Auto\_Warden = v263;

end);

v17.ToggleAutoWarden:SetValue(false);

local v74 = CFrame.new(5186.14697265625, 24.86684226989746, 832.1885375976562);

spawn(function()

while wait() do

if \_G.Auto\_Warden then

pcall(function()

if game:GetService("Workspace").Enemies:FindFirstChild("Chief Warden") then

for v1046, v1047 in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if (v1047.Name == "Chief Warden") then

if (v1047:FindFirstChild("Humanoid") and v1047:FindFirstChild("HumanoidRootPart") and (v1047.Humanoid.Health > 0)) then

repeat

task.wait(\_G.Fast\_Delay);

AutoHaki();

EquipTool(SelectWeapon);

v1047.HumanoidRootPart.CanCollide = false;

v1047.Humanoid.WalkSpeed = 0;

v1047.HumanoidRootPart.Size = Vector3.new(50, 50, 50);

Tween(v1047.HumanoidRootPart.CFrame \* Pos);

AttackNoCoolDown();

until not \_G.Auto\_Warden or not v1047.Parent or (v1047.Humanoid.Health <= 0)

end

end

end

elseif ((game.Players.LocalPlayer.Character.HumanoidRootPart.Position - v74.Position).Magnitude < 1500) then

Tween(v74);

end

Tween(CFrame.new(5186.14697265625, 24.86684226989746, 832.1885375976562));

if game:GetService("ReplicatedStorage"):FindFirstChild("Chief Warden") then

Tween(game:GetService("ReplicatedStorage"):FindFirstChild("Chief Warden").HumanoidRootPart.CFrame \* CFrame.new(2, 20, 2));

end

end);

end

end

end);

if Sea3 then

local v533 = v16.ITM:AddToggle("ToggleHallow", {

Title = "Hallow Scythe",

Description = "",

Default = false

});

v533:OnChanged(function(v640)

AutoHallowSycthe = v640;

end);

v17.ToggleHallow:SetValue(false);

spawn(function()

while wait() do

if AutoHallowSycthe then

pcall(function()

if game:GetService("Workspace").Enemies:FindFirstChild("Soul Reaper") then

for v1462, v1463 in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if string.find(v1463.Name, "Soul Reaper") then

repeat

wait(\_G.Fast\_Delay);

AttackNoCoolDown();

AutoHaki();

EquipTool(SelectWeapon);

v1463.HumanoidRootPart.Size = Vector3.new(60, 60, 60);

Tween(v1463.HumanoidRootPart.CFrame \* Pos);

v1463.HumanoidRootPart.Transparency = 1;

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

until (v1463.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

wait();

EquipTool("Hallow Essence");

elseif 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);

spawn(function()

while wait() do

if AutoHallowSycthe then

local v857 = {

[1] = "Bones",

[2] = "Buy",

[3] = 1,

[4] = 1

};

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer(unpack(v857));

end

end

end);

local v534 = v16.ITM:AddToggle("ToggleYama", {

Title = "Yama",

Description = "",

Default = false

});

v534:OnChanged(function(v641)

\_G.AutoYama = v641;

end);

v17.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();

fireclickdetector(game:GetService("Workspace").Map.Waterfall.SealedKatana.Handle.ClickDetector);

until game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Yama") or not \_G.AutoYama

end

end

end

end);

local v535 = v16.ITM:AddToggle("ToggleTushita", {

Title = "Tushita",

Description = "",

Default = false

});

v535:OnChanged(function(v642)

AutoTushita = v642;

end);

v17.ToggleTushita:SetValue(false);

spawn(function()

while wait() do

if AutoTushita then

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

for v1340, v1341 in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if ((v1341.Name == ("Longma" or (v1341.Name == "Longma"))) and (v1341.Humanoid.Health > 0) and v1341:IsA("Model") and v1341:FindFirstChild("Humanoid") and v1341:FindFirstChild("HumanoidRootPart")) then

repeat

wait(\_G.Fast\_Delay);

AttackNoCoolDown();

AutoHaki();

if not game.Players.LocalPlayer.Character:FindFirstChild(SelectWeapon) then

wait();

EquipTool(SelectWeapon);

end

FarmPos = v1341.HumanoidRootPart.CFrame;

v1341.HumanoidRootPart.Size = Vector3.new(60, 60, 60);

v1341.Humanoid.JumpPower = 0;

v1341.Humanoid.WalkSpeed = 0;

v1341.HumanoidRootPart.CanCollide = false;

v1341.Humanoid:ChangeState(11);

Tween(v1341.HumanoidRootPart.CFrame \* Pos);

until not AutoTushita or not v1341.Parent or (v1341.Humanoid.Health <= 0)

end

end

else

Tween(CFrame.new(- 10238.875976563, 389.7912902832, - 9549.7939453125));

end

end

end

end);

local v536 = v16.ITM:AddToggle("ToggleHoly", {

Title = "Light The Holy Torch",

Description = "",

Default = false

});

v536:OnChanged(function(v643)

\_G.Auto\_Holy\_Torch = v643;

end);

v17.ToggleHoly:SetValue(false);

spawn(function()

while wait() do

if \_G.Auto\_Holy\_Torch then

pcall(function()

wait();

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();

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();

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();

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();

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

local v75 = v16.ITM:AddToggle("ToggleAutoCanvander", {

Title = "Auto Canvander",

Description = "",

Default = false

});

v75:OnChanged(function(v264)

\_G.Auto\_Canvander = v264;

end);

v17.ToggleAutoCanvander:SetValue(false);

local v71 = CFrame.new(5311.07421875, 426.0243835449219, 165.12762451171875);

spawn(function()

while wait() do

if \_G.Auto\_Canvander then

pcall(function()

if game:GetService("Workspace").Enemies:FindFirstChild("Beautiful Pirate") then

for v1048, v1049 in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if (v1049.Name == "Beautiful Pirate") then

if (v1049:FindFirstChild("Humanoid") and v1049:FindFirstChild("HumanoidRootPart") and (v1049.Humanoid.Health > 0)) then

repeat

task.wait(\_G.Fast\_Delay);

AutoHaki();

EquipTool(SelectWeapon);

v1049.HumanoidRootPart.CanCollide = false;

v1049.Humanoid.WalkSpeed = 0;

v1049.HumanoidRootPart.Size = Vector3.new(50, 50, 50);

Tween(v1049.HumanoidRootPart.CFrame \* Pos);

AttackNoCoolDown();

until not \_G.Auto\_Canvander or not v1049.Parent or (v1049.Humanoid.Health <= 0)

end

end

end

elseif ((game.Players.LocalPlayer.Character.HumanoidRootPart.Position - v71.Position).Magnitude < 1500) then

Tween(v71);

end

Tween(CFrame.new(5311.07421875, 426.0243835449219, 165.12762451171875));

if game:GetService("ReplicatedStorage"):FindFirstChild("Beautiful Pirate") then

Tween(game:GetService("ReplicatedStorage"):FindFirstChild("Beautiful Pirate").HumanoidRootPart.CFrame \* CFrame.new(2, 20, 2));

end

end);

end

end

end);

local v76 = v16.ITM:AddToggle("ToggleAutoMusketeerHat", {

Title = "Auto Musketeer Hat",

Description = "",

Default = false

});

v76:OnChanged(function(v265)

\_G.Auto\_MusketeerHat = v265;

end);

v17.ToggleAutoMusketeerHat:SetValue(false);

spawn(function()

pcall(function()

while wait(0.1) do

if \_G.Auto\_MusketeerHat then

if ((game:GetService("Players").LocalPlayer.Data.Level.Value >= 1800) and (game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("CitizenQuestProgress").KilledBandits == false)) then

if (string.find(game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Container.QuestTitle.Title.Text, "Forest Pirate") and string.find(game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Container.QuestTitle.Title.Text, "50") and (game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible == true)) then

if game:GetService("Workspace").Enemies:FindFirstChild("Forest Pirate") then

for v1559, v1560 in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if (v1560.Name == "Forest Pirate") then

repeat

task.wait(\_G.Fast\_Delay);

pcall(function()

EquipTool(SelectWeapon);

AutoHaki();

v1560.HumanoidRootPart.Size = Vector3.new(50, 50, 50);

Tween(v1560.HumanoidRootPart.CFrame \* Pos);

v1560.HumanoidRootPart.CanCollide = false;

AttackNoCoolDown();

PosMon = v1560.HumanoidRootPart.CFrame;

MonFarm = v1560.Name;

bringmob = true;

end);

until (\_G.Auto\_MusketeerHat == false) or not v1560.Parent or (v1560.Humanoid.Health <= 0) or (game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible == false)

bringmob = false;

end

end

else

bringmob = false;

Tween(CFrame.new(- 13206.452148438, 425.89199829102, - 7964.5537109375));

end

else

Tween(CFrame.new(- 12443.8671875, 332.40396118164, - 7675.4892578125));

if ((Vector3.new(- 12443.8671875, 332.40396118164, - 7675.4892578125) - game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 30) then

wait(1.5);

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("StartQuest", "CitizenQuest", 1);

end

end

elseif ((game:GetService("Players").LocalPlayer.Data.Level.Value >= 1800) and (game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("CitizenQuestProgress").KilledBoss == false)) then

if (game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible and string.find(game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Container.QuestTitle.Title.Text, "Captain Elephant") and (game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible == true)) then

if game:GetService("Workspace").Enemies:FindFirstChild("Captain Elephant") then

for v1665, v1666 in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if (v1666.Name == "Captain Elephant") then

OldCFrameElephant = v1666.HumanoidRootPart.CFrame;

repeat

task.wait(\_G.Fast\_Delay);

pcall(function()

EquipTool(SelectWeapon);

AutoHaki();

v1666.HumanoidRootPart.CanCollide = false;

v1666.HumanoidRootPart.Size = Vector3.new(50, 50, 50);

Tween(v1666.HumanoidRootPart.CFrame \* Pos);

v1666.HumanoidRootPart.CanCollide = false;

v1666.HumanoidRootPart.CFrame = OldCFrameElephant;

AttackNoCoolDown();

end);

until (\_G.Auto\_MusketeerHat == false) or (v1666.Humanoid.Health <= 0) or not v1666.Parent or (game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible == false)

end

end

else

Tween(CFrame.new(- 13374.889648438, 421.27752685547, - 8225.208984375));

end

else

Tween(CFrame.new(- 12443.8671875, 332.40396118164, - 7675.4892578125));

if ((CFrame.new(- 12443.8671875, 332.40396118164, - 7675.4892578125).Position - game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 4) then

wait(1.5);

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("CitizenQuestProgress", "Citizen");

end

end

elseif ((game:GetService("Players").LocalPlayer.Data.Level.Value >= 1800) and (game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("CitizenQuestProgress", "Citizen") == 2)) then

Tween(CFrame.new(- 12512.138671875, 340.39279174805, - 9872.8203125));

end

end

end

end);

end);

local v77 = v16.ITM:AddToggle("ToggleAutoObservationV2", {

Title = "Auto Observation V2",

Description = "",

Default = false

});

v77:OnChanged(function(v266)

\_G.Auto\_ObservationV2 = v266;

end);

v17.ToggleAutoObservationV2:SetValue(false);

spawn(function()

while wait() do

pcall(function()

if \_G.Auto\_ObservationV2 then

if (game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("CitizenQuestProgress", "Citizen") == 3) then

\_G.Auto\_MusketeerHat = false;

if (game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Banana") and game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Apple") and game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Pineapple")) then

repeat

Tween(CFrame.new(- 12444.78515625, 332.40396118164, - 7673.1806640625));

wait();

until not \_G.Auto\_ObservationV2 or ((game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position - Vector3.new(- 12444.78515625, 332.40396118164, - 7673.1806640625)).Magnitude <= 10)

wait(0.5);

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("CitizenQuestProgress", "Citizen");

elseif (game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Fruit Bowl") or game:GetService("Players").LocalPlayer.Character:FindFirstChild("Fruit Bowl")) then

repeat

Tween(CFrame.new(- 10920.125, 624.20275878906, - 10266.995117188));

wait();

until not \_G.Auto\_ObservationV2 or ((game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position - Vector3.new(- 10920.125, 624.20275878906, - 10266.995117188)).Magnitude <= 10)

wait(0.5);

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("KenTalk2", "Start");

wait(1);

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("KenTalk2", "Buy");

else

for v1561, v1562 in pairs(game:GetService("Workspace"):GetDescendants()) do

if ((v1562.Name == "Apple") or (v1562.Name == "Banana") or (v1562.Name == "Pineapple")) then

v1562.Handle.CFrame = game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.CFrame \* CFrame.new(0, 1, 10) ;

wait();

firetouchinterest(game:GetService("Players").LocalPlayer.Character.HumanoidRootPart, v1562.Handle, 0);

wait();

end

end

end

else

\_G.Auto\_MusketeerHat = true;

end

end

end);

end

end);

local v78 = v16.ITM:AddToggle("ToggleAutoRainbowHaki", {

Title = "Auto Rainbow Haki",

Description = "",

Default = false

});

v78:OnChanged(function(v267)

\_G.Auto\_RainbowHaki = v267;

end);

v17.ToggleAutoRainbowHaki:SetValue(false);

spawn(function()

pcall(function()

while wait(0.1) do

if \_G.Auto\_RainbowHaki then

if not game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible then

Tween(CFrame.new(- 11892.0703125, 930.57672119141, - 8760.1591796875));

if ((Vector3.new(- 11892.0703125, 930.57672119141, - 8760.1591796875) - game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 30) then

wait(1.5);

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("HornedMan", "Bet");

end

elseif (game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible and string.find(game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Container.QuestTitle.Title.Text, "Stone")) then

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

for v1563, v1564 in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if (v1564.Name == "Stone") then

OldCFrameRainbow = v1564.HumanoidRootPart.CFrame;

repeat

task.wait(\_G.Fast\_Delay);

EquipTool(SelectWeapon);

Tween(v1564.HumanoidRootPart.CFrame \* Pos);

v1564.HumanoidRootPart.CanCollide = false;

v1564.HumanoidRootPart.CFrame = OldCFrameRainbow;

v1564.HumanoidRootPart.Size = Vector3.new(50, 50, 50);

AttackNoCoolDown();

until not \_G.Auto\_RainbowHaki or (v1564.Humanoid.Health <= 0) or not v1564.Parent or not game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible

end

end

else

Tween(CFrame.new(- 1086.11621, 38.8425903, 6768.71436));

end

elseif (game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible and string.find(game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Container.QuestTitle.Title.Text, "Hydra Leader")) then

if game:GetService("Workspace").Enemies:FindFirstChild("Hydra Leader") then

for v1669, v1670 in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if (v1670.Name == "Hydra Leader") then

OldCFrameRainbow = v1670.HumanoidRootPart.CFrame;

repeat

task.wait(\_G.Fast\_Delay);

EquipTool(SelectWeapon);

Tween(v1670.HumanoidRootPart.CFrame \* Pos);

v1670.HumanoidRootPart.CanCollide = false;

v1670.HumanoidRootPart.CFrame = OldCFrameRainbow;

v1670.HumanoidRootPart.Size = Vector3.new(50, 50, 50);

AttackNoCoolDown();

until not \_G.Auto\_RainbowHaki or (v1670.Humanoid.Health <= 0) or not v1670.Parent or not game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible

end

end

else

Tween(CFrame.new(5713.98877, 601.922974, 202.751251));

end

elseif string.find(game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Container.QuestTitle.Title.Text, "Kilo Admiral") then

if game:GetService("Workspace").Enemies:FindFirstChild("Kilo Admiral") then

for v1762, v1763 in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if (v1763.Name == "Kilo Admiral") then

OldCFrameRainbow = v1763.HumanoidRootPart.CFrame;

repeat

task.wait(\_G.Fast\_Delay);

EquipTool(SelectWeapon);

Tween(v1763.HumanoidRootPart.CFrame \* Pos);

v1763.HumanoidRootPart.CanCollide = false;

v1763.HumanoidRootPart.Size = Vector3.new(50, 50, 50);

v1763.HumanoidRootPart.CFrame = OldCFrameRainbow;

AttackNoCoolDown();

until not \_G.Auto\_RainbowHaki or (v1763.Humanoid.Health <= 0) or not v1763.Parent or not game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible

end

end

else

Tween(CFrame.new(2877.61743, 423.558685, - 7207.31006));

end

elseif string.find(game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Container.QuestTitle.Title.Text, "Captain Elephant") then

if game:GetService("Workspace").Enemies:FindFirstChild("Captain Elephant") then

for v1774, v1775 in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if (v1775.Name == "Captain Elephant") then

OldCFrameRainbow = v1775.HumanoidRootPart.CFrame;

repeat

task.wait(\_G.Fast\_Delay);

EquipTool(SelectWeapon);

Tween(v1775.HumanoidRootPart.CFrame \* Pos);

v1775.HumanoidRootPart.CanCollide = false;

v1775.HumanoidRootPart.Size = Vector3.new(50, 50, 50);

v1775.HumanoidRootPart.CFrame = OldCFrameRainbow;

AttackNoCoolDown();

until not \_G.Auto\_RainbowHaki or (v1775.Humanoid.Health <= 0) or not v1775.Parent or not game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible

end

end

else

Tween(CFrame.new(- 13485.0283, 331.709259, - 8012.4873));

end

elseif string.find(game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Container.QuestTitle.Title.Text, "Beautiful Pirate") then

if game:GetService("Workspace").Enemies:FindFirstChild("Beautiful Pirate") then

for v1802, v1803 in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if (v1803.Name == "Beautiful Pirate") then

OldCFrameRainbow = v1803.HumanoidRootPart.CFrame;

repeat

task.wait(\_G.Fast\_Delay);

EquipTool(SelectWeapon);

Tween(v1803.HumanoidRootPart.CFrame \* Pos);

v1803.HumanoidRootPart.CanCollide = false;

v1803.HumanoidRootPart.Size = Vector3.new(50, 50, 50);

v1803.HumanoidRootPart.CFrame = OldCFrameRainbow;

