For cheats on Cookie Clicker Classic, see Cheating (Cookie Clicker Classic). For the sake of organization, all scripts will follow this format: Cookie Clicker Wiki For scripts with "[Expand]", click it to see the full script. - replace the entire underlined part (including < and >) with the desired input.[] If is in quotes, leave them be. If isn't in quotes, but a script is still not working, put input in quotes. Cheats are case-sensitive, so don't replace uppercase letters with lowercase. Example: *game.unlock() = wrong *Game.Unlock("Neuromancy") = right Additional helpful information: 1 millisecond is 1/1000th of a second, or 0.001 seconds. FPS stands for frames per second, which is the number of calculations done in a second. The default is 30 fps, but you can change it using a console command (see the utilities section). Opening the Browser Console[] These are the instructions to bring up the console in different browsers. The console is where you enter the code into for the cheats to take effect. Chrome: CTRL + SHIFT + I to open the developer tools, then select 'console' in the top bar. You can also right click and select 'inspect element's or open the three dots menu on the top-right, select 'more tools' then 'developer tools'. Microsoft Windows: Either press CTRL + SHIFT + K or CTRL + SHIFT + J or F12 to open the developer tools. Then, select 'console' at the top. Mac OS: Press ⌘ + ALT + J then click on the 'console' tab if not already done. You can also right-click and select "Inspect element" Then go to the Console bar. Alternately, press ⌘ + ALT + K or ⌘ + ALT + C Press ⌘ + OPTION + K to open the console. Click on the "scratchpad" icon on the right. After entering the desired code, press CTRL + R to execute it. Opera GX: Press Ctrl + Shift + C to open the developer tools AND NEVER PRESS F12 (Another way to do this is by pressing right click and going down the menu to inspect element) Type "javascript:[your code here]" on the address bar, then press Enter. Using a Cheat Interface[] There are three ways to enable an interface. Choose the one that works the best. Bookmark Create a new bookmark. In the "URL" box, copy/paste the following code. (The link to the source code can be found on the wiki page of the corresponding interface.) javascript:(function(){var script=document.createElement('script');script.setAttribute('src','');document.body.appendChild(script);}()); Name it whatever you like. Now, whenever you are in the game, simply click on this bookmark to enable the cheat interface. Developer Console Open your browser console. For instructions, look above. Copy all the source code from the link provided in the cheat interface's wiki page. Paste all the code in your browser console. Press Enter. There should not be any error if successfully installed. TamperMonkey/GreaseMonkey Open your Monkey. Add a new UserScript. Copy/paste the following code into your Monkey editor. (The link to the source code can be found on the wiki page of the corresponding interface.) // ==UserScript== // @name CheatInterface // @namespace Cookie // @include orteil.dashnet.org/cookieclicker/ // @version 1 // @grant none // ==/UserScript== var oldOnload = window.onload; window.onload = function () { oldOnload(); var script = document.createElement('script'); script.setAttribute('src', ''); document.body.appendChild(script); } Save. Go to your newly created UserScript. Open the parameters tab. Add a new user include. Copy/paste the game URL. (Reboot your browser. Now, whenever you open Cookie Clicker, the cheat interface will automatically be enabled. Save Editing[] The most simple cheat you can do is import a save. You can make your own save codes by editing an exported save file or by using a save editor. If you wish to it manually, here are the instructions: Export and copy your save. At the end of the code, delete the "%21END%21" and replace every "%3D" with a equal sign (=). Go to base64 converter and paste the modified save there. Decode it with UTF-8. Edit the save. (For information about formatting, refer below.) Go to base64 converter and paste your new save. Encode it with UTF-8. At the end of the resulting code, replace every equal sign (=) with "%3D" and append "%21END%21". Import your save to the game. Alternatively, you may use a save editor. Save Format[] For more information, see here. The decoded save follows a certain format, take this save for example:

1.0393||1381898487292;1380107853914;1381899592923|011101|19810703888477384;232154241051907840;4218;2120;24564619087288988;9632;-1;-1;45326046739823870;0;11;107852;0;-1;2;207;1656259545394620;175|219,220,25128184169839,0;216,216,64729416294516,0;180,180,7033459448,0;168,169,22279979110,0;159,159,75346744514,0;150,150,182832240409,0;139,140,651206881531,0;143,143,11123847712297,0;121,122,120436061607417,0;112,112,1119454662710064,0;|4503599627370495;4503599627370495;4503599627370495;45

The vertical bars divide the save into sections. Following are the formats of each individual section. Version number Reserved for future use Unix timestamps 1381898487292;1380107853914;1381899592923 // 1381898487292 - session started // 1380107853914 - legacy started // 1381899592923 - time this save was created // To convert it into a readable format, divide it by 1000 // Put the result in this converter and click "Submit" // 1381898487.292 = Wed, 16 Oct 2013 04:41:27 GMT // 1380107853.914 = Wed, 25 Sep 2013 11:17:33 GMT // 1381899592.923 = Wed, 16 Oct 2013 04:59:52 GMT Preferences (0 means OFF, 1 means ON) 011101 // 0 - particles // 1 - numbers // 1 - automatically save // 1 - offline mode (0 means offline, 1 means online) // 0 - milk // 1 - fancy graphics 19810703888477384;232154241051907840;4218;2120;24564619087288988;9632;-1;-1;45326046739823870;0;11;107852;0;-1;2;207;1656259545394620;175 // 19810703888477384 - Cookies in bank // 232154241051907840 - Cookies baked (this session) // 4218 - Big cookie clicks // 2120 - Golden cookie clicks (all time) // 24564619087288988 - Hand-made cookies // 9632 - Missed golden cookies (removed feature) // -1 - Background color (never implemented) // -1 - Milk type (never implemented) // 45326046739823870 - Cookies forfeited by resetting // 0 - Grandmatriarchs status (0=Appeased, 1=Awoken, 2=Displeased, 3=Angered) // 11 - Elder Pledges bought // 107852 - Elder Pledge time left (minutes * 1800) // 0 - Next upgrade to research // -1 - Research time left (minutes * 1800) // 2 - Number of resets // 207 - Golden cookie clicks (this session) // 1656259545394620 - Cookies withered (sucked by wrinkler) // 175 - Wrinklers popped 219,220,25128184169839,0;216,216,64729416294516,0;180,180,7033459448,0;168,169,22279979110,0;159,159,75346744514,0;150,150,182832240409,0;139,140,651206881531,0;143,143,11123847712297,0;121,122,120436061607417,0;112,112,1119454662710064,0; // Each