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[illegible]



Archived from the original on 23 February 2019. Retrieved 25 April 2009. ^ "Table A – Verified Supercentenarians (Listed According by Birth Date)". Archived from the original on 12 July 2016. Retrieved 9 November 2016. ^ Photo Gallery for Supercentenarians born before 1850, as of May 19, 2019 Archived from the original on 7 June 2007. Retrieved 22 June 2007. ^ Riedel S (2005). "Edward Jenner and the history of smallpox and vaccination". *Proc (Bayl Univ Med Cent)*. 18 (1): 21–5. doi:10.1080/08998280.2005.11928028. PMC 1200696. PMID 16200144. ^ Ricklefs (1991), page 106 ^ Encyclopedia Britannica's Great Inventions, Encyclopedia Britannica Archived August 7, 2008, at the Wayback Machine ^ Meggs, Philip B. A History of Graphic Design. (1998) John Wiley & Sons, Inc. p 146 ISBN 978-0-471-29198-5 Black, Jeremy and Roy Porter, eds. A Dictionary of Eighteenth-Century World History (1994) 890pp Klekar, Cynthia. 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The development of the economies of continental Europe, 1850-1914 (1977) online The Wallace Collection, London, houses one of the finest collections of 18th-century decorative arts from France, England and Italy, including paintings, furniture, porcelain and gold boxes. Media related to 18th century at Wikimedia Commons Retrieved from " 4 The following pages link to 18th century External tools (link count transclusion count sorted list) - See help page for transcluding these entries Showing 50 items. View (previous 50 | next 50) (20 | 50 | 100 | 250 | 500)List of decades, centuries, and millennia (links | edit) Goths (links | edit) Industrial espionage (links | edit) Romania (links | edit) 20th century (links | edit) 15th century (links | edit) 16th century (links | edit) 17th century (links | edit) 1870s (links | edit) 1624 (links | edit) 1626 (links | edit) 1642 (links | edit) 1661 (links | edit) 1756 (links | edit) 1791 (links | edit) 1608 (links | edit) 1818 (links | edit) 1743 (links | edit) 1826 (links | edit) 1828 (links | edit) 14th century (links | edit) 1860s (links | edit) 1788 (links | edit) 1st century (links | edit) 13th century (links | edit) 1787 (links | edit) 1863 (links | edit) 4th century (links | edit) 12th century (links | edit) 11th century (links | edit) 1859 (links | edit) 1900 (links | edit) 1848 (links | edit) 1866 (links | edit) 1896 (links | edit) 1895 (links | edit) 1861 (links | edit) 1648 (links | edit) 1623 (links | edit) 1662 (links | edit) 1640s (links | edit) 1770s (links | edit) 1780s (links | edit) 1789 (links | edit) 1782 (links | edit) 1840 (links | edit) 1840s (links | edit) 1883 (links | edit) 1800s (decade) (links | edit) 1801 (links | edit) View (previous 50 | next 50) (20 | 50 | 100 | 250 | 500) Retrieved from " WhatLinksHere/18th century" Skip to content Copyright © All rights reserved Cookie Clicker has no defined endpoint - it's about continuous growth and optimization. The core Cookie Clicker experience involves building an ever-expanding cookie production empire, unlocking new Cookie Clicker content, and reaching increasingly astronomical cookie counts. Many Cookie Clicker players set personal goals like specific achievements or production milestones.Cookie Clicker's ascension system allows you to reset your progress in exchange for prestige and heavenly chips. When you ascend in Cookie Clicker, you lose all cookies and buildings but gain permanent bonuses. Each Cookie Clicker ascension makes future playthroughs more powerful, creating a satisfying progression loop across multiple game cycles.Golden cookies are special Cookie Clicker events that appear randomly on screen. Clicking these Cookie Clicker bonuses grants various effects like "Frenzy" (7x production), "Lucky" (instant cookies), or "Click Frenzy" (massive click power boost). Advanced Cookie Clicker strategy involves timing these effects to maximize production.The Grandmapocalypse is a Cookie Clicker storyline triggered by purchasing specific grandma-related upgrades. During thco Cookie Clicker event, grandmas become corrupted, the background changes, and red "Wrath Cookies" appear alongside golden cookies. The Cookie Clicker Grandmapocalypse adds risk/reward decisions with potentially negative effects but also unique benefits.Yes, Cookie Clicker features several mini-games unlocked through specific buildings. The Garden lets you grow plants with various effects, the Pantheon allows you to slot gods for different bonuses, and the Stock Market lets you trade cookie stocks. These Cookie Clicker mini-games add strategic depth beyond the core clicking and building mechanics.Cookie Clicker's most powerful upgrades include Kitten modifiers (which leverage milk from achievements), building synergy upgrades, and certain heavenly upgrades like "Permanent Slot" items. Late-game Cookie Clicker also features powerful upgrades like "Fractal Engines" and "Javascript Consoles" that dramatically increase production.Yes, Cookie Clicker is generally appropriate for all ages with its simple content and cartoon visuals. The Cookie Clicker experience contains mild references to apocalyptic themes during the