C Class

Treasure	Evo/Shiny Evo	Original Ability	Evo Ability	Shiny Evo Ability
		5-15 extra energy	10-30 extra energy	
		Extra 10-20 points for silver coins	Extra 400-600 points for silver coins	Extra 600-800 points for silver coins
6		25-70 extra points for Pink Bear Jellies	100-200 extra points for Pink Bear Jellies	200-300 extra points for Pink Bear Jellies
		Magnet Jelly lasts 10- 20% longer	Magnet Jelly lasts 10- 20% longer 3-7% extra points for Jellies when collected by pet	Magnet Jelly lasts 10- 20% longer 6-10% extra points for Jellies when collected by pet
		Extra 50-70 points for gold coins	Extra 300-500 points for gold coins	Extra 500-700 points for gold coins
		0.8-1.7 seconds extra Bonus Time	1 second extra Bonus Time 5-10% score bonus in Bonus Time	2 second extra Bonus Time 3-8% score bonus in Bonus Time
		25-70 extra points for alphabet jellies	200-400 extra points for alphabet jellies	400-600 extra points for alphabet jellies
		10-60 extra points for Yellow Bear Jellies	80-100 extra points for Yellow Bear Jellies	100-120 extra points for Yellow Bear Jellies

B Class

Treasure	Evo/Shiny Evo	Original Ability	Evo Ability	Shiny Evo Ability
		Extra 20-30 points for silver coins	Extra 500-700 points for silver coins	Extra 800-1000 points for silver coins
		2-7% XP bonus	5-8% XP bonus	7-10% XP bonus
		20-70 extra points for Yellow Bear Jellies	100-150 extra points for Yellow Bear Jellies	150-200 extra points for Yellow Bear Jellies
C	VITPHIN	Blast speed 5-10% increase	Blast speed 5-10% increase 40 extra energy	Blast speed 5-10% increase 60 extra energy
		50 -150 extra points for Pink Bear Jellies	100 -200 extra points for Pink Bear Jellies 80-100 extra points for Yellow Bear Jellies	200 -300 extra points for Pink Bear Jellies 100-150 extra points for Yellow Bear Jellies
		Extra 100-120 points for gold coins	Extra 300-500 points for gold coins Extra 200-400 points for silver coins	Extra 500-1000 points for gold coins Extra 300-500 points for silver coins
		50-150 extra points for alphabet jellies	200-400 extra points for alphabet jellies	400-600 extra points for alphabet jellies
		Base speed 5-10% increase	Base speed 5-10% increase Power Jellies last 5- 7% longer	Base speed 5-10% increase Power Jellies last 8- 10% longer

A Class

Treasure	Evo/Shiny Evo	Original Ability	Evo Ability	Shiny Evo Ability
		All Bear Jelly lasts 10-	All Bear Jelly lasts 10-	All Bear Jelly lasts 10-
+ 0.		20% longer	20% longer	20% longer
			100-150 extra points	150-200 extra points
	•		for Yellow Bear	for Yellow Bear
			Jellies	Jellies
4	4	100-300 extra points	300-500 extra points	
		for alphabet jellies	for alphabet jellies	
			Energy drains 2-3%	
			slower	
Care .		100-300 extra points	200-400 extra points	200-400 extra points
		for Pink Bear Jellies	for Pink Bear Jellies	for Pink Bear Jellies
6			100-150 extra points	150-200 extra points
	•		for Yellow Bear	for Yellow Bear
			Jellies	Jellies
		50-100 extra points	All Bear Jelly lasts 10-	All Bear Jelly lasts 10-
CHOCO	Q LOCO	for Yellow Bear	20% longer	20% longer
Unucu	CHUCU	Jellies	60-100 extra points	100-150 extra points
		\$ 22	for Yellow Bear	for Yellow Bear
			Jellies	Jellies
		1-3 seconds extra in	1 second extra Bonus	
		Bonus Time	Time	
			5-10% score bonus in	
			Bonus Time	0.40.45.0.0.4
COOK IN		3-5% Coin bonus	6-8% XP & Coin	8-10 XP & Coin
	Tanat de		bonus	bonus
The same	WARE A			
		Danier Iallian Iant E	Danier Jallian Jank E	Danier Jallian Inst. 5
		Power Jellies last 5-	Power Jellies last 5- 7%	Power Jellies last 5-
- Andrews		7% longer	1	7%
The same of the sa			40-60 extra points when giant	60-80 extra points when giant
		500-600 points for	1000-2000 points for	2000-3000 points for
		obstacle destruction	obstacle destruction	obstacle destruction
William .		obstacle destruction	obstacle destruction	obstacle destruction
- 4				
A : -	A -	5-10% XP bonus	9-13% XP bonus	10-14% XP bonus
		5 10/0 Al bollas	Energy drain 2-4%	Energy drain 4-6%
			slower	slower
-	V=3			
	-	Extra 40-60 points	Extra 500-1000	Extra 1000-1500
		for silver coins	points for gold coins	points for gold coins
			Extra 300-500 points	Extra 500-1000
			for silver coins	points for silver coins
	_	Extra action points	Extra action points	Extra action points
		·	Rescued once	Rescued twice
COOKIERUN EAB AO AA				
A6.5				
M	. A	Blast speed 5-10%	Blast speed 3-7%	Blast speed 3-7%
		increase	increase	increase
			150-200 points for	200-250 points for
W-W	- 7		Jellies when blasting	Jellies when blasting