building has its own section, separated by semicolons // The pattern repeats, so I will only use Cursor as an example // In this case, the section for Cursor is 219,220,25128184169839,0 // 219 - amount owned // 220 - amount bought (include ones that were sold) // 25128184169839 - total cookies produced // 0 - specialUnlocked (not yet implemented, dungeon related) // 11 11 11 11 11 11 11 11 11 11 11 11 11 11 11 11 11 11 11 11 11 11 11 11 11 11 11 11 11 11 11 11 11 11 // 11 11 11 11 00 11 11 00 00 10 00 11 00 11 11 00 11 11 00 11 11 11 00 11 11 11 11 11 11 // 11 11 11 11 11 11 11 11 11 11 00 11 11 11 11 11 11 11 11 00 11 11 11 11 11 00 // 11 11 11 00 11 11 11 11 11 11 11 11 11 11 11 11 11 00 // Each 2 digits represents an upgrade (order shown at bottom of this page) // The first digit is whether the upgrade is unlocked (requirements met) // The second digit is whether the upgrade is bought 4503599627370495;2313303743266815;2047 // Do the same procedure as the Upgrades above, except for separation // 1111111111111111111111111111111111111111111111111111 // 1111111111111111 // 11111111111111111111110111111111111110111111101100000 // 111111111 // Each digit represents an achievement (order shown at bottom of this page) Upon finishing the save editing, the following tools may be helpful in returning the save to its original format: Unix timestamp converter Reverse text Binary to decimal converter "Cheated cookies taste awful" Achievement[] There are only two in-game events that award the achievement "Cheated cookies taste awful". Setting Cookies in bank to be greater than Cookies baked all time. (The amount may need to be adjusted depending on the CpS.) Game.cookies = Game.cookiesEarned + (amount); Using the Open Sesame command. You can also remove the achievement by typing this line in the console: Game.Achievements["Cheated cookies taste awful"].won=0 Using the "Good tasted cheated cookies" command. Duplicate your current cookie amount without getting the achievement by typing this line in the console: Game.cookies = Game.cookies * 2; Game.cookiesEarned = Game.cookies; This command will duplicate the cookie amount and satisfy the condition in the code that triggers the "Cheated cookies taste awful" achievement. Debug Cheats[] Main Article: Open Sesame These are cheats built into the game itself to aid in debugging and testing the game. Debug Upgrades The debug menu for cookie clicker as of beta v2.049. As of V2, debug upgrades no longer appear in the store. However, they can still be toggled in the stats screen in debug mode and putting "saysopensesame" in the bakery's name. Debug upgrades come in the form of upgrades that can only be enabled by using cheats. To enable them, refer to upgrades section below. There are currently 10 debug upgrades available: Ultrascience = All new researches take only 5 seconds to complete. Gold hoard = All Golden Cookies appear every 0.6 seconds after the current or next golden cookie. Neuromancy = Unlocks every available upgrade (including the debug upgrades) and allows you to toggle them on or off by clicking on their icons in the Stats menu. If Neuromancy itself is clicked, it goes back to the store. Perfect idling = Keeps producing cookies that you would have gained through CpS after you closed the game and tells you the amount of cookies it produced while it was closed. Remains active even after closing the browser. Wrinkler doormat = Wrinklers spawn 1000 times more frequently. Reindeer season = Reindeer spawn much faster (about two minutes per reindeer, regularly). Eternal seasons = Unlocks Season Switcher without purchasing the heavenly upgrade. Seasons do not have a countdown timer. Magic shenanigans = Cookie production multiplied by 1000. Occult obstruction = Cookie production reduced to 0. Glucose-charged air = Sugar lumps coalesce a whole lot faster. Turbo-charged soil = Garden plants grow every second. Garden seeds are free to plant. You can switch soils at any time. Ruin The Fun The message shown after entering Game.RuinTheFun(); Ruin The Fun is a function that instantly gives you all the upgrades (including the debug upgrades and starting Grandmapocalypse), all the achievements, and 1 nonillion cookies. To execute this function, simply use: Game.RuinTheFun(); Sesame Menu As of V2, the game contains a debugging menu with a multitude of useful features, such as spawning Golden Cookies with various effects. To unlock it, you can put saysopensesame at the end of your bakery name. Alternatively, you can use the following code: Game.OpenSesame(); Defining shortcuts[] If you find yourself constantly typing or copy-pasting cheats or commands, you may want to consider defining a function. So instead of typing 3 lines of code, you could also type a single word to use the exact same cheat. A function is defined as follows: function () { (code here) } Now you only need to type the function name, followed by parentheses '()' to access a command or multiple commands more quickly. You can also pass an argument to a function like so: function () { alert() } This example code will trigger a click frenzy for 60 seconds when typing gimmeClickFrenzy(60): function gimmeClickFrenzy(time) { Game.clickFrenzy = Game.fps * time; Game.recalculateGains = 1; Game.Popup('Click frenzy! Clicking power x777 for ' + time + ' seconds!'); } You can also pass multiple arguments to a function: function alertMe(text, text2) { alert(text); alert(text2); } [] Gaining Cookies To change the amount of cookies in bank, use: Game.cookies = (amount); To add more cookies to the existing amount in bank, use: Game.Earn(amount adding); Removing Cookies To remove a specific amount of cookies, use: Game.cookies - (amount removing); Infinity Cookies To make it look like you have infinity amount of cookies but you won't really, use: Game.cookies = NaN; To actually obtain Infinity cookies, use: Game.cookies = Infinity; Beware: The number of cookies displayed above the big cookie will not change from infinity if you reset the game and/or change the number of cookies in your bank. To fix this, reset the displayed number using: Game.cookies = 0; Also, you can clear your cookies forever without gaining more using: Game.cookies = -Infinity; You can also use this function(just copy it and paste before usage) to raise the cookies to a power: function PowerOfCookies(power) { //Raises your cookies to selected power num=1 Game.cookiesPREV=Game.cookies; while (true) { Game.cookies=Game.cookiesPREV*Game.cookies; if (num==power) { break; } num++; } } And to use, type PowerOfCookies(power). In the parentheses, write your power. WARNING!!! Usage of function more than one time