| **Cursor upgrades  Collapse** | | | | | |
| --- | --- | --- | --- | --- | --- |
| **Icon** | **Name** | **Unlock condition** | **Base price** | **Description** | **ID** |
|  | Reinforced index finger | Own 1 cursor | 100 | The mouse and cursors are **twice** as efficient. *"prod prod"* | 0 |
|  | Carpal tunnel prevention cream | Own 1 cursor | 500 | The mouse and cursors are **twice** as efficient. *"it... it hurts to click..."* | 1 |
|  | Ambidextrous | Own 10 cursors | 10,000 | The mouse and cursors are **twice** as efficient. *"Look ma, both hands!"* | 2 |
|  | Thousand fingers | Own 25 cursors | 100,000 | The mouse and cursors gain **+0.1** cookies for each non-cursor object owned. *"clickity"* | 3 |
|  | Million fingers | Own 50 cursors | 10 million | Multiplies the gain from Thousand fingers by **5**. *"clickityclickity"* | 4 |
|  | Billion fingers | Own 100 cursors | 100 million | Multiplies the gain from Thousand fingers by **10**. *"clickityclickityclickity"* | 5 |
|  | Trillion fingers | Own 150 cursors | 1 billion | Multiplies the gain from Thousand fingers by **20**. *"clickityclickityclickityclickity"* | 6 |
|  | Quadrillion fingers | Own 200 cursors | 10 billion | Multiplies the gain from Thousand fingers by **20**. *"clickityclickityclickityclickityclick"* | 43 |
|  | Quintillion fingers | Own 250 cursors | 10 trillion | Multiplies the gain from Thousand fingers by **20**. *"man, just go click click click click click, it’s real easy, man."* | 82 |
|  | Sextillion fingers | Own 300 cursors | 10 quadrillion | Multiplies the gain from Thousand fingers by **20**. *"sometimes things just click"* | 109 |
|  | Septillion fingers | Own 350 cursors | 10 quintillion | Multiplies the gain from Thousand fingers by **20**. *"[cursory flavor text]"* | 188 |
|  | Octillion fingers | Own 400 cursors | 10 sextillion | Multiplies the gain from Thousand fingers by **20**.. *"Turns out you****can****quite put your finger on it."* | 189 |
|  | Nonillion fingers | Own 450 cursors | 10 septillion | Multiplies the gain from Thousand fingers by **20**. *"Only for the freakiest handshakes."* | 660 |
|  | Decillion fingers | Own 500 cursors | 10 octillion | Multiplies the gain from Thousand fingers by **20**. *"If you still can't quite put your finger on it, you must not be trying very hard."* | 764 |
|  | Undecillion fingers | Own 550 cursors | 10 nonillion | Multiplies the gain from Thousand fingers by **20**. *"Whatever you touch turns to dough in your clutch."* | 873 |

| **Grandma types  Collapse** | | | | | |
| --- | --- | --- | --- | --- | --- |
| **Icon** | **Name** | **Unlock condition** | **Base price** | **Description** | **ID** |
|  | Farmer grandmas | 15 farms and 1 grandma owned | 55,000 | Grandmas are **twice** as efficient. Farms gain **+1% CpS** per grandma. *"A nice farmer to grow more cookies."* | 57 |
|  | Miner grandmas | 15 mines and 1 grandma owned | 600,000 | Grandmas are **twice** as efficient. Mines gain **+1% CpS** per 2 grandmas. *"A nice miner to dig more cookies."* | 58 |
|  | Worker grandmas | 15 factories and 1 grandma owned | 6.5 million | Grandmas are **twice** as efficient. Factories gain **+1% CpS** per 3 grandmas. *"A nice worker to manufacture more cookies."* | 59 |
|  | Banker grandmas | 15 banks and 1 grandma owned | 70 million | Grandmas are **twice** as efficient. Banks gain **+1% CpS** per 4 grandmas *"A nice banker to cash in more cookies"* | 250 |
|  | Priestess grandmas | 15 temples and 1 grandma owned | 1 billion | Grandmas are **twice** as efficient. Temples gain **+1% CpS** per 5 grandmas. *"A nice priestess to praise the great Baker in the sky."* | 251 |
|  | Witch grandmas | 15 wizard towers and 1 grandma owned | 16.5 billion | Grandmas are **twice** as efficient. Wizard towers gain **+1% CpS** per 6 grandmas. *"A nice witch to cast a zip, and a zoop, and poof! Cookies."* | 252 |
|  | Cosmic grandmas | 15 shipments and 1 grandma owned | 255 billion | Grandmas are **twice** as efficient. Shipments gain **+1% CpS** per 7 grandmas. *"A nice thing to... uh... cookies."* | 60 |
|  | Transmuted grandmas | 15 alchemy labs and 1 grandma owned | 3.75 trillion | Grandmas are **twice** as efficient. Alchemy labs gain **+1% CpS** per 8 grandmas. *"A nice golden grandma to convert into more cookies."* | 61 |
|  | Altered grandmas | 15 portals and 1 grandma owned | 50 trillion | Grandmas are **twice** as efficient. Portals gain **+1% CpS** per 9 grandmas. *"a NiCe GrAnDmA tO bA##########"* | 62 |
|  | Grandmas' grandmas | 15 time machines and 1 grandma owned | 700 trillion | Grandmas are **twice** as efficient. Time machines gain **+1% CpS** per 10 grandmas. *"A nice grandma's nice grandma to bake double the cookies."* | 63 |
|  | Antigrandmas | 15 antimatter condensers and 1 grandma owned | 8.5 quadrillion | Grandmas are **twice** as efficient. Antimatter condensers gain **+1% CpS** per 11 grandmas. *"A mean antigrandma to vomit more cookies. (Do not put in contact with normal grandmas; loss of matter may occur.)"* | 103 |
|  | Rainbow grandmas | 15 prisms and 1 grandma owned | 105 quadrillion | Grandmas are **twice** as efficient. Prisms gain **+1% CpS** per 12 grandmas. *"A luminous grandma to sparkle into cookies."* | 180 |
|  | Lucky grandmas | 15 chancemakers and 1 grandma owned | 1.3 quintillion | Grandmas are **twice** as efficient. Chancemakers gain **+1% CpS** per 13 grandmas. *"A fortunate grandma that always seems to find more cookies."* | 415 |
|  | Metagrandmas | 15 fractal engines and 1 grandma owned | 15.5 quintillion | Grandmas are **twice** as efficient. Fractal engines gain **+1% CpS**per 14 grandmas. *"A fractal grandma to make more grandmas to make more cookies."* | 521 |
|  | Binary grandmas | 15 javascript consoles and 1 grandma owned | 3.55 sextillion | Grandmas are **twice** as efficient. Javascript consoles gain **+1% CpS**per 15 grandmas. *"A digital grandma to transfer more cookies. (See also : boolean grandmas, string grandmas, and not-a-number grandmas, also known as "NaNs".)"* | 593 |
|  | Alternate grandmas | 15 idleverses and 1 grandma owned | 600 sextillion | Grandmas are **twice** as efficient. Idleverses gain **+1% CpS** per 16 grandmas. *"A different grandma to bake something else."* | 683 |
|  | Brainy grandmas | 15 cortex bakers and 1 grandma owned | 95 septillion | Grandmas are **twice** as efficient. Cortex bakers gain **+1% CpS** per 17 grandmas. *"A clever grandma to think up some cookies."* | 729 |
|  | Clone grandmas | 15 You and 1 grandma owned | 27 octillion | Grandmas are **twice** as efficient. You gain **+1%** CpS per 18 grandmas. *"Yet another grandma to replicate even more cookies."* | 825 |