S Class

Treasure	Evo/Shiny Evo	Original Ability	Evo Ability	Shiny Evo Ability
		Extra action points	Extra action points Energy drain 2-4% slower	Extra action points Energy drain 4-6% slower
		100-200 extra points for Yellow Bear Jellies	All Bear Jelly lasts 5- 10% longer 500-700 extra points for Yellow Bear Jellies	All Bear Jelly lasts 5- 10% longer 600-800 extra points for Yellow Bear Jellies
	CAME START	Mini Magnet	Mini Magnet Rescued once	Mini Magnet Rescued twice
		10-15% XP Bonus	13-18% XP Bonus Energy drain 2-3% slower	15-20% XP Bonus Energy drain 4-5% slower
		400-600 extra points for Pink Bear Jellies	800-1000 extra points for Pink Bear Jellies Power Jellies last 5- 10% longer	1000-1200 extra points for Pink Bear Jellies Power Jellies last 5- 10% longer
(m 32)		7-12% coin bonus	8-13% coin bonus Collision damage reduced by 2-3%	10-15% coin bonus Collision damage reduced by 4-6%
		300-500 extra points for star candies (Special Ops Cookie)	400-600 extra points for star candies (Special Ops Cookie)	Mini Magnet 210-400 extra points for star candies (Special Ops Cookie)
		100-150 extra points for all types of bear jellies	400-600 extra points for all types of bear jellies 5-10% more energy from potions	500-700 extra points for all types of bear jellies 5-10% more energy from potions
		200-300 extra points when giant	500-800 extra points when giant Giant Jelly lasts 5- 10% longer	800-1000 extra points when giant Giant Jelly lasts5- 10% longer
		1500-2000 points for obstacle destruction	3000-4000 points for obstacle destruction	4000-5000 points for obstacle destruction
		Base speed 6-8% increase Energy drain 3-4% slower	Base speed 7-9% increase Energy drain 4-5% slower	Base speed 7-9% increase Energy drain 6-7% slower

<u> </u>	1	1	,
	55-100 extra energy for reley 1-2 extra jumps	65-110 extra energy for reley 1-2 extra jumps	65-110 extra energy for reley 2-3 extra jumps
	30-50 extra points for all jellies	120-170 extra points for all jellies Energy drain 4-6% slower	170-220 extra points for all jellies Energy drain 5-7% slower
	1000-2000 points for passing through obstacles	2000-3000 points for passing through obstacles	3000-4000 points for passing through obstacles
	300-500 extra points for Note Jellies	400-600 extra points for Note Jellies	Mini Magnet 400-600 extra points for Note Jellies
	8-10% XP and coin bonus	9-11% XP and coin bonus	10-12% XP and coin bonus
	3-6 coins for obstacle destruction	3-6 coins for obstacle destruction 1-3% coin bonus	3-6 coins for obstacle destruction 3-5% coin bonus
	3-6% of generating coin flower	3-6% of generating coin flower 6-10% coin bonus	3-6% of generating coin flower 7-12% coin bonus
	1000-1500 points for obstacle destruction 15-25 extra points for all jellies	for obstacle destruction 20-30 extra points for all jellies	for obstacle destruction 30-40 extra points for all jellies
	200-300 points for Jellies when blasting	800-1000 points for Jellies when blasting Blast jelly 5-10% longer	1000-1200 points for Jellies when blasting Blast jelly 5-10% longer
	35-80 extra energy for reley Energy drain 3-4% slower	45-90 extra energy for reley Energy drain 3-4% slower	45-90 extra energy for reley Energy drain 4-6% slower
	Mini Magnet Energy drain 2-3% slower	Mini Magnet Energy drain 5-7% slower	Mini Magnet Energy drain 6-8% slower
	Rescued 1-2 times Revives 1-3 times with 20 energy	Rescued 1-2 times Revives 1-3 times with 25 energy	Rescued 1-3 times Revives 1-3 times with 30 energy