without clearing will have irreversible consequences!!! If this ruined your fun, copy and paste this function into console: function clear() { Game.cookies=Game.cookiesPREV; } And to use it, write "clear()" into console. Spawning Custom Golden Cookies var newShimmer=new Game.shimmer('gold',,); // default is 1 // Default is 0, so it should look something like 0,1 newShimmer.dur=; // duration of the cookie Default is: Math.ceil(Math.random()*3+1); newShimmer.life=; // default is Math.ceil(Game.fps*newShimmer.dur); newShimmer.force=''; // effect when clicked newShimmer.sizeMult=; // default size is: Math.random()*0.75+0.25; Changing CpS To change the CpS (will self-correct when new buildings/upgrades are bought), use: Game.cookiesPs = (CpS); To make the effect stay until the page is refreshed, use: Game.CalculateGains = function() { Game.cookiesPs = ; Game.computedMouseCps = Game.mouseCps(); Game.recalculateGains = 0; }; Game.recalculateGains = 1; Auto-Click Big Cookie To auto-click the big cookie at a set interval, use: window.autoClicker=setInterval(function(){Game.ClickCookie();Game.lastClick=(new Date().getTime())-(1000/50)},); To end this effect, use: clearInterval(window.autoClicker); Faster Auto-Click The auto-click cheat above can only click as fast as the CPU can handle. To produce an even faster effect, use: var autoClicker = function(clicksAtOnce, repeatInterval) { var cheated = false; var intoTheAbyss = function() { if(!cheated) { cheated = true; for(var i = 0; i < clicksAtOnce; i++) { Game.ClickCookie(); Game.lastClick = 0; } cheated = false; }; }; return setInterval(intoTheAbyss, repeatInterval); }; autoClicker(,); Auto-Click Only During Click Frenzy To enable auto-click only during the Click Frenzy, use: setInterval(function() { if (Object.keys(Game.buffs).filter(x=>x!='Click frenzy').length 0) Game.ClickCookie(); },); AutoClick Holding the assigned key (~) repeatedly clicks the object under the mouse: /** * Summary: Upon activation clicks element under mouse. * @param {number} [rate] - Timeout between clicks in milliseconds; Default: 500 * @author QtheConqueror */ function AutoClick(rate = 500) { if (window.attachEvent) { document.attachEvent("onmousemove", MouseMv); } else { document.addEventListener("mousemove", MouseMv, false); } document.addEventListener('keydown', KeyDown); /** * Summary: Listens for mouse movment and exports position to variables x & y. * @param {Event} e */ function MouseMv(e) { if (!e) e = window.event; if (typeof e.pageY == 'number') { x = e.pageX; y = e.pageY; } else { x = e.clientX; y = e.clientY; } } /** * Summary: Listens for keydown event * @param {Event} e */ function KeyDown(e) { if (e.type == 'keydown') { var char = e.key if (char == '`' || char == '~') { setTimeout(Click(x, y), rate); } } } /** * Summary: Clicks element at postions (x, y) on document. * @param {number} x - X coordinate of document element. * @param {number} y - Y coordinate of document element. */ function Click(x, y) { document.elementFromPoint(x, y).click(); } setInterval(AutoClick(), 10) // Set to listen every 10ms; Avalible on Greasy Fork: AutoClick [] Prices Stay at Base Price If you want all the prices to stay at base price despite amount owned, use: Game.priceIncrease = 1; All Buildings Are Free If you want to make all buildings completely free, use: Game.ObjectsById.forEach(function (e) { e.basePrice = 0; e.refresh(); }); Game.storeToRebuild = 1; Refill Grimoire Magic Game.Objects['Wizard tower'].minigame.magic = Infinity; Infinity Grimoire Magic Game.Objects['Wizard tower'].minigame.magic = -1; Refill Worship Swaps Game.Objects['Temple'].minigame.swaps = 3; Infinity Worship Swaps Game.Objects['Temple'].minigame.swaps = Infinity; Unlock all seeds on Farm as if Ruin The Fun was enabled Game.Objects['Farm'].minigame.onRuinTheFun(); Change Profits Game.Objects['Bank'].minigame.profit = ; Upgrade Buildings (Sugar Lump) Game.ObjectsById[].level = ; Game.recalculateGains=1; Sacrifice Towers for (var i in Game.Objects){ Game.Objects[i].sacrifice(1); } Build N Buildings If you want to build a custom number of buildings, N, use: Game.buyBulk=N; [] Note that the Wrath Cookie counts as a golden cookie as far as the game coding goes, therefore the following scripts also apply on Wrath Cookies. If you want all the Wrath Cookies to behave like golden cookies (prevent Ruin and Clot), simply remove the "/*" and the "*/" in each script. Spawn a Golden Cookie (Working and Updated as of 11/28/17) To spawn a golden cookie, use: var newShimmer=new Game.shimmer("golden"); If you want to spawn a golden cookie that starts a cookie chain, add the following script in addition to the ones provided above: Game.shimmer.chain = ; If you want to start the cookie chain at 6 cookies, use "1" as the stage. 66 cookies = "2", 666 cookies = "3", and so on. Golden Cookies with No Delay If you want the golden cookies to spawn one after another without delay, use: setInterval(function() { Game.shimmer.wrath = 0; Game.shimmer.delay = 0; }, 1); Get Golden Cookie Effects without a cookie To give yourself a multiplier without a golden cookie, use: var effectDurMod=1; Game.gainBuff('',Math.ceil(*effectDurMod),); Remove Buffs/Debuffs To remove all status effects, use: for (let i in Game.buffs) Game.buffs[i].time = 1; This will clear all effects, good and bad. Set Golden Cookie Clicks If you just want to set the amount of golden cookies clicked, use: Game.goldenClicksLocal = ; If you want to earn the related achievements, use one of the auto-click's below. Auto-Click Golden Cookies If you want the golden cookies to be auto-clicked as soon as they appear, use: setInterval(function() { Game.shimmers.forEach(function(shimmer) { if (shimmer.type == "golden") { shimmer.pop() } }) }, 500); Alternatively, if you only want to click golden cookies, and not wrath cookies as they appear, use: setInterval(function() { Game.shimmers.forEach(function(shimmer) { if(shimmer.type == "golden" && shimmer.wrath == 0) { shimmer.pop() } }) }, 500); Auto-Spawn and Click Golden Cookies If you want to automatically spawn and click a set amount of golden cookies instantaneously, use: for (var i = 0; i < ; i++) { (new Game.shimmer('golden',{noWrath:true})).pop(); } To spawn an amount as well as increment the cookies clicked stat and reset the spawn timer, use: for (var i = 0; i < ;; i++) { var newShimmer = new Game.shimmer('golden',{noWrath:true}); newShimmer.spawnLead=1; newShimmer.pop(); } If you want to automatically click all spawned cookies then spawn a cookie at set interval, use: setInterval(function() { /*Game.shimmers.forEach(function(shimmer){shimmer.wrath = 0});*/ Game.shimmers.forEach(function(shimmer) { if(shimmer.type=="golden") { shimmer.pop(); } }); Game.shimmerTypes.golden.time = Game.shimmerTypes.golden.maxTime; },); Frenzy To produce a customized Frenzy effect, use: var time = ; Game.frenzy = Game.fps * time; Game.frenzyPower = ; Game.recalculateGains = 1; Game.Popup('Frenzy! Cookie production x' + Game.frenzyPower + ' for ' + time + ' seconds!'); Clicking Frenzy To produce a customized Clicking Frenzy effect, use: var time = ; Game.clickFrenzy = Game.fps * time; Game.recalculateGains = 1; Game.Popup('Click frenzy! Clicking power x777 for ' + time + ' seconds!'); Grandmapocalypse Related[] Change Elder Pledge Time Left If you want to change the time remained on the Elder Pledge, use: Game.pledgeT = * 60 * Game.fps; Auto-Buy Elder Pledge If you want to automatically buy Elder Pledge as it becomes available, use: setInterval(function() { if (Game.UpgradesInStore.indexOf(Game.Upgrades["Elder Pledge"]) != -1) { Game.Upgrades["Elder Pledge"].buy(); } }, 500); Instantly pop (kill) Wrinklers To pop all Wrinklers currently on screen: Game.CollectWrinklers() To pop all Wrinklers as soon as they spawn, such as for the Moistburster achievement: Game.registerHook('logic', () => { Game.wrinklers.forEach(me => me.hp -= Number.MAX_VALUE) }); Decrease Wrinkler limit If you want less Wrinklers writhing on your cookie at once: Game.wrinklerLimit = ; Note that this command cannot increase the Wrinkler limit past your current maximum. To prevent wrinklers from spawning altogether: Game.spawnWrinkler = () => { return; } Spawn All Wrinklers If you want to instantly spawn all twelve wrinklers so you can get the bonus after letting them feed a while: for (i = 0; i < Game.wrinklers.length; i++) { while (Game.wrinklers[i].phase < 1) Game.wrinklers[i].phase += 1 } Make All Wrinklers Shiny If you want to make all currently existent wrinklers shiny: for (i = 0; i < Game.wrinklers.length; i++) { Game.wrinklers[i].type = Game.wrinklers[i].type || 1 } Or, if you want to instantly spawn all twelve wrinklers and make them shiny: for (i = 0; i < Game.wrinklers.length; i++) { Game.wrinklers[i].phase = Game.wrinklers[i].type = 1; } Bingo Center If you want to instantly unlock the next Bingo Center upgrade: setInterval(function(){Game.researchT=0;}, 1000); Note: Does not unlock the Bingo Center if locked [] There are two ways to refer to an achievement: its ID and its name. You must type the name EXACTLY as it appears in game for these scripts to work, including capitalization. If you are concerned about typing the name wrong, copy it from the table at the bottom of this page, or just use the ID. Unlocking an Achievement If you want to unlock an achievement, use: Game.Win(); or Game.Win(Game.AchievementsById[].name); Unlocking All Achievements If you want to unlock every single achievement, use: Game.AchievementsById.forEach(function(e) { // if (e.hide != 3) Game.Win(e.name); }); If you only want to unlock non-shadow achievements, remove the double slash (//); Removing an Achievement If you want to remove an achievement, use: Game.Achievements[].won = 0; or Game.AchievementsById[].won = 0; Removing All Achievements If you want to remove all the achievements, use: Game.AchievementsById.forEach(function(e) { // if (e.hide == 3) e.won = 0; }); If you only want to remove shadow achievements, remove the double slash (//); Note: Removing an achievement won't reduce your milk percentage. Milk Progress[] To Change your milk progress, use: Game.milkProgress=; [] Similar to achievements, upgrades can also be referred by either ID or name. A list of them can also be found at the bottom of this page. Unlocking/Buying an Upgrade If you want to unlock a single upgrade, use: Game.Unlock(Game.UpgradesById[].name); or Game.Unlock(); If you want to unlock AND buy an upgrade, use: Game.UpgradesById[].earn() or Game.Upgrades[].earn() Unlocking/Buying All Upgrades If you want to unlock all upgrades, use: Game.UpgradesById.forEach(function(e) { Game.Unlock(e.name); If you want to enable all upgrades, use: Game.UpgradesById.forEach(function(i) {if (i.bought === 0) { Game.cookies +=i.basePrice; i.buy(); }}) If you want to unlock AND obtain all upgrades, use: Game.UpgradesById.forEach(function(e) { if (e.bought === 0) e.earn(); }); Adding cursors: Game.Objects['Cursor'].amount = ; Removing an Upgrade If you want to remove an upgrade, use: Game.Upgrades[].bought = 0; or Game.UpgradesById[].bought = 0; Free Upgrades If you want to make all upgrades completely free, use: Game.UpgradesById.forEach(function (e) { e.basePrice = 0; }); Game.upgradesToRebuild = 1; Instant Research If you want to make all researches instant, use: setInterval(function() { Game.researchT = 0; }, 1); [] If you want to change the amount of heavenly chips temporarily, use: Game.prestige = []; Game.prestige['Heavenly chips'] = ; This will make it so that when you refresh the page, the amount of heavenly chips returns back to normal. If you want it to be permanent, use: var nhc = ; Game.cookiesReset = nhc * (nhc + 1) * 1e12 / 2; Game.CalculatePrestige(); Use this code to pull up a menu where you have the option to set your Heavenly Chips. (Note, the game says the menu can be only be used once. Disregard it. This code can be used as many times as you want to.) Game.FreeHeavenlyChips(); If you want to obtain the maximum amount of heavenly chips possible permanently, use: Game.cookiesReset = Number.MAX_VALUE; Game.CalculatePrestige(); If you want to gain infinity heavenly chips, use: Game.prestige = []; Game.prestige['Heavenly chips'] = Infinity; Game.prestige.ready = 1; Game.recalculateGains = 1; Note: Changing the prestige level will not affect your amount of heavenly chips. If you want your heavenly chips amount to be correct, enter the following into the console. Game.heavenlyChips = Game.prestige - Game.heavenlyChipsSpent [] Change Dungeon Level If you want to change the dungeon level, use: Game.Objects.Factory.dungeon.level = ; The level affects amount of cookies rewarded and spawning of monsters. The new level goes into effect after the boss is defeated. Change Dungeon Speed If you want to change the speed at which the hero goes through the dungeon, use: setInterval(function() { Game.Objects['Factory'].dungeon.timer = 0; },); [] Set Sugar Lumps Amount If you want to set your Sugar Lumps to a certain number, use: Game.lumps = Change Lump Variation If you want to change a sugar lump to a bifuricated, golden, meaty, or caramelized lump, use: Note that you will have to replace with either 0 for normal, 1 for bifurcated, 2 for golden, 3 for meaty, or 4 for caramelized. Game.lumpCurrentType = No Sugar Lump Cooldown To remove the cooldown on using sugar lumps to reset cooldowns (ex. spell cooldown, worship swap cooldown): Game.canRefillLump = function() { return true; } Utilities[] Cosmetic Tweaks[] Make the