













C Class














Treasure	Evo/Shiny Evo	Original Ability	Evo Ability	Shiny Evo Ability
		5-15 extra energy	10-30 extra energy Revive once 15-25 energy	20-40 extra energy Revive once 20-30 energy
		2-7% experience bonus	5-10% XP Bonus 3-5% Coin Bonus	7-12% XP bonus 6-8% Coin Bonus

B Class

Treasure	Evo/Shiny Evo	Original Ability	Evo Ability	Shiny Evo Ability
		Bonus Time 1-2 seconds longer	Bonus Time 1-2 seconds longer 5-10% extra Score in Bonus Time	Bonus Time 1-2 seconds longer 10-15% extra Score in Bonus Time
		Energy Drain 3-4% slower	Energy Drain 4-5% slower	Energy Drain 5-6% slower
		Power Jellies last 5-6% longer	Power Jellies last 5-6% longer All Jellies extra 50-70 points when blasting	Power Jellies last 5-6% longer All Jellies extra 70-100 points when blasting
		3-4% Coin bonus	4-5% Coin bonus	6-7% Coin bonus

COOKIERUN for Line

A Class






















Treasure	Evo/Shiny Evo	Original Ability	Evo Ability	Shiny Evo Ability
		30-50% chance of getting 100 Gift Points/day		
		5-6% Extra Energy from potions	5-6% Extra Energy from potions Energy drain 2-3% slower	5-6% Extra Energy from potions Energy drain 3-4% slower
		5-10% base speed increase	6-11% base speed increase Revive once with 20 energy	7-12% base speed increase Revive twice with 20 energy
		5-6% collision damage reduction	5-6% collision damage reduction 3-4% Extra Energy from potions	5-6% collision damage reduction 5-6% Extra Energy from potions
		5-10% blast speed increase	10% blast speed increase All Jellies extra 100-150 points when blasting	10% blast speed increase All Jellies extra 150-200 points when blasting
		500-600 points for obstacle destruction	700-1000 points for obstacle destruction 10% blast speed increase	1000-1500 points for obstacle destruction 10% blast speed increase
		Revive once with 10-20 Energy	Revive twice with 10-20 Energy	Revive three times with 10-20 Energy





COOKIERUN for Life

S Class

Treasure	Evo/Shiny Evo	Original Ability	Evo Ability	Shiny Evo Ability
		Magnetic Aura	Magnetic Aura Additional 5 to 15 points for all jellies	Magnetic Aura Additional 10-30 points for all jellies
		Revive once with 30-80 energy	Revive three time with 20-30 energy	Revive three time with 30-40 energy
		1-3 extra jumps	2-4 extra jumps	4-6 extra jumps
		Extra Action Points	Extra Action Points	Extra Action Points
		Energy drain 5-6% slower	Energy drain 6-7% slower	Energy drain 7-8% slower
		Relay Cookie 40-140 extra energy	Relay Cookie 40-140 extra energy 50-100 extra points for Jellies for Relay Cookie	Relay Cookie 40-140 extra energy 150-200 extra points for Jellies for Relay Cookie
		700-1000 points for obstacle destruction	1000-1500 points for obstacle destruction	1500-2000 points for obstacle destruction
		Double jumps 500-1000 points	Double jumps 1000-1500 points	Double jumps 1000-1500 points Rescue from falling 1-2 times
		Pink jelly bears extra 200-400 points	Pink jelly bears extra 200-400 All bear jellies extra 10-20 points	Pink jelly bears extra 200-400 All bear jellies extra 20-30 points
		100-150 extra points for Jellies when Cookie is Giant	150-200 extra points for Jellies when Cookie is Giant Giant Jelly lasts 1-3% longer	250-300 extra points for Jellies when Cookie is Giant Giant Jelly lasts 3-5% longer
		1-4 Coins when obstacles are destroyed	2-5 Coins when obstacles are destroyed	3-6 Coins when obstacles are destroyed