			T	T
		700-1000 extra	800-1100 extra	Mini Magnet
		points Star Jellies	points Star Jellies	800-1100 extra
				points Star Jellies
	•	Mini Magnet	Mini Magnet	Mini Magnet
		15-25 extra points	120-170 extra	170-220 extra points
		for Jellies	points for Jellies	for Jellies
		70-170 extra energy	80-180 extra energy	100-200 extra
		for relay	for relay	energy for relay
		·		,
			(61)	
(h)	. Ale	Energy drains 5-10%	Energy drains 5-	Energy drains 5-10%
		slower	10% slower	slower
			Revive once with	Revive once with 30-
	&		20-40 energy	50 energy
		Revive once with 50-	Revive once with	Revive once with 50-
		100 energy	50-100 energy	100 energy
	0	10% XP bonus	12% XP bonus	14% XP bonus
	. 🔼	Mini Magnet	Mini Magnet	Mini Magnet
	NAME OF THE PARTY	40-90 extra energy	50-100 extra energy	60-110 extra energy
		for relay	for relay	for relay
			·	·
	- C	100-150 extra points	400-700 extra	500-800 extra points
		for Jellies when giant	points for Jellies	for Jellies when
		5-10% extra energy	when giant	170-220 extra points for Jellies 100-200 extra energy for relay Energy drains 5-10% slower Revive once with 30-50 energy Revive once with 50-100 energy 14% XP bonus Mini Magnet 60-110 extra energy for relay 500-800 extra points for Jellies when giant 10-15% extra energy from potions Energy drains 3-5% slower 15-20% XP bonus Revive/Rescued 2-4 times Revive = 45 Energy Additional collision damage 12-15% coin bonus Additional collision damage 130-230 extra energy for relay Magnetic Block
		from potions	8-13% extra energy	10-15% extra energy
			from potions	from potions
	·M	Energy drains 3-5%	Energy drains 3-5%	Energy drains 3-5%
		slower	slower	slower
		7-12% XP bonus	10-15% XP bonus	15-20% XP bonus
2003		Revive/Rescued 2-4	Revive/Rescued 2-4	Revive/Rescued 2-4
	2005	times	times	
		Revive = 37 Energy	Revive = 40 Energy	Revive = 45 Energy
	TER	Additional collision	Additional collision	
		damage	damage	
		10-13% coin bonus	11-14% coin bonus	12-15% coin bonus
		Additional addition	Additional as IIIst	Additional addition
		Additional collision	Additional collision	
		damage	damage 110-210 extra	
		90-190 extra energy		
		for relay	energy for relay	
	Sacha M	Magnetic Block	Magnetic Block	~
		60-150 extra points	300-400 extra	400-500 extra points
		for all Jellies	points for all Jellies	for all Jellies
		More energy = more	Low energy - more	Low energy - more
		speed	Low energy = more speed	Low energy = more speed
	2.5	Revive 1-3 times	Revive 1-3 times	Revive 1-3 times
	المال ا	with 20 energy	with 25 energy	with 30 energy
	<u> </u>	with 20 energy	with 25 energy	with 50 energy