Grandmapocalypse, but these are presented in a humorous, non-frightening way. Cookie Clicker can also teach basic concepts about resource management and exponential growth.Once loaded, Cookie Clicker can function offline, continuing to generate cookies based on your production rate. However, the Cookie Clicker game calculates offline production differently than active production. Some Cookie Clicker versions include cloud saving features that require connectivity to preserve progress across devices. Share – copy and redistribute the material in any medium or format for any purpose, even commercially. Adapt — remix, transform, and build upon the material for any purpose, even commercially. The licensor cannot revoke these freedoms as long as you follow the license terms. Attribution — You must give appropriate credit , provide a link to the license, and indicate if changes were made . You may do so in any reasonable manner, but not in any way that suggests the licensor endorses you or your use. ShareAlike — If you remix, transform, or build upon the material, you must distribute your contributions under the same license as the original. No additional restrictions — You may not apply legal terms or technological measures that legally restrict others from doing anything the license permits. You do not have to comply with the license for elements of the material in the public domain or where your use is permitted by an applicable exception or limitation . No warranties are given. The license may not give you all of the permissions necessary for your intended use. For example, other rights such as publicity, privacy, or moral rights may limit how you use the material. 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 persual!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["I.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.gainImps(); - add as many lumps as you wantGame.Has("); - check if you have a certain achievementGame.killShimmers(); - removes all shimmersGame.LoadSave(); - load a saved fileGame.LoadSaveLocally; - 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.particlesUpdated(); - update particlesGame.pops=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.com!f 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 cheats | 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. 2013 incremental game published by DashNet 2013 video gameCookie ClickerSteam storefront headerPublisher(s)DashNetPlaySaurus (Steam release)Designer(s)Julien ThiennotProgrammer(s)Julien ThiennotComposer(s)C418Platform(s)AndroidMicrosoft WindowsmacOSWeb browserPlayStation 4PlayStation 5Xbox OneXbox Series X/Nintendo SwitchNintendo Switch 2ReleaseWW: August 8, 2013 Android WW: October 5, 2020 SteamWW: September 1, 2021 PlayStation 4, PlayStation 5, Xbox One, Xbox Series X/S, Nintendo SwitchWW: May 22, 2025Genre(s)IncrementalMode(s)Single-player Cookie Clicker is a 2013 incremental game created by French programmer Julien "Orteil" Thiennot. The user initially clicks on a big cookie on the screen, earning a single cookie per click. They can then use their earned cookies to purchase assets such as "buildings" that automatically produce cookies, as well as upgrades which can improve the efficiency of clicks and buildings. There are also many other mechanics that allow the user to earn cookies in a variety of different ways. The game lacks a conventional ending. The game has a dedicated fanbase. Though the original version was coded in one night, Cookie Clicker is periodically updated. It has been widely described as addictive, and has been credited with playing a role in the emergence of idle gaming. Gameplay screenshotsAt first, the player clicks on a large cookie, earning one cookie per click. With these cookies, the player can buy additional means of production such as cursors, grandmas, farms, mines, factories, banks, temples, and several more that automatically generate cookies. Prices increase exponentially, with each asset costing 15% more than the last-purchased asset of the same type. The player may also purchase upgrades to increase cookie production for these buildings. Golden cookies, small cookies that appear in random locations and fade away after several seconds, appear periodically and grant effects, such as a temporary increase in the rate of production, if clicked before they disappear. After earning a certain number of cookies, the player can 'ascend', losing their progress but earning heavenly chips and prestige levels. Prestige levels add a permanent boost (+1% per level) to the rate of cookie production in future play-throughs, while heavenly chips can be spent on a wide variety of prestige upgrades. However, the number of cookies needed to unlock the next prestige level goes up proportionally with the cube of the level, becoming harder to attain as more are acquired. Other game mechanics include "wrinklers" (eldritch beasts which reduce cookie production, but can be popped by clicking them, returning all the cookies it digested with interest), Krumbler, the Cookie Dragon, minigames, and sugar lumps which take 24 hours to coalesce and are used to level up buildings and boost their production rate). Achievements can be earned by completing various tasks or goals, such as reaching a certain number of total cookies produced, owning a particular number of buildings of a certain type or clicking a certain number of golden cookies. Upon reaching a certain number of achievements, the player unlocks different colors of milk that appear below the cookie. With "kitten" upgrades, the player earns extra production depending on their total achievements. Additionally, seasonal events occur during their respective holidays which come with more upgrades and cookies to unlock. The game features geometric or exponential growth: the player begins by baking individual cookies, but can quickly reach billions of cookies.