| **Synergy upgrades  Collapse** | | | | | |
| --- | --- | --- | --- | --- | --- |
| **Icon** | **Name** | **Unlock condition** | **Base price** | **Description** | **ID** |
|  | Future almanacs | 15 farms, 15 time machines and "Synergies Vol. I" purchased | 2.8 quintillion | Farms gain **+5% CpS** per time machine. Time machines gain **+0.1% CpS** per farm. *"Lets you predict optimal planting times. It's crazy what time travel can do!"* | 369 |
|  | Rain prayer | 75 farms, 75 temples and "Synergies Vol. II" purchased | 4.002 quintillion | Farms gain **+5% CpS** per temple. Temples gain **+0.1% CpS** per farm. *"A deeply spiritual ceremonial involving complicated dance moves and high-tech cloud-busting lasers."* | 370 |
|  | Seismic magic | 15 mines, 15 wizard towers and "Synergies Vol. I" purchased | 66.024 trillion | Mines gain **+5% CpS** per wizard tower. Wizard towers gain **+0.1% CpS** per mine. *"Surprise earthquakes are an old favorite of wizardly frat houses."* | 371 |
|  | Asteroid mining | 75 mines, 75 shipments and "Synergies Vol. II" purchased | 1.02 sextillion | Mines gain **+5% CpS** per shipment. Shipments gain **+0.1% CpS** per mine. *"As per the 1974 United Cosmic Convention, comets, moons, and inhabited planetoids are no longer legally excavatable. But hey, a space bribe goes a long way."* | 372 |
|  | Quantum electronics | 15 factories, 15 antimatter condensers and "Synergies Vol. I" purchased | 34 quintillion | Factories gain **+5% CpS** per antimatter condenser. Antimatter condensers gain **+0.1% CpS** per factory. *"Your machines won't even be sure if they're on or off!"* | 373 |
|  | Temporal overclocking | 75 factories, 75 time machines and "Synergies Vol. II" purchased | 2.8 septillion | Factories gain **+5% CpS** per time machine. Time machines gain **+0.1% CpS** per factory. *"Introduce more quickitude in your system for increased speedation of fastness."* | 374 |
|  | Contracts from beyond | 15 banks, 15 portals and "Synergies Vol. I" purchased | 200.003 quadrillion | Banks gain **+5% CpS** per portal. Portals gain **+0.1% CpS** per bank. *"Make sure to read the fine print!"* | 375 |
|  | Printing presses | 75 banks, 75 factories and "Synergies Vol. II" purchased | 540 quadrillion | Factories gain **+5% CpS** per bank. Banks gain **+0.1% CpS** per factory. *"Fake bills so real, they're almost worth the ink they're printed with."* | 376 |
|  | Paganism | 15 temples, 15 portals and "Synergies Vol. I" purchased | 200.04 quadrillion | Temples gain **+5% CpS** per portal. Portals gain **+0.1% CpS** per temple. *"Some deities are better left unworshipped."* | 377 |
|  | God particle | 75 temples, 75 antimatter condensers and "Synergies Vol. II" purchased | 34 septillion | Temples gain **+5% CpS** per antimatter condenser. Antimatter condensers gain **+0.1% CpS** per temple. *"Turns out God is much tinier than we thought, I guess."* | 378 |
|  | Arcane knowledge | 15 wizard towers, 15 alchemy labs and "Synergies Vol. I" purchased | 15.66 quadrillion | Wizard towers gain **+5% CpS** per alchemy lab. Alchemy labs gain **+0.1% CpS** per wizard tower. *"Some things were never meant to be known - only mildly speculated."* | 379 |
|  | Magical botany | 75 wizard towers, 75 farms and "Synergies Vol. II" purchased | 66.002 quintillion | Farms gain **+5% CpS** per wizard tower. Wizard towers gain **+0.1% CpS** per farm. *"Already known in some reactionary newspapers as "the wizard's GMOs"."* | 380 |
|  | Fossil fuels | 15 mines, 15 shipments and "Synergies Vol. I" purchased | 1.02 quadrillion | Mines gain **+5% CpS** per shipment. Shipments gain **+0.1% CpS** per mine. *"Somehow better than plutonium for powering rockets. Extracted from the fuels of ancient, fossilized civilizations."* | 381 |
|  | Shipyards | 75 factories, 75 shipments and "Synergies Vol. II" purchased | 1.02 sextillion | Factories gain **+5% CpS** per shipment. Shipments gain **+0.1% CpS** per factory. *"Where carpentry, blind luck, and asbestos insulation unite to produce the most dazzling spaceships on the planet."* | 382 |
|  | Primordial ores | 15 mines, 15 alchemy labs and "Synergies Vol. I" purchased | 15 quadrillion | Mines gain **+5% CpS** per alchemy lab. Alchemy labs gain **+0.1% CpS** per mine. *"Only when refining the purest metals will you extract the sweetest sap of the earth."* | 383 |
|  | Gold fund | 75 banks, 75 alchemy labs and "Synergies Vol. II" purchased | 15.003 sextillion | Banks gain **+5% CpS** per alchemy lab. Alchemy labs gain **+0.1% CpS** per bank. *"If gold is the backbone of the economy, cookies, surely, are its hip joints."* | 384 |
|  | Infernal crops | 15 farms, 15 portals and "Synergies Vol. I" purchased | 200 quadrillion | Farms gain **+5% CpS** per portal. Portals gain **+0.1% CpS** per farm. *"Sprinkle regularly with FIRE."* | 385 |
|  | Abysmal glimmer | 75 prisms, 75 portals and "Synergies Vol. II" purchased | 422 septillion | Portals gain **+5% CpS** per prism. Prisms gain **+0.1% CpS** per portal. *"Someone, or something, is staring back at you. Perhaps at all of us."* | 386 |
|  | Relativistic parsec-skipping | 15 shipments, 15 time machines and "Synergies Vol. I" purchased | 2.81 quintillion | Shipments gain **+5% CpS** per time machine. Time machines gain **+0.1% CpS** per shipment. *"People will tell you this isn't physically possible. These are people you don't want on your ship."* | 387 |
|  | Primeval glow | 75 prisms, 75 time machines and "Synergies Vol. II" purchased | 448 septillion | Time machines gain **+5% CpS** per prism. Prisms gain **+0.1% CpS** per time machine. *"From unending times, an ancient light still shines, impossibly pure and fragile in its old age."* | 388 |
|  | Extra physics funding | 15 banks, 15 antimatter condensers and "Synergies Vol. I" purchased | 34 quintillion | Banks gain **+5% CpS** per antimatter condenser. Antimatter condensers gain **+0.1% CpS** per bank. *"Time to put your money where your particle colliders are."* | 389 |
|  | Chemical proficiency | 75 alchemy labs, 75 antimatter condensers and "Synergies Vol. II" purchased | 34.15 septillion | Alchemy labs gain **+5% CpS** per antimatter condenser. Antimatter condensers gain **+0.1% CpS** per alchemy lab. *"Discover exciting new elements, such as Fleshmeltium, Inert Shampoo Byproduct #17 and Carbon++!"* | 390 |
|  | Light magic | 15 wizard towers, 15 prisms and "Synergies Vol. I" purchased | 420 quintillion | Wizard towers gain **+5% CpS** per prism. Prisms gain **+0.1% CpS** per wizard tower. *"Actually not to be taken lightly! No, I'm serious. 178 people died last year. You don't mess around with magic."* | 391 |
|  | Mystical energies | 75 temples, 75 prisms and "Synergies Vol. II" purchased | 420 septillion | Temples gain **+5% CpS** per prism. Prisms gain **+0.1% CpS** per temple. *"Something beckons from within the light. It is warm, comforting, and apparently the cause for several kinds of exotic skin cancers."* | 392 |
|  | Gemmed talismans | 15 mines, 15 chancemakers and "Synergies Vol. I" purchased | 5.2 sextillion | Mines gain **+5% CpS** per chancemaker. Chancemakers gain **+0.1% CpS** per mine. *"Good-luck charms covered in ancient and excruciatingly rare crystals. A must have for job interviews!"* | 424 |
|  | Charm quarks | 75 antimatter condensers, 75 chancemakers and "Synergies Vol. II" purchased | 5.54 octillion | Antimatter condensers gain **+5% CpS** per chancemaker. Chancemakers gain **+0.1% CpS** per antimatter condenser. *"They're after your lucky quarks!"* | 443 |
|  | Recursive mirrors | 15 prisms, 15 fractal engines and "Synergies Vol. I" purchased | 66.2 sextillion | Prisms gain **+5% CpS** per fractal engine. Fractal engines gain **+0.1% CpS** per prism. *"Do you have any idea what happens when you point two of these at each other? Apparently, the universe doesn't either."* | 533 |
|  | Mice clicking mice | 75 cursors, 75 fractal engines and "Synergies Vol. II" purchased | 62 octillion | Cursors gain **+5% CpS** per fractal engine. Fractal engines gain **+0.1% CpS** per cursor. *"Absolutely blasphemous(e)!"* | 534 |
|  | Script grannies | 15 grandmas, 15 javascript consoles and "Synergies Vol. I" purchased | 14.2 septillion | Grandmas gain **+5% CpS** per javascript console. Javascript consoles gain **+0.1% CpS** per grandma. *"Armies of energy drink-fueled grandmas ready to hack into the cyberspace for renegade e-cookies."* | 605 |
|  | Tombola computing | 75 chancemakers, 75 javascript consoles and "Synergies Vol. II" purchased | 14.252 nonillion | Chancemakers gain **+5% CpS** per javascript console. Javascript consoles gain **+0.1% CpS** per chancemaker. *"Like quantum computing, but more fun. (Your ticket reads XX XX XX XX, entitling you to [randomized message].)"*[[note 2]](https://cookieclicker.fandom.com/wiki/Upgrades#cite_note-2) | 606 |
|  | Perforated mille-feuille cosmos | 15 portals, 15 idleverses and "Synergies Vol. I" purchased | 2.4 octillion | Portals gain **+5% CpS** per idleverse. Idleverses gain **+0.1% CpS** per portal. *"Imagine, if you will, layers upon layers . Now picture billions of worms chewing their way through it all. This roughly, but not quite, approximates the geometry of the most basal stratum of our natural world."* | 696 |
|  | Infraverses and superverses | 75 fractal engines, 75 idleverses and "Synergies Vol. II" purchased | 2.4 decillion | Fractal engines gain **+5% CpS** per idleverse. Idleverses gain **+0.1% CpS** per fractal engine. *"Universes within universes? How subversive!"* | 697 |
|  | Thoughts & prayers | 15 temples, 15 cortex bakers and "Synergies Vol. I" purchased | 380 octillion | Temples gain **+5% CpS** per cortex baker. Cortex bakers gain **+0.1% CpS** per temple. *"The notion of sacredness arises in most sentient evolved brains and may benefit the development of cognition via abstract thought. This mechanism, however, is absent in designed minds such as your cortex bakers; this process attempts to add it back. Just make sure to keep them in check - you really don't want these things to develop organized religion."* | 761 |
|  | Fertile minds | 75 farms, 75 cortex bakers and "Synergies Vol. II" purchased | 380 decillion | Farms gain **+5% CpS** per cortex baker. Cortex bakers gain **+0.1% CpS** per farm. *"An acute intellect, artificial or not, requires plenty of vitamins. You fortuitously happen to be in charge of vast farming operations, only a few trillion acres of which need be requisitioned to grow the quantities of broccoli and kale to keep your planet-sized brains in tip-top shape. Open wide, here comes the airplane!"* | 762 |
|  | Accelerated development | 15 time machines, 15 you and "Synergies Vol. I" purchased | 108 nonillion | Time machines gain **+5%** CpS per You. You gain **+0.1%** CpS per time machine. *"Your clones may grow a little faster than your vanilla human being, but it's still a little silly having to wait so many years for them to reach a usable age. A quick trip in your time machines takes care of that; it doesn't technically age them faster, they're just sent to another point in time for a while where they live out a formative youth."* | 859 |
|  | Peer review | 75 javascript consoles, 75 you and "Synergies Vol. II" purchased | 108 undecillion | Javascript consoles gain **+5%** CpS per You. You gain **+0.1%** CpS per javascript console. *"Code is only as good as the number of eyes on it, so imagine how flawlessly your systems could operate if you had endless copies of yourself triple-checking everything! Just make sure to teach them proper indenting etiquette."* | 860 |

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*For upgrades in beta versions of Cookie Clicker (if any), see*[*Cookie Clicker Beta*](https://cookieclicker.fandom.com/wiki/Cookie_Clicker_Beta)*.*

*For Heavenly Upgrades, see [Ascension#Upgrade Tree](https://cookieclicker.fandom.com/wiki/Ascension" \l "Upgrade_Tree" \o "Ascension).*[[](https://static.wikia.nocookie.net/cookieclicker/images/2/2e/All_Upgrades.png/revision/latest?cb=20230507124926)](https://static.wikia.nocookie.net/cookieclicker/images/2/2e/All_Upgrades.png/revision/latest?cb=20230507124926)

All upgrades as of 2.052

**Upgrades** are things that make buildings and some other parts of the game better. As of version 2.052, there are 716 normal upgrades, and as of version 2.045, 13 debug upgrades.