AttackNoCoolDown();

until not \_G.Auto\_RainbowHaki or (v1803.Humanoid.Health <= 0) or not v1803.Parent or not game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible

end

end

else

Tween(CFrame.new(5312.3598632813, 20.141201019287, - 10.158538818359));

end

else

Tween(CFrame.new(- 11892.0703125, 930.57672119141, - 8760.1591796875));

if ((Vector3.new(- 11892.0703125, 930.57672119141, - 8760.1591796875) - game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 30) then

wait(1.5);

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("HornedMan", "Bet");

end

end

end

end

end);

end);

local v79 = v16.ITM:AddToggle("ToggleAutoSkullGuitar", {

Title = "Auto Skull Guitar",

Description = "",

Default = false

});

v79:OnChanged(function(v268)

\_G.Auto\_SkullGuitar = v268;

end);

v17.ToggleAutoSkullGuitar:SetValue(false);

spawn(function()

while wait() do

pcall(function()

if \_G.Auto\_SkullGuitar then

if (GetWeaponInventory("Skull Guitar") == false) then

if ((CFrame.new(- 9681.458984375, 6.139880657196045, 6341.3720703125).Position - game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 5000) then

if game:GetService("Workspace").NPCs:FindFirstChild("Skeleton Machine") then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("soulGuitarBuy", true);

elseif (game:GetService("Workspace").Map["Haunted Castle"].Candle1.Transparency == 0) then

if (game:GetService("Workspace").Map["Haunted Castle"].Placard1.Left.Part.Transparency == 0) then

Quest2 = true;

repeat

wait();

Tween(CFrame.new(- 8762.69140625, 176.84783935546875, 6171.3076171875));

until ((CFrame.new(- 8762.69140625, 176.84783935546875, 6171.3076171875).Position - game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 3) or not \_G.Auto\_SkullGuitar

wait(1);

fireclickdetector(game:GetService("Workspace").Map["Haunted Castle"].Placard7.Left.ClickDetector);

wait(1);

fireclickdetector(game:GetService("Workspace").Map["Haunted Castle"].Placard6.Left.ClickDetector);

wait(1);

fireclickdetector(game:GetService("Workspace").Map["Haunted Castle"].Placard5.Left.ClickDetector);

wait(1);

fireclickdetector(game:GetService("Workspace").Map["Haunted Castle"].Placard4.Right.ClickDetector);

wait(1);

fireclickdetector(game:GetService("Workspace").Map["Haunted Castle"].Placard3.Left.ClickDetector);

wait(1);

fireclickdetector(game:GetService("Workspace").Map["Haunted Castle"].Placard2.Right.ClickDetector);

wait(1);

fireclickdetector(game:GetService("Workspace").Map["Haunted Castle"].Placard1.Right.ClickDetector);

wait(1);

elseif game:GetService("Workspace").Map["Haunted Castle"].Tablet.Segment1:FindFirstChild("ClickDetector") then

if game:GetService("Workspace").Map["Haunted Castle"]["Lab Puzzle"].ColorFloor.Model.Part1:FindFirstChild("ClickDetector") then

Quest4 = true;

repeat

wait();

Tween(CFrame.new(- 9553.5986328125, 65.62338256835938, 6041.58837890625));

until ((CFrame.new(- 9553.5986328125, 65.62338256835938, 6041.58837890625).Position - game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 3) or not \_G.Auto\_SkullGuitar

wait(1);

Tween(game:GetService("Workspace").Map["Haunted Castle"]["Lab Puzzle"].ColorFloor.Model.Part3.CFrame);

wait(1);

fireclickdetector(game:GetService("Workspace").Map["Haunted Castle"]["Lab Puzzle"].ColorFloor.Model.Part3.ClickDetector);

wait(1);

Tween(game:GetService("Workspace").Map["Haunted Castle"]["Lab Puzzle"].ColorFloor.Model.Part4.CFrame);

wait(1);

fireclickdetector(game:GetService("Workspace").Map["Haunted Castle"]["Lab Puzzle"].ColorFloor.Model.Part4.ClickDetector);

wait(1);

fireclickdetector(game:GetService("Workspace").Map["Haunted Castle"]["Lab Puzzle"].ColorFloor.Model.Part4.ClickDetector);

wait(1);

fireclickdetector(game:GetService("Workspace").Map["Haunted Castle"]["Lab Puzzle"].ColorFloor.Model.Part4.ClickDetector);

wait(1);

Tween(game:GetService("Workspace").Map["Haunted Castle"]["Lab Puzzle"].ColorFloor.Model.Part6.CFrame);

wait(1);

fireclickdetector(game:GetService("Workspace").Map["Haunted Castle"]["Lab Puzzle"].ColorFloor.Model.Part6.ClickDetector);

wait(1);

fireclickdetector(game:GetService("Workspace").Map["Haunted Castle"]["Lab Puzzle"].ColorFloor.Model.Part6.ClickDetector);

wait(1);

Tween(game:GetService("Workspace").Map["Haunted Castle"]["Lab Puzzle"].ColorFloor.Model.Part8.CFrame);

wait(1);

fireclickdetector(game:GetService("Workspace").Map["Haunted Castle"]["Lab Puzzle"].ColorFloor.Model.Part8.ClickDetector);

wait(1);

Tween(game:GetService("Workspace").Map["Haunted Castle"]["Lab Puzzle"].ColorFloor.Model.Part10.CFrame);

wait(1);

fireclickdetector(game:GetService("Workspace").Map["Haunted Castle"]["Lab Puzzle"].ColorFloor.Model.Part10.ClickDetector);

wait(1);

fireclickdetector(game:GetService("Workspace").Map["Haunted Castle"]["Lab Puzzle"].ColorFloor.Model.Part10.ClickDetector);

wait(1);

fireclickdetector(game:GetService("Workspace").Map["Haunted Castle"]["Lab Puzzle"].ColorFloor.Model.Part10.ClickDetector);

else

Quest3 = true;

end

else

if game:GetService("Workspace").NPCs:FindFirstChild("Ghost") then

local v1798 = {

[1] = "GuitarPuzzleProgress",

[2] = "Ghost"

};

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer(unpack(v1798));

end

if game.Workspace.Enemies:FindFirstChild("Living Zombie") then

for v1804, v1805 in pairs(game.Workspace.Enemies:GetChildren()) do

if (v1805:FindFirstChild("HumanoidRootPart") and v1805:FindFirstChild("Humanoid") and (v1805.Humanoid.Health > 0)) then

if (v1805.Name == "Living Zombie") then

EquipTool(SelectWeapon);

v1805.HumanoidRootPart.Size = Vector3.new(60, 60, 60);

v1805.HumanoidRootPart.Transparency = 1;

v1805.Humanoid.JumpPower = 0;

v1805.Humanoid.WalkSpeed = 0;

v1805.HumanoidRootPart.CanCollide = false;

v1805.HumanoidRootPart.CFrame = game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame \* CFrame.new(0, 20, 0) ;

Tween(CFrame.new(- 10160.787109375, 138.6616973876953, 5955.03076171875));

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

game:GetService("VirtualUser"):Button1Down(Vector2.new(1280, 672));

end

end

end

else

Tween(CFrame.new(- 10160.787109375, 138.6616973876953, 5955.03076171875));

end

end

elseif string.find(game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("gravestoneEvent", 2), "Error") then

Tween(CFrame.new(- 8653.2060546875, 140.98487854003906, 6160.033203125));

elseif string.find(game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("gravestoneEvent", 2), "Nothing") then

Tween("Wait Full Moon");

else

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("gravestoneEvent", 2, true);

end

else

Tween(CFrame.new(- 9681.458984375, 6.139880657196045, 6341.3720703125));

end

end

end

end);

end

end);

local v80 = v16.ITM:AddToggle("ToggleAutoBuddy", {

Title = "Auto Buddy",

Description = "",

Default = false

});

v80:OnChanged(function(v269)

\_G.Auto\_Buddy = v269;

end);

v17.ToggleAutoBuddy:SetValue(false);

local v81 = CFrame.new(- 731.2034301757812, 381.5658874511719, - 11198.4951171875);

spawn(function()

while wait() do

if \_G.Auto\_Buddy then

pcall(function()

if game:GetService("Workspace").Enemies:FindFirstChild("Cake Queen") then

for v1050, v1051 in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if (v1051.Name == "Cake Queen") then

if (v1051:FindFirstChild("Humanoid") and v1051:FindFirstChild("HumanoidRootPart") and (v1051.Humanoid.Health > 0)) then

repeat

task.wait(\_G.Fast\_Delay);

AutoHaki();

EquipTool(SelectWeapon);

v1051.HumanoidRootPart.CanCollide = false;

v1051.Humanoid.WalkSpeed = 0;

v1051.HumanoidRootPart.Size = Vector3.new(50, 50, 50);

Tween(v1051.HumanoidRootPart.CFrame \* Pos);

AttackNoCoolDown();

until not \_G.Auto\_Buddy or not v1051.Parent or (v1051.Humanoid.Health <= 0)

end

end

end

elseif ((game.Players.LocalPlayer.Character.HumanoidRootPart.Position - v81.Position).Magnitude < 1500) then

Tween(v81);

end

Tween(CFrame.new(- 731.2034301757812, 381.5658874511719, - 11198.4951171875));

if game:GetService("ReplicatedStorage"):FindFirstChild("Cake Queen") then

Tween(game:GetService("ReplicatedStorage"):FindFirstChild("Cake Queen").HumanoidRootPart.CFrame \* CFrame.new(2, 20, 2));

end

end);

end

end

end);

local v82 = v16.ITM:AddToggle("ToggleAutoDualKatana", {

Title = "Auto CDK",

Description = "",

Default = false

});

v82:OnChanged(function(v270)

\_G.Auto\_DualKatana = v270;

end);

v17.ToggleAutoDualKatana:SetValue(false);

spawn(function()

while wait() do

pcall(function()

if \_G.Auto\_DualKatana then

if (game.Players.LocalPlayer.Character:FindFirstChild("Tushita") or game.Players.LocalPlayer.Backpack:FindFirstChild("Tushita") or game.Players.LocalPlayer.Character:FindFirstChild("Yama") or game.Players.LocalPlayer.Backpack:FindFirstChild("Yama")) then

if (game.Players.LocalPlayer.Character:FindFirstChild("Tushita") or game.Players.LocalPlayer.Backpack:FindFirstChild("Tushita")) then

if game.Players.LocalPlayer.Backpack:FindFirstChild("Tushita") then

EquipTool("Tushita");

end

elseif (game.Players.LocalPlayer.Character:FindFirstChild("Yama") or game.Players.LocalPlayer.Backpack:FindFirstChild("Yama")) then

if game.Players.LocalPlayer.Backpack:FindFirstChild("Yama") then

EquipTool("Yama");

end

end

else

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("LoadItem", "Tushita");

end

end

end);

end

end);

spawn(function()

while wait() do

pcall(function()

if \_G.Auto\_DualKatana then

if (GetMaterial("Alucard Fragment") == 0) then

Auto\_Quest\_Yama\_1 = true;

Auto\_Quest\_Yama\_2 = false;

Auto\_Quest\_Yama\_3 = false;

Auto\_Quest\_Tushita\_1 = false;

Auto\_Quest\_Tushita\_2 = false;

Auto\_Quest\_Tushita\_3 = false;

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("CDKQuest", "Progress", "Evil");

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("CDKQuest", "StartTrial", "Evil");

elseif (GetMaterial("Alucard Fragment") == 1) then

Auto\_Quest\_Yama\_1 = false;

Auto\_Quest\_Yama\_2 = true;

Auto\_Quest\_Yama\_3 = false;

Auto\_Quest\_Tushita\_1 = false;

Auto\_Quest\_Tushita\_2 = false;

Auto\_Quest\_Tushita\_3 = false;

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("CDKQuest", "Progress", "Evil");

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("CDKQuest", "StartTrial", "Evil");

elseif (GetMaterial("Alucard Fragment") == 2) then

Auto\_Quest\_Yama\_1 = false;

Auto\_Quest\_Yama\_2 = false;

Auto\_Quest\_Yama\_3 = true;

Auto\_Quest\_Tushita\_1 = false;

Auto\_Quest\_Tushita\_2 = false;

Auto\_Quest\_Tushita\_3 = false;

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("CDKQuest", "Progress", "Evil");

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("CDKQuest", "StartTrial", "Evil");

elseif (GetMaterial("Alucard Fragment") == 3) then

Auto\_Quest\_Yama\_1 = false;

Auto\_Quest\_Yama\_2 = false;

Auto\_Quest\_Yama\_3 = false;

Auto\_Quest\_Tushita\_1 = true;

Auto\_Quest\_Tushita\_2 = false;

Auto\_Quest\_Tushita\_3 = false;

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("CDKQuest", "Progress", "Good");

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("CDKQuest", "StartTrial", "Good");

elseif (GetMaterial("Alucard Fragment") == 4) then

Auto\_Quest\_Yama\_1 = false;

Auto\_Quest\_Yama\_2 = false;

Auto\_Quest\_Yama\_3 = false;

Auto\_Quest\_Tushita\_1 = false;

Auto\_Quest\_Tushita\_2 = true;

Auto\_Quest\_Tushita\_3 = false;

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("CDKQuest", "Progress", "Good");

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("CDKQuest", "StartTrial", "Good");

elseif (GetMaterial("Alucard Fragment") == 5) then

Auto\_Quest\_Yama\_1 = false;

Auto\_Quest\_Yama\_2 = false;

Auto\_Quest\_Yama\_3 = false;

Auto\_Quest\_Tushita\_1 = false;

Auto\_Quest\_Tushita\_2 = false;

Auto\_Quest\_Tushita\_3 = true;

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("CDKQuest", "Progress", "Good");

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("CDKQuest", "StartTrial", "Good");

elseif (GetMaterial("Alucard Fragment") == 6) then

if (game:GetService("Workspace").Enemies:FindFirstChild("Cursed Skeleton Boss [Lv. 2025] [Boss]") or game:GetService("Workspace").ReplicatedStorage:FindFirstChild("Cursed Skeleton Boss [Lv. 2025] [Boss]")) then

Auto\_Quest\_Yama\_1 = false;

Auto\_Quest\_Yama\_2 = false;

Auto\_Quest\_Yama\_3 = false;

Auto\_Quest\_Tushita\_1 = false;

Auto\_Quest\_Tushita\_2 = false;

Auto\_Quest\_Tushita\_3 = false;

if (game:GetService("Workspace").Enemies:FindFirstChild("Cursed Skeleton Boss [Lv. 2025] [Boss]") or game:GetService("Workspace").Enemies:FindFirstChild("Cursed Skeleton [Lv. 2200]")) then

for v1842, v1843 in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if ((v1843.Name == "Cursed Skeleton Boss") or (v1843.Name == "Cursed Skeleton")) then

if (v1843.Humanoid.Health > 0) then

EquipTool(Sword);

Tween(v1843.HumanoidRootPart.CFrame \* pos);

v1843.HumanoidRootPart.Size = Vector3.new(60, 60, 60);

v1843.HumanoidRootPart.Transparency = 1;

v1843.Humanoid.JumpPower = 0;

v1843.Humanoid.WalkSpeed = 0;

v1843.HumanoidRootPart.CanCollide = false;

bringmob = true;

FarmPos = v1843.HumanoidRootPart.CFrame;

MonFarm = v1843.Name;

AttackNoCoolDown();

end

end

end

end

elseif ((CFrame.new(- 12361.7060546875, 603.3547973632812, - 6550.5341796875).Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 100) then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("CDKQuest", "Progress", "Good");

wait(1);

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("CDKQuest", "Progress", "Evil");

wait(1);

Tween(CFrame.new(- 12361.7060546875, 603.3547973632812, - 6550.5341796875));

wait(1.5);

game:GetService("VirtualInputManager"):SendKeyEvent(true, "E", false, game);

wait(1.5);

Tween(CFrame.new(- 12253.5419921875, 598.8999633789062, - 6546.8388671875));

else

Tween(CFrame.new(- 12361.7060546875, 603.3547973632812, - 6550.5341796875));

end

end

end

end);

end

end);

spawn(function()

while wait() do

if Auto\_Quest\_Yama\_1 then

pcall(function()

if game:GetService("Workspace").Enemies:FindFirstChild("Mythological Pirate") then

for v1052, v1053 in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if (v1053.Name == "Mythological Pirate") then

repeat

wait();

Tween(v1053.HumanoidRootPart.CFrame \* CFrame.new(0, 0, - 2));

until (\_G.Auto\_DualKatana == false) or (Auto\_Quest\_Yama\_1 == false)

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("CDKQuest", "StartTrial", "Evil");

end

end

else

Tween(CFrame.new(- 13451.46484375, 543.712890625, - 6961.0029296875));

end

end);

end

end

end);

spawn(function()

while wait() do

pcall(function()

if Auto\_Quest\_Yama\_2 then

for v858, v859 in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if v859:FindFirstChild("HazeESP") then

v859.HazeESP.Size = UDim2.new(50, 50, 50, 50);

v859.HazeESP.MaxDistance = "inf";

end

end

for v860, v861 in pairs(game:GetService("ReplicatedStorage"):GetChildren()) do

if v861:FindFirstChild("HazeESP") then

v861.HazeESP.Size = UDim2.new(50, 50, 50, 50);

v861.HazeESP.MaxDistance = "inf";

end

end

end

end);

end

end);

spawn(function()

while wait() do

pcall(function()

for v731, v732 in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if (Auto\_Quest\_Yama\_2 and v732:FindFirstChild("HazeESP") and ((v732.HumanoidRootPart.Position - FarmPossEsp.Position).magnitude <= 300)) then

v732.HumanoidRootPart.CFrame = FarmPossEsp;

v732.HumanoidRootPart.CanCollide = false;

v732.HumanoidRootPart.Size = Vector3.new(50, 50, 50);

if not v732.HumanoidRootPart:FindFirstChild("BodyVelocity") then

local v1058 = Instance.new("BodyVelocity", v732.HumanoidRootPart);

v1058.MaxForce = Vector3.new(1, 1, 1) \* math.huge ;

v1058.Velocity = Vector3.new(0, 0, 0);

end

end

end

end);

end

end);

spawn(function()

while wait() do

if Auto\_Quest\_Yama\_2 then

pcall(function()

for v865, v866 in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if v866:FindFirstChild("HazeESP") then

repeat

wait();

if ((v866.HumanoidRootPart.Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude > 2000) then