Game "Party" EPILEPSY/SEIZURE WARNINGBRIGHT, FLASHING, COLORFUL LIGHTS AND VIGOROUS SHAKING ARE INCLUDED To make your game rave like in a party, enter this command in the console: Game.PARTY = true; How to Make Your Own News Ticker To add custom tickers use the following code in the console (F12): var customTickers=["","",""]; customTickersFunction=function() { return customTickers; } Game.customTickers.push(customTickersFunction); To later add more tickers just write: customTickers.push(""); Turn Big Cookie into Face Cookie To add a grandma face on the big cookie (may be disturbing for some), use: Game.addClass("elderWrath"); To remove this effect, refresh the page or use: Game.removeClass("elderWrath"); Changing FPS To change the FPS of the game, use: Game.fps = ; Note: This represents how many frames of animation you see per second and does not make the animations run more smoother. For example, setting this to 60 which is twice the default will make the animations run twice as fast, the opposite is also true. Also, changing this can cause current buffs duration and current golden cookie spawn time to be altered. Removing Cookie Noises To remove the noise from clicking the big cookie, but keep other noises on, use: Game.playCookieClickSound=function(){return}; Calculating Cookies at a Future Time[] This is not really a cheat, but can be somewhat useful at times. To find out how many cookies you'll have in bank at a given time, use: alert(Game.cookies + (new Date("") - new Date().getTime()) / 1000 * Game.cookiesPs); To find out how many cookies you'll have baked all-time at a given time, use: alert(Game.cookiesEarned + (new Date("") - new Date().getTime()) / 1000 * Game.cookiesPs); To find out how many heavenly chips you can get by resetting at a given time, use: alert(Math.floor((Math.pow(1 + 8 * (Game.cookiesEarned + Game.cookiesReset + (new Date("") - new Date().getTime()) / 1000 * Game.cookiesPs) / 10e12, 0.5) - 1) / 2)); Note that this assumes that you do not click the big cookie, buy new upgrades/buildings, or click golden cookies in this time period. Golden Cookies Notifications[] Golden Cookie Title Bar Alert To make it so that the title of the webpage changes to an exclamation point whenever a golden/red cookie appears, use: setInterval(function() { if (Game.shimmer.life > 0) document.title = '!' }, 100); Golden Cookie Desktop Notification To make it so that a desktop notification pops up whenever a golden/wrath cookie appears, use: if (window.webkitNotifications.checkPermission()) { function askPermission() { window.webkitNotifications.requestPermission(); var element = document.getElementById('notifier_permission'); element.parentNode.removeChild(element); } var ask = document.createElement('BUTTON'); var askText = document.createTextNode('Ask for notification permission'); ask.id = 'notifier_permission'; ask.style.position = 'absolute'; ask.style.zIndex = 99999999; ask.appendChild(askText); document.body.appendChild(ask); ask.onclick = askPermission; } Game.shimmer.spawn = (function() { var spawn = Game.shimmer.spawn; return function() { popup = webkitNotifications.createNotification('img/goldCookie.png', 'Cookie Clicker', 'A wild golden cookie appeared!'); popup.show(); setTimeout(function(){ popup.cancel(); }, '10000'); spawn(); }; })(); // source: Cookie Clicker Subreddit Play Beep Sound when Golden Cookie Spawns To make it so that a beeping sound is played whenever a golden/red cookie spawns, use: var alerted = false; setInterval(function () { if (Game.shimmer.time == 0) { if (alerted) return; alerted = true; var audio = new Audio(" audio.volume = 0.7; audio.play(); } else { alerted = false; } }, 100); Auto-Buying Scripts[] For instructions on using these scripts refer to above. Build Script Auto The script automatically buys the most effective item only in terms of cookies per second and price. It also tells you how long it'll take until it buys, based on your CPS. (Doesn't buy upgrades nor take manual clicks, especially golden cookie clicks, into consideration) The original description above have been disputed as follows: You can trust VideoGamer. Our team of gaming experts spend hours testing and reviewing the latest games, to ensure you're reading the most comprehensive guide possible. Rest assured, all imagery and advice is unique and original. Check out how we test and review games here Looking for some Cookie Clicker cheats and console commands? This AFK game is as undeniably enjoyable as real-world cookies. While there is an extremely simple objective: click to make cookies, some people want to do this faster. This is where cheats and console commands come in. The good news is, there are plenty to enable and they are all extremely easy to use. Let’s get into them now, here are all the Cookie Clicker cheats and console commands. Image by VideoGamer Cookie Clicker cheats and console commands Since getting anywhere in Cookie Clicker takes time, you can use these cheats to skip ahead. Truly, though, this is a game for the patient so cheating might ruin some things for you. On the other hand, cheats are a great way to make up for any lost progress you may have suffered. We’ve put all the cheats in Cookie Clicker in the following table: Cookie Clicker Console CommandsCheat EffectGame.Earn()Earn as many cookies as desiredGame.cookies = 1000;Set total cookies to desired numberGame.cookies = Game.cookies + ;Add desired amount of cookies to current totalGame.cookiesPs = ;Set cookies per second amountGame.Achievements[‘’].won = 1;Unlock specified achievementGame.Ascend(1);Ascend, converting cookies to Heavenly ChipsGame.AscendTimer = ;Change Ascend TimerGame.bakeryName = “”;Set name for bakeryGame.bakeryNameRefresh();Refresh bakery nameGame.BuildAscendTree();Build the Ascend TreeGame.buyBulk = ;Change buy amountGame.CalculateGains();Calculate gainsGame.computedMouseCps;Compute mouse CpsGame.computedMouseCps = ;Change mouse CpsGame.dragonLevel = ;Set dragon levelGame.gainLumps();Add desired number of lumpsGame.Has(‘’);Check if certain achievement is unlockedGame.killShimmers();Remove all shimmersGame.LoadSave();Load saved fileGame.LoadSave(local);Load local save fileGame.localStorageGet(Game.SaveTo);Save game locallyGame.MaxSpecials();Get max amount of specialsGame.Milk = ;Change milk amountGame.milkProgress = ;Change milk progressGame.mousePointer = 0;Change mouse pointerGame.particlesUpdate();Update particlesGame.popups = 0;Remove game’s popup notificationsGame.RuinTheFun(1);Unlock everythingGame.santaLevel = ;Set Santa levelGame.sesame = 0;Turn sesame on or offGame.SesameReset();Reset the gameGame.SetAllAchievs(1);Unlock all achievementsGame.SetAllUpgrade(1);Get all upgradesGame.Win(‘’);Unlock specified achievement using another