	Mini Magnet Base speed 4-8% increase	Mini Magnet Base speed 5-9% increase	Mini Magnet Base speed 6-10% increase
	Magnetic Block 15-17% coin bonus		
	Revives twice with 20-30 energy 5-7% coin bonus	Revives three times with 20-30 energy 6-8% coin bonus	Revives three times with 30-40 energy 6-8% coin bonus
	1000-1500 extra points for Gold Coins 500-1000 extra points for Silver Coins	2000-2500 extra points for Gold Coins 950-1450 extra points for Silver Coins	2000-2500 extra points for Gold Coins 1200-1700 extra points for Silver Coins
	5-10% more energy from potions 1000-1500 extra points from Soda Jellies	10-15% more energy from potions 1500-2000 extra points from Soda Jellies	10-15% more energy from potions 2000-3000 extra points from Soda Jellies
	Energy drains 3-5% slower Revive once with 40- 90 energy	Energy drains 5-7% slower Revive once with 40-90 energy	Energy drains 5-7% slower Revive once with 60- 110 energy
	Mini Magnet Rescues / Revives (28-38 energy) 1-2 times	Mini Magnet Rescue / Revive (22- 32 energy) 2-3 times	Mini Magnet Rescue / Revive (25- 35 energy) 2-3 times
Coffee	Mini Magnet 5-10% extra energy from potions	Mini Magnet 8-13% extra energy from potions	Mini Magnet 10-15% extra energy from potions
	Relay Cookie Rescues / Revives (33-45 energy) 2-3 times	Relay Cookie Rescues / Revives (40-555 energy) 2-3 times	Relay Cookie Rescues / Revives (44-60 energy) 2-3 times
	7000-8000 extra points for Blackberry Jellies 300-400 extra points for Star Jellies	9000-11000 extra points for Blackberry Jellies 400-600 extra points for Star Jellies	10000-12000 extra points for Blackberry Jellies 500-700 extra points for Star Jellies
Elimina de la companya de la company	40-60% All Bear Jellies make Pink Bear Jellies 200-300 extra points for Pink Bear Jellies	60-80% All Bear Jellies make Pink Bear Jellies 300-400 extra points for Pink Bear Jellies	60-80% All Bear Jellies make Pink Bear Jellies 400-500 extra points for Pink Bear Jellies

Detro		Extra 200-400 points	Extra 300-600	Extra 400-700 points
PAUL IS	(V. a. V. a. V	for Jellies when	points for Jellies	for Jellies when
		Giant	when Giant	Giant
		Revive once with 30-	Revive once with	Revive once with 50-
		70 energy	30-80 energy	100 energy
		Giant mode makes	Giant mode makes	Giant mode makes
		you 5-10% faster	you 10-15% faster	you 10-15% faster
Eal.	Na Company	Extra 1000-1500	Extra 2000-2500	Extra 2500-3000
		points for Kiwi Jellies	points for Kiwi	points for Kiwi
		(Kiwi Pet)	Jellies (Kiwi Pet)	Jellies (Kiwi Pet)
		When Giant energy	When Giant energy	When Giant energy
		drains 25-35%	drains 30-40%	drains 30-40%
		slower	slower	slower
		Extra 60-80 points	Extra 120-170	Extra 170-220 points
		for all Jellies	points for all Jellies	for all Jellies
		After relay 1000-	After relay 1300-	After relay 1500-
		1500 extra points for	1800 extra points	2000 extra points
		Yellow Bear Jellies	for Yellow Bear	for Yellow Bear
	<i>y</i> • • • • • • • • • • • • • • • • • • •		Jellies	Jellies
			Relay rescued 1-2	Relay rescued 1-2
			times	times
		Extra 800-1000	Extra 1000-1300	Extra 1200-1500
		points for Jellies	points for Jellies	points for Jellies
		when mounted	when mounted	when mounted
		Energy drains 4-7%	Energy drains 4-9%	Energy drains 5-10%
		slower	slower	slower
		Blast for 0.8-1.2	Blast for 1.0-1.5	Blast for 1.0-1.5
		seconds when	seconds when	seconds when
		collecting energy	collecting energy	collecting energy
		Energy drains 1-2%	Energy drains 3-4%	Energy drains 4-5%
		slower	slower	slower
		Mini Magnet	Mini Magnet	Mini Magnet
GOLD		2-3% chance of	5-6% chance of	6-7% chance of
	99.	generating a coin	generating a coin	generating a coin
		flower	flower	flower
	- 1 t	5-10% of Jellico	5-10% of Jellico	5-10% of Jellico
		falling	falling	falling
		Energy drains 2-4%	Energy drains 4-6%	Energy drains 5-7%
		slower	slower	slower
		Extra 1000-2000	Extra 2000-4000	Extra 3000-5000
		points for Moon	points for Moon	points for Moon
Control	Cear	Jellies	Jellies	Jellies
•		Revive once with 30-	Revive once with	Revive once with 50-
		80 energy	40-90 energy	100 energy
		Enorgy drains F 100/	Enorgy desires F	Enorgy drains E 100/
		Energy drains 5-10%	Energy drains 5-	Energy drains 5-10%
		slower	10% slower	slower
Ţ		Rescues 1 time	Rescues 2 times	Rescues 3 times
4	A	Base speed increase	Base speed increase	Base speed increase
		5-7%	7-9%	8-10%
		10-14% XP Bonus	13-18% XP Bonus	15-20% XP Bonus
	I	ı	ı	<u> </u>