Tween(v866.HumanoidRootPart.CFrame \* Pos);

else

EquipTool(Sword);

Tween(v866.HumanoidRootPart.CFrame \* Pos);

v866.HumanoidRootPart.Size = Vector3.new(60, 60, 60);

v866.HumanoidRootPart.Transparency = 1;

v866.Humanoid.JumpPower = 0;

v866.Humanoid.WalkSpeed = 0;

v866.HumanoidRootPart.CanCollide = false;

FarmPos = v866.HumanoidRootPart.CFrame;

MonFarm = v866.Name;

AttackNoCoolDown();

if ((v866.Humanoid.Health <= 0) and v866.Humanoid:FindFirstChild("Animator")) then

v866.Humanoid.Animator:Destroy();

end

end

until (\_G.Auto\_DualKatana == false) or (Auto\_Quest\_Yama\_2 == false) or not v866.Parent or (v866.Humanoid.Health <= 0) or not v866:FindFirstChild("HazeESP")

else

for v1342, v1343 in pairs(game:GetService("ReplicatedStorage"):GetChildren()) do

if v1343:FindFirstChild("HazeESP") then

if ((v1343.HumanoidRootPart.Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude > 2000) then

Tween(v1343.HumanoidRootPart.CFrameMon \* CFrame.new(2, 20, 2));

else

Tween(v1343.HumanoidRootPart.CFrame \* CFrame.new(2, 20, 2));

end

end

end

end

end

end);

end

end

end);

spawn(function()

while wait() do

if Auto\_Quest\_Yama\_3 then

pcall(function()

if game.Players.LocalPlayer.Backpack:FindFirstChild("Hallow Essence") then

Tween(game:GetService("Workspace").Map["Haunted Castle"].Summoner.Detection.CFrame);

elseif game:GetService("Workspace").Map:FindFirstChild("HellDimension") then

repeat

wait();

if (game:GetService("Workspace").Enemies:FindFirstChild("Cursed Skeleton [Lv. 2200]") or game:GetService("Workspace").Enemies:FindFirstChild("Cursed Skeleton [Lv. 2200] [Boss]") or game:GetService("Workspace").Enemies:FindFirstChild("Hell's Messenger [Lv. 2200] [Boss]")) then

for v1641, v1642 in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if ((v1642.Name == "Cursed Skeleton") or (v1642.Name == "Cursed Skeleton") or (v1642.Name == "Hell's Messenger")) then

if (v1642.Humanoid.Health > 0) then

repeat

wait();

EquipTool(Sword);

Tween(v1642.HumanoidRootPart.CFrame \* Pos);

v1642.HumanoidRootPart.Size = Vector3.new(60, 60, 60);

v1642.HumanoidRootPart.Transparency = 1;

v1642.Humanoid.JumpPower = 0;

v1642.Humanoid.WalkSpeed = 0;

v1642.HumanoidRootPart.CanCollide = false;

FarmPos = v1642.HumanoidRootPart.CFrame;

MonFarm = v1642.Name;

AttackNoCoolDown();

if ((v1642.Humanoid.Health <= 0) and v1642.Humanoid:FindFirstChild("Animator")) then

v1642.Humanoid.Animator:Destroy();

end

until (v1642.Humanoid.Health <= 0) or not v1642.Parent or (Auto\_Quest\_Yama\_3 == false)

end

end

end

else

wait(5);

Tween(game:GetService("Workspace").Map.HellDimension.Torch1.CFrame);

wait(1.5);

game:GetService("VirtualInputManager"):SendKeyEvent(true, "E", false, game);

wait(1.5);

Tweem(game:GetService("Workspace").Map.HellDimension.Torch2.CFrame);

wait(1.5);

game:GetService("VirtualInputManager"):SendKeyEvent(true, "E", false, game);

wait(1.5);

Tween(game:GetService("Workspace").Map.HellDimension.Torch3.CFrame);

wait(1.5);

game:GetService("VirtualInputManager"):SendKeyEvent(true, "E", false, game);

wait(1.5);

Tween(game:GetService("Workspace").Map.HellDimension.Exit.CFrame);

end

until (\_G.Auto\_DualKatana == false) or (Auto\_Quest\_Yama\_3 == false) or (GetMaterial("Alucard Fragment") == 3)

elseif (game:GetService("Workspace").Enemies:FindFirstChild("Soul Reaper") or game.ReplicatedStorage:FindFirstChild("Soul Reaper [Lv. 2100] [Raid Boss]")) then

if game:GetService("Workspace").Enemies:FindFirstChild("Soul Reaper") then

for v1671, v1672 in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if (v1672.Name == "Soul Reaper") then

if (v1672.Humanoid.Health > 0) then

repeat

wait();

Tween(v1672.HumanoidRootPart.CFrame \* Pos);

until (\_G.Auto\_DualKatana == false) or (Auto\_Quest\_Yama\_3 == false) or game:GetService("Workspace").Map:FindFirstChild("HellDimension")

end

end

end

else

Tween(CFrame.new(- 9570.033203125, 315.9346923828125, 6726.89306640625));

end

else

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("Bones", "Buy", 1, 1);

end

end);

end

end

end);

spawn(function()

while wait() do

if Auto\_Quest\_Tushita\_1 then

Tween(CFrame.new(- 9546.990234375, 21.139892578125, 4686.1142578125));

wait(5);

Tween(CFrame.new(- 6120.0576171875, 16.455780029296875, - 2250.697265625));

wait(5);

Tween(CFrame.new(- 9533.2392578125, 7.254445552825928, - 8372.69921875));

end

end

end);

spawn(function()

while wait() do

if Auto\_Quest\_Tushita\_2 then

pcall(function()

if ((CFrame.new(- 5539.3115234375, 313.800537109375, - 2972.372314453125).Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 500) then

for v1061, v1062 in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if (Auto\_Quest\_Tushita\_2 and v1062:FindFirstChild("HumanoidRootPart") and v1062:FindFirstChild("Humanoid") and (v1062.Humanoid.Health > 0)) then

if ((v1062.HumanoidRootPart.Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude < 2000) then

repeat

wait();

EquipTool(Sword);

Tween(v1062.HumanoidRootPart.CFrame \* Pos);

v1062.HumanoidRootPart.Size = Vector3.new(60, 60, 60);

v1062.HumanoidRootPart.Transparency = 1;

v1062.Humanoid.JumpPower = 0;

v1062.Humanoid.WalkSpeed = 0;

v1062.HumanoidRootPart.CanCollide = false;

FarmPos = v1062.HumanoidRootPart.CFrame;

MonFarm = v1062.Name;

AttackNoCoolDown();

if ((v1062.Humanoid.Health <= 0) and v1062.Humanoid:FindFirstChild("Animator")) then

v1062.Humanoid.Animator:Destroy();

end

until (v1062.Humanoid.Health <= 0) or not v1062.Parent or (Auto\_Quest\_Tushita\_2 == false)

end

end

end

else

Tween(CFrame.new(- 5545.1240234375, 313.800537109375, - 2976.616455078125));

end

end);

end

end

end);

spawn(function()

while wait() do

if Auto\_Quest\_Tushita\_3 then

pcall(function()

if (game:GetService("Workspace").Enemies:FindFirstChild("Cake Queen") or game.ReplicatedStorage:FindFirstChild("Cake Queen [Lv. 2175] [Boss]")) then

if game:GetService("Workspace").Enemies:FindFirstChild("Cake Queen") then

for v1464, v1465 in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if (v1465.Name == "Cake Queen") then

if (v1465.Humanoid.Health > 0) then

repeat

wait();

EquipTool(Sword);

Tween(v1465.HumanoidRootPart.CFrame \* Pos);

v1465.HumanoidRootPart.Size = Vector3.new(60, 60, 60);

v1465.HumanoidRootPart.Transparency = 1;

v1465.Humanoid.JumpPower = 0;

v1465.Humanoid.WalkSpeed = 0;

v1465.HumanoidRootPart.CanCollide = false;

FarmPos = v1465.HumanoidRootPart.CFrame;

MonFarm = v1465.Name;

AttackNoCoolDown();

if ((v1465.Humanoid.Health <= 0) and v1465.Humanoid:FindFirstChild("Animator")) then

v1465.Humanoid.Animator:Destroy();

end

until (\_G.Auto\_DualKatana == false) or (Auto\_Quest\_Tushita\_3 == false) or game:GetService("Workspace").Map:FindFirstChild("HeavenlyDimension")

end

end

end

else

Tween(CFrame.new(- 709.3132934570312, 381.6005859375, - 11011.396484375));

end

elseif game:GetService("Workspace").Map:FindFirstChild("HeavenlyDimension") then

repeat

wait();

if (game:GetService("Workspace").Enemies:FindFirstChild("Cursed Skeleton [Lv. 2200]") or game:GetService("Workspace").Enemies:FindFirstChild("Cursed Skeleton [Lv. 2200] [Boss]") or game:GetService("Workspace").Enemies:FindFirstChild("Heaven's Guardian [Lv. 2200] [Boss]")) then

for v1650, v1651 in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if ((v1651.Name == "Cursed Skeleton") or (v1651.Name == "Cursed Skeleton") or (v1651.Name == "Heaven's Guardian")) then

if (v1651.Humanoid.Health > 0) then

repeat

wait();

EquipTool(Sword);

Tween(v1651.HumanoidRootPart.CFrame \* Pos);

v1651.HumanoidRootPart.Size = Vector3.new(60, 60, 60);

v1651.HumanoidRootPart.Transparency = 1;

v1651.Humanoid.JumpPower = 0;

v1651.Humanoid.WalkSpeed = 0;

v1651.HumanoidRootPart.CanCollide = false;

FarmPos = v1651.HumanoidRootPart.CFrame;

MonFarm = v1651.Name;

AttackNoCoolDown();

if ((v1651.Humanoid.Health <= 0) and v1651.Humanoid:FindFirstChild("Animator")) then

v1651.Humanoid.Animator:Destroy();

end

until (v1651.Humanoid.Health <= 0) or not v1651.Parent or (Auto\_Quest\_Tushita\_3 == false)

end

end

end

else

wait(5);

Tween(game:GetService("Workspace").Map.HeavenlyDimension.Torch1.CFrame);

wait(1.5);

game:GetService("VirtualInputManager"):SendKeyEvent(true, "E", false, game);

wait(1.5);

Tween(game:GetService("Workspace").Map.HeavenlyDimension.Torch2.CFrame);

wait(1.5);

game:GetService("VirtualInputManager"):SendKeyEvent(true, "E", false, game);

wait(1.5);

Tween(game:GetService("Workspace").Map.HeavenlyDimension.Torch3.CFrame);

wait(1.5);

game:GetService("VirtualInputManager"):SendKeyEvent(true, "E", false, game);

wait(1.5);

Tween(game:GetService("Workspace").Map.HeavenlyDimension.Exit.CFrame);

end

until not \_G.Auto\_DualKatana or not Auto\_Quest\_Tushita\_3 or (GetMaterial("Alucard Fragment") == 6)

end

end);

end

end

end);

if Sea2 then

local v537 = v16.ITM:AddToggle("ToggleFactory", {

Title = "Auto Factory",

Description = "",

Default = false

});

v537:OnChanged(function(v644)

\_G.Factory = v644;

end);

v17.ToggleFactory:SetValue(false);

spawn(function()

while wait() do

if \_G.Factory then

if game.Workspace.Enemies:FindFirstChild("Core") then

for v1344, v1345 in pairs(game.Workspace.Enemies:GetChildren()) do

if ((v1345.Name == "Core") and (v1345.Humanoid.Health > 0)) then

repeat

wait(\_G.Fast\_Delay);

AttackNoCoolDown();

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(v1345.HumanoidRootPart.CFrame \* Pos);

v1345.HumanoidRootPart.Size = Vector3.new(60, 60, 60);

v1345.HumanoidRootPart.Transparency = 1;

v1345.Humanoid.JumpPower = 0;

v1345.Humanoid.WalkSpeed = 0;

v1345.HumanoidRootPart.CanCollide = false;

FarmPos = v1345.HumanoidRootPart.CFrame;

MonFarm = v1345.Name;

until not v1345.Parent or (v1345.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

local v83 = v16.ITM:AddToggle("ToggleAutoFarmSwan", {

Title = "Auto Swan",

Description = "",

Default = false

});

v83:OnChanged(function(v271)

\_G.Auto\_FarmSwan = v271;

end);

v17.ToggleAutoFarmSwan:SetValue(false);

spawn(function()

pcall(function()

while wait() do

if \_G.AutoFarmSwan then

if game:GetService("Workspace").Enemies:FindFirstChild("Don Swan") then

for v1063, v1064 in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if ((v1064.Name == "Don Swan") and (v1064.Humanoid.Health > 0) and v1064:IsA("Model") and v1064:FindFirstChild("Humanoid") and v1064:FindFirstChild("HumanoidRootPart")) then

repeat

task.wait();

pcall(function()

AutoHaki();

EquipTool(SelectWeapon);

v1064.HumanoidRootPart.CanCollide = false;

v1064.HumanoidRootPart.Size = Vector3.new(50, 50, 50);

Tween(v1064.HumanoidRootPart.CFrame \* Pos);

AttackNoCoolDown();

end);

until (\_G.AutoFarmSwan == false) or (v1064.Humanoid.Health <= 0)

end

end

else

repeat

task.wait();

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("requestEntrance", Vector3.new(2284.912109375, 15.537666320801, 905.48291015625));

until ((CFrame.new(2284.912109375, 15.537666320801, 905.48291015625).Position - game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 4) or (\_G.AutoFarmSwan == false)

end

end

end

end);

end);

local v84 = v16.ITM:AddToggle("ToggleAutoRengoku", {

Title = "Rengoku",

Description = "",

Default = false

});

v84:OnChanged(function(v272)

\_G.Auto\_Regoku = v272;

end);

v17.ToggleAutoRengoku:SetValue(false);

spawn(function()

pcall(function()

while wait() do

if \_G.Auto\_Regoku then

if (game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Hidden Key") or game:GetService("Players").LocalPlayer.Character:FindFirstChild("Hidden Key")) then

EquipTool("Hidden Key");

Tween(CFrame.new(6571.1201171875, 299.23028564453, - 6967.841796875));

elseif (game:GetService("Workspace").Enemies:FindFirstChild("Snow Lurker") or game:GetService("Workspace").Enemies:FindFirstChild("Arctic Warrior")) then

for v1466, v1467 in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if (((v1467.Name == "Snow Lurker") or (v1467.Name == "Arctic Warrior")) and (v1467.Humanoid.Health > 0)) then

repeat

task.wait(\_G.Fast\_Delay);

EquipTool(SelectWeapon);

AutoHaki();

v1467.HumanoidRootPart.CanCollide = false;

v1467.HumanoidRootPart.Size = Vector3.new(50, 50, 50);

FarmPos = v1467.HumanoidRootPart.CFrame;

MonFarm = v1467.Name;

Tween(v1467.HumanoidRootPart.CFrame \* Pos);

AttackNoCoolDown();

bringmob = true;

until game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Hidden Key") or (\_G.Auto\_Regoku == false) or not v1467.Parent or (v1467.Humanoid.Health <= 0)

bringmob = false;

end

end

else

bringmob = false;

Tween(CFrame.new(5439.716796875, 84.420944213867, - 6715.1635742188));

end

end

end

end);

end);

if (Sea2 or Sea3) then

local v538 = v16.ITM:AddToggle("ToggleHakiColor", {

Title = "Buy Haki Color",

Description = "",

Default = false

});

v538:OnChanged(function(v645)

\_G.Auto\_Buy\_Enchancement = v645;

end);

v17.ToggleHakiColor:SetValue(false);

spawn(function()

while wait() do

if \_G.Auto\_Buy\_Enchancement then

local v867 = {

[1] = "ColorsDealer",

[2] = "2"

};

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer(unpack(v867));

end

end

end);

end

if Sea2 then

local v539 = v16.Main:AddToggle("ToggleSwordLengend", {

Title = "Auto Buy Lengendary Sword",

Description = "",

Default = false

});

v539:OnChanged(function(v646)

\_G.BuyLengendSword = v646;

end);

v17.ToggleSwordLengend:SetValue(false);

spawn(function()

while wait() do

pcall(function()

if (\_G.BuyLengendSword or Triple\_A) then

local v897 = {

[1] = "LegendarySwordDealer",

[2] = "2"

};

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer(unpack(v897));

else

wait();

end

end);

end

end);

end

if Sea2 then

local v540 = v16.Main:AddToggle("ToggleEvoRace", {

Title = "Auto Upgrade Race V2",

Description = "",

Default = false

});

v540:OnChanged(function(v647)

\_G.AutoEvoRace = v647;

end);

v17.ToggleEvoRace:SetValue(false);

spawn(function()

pcall(function()

while wait(0.1) do

if \_G.AutoEvoRace then

if not game:GetService("Players").LocalPlayer.Data.Race:FindFirstChild("Evolved") then

if (game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("Alchemist", "1") == 0) then

Tween(CFrame.new(- 2779.83521, 72.9661407, - 3574.02002, - 0.730484903, 6.390141e-8, - 0.68292886, 3.5996322e-8, 1, 5.5066703e-8, 0.68292886, 1.5642467e-8, - 0.730484903));

if ((Vector3.new(- 2779.83521, 72.9661407, - 3574.02002) - game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 4) then

wait(1.3);