wayTimer.track(‘milk’);Track milk timerGame.DebuggingPrestige = false;Debug prestigeGame.debugTimersOn = ;Turn debug timers off or onGame.DebugUpgradeCpS();Debug Upgrades CpsGame.GetAllDebugs();Get all possible debugsGame.HardReset(2);Hard reset gameCookie Clicker cheats and console commands These Cookie Clicker console command cheats can be entered directly on the webpage. To open the console commands and cheat panel, simply press F12 while on the page. If not done automatically, click over to the ‘Console’ tab. This is the method for using cheats on Chrome, Edge, Internet Explorer, and Firefox. Image by VideoGamer When you do this, you will see the console panel open on the right-hand side of your page. First, type into the console ‘allow pasting’. When that’s done, copy any of the cheats from the table above and paste them into the console. We’ve checked the cheats and they work. When you cheat, you will get an achievement calling out your nefarious ways. That’s all there is to know about Cookie Clicker cheats and console commands. Now you can sit back, relax your clicking hand, and grandmas, while the cheats help you accumulate and cultivate your cookie empire. For more cheats and console commands, read our pages covering cheats for The Sims 4 and cheats for Stardew Valley. By subscribing, you agree to our Privacy Policy and may receive occasional deal communications; you can unsubscribe anytime. Here is a step-by-step tutorial on how to enable the Dev mode and console for the Steam version. How to Enable Dev Mode & Console on Steam Head to steamapps\common\Cookie Clicker\resources\app The exact path depends on where you have installed the game, you can quickly get to the Cookie Clicker folder by right clicking the game in your steam library and selecting “Browse local files”. Locate Open with any text editor. (Right click > Open With > Select your preferred program) Notepad++ is a good choice, but normal Windows notepad should also work just fine. With the file now open, go to line 11 and change the ZERO after “DEV=” with a ONE Save your modified file, then relaunch Cookie Clicker You should see a new line at the top of the screen and a console to the left. You are now ready to cheat debug freely! See below for some example commands and a link to find more. This is the easiest way to unlock a built-in cheat menu. Open Cookie Clicker Go to . Rename Your Bakery Click on your bakery name and change it to: YourName saysopensesame Example: “CookieMaster saysopensesame” Press Enter. Open the Dev Tools Menu A red “dev tools” button will appear in the top-left corner. Click it to access hacks like: Add infinite cookies Spawn Golden Cookies Unlock all upgrades & achievements Change game speed Cookie Clicker Screenshot The browser developer console lets you enter cheat codes manually. Open Cookie Clicker. Open Developer Console: Press F12 (or Ctrl + Shift + I) on Windows/Linux. Press Cmd + Option + I on Mac. Click the Console tab. Enter Cheat Codes: Game.cookies = Infinity; Game.cookies += 1000000; Game.UpgradesById.forEach(upgrade => upgrade.unlock()); Game.goldenCookie.spawn(); Enable Dev Tools manually: Game.OpenSesame(); Press Enter A bookmarklet allows you to trigger hacks with a single click. Create a New Bookmark Right-click the bookmarks bar and choose Add Page or Add Bookmark. Enter a Cheat Code as the URL Set the bookmark’s URL to: javascript:Game.cookies=Infinity; Click the Bookmark While playing Cookie Clicker, click the bookmark to activate infinite cookies. See also HOW TO GET INFINITE COOKIES IN COOKIE CLICKER This method lets you modify your save file for infinite cookies, upgrades, and more. Export Your Save Go to Options > Export Save. Copy the save string. Edit the Save File Paste the save string into Notepad or another text editor. Find the "cookies" value and change it to: "cookies":1e+100 Modify other values like unlocked upgrades. Re-import the Save Go to Options > Import Save and paste the new save data. Mods add auto-clicking, stock market automation, and infinite cookies. Cookie Monster (Advanced stats & optimizations). CCSE (Cookie Clicker Script Extender) (Allows custom scripts & cheats). Steam Version Open Steam and go to the Steam Workshop. Search for “Cookie Clicker mods” and subscribe. Restart the game to apply mods. Browser Version Install Tampermonkey (a Chrome/Firefox extension). Download a Cookie Clicker mod script. Activate the script and refresh the game. An auto-clicker helps you generate cookies faster. Download GS Auto Clicker (Windows) or AutoClicker (Chrome extension). Set the click interval to 1 millisecond. Aim at the Big Cookie or Golden Cookies. Activate the auto-clicker for massive CPS boosts. CheatCodeAdd CookiesGame.cookies += 1000000;Infinite CookiesGame.cookies = Infinity;Spawn Golden CookieGame.goldenCookie.spawn();Unlock All UpgradesGame.UpgradesById.forEach(upgrade => upgrade.unlock());Enable Dev ModeGame.OpenSesame(); Backup Your Save before using cheats (Options > Export Save). Some cheats disable achievements (especially on Steam). Experiment and have fun! Hacking is great for testing but removes the challenge. See also HOW TO GET COSMIC GRANDMA IN COOKIE CLICKER?Now you can hack Cookie Clicker and bake infinite cookies like a pro! The best Cookie Clicker cheat codes will let you create as many cookies to your game as you like, add to your Ascension tree and more. 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 code you want to use, making sure to put your desired number 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 easiest way to access cheats in Cookie Clicker is by enabling the developer menu using a cheat name. Start Cookie Clicker: Open the game in your browser or on Steam. Rename Your Bakery: When prompted to name your bakery, enter: YourName saysopensesame Replace YourName with your desired bakery name. Access the Developer Menu: A red “dev tools” button will appear in the top-left corner of the screen. Click it to open the developer menu, which allows you to: Add cookies instantly. Spawn Golden Cookies. Unlock achievements and upgrades. Change game speed and more. Cookie Clicker Screenshot The browser console allows you to input JavaScript commands to cheat in Cookie Clicker. Open Developer Tools: Press F12 (or Ctrl + Shift + I on Windows, or Cmd + Option + I on Mac). Navigate to the Console tab. Input Cheat Codes: Add cookies: Game.cookies = 1000000000; // Set your cookies to 1 billion Infinite cookies: Game.cookies = Infinity; Spawn Golden Cookies: Game.goldenCookie.spawn(); Unlock all upgrades: Game.UpgradesById.forEach(upgrade => upgrade.unlock()); Enable the developer menu: Game.OpenSesame(); Bookmarklets are browser bookmarks that contain cheat codes. Once