Sometimes, upgrades cost cookies, but can also cost [Heavenly Chips](https://cookieclicker.fandom.com/wiki/Heavenly_Chips) or cps. Upgrades grant different types of bonuses, including but not limited to:

* Making sounds only when something happens,
* increasing total cookie production,
* Increasing click power,
* Increasing [Golden Cookie](https://cookieclicker.fandom.com/wiki/Golden_Cookie) frequency, duration, gain, (which also increases [Wrath Cookie](https://cookieclicker.fandom.com/wiki/Wrath_Cookie) counterparts),
* Increasing CPS granted by milk,
* Hastening the ripeness of Sugar Lumps,
* Increasing random drops from seasonal effects,
* Decreasing building costs,
* Increasing click power based on cursors,
* and so on.

All upgrades will appear at the top right of the page, on top of buildings, and will disappear from the list when bought. When bought, they will also appear in the stat sections, where they can be viewed at any time (along with the tooltip on hover, that describes its effects). Just like cookies and buildings, upgrades are often lost when ascending. Permaslotted upgrades, however, will stay throughout ascensions. Seasonal Cookie Flavours are also usually lost, but they have a chance of being kept, as long as one buys the *Keepsakes* [heavenly upgrade](https://cookieclicker.fandom.com/wiki/Ascension).

Contents

* [1Tiers](https://cookieclicker.fandom.com/wiki/Upgrades#Tiers)
* [2Building Upgrades](https://cookieclicker.fandom.com/wiki/Upgrades#Building_Upgrades)
  + [2.1Tiered upgrades](https://cookieclicker.fandom.com/wiki/Upgrades#Tiered_upgrades)
  + [2.2Grandma types](https://cookieclicker.fandom.com/wiki/Upgrades#Grandma_types)
  + [2.3Synergies](https://cookieclicker.fandom.com/wiki/Upgrades#Synergies)
* [3Income-multiplier Upgrades](https://cookieclicker.fandom.com/wiki/Upgrades#Income-multiplier_Upgrades)
  + [3.1Flavored Cookies](https://cookieclicker.fandom.com/wiki/Upgrades#Flavored_Cookies)
  + [3.2Kitten Upgrades](https://cookieclicker.fandom.com/wiki/Upgrades#Kitten_Upgrades)
* [4Bingo Center/Research Facility](https://cookieclicker.fandom.com/wiki/Upgrades#Bingo_Center/Research_Facility)
  + [4.1Research and Grandmapocalypse](https://cookieclicker.fandom.com/wiki/Upgrades#Research_and_Grandmapocalypse)
* [5Other Upgrades](https://cookieclicker.fandom.com/wiki/Upgrades#Other_Upgrades)
  + [5.1Dragon Upgrades](https://cookieclicker.fandom.com/wiki/Upgrades#Dragon_Upgrades)
  + [5.2Miscellaneous Garden Drops](https://cookieclicker.fandom.com/wiki/Upgrades#Miscellaneous_Garden_Drops)
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  + [5.4Golden Cookie Upgrades](https://cookieclicker.fandom.com/wiki/Upgrades#Golden_Cookie_Upgrades)
  + [5.5Heavenly Chips Upgrades](https://cookieclicker.fandom.com/wiki/Upgrades#Heavenly_Chips_Upgrades)
  + [5.6Christmas Santa Upgrades](https://cookieclicker.fandom.com/wiki/Upgrades#Christmas_Santa_Upgrades)
  + [5.7Easter Egg Upgrades](https://cookieclicker.fandom.com/wiki/Upgrades#Easter_Egg_Upgrades)
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* [8Additional Info](https://cookieclicker.fandom.com/wiki/Upgrades#Additional_Info)

Tiers

Clicking, building, and kitten upgrades are tiered. The names of these tiers can be seen by purchasing the *Label Printer* heavenly upgrade.

|  |  |  |
| --- | --- | --- |
|  | * Primary tiers   + Plain   + Berrylium   + Blueberrylium   + Chalcedhoney   + Buttergold   + Sugarmuck   + Jetmint   + Cherrysilver | * Primary (cont.)   + Hazelrald   + Mooncandy   + Astrofudge   + Alabascream   + Iridyum   + Glucosmium   + Glimmeringue |

* Special tiers
  + Synergy I and Synergy II, used for synergy upgrades
  + Fortune, used for fortune upgrades
  + Self-referential, unique to the label printer upgrade itself and the fractal engine upgrade "This upgrade"

Building Upgrades

There are 300 total [building](https://cookieclicker.fandom.com/wiki/Building) upgrades. Each building beyond Grandma has one grandma upgrade and two synergy upgrades.

Each building has its own upgrades, and only the cursor upgrades are different from the others.

Note that reaching the required threshold through use of [Spontaneous Edifice](https://cookieclicker.fandom.com/wiki/Grimoire) and/or the starter upgrades will not make the upgrade available for purchase.

Tiered upgrades

* [Cursor](https://cookieclicker.fandom.com/wiki/Upgrades)
* [Grandma](https://cookieclicker.fandom.com/wiki/Upgrades)
* [Farm](https://cookieclicker.fandom.com/wiki/Upgrades)
* [Mine](https://cookieclicker.fandom.com/wiki/Upgrades)
* [Factory](https://cookieclicker.fandom.com/wiki/Upgrades)
* [Bank](https://cookieclicker.fandom.com/wiki/Upgrades)
* [Temple](https://cookieclicker.fandom.com/wiki/Upgrades)
* [Wizard Tower](https://cookieclicker.fandom.com/wiki/Upgrades)
* [Shipment](https://cookieclicker.fandom.com/wiki/Upgrades)
* [Alchemy Lab](https://cookieclicker.fandom.com/wiki/Upgrades)
* [Portal](https://cookieclicker.fandom.com/wiki/Upgrades)
* [Time Machine](https://cookieclicker.fandom.com/wiki/Upgrades)
* [Antimatter Condenser](https://cookieclicker.fandom.com/wiki/Upgrades)
* [Prism](https://cookieclicker.fandom.com/wiki/Upgrades)
* [Chancemaker](https://cookieclicker.fandom.com/wiki/Upgrades)
* [Fractal Engine](https://cookieclicker.fandom.com/wiki/Upgrades)
* [Javascript Console](https://cookieclicker.fandom.com/wiki/Upgrades)
* [Idleverse](https://cookieclicker.fandom.com/wiki/Upgrades)
* [Cortex Baker](https://cookieclicker.fandom.com/wiki/Upgrades)
* [You](https://cookieclicker.fandom.com/wiki/Upgrades)

| **Cursor upgrades  Expand** |
| --- |
|  |

Grandma types

| **Grandma types  Expand** |
| --- |
|  |

Synergies

Available after purchasing the Heavenly Upgrade "Synergies Vol. I " or "Synergies Vol. II"

| **Synergy upgrades  Expand** |
| --- |
|  |

Income-multiplier Upgrades

With the exception of the *green yeast digestives* flavored cookie, these upgrades all contribute to a multiplier of the cookie income, which is the total output of all the buildings equipped with their respective upgrades. The income-multiplier upgrades are a mid-game to end-game feature because they become very expensive.

Flavored Cookies

*Main article:*[*Flavored Cookies*](https://cookieclicker.fandom.com/wiki/Flavored_Cookies)

Flavored cookies increase the base multiplier, which starts at 100%. These bonuses stack multiplicatively. Notably, flavored cookies are listed in a separate section from the other upgrades on the stats screen.

Of the 245 cookies, 236 have a fixed CpS multiplier, one does not provide a multiplier ("Green yeast digestives"), seven have a variable multiplier based on the game state (Valentine's Cookies), and one has a value based on the system clock ("Birthday cookie"). The total CpS multiplier from the 236 standard cookies and the birthday cookie is:

1.017×1.0257×1.0322×1.0458×1.0577×1.115×1.11≈12263.129=1226312.9%

If Selebrak is worshipped in the [Pantheon](https://cookieclicker.fandom.com/wiki/Pantheon), and/or if the Starlove heavenly upgrade has been purchased, the heart biscuits have increased CpS boost. The individual and total CpS boost of heart biscuits and flavored cookies as a whole is as follows for each combination of Selebrak and Starlove:

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Further CpS Boost** | **Without Starlove** | | | | **With Starlove** | | | |
| **Selebrak:** | **N/A** | **Jade** | **Ruby** | **Diamond** | **N/A** | **Jade** | **Ruby** | **Diamond** |
| **Individual Heart Biscuits** | 1.02 | 1.022 | 1.024 | 1.026 | 1.03 | 1.033 | 1.036 | 1.039 |
| **All Heart Biscuits Combined** | 1.149 | 1.165 | 1.181 | 1.197 | 1.23 | 1.255 | 1.281 | 1.307 |
| **Flavored Cookies Total Boost** | 1408648.1% | 1428096.6% | 1447774.8% | 1467684.9% | 1508210.2% | 1539230.2% | 1570795.3% | 1602913.7% |

Kitten Upgrades

Each kitten upgrade boosts the CpS multiplier by a percentage proportionate to the Milk amount and each upgrade's effect stacks with another multiplicatively. For example:

* Kitten helpers boost the CpS by 10% of the Milk amount. So with a Milk level of 150%, Kitten helpers will boost CpS by **1 + 0.1 × 1.5 = 1.15 = 115%**
* Kitten workers boost the CpS by 12.5% of the Milk amount. With a Milk level of 150%, Kitten workers will boost CpS by **1 + 0.125 × 1.5 = 1.1875 = 118.75%**
* With both Kitten helpers and Kitten workers upgrades, the overall Kitten multiplier will be **1.15 × 1.1875 = 1.365625 = 136.5625%**