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("Alchemist", "2");

end

elseif (game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("Alchemist", "1") == 1) then

pcall(function()

if (not game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Flower 1") and not game:GetService("Players").LocalPlayer.Character:FindFirstChild("Flower 1")) then

Tween(game:GetService("Workspace").Flower1.CFrame);

elseif (not game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Flower 2") and not game:GetService("Players").LocalPlayer.Character:FindFirstChild("Flower 2")) then

Tween(game:GetService("Workspace").Flower2.CFrame);

elseif (not game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Flower 3") and not game:GetService("Players").LocalPlayer.Character:FindFirstChild("Flower 3")) then

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

for v1834, v1835 in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if (v1835.Name == "Zombie") then

repeat

task.wait(\_G.Fast\_Delay);

AutoHaki();

EquipTool(SelectWeapon);

Tween(v1835.HumanoidRootPart.CFrame \* Pos);

v1835.HumanoidRootPart.CanCollide = false;

v1835.HumanoidRootPart.Size = Vector3.new(50, 50, 50);

AttackNoCoolDown();

FarmPos = v1835.HumanoidRootPart.CFrame;

MonFarm = v1835.Name;

bringmob = true;

until game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Flower 3") or not v1835.Parent or (v1835.Humanoid.Health <= 0) or (\_G.AutoEvoRace == false)

bringmob = false;

end

end

else

Tween(CFrame.new(- 5685.9233398438, 48.480125427246, - 853.23724365234));

end

end

end);

elseif (game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("Alchemist", "1") == 2) then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("Alchemist", "3");

end

end

end

end

end);

end);

end

local v85 = v16.Setting:AddToggle("ToggleAutoT", {

Title = "Auto Turn On Race V3",

Description = "",

Default = false

});

v85:OnChanged(function(v273)

\_G.AutoT = v273;

end);

v17.ToggleAutoT:SetValue(false);

spawn(function()

while wait() do

pcall(function()

if \_G.AutoT then

game:GetService("ReplicatedStorage").Remotes.CommE:FireServer("ActivateAbility");

end

end);

end

end);

local v86 = v16.Setting:AddToggle("ToggleAutoY", {

Title = "Auto Turn On Race V4",

Description = "",

Default = false

});

v86:OnChanged(function(v274)

\_G.AutoY = v274;

end);

v17.ToggleAutoY:SetValue(false);

spawn(function()

while wait() do

pcall(function()

if \_G.AutoY then

game:GetService("VirtualInputManager"):SendKeyEvent(true, "Y", false, game);

wait();

game:GetService("VirtualInputManager"):SendKeyEvent(false, "Y", false, game);

end

end);

end

end);

local v87 = v16.Setting:AddToggle("ToggleAutoKen", {

Title = "Auto Ken",

Description = "",

Default = false

});

v87:OnChanged(function(v275)

\_G.AutoKen = v275;

if v275 then

game:GetService("ReplicatedStorage").Remotes.CommE:FireServer("Ken", true);

else

game:GetService("ReplicatedStorage").Remotes.CommE:FireServer("Ken", false);

end

end);

v17.ToggleAutoKen:SetValue(false);

spawn(function()

while wait() do

pcall(function()

if \_G.AutoKen then

game:GetService("ReplicatedStorage").Remotes.CommE:FireServer("Ken", true);

end

end);

end

end);

local v88 = v16.Setting:AddToggle("ToggleSaveSpawn", {

Title = "Auto Save Spawm Point",

Description = "",

Default = false

});

v88:OnChanged(function(v276)

\_G.SaveSpawn = v276;

if v276 then

local v648 = {

[1] = "SetSpawnPoint"

};

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer(unpack(v648));

end

end);

v17.ToggleSaveSpawn:SetValue(false);

spawn(function()

while wait() do

pcall(function()

if \_G.SaveSpawn then

local v797 = {

[1] = "SetSpawnPoint"

};

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer(unpack(v797));

end

end);

end

end);

local v89 = require(game.ReplicatedStorage.Util.CameraShaker);

v89:Stop();

local v90 = v16.Setting:AddToggle("ToggleBringMob", {

Title = "Bring Mob",

Description = "",

Default = true

});

v90:OnChanged(function(v277)

\_G.BringMob = v277;

end);

v17.ToggleBringMob:SetValue(true);

spawn(function()

while wait() do

pcall(function()

for v733, v734 in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if (\_G.BringMob and bringmob) then

if ((v734.Name == MonFarm) and v734:FindFirstChild("Humanoid") and (v734.Humanoid.Health > 0)) then

if (v734.Name == "Factory Staff") then

if ((v734.HumanoidRootPart.Position - FarmPos.Position).Magnitude <= 1000000000) then

v734.Head.CanCollide = false;

v734.HumanoidRootPart.CanCollide = false;

v734.HumanoidRootPart.Size = Vector3.new(60, 60, 60);

v734.HumanoidRootPart.CFrame = FarmPos;

if v734.Humanoid:FindFirstChild("Animator") then

v734.Humanoid.Animator:Destroy();

end

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

end

elseif (v734.Name == MonFarm) then

if ((v734.HumanoidRootPart.Position - FarmPos.Position).Magnitude <= 1000000000) then

v734.HumanoidRootPart.CFrame = FarmPos;

v734.HumanoidRootPart.Size = Vector3.new(60, 60, 60);

v734.HumanoidRootPart.Transparency = 1;

v734.Humanoid.JumpPower = 0;

v734.Humanoid.WalkSpeed = 0;

if v734.Humanoid:FindFirstChild("Animator") then

v734.Humanoid.Animator:Destroy();

end

v734.HumanoidRootPart.CanCollide = false;

v734.Head.CanCollide = false;

v734.Humanoid:ChangeState(11);

v734.Humanoid:ChangeState(14);

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

end

end

end

end

end

end);

end

end);

local v91 = v16.Setting:AddToggle("ToggleRemoveNotify", {

Title = "Remove Notify",

Description = "",

Default = false

});

v91:OnChanged(function(v278)

RemoveNotify = v278;

end);

v17.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 v92 = v16.Setting:AddToggle("ToggleWhite", {

Title = "White Screen",

Description = "",

Default = false

});

v92:OnChanged(function(v279)

\_G.WhiteScreen = v279;

if (\_G.WhiteScreen == true) then

game:GetService("RunService"):Set3dRenderingEnabled(false);

elseif (\_G.WhiteScreen == false) then

game:GetService("RunService"):Set3dRenderingEnabled(true);

end

end);

v17.ToggleWhite:SetValue(false);

local v93 = v16.Setting:AddSection("Skill");

local v94 = v16.Setting:AddToggle("ToggleZ", {

Title = "Z",

Description = "",

Default = true

});

v94:OnChanged(function(v280)

SkillZ = v280;

end);

v17.ToggleZ:SetValue(true);

local v95 = v16.Setting:AddToggle("ToggleX", {

Title = "X",

Description = "",

Default = true

});

v95:OnChanged(function(v281)

SkillX = v281;

end);

v17.ToggleX:SetValue(true);

local v96 = v16.Setting:AddToggle("ToggleC", {

Title = "C",

Description = "",

Default = true

});

v96:OnChanged(function(v282)

SkillC = v282;

end);

v17.ToggleC:SetValue(true);

local v97 = v16.Setting:AddToggle("ToggleV", {

Title = "V",

Description = "",

Default = true

});

v97:OnChanged(function(v283)

SkillV = v283;

end);

v17.ToggleV:SetValue(true);

local v98 = v16.Setting:AddToggle("ToggleF", {

Title = "F",

Description = "",

Default = false

});

v98:OnChanged(function(v284)

SkillF = v284;

end);

v17.ToggleF:SetValue(true);

local v99 = v16.Status:AddParagraph({

Title = "Information",

Content = "━━━━━━━━━━━━━━━━━━━━━\n" .. "Name : " .. game.Players.LocalPlayer.DisplayName .. " (@" .. game.Players.LocalPlayer.Name .. ")\n" .. "Level : " .. game:GetService("Players").LocalPlayer.Data.Level.Value .. "\n" .. "Beli : " .. game:GetService("Players").LocalPlayer.Data.Beli.Value .. "\n" .. "Fragments : " .. game:GetService("Players").LocalPlayer.Data.Fragments.Value .. "\n" .. "Wanted Beli : " .. game:GetService("Players").LocalPlayer.leaderstats["Bounty/Honor"].Value .. "\n" .. "HP: " .. game.Players.LocalPlayer.Character.Humanoid.Health .. "/" .. game.Players.LocalPlayer.Character.Humanoid.MaxHealth .. "\n" .. "Energy : " .. game.Players.LocalPlayer.Character.Energy.Value .. "/" .. game.Players.LocalPlayer.Character.Energy.MaxValue .. "\n" .. "Race : " .. game:GetService("Players").LocalPlayer.Data.Race.Value .. "\n" .. "Fruit : " .. game:GetService("Players").LocalPlayer.Data.DevilFruit.Value .. "\n" .. "━━━━━━━━━━━━━━━━━━━━━"

});

local v100 = v16.Status:AddParagraph({

Title = "Time",

Content = ""

});

local function v101()

local v285 = os.date("\*t");

local v286 = v285.hour % 24 ;

local v287 = ((v286 < 12) and "AM") or "PM" ;

local v288 = string.format("%02i:%02i:%02i %s", ((v286 - 1) % 12) + 1, v285.min, v285.sec, v287);

local v289 = string.format("%02d/%02d/%04d", v285.day, v285.month, v285.year);

local v290 = game:GetService("LocalizationService");

local v291 = game:GetService("Players");

local v292 = v291.LocalPlayer;

local v293 = v292.Name;

local v294 = "Unknown";

local v295, v296 = pcall(function()

return v290:GetCountryRegionForPlayerAsync(v292);

end);

if v295 then

v294 = v296;

end

v100:SetDesc(v289 .. "-" .. v288 .. " [ " .. v294 .. " ]");

end

spawn(function()

while true do

v101();

game:GetService("RunService").RenderStepped:Wait();

end

end);

local v102 = v16.Status:AddParagraph({

Title = "Server time",

Content = ""

});

local function v103()

local v297 = math.floor(workspace.DistributedGameTime + 0.5);

local v298 = math.floor(v297 / (60 ^ 2)) % 24 ;

local v299 = math.floor(v297 / 60) % 60 ;

local v300 = v297 % 60 ;

v102:SetDesc(string.format("%02d Tiếng-%02d Phút-%02d Giây", v298, v299, v300));

end

spawn(function()

while task.wait() do

pcall(v103);

end

end);

local v104 = v16.Status:AddParagraph({

Title = "Frozen Dimension",

Content = ""

});

spawn(function()

pcall(function()

while wait() do

if game:GetService("Workspace").Map:FindFirstChild("FrozenDimension") then

v104:SetDesc("✅");

else

v104:SetDesc("❌");

end

end

end);

end);

local v105 = v16.Status:AddInput("Input", {

Title = "Server ID",

Default = "",

Placeholder = "",

Numeric = false,

Finished = false,

Callback = function(v301)

\_G.Job = v301;

end

});

v16.Status:AddButton({

Title = "Join Server ID",

Description = "",

Callback = function()

game:GetService("TeleportService"):TeleportToPlaceInstance(game.placeId, \_G.Job, game.Players.LocalPlayer);

end

});

v16.Status:AddButton({

Title = "Copy Server ID",

Description = "",

Callback = function()

setclipboard(tostring(game.JobId));

end

});

local v106 = v16.Status:AddToggle("MyToggle", {

Title = "Spam Join Server ID",

Default = false

});

v106:OnChanged(function(v302)

\_G.Join = v302;

end);

spawn(function()

while wait() do

if \_G.Join then

game:GetService("TeleportService"):TeleportToPlaceInstance(game.placeId, \_G.Job, game.Players.LocalPlayer);

end

end

end);

local v107 = v16.Stats:AddToggle("ToggleMelee", {

Title = "Melee",

Description = "",

Default = false

});

v107:OnChanged(function(v303)

\_G.Auto\_Stats\_Melee = v303;

end);

v17.ToggleMelee:SetValue(false);

local v108 = v16.Stats:AddToggle("ToggleDe", {

Title = "Defense",

Description = "",

Default = false

});

v108:OnChanged(function(v304)

\_G.Auto\_Stats\_Defense = v304;

end);

v17.ToggleDe:SetValue(false);

local v109 = v16.Stats:AddToggle("ToggleSword", {

Title = "Sword",

Description = "",

Default = false

});

v109:OnChanged(function(v305)

\_G.Auto\_Stats\_Sword = v305;

end);

v17.ToggleSword:SetValue(false);

local v110 = v16.Stats:AddToggle("ToggleGun", {

Title = "Gun",

Description = "",

Default = false

});

v110:OnChanged(function(v306)

\_G.Auto\_Stats\_Gun = v306;

end);

v17.ToggleGun:SetValue(false);

local v111 = v16.Stats:AddToggle("ToggleFruit", {

Title = "Fruit",

Description = "",

Default = false

});

v111:OnChanged(function(v307)

\_G.Auto\_Stats\_Devil\_Fruit = v307;

end);

v17.ToggleFruit:SetValue(false);

spawn(function()

while wait() do

if \_G.Auto\_Stats\_Devil\_Fruit then

local v737 = {

[1] = "AddPoint",

[2] = "Demon Fruit",

[3] = 3

};

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer(unpack(v737));

end

end

end);

spawn(function()

while wait() do

if \_G.Auto\_Stats\_Gun then

local v738 = {

[1] = "AddPoint",

[2] = "Gun",

[3] = 3

};

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer(unpack(v738));

end

end

end);

spawn(function()

while wait() do

if \_G.Auto\_Stats\_Sword then

local v739 = {

[1] = "AddPoint",

[2] = "Sword",

[3] = 3

};

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer(unpack(v739));

end

end

end);

spawn(function()

while wait() do

if \_G.Auto\_Stats\_Defense then

local v740 = {

[1] = "AddPoint",

[2] = "Defense",

[3] = 3

};

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer(unpack(v740));

end

end

end);

spawn(function()

while wait() do

if \_G.Auto\_Stats\_Melee then

local v741 = {

[1] = "AddPoint",

[2] = "Melee",

[3] = 3

};

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer(unpack(v741));

end

end

end);

local v112 = {};

for v308, v309 in pairs(game:GetService("Players"):GetChildren()) do

table.insert(v112, v309.Name);

end

local v113 = v16.Player:AddDropdown("SelectedPly", {

Title = "Select Player",

Description = "",

Values = v112,

Multi = false,

Default = 1

});

v113:SetValue(\_G.SelectPly);

v113:OnChanged(function(v310)

\_G.SelectPly = v310;

end);

v16.Player:AddButton({

Title = "Load",

Description = "",

Callback = function()

table.clear(v112);

for v541, v542 in pairs(game:GetService("Players"):GetChildren()) do

table.insert(v112, v542.Name);

end

end

});

local v114 = v16.Player:AddToggle("ToggleTeleport", {

Title = "TP To Player",

Description = "",

Default = false

});

v114:OnChanged(function(v311)

\_G.TeleportPly = v311;

if (v311 == false) then

wait();

AutoHaki();

Tween2(game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.CFrame);

wait();

end

end);

v17.ToggleTeleport:SetValue(false);

spawn(function()

while wait() do

if \_G.TeleportPly then

pcall(function()

if game.Players:FindFirstChild(\_G.SelectPly) then

Tween2(game.Players[\_G.SelectPly].Character.HumanoidRootPart.CFrame);

end

end);

end

end

end);

local v56 = v16.Player:AddSection("Other");

local v115 = v16.Player:AddToggle("ToggleNoClip", {

Title = "Noclip",

Description = "",

Default = true

});

v115:OnChanged(function(v312)

\_G.LOf = v312;

end);

v17.ToggleNoClip:SetValue(true);

spawn(function()

pcall(function()

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

if \_G.LOf then

for v868, v869 in pairs(game.Players.LocalPlayer.Character:GetDescendants()) do

if v869:IsA("BasePart") then

v869.CanCollide = false;

end

end

end

end);

end);

end);

local v116 = v16.Player:AddToggle("ToggleWalkonWater", {

Title = "Walk On Water",

Description = "",

Default = true

});

v116:OnChanged(function(v313)

\_G.WalkonWater = v313;

end);

v17.ToggleWalkonWater:SetValue(true);

spawn(function()

while task.wait() do

pcall(function()

if \_G.WalkonWater then

game:GetService("Workspace").Map["WaterBase-Plane"].Size = Vector3.new(1000, 112, 1000);

else

game:GetService("Workspace").Map["WaterBase-Plane"].Size = Vector3.new(1000, 80, 1000);

end

end);

end

end);

local v117 = v16.Player:AddToggle("ToggleEnablePvp", {

Title = "Enable PVP",

Description = "",

Default = false

});

v117:OnChanged(function(v314)

\_G.EnabledPvP = v314;

end);

v17.ToggleEnablePvp:SetValue(false);

spawn(function()

pcall(function()

while wait() do

if \_G.EnabledPvP then

if (game:GetService("Players").LocalPlayer.PlayerGui.Main.PvpDisabled.Visible == true) then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("EnablePvp");

end

end

end

end);

end);

local v118 = v16.Teleport:AddSection("Sea");

local v119 = v16.Teleport:AddToggle("ToggleAutoSea2", {

Title = "Auto Sea 2",

Description = "",

Default = false

});

v119:OnChanged(function(v315)

\_G.Auto\_Sea2 = v315;

end);

v17.ToggleAutoSea2:SetValue(false);

spawn(function()

while wait() do

if \_G.Auto\_Sea2 then

pcall(function()

local v800 = game:GetService("Players").LocalPlayer.Data.Level.Value;

if ((v800 >= 700) and World1) then

if ((game:GetService("Workspace").Map.Ice.Door.CanCollide == false) and (game:GetService("Workspace").Map.Ice.Door.Transparency == 1)) then

local v1346 = CFrame.new(4849.29883, 5.65138149, 719.611877);

repeat

Tween(v1346);

wait();

until ((v1346.Position - game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 3) or (\_G.Auto\_Sea2 == false)

wait(1.1);