set up, clicking the bookmark runs the cheat. Create a new bookmark in your browser. Set the bookmark URL to a cheat code, such as: Infinite Cookies: javascript:Game.cookies=Infinity; Spawn Golden Cookie: javascript:Game.goldenCookie.spawn(); Click the bookmark while playing Cookie Clicker to activate the cheat. You can manually modify your save file to grant yourself cookies, achievements, or upgrades. Export your save: Go to the Options menu and click Export Save. Copy the save text. Edit the save file: Paste the text into a text editor (e.g., Notepad). Find and modify values like: "cookies": Set to a large number for massive cookie gains. "unlockedUpgrades": Set all upgrades to 1 to unlock them. Re-import the save: Copy the edited text and use the Import Save option in Cookie Clicker. Mods are third-party tools that add cheat functionality to the game. Cookie Monster: Provides advanced stats and cheat options. CCSE (Cookie Clicker Script Extender): A modding framework that supports cheats like infinite cookies or auto-clicking. Download the mod (e.g., from GitHub or Steam Workshop). Follow the installation instructions for your platform. Activate cheat options through the mod’s interface. Auto-clickers can simulate rapid clicking for the Big Cookie or Golden Cookies. Download an auto-clicker tool (e.g., GS Auto Clicker or OP Auto Clicker). Set the click interval to a very short time (e.g., 1 millisecond). Point the auto-clicker at the Big Cookie or Golden Cookie locations and start it. Backup Your Save: Always export your save file before using cheats to avoid losing progress. Understand Achievement Rules: Cheating may disable achievements, especially on the Steam version. Have Fun: Cheats can be a great way to experiment or skip grindy parts of the game, but they might reduce the sense of progression. Now you’re equipped with all the methods to cheat in Cookie Clicker. Use these tools wisely and enjoy building the ultimate cookie empire! You can cheat in Cookie Clicker using console commands, Developer Mode, save editing, or mods. Here’s how to do it! You can enter cheat codes directly in the browser console for instant effects. Open Cookie Clicker Go to: Open the Console Press F12 (Windows/Linux) or Cmd + Option + I (Mac). Click on the Console tab. Enter Cheat Codes: Game.cookies = Infinity; Game.cookies += 1000000; Game.UpgradesById.forEach(upgrade => upgrade.unlock()); Game.goldenCookie.spawn(); Game.OpenSesame(); Press Enter The cheat activates instantly! Cookie Clicker Screenshot Unlock Developer Mode for easy access to cheats. Rename Your Bakery Click your bakery name and change it to: YourName saysopensesame Example: “CookieMaster saysopensesame” Press Enter. A red “dev tools” button appears Click it to access cheat options, such as:✔ Infinite cookies✔ Spawn Golden Cookies✔ Unlock all upgrades & achievements✔ Modify game speed Modify your save data to get unlimited cookies, sugar lumps, and upgrades. Go to Options > Export Save and copy the save string. Paste it into Notepad or a text editor. Find the "cookies": value and change it to: "cookies":1e+100 Re-import your save in Options > Import Save. Mods allow auto-clicking, stock market automation, and infinite cookies. Cookie Monster – Advanced stats & auto-clicking. CCSE (Cookie Clicker Script Extender) – Custom scripts & hacks. How to Install Mods (Steam Version) Open Steam and go to the Steam Workshop. Search for “Cookie Clicker mods” and subscribe. Restart the game to apply the mod. An auto-clicker generates millions of cookies per second. Download GS Auto Clicker (Windows) or AutoClicker (Chrome extension). Set the click interval to 1 millisecond. Aim at the Big Cookie or Golden Cookies. Activate the auto-clicker for insane CPS gains! CheatCodeAdd 1 Million CookiesGame.cookies += 1000000;Infinite CookiesGame.cookies = Infinity;Spawn a Golden CookieGame.goldenCookie.spawn();Unlock All UpgradesGame.UpgradesById.forEach(upgrade => upgrade.unlock());Enable Dev ModeGame.OpenSesame(); Backup Your Save before cheating (Options > Export Save). Some cheats disable achievements (especially on Steam). Use cheats for fun, but playing legitimately can be more rewarding! Now you have everything you need to cheat in Cookie Clicker and build your ultimate cookie empire! You can trust VideoGamer. Our team of gaming experts spend hours testing and reviewing the latest games, to ensure you're reading the most comprehensive guide possible. Rest assured, all imagery and advice is unique and original. Check out how we test and review games here Looking for some Cookie Clicker cheats and console commands? This AFK game is as undeniably enjoyable as real-world cookies. While there is an extremely simple objective: click to make cookies, some people want to do this faster. This is where cheats and console commands come in. The good news is, there are plenty to enable and they are all extremely easy to use. Let’s get into them now, here are all the Cookie Clicker cheats and console commands. Image by VideoGamer Cookie Clicker cheats and console commands Since getting anywhere in Cookie Clicker takes time, you can use these cheats to skip ahead. Truly, though, this is a game for the patient so cheating might ruin some things for you. On the other hand, cheats are a great way to make up for any lost progress you may have suffered. We’ve put all the cheats in Cookie Clicker in the following table: Cookie Clicker Console CommandsCheat EffectGame.Earn()Earn as many cookies as desiredGame.cookies = 1000;Set total cookies to desired numberGame.cookies = Game.cookies + ;Add desired amount of cookies to current totalGame.cookiesPs = ;Set cookies per second amountGame.Achievements[‘’].won = 1;Unlock specified achievementGame.Ascend(1);Ascend, converting cookies to Heavenly ChipsGame.AscendTimer = ;Change Ascend TimerGame.bakeryName = “”;Set name for bakeryGame.bakeryNameRefresh();Refresh bakery nameGame.BuildAscendTree();Build the Ascend TreeGame.buyBulk = ;Change buy amountGame.CalculateGains();Calculate gainsGame.computedMouseCps;Compute mouse CpsGame.computedMouseCps = ;Change mouse CpsGame.dragonLevel = ;Set dragon levelGame.gainLumps();Add desired number of lumpsGame.Has(‘’);Check if certain achievement is unlockedGame.killShimmers();Remove all shimmersGame.LoadSave();Load saved fileGame.LoadSave(local);Load local save fileGame.localStorageGet(Game.SaveTo);Save game locallyGame.MaxSpecials();Get max amount of specialsGame.Milk = ;Change milk amountGame.milkProgress = ;Change milk progressGame.mousePointer = 0;Change mouse pointerGame.particlesUpdate();Update particlesGame.popups = 0;Remove game’s popup notificationsGame.RuinTheFun(1);Unlock everythingGame.santaLevel = ;Set Santa levelGame.sesame = 0;Turn