You can check the overall Kitten multiplier (which accounts for the following upgrades, as well as the heavenly upgrade *Kitten angels* with its milk factor of 0.1) at the top of the Achievements section in Stats. There are other factors which can increase the milk power. See [Milk](https://cookieclicker.fandom.com/wiki/Milk) for more details.

| **Kitten upgrades   Collapse** | | | | | | |
| --- | --- | --- | --- | --- | --- | --- |
| **Icon** | **Name** | **Unlock condition** | **Base price** | **Description** | **Milk factor** | **ID** |
|  | Kitten helpers | 13 [Achievements](https://cookieclicker.fandom.com/wiki/Achievements) (52% Milk) | 9 million | You gain **more CpS** the more milk you have. *"meow may I help you"* | 0.1 | 31 |
|  | Kitten workers | 25 Achievements (100% Milk) | 9 billion | You gain **more CpS** the more milk you have. *"meow meow meow meow"* | 0.125 | 32 |
|  | Kitten engineers | 50 Achievements (200% Milk) | 90 trillion | You gain **more CpS** the more milk you have. *"meow meow meow meow, sir"* | 0.15 | 54 |
|  | Kitten overseers | 75 Achievements (300% Milk) | 90 quadrillion | You gain **more CpS** the more milk you have. *"my purrpose is to serve you, sir"* | 0.175 | 108 |
|  | Kitten managers | 100 Achievements (400% Milk) | 900 quintillion | You gain **more CpS** the more milk you have. *"that's not gonna paws any problems, sir"* | 0.2 | 187 |
|  | Kitten accountants | 125 Achievements (500% Milk) | 900 sextillion | You gain **more CpS**the more milk you have. *"business going great, sir"* | 0.2 | 320 |
|  | Kitten specialists | 150 Achievements (600% Milk) | 900 septillion | You gain **more CpS** the more milk you have. *"optimeowzing your workflow like whoah, sir"* | 0.2 | 321 |
|  | Kitten experts | 175 Achievements (700% Milk) | 900 octillion | You gain **more CpS** the more milk you have. *"10 years expurrrtise in the cookie business, sir"* | 0.2 | 322 |
|  | Kitten consultants | 200 Achievements (800% Milk) | 900 nonillion | You gain **more CpS** the more milk you have. *"glad to be overpaid to work with you, sir"* | 0.2 | 425 |
|  | Kitten assistants to the regional manager | 225 Achievements (900% Milk) | 900 decillion | You gain **more CpS** the more milk you have. *"nothing stresses meowt... except having to seek the approval of my inferiors, sir"* | 0.175 | 442 |
|  | Kitten marketeers | 250 achievements (1000% milk) | 900 undecillion | You gain **more CpS** the more milk you have. *"no such thing as a saturated markit, sir"* | 0.15 | 462 |
|  | Kitten analysts | 275 achievements (1100% milk) | 900 duodecillion | You gain **more CpS** the more milk you have. *"based on purrent return-on-investment meowdels we should be able to affurd to pay our empawyees somewhere around next century, sir"* | 0.125 | 494 |
|  | Kitten executives | 300 achievements (1200% milk) | 900 tredecillion | You gain **more CpS** the more milk you have. *"ready to execute whatever and whoever you'd like, sir"* | 0.115 | 613 |
|  | Kitten admins | 325 achievements (1300% milk) | 900 quattuordecillion | You gain **more CpS** the more milk you have. *"leadership ain't easy, sir"* | 0.11 | 766 |
|  | Kitten strategists | 350 achievements (1400% milk) | 900 quindecillion | You gain **more CpS** the more milk you have. *"out with the old in with the mew, sir"* | 0.105 | 865 |

Bingo Center/Research Facility

After you have the ["Elder" achievement](https://cookieclicker.fandom.com/wiki/Achievements#Grandma) and own at least 6 grandmas, you are eligible to get the "Bingo Center/Research Facility", which costs 1 quadrillion cookies (as of version 2.052). After you purchase it, it will research an upgrade with each research period taking 30 minutes without "Persistent memory" heavenly upgrade and 3 minutes with it. **However:** research time is based on frames, not minutes. The game naturally runs at 30 fps. If you alter that to 5 fps to reduce load on your CPU, upgrades will then take 3 hours. At 10 fps they take 1 hour 30 minutes, at 20 fps they take 45 minutes, and so on. Research on the next upgrade will not begin until the previously researched item has been purchased.

If you want "Sacrificial rolling pins" without waiting, you can buy "Elder Pledge", then "Elder Covenant", then "Revoke Elder Covenant", then repeat until you've unlocked the upgrade.

Research and Grandmapocalypse

| **Research upgrades  Collapse** | | | | | |
| --- | --- | --- | --- | --- | --- |
| **Icon** | **Name** | **Unlock condition** | **Base price** | **Description** | **ID** |
|  | Bingo center/Research facility | "Elder" [achievement](https://cookieclicker.fandom.com/wiki/Achievement) earned  At least 6 [grandmas](https://cookieclicker.fandom.com/wiki/Grandma) owned | 1 quadrillion | Grandma-operated science lab and leisure club. Grandmas are **4 times** as efficient. **Regularly unlocks new upgrades.** *"What could possibly keep those grandmothers in check?... Bingo."* | 64 |
|  | Specialized chocolate chips | 1st research project completed | 1 quadrillion | Cookie production multiplier **+1%**. *"Computer-designed chocolate chips. Computer chips, if you will."* | 65 |
|  | Designer cocoa beans | 2nd research project completed | 2 quadrillion | Cookie production multiplier **+2%**. *"Now more aerodynamic than ever!"* | 66 |
|  | Ritual rolling pins | 3rd research project completed | 4 quadrillion | Grandmas are **twice** as efficient. *"The result of years of scientific research!"* | 67 |
|  | Underworld ovens | 4th research project completed | 8 quadrillion | Cookie production multiplier **+3%**. *"Powered by science, of course!"* | 68 |
|  | One mind [[note 3]](https://cookieclicker.fandom.com/wiki/Upgrades#cite_note-3) | 5th research project completed | 16 quadrillion | Each grandma gains **+0.02 base Cps per grandma**. Note: the grandmothers are growing restless. Do not encourage them. *"We are one. We are many."* | 69 |
|  | Exotic nuts | 6th research project completed | 32 quadrillion | Cookie production multiplier **+4%**. *"You'll go crazy over these!"* | 70 |
|  | Communal brainsweep | 7th research project completed | 64 quadrillion | Each grandma gains another **+0.02 base Cps per grandma**. Note: proceeding any further in scientific research may have unexpected results. You have been warned. *"We fuse. We merge. We grow."* | 71 |
|  | Arcane sugar | 8th research project completed | 128 quadrillion | Cookie production multiplier **+5%**. *"Tastes like insects, ligaments, and molasses."* | 72 |
|  | Elder Pact | 9th research project completed | 256 quadrillion | Each grandma gains **+0.05 base CpS per portal**. Note: this is a bad idea. *"squirm crawl slither writhe today we rise"* | 73 |
|  | Sacrificial rolling pins | "Elder Pledge" purchased 10 times | 2.889 trillion | Elder pledges last **twice** as long. *"These are mostly just for spreading the anti-aging cream. (And accessorily, shortening the chicken's suffering.)"* | 87 |

Other Upgrades

[Dragon](https://cookieclicker.fandom.com/wiki/Krumblor) Upgrades

| **Dragon upgrades  Collapse** | | | | | |
| --- | --- | --- | --- | --- | --- |
| **Icon** | **Name** | **Unlock condition** | **Base price** | **Description** | **ID** |
|  | A crumbly egg | 1 million cookies earned and "How to bake your dragon" purchased | 25 | Unlocks the [**cookie dragon**](https://cookieclicker.fandom.com/wiki/Krumblor)**egg**. *"Thank you for adopting this robust, fun-loving cookie dragon! It will bring you years of joy and entertainment. Keep in a dry and cool place, and away from other house pets. Subscription to home insurance is strongly advised."* | 324 |
|  | Dragon scale | Random drop from [petting Krumblor](https://cookieclicker.fandom.com/wiki/Krumblor#Petting_the_Dragon) | 1,800 x CpS (x0.1 if max level dragon) | Cookie production multiplier **+3%**. Cost scales with CpS, but 10 times cheaper with a fully-trained dragon. *"Your dragon sheds these regularly, so this one probably won't be missed. Note: icon not to scale."* | 648 |
|  | Dragon claw | Random drop from [petting Krumblor](https://cookieclicker.fandom.com/wiki/Krumblor#Petting_the_Dragon) | 1,800 x CpS (x0.1 if max level dragon) | Clicks are **+3% more powerful**. Cost scales with CpS, but 10 times cheaper with a fully-trained dragon. *"Will grow back in a few days' time. A six-inch retractable claw, like a razor, from the middle toe. So you know, try to show a little respect."* | 649 |
|  | Dragon fang | Random drop from [petting Krumblor](https://cookieclicker.fandom.com/wiki/Krumblor#Petting_the_Dragon) | 1,800 x CpS (x0.1 if max level dragon) | **+3%** golden cookie gains. Dragon harvest and Dragonflight are **10% stronger**. Cost scales with CpS, but 10 times cheaper with a fully-trained dragon. *"Just a fallen baby tooth your dragon wanted you to have, as a gift. It might be smaller than an adult tooth, but it's still frighteningly sharp - and displays some awe-inspiring cavities, which you might expect from a creature made out of sweets."* | 650 |
|  | Dragon teddy bear | Random drop from [petting Krumblor](https://cookieclicker.fandom.com/wiki/Krumblor#Petting_the_Dragon) | 1,800 x CpS (x0.1 if max level dragon) | **+3%** random drops. Cost scales with CpS, but 10 times cheaper with a fully-trained dragon. *"Your dragon used to sleep with this. Now it's time for you to have it. Crafted in the likelihood of a fearsome beast. Stuffed with magical herbs picked long ago by a wandering wizard. Woven from elven yarn and a polyester blend."* | 651 |