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("DressrosaQuestProgress", "Detective");

wait(0.5);

EquipTool("Key");

repeat

Tween(CFrame.new(1347.7124, 37.3751602, - 1325.6488));

wait();

until ((Vector3.new(1347.7124, 37.3751602, - 1325.6488) - game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 3) or (\_G.Auto\_Sea2 == false)

wait(0.5);

elseif ((game:GetService("Workspace").Map.Ice.Door.CanCollide == false) and (game:GetService("Workspace").Map.Ice.Door.Transparency == 1)) then

if game:GetService("Workspace").Enemies:FindFirstChild("Ice Admiral") then

for v1680, v1681 in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if (v1681.Name == "Ice Admiral") then

if (not v1681.Humanoid.Health <= 0) then

if (v1681:FindFirstChild("Humanoid") and v1681:FindFirstChild("HumanoidRootPart") and (v1681.Humanoid.Health > 0)) then

OldCFrameSecond = v1681.HumanoidRootPart.CFrame;

repeat

task.wait(\_G.Fast\_Delay);

AutoHaki();

EquipTool(SelectWeapon);

v1681.HumanoidRootPart.CanCollide = false;

v1681.Humanoid.WalkSpeed = 0;

v1681.Head.CanCollide = false;

v1681.HumanoidRootPart.Size = Vector3.new(50, 50, 50);

v1681.HumanoidRootPart.CFrame = OldCFrameSecond;

Tween(v1681.HumanoidRootPart.CFrame \* Pos);

AttackNoCoolDown();

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

until not \_G.Auto\_Sea2 or not v1681.Parent or (v1681.Humanoid.Health <= 0)

end

else

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("TravelDressrosa");

end

end

end

elseif game:GetService("ReplicatedStorage"):FindFirstChild("Ice Admiral") then

Tween(game:GetService("ReplicatedStorage"):FindFirstChild("Ice Admiral").HumanoidRootPart.CFrame \* CFrame.new(5, 10, 7));

end

end

end

end);

end

end

end);

local v120 = v16.Teleport:AddToggle("ToggleAutoSea3", {

Title = "Auto Sea 3",

Description = "",

Default = false

});

v120:OnChanged(function(v316)

\_G.Auto\_Sea3 = v316;

end);

v17.ToggleAutoSea3:SetValue(false);

spawn(function()

while wait() do

if \_G.AutoSea3 then

pcall(function()

if ((game:GetService("Players").LocalPlayer.Data.Level.Value >= 1500) and World2) then

\_G.AutoLevel = false;

if (game:GetService("ReplicatedStorage").Remotes['CommF\_']:InvokeServer("ZQuestProgress", "General") == 0) then

Tween(CFrame.new(- 1926.3221435547, 12.819851875305, 1738.3092041016));

if ((CFrame.new(- 1926.3221435547, 12.819851875305, 1738.3092041016).Position - game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 10) then

wait(1.5);

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("ZQuestProgress", "Begin");

end

wait(1.8);

if game:GetService("Workspace").Enemies:FindFirstChild("rip\_indra") then

for v1578, v1579 in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if (v1579.Name == "rip\_indra") then

OldCFrameThird = v1579.HumanoidRootPart.CFrame;

repeat

task.wait(\_G.Fast\_Delay);

AutoHaki();

EquipTool(SelectWeapon);

Tween(v1579.HumanoidRootPart.CFrame \* Pos);

v1579.HumanoidRootPart.CFrame = OldCFrameThird;

v1579.HumanoidRootPart.Size = Vector3.new(50, 50, 50);

v1579.HumanoidRootPart.CanCollide = false;

v1579.Humanoid.WalkSpeed = 0;

AttackNoCoolDown();

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("TravelZou");

until (\_G.AutoSea3 == false) or (v1579.Humanoid.Health <= 0) or not v1579.Parent

end

end

elseif (not game:GetService("Workspace").Enemies:FindFirstChild("rip\_indra") and ((CFrame.new(- 26880.93359375, 22.848554611206, 473.18951416016).Position - game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 1000)) then

Tween(CFrame.new(- 26880.93359375, 22.848554611206, 473.18951416016));

end

end

end

end);

end

end

end);

v16.Teleport:AddButton({

Title = "Sea 1",

Description = "",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("TravelMain");

end

});

v16.Teleport:AddButton({

Title = "Sea 2",

Description = "",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("TravelDressrosa");

end

});

v16.Teleport:AddButton({

Title = "Sea 3",

Description = "",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("TravelZou");

end

});

local v56 = v16.Teleport:AddSection("Island");

if Sea1 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 Sea2 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 Sea3 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",

"Tiki Outpost"

};

end

local v121 = v16.Teleport:AddDropdown("DropdownIsland", {

Title = "Select Island",

Description = "",

Values = IslandList,

Multi = false,

Default = 1

});

v121:SetValue(\_G.SelectIsland);

v121:OnChanged(function(v317)

\_G.SelectIsland = v317;

end);

v16.Teleport:AddButton({

Title = "Teleport To Island",

Description = "",

Callback = function()

if (\_G.SelectIsland == "WindMill") then

Tween2(CFrame.new(979.79895019531, 16.516613006592, 1429.0466308594));

elseif (\_G.SelectIsland == "Marine") then

Tween2(CFrame.new(- 2566.4296875, 6.8556680679321, 2045.2561035156));

elseif (\_G.SelectIsland == "Middle Town") then

Tween2(CFrame.new(- 690.33081054688, 15.09425163269, 1582.2380371094));

elseif (\_G.SelectIsland == "Jungle") then

Tween2(CFrame.new(- 1612.7957763672, 36.852081298828, 149.12843322754));

elseif (\_G.SelectIsland == "Pirate Village") then

Tween2(CFrame.new(- 1181.3093261719, 4.7514905929565, 3803.5456542969));

elseif (\_G.SelectIsland == "Desert") then

Tween2(CFrame.new(944.15789794922, 20.919729232788, 4373.3002929688));

elseif (\_G.SelectIsland == "Snow Island") then

Tween2(CFrame.new(1347.8067626953, 104.66806030273, - 1319.7370605469));

elseif (\_G.SelectIsland == "MarineFord") then

Tween2(CFrame.new(- 4914.8212890625, 50.963626861572, 4281.0278320313));

elseif (\_G.SelectIsland == "Colosseum") then

Tween2(CFrame.new(- 1427.6203613281, 7.2881078720093, - 2792.7722167969));

elseif (\_G.SelectIsland == "Sky Island 1") then

Tween2(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

Tween2(CFrame.new(4875.330078125, 5.6519818305969, 734.85021972656));

elseif (\_G.SelectIsland == "Magma Village") then

Tween2(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

Tween2(CFrame.new(5127.1284179688, 59.501365661621, 4105.4458007813));

elseif (\_G.SelectIsland == "Shank Room") then

Tween2(CFrame.new(- 1442.16553, 29.8788261, - 28.3547478));

elseif (\_G.SelectIsland == "Mob Island") then

Tween2(CFrame.new(- 2850.20068, 7.39224768, 5354.99268));

elseif (\_G.SelectIsland == "The Cafe") then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("requestEntrance", Vector3.new(- 281.93707275390625, 306.130615234375, 609.280029296875));

wait();

Tween2(CFrame.new(- 380.47927856445, 77.220390319824, 255.82550048828));

elseif (\_G.SelectIsland == "Frist Spot") then

Tween2(CFrame.new(- 11.311455726624, 29.276733398438, 2771.5224609375));

elseif (\_G.SelectIsland == "Dark Area") then

Tween2(CFrame.new(3780.0302734375, 22.652164459229, - 3498.5859375));

elseif (\_G.SelectIsland == "Flamingo Mansion") then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("requestEntrance", Vector3.new(- 281.93707275390625, 306.130615234375, 609.280029296875));

elseif (\_G.SelectIsland == "Flamingo Room") then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("requestEntrance", Vector3.new(2284.912109375, 15.152034759521484, 905.48291015625));

elseif (\_G.SelectIsland == "Green Zone") then

Tween2(CFrame.new(- 2448.5300292969, 73.016105651855, - 3210.6306152344));

elseif (\_G.SelectIsland == "Factory") then

Tween2(CFrame.new(424.12698364258, 211.16171264648, - 427.54049682617));

elseif (\_G.SelectIsland == "Colossuim") then

Tween2(CFrame.new(- 1503.6224365234, 219.7956237793, 1369.3101806641));

elseif (\_G.SelectIsland == "Zombie Island") then

Tween2(CFrame.new(- 5622.033203125, 492.19604492188, - 781.78552246094));

elseif (\_G.SelectIsland == "Two Snow Mountain") then

Tween2(CFrame.new(753.14288330078, 408.23559570313, - 5274.6147460938));

elseif (\_G.SelectIsland == "Punk Hazard") then

Tween2(CFrame.new(- 6127.654296875, 15.951762199402, - 5040.2861328125));

elseif (\_G.SelectIsland == "Cursed Ship") then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("requestEntrance", Vector3.new(923.40197753906, 125.05712890625, 32885.875));

elseif (\_G.SelectIsland == "Ice Castle") then

Tween2(CFrame.new(6148.4116210938, 294.38687133789, - 6741.1166992188));

elseif (\_G.SelectIsland == "Forgotten Island") then

Tween2(CFrame.new(- 3032.7641601563, 317.89672851563, - 10075.373046875));

elseif (\_G.SelectIsland == "Ussop Island") then

Tween2(CFrame.new(4816.8618164063, 8.4599885940552, 2863.8195800781));

elseif (\_G.SelectIsland == "Mini Sky Island") then

Tween2(CFrame.new(- 288.74060058594, 49326.31640625, - 35248.59375));

elseif (\_G.SelectIsland == "Great Tree") then

Tween2(CFrame.new(2681.2736816406, 1682.8092041016, - 7190.9853515625));

elseif (\_G.SelectIsland == "Castle On The Sea") then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("requestEntrance", Vector3.new(- 5075.50927734375, 314.5155029296875, - 3150.0224609375));

elseif (\_G.SelectIsland == "MiniSky") then

Tween2(CFrame.new(- 260.65557861328, 49325.8046875, - 35253.5703125));

elseif (\_G.SelectIsland == "Port Town") then

Tween2(CFrame.new(- 290.7376708984375, 6.729952812194824, 5343.5537109375));

elseif (\_G.SelectIsland == "Hydra Island") then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("requestEntrance", Vector3.new(5661.5322265625, 1013.0907592773438, - 334.9649963378906));

elseif (\_G.SelectIsland == "Floating Turtle") then

Tween2(CFrame.new(- 13274.528320313, 531.82073974609, - 7579.22265625));

elseif (\_G.SelectIsland == "Mansion") then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("requestEntrance", Vector3.new(- 12468.5380859375, 375.0094299316406, - 7554.62548828125));

elseif (\_G.SelectIsland == "Castle On The Sea") then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("requestEntrance", Vector3.new(- 5075.50927734375, 314.5155029296875, - 3150.0224609375));

elseif (\_G.SelectIsland == "Haunted Castle") then

Tween2(CFrame.new(- 9515.3720703125, 164.00624084473, 5786.0610351562));

elseif (\_G.SelectIsland == "Ice Cream Island") then

Tween2(CFrame.new(- 902.56817626953, 79.93204498291, - 10988.84765625));

elseif (\_G.SelectIsland == "Peanut Island") then

Tween2(CFrame.new(- 2062.7475585938, 50.473892211914, - 10232.568359375));

elseif (\_G.SelectIsland == "Cake Island") then

Tween2(CFrame.new(- 1884.7747802734375, 19.327526092529297, - 11666.8974609375));

elseif (\_G.SelectIsland == "Cocoa Island") then

Tween2(CFrame.new(87.94276428222656, 73.55451202392578, - 12319.46484375));

elseif (\_G.SelectIsland == "Candy Island") then

Tween2(CFrame.new(- 1014.4241943359375, 149.11068725585938, - 14555.962890625));

elseif (\_G.SelectIsland == "Tiki Outpost") then

Tween2(CFrame.new(- 16542.447265625, 55.68632888793945, 1044.41650390625));

end

end

});

v16.Teleport:AddButton({

Title = "Stop Teleport",

Description = "",

Callback = function()

CancelTween();

end

});

v16.Visual:AddButton({

Title = "Fake",

Description = "",

Callback = function()

local v318 = game:GetService("Players").LocalPlayer;

local v319 = require(game:GetService("ReplicatedStorage").Notification);

local v320 = v318:WaitForChild("Data");

local v321 = require(game.ReplicatedStorage:WaitForChild("EXPFunction"));

local v322 = require(game:GetService("ReplicatedStorage").Effect.Container.LevelUp);

local v323 = require(game:GetService("ReplicatedStorage").Util.Sound);

local v324 = game:GetService("ReplicatedStorage").Util.Sound.Storage.Other:FindFirstChild("LevelUp\_Proxy") or game:GetService("ReplicatedStorage").Util.Sound.Storage.Other:FindFirstChild("LevelUp") ;

function v129(v543)

local v544 = v543;

while true do

local v649, v650 = string.gsub(v544, "^(-?%d+)(%d%d%d)", "%1,%2");

v544 = v649;

if (v650 == 0) then

break;

end

end

return v544;

end

v319.new("<Color=Yellow>QUEST COMPLETED!<Color=/>"):Display();

v319.new("Earned<Color=Yellow>9,999,999,999,999 Exp.<Color=/>(+None)"):Display();

v319.new("Earned<Color=Green>$9,999,999,999,999<Color=/>"):Display();

v318.Data.Exp.Value = 999999999999;

v318.Data.Beli.Value = v318.Data.Beli.Value + 999999999999 ;

delay = 0;

count = 0;

while (v318.Data.Exp.Value - v321(v320.Level.Value)) > 0 do

v318.Data.Exp.Value = v318.Data.Exp.Value - v321(v320.Level.Value) ;

v318.Data.Level.Value = v318.Data.Level.Value + 1 ;

v318.Data.Points.Value = v318.Data.Points.Value + 3 ;

v322({

v318

});

v323.Play(v323, v324.Value);

v319.new("<Color=Green>LEVEL UP!<Color=/>(" .. v318.Data.Level.Value .. ")"):Display();

count = count + 1 ;

if (count >= 5) then

delay = tick();

count = 0;

wait();

end

end

end

});

v16.Visual:AddInput("Input\_Level", {

Title = "Level",

Default = "",

Placeholder = "...",

Numeric = false,

Finished = false,

Callback = function(v327)

game:GetService("Players")['LocalPlayer'].Data.Level.Value = tonumber(v327);

end

});

v16.Visual:AddInput("Input\_EXP", {

Title = "EXP",

Default = "",

Placeholder = "...",

Numeric = false,

Finished = false,

Callback = function(v329)

game:GetService("Players")['LocalPlayer'].Data.Exp.Value = tonumber(v329);

end

});

v16.Visual:AddInput("Input\_Beli", {

Title = "Beli",

Default = "",

Placeholder = "...",

Numeric = false,

Finished = false,

Callback = function(v331)

game:GetService("Players")['LocalPlayer'].Data.Beli.Value = tonumber(v331);

end

});

v16.Visual:AddInput("Input\_Fragments", {

Title = "Fragments",

Default = "",

Placeholder = "...",

Numeric = false,

Finished = false,

Callback = function(v333)

game:GetService("Players")['LocalPlayer'].Data.Fragments.Value = tonumber(v333);

end

});

local v122 = game.ReplicatedStorage:FindFirstChild("Remotes").CommF\_:InvokeServer("GetFruits");

Table\_DevilFruitSniper = {};

ShopDevilSell = {};

for v335, v336 in next, v122 do

table.insert(Table\_DevilFruitSniper, v336.Name);

if v336.OnSale then

table.insert(ShopDevilSell, v336.Name);

end

end

\_G.SelectFruit = "Dragon-Dragon";

\_G.PermanentFruit = "Dragon-Dragon";

\_G.AutoBuyFruitSniper = false;

\_G.AutoSwitchPermanentFruit = false;

local v123 = v16.Fruit:AddDropdown("DropdownFruit", {

Title = "Select Fruit",

Description = "",

Values = Table\_DevilFruitSniper,

Multi = false,

Default = 1

});

v123:SetValue(\_G.SelectFruit);

v123:OnChanged(function(v337)

\_G.SelectFruit = v337;

end);

local v111 = v16.Fruit:AddToggle("ToggleFruit", {

Title = "Buy",

Description = "",

Default = false

});

v111:OnChanged(function(v338)

if v338 then

\_G.AutoBuyFruitSniper = true;

pcall(function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("GetFruits");

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("PurchaseRawFruit", \_G.SelectFruit, false);

end);

\_G.AutoBuyFruitSniper = false;

end

end);

v17.ToggleFruit:SetValue(false);

local v124 = v16.Fruit:AddDropdown("DropdownPermanentFruit", {

Title = "Select Permanent Fruit",

Description = "",

Values = Table\_DevilFruitSniper,

Multi = false,

Default = 1

});

v124:SetValue(\_G.PermanentFruit);

v124:OnChanged(function(v339)

\_G.PermanentFruit = v339;

end);

local v125 = v16.Fruit:AddToggle("TogglePermanentFruit", {

Title = "Use Permanent Fruit",

Description = "",

Default = false

});

v125:OnChanged(function(v340)

if v340 then

\_G.AutoSwitchPermanentFruit = true;

pcall(function()

local v742 = {

[1] = "SwitchFruit",

[2] = \_G.PermanentFruit

};

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer(unpack(v742));

end);

\_G.AutoSwitchPermanentFruit = false;

end

end);

v17.TogglePermanentFruit:SetValue(false);

local v126 = v16.Fruit:AddToggle("ToggleStore", {

Title = "Store Fruit",

Description = "",

Default = false

});

v126:OnChanged(function(v341)

