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Whether you want to use cheats or play the game honourably is up to you.All's fair in cookie warfare.Using cheat codes might help you unlock all of the game's achievements, too.To access these cheats, you will need to open your internet browser's developer tools, but we've explained how to do this below for multiple platforms including Chrome, Safari and Firefox.As always, make sure to make a new save before using any cheats. You can do this on the game's Options screen – just copy and paste that save file code somewhere safe to reuse it later and pick up where you left off before you started cheating.With that out of the way, it's time to find out how to use cheats in Cookie Clicker and discover the full list of its cheat codes.Jump to: If you're using the Edge browser, you need to press F12 to open the cheat panel in Cookie Clicker. When you see it, simply copy and paste in the relevant place. Press enter when the code is ready and you should see the effect take hold.If you're using Firefox on a Windows PC, you need to press Control, Shift and K to open the Cookie Clicker cheat console. You can also press F12.On Firefox for Mac, press Control, Option and K to open up that Cookie Clicker cheat console.Either way, once you see the panel open up, all you need to do is put the code in the little text box, add in any numbers that need to be added, and press enter.By entering your details you are agreeing to our terms and conditions and privacy policy. You can unsubscribe at any time.This site is protected by reCAPTCHA and the Google Privacy Policy and Terms of Service apply.With Google Chrome on a Windows PC, you access the Cookie Clicker cheat menu by pressing Control, Shift and J. You can also simply press F12.For the MacOS version of Google Chrome, press Command, Option and J to bring up the Cookie Clicker hacking area.In both cases, the area you're looking for should slide into view, allowing you to type in codes to your heart's content.On Internet Explorer, you open the Cookie Clicker hack zone simply by pressing F12. When you see it pop up, you just need to type (or copy and paste) the code within the 'Console' tab, and then press enter.On Safari, the way to cheat in Cookie Clicker is by pressing Command, Option and C. This will open the cheating area, where all you need to do is input a code and then press enter.How will you build your cookie empire? Julien ThiennotNow, let's get to the main event, the big list of Cookie Clicker cheats that you might fancy using. The full list of Cookie Clicker cheats is included below for your perusal!And here's a top tip for any newcomers: you don't have to include the triangular brackets. Instead, put the number or word that you're looking for in that spot instead. And don't forget to press enter when the code is ready, or you won't see the benefit.Want to get rich (in cookies) as soon as possible? You could try out these cookie-generating cheats if you have a certain target in mind:Game.Earn(); - earn as many cookies as you want, on top of your current totalGame.cookies=1000; - set your total cookies to whichever number you wantGame.cookies= Game.cookies + ; - adds the desired amount of cookies to your current totalGame.cookiesPs=; - sets your cookies per second amountAnd here's a list of all the other cool hacks you can activate using Cookie Clicker cheat codes:Game.Achievements[''].won=1; - unlocks the achievement of your choiceGame.Ascend(1); - ascend to a heavenly space, turning your cookies into Heavenly Chips and PrestigeGame.AscendTimer=; - change the Ascend TimerGame.bakeryName="'; - set a name for your bakeryGame.bakeryNameRefresh(); - refresh your bakery nameGame.BuildAscendTree(); - build the Ascend TreeGame.buyBulk=; - changes your X# buy amountGame.CalculateGains(); - calculates gainsGame.computedMouseCps=; - computes your mouse Cps (mouse cookies per second amount)Game.computedMouseCps=; - change your mouse CpsGame.dragonLevel=; - set your dragon levelGame.gainLumps(); - add as many lumps as you wantGame.Has(''); - check if you have a certain achievementGame.killShimmers(); - removes all shimmersGame.LoadSave(); - load a saved fileGame.LoadSave(local); - load a local save fileGame.localStorageGet(Game.SaveTo); - save your game locallyGame.MaxSpecials(); - get the max amount of specialsGame.Milk = ; - change your milk amountGame.milkProgress = ; - change your milk progressGame.mousePointer=0; - change your mouse pointerGame.particlesUpdate(); - update particlesGame.popups=0; - remove the game's popup notificationsGame.RuinTheFun(1); - unlock everything)Game.santaLevel=; - set the game's santa levelGame.sesame=0; - turn sesame on or offGame.SesameReset(); - reset the gameGame.SetAllAchievs(1); - unlock all achievementsGame.SetAllUpgrade(1); - get all