




















































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
		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
		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 10-20% longer	All Bear Jelly lasts 10-20% longer 100-150 extra points for Yellow Bear Jellies	All Bear Jelly lasts 10-20% longer 150-200 extra points for Yellow Bear Jellies
		100-300 extra points for alphabet jellies	300-500 extra points for alphabet jellies Energy drains 2-3% slower	
		100-300 extra points for Pink Bear Jellies	200-400 extra points for Pink Bear Jellies 100-150 extra points for Yellow Bear Jellies	200-400 extra points for Pink Bear Jellies 150-200 extra points for Yellow Bear Jellies
		50-100 extra points for Yellow Bear Jellies	All Bear Jelly lasts 10-20% longer 60-100 extra points for Yellow Bear Jellies	All Bear Jelly lasts 10-20% longer 100-150 extra points for Yellow Bear Jellies
		1-3 seconds extra in Bonus Time	1 second extra Bonus Time 5-10% score bonus in Bonus Time	
		3-5% Coin bonus	6-8% XP & Coin bonus	8-10 XP & Coin bonus
		Power Jellies last 5-7% longer	Power Jellies last 5-7% 40-60 extra points when giant	Power Jellies last 5-7% 60-80 extra points when giant
		500-600 points for obstacle destruction	1000-2000 points for obstacle destruction	2000-3000 points for obstacle destruction
		5-10% XP bonus	9-13% XP bonus Energy drain 2-4% slower	10-14% XP bonus Energy drain 4-6% slower
		Extra 40-60 points for silver coins	Extra 500-1000 points for gold coins Extra 300-500 points for silver coins	Extra 1000-1500 points for gold coins Extra 500-1000 points for silver coins
		Extra action points	Extra action points Rescued once	Extra action points Rescued twice
		Blast speed 5-10% increase	Blast speed 3-7% increase 150-200 points for Jellies when blasting	Blast speed 3-7% increase 200-250 points for 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
		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
		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 lasts 5-10% 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























		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	1000-1500 points for obstacle destruction 20-30 extra points for all jellies	1000-1500 points 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













		700-1000 extra points Star Jellies	800-1100 extra points Star Jellies	Mini Magnet 800-1100 extra points Star Jellies
		Mini Magnet 15-25 extra points for Jellies	Mini Magnet 120-170 extra points for Jellies	Mini Magnet 170-220 extra points for Jellies
		70-170 extra energy for relay	80-180 extra energy for relay	100-200 extra energy for relay
		Energy drains 5-10% slower	Energy drains 5-10% slower Revive once with 20-40 energy	Energy drains 5-10% slower Revive once with 30-50 energy
		Revive once with 50-100 energy 10% XP bonus	Revive once with 50-100 energy 12% XP bonus	Revive once with 50-100 energy 14% XP bonus
		Mini Magnet 40-90 extra energy for relay	Mini Magnet 50-100 extra energy for relay	Mini Magnet 60-110 extra energy for relay
		100-150 extra points for Jellies when giant 5-10% extra energy from potions	400-700 extra points for Jellies when giant 8-13% extra energy from potions	500-800 extra points for Jellies when giant 10-15% extra energy from potions
		Energy drains 3-5% slower 7-12% XP bonus	Energy drains 3-5% slower 10-15% XP bonus	Energy drains 3-5% slower 15-20% XP bonus
		Revive/Rescued 2-4 times Revive = 37 Energy	Revive/Rescued 2-4 times Revive = 40 Energy	Revive/Rescued 2-4 times Revive = 45 Energy
		<u>Additional collision damage</u> 10-13% coin bonus	<u>Additional collision damage</u> 11-14% coin bonus	<u>Additional collision damage</u> 12-15% coin bonus
		<u>Additional collision damage</u> 90-190 extra energy for relay	<u>Additional collision damage</u> 110-210 extra energy for relay	<u>Additional collision damage</u> 130-230 extra energy for relay
		Magnetic Block 60-150 extra points for all Jellies	Magnetic Block 300-400 extra points for all Jellies	Magnetic Block 400-500 extra points for all Jellies
		More energy = more speed Revive 1-3 times with 20 energy	Low energy = more speed Revive 1-3 times with 25 energy	Low energy = more speed Revive 1-3 times with 30 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
		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 (40-55 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
		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