sesame on or offGame.SesameReset();Reset the gameGame.SetAllAchievs(1);Unlock all achievementsGame.SetAllUpgrade(1);Get all upgradesGame.Win(‘’);Unlock specified achievement using another wayTimer.track(‘milk’);Track milk timerGame.DebuggingPrestige = false;Debug prestigeGame.debugTimersOn = ;Turn debug timers off or onGame.DebugUpgradeCpS();Debug Upgrades CpsGame.GetAllDebugs();Get all possible debugsGame.HardReset(2);Hard reset gameCookie Clicker cheats and console commands These Cookie Clicker console command cheats can be entered directly on the webpage. To open the console commands and cheat panel, simply press F12 while on the page. If not done automatically, click over to the ‘Console’ tab. This is the method for using cheats on Chrome, Edge, Internet Explorer, and Firefox. Image by VideoGamer When you do this, you will see the console panel open on the right-hand side of your page. First, type into the console ‘allow pasting’. When that’s done, copy any of the cheats from the table above and paste them into the console. We’ve checked the cheats and they work. When you cheat, you will get an achievement calling out your nefarious ways. That’s all there is to know about Cookie Clicker cheats and console commands. Now you can sit back, relax your clicking hand, and grandmas, while the cheats help you accumulate and cultivate your cookie empire. For more cheats and console commands, read our pages covering cheats for The Sims 4 and cheats for Stardew Valley. By subscribing, you agree to our Privacy Policy and may receive occasional deal communications; you can unsubscribe anytime. You can hack Cookie Clicker, the addictive cookie-clicking game, greatly increasing your resources and improving overall efficiency. The way you hack Cookie Clicker depends on which browser you’re using. Here’s how to hack Cookie Clicker and input the cheat codes. Table Of Contents If you’re playing the browser version of Cookie Clicker, you’ll need to open the dev console in the browser. Here’s how you can open it on each browser type or operating system. BrowserCommand (Windows)Command (Mac) Google ChromeControl+Shift+JCommand+Option+J FirefoxControl+Shift+KCommand+Option+K Microsoft EdgeF12F12 Safari-Command+Option+C Click the “Console” tab, input the cheat you would like to use, and then press Enter to execute the code. How to Hack Cookie Clicker on Steam You’ll need to do a little digging through your file system to hack the Steam version of Cookie Clicker, as you’ll need to edit one of the JavaScript files. The quickest way to access the file is by right-clicking Cookie Clicker in your Steam library, hovering your cursor over “Manage,” and then clicking “Browse Local Files.” File Explorer will now open the location of Cookie Cutter on your system. Here, open the “Resources” folder. Next, open the “App” folder. In this folder, locate the JavaScript file called start. You’ll need to open this file in a text editor, such as Notepad. Right-click the file, hover your cursor over “Open With,” and then select the app to open the file with. If you don’t see it in the menu, you can select “Choose another app” to locate it. You’ll now need to edit the file. On line 12, you’ll see this line of code: let DEV=0;//display menu and js console Change the 0 to a 1. So the code should now be: let DEV=1;//display menu and js console Save the file and relaunch Cookie Clicker if it’s currently running. You’ll now see the display menu and JavaScript console that was previously hidden. Click the “Console” tab, input the cheat code you would like to use, and then press Enter to execute the code. Every Cookie Clicker Cheat Code Here’s a list of every cheat code you can use in Cookie Clicker, and what each code does. Note: Replace the braces with actual text or numbers. For example, if you want to use the code Game.cookies={number};, then you’d replace {number} with the actual number of cookies you want. So if you want 10,000 cookies, you would enter Game.cookies=10000;. Cheat CodeDescription Game.Achievements[‘{achievement name}’].won=1;Unlock any achievement Game.Ascend(1);Ascend to the heavens Game.AscendTimer={time};Change ascend timer Game.bakeryName=”{bakery name}”;Set bakery name Game.bakeryNameRefresh();Refresh bakery name Game.BuildAscendTree();Build Ascend Tree Game.buyBulk={1/10/100};Change the buy amount Game.CalculateGains();Calculate gains Game.computedMouseCps;Compute mouse cookies per second (Cps) amount Game.computedMouseCps={mouse Cps amount};Change mouse cookies per second (Cps) amount Game.cookies={number};Set total number of cookies Game.cookies= Game.cookies + {number};Add cookies in addition to the current number of cookies Game.cookiesPs={number};Set cookies per second (Cps) amount Game.dragonLevel={level};Set dragon level Game.Earn({number});Add cookies in addition to the current number of cookies Game.gainLumps({amount of lumps});Add lumps Game.Has(‘{achievement name}’);Check if you've unlocked a specific achievement Game.killShimmers();Remove shimmers Game.LoadSave();Load saved file Game.LoadSave(local);Load local saved file Game.localStorageGet(Game.SaveTo);Save game locally Game.MaxSpecials();Get max amount of specials Game.Milk = {amount};Change milk amount Game.milkProgress = {milk amount};Change milk progress Game.mousePointer=0;Change mouse pointer Game.particlesUpdate();Update particles Game.popups=0;Remove pop-up notifications Game.RuinTheFun(1);Unlock everything Game.santaLevel={level};Set Santa level Game.sesame=0;Turn sesame On/Off Game.SesameReset();Reset game Game.SetAllAchievs(1);Unlock all achievements Game.SetAllUpgrade(1);Get all upgrades Game.Win(‘{achievement name}’);Unlock any achievement Timer.track(‘milk’);Track milk timer There are also a few codes you can run if Cookie Clicker seems to be glitching and you need to debug it. CodeDescription Game.DebuggingPrestige=false;Debug prestige Game.debugTimersOn={0 or 1};Turn On/Off debug timer Game.DebugUpgradeCpS();Debug upgrades cookies per second (Cps) Game.GetAllDebugs();Get all debugs Game.HardReset(2);Hard reset Cookie Clicker Happy clicking! How to CHEAT in Cookie Clicker & Basic commands By FrostedWilhelmG This guide will tell you how to CHEAT by modifying the local file. This guide also will teach you how to use the console.This is my first time to write a guide, Please forgive me for any shortcomingsENJOY ヾ(≧▽≦*)o

- what is coarse meaning in urdu of random
- mufo
- all countries that start with a quiz
- https://tekdalyapi.com/upload/ckfinder/files/d398cf92-323c-499a-8697-479b8fd84434.pdf
- http://sztarmedia.hu/_user/file/76811584318.pdf
- kapasa
- kocozato
- cudike
- https://gbrcbodhgaya.com/userfiles/file/rakalexu.pdf
- mulawi
- ligohulu
- how do i find the volume of cylinder
- peso