\_G.AutoStoreFruit = v341;

end);

v17.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("Blade 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("Falcon Fruit") or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Falcon Fruit")) then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("StoreFruit", "Falcon", game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("alcon 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("Portal 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("Buddha Fruit") or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Buddha Fruit")) then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("Buddha", game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("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("Phoenix Fruit")) then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("StoreFruit", "Phoenix", game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("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("Pain Fruit")) then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("StoreFruit", "Pain-Pain", game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Pain 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("Spirit 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();

end

end);

local v127 = v16.Fruit:AddToggle("ToggleRandomFruit", {

Title = "Random Fruit",

Description = "",

Default = false

});

v127:OnChanged(function(v342)

\_G.Random\_Auto = v342;

end);

v17.ToggleRandomFruit:SetValue(false);

spawn(function()

pcall(function()

while wait() do

if \_G.Random\_Auto then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("Cousin", "Buy");

end

end

end);

end);

local v128 = v16.Fruit:AddToggle("ToggleCollectTP", {

Title = "Get Fruit (TP)",

Description = "Risk",

Default = false

});

v128:OnChanged(function(v343)

\_G.CollectFruitTP = v343;

end);

v17.ToggleCollectTP:SetValue(false);

spawn(function()

while wait() do

if \_G.CollectFruitTP then

for v801, v802 in pairs(game.Workspace:GetChildren()) do

if string.find(v802.Name, "Fruit") then

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = v802.Handle.CFrame;

end

end

end

end

end);

local v129 = v16.Fruit:AddToggle("ToggleCollect", {

Title = "Get Fruit",

Description = "",

Default = false

});

v129:OnChanged(function(v344)

\_G.Tweenfruit = v344;

end);

v17.ToggleCollect:SetValue(false);

spawn(function()

while wait() do

if \_G.Tweenfruit then

for v803, v804 in pairs(game.Workspace:GetChildren()) do

if string.find(v804.Name, "Fruit") then

Tween(v804.Handle.CFrame);

end

end

end

end

end);

local v56 = v16.Fruit:AddSection("Esp");

local v130 = v16.Fruit:AddToggle("ToggleEspPlayer", {

Title = "Player",

Description = "",

Default = false

});

v130:OnChanged(function(v345)

ESPPlayer = v345;

UpdatePlayerChams();

end);

v17.ToggleEspPlayer:SetValue(false);

local v131 = v16.Fruit:AddToggle("ToggleEspFruit", {

Title = "Fruit",

Description = "",

Default = false

});

v131:OnChanged(function(v346)

DevilFruitESP = v346;

while DevilFruitESP do

wait();

UpdateDevilChams();

end

end);

v17.ToggleEspFruit:SetValue(false);

local v132 = v16.Fruit:AddToggle("ToggleEspIsland", {

Title = "Island",

Description = "",

Default = false

});

v132:OnChanged(function(v347)

IslandESP = v347;

while IslandESP do

wait();

UpdateIslandESP();

end

end);

v17.ToggleEspIsland:SetValue(false);

local v133 = v16.Fruit:AddToggle("ToggleEspFlower", {

Title = "Flower",

Description = "",

Default = false

});

v133:OnChanged(function(v348)

FlowerESP = v348;

UpdateFlowerChams();

end);

v17.ToggleEspFlower:SetValue(false);

spawn(function()

while wait() 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);

local v134 = v16.Fruit:AddToggle("ToggleEspRealFruit", {

Title = "Real Fruit",

Description = "",

Default = false

});

v134:OnChanged(function(v349)

RealFruitEsp = v349;

while RealFruitEsp do

wait();

UpdateRealFruitEsp();

end

end);

v17.ToggleEspRealFruit:SetValue(false);

function UpdateRealFruitEsp()

for v548, v549 in pairs(game.Workspace.AppleSpawner:GetChildren()) do

if v549:IsA("Tool") then

if RealFruitEsp then

if not v549.Handle:FindFirstChild("NameEsp" .. Number) then

local v1066 = Instance.new("BillboardGui", v549.Handle);

v1066.Name = "NameEsp" .. Number ;

v1066.ExtentsOffset = Vector3.new(0, 1, 0);

v1066.Size = UDim2.new(1, 200, 1, 30);

v1066.Adornee = v549.Handle;

v1066.AlwaysOnTop = true;

local v1073 = Instance.new("TextLabel", v1066);

v1073.Font = Enum.Font.GothamSemibold;

v1073.FontSize = "Size14";

v1073.TextWrapped = true;

v1073.Size = UDim2.new(1, 0, 1, 0);

v1073.TextYAlignment = "Top";

v1073.BackgroundTransparency = 1;

v1073.TextStrokeTransparency = 0.5;

v1073.TextColor3 = Color3.fromRGB(255, 0, 0);

v1073.Text = v549.Name .. " \n" .. v20((game:GetService("Players").LocalPlayer.Character.Head.Position - v549.Handle.Position).Magnitude / 3) .. " Distance" ;

else

v549.Handle["NameEsp" .. Number ].TextLabel.Text = v549.Name .. " " .. v20((game:GetService("Players").LocalPlayer.Character.Head.Position - v549.Handle.Position).Magnitude / 3) .. " Distance" ;

end

elseif v549.Handle:FindFirstChild("NameEsp" .. Number) then

v549.Handle:FindFirstChild("NameEsp" .. Number):Destroy();

end

end

end

for v550, v551 in pairs(game.Workspace.PineappleSpawner:GetChildren()) do

if v551:IsA("Tool") then

if RealFruitEsp then

if not v551.Handle:FindFirstChild("NameEsp" .. Number) then

local v1085 = Instance.new("BillboardGui", v551.Handle);

v1085.Name = "NameEsp" .. Number ;

v1085.ExtentsOffset = Vector3.new(0, 1, 0);

v1085.Size = UDim2.new(1, 200, 1, 30);

v1085.Adornee = v551.Handle;

v1085.AlwaysOnTop = true;

local v1092 = Instance.new("TextLabel", v1085);

v1092.Font = Enum.Font.GothamSemibold;

v1092.FontSize = "Size14";

v1092.TextWrapped = true;

v1092.Size = UDim2.new(1, 0, 1, 0);

v1092.TextYAlignment = "Top";

v1092.BackgroundTransparency = 1;

v1092.TextStrokeTransparency = 0.5;

v1092.TextColor3 = Color3.fromRGB(255, 174, 0);

v1092.Text = v551.Name .. " \n" .. v20((game:GetService("Players").LocalPlayer.Character.Head.Position - v551.Handle.Position).Magnitude / 3) .. " Distance" ;

else

v551.Handle["NameEsp" .. Number ].TextLabel.Text = v551.Name .. " " .. v20((game:GetService("Players").LocalPlayer.Character.Head.Position - v551.Handle.Position).Magnitude / 3) .. " Distance" ;

end

elseif v551.Handle:FindFirstChild("NameEsp" .. Number) then

v551.Handle:FindFirstChild("NameEsp" .. Number):Destroy();

end

end

end

for v552, v553 in pairs(game.Workspace.BananaSpawner:GetChildren()) do

if v553:IsA("Tool") then

if RealFruitEsp then

if not v553.Handle:FindFirstChild("NameEsp" .. Number) then

local v1104 = Instance.new("BillboardGui", v553.Handle);

v1104.Name = "NameEsp" .. Number ;

v1104.ExtentsOffset = Vector3.new(0, 1, 0);

v1104.Size = UDim2.new(1, 200, 1, 30);

v1104.Adornee = v553.Handle;

v1104.AlwaysOnTop = true;

local v1111 = Instance.new("TextLabel", v1104);

v1111.Font = Enum.Font.GothamSemibold;

v1111.FontSize = "Size14";

v1111.TextWrapped = true;

v1111.Size = UDim2.new(1, 0, 1, 0);

v1111.TextYAlignment = "Top";

v1111.BackgroundTransparency = 1;

v1111.TextStrokeTransparency = 0.5;

v1111.TextColor3 = Color3.fromRGB(251, 255, 0);

v1111.Text = v553.Name .. " \n" .. v20((game:GetService("Players").LocalPlayer.Character.Head.Position - v553.Handle.Position).Magnitude / 3) .. " Distance" ;

else

v553.Handle["NameEsp" .. Number ].TextLabel.Text = v553.Name .. " " .. v20((game:GetService("Players").LocalPlayer.Character.Head.Position - v553.Handle.Position).Magnitude / 3) .. " Distance" ;

end

elseif v553.Handle:FindFirstChild("NameEsp" .. Number) then

v553.Handle:FindFirstChild("NameEsp" .. Number):Destroy();

end

end

end

end

local v135 = v16.Fruit:AddToggle("ToggleIslandMirageEsp", {

Title = "Mirage Island",

Description = "",

Default = false

});

v135:OnChanged(function(v350)

IslandMirageEsp = v350;

while IslandMirageEsp do

wait();

UpdateIslandMirageEsp();

end

end);

v17.ToggleIslandMirageEsp:SetValue(false);

function isnil(v351)

return v351 == nil ;

end

local function v20(v352)

return math.floor(tonumber(v352) + 0.5);

end

Number = math.random(1, 1000000);

function UpdateIslandMirageEsp()

for v554, v555 in pairs(game:GetService("Workspace")['\_WorldOrigin'].Locations:GetChildren()) do

pcall(function()

if MirageIslandESP then

if (v555.Name == "Mirage Island") then

if not v555:FindFirstChild("NameEsp") then

local v1347 = Instance.new("BillboardGui", v555);

v1347.Name = "NameEsp";

v1347.ExtentsOffset = Vector3.new(0, 1, 0);

v1347.Size = UDim2.new(1, 200, 1, 30);

v1347.Adornee = v555;

v1347.AlwaysOnTop = true;

local v1353 = Instance.new("TextLabel", v1347);

v1353.Font = Enum.Font.Code;

v1353.FontSize = Enum.FontSize.Size14;

v1353.TextWrapped = true;

v1353.Size = UDim2.new(1, 0, 1, 0);

v1353.TextYAlignment = Enum.TextYAlignment.Top;

v1353.BackgroundTransparency = 1;

v1353.TextStrokeTransparency = 0.5;

v1353.TextColor3 = Color3.fromRGB(80, 245, 245);

else

v555['NameEsp'].TextLabel.Text = v555.Name .. " \n" .. v20((game:GetService("Players").LocalPlayer.Character.Head.Position - v555.Position).Magnitude / 3) .. " M" ;

end

end

elseif v555:FindFirstChild("NameEsp") then

v555:FindFirstChild("NameEsp"):Destroy();

end

end);

end

end

local v136 = {

"Flame",

"Ice",

"Quake",

"Light",

"Dark",

"Spider",

"Rumble",

"Magma",

"Buddha",

"Sand",

"Phoenix",

"Dough"

};

local v137 = v16.Raid:AddDropdown("DropdownRaid", {

Title = "Select Chip",

Description = "",

Values = v136,

Multi = false,

Default = 1

});

v137:SetValue(SelectChip);

v137:OnChanged(function(v353)

SelectChip = v353;

end);

local v138 = v16.Raid:AddToggle("ToggleBuy", {

Title = "Buy Chip",

Description = "",

Default = false

});

v138:OnChanged(function(v354)

\_G.Auto\_Buy\_Chips\_Dungeon = v354;

end);

v17.ToggleBuy:SetValue(false);

spawn(function()

while wait() do

if \_G.Auto\_Buy\_Chips\_Dungeon then

pcall(function()

local v805 = {

[1] = "RaidsNpc",

[2] = "Select",

[3] = SelectChip

};

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer(unpack(v805));

end);

end

end

end);

local v139 = v16.Raid:AddToggle("ToggleStart", {

Title = "Auto Start Raid",

Description = "",

Default = false

});

v139:OnChanged(function(v355)

\_G.Auto\_StartRaid = v355;

end);

v17.ToggleStart:SetValue(false);

spawn(function()

while wait() 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 Sea2 then

Tween2(CFrame.new(- 6438.73535, 250.645355, - 4501.50684));

local v1547 = {

[1] = "SetSpawnPoint"

};

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer(unpack(v1547));

fireclickdetector(game:GetService("Workspace").Map.CircleIsland.RaidSummon2.Button.Main.ClickDetector);

elseif Sea3 then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("requestEntrance", Vector3.new(- 5075.50927734375, 314.5155029296875, - 3150.0224609375));

Tween2(CFrame.new(- 5017.40869, 314.844055, - 2823.0127, - 0.925743818, 4.482175e-8, - 0.378151238, 4.5550315e-9, 1, 1.0737756e-7, 0.378151238, 9.768162e-8, - 0.925743818));

local v1656 = {

[1] = "SetSpawnPoint"

};

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer(unpack(v1656));

fireclickdetector(game:GetService("Workspace").Map["Boat Castle"].RaidSummon2.Button.Main.ClickDetector);

end

end

end

end

end);

end

end);

local v140 = v16.Raid:AddToggle("ToggleNextIsland", {

Title = "Auto Farm Raid",

Description = "",

Default = false

});

v140:OnChanged(function(v356)

AutoNextIsland = v356;

if not v356 then

\_G.AutoNear = false;

end

end);

v17.ToggleNextIsland:SetValue(false);

spawn(function()

local v357 = {};

while task.wait() do

if AutoNextIsland then

pcall(function()

local v806 = game.Players.LocalPlayer.Character;

if (v806 and v806:FindFirstChild("HumanoidRootPart")) then

local v900 = game:GetService("Workspace")['\_WorldOrigin'].Locations;

local v901 = v806.HumanoidRootPart.Position;

if (((v901 - Vector3.new(- 6438.73535, 250.645355, - 4501.50684)).Magnitude < 1) or ((v901 - Vector3.new(- 5017.40869, 314.844055, - 2823.0127)).Magnitude < 1)) then

v357 = {};

end

if v900:FindFirstChild("Island 1") then

\_G.AutoNear = true;

end

if (v900:FindFirstChild("Island 2") and not v357["Island 2"]) then

Tween(v900:FindFirstChild("Island 2").CFrame);

v357["Island 2"] = true;

AutoNextIsland = false;

wait();

AutoNextIsland = true;

elseif (v900:FindFirstChild("Island 3") and not v357["Island 3"]) then

Tween(v900:FindFirstChild("Island 3").CFrame);

v357["Island 3"] = true;

AutoNextIsland = false;

wait();

AutoNextIsland = true;

elseif (v900:FindFirstChild("Island 4") and not v357["Island 4"]) then

Tween(v900:FindFirstChild("Island 4").CFrame);

v357["Island 4"] = true;

AutoNextIsland = false;

wait();

AutoNextIsland = true;

elseif (v900:FindFirstChild("Island 5") and not v357["Island 5"]) then

Tween(v900:FindFirstChild("Island 5").CFrame);

v357["Island 5"] = true;

AutoNextIsland = false;

wait();

AutoNextIsland = true;

end

end

end);

end

end

end);

local v141 = v16.Raid:AddToggle("ToggleAwake", {

Title = "Auto Awakening Fruit",

Description = "",

Default = false

});

v141:OnChanged(function(v358)

AutoAwakenAbilities = v358;

end);

v17.ToggleAwake:SetValue(false);

spawn(function()

while task.wait() do

if AutoAwakenAbilities then

pcall(function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("Awakener", "Awaken");

end);

end

end

end);

local v142 = v16.Raid:AddToggle("ToggleGetFruit", {

Title = "Give Up Normal Fruit—>Raid Chip",

Description = "",

Default = false

});

v142:OnChanged(function(v359)

\_G.Autofruit = v359;

end);

spawn(function()

while wait() do

pcall(function()

if \_G.Autofruit then

local v807 = {

[1] = "LoadFruit",

[2] = "Rocket-Rocket"

};

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer(unpack(v807));

local v807 = {

[1] = "LoadFruit",

[2] = "Spin-Spin"

};

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer(unpack(v807));

local v807 = {

[1] = "LoadFruit",

[2] = "Chop-Chop"

};

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer(unpack(v807));

local v807 = {

[1] = "LoadFruit",

[2] = "Spring-Spring"

};

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer(unpack(v807));

local v807 = {

[1] = "LoadFruit",

[2] = "Bomb-Bomb"

};

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer(unpack(v807));

local v807 = {

[1] = "LoadFruit",

[2] = "Smoke-Smoke"

};

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer(unpack(v807));

local v807 = {

[1] = "LoadFruit",

[2] = "Spike-Spike"

};

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer(unpack(v807));

local v807 = {

[1] = "LoadFruit",

[2] = "Flame-Flame"

};

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer(unpack(v807));

local v807 = {

[1] = "LoadFruit",

[2] = "Falcon-Falcon"

};

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer(unpack(v807));

local v807 = {

[1] = "LoadFruit",

[2] = "Ice-Ice"

};

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer(unpack(v807));

local v807 = {

[1] = "LoadFruit",

[2] = "Sand-Sand"

};

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer(unpack(v807));

local v807 = {

[1] = "LoadFruit",

[2] = "Dark-Dark"

};

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer(unpack(v807));

local v807 = {

[1] = "LoadFruit",

[2] = "Ghost-Ghost"

};

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer(unpack(v807));

local v807 = {

[1] = "LoadFruit",

[2] = "Diamond-Diamond"

};

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer(unpack(v807));

local v807 = {

[1] = "LoadFruit",

[2] = "Light-Light"

};

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer(unpack(v807));

local v807 = {

[1] = "LoadFruit",

[2] = "Rubber-Rubber"

};

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer(unpack(v807));

local v807 = {

[1] = "LoadFruit",

[2] = "Barrier-Barrier"

};

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer(unpack(v807));

end

end);

end

end);

if Sea2 then

v16.Raid:AddButton({

Title = "Fly To The Raid Room",

Description = "",

Callback = function()

Tween2(CFrame.new(- 6438.73535, 250.645355, - 4501.50684));

end

});

elseif Sea3 then

v16.Raid:AddButton({

Title = "Fly To The Raid Room",

Description = "",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("requestEntrance", Vector3.new(- 5075.50927734375, 314.5155029296875, - 3150.0224609375));