[1] and eventually attain duodecillions (1039) of cookies or beyond. Though the game has no clear ending,[2] it has over six hundred achievements.[3] and users may aim to reach milestone numbers of cookies.[4] Julien Thiennot, also known as Orteil, created Cookie Clicker on August 8, 2013. Written in a single evening, the game was posted in a link on 4chan, and garnered 50,000 players within hours.[2] A month after the game's initial release, it had over 200,000 players per day.[5] Orteil later wrote that traffic had peaked at 1.5 million hits in one day during August 2013, and by January 2014, Cookie Clicker was still getting a steady 225,000 hits per day.[6] The game has had continual updates since its release, notably the "legacy" update in February 2016 and the "spiritual" update in July 2017.[7] On October 25, 2018, Orteil launched the game's Patreon page, with the intent to develop Cookie Clicker and other Dashnet games becoming a full-time job.[8] On August 8, 2019, the mobile beta for Cookie Clicker was released for Android devices after a long delay.[9] Cookie Clicker is similar to Cow Clicker, a previously existing idle game created by Ian Bogost. Bogost has called Cookie Clicker "the logical conclusion of Cow Clicker".[5] Orteil later released other idle games such as: Idle Game Maker, a tool allowing customized idle games to be made without coding knowledge:[10] AdventureQuest Dragons, a mobile game created with Artix Entertainment; and NeverEnding Legacy. On August 8, 2021, Orteil announced on Twitter a Steam release of Cookie Clicker, with the planned release date of September 1, 2021.[11] The game was released on Steam on its originally announced release date[4] by publisher PlaySaurus. The release also included a soundtrack composed by C418.[12][13] It reached over 60,000 concurrent players shortly after its release, within the top 15 of Steam games at the time.[4] On May 15, 2025, PlaySaurus announced that the game would be ported to PlayStation 4, PlayStation 5, Xbox One, Xbox Series X/S, and Nintendo Switch on May 22, 2025. It will also release on Nintendo Switch 2 at a later date.[14][15] In an IGN article, Cookie Clicker is credited as one of the few games to have played a major role in the establishment of the genre of idle gaming (also known as incremental gaming).[1] An article in The Kernel describes it as "probably the best-known" game in the genre.[2] In an issue of Digital Culture & Society, Paolo Ruffino notes that the game is "supposed to be a parody of FarmVille" (a popular game which Ruffino says could be played easily with an algorithm, as the optimal action is always obvious), but that it is "equally addictive". Thus, the game "explores the absence of human agency".[16] Ian Bogost, creator of Cow Clicker, similarly notes that "Cookie Clicker isn't a game for a human, but one for a computer to play while a human watches (or doesn't)".[5] Cookie Clicker has been said by reviewers to be addictive.[11][2] and its fanbase have been described as "obsessive"[17] and "almost cultish".[2] Róisín Kiberd notes that fans of the game have pointed out that playing the game is bad for the environment (due to the computers being left on around the clock) and caused reduced efficiency at work.[2] However, due to their mockingly simple mechanics, idle games are also considered by many of being relatively simple or, as stated in an IGN article, "super dumb".[1] Games such as Cookie Clicker have used this blend of simplicity and complexity to create a new genre that some may not even consider as actual games. Orteil himself described his works as "non-games".[17] The game includes dark humour in the names and descriptions of some of its upgrades, achievements or mechanics, and generally has themes of dystopia, cosmic horror, and apocalypse. Examples include an achievement titled "Global Warning" (upon owning 100 factories), a news ticker tape reading "New cookie-based religion sweeps the nation." and the "Grandmapocalypse", in which "the screen turns molten red and the central cookie is attacked by 'wrinklers'", and the world at large is implied to have been taken over by a hive mind of mutated grandmothers.[2][18] GameRevolution commented that the game contains "supernatural dark turns that call into question the user's morality", citing how a player can choose to enslave grandmas to manufacture cookies.