Miscellaneous [Garden](https://cookieclicker.fandom.com/wiki/Garden) Drops

| **Miscellaneous upgrades   Collapse** | | | | | |
| --- | --- | --- | --- | --- | --- |
| **Icon** | **Name** | **Unlock condition** | **Base price** | **Description** | **ID** |
|  | Fern tea | 1% chance of dropping after harvesting a mature [drowsyfern](https://cookieclicker.fandom.com/wiki/Garden" \o "Garden) [[note 4]](https://cookieclicker.fandom.com/wiki/Upgrades#cite_note-gardendrop-4) | 3,600 x CpS | You gain another **+3%** of your regular CpS while the game is closed. (Must own the Twin Gates of Transcendence upgrade.). Dropped by drowsyfern plants. Cost scales with CpS. *"A chemically complex natural beverage, this soothing concoction has been used by mathematicians to solve equations in their sleep."* | 474 |
|  | Ichor syrup | 0.5% chance of dropping after harvesting a mature [ichorpuff](https://cookieclicker.fandom.com/wiki/Garden" \o "Garden) [[note 4]](https://cookieclicker.fandom.com/wiki/Upgrades#cite_note-gardendrop-4) | 7,200 x CpS | You gain another **+7%** of your regular CpS while the game is closed. (Must own the Twin Gates of Transcendence upgrade.). Sugar lumps mature **7 minutes** sooner. Dropped by ichorpuff plants. Cost scales with CpS. *"Tastes like candy. The smell is another story."* | 475 |

[Clicking](https://cookieclicker.fandom.com/wiki/Big_Cookie) Upgrades

| **Clicking upgrades  Collapse** | | | | | |
| --- | --- | --- | --- | --- | --- |
| **Icon** | **Name** | **Unlock condition** | **Base price** | **Description** | **ID** |
|  | Plastic mouse | 1,000 hand-made cookies | 50,000 | Clicking gains **+1% of your CpS**. *"Slightly squeaky."* | 75 |
|  | Iron mouse | 100,000 hand-made cookies | 5 million | Clicking gains **+1% of your CpS**. *"Click like it's 1,349!"* | 76 |
|  | Titanium mouse | 10 million hand-made cookies | 500 million | Clicking gains **+1% of your CpS**. *"Heavy, but powerful."* | 77 |
|  | Adamantium mouse | 1 billion hand-made cookies | 50 billion | Clicking gains **+1% of your CpS**. *"You could cut diamond with these."* | 78 |
|  | Unobtainium mouse | 100 billion hand-made cookies | 5 trillion | Clicking gains **+1% of your CpS**. *"These nice mice should suffice."* | 119 |
|  | Eludium mouse | 10 trillion hand-made cookies | 500 trillion | Clicking gains **+1% of your CpS**. *"I rodent do that if I were you."* | 190 |
|  | Wishalloy mouse | 1 quadrillion hand-made cookies | 50 quadrillion | Clicking gains **+1% of your CpS**. *"Clicking is fine and dandy, but don't smash your mouse over it. Get your game on. Go play."* | 191 |
|  | Fantasteel mouse | 100 quadrillion hand-made cookies | 5 quintillion | Clicking gains **+1% of your CpS**. *"You could be clicking using your touchpad and we'd be none the wiser."* | 366 |
|  | Nevercrack mouse | 10 quintillion hand-made cookies | 500 quintillion | Clicking gains **+1% of your CpS**. *"How much beefier can you make a mouse until it's considered a rat?"* | 367 |
|  | Armythril mouse | 1 sextillion hand-made cookies | 50 sextillion | Clicking gains **+1% of your CpS**. *"This one takes about 53 people to push it around and another 48 to jump down on the button and trigger a click. You could say it's got some heft to it."* | 427 |
|  | Technobsidian mouse | 100 sextillion hand-made cookies | 5 septillion | Clicking gains **+1% of your CpS**. *"A highly advanced mouse of sophisticated design. Only one thing on its mind : to click."* | 460 |
|  | Plasmarble mouse | 10 septillion hand-made cookies | 500 septillion | Clicking gains **+1% of your CpS**. *"A shifting blur in the corner of your eye, this mouse can trigger a flurry of clicks when grazed by even the slightest breeze."* | 461 |
|  | Miraculite mouse | 1 octillion hand-made cookies | 50 octillion | Clicking gains **+1% of your CpS** *"Composed of a material that neither science nor philosophy is equipped to conceptualize. And boy, does it ever click."* | 661 |
|  | Aetherice mouse | 100 octillion hand-made cookies | 5 nonillion | Clicking gains **+1% of your CpS** *"Made from a substance impossible to manufacture, only obtained through natural happenstance; its properties bewilder even the most precise measuring instruments."* | 765 |
|  | Omniplast mouse | 10 nonillion hand-made cookies | 500 nonillion | Clicking gains **+1% of your CpS**.*"This mouse is, by virtue of the strange elements that make it up, present in every position in space simultaneously, in a manner; this alleviates its owner from the need to move it around, redirecting all such kinetic power to the intensity of its clicks."* | 874 |

[Golden Cookie](https://cookieclicker.fandom.com/wiki/Golden_Cookie) Upgrades

| **Golden Cookie upgrades  Collapse** | | | | | |
| --- | --- | --- | --- | --- | --- |
| **Icon** | **Name** | **Unlock condition** | **Base price** | **Description** | **ID** |
|  | Lucky day | 7 Golden Cookies clicked [[note 5]](https://cookieclicker.fandom.com/wiki/Upgrades#cite_note-goldencookie-5) | 777.778 million | Golden cookies appear **twice as often** and last **twice as long** on screen. *"Oh hey, a four-leaf penny!"* | 52 |
|  | Serendipity | 27 Golden Cookies clicked [[note 5]](https://cookieclicker.fandom.com/wiki/Upgrades#cite_note-goldencookie-5) | 77.778 billion | Golden cookies appear **twice as often** and last **twice as long** on screen. *"What joy! Seven horseshoes!"* | 53 |
|  | Get lucky | 77 Golden Cookies clicked [[note 5]](https://cookieclicker.fandom.com/wiki/Upgrades#cite_note-goldencookie-5) | 77.778 trillion | Golden cookie effects last **twice as long**. *"You've been up all night, haven't you?"* | 86 |

[Heavenly Chips](https://cookieclicker.fandom.com/wiki/Heavenly_Chips) Upgrades

| **Heavenly Chips upgrades  Collapse** | | | | | |
| --- | --- | --- | --- | --- | --- |
| **Icon** | **Name** | **Unlock condition** | **Base price** | **Description** | **ID** |
|  | Heavenly chip secret | [Ascended](https://cookieclicker.fandom.com/wiki/Ascension) with at least  1 earned | 11 | Unlocks **5%** of the potential of your prestige levels. *"Grants the knowledge of heavenly chips, and how to use them to make baking more efficient. It's a secret to everyone."* | 129 |
|  | Heavenly cookie stand | "Heavenly chip secret" purchased | 1,111 | Unlocks **25%** of the potential of your prestige levels. *"Don't forget to visit the heavenly lemonade stand afterwards. When afterlife gives you lemons..."* | 130 |
|  | Heavenly bakery | "Heavenly cookie stand" purchased | 111,111 | Unlocks **50%** of the potential of your prestige levels. *"Also sells godly cakes and divine pastries. The pretzels aren't too bad either."* | 131 |
|  | Heavenly confectionery | "Heavenly bakery" purchased | 11.111 million | Unlocks **75%** of the potential of your prestige levels. *"They say angel bakers work there. They take angel lunch breaks and sometimes go on angel strikes."* | 132 |
|  | Heavenly key | "Heavenly confectionery" purchased | 1.111 billion | Unlocks **100%** of the potential of your prestige levels. *"This is the key to the pearly (and tasty) gates of pastry heaven, granting you access to your entire stockpile of heavenly chips for baking purposes. May you use them wisely."* | 133 |

[Christmas](https://cookieclicker.fandom.com/wiki/Christmas_Season) [Santa](https://cookieclicker.fandom.com/wiki/Santa) Upgrades