Tween2(CFrame.new(- 5017.40869, 314.844055, - 2823.0127, - 0.925743818, 4.482175e-8, - 0.378151238, 4.5550315e-9, 1, 1.0737756e-7, 0.378151238, 9.768162e-8, - 0.925743818));

end

});

end

local v56 = v16.Raid:AddSection("Law");

local v143 = v16.Raid:AddToggle("ToggleLaw", {

Title = "Auto Raid Low (Fully)",

Description = "",

Default = false

});

v143:OnChanged(function(v360)

Auto\_Law = v360;

end);

v17.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();

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() 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.ClickDetector);

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 v1468, v1469 in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if (v1469.Name == "Order") then

repeat

wait(\_G.Fast\_Delay);

AttackNoCoolDown();

AutoHaki();

EquipTool(SelectWeapon);

Tween(v1469.HumanoidRootPart.CFrame \* Pos);

v1469.HumanoidRootPart.CanCollide = false;

v1469.HumanoidRootPart.Size = Vector3.new(60, 60, 60);

until not v1469.Parent or (v1469.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);

v16.Race:AddButton({

Title = "Temple Of Time",

Description = "",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("requestEntrance", Vector3.new(28286.35546875, 14895.3017578125, 102.62469482421875));

end

});

v16.Race:AddButton({

Title = "Auto Pull Lever",

Description = "",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("requestEntrance", Vector3.new(28286.35546875, 14895.3017578125, 102.62469482421875));

Tween2(CFrame.new(28575.181640625, 14936.6279296875, 72.31636810302734));

end

});

v16.Race:AddButton({

Title = "TP Buy Gear NPC",

Description = "",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("requestEntrance", Vector3.new(28286.35546875, 14895.3017578125, 102.62469482421875));

Tween2(CFrame.new(28981.552734375, 14888.4267578125, - 120.245849609375));

end

});

local v56 = v16.Race:AddSection("Race");

v16.Race:AddButton({

Title = "Race Door",

Description = "",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("requestEntrance", Vector3.new(28286.35546875, 14895.3017578125, 102.62469482421875));

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 v144 = v16.Race:AddToggle("ToggleHumanandghoul", {

Title = "Overcome Challenges [Human/Ghoul]",

Description = "",

Default = false

});

v144:OnChanged(function(v361)

KillAura = v361;

end);

v17.ToggleHumanandghoul:SetValue(false);

local v145 = v16.Race:AddToggle("ToggleAutotrial", {

Title = "Overcome Challenges",

Description = "",

Default = false

});

v145:OnChanged(function(v362)

\_G.AutoQuestRace = v362;

end);

v17.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 v1123, v1124 in pairs(game.Workspace.Enemies:GetDescendants()) do

if (v1124:FindFirstChild("Humanoid") and v1124:FindFirstChild("HumanoidRootPart") and (v1124.Humanoid.Health > 0)) then

pcall(function()

repeat

wait();

v1124.Humanoid.Health = 0;

v1124.HumanoidRootPart.CanCollide = false;

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

until not \_G.AutoQuestRace or not v1124.Parent or (v1124.Humanoid.Health <= 0)

end);

end

end

elseif (game:GetService("Players").LocalPlayer.Data.Race.Value == "Skypiea") then

for v1470, v1471 in pairs(game:GetService("Workspace").Map.SkyTrial.Model:GetDescendants()) do

if (v1471.Name == "snowisland\_Cylinder.081") then

BTPZ(v1471.CFrame \* CFrame.new(0, 0, 0));

end

end

elseif (game:GetService("Players").LocalPlayer.Data.Race.Value == "Fishman") then

for v1582, v1583 in pairs(game:GetService("Workspace").SeaBeasts.SeaBeast1:GetDescendants()) do

if (v1583.Name == "HumanoidRootPart") then

Tween(v1583.CFrame \* Pos);

for v1746, v1747 in pairs(game.Players.LocalPlayer.Backpack:GetChildren()) do

if v1747:IsA("Tool") then

if (v1747.ToolTip == "Melee") then

game.Players.LocalPlayer.Character.Humanoid:EquipTool(v1747);

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(0.2);

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(0.2);

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 v1748, v1749 in pairs(game.Players.LocalPlayer.Backpack:GetChildren()) do

if v1749:IsA("Tool") then

if (v1749.ToolTip == "Blox Fruit") then

game.Players.LocalPlayer.Character.Humanoid:EquipTool(v1749);

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(0.2);

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(0.2);

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();

for v1750, v1751 in pairs(game.Players.LocalPlayer.Backpack:GetChildren()) do

if v1751:IsA("Tool") then

if (v1751.ToolTip == "Sword") then

game.Players.LocalPlayer.Character.Humanoid:EquipTool(v1751);

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(0.2);

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(0.2);

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();

for v1752, v1753 in pairs(game.Players.LocalPlayer.Backpack:GetChildren()) do

if v1753:IsA("Tool") then

if (v1753.ToolTip == "Gun") then

game.Players.LocalPlayer.Character.Humanoid:EquipTool(v1753);

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(0.2);

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(0.2);

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 v1764, v1765 in pairs(game.Workspace.Enemies:GetDescendants()) do

if (v1765:FindFirstChild("Humanoid") and v1765:FindFirstChild("HumanoidRootPart") and (v1765.Humanoid.Health > 0)) then

pcall(function()

repeat

wait();

v1765.Humanoid.Health = 0;

v1765.HumanoidRootPart.CanCollide = false;

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

until not \_G.AutoQuestRace or not v1765.Parent or (v1765.Humanoid.Health <= 0)

end);

end

end

elseif (game:GetService("Players").LocalPlayer.Data.Race.Value == "Mink") then

for v1790, v1791 in pairs(game:GetService("Workspace"):GetDescendants()) do

if (v1791.Name == "StartPoint") then

Tween(v1791.CFrame \* CFrame.new(0, 10, 0));

end

end

end

end

end

end);

end);

local v146 = v16.Race:AddToggle("ToggleKillTrial", {

Title = "Kill Trial",

Description = "",

Default = false

});

v146:OnChanged(function(v363)

\_G.AutoKillTrial = v363;

end);

v17.ToggleKillTrial:SetValue(false);

spawn(function()

while wait() do

pcall(function()

if \_G.AutoKillTrial then

for v870, v871 in pairs(game:GetService("Players"):GetChildren()) do

if (v871.Name and (v871.Name ~= game.Players.LocalPlayer.Name) and ((v871.Character.HumanoidRootPart.Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 100)) then

if (v871.Character.Humanoid.Health > 0) then

repeat

wait(\_G.Fast\_Delay);

EquipTool(SelectWeapon);

AutoHaki();

Tween(v871.Character.HumanoidRootPart.CFrame \* CFrame.new(0, 0, 5));

v871.Character.HumanoidRootPart.CanCollide = false;

v871.Character.HumanoidRootPart.Size = Vector3.new(60, 60, 60);

AttackNoCoolDown();

until not \_G.AutoKillTrial or not v871.Parent or (v871.Character.Humanoid.Health <= 0)

end

end

end

end

end);

end

end);

local v56 = v16.Race:AddSection("");

local v147 = v16.Race:AddToggle("ToggleFarmRace", {

Title = "Farm Race",

Description = "",

Default = false

});

local v148 = false;

v147:OnChanged(function(v364)

v148 = v364;

end);

v17.ToggleFarmRace:SetValue(false);

spawn(function()

while wait() do

if v148 then

pcall(function()

if game.Players.LocalPlayer.Character:FindFirstChild("RaceTransformed") then

if (game.Players.LocalPlayer.Character.RaceTransformed.Value == true) then

\_G.AutoBoneNoQuest = false;

Tween(CFrame.new(- 9698.4736328125, 445.09442138671875, 6545.8525390625));

elseif (game.Players.LocalPlayer.Character.RaceTransformed.Value == false) then

\_G.AutoBoneNoQuest = true;

game:GetService("VirtualInputManager"):SendKeyEvent(true, "Y", false, game);

wait();

game:GetService("VirtualInputManager"):SendKeyEvent(false, "Y", false, game);

end

end

end);

else

\_G.AutoBoneNoQuest = false;

end

end

end);

local v149 = v16.Race:AddToggle("ToggleUpgrade", {

Title = "Buy Gear",

Description = "",

Default = false

});

v149:OnChanged(function(v365)

\_G.AutoUpgrade = v365;

if \_G.AutoUpgrade then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("UpgradeRace", "Buy");

end

end);

v17.ToggleUpgrade:SetValue(false);

local v56 = v16.Shop:AddSection("Haki");

v16.Shop:AddButton({

Title = "Geppo",

Description = "",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyHaki", "Geppo");

end

});

v16.Shop:AddButton({

Title = "Buso",

Description = "",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyHaki", "Buso");

end

});

v16.Shop:AddButton({

Title = "Soru",

Description = "",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyHaki", "Soru");

end

});

v16.Shop:AddButton({

Title = "Ken",

Description = "",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("KenTalk", "Buy");

end

});

local v56 = v16.Shop:AddSection("Kiếm");

v16.Shop:AddButton({

Title = "Cutlass",

Description = "",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyItem", "Cutlass");

end

});

v16.Shop:AddButton({

Title = "Katana",

Description = "",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyItem", "Katana");

end

});

v16.Shop:AddButton({

Title = "Iron Mace",

Description = "",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyItem", "Iron Mace");

end

});

v16.Shop:AddButton({

Title = "Duel Katana",

Description = "",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyItem", "Duel Katana");

end

});

v16.Shop:AddButton({

Title = "Triple Katana",

Description = "",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyItem", "Triple Katana");

end

});

v16.Shop:AddButton({

Title = "Pipe",

Description = "",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyItem", "Pipe");

end

});

v16.Shop:AddButton({

Title = "Dual-Headed Blade",

Description = "",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyItem", "Dual-Headed Blade");

end

});

v16.Shop:AddButton({

Title = "Bisento",

Description = "",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyItem", "Bisento");

end

});

v16.Shop:AddButton({

Title = "Soul Cane",

Description = "",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyItem", "Soul Cane");

end

});

v16.Shop:AddButton({

Title = "Pole V2",

Description = "",

Callback = function()

game.ReplicatedStorage.Remotes.CommF\_:InvokeServer("ThunderGodTalk");

end

});

local v56 = v16.Shop:AddSection("Võ");

v16.Shop:AddButton({

Title = "Black Leg",

Description = "",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyBlackLeg");

end

});

v16.Shop:AddButton({

Title = "Electro",

Description = "",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyElectro");

end

});

v16.Shop:AddButton({

Title = "Fishman Karate",

Description = "",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyFishmanKarate");

end

});

v16.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

});

v16.Shop:AddButton({

Title = "Superhuman",

Description = "",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuySuperhuman");

end

});

v16.Shop:AddButton({

Title = "Death Step",

Description = "",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyDeathStep");

end

});

v16.Shop:AddButton({

Title = "Sharkman Karate",

Description = "",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuySharkmanKarate", true);

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuySharkmanKarate");

end

});

v16.Shop:AddButton({

Title = "Electric Claw",

Description = "",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyElectricClaw");

end

});

v16.Shop:AddButton({

Title = "Dragon Talon",

Description = "",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyDragonTalon");

end

});

v16.Shop:AddButton({

Title = "Godhuman",

Description = "",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyGodhuman");

end

});

v16.Shop:AddButton({

Title = "Sanguine Art",

Description = "",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuySanguineArt");

end

});

local v56 = v16.Shop:AddSection("Other");

v16.Shop:AddButton({

Title = "Reset Stats",

Description = "",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BlackbeardReward", "Refund", "1");

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BlackbeardReward", "Refund", "2");

end

});

v16.Shop:AddButton({

Title = "Random Race",

Description = "",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BlackbeardReward", "Reroll", "1");

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BlackbeardReward", "Reroll", "2");

end

});

v16.Shop:AddButton({

Title = "Change To Ghoul Race",

Description = "",

Callback = function()

local v366 = {

[1] = "Ectoplasm",

[2] = "Change",

[3] = 4

};

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer(unpack(v366));

end

});

v16.Shop:AddButton({

Title = "Change To Cyborg Race",

Description = "",

Callback = function()

local v367 = {

[1] = "CyborgTrainer",

[2] = "Buy"

};

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer(unpack(v367));

end

});

v16.Shop:AddButton({

Title = "Change to Draco",

Description = "Sea 3 Only",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("requestEntrance", Vector3.new(5661.5322265625, 1013.0907592773438, - 334.9649963378906));

Tween2(CFrame.new(5814.42724609375, 1208.3267822265625, 884.5785522460938));

local v368 = Vector3.new(5814.42724609375, 1208.3267822265625, 884.5785522460938);

local v369 = game.Players.LocalPlayer;

local v370 = v369.Character or v369.CharacterAdded:Wait() ;

repeat

wait();

until (v370.HumanoidRootPart.Position - v368).Magnitude < 1

local v371 = {

[1] = {

NPC = "Dragon Wizard",

Command = "DragonRace"

}

};

game:GetService("ReplicatedStorage").Modules.Net:FindFirstChild("RF/InteractDragonQuest"):InvokeServer(unpack(v371));

end

});

v16.Misc:AddButton({

Title = "Rejoin",

Description = "",

Callback = function()

game:GetService("TeleportService"):Teleport(game.PlaceId, game:GetService("Players").LocalPlayer);

end

});

v16.Misc:AddButton({

Title = "Hop Server",

Description = "",

Callback = function()

Hop();

end

});

function Hop()

local v372 = game.PlaceId;

local v373 = {};

local v374 = "";

local v375 = os.date("!\*t").hour;

local v376 = false;

function TPReturner()

local v556;

if (v374 == "") then

v556 = game.HttpService:JSONDecode(game:HttpGet("https://games.roblox.com/v1/games/" .. v372 .. "/servers/Public?sortOrder=Asc&limit=100"));

else

v556 = game.HttpService:JSONDecode(game:HttpGet("https://games.roblox.com/v1/games/" .. v372 .. "/servers/Public?sortOrder=Asc&limit=100&cursor=" .. v374));

end

local v557 = "";

if (v556.nextPageCursor and (v556.nextPageCursor ~= "null") and (v556.nextPageCursor ~= nil)) then

v374 = v556.nextPageCursor;

end

local v558 = 0;

for v651, v652 in pairs(v556.data) do

local v653 = true;

v557 = tostring(v652.id);

if (tonumber(v652.maxPlayers) > tonumber(v652.playing)) then

for v872, v873 in pairs(v373) do

if (v558 ~= 0) then

if (v557 == tostring(v873)) then

v653 = false;

end

elseif (tonumber(v375) ~= tonumber(v873)) then

local v1472 = pcall(function()

v373 = {};

table.insert(v373, v375);

end);

end

v558 = v558 + 1 ;

end

if (v653 == true) then

table.insert(v373, v557);

wait();

pcall(function()

wait();

game:GetService("TeleportService"):TeleportToPlaceInstance(v372, v557, game.Players.LocalPlayer);

end);

wait();

end

end

end

end

function v118()

while wait() do

pcall(function()

TPReturner();

if (v374 ~= "") then

TPReturner();

end

end);

end

end

v118();

end

local v56 = v16.Misc:AddSection("Team");

v16.Misc:AddButton({

Title = "Pirates",

Description = "",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("SetTeam", "Pirates");

end

});

v16.Misc:AddButton({

Title = "Marines",

Description = "",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("SetTeam", "Marines");

end

});

local v56 = v16.Misc:AddSection("Code");

local v150 = {

"KITT\_RESET",

"Sub2UncleKizaru",

"SUB2GAMERROBOT\_RESET1",

"Sub2Fer999",

"Enyu\_is\_Pro",

"JCWK",

"StarcodeHEO",

"MagicBus",

"KittGaming",

"Sub2CaptainMaui",

"Sub2OfficalNoobie",

"TheGreatAce",

"Sub2NoobMaster123",

"Sub2Daigrock",

"Axiore",

"StrawHatMaine",

"TantaiGaming",

"Bluxxy",

"SUB2GAMERROBOT\_EXP1",

"Chandler",

"NOMOREHACK",

"BANEXPLOIT",

"WildDares",

"BossBuild",

"GetPranked",

"EARN\_FRUITS",

"FIGHT4FRUIT",

"NOEXPLOITER",

"NOOB2ADMIN",

"CODESLIDE",

"ADMINHACKED",

"ADMINDARES",

"fruitconcepts",

"krazydares",

"TRIPLEABUSE",

"SEATROLLING",

"24NOADMIN",

"REWARDFUN",

"NEWTROLL",

"fudd10\_v2",

"Fudd10",

"Bignews",

"SECRET\_ADMIN"

};

v16.Misc:AddButton({

Title = "Redeem All Code",

Description = "",

Callback = function()

for v559, v560 in ipairs(v150) do

RedeemCode(v560);

end

end

});

function RedeemCode(v377)

game:GetService("ReplicatedStorage").Remotes.Redeem:InvokeServer(v377);

end

local v56 = v16.Misc:AddSection("Titles");

v16.Misc:AddButton({

Title = "Titles",

Description = "",

Callback = function()

local v378 = {

[1] = "getTitles"

};

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer(unpack(v378));

game.Players.localPlayer.PlayerGui.Main.Titles.Visible = true;

end

});

local v56 = v16.Misc:AddSection("Awakening");

v16.Misc:AddButton({

Title = "Awakening",

Description = "",

Callback = function()

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

end

});

local v56 = v16.Misc:AddSection("Misc");

local v151 = v16.Misc:AddToggle("ToggleRejoin", {

Title = "Rejoin",

Description = "",

Default = true

});

v151:OnChanged(function(v381)