[19] In The Kernel, Kiberd opines that the game is "a parable about how capitalism will destroy itself". Kiberd suggests that Cookie Clicker is "saddling [the concept of fun] with ideas about success, achievement, and productivity", and "uses its own form as a critique of the larger structures of expectation and reward".[2] Justin Davis of IGN describes Cookie Clicker as the "greatest Idle Game" and says it "probably achieves the best balance of power yet [...] so that every step of the way you feel like you're flying, generating cookies so much faster than you were before. But you still can't wait until that next major milestone is finally within reach".[1] Boing Boing reviewed Cookie Clicker as a "highly-addictive browser game".[20] Polygon has described the game as "intriguing", and its fan base as "obsessive".[17] Destructoid emphasizes that it is "centered around the pursuit and accumulation of vast wealth", providing players with "the illusion of progress, without any substantial advancement actually being made." [21] An academic work published by University of Minnesota Press analyzed Cookie Clicker as an object of new media art that subverts "the experimental opacity of digital media" and forces the person experiencing it to "fac[e] the expression of digital historical experience: the broad sense of existential disenfranchisement characterizing so much of the experience of contemporary technology".[22] Sebastian Deterding, a professor of design engineering at Imperial College London,[23] acknowledges that the game exists at one level as a parody and ridicule of Farmville and EverQuest,[24]200 but said the game transcends this, engaging in gamification of progress, allowing players to "keep at a single 'silly' pursuit for hundreds of hours [engaged in] a real, self-regulatory skill".[24],204 and that its players can and do play it "out of enlightened existential spite", perhaps including the author who acknowledges baking octillions of cookies over thousands of hours of gameplay, "orders of magnitude more time...than any other video game in my life".[24]:206 ^ a b c d e Davis, Justin (October 10, 2013). 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Video games portal Official website Listen to this article (9 minutes) This audio file was created from a revision of this article dated 25 June 2023 (2023-06-25), and does not reflect subsequent edits.(Audio help - More spoken articles) Retrieved from " 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 ngl29 people found this review helpfulDid you find this helpful?Absolutely unforgettable. This is the only videogame I have ever played that is not one bit addicting, while it is still one of the best games out there! One of the things I really enjoy is that there aren't really "limited time events" at all. There are special things on holidays, but they're the same every year and can be activated at any time later in play. Hugely recommended and the best option for your first idle game.11 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 UNBELIEVABLY EASY! It's BY FAR, my favorite game!44 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 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. Cookie Clicker is an incremental game that is very addictive, to start off you click a giant cookie to produce cookies over and over until you make enough currency to upgrade. Players buy upgrades and buildings (grandmas, farms, factories) as the cookie count goes up to automate cookie production. The game is structured around an endless cycle of unlocking achievements, discovering upgrades, and experimenting with different ways of producing resources to reach parity. Web Browser Julien Thiennot, DashNet Get the app Categories: Unblocked Games Girls Adventure Boys Clicker Idle Management Strategy (3 votes, average: 3.67 out of 5)Loading... Loading ... Game loaded, click here to start the game! Sign in to edit this article is a disambiguation page for Cookie ClickerThe following is a list of links to pages that might share the same titlePlease follow one of the disambiguation links below or search to find the page you were looking for if it is not listed. If an internal link led you here, you may wish to change the link to point directly to the intended article. The term "cookie" may refer to: Play now a popular and interesting Cookie Clicker unblocked games. If you are looking for free games for school and office, then our Unblocked Games WTF site will help you. You can choose cool, crazy and exciting unblocked games of different genres!In most virtual games, fascination lies in new discoveries and conquests that a person accumulates as he goes through various stages. Cookie Clicker unblocked WTF game is no exception. The game is built in such a way that players click on a large cookie to make other cookies appear. These are rewards that you can use to buy other valuable things in the game, such as buildings, cursors, farms, and so on. The assets you buy also help you get even more biscuits. For example, buildings are different, and each of them can produce a certain number of cookies per second.Favorite Unity unblocked games at school, which you can play absolutely free on the Unblocked WTF website. Our games always work in school and office. We have only the best HTML5 unblocked games.