| **Santa upgrades  Collapse** | | | | | |
| --- | --- | --- | --- | --- | --- |
| **Icon** | **Name** | **Unlock condition** | **Base price** | **Description** | **ID** |
|  | A festive hat | 25 cookies baked during [Christmas season](https://cookieclicker.fandom.com/wiki/Christmas_season) | 25 | Unlocks... something. *"Not a creature was stirring, not even a mouse."* | 152 |
|  | Increased merriness | Purchasing "A festive hat" or evolving Santa | 2,525 × 3S | Cookie production multiplier **+15%**. Cost scales with Santa level. *"It turns out that the key to increased merriness, strangely enough, happens to be a good campfire and some s'mores. You know what they say, after all; the s'more, the merrier."* | 153 |
|  | Improved jolliness | Purchasing "A festive hat" or evolving Santa | 2,525 × 3S | Cookie production multiplier **+15%**. Cost scales with Santa level. *"A nice wobbly belly goes a long way. You jolly?"* | 154 |
|  | A lump of coal | Purchasing "A festive hat" or evolving Santa | 2,525 × 3S | Cookie production multiplier **+1%**. Cost scales with Santa level. *"Some of the world's worst stocking stuffing. I guess you could try starting your own little industrial revolution, or something?..."* | 155 |
|  | An itchy sweater | Purchasing "A festive hat" or evolving Santa | 2,525 × 3S | Cookie production multiplier **+1%**. Cost scales with Santa level. *"You don't know what's worse : the embarrassingly quaint "elf on reindeer" motif, or the fact that wearing it makes you feel like you're wrapped in a dead sasquatch.* | 156 |
|  | Reindeer baking grounds | Purchasing "A festive hat" or evolving Santa | 2,525 × 3S | [Reindeer](https://cookieclicker.fandom.com/wiki/Reindeer) appear **twice as frequently**. "*Male reindeer are from Mars; female reindeer are from venison."* | 157 |
|  | Weighted sleighs | Purchasing "A festive hat" or evolving Santa | 2,525 × 3S | Reindeer are **twice as slow**. Cost scales with Santa level. *"Hope it was worth the weight. (Something something forced into cervidude)"* | 158 |
|  | Ho ho ho-flavored frosting | Purchasing "A festive hat" or evolving Santa | 2,525 × 3S | Reindeer give **twice as much**. Cost scales with Santa level. *"It's time to up the antler."* | 159 |
|  | Season savings | Purchasing "A festive hat" or evolving Santa | 2,525 × 3S | All [buildings](https://cookieclicker.fandom.com/wiki/Buildings) are **1% cheaper**. Cost scales with Santa level. *"By Santa's beard, what savings! But who will save us?"* | 160 |
|  | Toy workshop | Purchasing "A festive hat" or evolving Santa | 2,525 × 3S | All upgrades are **5% cheaper**. [[note 6]](https://cookieclicker.fandom.com/wiki/Upgrades#cite_note-cheapupgrades-6) Cost scales with Santa level. *"Watch yours-elf around elvesdroppers who might steal our production secrets. Or elven worse!"* | 161 |
|  | Naughty list | Purchasing "A festive hat" or evolving Santa | 2,525 × 3S | [Grandmas](https://cookieclicker.fandom.com/wiki/Grandma) are **twice** as productive. Cost scales with Santa level. *"This list contains every unholy deed perpetuated by grandmakind. He won't be checking this one twice. Once. Once is enough."* | 162 |
|  | Santa's bottomless bag | Purchasing "A festive hat" or evolving Santa | 2,525 × 3S | Random drops are **10% more common**. Cost scales with Santa level. *"This is one bottom you can't check out."* | 163 |
|  | Santa's helpers | Purchasing "A festive hat" or evolving Santa | 2,525 × 3S | Clicking is **10% more powerful**. Cost scales with Santa level. *"Some choose to help hamburger; some choose to help you. To each their own, I guess."* | 164 |
|  | Santa's legacy | Purchasing "A festive hat" or evolving Santa | 2,525 × 3S | Cookie production multiplier **+3% per Santa's levels**. Cost scales with Santa level. *"In the north pole, you gotta get the elves first. Then when you get the elves, you start making the toys. Then when you get the toys... then you get the cookies."* | 165 |
|  | Santa's milk and cookies | Purchasing "A festive hat" or evolving Santa | 2,525 × 3S | [Milk](https://cookieclicker.fandom.com/wiki/Milk) is **5% more powerful**. Cost scales with Santa level. *"Part of Santa's dreadfully unbalanced diet."* | 166 |
|  | Santa's dominion | Reach the final stage of Santa | 2.525 quadrillion | Cookie production multiplier **+20%**. All buildings are **1% cheaper**. All upgrades are **2% cheaper**. [[note 6]](https://cookieclicker.fandom.com/wiki/Upgrades#cite_note-cheapupgrades-6) *"My name is Claus, king of kings; Look on my toys, ye Mighty, and despair!"* | 168 |

See the discussion on milk above for the details of **Santa's Milk and Cookies**.

Easter Egg Upgrades

List of the 20 upgrades only available during [Easter season](https://cookieclicker.fandom.com/wiki/Easter_season). All upgrades are egg/larvae based in theme and can be unlocked randomly when clicking a golden/wrath cookie or bursting a wrinkler.

| **Easter Egg upgrades  Collapse** | | | | | |
| --- | --- | --- | --- | --- | --- |
| **Icon** | **Name** | **Unlock condition** | **Base price** | **Description** | **ID** |
|  | Chicken egg | "Common" egg (see [Probabilities](https://cookieclicker.fandom.com/wiki/Easter_season#Egg_Unlock_Probabilities)) | 999 x 2E | Cookie production multiplier **+1%**. Cost scales with how many eggs you own. *"The egg. The egg came first. Get over it."* | 210 |
|  | Duck egg | "Common" egg (see [Probabilities](https://cookieclicker.fandom.com/wiki/Easter_season#Egg_Unlock_Probabilities)) | 999 x 2E | Cookie production multiplier **+1%**. Cost scales with how many eggs you own. *"Then he waddled away."* | 211 |
|  | Turkey egg | "Common" egg (see [Probabilities](https://cookieclicker.fandom.com/wiki/Easter_season#Egg_Unlock_Probabilities)) | 999 x 2E | Cookie production multiplier **+1%**. Cost scales with how many eggs you own. *"These hatch into strange, hand-shaped creatures."* | 212 |
|  | Quail egg | "Common" egg (see [Probabilities](https://cookieclicker.fandom.com/wiki/Easter_season#Egg_Unlock_Probabilities)) | 999 x 2E | Cookie production multiplier **+1%**. Cost scales with how many eggs you own. *"These eggs are positively tiny. I mean look at them. How does this happen? Whose idea was that?"* | 213 |
|  | Robin egg | "Common" egg (see [Probabilities](https://cookieclicker.fandom.com/wiki/Easter_season#Egg_Unlock_Probabilities)) | 999 x 2E | Cookie production multiplier **+1%**. Cost scales with how many eggs you own. *"Holy azure-hued shelled embryos!"* | 214 |
|  | Ostrich egg | "Common" egg (see [Probabilities](https://cookieclicker.fandom.com/wiki/Easter_season#Egg_Unlock_Probabilities)) | 999 x 2E | Cookie production multiplier **+1%**. Cost scales with how many eggs you own. *"One of the largest eggs in the world. More like ostrouch, am I right? Guys?"* | 215 |
|  | Cassowary egg | "Common" egg (see [Probabilities](https://cookieclicker.fandom.com/wiki/Easter_season#Egg_Unlock_Probabilities)) | 999 x 2E | Cookie production multiplier **+1%**. Cost scales with how many eggs you own. *"The cassowary is taller than you, possesses murderous claws and can easily outrun you. You'd do well to be casso-wary of them."* | 216 |
|  | Salmon roe | "Common" egg (see [Probabilities](https://cookieclicker.fandom.com/wiki/Easter_season#Egg_Unlock_Probabilities)) | 999 x 2E | Cookie production multiplier **+1%**. Cost scales with how many eggs you own. *"Do the impossible, see the invisible. Roe roe, fight the power?"* | 217 |
|  | Frogspawn | "Common" egg (see [Probabilities](https://cookieclicker.fandom.com/wiki/Easter_season#Egg_Unlock_Probabilities)) | 999 x 2E | Cookie production multiplier **+1%**. Cost scales with how many eggs you own. *"I was going to make a pun about how these "toadally look like eyeballs", but froget it."* | 218 |
|  | Shark egg | "Common" egg (see [Probabilities](https://cookieclicker.fandom.com/wiki/Easter_season#Egg_Unlock_Probabilities)) | 999 x 2E | Cookie production multiplier **+1%**. Cost scales with how many eggs you own. *"HELLO IS THIS FOOD? LET ME TELL YOU ABOUT FOOD. WHY DO I KEEP EATING MY FRIENDS"* | 219 |
|  | Turtle egg | "Common" egg (see [Probabilities](https://cookieclicker.fandom.com/wiki/Easter_season#Egg_Unlock_Probabilities)) | 999 x 2E | Cookie production multiplier **+1%**. Cost scales with how many eggs you own. *"Turtles, right? Hatch from shells. Grow into shells. What's up with that? Now for my skit about airplane food."* | 220 |
|  | Ant larva | "Common" egg (see [Probabilities](https://cookieclicker.fandom.com/wiki/Easter_season#Egg_Unlock_Probabilities)) | 999 x 2E | Cookie production multiplier **+1%**. Cost scales with how many eggs you own. *"These are a delicacy in some countries, I swear. You will let these invade your digestive tract, and you will derive great pleasure from it. And all will be well"* | 221 |
|  | Golden goose egg | "Rare" egg (see [Probabilities](https://cookieclicker.fandom.com/wiki/Easter_season#Egg_Unlock_Probabilities)) | 999 x 3E | Golden cookies appear **5% more often**. Cost scales with how many eggs you own. *"The sole vestige of a tragic tale involving misguided investments."* | 222 |
|  | Faberge egg | "Rare" egg (see [Probabilities](https://cookieclicker.fandom.com/wiki/Easter_season#Egg_Unlock_Probabilities)) | 999 x 3E | All buildings and upgrades are **1% cheaper**. [[note 6]](https://cookieclicker.fandom.com/wiki/Upgrades#cite_note-cheapupgrades-6) Cost scales with how many eggs you own. *"This outrageous egg is definitely fab."* | 223 |
|  | Wrinklerspawn | "Rare" egg (see [Probabilities](https://cookieclicker.fandom.com/wiki/Easter_season#Egg_Unlock_Probabilities)) | 999 x 3E | Wrinklers explode into **5% more cookies**. Cost scales with how many eggs you own. *"Look at this little guy! It's going to be a big boy someday! Yes it is!"* | 224 |
|  | Cookie egg | "Rare" egg (see [Probabilities](https://cookieclicker.fandom.com/wiki/Easter_season#Egg_Unlock_Probabilities)) | 999 x 3E | Clicking is **10% more powerful**. Cost scales with how many eggs you own. *"The shell appears to be chipped. I wonder what's inside this one!"* | 225 |
|  | Omelette | "Rare" egg (see [Probabilities](https://cookieclicker.fandom.com/wiki/Easter_season#Egg_Unlock_Probabilities)) | 999 x 3E | Other eggs appear **10% more frequently**. Cost scales with how many eggs you own. *"Fromage not included."* | 226 |
|  | [Chocolate egg](https://cookieclicker.fandom.com/wiki/Chocolate_egg) | "Rare" egg (see [Probabilities](https://cookieclicker.fandom.com/wiki/Easter_season#Egg_Unlock_Probabilities)) | 999 x 3E | Contains **a lot of cookies**. Cost scales with how many eggs you own. *"Laid by the elusive cocoa bird. There's a surprise inside!"* | 227 |
|  | [Century egg](https://cookieclicker.fandom.com/wiki/Century_egg) | "Rare" egg (see [Probabilities](https://cookieclicker.fandom.com/wiki/Easter_season#Egg_Unlock_Probabilities)) | 999 x 3E | You continually gain **more CpS the longer you've played** in the current ascension. Cost scales with how many eggs you own. *"Actually not centuries-old. This one isn't a day over 86!"* | 228 |
|  | "egg"[[note 7]](https://cookieclicker.fandom.com/wiki/Upgrades#cite_note-7) | "Rare" egg (see [Probabilities](https://cookieclicker.fandom.com/wiki/Easter_season#Egg_Unlock_Probabilities)) | 999 x 3E | **+9 CpS** *"hey it's "egg""* | 229 |