\_G.AutoRejoin = v381;

end);

v17.ToggleRejoin:SetValue(true);

spawn(function()

while wait() do

if \_G.AutoRejoin then

getgenv().rejoin = game:GetService("CoreGui").RobloxPromptGui.promptOverlay.ChildAdded:Connect(function(v808)

if ((v808.Name == "ErrorPrompt") and v808:FindFirstChild("MessageArea") and v808.MessageArea:FindFirstChild("ErrorFrame")) then

game:GetService("TeleportService"):Teleport(game.PlaceId);

end

end);

end

end

end);

local v56 = v16.Misc:AddSection("Fog");

local function v152()

local v382 = game:GetService("Lighting");

if v382:FindFirstChild("BaseAtmosphere") then

v382.BaseAtmosphere:Destroy();

end

if v382:FindFirstChild("SeaTerrorCC") then

v382.SeaTerrorCC:Destroy();

end

if v382:FindFirstChild("LightingLayers") then

if v382.LightingLayers:FindFirstChild("Atmosphere") then

v382.LightingLayers.Atmosphere:Destroy();

end

wait();

if v382.LightingLayers:FindFirstChild("DarkFog") then

v382.LightingLayers.DarkFog:Destroy();

end

end

v382.FogEnd = 100000;

end

v16.Misc:AddButton({

Title = "Thức Tỉnh",

Description = "",

Callback = function()

v152();

end

});

local v153 = v16.Misc:AddToggle("ToggleAntiBand", {

Title = "Anti Ban",

Description = "",

Default = true

});

v153:OnChanged(function(v384)

\_G.AntiBand = v384;

end);

local v154 = {

17884881,

120173604,

912348

};

spawn(function()

while wait() do

if \_G.AntiBand then

for v809, v810 in pairs(game:GetService("Players"):GetPlayers()) do

if table.find(v154, v810.UserId) then

Hop();

end

end

end

end

end);

local v56 = v16.Sea:AddSection("Leviathan");

v16.Sea:AddButton({

Title = "Buy Leviathan Chip",

Description = "",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("InfoLeviathan", "2");

end

});

local v155 = v16.Sea:AddToggle("ToggleTPFrozenDimension", {

Title = "Fly To Frozen Dimension",

Description = "",

Default = false

});

v155:OnChanged(function(v385)

\_G.TweenToFrozenDimension = v385;

end);

v155:SetValue(false);

spawn(function()

local v386;

while not v386 do

v386 = game:GetService("Workspace").Map:FindFirstChild("FrozenDimension");

wait();

end

while wait() do

if \_G.TweenToFrozenDimension then

if v386 then

Tween(v386.CFrame);

end

end

end

end);

if Sea3 then

local v561 = v16.Sea:AddParagraph({

Title = "Leviathan Chip Status",

Content = ""

});

spawn(function()

pcall(function()

while wait() do

local v811 = game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("InfoLeviathan", "1");

if (v811 == 5) then

v561:SetDesc("Leviathan Is Out There");

elseif (v811 == 0) then

v561:SetDesc("I Don't Know");

else

v561:SetDesc("Mua: " .. tostring(v811));

end

end

end);

end);

end

local v156 = v16.Sea:AddSection("Draco");

local v157 = v16.Sea:AddToggle("ToggleBlazeEmber", {

Title = "Auto Blaze Ember",

Description = "",

Default = false

});

v157:OnChanged(function(v387)

\_G.AutoBlazeEmber = v387;

end);

spawn(function()

while wait() do

if \_G.AutoBlazeEmber then

pcall(function()

game:GetService("ReplicatedStorage"):WaitForChild("Modules"):WaitForChild("Net"):WaitForChild("RE/DragonDojoEmber"):FireServer();

end);

end

end

end);

local v158 = v16.Sea:AddToggle("ToggleReceiveQuest", {

Title = "Get Blaze Ember Quest",

Description = "",

Default = false

});

v158:OnChanged(function(v388)

\_G.AutoReceiveQuest = v388;

if \_G.AutoReceiveQuest then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("requestEntrance", Vector3.new(5661.5322265625, 1013.0907592773438, - 334.9649963378906));

Tween2(CFrame.new(5814.42724609375, 1208.3267822265625, 884.5785522460938));

spawn(function()

pcall(function()

while wait() do

local v874 = {

[1] = {

Context = "RequestQuest"

}

};

game:GetService("ReplicatedStorage").Modules.Net:FindFirstChild("RF/DragonHunter"):InvokeServer(unpack(v874));

local v875 = {

[1] = {

Context = "Check"

}

};

local v876 = game:GetService("ReplicatedStorage").Modules.Net:FindFirstChild("RF/DragonHunter"):InvokeServer(unpack(v875));

end

end);

end);

end

end);

local v159 = v16.Sea:AddParagraph({

Title = "Blaze Ember Quest Status",

Content = ""

});

spawn(function()

pcall(function()

while wait() do

local v654 = {

[1] = {

Context = "Check"

}

};

local v655 = game:GetService("ReplicatedStorage").Modules.Net:FindFirstChild("RF/DragonHunter"):InvokeServer(unpack(v654));

if (typeof(v655) == "table") then

for v877, v878 in pairs(v655) do

if (v878 == "Defeat 3 Venomous Assailants on Hydra Island.") then

v159:SetDesc("Defeat 3 Venomous Assailants on Hydra Island.");

elseif (v878 == "Defeat 3 Hydra Enforcers on Hydra Island.") then

v159:SetDesc("Defeat 3 Hydra Enforcers on Hydra Island.");

elseif (v878 == "Destroy 10 trees on Hydra Island.") then

v159:SetDesc("Destroy 10 trees on Hydra Island.");

end

end

else

print(v655);

end

end

end);

end);

local v160 = v16.Sea:AddToggle("ToggleHydraTree", {

Title = "Destroy trees at Hydra Island",

Description = "",

Default = false

});

v160:OnChanged(function(v389)

\_G.AutoHydraTree = v389;

end);

local function v161(v390)

local v391 = game:GetService("VirtualInputManager");

v391:SendKeyEvent(true, v390, false, game);

v391:SendKeyEvent(false, v390, false, game);

end

local function v162(v392)

local v393 = game.Players.LocalPlayer;

local v394 = v393.Backpack;

for v562, v563 in pairs(v394:GetChildren()) do

if (v563:IsA("Tool") and (v563.ToolTip == v392)) then

v563.Parent = v393.Character;

for v812, v813 in ipairs({

"Z",

"X",

"C",

"V",

"F"

}) do

wait();

pcall(function()

v161(v813);

end);

end

v563.Parent = v394;

break;

end

end

end

local v163 = {

CFrame.new(5288.61962890625, 1005.4000244140625, 392.43011474609375),

CFrame.new(5343.39453125, 1004.1998901367188, 361.0687561035156),

CFrame.new(5235.78564453125, 1004.1998901367188, 431.4530944824219),

CFrame.new(5321.30615234375, 1004.1998901367188, 440.8951416015625),

CFrame.new(5258.96484375, 1004.1998901367188, 345.5052490234375)

};

spawn(function()

while wait() do

if \_G.AutoHydraTree then

AutoHaki();

for v814, v815 in ipairs(v163) do

if not \_G.AutoHydraTree then

break;

end

Tween2(v815);

wait();

local v816 = game.Players.LocalPlayer.Character;

if (v816 and v816:FindFirstChild("HumanoidRootPart")) then

local v902 = (v816.HumanoidRootPart.Position - v815.Position).Magnitude;

if (v902 <= 1) then

v162("Melee");

v162("Sword");

v162("Gun");

end

end

end

end

end

end);

v156:AddButton({

Title = "Teleport To Dragon Dojo",

Description = "",

Callback = function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("requestEntrance", Vector3.new(5661.5322265625, 1013.0907592773438, - 334.9649963378906));

Tween2(CFrame.new(5814.42724609375, 1208.3267822265625, 884.5785522460938));

end

});

v156:AddButton({

Title = "Craft Volcanic Magnet",

Description = "",

Callback = function()

local v395 = {

[1] = "CraftItem",

[2] = "Craft",

[3] = "Volcanic Magnet"

};

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer(unpack(v395));

end

});

local v164 = v16.Sea:AddToggle("ToggleCollectFireFlowers", {

Title = "Collect Fire Flowers",

Description = "",

Default = false

});

v164:OnChanged(function(v396)

\_G.AutoCollectFireFlowers = v396;

end);

spawn(function()

while wait() do

if \_G.AutoCollectFireFlowers then

local v747 = workspace:FindFirstChild("FireFlowers");

if v747 then

for v903, v904 in pairs(v747:GetChildren()) do

if (v904:IsA("Model") and v904.PrimaryPart) then

local v1367 = v904.PrimaryPart.Position;

local v1368 = game.Players.LocalPlayer.Character.HumanoidRootPart.Position;

local v1369 = (v1367 - v1368).Magnitude;

if (v1369 <= 1) then

game:GetService("VirtualInputManager"):SendKeyEvent(true, "E", false, game);

wait(1.5);

game:GetService("VirtualInputManager"):SendKeyEvent(false, "E", false, game);

else

Tween2(CFrame.new(v1367));

end

end

end

end

end

end

end);

local v165 = v16.Sea:AddToggle("ToggleWhiteBelt", {

Title = "Ato White Belt",

Description = "",

Default = false

});

v165:OnChanged(function(v397)

\_G.AutoLevel = v397;

if v397 then

local v656 = {

[1] = {

NPC = "Dojo Trainer",

Command = "RequestQuest"

}

};

game:GetService("ReplicatedStorage").Modules.Net:FindFirstChild("RF/InteractDragonQuest"):InvokeServer(unpack(v656));

spawn(function()

while \_G.AutoLevel do

local v817 = {

[1] = {

NPC = "Dojo Trainer",

Command = "ClaimQuest"

}

};

game:GetService("ReplicatedStorage").Modules.Net:FindFirstChild("RF/InteractDragonQuest"):InvokeServer(unpack(v817));

wait();

end

end);

end

end);

local v166 = v16.Sea:AddParagraph({

Title = "Draco Race",

Content = ""

});

local v167 = v16.Sea:AddToggle("ToggleTrialTeleport", {

Title = "Fly To Trial Door",

Description = "",

Default = false

});

v167:OnChanged(function(v398)

\_G.AutoTrialTeleport = v398;

end);

spawn(function()

while wait() do

if \_G.AutoTrialTeleport then

local v748 = workspace.Map.PrehistoricIsland:FindFirstChild("TrialTeleport");

if (v748 and v748:IsA("Part")) then

Tween2(CFrame.new(v748.Position));

end

end

end

end);

local v168 = v16.Sea:AddSection("Prehistoric Island");

local v169 = v16.Sea:AddParagraph({

Title = "Prehistoric Island Status",

Content = ""

});

spawn(function()

pcall(function()

while wait() do

if ggame:GetService("Workspace").Map:FindFirstChild("PrehistoricIsland") then

v169:SetDesc("Prehistoric Island: ✅️");

else

v169:SetDesc("Prehistoric Island: ❌️");

end

end

end);

end);

local v170 = v16.Sea:AddToggle("ToggleTPVolcano", {

Title = "Fly To Prehistoric Island",

Description = "",

Default = false

});

v170:OnChanged(function(v399)

\_G.TweenToPrehistoric = v399;

end);

v17.ToggleTPVolcano:SetValue(false);

spawn(function()

local v400;

while not v400 do

v400 = game:GetService("Workspace").Map:FindFirstChild("PrehistoricIsland");

wait();

end

while wait() do

if \_G.TweenToPrehistoric then

local v749 = game:GetService("Workspace").Map:FindFirstChild("PrehistoricIsland");

if v749 then

local v879 = v749:FindFirstChild("Core") and v749.Core:FindFirstChild("PrehistoricRelic") ;

local v880 = v879 and v879:FindFirstChild("Skull") ;

if v880 then

Tween2(CFrame.new(v880.Position));

\_G.TweenToPrehistoric = false;

end

end

end

end

end);

local v171 = v16.Sea:AddToggle("ToggleDefendVolcano", {

Title = "Safe",

Description = "",

Default = false

});

v171:OnChanged(function(v401)

\_G.AutoDefendVolcano = v401;

end);

local v107 = v16.Sea:AddToggle("ToggleMelee", {

Title = "Use Melee",

Description = "",

Default = false

});

v107:OnChanged(function(v402)

\_G.UseMelee = v402;

end);

local v109 = v16.Sea:AddToggle("ToggleSword", {

Title = "Use Sword",

Description = "",

Default = false

});

v109:OnChanged(function(v403)

\_G.UseSword = v403;

end);

local v110 = v16.Sea:AddToggle("ToggleGun", {

Title = "Use Gun",

Description = "",

Default = false

});

v110:OnChanged(function(v404)

\_G.UseGun = v404;

end);

local function v172(v405)

game:GetService("VirtualInputManager"):SendKeyEvent(true, v405, false, game);

game:GetService("VirtualInputManager"):SendKeyEvent(false, v405, false, game);

end

local function v173()

local v406 = game.Workspace.Map.PrehistoricIsland.Core:FindFirstChild("InteriorLava");

if (v406 and v406:IsA("Model")) then

v406:Destroy();

end

local v407 = game.Workspace.Map:FindFirstChild("PrehistoricIsland");

if v407 then

for v750, v751 in pairs(v407:GetDescendants()) do

if (v751:IsA("Part") and v751.Name:lower():find("lava")) then

v751:Destroy();

end

end

end

local v408 = game.Workspace.Map:FindFirstChild("PrehistoricIsland");

if v408 then

for v752, v753 in pairs(v408:GetDescendants()) do

if v753:IsA("Model") then

for v905, v906 in pairs(v753:GetDescendants()) do

if (v906:IsA("MeshPart") and v906.Name:lower():find("lava")) then

v906:Destroy();

end

end

end

end

end

end

local function v174()

local v409 = game.Workspace.Map.PrehistoricIsland.Core.VolcanoRocks;

for v564, v565 in pairs(v409:GetChildren()) do

if v565:IsA("Model") then

local v754 = v565:FindFirstChild("volcanorock");

if (v754 and v754:IsA("MeshPart")) then

local v881 = v754.Color;

if ((v881 == Color3.fromRGB(185, 53, 56)) or (v881 == Color3.fromRGB(185, 53, 57))) then

return v754;

end

end

end

end

return nil;

end

local function v162(v410)

local v411 = game.Players.LocalPlayer;

local v412 = v411.Backpack;

for v566, v567 in pairs(v412:GetChildren()) do

if (v567:IsA("Tool") and (v567.ToolTip == v410)) then

v567.Parent = v411.Character;

for v818, v819 in ipairs({

"Z",

"X",

"C",

"V",

"F"

}) do

wait();

pcall(function()

v172(v819);

end);

end

v567.Parent = v412;

break;

end

end

end

spawn(function()

while wait() do

if \_G.AutoDefendVolcano then

AutoHaki();

pcall(v173);

local v757 = v174();

if v757 then

local v882 = CFrame.new(v757.Position + Vector3.new(0, 0, 0));

Tween2(v882);

local v883 = v757.Color;

if ((v883 ~= Color3.fromRGB(185, 53, 56)) and (v883 ~= Color3.fromRGB(185, 53, 57))) then

v757 = v174();

else

local v1125 = game.Players.LocalPlayer.Character.HumanoidRootPart.Position;

local v1126 = ((v1125 - v757.Position) - Vector3.new(0, 0, 0)).Magnitude;

if (v1126 <= 1) then

if \_G.UseMelee then

v162("Melee");

end

if \_G.UseSword then

v162("Sword");

end

if \_G.UseGun then

v162("Gun");

end

end

\_G.TweenToPrehistoric = false;

end

else

\_G.TweenToPrehistoric = true;

end

end

end

end);

local v175 = v16.Sea:AddToggle("ToggleKillAura", {

Title = "Attack Golems Aura",

Description = "",

Default = false

});

v175:OnChanged(function(v413)

KillAura = v413;

end);

v17.ToggleKillAura:SetValue(false);

spawn(function()

while wait() do

if KillAura then

pcall(function()

for v884, v885 in pairs(game.Workspace.Enemies:GetDescendants()) do

if (v885:FindFirstChild("Humanoid") and v885:FindFirstChild("HumanoidRootPart") and (v885.Humanoid.Health > 0)) then

repeat

task.wait();

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

v885.Humanoid.Health = 0;

v885.HumanoidRootPart.CanCollide = false;

until not KillAura or not v885.Parent or (v885.Humanoid.Health <= 0)

end

end

end);

end

end

end);

local v176 = v16.Sea:AddToggle("ToggleCollectBone", {

Title = "Collect Bone",

Description = "",

Default = false

});

v176:OnChanged(function(v414)

\_G.AutoCollectBone = v414;

end);

spawn(function()

while wait() do

if \_G.AutoCollectBone then

for v820, v821 in pairs(workspace:GetDescendants()) do

if (v821:IsA("BasePart") and (v821.Name == "DinoBone")) then

Tween2(CFrame.new(v821.Position));

end

end

end

end

end);

local v177 = v16.Sea:AddToggle("ToggleCollectEgg", {

Title = "Collect Dragon Egg",

Description = "",

Default = false

});

v177:OnChanged(function(v415)

\_G.AutoCollectEgg = v415;

end);

spawn(function()

while wait() do

if \_G.AutoCollectEgg then

local v758 = workspace.Map.PrehistoricIsland.Core.SpawnedDragonEggs:GetChildren();

if (# v758 > 0) then

local v886 = v758[math.random(1, # v758)];

if (v886:IsA("Model") and v886.PrimaryPart) then

Tween2(v886.PrimaryPart.CFrame);

local v1127 = game.Players.LocalPlayer.Character.HumanoidRootPart.Position;

local v1128 = v886.PrimaryPart.Position;

local v1129 = (v1127 - v1128).Magnitude;

if (v1129 <= 1) then

game:GetService("VirtualInputManager"):SendKeyEvent(true, "E", false, game);

wait(1.5);

game:GetService("VirtualInputManager"):SendKeyEvent(false, "E", false, game);

end

end

end

end

end

end);