upgradesGame.Win(''); - another way to unlock an achievement of your choiceTimer.track('milk'); - lets you track the milk timerClicking cookies Cookieclicker.comIf you think you might be seeing glitches in your game, it's also worth knowing these debug codes for Cookie Clicker, which are inputted in the same place:Game.DebuggingPrestige=false; - debugs your prestigeGame.debugTimersOn=; - turns the debug timers off or onGame.DebugUpgradeCpS(); - debugs your Upgrades CpsGame.GetAllDebugs(); - get all the possible debugsGame.HardReset(2); - hard reset your gameAnd that's all we've got for you today in terms of Cookie Clicker cheats. We hope you have fun, and don't get too obsessed with getting your numbers up!Get more from games with cheat codes: GTA 3 cheats | GTA San Andreas cheats | GTA Vice City cheats | GTA 5 cheats | Little Alchemy cheats | Pokémon Emerald cheats | Age of Empires 3 cheats | RDR2 cheats | The Sims 4 cheats | LEGO DC Super Villains cheats | LEGO Star Wars codes | Roblox promo codes | Age of Mythology cheats | KotOR cheats | KotOR 2 cheats | Shindo Life codes | Sims 3 cheats | Sonic Origins cheats | Sonic Origins Blue Spheres codes | Subway Surfers codes | LEGO Marvel Superheroes cheats | LEGO Harry Potter cheats | Pokémon Fire Red cheats | NecroMerger cheats | Valheim cheats | Douchebag Workout 2 cheats | Roblox music codes | LEGO Star Wars Original Trilogy cheats | LEGO Batman 2 cheats | LEGO Star Wars Clone Wars cheats | GTA 4 cheats | LEGO Star Wars Prequel Trilogy cheats | Pokémon Yellow cheats | Infinite Craft recipesCheck out more of our Gaming coverage or visit our TV Guide and Streaming Guide to find out what's on. For more from the biggest stars in TV, listen to The Radio Times Podcast. The original idle game. Bake cookies to rule the universe!This is the official Cookie Clicker app by Orteil & Opti. Accept no substitutes!• This is the free version. Also check out the ad-less paid version! Saves can be exported from one version to the other!• Tap to make cookies, then buy things that make cookies for you. Then tap some more!• Hundreds of upgrades and achievements to unlock.• The game continues while your phone is closed, so you can set up your ideal bakery and resume later to reap the delicious profits!• Lovingly-crafted pixel art and flavor text!• Ascend to gain permanent transcendental upgrades!• Beware the grandmas!Safety starts with understanding how developers collect and share your data. Data privacy and security practices may vary based on your use, region, and age. The developer provided this information and may update it over time.No data shared with third partiesLearn more about how developers declare sharingThis app may collect these data typesData is encrypted in transitRatings and reviews are verifiedinfo_outlineRatings and reviews are verifiedinfo_outlineFun but now broken. It's missing a tonne of content from the PC game but has gotten better with time. It's fun and easy to understand. Played it a lot. That being said, now a bug has appeared. In the ascension tree, I can now no longer assign upgrades. As in, they don't appear. The window opens, but they don't appear and so there's nothing for me to select. On the one where an upgrade is chosen, the icon is at the top but again, the list isn't there. This bug really dampens my will to play ngl28 people found this review helpfulDid you find this helpful? Flag inappropriateShow review historyTHIS IS AN AWESOME GAME. If you like idle games, achievements, upgrades, global control, NO, ZERO, NONE, ADS, AND COOKIES, THEN THIS IS 100% THE GAME FOR YOU. THIS GAME IS AWESOME. The only downside is the Grandmapocalypse. The Grandma Store Appearance changes. If you don't like it, just disable "Scary Stuff" in Settings at the Misc. It's that easy! AND ITS OFFLINE, AMAZING FOR ROADTRIPS! And with a high prestige. Grinding is UNBELIEVABLELY EASY! It's BY FAR, my favorite game!15 people found this review helpfulDid you find this helpful?great port but, there's no way to get sugar lamps(that I know of) that means there's no mini games, also it has been a year since the last update for the paid version (how am I supposed to buy an unsupported version?), also I think that the dev should add a cloud save feature for google perhaps so it's harder to loose the save, and it makes it easier choice for buying the paid version since it's safe to play uninstall, and play it anytime without exporting the save as a qol update.14 people found this review helpfulDid you find this helpful?• new buildings!• tons of new upgrades and achievements!• seasons!• fortune cookies!• save import/export!• pets!• background/milk selectors!• interface redesign!