Fortune Upgrades

List of the 25 upgrades available from the [news ticker](https://cookieclicker.fandom.com/wiki/News_ticker) after purchasing the heavenly upgrade *Fortune cookies*.

| **Fortune upgrades  Collapse** | | | | | |
| --- | --- | --- | --- | --- | --- |
| **Icon** | **Name** | **Unlock condition** | **Base price** | **Description** | **ID** |
|  | Fortune #001 | Random fortune from news ticker | 1.167 nonillion | Cursors are **7%** more efficient and **7%** cheaper. *"Fingers are not the only thing you can count on."* | 621 |
|  | Fortune #002 | Random fortune from news ticker | 7.778 nonillion | Grandmas are **7%** more efficient and **7%** cheaper. *"A wrinkle is a crack in a mundane facade."* | 622 |
|  | Fortune #003 | Random fortune from news ticker | 85.556 nonillion | Farms are **7%** more efficient and **7%** cheaper. *"The seeds of tomorrow already lie within the seeds of today."* | 623 |
|  | Fortune #004 | Random fortune from news ticker | 933,333 nonillion | Mines are **7%** more efficient and **7%** cheaper. *"Riches from deep under elevate you all the same."* | 624 |
|  | Fortune #005 | Random fortune from news ticker | 10.111 decillion | Factories are **7%** more efficient and **7%** cheaper. *"True worth is not in what you find, but in what you make."* | 625 |
|  | Fortune #006 | Random fortune from news ticker | 108.889 decillion | Banks are **7%** more efficient and **7%** cheaper. *"The value of money means nothing to a pocket."* | 626 |
|  | Fortune #007 | Random fortune from news ticker | 1.556 undecillion | Temples are **7%** more efficient and **7%** cheaper. *"Not all guides deserve worship."* | 627 |
|  | Fortune #008 | Random fortune from news ticker | 25.667 undecillion | Wizard towers are **7%** more efficient and **7%** cheaper. *"Magic is about two things - showmanship, and rabbits."* | 628 |
|  | Fortune #009 | Random fortune from news ticker | 396.667 undecillion | Shipments are **7%** more efficient and **7%** cheaper. *"Every mile travelled expands the mind by just as much."* | 629 |
|  | Fortune #010 | Random fortune from news ticker | 5.833 duodecillion | Alchemy labs are **7%** more efficient and **7%** cheaper. *"Change what you cannot accept. Furthermore: accept nothing."* | 630 |
|  | Fortune #011 | Random fortune from news ticker | 77.778 duodecillion | Portals are **7%** more efficient and **7%** cheaper. *"Every doorway is a gamble. Tread with care."* | 631 |
|  | Fortune #012 | Random fortune from news ticker | 1.089 tredecillion | Time machines are **7%** more efficient and **7%** cheaper. *"Do your future self a favor; they'll thank you for it."* | 632 |
|  | Fortune #013 | Random fortune from news ticker | 13.222 tredecillion | Antimatter condensers are **7%** more efficient and **7%** cheaper. *"The world is made of what we put into it."* | 633 |
|  | Fortune #014 | Random fortune from news ticker | 163.333 tredecillion | Prisms are **7%** more efficient and **7%** cheaper. *"Staring at a dazzling light can blind you back to darkness."* | 634 |
|  | Fortune #015 | Random fortune from news ticker | 2.022 quattuordecillion | Chancemakers are **7%** more efficient and **7%** cheaper. *"Don't leave to blind chance what you could accomplish with deaf skill."* | 635 |
|  | Fortune #016 | Random fortune from news ticker | 24.111 quattuordecillion | Fractal engines are **7%** more efficient and **7%** cheaper. *"It's good to see yourself in others. Remember to see yourself in yourself, too."* | 636 |
|  | Fortune #017 | Random fortune from news ticker | 5.522 quindecillion | Javascript consoles are **7%** more efficient and **7%** cheaper. *"If things aren't working out for you, rewrite the rules."* | 637 |
|  | Fortune #018 | Random fortune from news ticker | 933.333 quindecillion | Idleverses are **7%** more efficient and **7%** cheaper. *"There's plenty of everyone, but only one of you."* | 698 |
|  | Fortune #019 | Random fortune from news ticker | 147.778 sexdecillion | Cortex bakers are **7%** more efficient and **7%** cheaper. *"The smartest way to think is not to think at all."* | 763 |
|  | Fortune #020 | Random fortune from news ticker | 42 septendecillion | You are **7%** more efficient and **7%** cheaper. *"No matter how hard you try, you're never truly alone."* | 861 |
|  | Fortune #100 | Random fortune from news ticker | 86,400 x CpS (Max: 7.778 decillion) | Upgrades and buildings cost **-1%**; you gain **+1%** CpS. *"True wealth is counted in gifts."* | 638 |
|  | Fortune #101 | Random fortune from news ticker | 86,400 x CpS (Max: 7.778 undecillion) | You gain **+7%** CpS. *"Some people dream of fortunes; others dream of cookies."* | 639 |
|  | Fortune #102 | Random fortune from news ticker | 86,400 x CpS (Max: 7.778 duodecillion) | You gain another **+1%** of your regular CpS while the game is closed. (Must own the Twin Gates of Transcendence upgrade.) *"Help, I'm trapped in a browser game!"* | 640 |
|  | Fortune #103 | Random fortune from news ticker | 86,400 x CpS (Max: 7.778 tredecillion) | You gain **more CpS** the more milk you have. *"Don't believe the superstitions; all cats are good luck."* | 641 |
|  | Fortune #104 | Random fortune from news ticker | 86,400 x CpS (Max: 7.778 duodecillion) | Clicking gains **+1% of your CpS**. *"Remember to stay in touch."* | 642 |

Switches

| **Upgrade switches  Collapse** | | | | | |
| --- | --- | --- | --- | --- | --- |
| **Icon** | **Name** | **Unlock condition** | **Base price** | **Description** | **ID** |
|  | [Elder Pledge](https://cookieclicker.fandom.com/wiki/Elder_Pledge) [[note 8]](https://cookieclicker.fandom.com/wiki/Upgrades#cite_note-8) | "Elder Pact" purchased | 64 x 8n (cap: 64 × 812) | Contains the wrath of the elders, at least for a while. *"This is simple ritual involving anti-aging cream, cookie batter mixed in the moonlight, and a live chicken."* | 74 |
|  | Elder Covenant [click to switch] | "Elder Pledge" purchased at least once | 66.667 trillion | Puts a permanent end to the elders' wrath, at the price of 5% of your CpS. *"This is a complicated ritual involving silly, inconsequential trivialities such as cursed laxatives, century-old cacao, and an infant. Don't question it."* | 84 |
|  | Festive biscuit | "Season switcher" purchased. | 1 billion +  60 × [CpS](https://cookieclicker.fandom.com/wiki/CpS" \o "CpS) × 1.5n (uncapped) | Triggers [**Christmas season**](https://cookieclicker.fandom.com/wiki/Christmas_season) for the next 24 hours. Triggering another season will cancel this one. Cost increases with every season switch. *"'Twas the night before Christmas- or was it?"* | 182 |
|  | Ghostly biscuit | "Season switcher" purchased. | 1 billion +  60 × [CpS](https://cookieclicker.fandom.com/wiki/CpS" \o "CpS) × 1.5n (uncapped) | Triggers [**Halloween season**](https://cookieclicker.fandom.com/wiki/Halloween_season) for the next 24 hours. Triggering another season will cancel this one. Cost increases with every season switch. *"spooky scary skeletons will wake you with a boo"* | 183 |
|  | Lovesick biscuit | "Season switcher" purchased. | 1 billion +  60 × [CpS](https://cookieclicker.fandom.com/wiki/CpS" \o "CpS) × 1.5n (uncapped) | Triggers [**Valentine's Day season**](https://cookieclicker.fandom.com/wiki/Valentine%27s_Day_season) for the next 24 hours. Triggering another season will cancel this one. Cost increases with every season switch. *"Romance never goes out of fashion"* | 184 |
|  | Fool's biscuit | "Season switcher" purchased. | 1 billion +  60 × [CpS](https://cookieclicker.fandom.com/wiki/CpS" \o "CpS) × 1.5n (uncapped) | Triggers [**Business Day season**](https://cookieclicker.fandom.com/wiki/Business_Day_season) for the next 24 hours. Triggering another season will cancel this one. Cost increases with every season switch. *"Business. Serious business. This is absolutely all of your business."* | 185 |
|  | Bunny biscuit | "Season switcher" purchased. | 1 billion +  60 × [CpS](https://cookieclicker.fandom.com/wiki/CpS" \o "CpS) × 1.5n (uncapped) | Triggers [**Easter season**](https://cookieclicker.fandom.com/wiki/Easter_season) for the next 24 hours. Triggering another season will cancel this one. Cost increases with every season switch. *"All the world will be your enemy and when they catch you, they will kill you... but first they must catch you."* | 209 |
|  | Golden switch [off] [click to switch] | "Golden switch" purchased | Switch on:  3,600 x CpS | Turning this on will give you a passive **+50% CpS**, but prevents golden cookies from spawning. Cost is equal to 1 hour of production. | 331 |
|  | Shimmering veil [on] [click to switch] | "Shimmering veil" purchased | Switch off:  0 | Active.  Boosts your cookie production by **50%** when active. The veil is very fragile and will break if you click the big cookie or any golden cookies or reindeer. Once broken, turning the veil back on costs 24 hours of unbuffed CpS. | 564 |
|  | Sugar frenzy | "Sugar craving" purchased | 1 | Activating this will **triple your CpS** for 1 hour, at the cost of **1 sugar lump**. May only be used once per ascension. | 452 |
|  | Golden cookie sound selector | "Golden cookie alert sound" purchased | 0 | Lets you change the sound [golden cookies](https://cookieclicker.fandom.com/wiki/Golden_Cookie) make when they spawn. | 361 |
|  | Jukebox | "Sound test" purchased | 0 | Play through the game's sound files! | 765 |
|  | Milk selector | "Classic dairy selection" purchased | 0 | Lets you pick what flavor of [milk](https://cookieclicker.fandom.com/wiki/Milk) to display. | 333 |
|  | Background selector | "Basic wallpaper assortment" purchased | 0 | Lets you pick which wallpaper to display. | 414 |

Debug Upgrades

These upgrades are for debugging, and are not obtainable without cheating. For instructions on enabling these upgrades, refer to [debug cheats](https://cookieclicker.fandom.com/wiki/Cheating#Debug_Cheats).