CURRENTLY U	JNRELEASED -	UPCOMING	
Q	1000-1500 points for double jumps	1000-1500 points for double jumps Rescues 1-2 times	1500-2000 points for double jumps Rescues 1-3 times
	1000-2000 extra points for Ghost/Spirit Jellies	1000-2000 extra points for ghost/spirit Jellies 300-500 points for passing through obstacles	1000-2000 extra points for ghost/spirit Jellies 500-1000 points for passing through obstacles
0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	500-800 extra points for Snowflake Jellies	300-500 extra points for Snowflake Jellies 500-1000 points for obstacle destruction	400-600 extra points for Snowflake Jellies 1000-1500 points for obstacle destruction
	Pet grows in Bonus Time 15-25% bonus score for Jellies collected by Pet	Pet grows in Bonus Time 17-27% bonus score for Jellies collected by Pet	Pet grows in Bonus Time 20-30% bonus score for Jellies collected by Pet
	Extra 10-30% Bonus Time score	Extra 5-15 points for all Jellies Extra 10-30% Bonus Time score	Extra 10-30 points for all Jellies Extra 10-30% Bonus Time score
	Coins produced when after jumping in Giant mode	More coins produced when after jumping in Giant mode	Even more coins produced when after jumping in Giant mode
	Energy drains 4-6% slower Saves you from colliding once	Energy drains 5-8% slower Saves you from colliding twice	Energy drains 7-10% slower Saves you from colliding twice
	Blast when you past through an obstacle 1 point for passing through an obstacle	Blast when you past through an obstacle 1 point for passing through an obstacle Blast 0.9-1.3 second when collecting energy	Blast when you past through an obstacle 1 point for passing through an obstacle Blast 1.0-1.5 second when collecting energy
	5-9% Coin Bonus Recovery energy once when colliding with an obstacle	8-13% Coin Bonus Recovery energy twice when colliding with an obstacle	10-15% Coin Bonus Recovery energy twice when colliding with an obstacle
	Magnetic aura gets stronger as you run 150-190 extra points for Jellies	Magnetic aura gets stronger as you run 240-290 extra points for Jellies	Magnetic aura gets stronger as you run 270-320 extra points for Jellies
	Energy drains 3-5% slower 5-10% more energy from potions	Energy drains 4-7% slower 8-13% more energy from potions	Energy drains 4-7% slower 10-15% more energy from potions

_	4	10,000 – 15,000 extra	15,000 – 20,000 extra	17,000 – 22,000
		points for Bubblegum	points for Bubblegum	extra points for
		explosions	explosions	Bubblegum
	** *	Revive once with 40-	Revive once with 40-	explosions
		60 energy	80 energy	Revive once with 50-
		-		90 energy
<u>n</u>	. A	Base speed 7%	Base speed 7-9%	Base speed 8-10%
		increase	increase	increase
		10-12% Coin bonus	10-12% Coin bonus	11-13% Coin bonus
	À 4	Energy drains 5-7%	Energy drains 7-9%	Energy drains 8-10%
		slower	slower	slower
		Base speed 10%	Base speed 10%	Base speed 10%
•		SLOWER	SLOWER	SLOWER
		Rescues or revives 2-4	707	
		times (revive = 40	10 X	
		energy)		
		LIMITED EDITION		
		during Jul-Aug 2014	7	
		15% XP bonus		
		3-6% chance of		
		generating a coin		
		flower		
		LIMITED EDITION		
		during Jul-Aug 2014 Extra 1000-2000		
5		points for Jellies when		
		mounted		
		5-10% extra energy		
		from potions		
		LIMITED EDITION		
		during Sept 2014		
		Blast speed increase		
		by 10-20%		
		Extra 100-1000 points		
		for Jellies when Giant		
		LIMITED EDITION		
		during Sept 2014		
		Revive 2 times 20-30		
		energy		
		5-12% Coin Bonus		
- Carrier -		LIMITED EDITION		
		during Dec 2014-Jan		
		2015		
		Extra 1000-1800		
		points for Jellies when		
		mounted		
		Extra 50-100 energy for relay		
		LIMITED EDITION		
		during Dec 2014-Jan		
		2015		
		2020	l	<u> </u>

 Extra 1000-2000	
points for Moon Jellies	
Revive 2 times with	
20-40 energy	
LIMITED EDITION	
during Feb-Mar 2015	
Mini Magnet	
10-15% XP Bonus	
LIMITED EDITION	
during Feb-Mar 2015	
Energy drains 5-10%	
slower	
1-3 extra jumps	
LIMITED EDITION	
during Feb-Mar 2015	