• even more new stuff!flagFlag as inappropriate Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. Minimum:OS *: Microsoft® Windows Server 2008, Windows 7, or Windows 8 ClassicProcessor: 2.33GHz or faster x86-compatible processor, or Intel Atom™ 1.6GHz or faster processor for netbook class devicesMemory: 512 MB RAMStorage: 350 MB available space * Starting January 1st, 2024, the Steam Client will only support Windows 10 and later versions. Minimum:OS: Mac OS X v11, and aboveProcessor: Apple M1 or Intel Core MMemory: 512 MB RAMStorage: 450 MB available space Page 2 Open Door causing infinite spamming of action.[*] Fixed zombies not attacking players with Cheat.Player.SeeEveryone debug option enabled.[*] Fixed the F2 chunk debugger being unable to display all long integers, in this case BuildingDef.ID and RoomDef.ID.[*] which are passed to Lua as Double objects. [*] Fixed inconsistencies with pillow detection when sleeping. A pillow in either hand is counted in every sleeping situation.[*] Fixed simple blades providing too much metal when smelted.[*] Fixed ISPanelJoypad:ensureVisible() not working for elements inside another ui element. his affected the \"Precipitation Speed Multiplier\" in the options screen.[*] Fixed a Lua error after pressing the joypad A button when a crafting input was selected in the crafting ui.[*] Fixed capguns having a capacity of 6 and not 8.[*] Fixed wooden stakes not being able to be burned.[*] Fixed being able to dismantle hand scythes with two different craft recipes.[*] Partial fix that removes all tiles of a multi-tile object when one of them gets removed.[*] Fixed error when trying to place a 3D items while climbing stairs.[*] Fixed animals being able to attack players inside cars.[*] Fixed wrong math with canceling actions while opening doors.[*] Added \"getItem(index)\" returning the currently selected item if index is nil[*] \"addItem()\" and \"addUniqueItem()\" now accept tooltip arguments, instead of requiring the caller check return values and add tooltips after[*] Fixed duplication issue with rags and bandages. ISWashClothing now validates the item is still in the players inventory.[*] RMC menu for washing dirty rags only display rags with a job delta of 0. Any rag with a delta is likely currently being washed.[*] Fixed a bunch of items tags in regards to their incorrect or missing smelting characteristics.[*] Fixed missing half of a tent, and incorrect customItem=BuildingProvidesTent property on another.[*] Fixed excessive ArrayList allocations with calls to IsoMetaGrid.getZonesAt().[*] Fixed wooden window frame health.[*] Fixed characters not being able to look around while seated.[*] Fixed cases of invisible zombies and vehicles.[*] Fixed \"Invalid SpriteConfig object\" messages due to changing the sprite on floors when there are two valid floor sprites.[*] Fixed context menu exception being thrown when adding fuel to a full campfire.[*] Fixed Twigs and branches from being removed by erosion.[*] Fixed issue where character model was not equipping props when building.[*] Fixed tutorial zombie who is gardening in the field playing wrong sfx.[*] Fixed zombies spawning in basements beneath the player's spawn building.[*] Fixed issues with the normal hide skirt.[*] Fixed instances of the character not sauto-shoving while using firearms when zombies are near.[*] Fixed plants not being highlighted properly when the \"Wind Sprite Effects\" option is enabled.[*] Fixed some t-shirt clothing items pointing to old an t-shirt texture.[*] Fixed the Large Hook items being a short blade weapon and not a small blunt and rebalanced some combat values for it. - This only applies to InHandCraft and AnySurfaceCraft recipes; recipes that can only be normally seen in workstation interfaces are an apples and oranges affair. - \"Survival\" category recipes have all been moved into \"Miscellaneous\". - In general \"Armor\" recipes have been moved into \"Tailoring\" aside from the welded scrap metal ones, which have been moved into \"Metalworking\" - Making buckets of concretes are now in Masonry and not Carpentry. - The recipes for cutting bacon in one size into smaller size bacon items are now in Cooking and not Farming. - Purifying water is now in Miscellaneous and not Medical.[*] Fixed drinkable puddles not correlating with visual puddle on screen.[*] Fixed error with the autoLearn field for the Carve Short Bat craft recipe.[*] Fixed crafted bottle not having the GlassBottle tag.[*] Fixed \"no weather\" sandbox option not blocking weather generation until weather restarts.[*] Added fog generation during endless blizzards.[*] Added GameTime isEndlessDay, isDay, isEndlessNight, isNight helper methods.[*] Tidied ClimateManager updateSandboxOverrides methods and helpers.[*] Added ISZoneDisplay:getHoursBetween and updateMoonPosition helper methods.[*] Tidied sandbox helper methods for climate options and initial values for climate overrides.","commentcount":0,"tags":
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