		Extra 200-400 points for Jellies when Giant Revive once with 30-70 energy	Extra 300-600 points for Jellies when Giant Revive once with 30-80 energy	Extra 400-700 points for Jellies when Giant Revive once with 50-100 energy
		Giant mode makes you 5-10% faster Extra 1000-1500 points for Kiwi Jellies (Kiwi Pet)	Giant mode makes you 10-15% faster Extra 2000-2500 points for Kiwi Jellies (Kiwi Pet)	Giant mode makes you 10-15% faster Extra 2500-3000 points for Kiwi Jellies (Kiwi Pet)
		When Giant energy drains 25-35% slower Extra 60-80 points for all Jellies	When Giant energy drains 30-40% slower Extra 120-170 points for all Jellies	When Giant energy drains 30-40% slower Extra 170-220 points for all Jellies
		After relay 1000-1500 extra points for Yellow Bear Jellies	After relay 1300-1800 extra points for Yellow Bear Jellies Relay rescued 1-2 times	After relay 1500-2000 extra points for Yellow Bear Jellies Relay rescued 1-2 times
		Extra 800-1000 points for Jellies when mounted Energy drains 4-7% slower	Extra 1000-1300 points for Jellies when mounted Energy drains 4-9% slower	Extra 1200-1500 points for Jellies when mounted Energy drains 5-10% slower
		Blast for 0.8-1.2 seconds when collecting energy Energy drains 1-2% slower	Blast for 1.0-1.5 seconds when collecting energy Energy drains 3-4% slower	Blast for 1.0-1.5 seconds when collecting energy Energy drains 4-5% slower
		Mini Magnet 2-3% chance of generating a coin flower	Mini Magnet 5-6% chance of generating a coin flower	Mini Magnet 6-7% chance of generating a coin flower
		5-10% of Jellico falling Energy drains 2-4% slower	5-10% of Jellico falling Energy drains 4-6% slower	5-10% of Jellico falling Energy drains 5-7% slower
		Extra 1000-2000 points for Moon Jellies Revive once with 30-80 energy	Extra 2000-4000 points for Moon Jellies Revive once with 40-90 energy	Extra 3000-5000 points for Moon Jellies Revive once with 50-100 energy
		Energy drains 5-10% slower Rescues 1 time	Energy drains 5-10% slower Rescues 2 times	Energy drains 5-10% slower Rescues 3 times
		Base speed increase 5-7% 10-14% XP Bonus	Base speed increase 7-9% 13-18% XP Bonus	Base speed increase 8-10% 15-20% XP Bonus

CURRENTLY UNRELEASED - UPCOMING

		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
		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

		10,000 – 15,000 extra points for Bubblegum explosions Revive once with 40-60 energy	15,000 – 20,000 extra points for Bubblegum explosions Revive once with 40-80 energy	17,000 – 22,000 extra points for Bubblegum explosions Revive once with 50-90 energy
		Base speed 7% increase 10-12% Coin bonus	Base speed 7-9% increase 10-12% Coin bonus	Base speed 8-10% increase 11-13% Coin bonus
		Energy drains 5-7% slower Base speed 10% SLOWER	Energy drains 7-9% slower Base speed 10% SLOWER	Energy drains 8-10% slower Base speed 10% SLOWER
		Rescues or revives 2-4 times (revive = 40 energy) LIMITED EDITION during Jul-Aug 2014		
		15% XP bonus 3-6% chance of generating a coin flower LIMITED EDITION during Jul-Aug 2014		
		Extra 1000-2000 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 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		

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

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