Note: These Debug Upgrades can be unlocked in a vanilla way, by renaming yourself anything with **saysopensesame** at the end of your name. Example: Orteil **saysopensesame**. Along with these upgrades, you get a debug menu and the "cheated cookies taste awful" shadow achievement. (web version only)

| **Debug upgrades  Collapse** | | | | | |
| --- | --- | --- | --- | --- | --- |
| **Icon** | **Name** | **Unlock condition** | **Base price** | **Description** | **ID** |
|  | Steamed cookies | **Web version**: Import cookie from Steam version. [toggle version] | 31.623 vigintillion | Cookie production multiplier **+0%**.*"Localized entirely within this gaming platform? Yes! Baked with the power of steam, in a touch of cutting-edge modernity not seen since the industrial revolution. Only of any use in Cookie Clicker's Steam version, of course."* | 817 |
|  | Ultrascience | Debug mode | 7 | Research takes only **5 seconds**. *"YEAH, SCIENCE!"* | 79 |
|  | Gold hoard | Debug mode | 7 | [Golden cookies](https://cookieclicker.fandom.com/wiki/Golden_cookie) appear **really often**. *"That's entirely too many."* | 83 |
|  | Neuromancy | Debug mode | 7 | Can toggle upgrades on and off at will in the stats menu. *"Can also come in handy to unsee things that can't be unseen."* | 91 |
|  | Perfect idling | Debug mode | 7 | You keep producing cookies even while the game is closed. *"It's the most beautiful thing I've ever seen."* | 124 |
|  | Wrinkler doormat | Debug mode | 7 | Wrinklers spawn much more frequently. *"You're such a pushover."* | 142 |
|  | Reindeer season | Debug mode | 7 | Reindeer spawn much more frequently. *"Go, Cheater! Go, Hacker and Faker!"* | 167 |
|  | Eternal seasons | Debug mode | 7 | Seasons now last forever. *"Season to taste."* | 186 |
|  | Magic shenanigans | Debug mode | 7 | Cookie production **multiplied by 1,000**. *"It's magic. I ain't gotta explain sht."* | 208 |
|  | Occult obstruction | Debug mode | 7 | Cookie production **reduced to 0**. *"If symptoms persist, consult a doctor."* | 398 |
|  | Glucose-charged air | Debug mode | 7 | Sugar lumps coalesce **a whole lot faster**. *"Don't breathe too much or you'll get diabetes!"* | 399 |
|  | Turbo-charged soil | Debug mode | 7 | Garden plants grow every second. Garden seeds are free to plant. You can switch soils at any time. *"It's got electrolytes!"* | 459 |
|  | A really good guide book | Debug mode | 7 | **???** (Hidden description: "All dungeon locations behave as if unlocked. You may shift-click a dungeon location to teleport there.") *"??????"* (Hidden flavor text: *"It even tells you which hotels to avoid!"* | 644 |

Additional Info

* [Notes](https://cookieclicker.fandom.com/wiki/Upgrades)
* [Updates](https://cookieclicker.fandom.com/wiki/Upgrades)
* [Trivia](https://cookieclicker.fandom.com/wiki/Upgrades)
* Upgrades price is decreased by:
  + Upgrades: *Toy workshop* (-5% to all upgrades prices), *Santa's dominion* (-2%), *Faberge egg* (-1%), and *Fortune #100* (-1%),
  + [Heavenly upgrades](https://cookieclicker.fandom.com/wiki/Ascension): *Five-finger discount* (-1% per every 100 Cursors bought), *Divine sales* (-1%) and "Divine bakeries" (-80% to flavored cookies),
  + [Dragon](https://cookieclicker.fandom.com/wiki/Krumblor) auras: *Master of the Armory*(-2%), and *Reality Bending*(-0.2%).
  + [Grimoire](https://cookieclicker.fandom.com/wiki/Grimoire) spell: *Haggler's Charm* (-2%)
  + [Garden](https://cookieclicker.fandom.com/wiki/Garden) plant: *Cheapcap*(-0.2% per mature plant, -0.25% when soil is clay)

1. [↑](https://cookieclicker.fandom.com/wiki/Upgrades#cite_ref-1) Shown as infinitely scrolling text displaying 35 characters at a time that wraps around to the beginning once it reaches the end (*" strange little tale : "There once "*). [bakeryName] is the name of your bakery.
2. [↑](https://cookieclicker.fandom.com/wiki/Upgrades#cite_ref-2) Tombola tickets:
   * [random] lines of javascript
     + Random calculation: Math.floor(Math.random()\*5+2) = number between 2-6
   * one free use of Math.random()
   * one qubit, whatever that is
   * one half-eaten cookie
   * a brand new vacuum cleaner
   * most of one room-temperature cup of orange soda
   * one really good sandwich
   * one handful of pocket lint
   * someone's mostly clean hairpiece
   * a trip to a fancy restaurant
   * the knowledge of those numbers
   * a furtive glance at the news ticker
   * another ticket, half-price
   * all-you-can-eat moldy bread
   * one lifetime supply of oxygen
   * the color [random]
     + Random pick: red, orange, yellow, green, blue, purple, black, white, gray, brown, pink or teal
   * increased intellect for a limited time
   * an ancient runesword
   * the throne of a far-away country
   * the position of Mafia capo. Good luck
   * one free time-travel week-end
   * something beautiful
   * the deed to some oil well
   * one hamburger made out of the animal, plant, or person of your choice
   * the last surviving [random]
     + Random pick: dodo bird, thylacine, unicorn, dinosaur or neanderthal
   * a deep feeling of accomplishment
   * a fleeting tinge of entertainment
   * a vague sense of unease
   * deep existential dread
   * one extra week added to your lifespan
   * breathe manually
   * blink right here and now
   * one meeting with any famous person, living or dead, in your next dream
   * one very nice dream
   * a wacky sound effect
   * 45 seconds of moral flexibility
   * hundreds and thousands, also known as "sprinkles"
   * one circle, triangle, square or other simple geometric shape, of average dimensions
   * just this extra bit of randomness
   * the extra push you needed to turn your life around
   * a good fright
   * one secret superpower
   * a better luck next time
   * an irrational phobia of tombola tickets
   * one whole spider
   * an increased sense of self-worth and determination
   * inner peace
   * one double-XP week-end in the MMORPG of your choice
   * a little piece of the universe, represented by the trillions of atoms that make up this very ticket
   * food poisoning
   * the Moon! Well, conceptually
   * a new car, baby
   * a new catchphrase
   * an intrusive thought of your choice
   * - ...aw man, it just cuts off there
   * the director spot for the next big hit movie
   * really good-looking calves
   * one genuine pirate golden doubloon
   * "treasure and riches", or something
   * one boat, sunken
   * baby shoes, never worn
   * direct lineage to some King or Queen
   * innate knowledge of a dead language you'll never encounter
   * the melody of a song you don't know the words to
   * white noise
   * mild physical impairment
   * a new pair of lips
   * things, and such
   * one popular expression bearing your name
   * one typo
   * one get-out-of-jail-free card
   * the rest of your life... for now
   * one polite huff
   * a condescending stare
   * one cursed monkey paw
   * true love, probably
   * an interesting factoid about the animal, country, TV show or celebrity of your choice
   * a pop culture reference
   * minutes of fun
   * the etymology of the word "tombola" - it's Italian for "a tumble"
   * nothing. You lost, sorry
3. [↑](https://cookieclicker.fandom.com/wiki/Upgrades#cite_ref-3) Purchasing the *One mind* upgrade triggers the beginning of the [Grandmapocalypse](https://cookieclicker.fandom.com/wiki/Grandmapocalypse" \o "Grandmapocalypse).
4. ↑ [Jump up to:4.0](https://cookieclicker.fandom.com/wiki/Upgrades#cite_ref-gardendrop_4-0) [4.1](https://cookieclicker.fandom.com/wiki/Upgrades#cite_ref-gardendrop_4-1) Once this upgrade is unlocked, all future ascensions will have it immediately available for purchase from the store.
5. ↑ [Jump up to:5.0](https://cookieclicker.fandom.com/wiki/Upgrades#cite_ref-goldencookie_5-0) [5.1](https://cookieclicker.fandom.com/wiki/Upgrades#cite_ref-goldencookie_5-1) [5.2](https://cookieclicker.fandom.com/wiki/Upgrades#cite_ref-goldencookie_5-2) At least one golden cookie click in the current game is needed before the all-time number will be counted for the criteria of upgrades.
6. ↑ [Jump up to:6.0](https://cookieclicker.fandom.com/wiki/Upgrades#cite_ref-cheapupgrades_6-0) [6.1](https://cookieclicker.fandom.com/wiki/Upgrades#cite_ref-cheapupgrades_6-1) [6.2](https://cookieclicker.fandom.com/wiki/Upgrades#cite_ref-cheapupgrades_6-2) Upgrades which lower the cost of upgrades stack multiplicatively, not additively. That is, if you have 3 of them which reduce the cost of upgrades by 5%, 2% and 1% then the final cost of an upgrade is (original cost) \* 0.95 \* 0.98 \* 0.99.
7. [↑](https://cookieclicker.fandom.com/wiki/Upgrades#cite_ref-7) "egg" is the only upgrade in the game that gives a flat CpS increase (only upgrade that doesn't increase CpS by a percentage.)
8. [↑](https://cookieclicker.fandom.com/wiki/Upgrades#cite_ref-8) Elder Pledge is unavailable while Elder Covenant is in effect.

|  |  |
| --- | --- |
| **Cookie Clicker game mechanics**  This box: [view](https://cookieclicker.fandom.com/wiki/Template:MechNav) • [talk](https://cookieclicker.fandom.com/wiki/Template_talk:MechNav) • [edit](https://cookieclicker.fandom.com/wiki/Template:MechNav?action=edit) | |
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