		Relay Cookie 50-150 extra energy	Relay Cookie 60-160 extra energy	Relay Cookie 70-170 extra energy
		Energy drain 4-5% slower 4-5% Extra Energy from potions	Energy drain 5-6% slower 5-6% Extra Energy from potions	Energy drain 6-7% slower 6-7% Extra Energy from potions
		700-1000 points for obstacles destruction	1000-1500 points for obstacles destruction	1500-2000 points for obstacles destruction
		10-30 extra points for all Jellies	30-50 extra points for all Jellies	50-70 extra points for all Jellies
		Relay Cookie 25-70 extra energy Rescue from falling 1-2 times	Relay Cookie 35-80 extra energy Rescue from falling 1-2 times	Relay Cookie 35-80 extra energy Rescue from falling 2-3 times
		Pink Bear Jellies extra 300-500 points	Pink Bear Jellies extra 310-520 points Yellow Bear Jellies extra 10-20 points	Pink Bear Jellies extra 310-520 points Yellow Bear Jellies extra 20-30 points
		7-30% chance to get extra 2 crystals/day		
		Relay Cookie revives 3 times with 30 energy	Relay Cookie revives 3 times with 40 energy	Relay Cookie revives 3 times with 40 energy Relay gets 150-200 extra points for Jellies
		15-25% to get gold coins from Coin Magic	15-25% to get gold coins from Coin Magic 1-3% coin bonus	15-25% to get gold coins from Coin Magic 3-4% coin bonus
		Revive once with 50-100 energy collision damage reduced by 6-10%	Revive once with 50-100 energy Energy drain 3-5% slower	Revive once with 50-100 energy Energy drain 4-6% slower
		15-25% extra Bonus Time Score	15-25% extra Bonus Time Score 1 second longer in Bonus Time	15-25% extra Bonus Time Score 2 second slonger in Bonus Time
		Base speed 8% increase 6-8% coin bonus	Basic speed 8-10% increase 8-10% coin bonus	Basic speed 9-11% increase 9-11% coin bonus

		Base speed 5% increase 1000-1500 points for obstacle destruction	Base speed 8-10% increase 1500-2000 points for Soda Jellies	Base speed 8-10% increase 2000-3000 points for Soda Jellies
		7-9% XP bonus 7-9% coin bonus	10-14% XP bonus 8-10% coin bonus	11-15% XP bonus 8-10% coin bonus
		Revives once 40-90 energy 500-1000 points for obstacle destruction	Revive once 50-100 energy 2000-3000 points for obstacle destruction	Revive once 50-100 energy 3000-4000 points for obstacle destruction
		All Jellies worth an extra 2000-3000 points when mounted		
		Revive/Rescued 2-4 times Revive = 30 Energy		
		5-10% Extra Energy from potions 30-80 energy when revived	5-10% Extra Energy from potions 40-90 energy when revived	5-10% Extra Energy from potions 50-100 energy when revived
		Base speed 5-7% increase 30-80 energy when revived	Base speed 7-9% increase 40-90 energy when revived	Base speed 8-10% increase 50-100 energy when revived
		Revive/Rescued 2-3 times Revive = 28-40 Energy	Revive/Rescued 2-3 times Revive = 34-50 Energy	Revive/Rescued 2-3 times Revive = 40-55 Energy
		Energy drain 2-3% slower 2-3% chance coin flower generation	Energy drain 3-4% slower 3-5% chance coin flower generation	Energy drain 4-5% slower 4-6% chance coin flower generation
		All Jellies worth an extra 500-800 points when mounted	All Jellies worth an extra 800-1300 points when mounted 20-40 energy when revived	All Jellies worth an extra 1000-1500 points when mounted 30-50 energy when revived
		30-80 points extra points for all Jellies	Unreleased	Unreleased
		Revive/Rescued 1-3 times Revive = 30 Energy 300-1000 extra points for Moonlight stars		

		<p>30 – 50% chance to get boost set on first login/day</p>		
		<p>10,000 – 20,000 extra points for Bubblegum explosions</p>		
		<p>10,000 – 20,000 extra points for destroying obstacles with lightning</p>		
		<p>Blast duration 10-15% increase Blast speed 10-15% increase</p>		

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