

I'm not a bot



you to automate Wi-Fi attacks such as Deauthentication, Evil Twin, and WPA Handshake Capture in Kali Linux, and enables Wi-Fi scanning and learning features in Windows PowerShell. Perfect for cybersecurity students and professionals! Disclaimer: This tool is for educational purposes only. Always get permission from network owners before conducting any attacks. [] Network Scanning: Identify nearby Wi-Fi networks. [] Deauthentication Attack: Disconnect all clients from a target network. [] Evil Twin Attack: Set up a rogue Wi-Fi access point. [] WPA Handshake Capture: Capture handshakes for offline cracking. [] Defense Tips: Learn how to defend your network against attacks. [] Wi-Fi Scanning: View available Wi-Fi networks. [] Defense Tips: Learn about Wi-Fi security best practices. [] Educational Features: Gain insights into different types of Wi-Fi attacks and how they work. Ensure you have all necessary tools installed: sudo apt-get install aircrack-ng hostapd dnsmasq git clone cd wifi-attack-tool pip install -r requirements.txt For Windows PowerShell, you can clone the repository by running: git clone cd wifi-attack-tool You may need to install some PowerShell modules: Install-Module -Name WiFiProfileManagement You can also use built-in cmdlets for simple network scanning. Run the network scanning module to view nearby Wi-Fi networks: sudo airmon-ng start wlan0 sudo airodump-ng wlan0mon Scan for available Wi-Fi networks: Deauthentication Attack: Disconnect clients from a target network: sudo airmon-ng start wlan0 sudo aircrack-ng --deauth 0 -a wlan0mon Evil Twin Attack: Create a fake access point: sudo hostapd -B /etc/hostapd.conf sudo dnsmasq -C /etc/dnsmasq.conf WPA Handshake Capture: Capture a WPA handshake: sudo airodump-ng --bssid -channel -w wlan0mon Crack WPA Handshake: Crack the captured WPA handshake using a wordlist: sudo aircrack-ng -w /usr/share/wordlists/rockyou.txt After simulating attacks, learn how to protect your network: Use WPA3 encryption for enhanced security. Disable WPS (Wi-Fi Protected Setup). Enable 802.11w to protect management frames. Set a strong and unique Wi-Fi password. Regularly monitor your network for suspicious devices. In Windows PowerShell, this tool provides insights and educational examples on common Wi-Fi attacks. It includes: Wi-Fi Scanning: View the available Wi-Fi networks around you. Attack Simulations: Learn how attacks like Deauthentication and Evil Twin work: WPA3: Use WPA3 encryption for the strongest security. MAC Filtering: Limit which devices can connect to your Wi-Fi based on their MAC address. Disable WPS: Turn off WPS in your router settings to prevent brute-force attacks. Add ARP Spoofing and DNS Poisoning attacks. Implement a GUI for both Windows and Linux. Add support for advanced password cracking options. This tool is for ethical hacking and educational purposes only. Do not use it on networks you do not own or have permission to test. Add a description, image, and links to the snapchat-hacker topic page so that developers can more easily learn about it. Curate this topic To associate your repository with the snapchat-hacker topic, visit your repo's landing page and select "manage topics." Learn more You can't perform that action at this time. A comprehensive guide for Cookie Clicker cheats and commands. This repository contains various methods to enhance your Cookie Clicker gameplay experience. Chrome: Press Ctrl + Shift + J (Windows) or Cmd + Option + J (Mac) Firefox: Press Ctrl + Shift + K (Windows) or Cmd + Option + K (Mac) Edge: Press Ctrl + Shift + J Safari: Press Cmd + Option + C Opera GX: Press Ctrl + Shift + C or right-click and select 'Inspect Element' // Save game Game.WriteSave(); // Load save Game.LoadSave(); // Hard reset game Game.HardReset(); // Soft reset (Ascend) Game.Ascend(); // Toggle particles Game.particles = 0/1; // Change fps Game.fps = 30; // Default is 30 To open the console in your browser: Chrome: Press Ctrl + Shift + J (Windows) or Cmd + Option + J (Mac) Firefox: Press Ctrl + Shift + K (Windows) or Cmd + Option + K (Mac) Edge: Press Ctrl + Shift + J Safari: Press Cmd + Option + C // Set exact cookie amount Game.cookies = 1000000; // Add cookies to current amount Game.Earn(1000000); // Infinite cookies Game.cookies = Infinity; // Divide cookies by 1000 Game.cookies /= 1000; Game.cookiesEarned /= 1000; // Set cookies in bank greater than cookies earned (triggers cheated achievement) Game.cookies = Game.cookiesEarned + 1000000; // Change cookies per second Game.cookiesPs = 1000000; // Change mouse cookies per click Game.computedMouseCps = 100000; // Multiply production by 1000 Game.gainMult = 1000; // Add specific amount of cookies Game.cookies = 1000000; // Set exact amount Game.Earn(1000000); // Add to current amount // Infinite cookies Game.cookies = Infinity; // Change cookies per second Game.cookiesPs = 1000000; // Multiply current production Game.cookiesPs *= 2; // Double production // Unlock all achievements Game.SetAllAchievs(1); // Unlock specific achievement Game.Win('Achievement name'); // Remove specific achievement Game.Achievements['Achievement name'].won = 0; // Remove all achievements Game.AchievementsById.forEach(function(e) { e.won = 0; }); // Check if you have an achievement Game.Has('Achievement name'); // Unlock all upgrades Game.SetAllUpgrade(1); // Unlock specific upgrade Game.Unlock('Upgrade name'); // Buy specific upgrade Game.Upgrade('Upgrade name').earn(); // Make all upgrades free Game.UpgradeById.forEach(function(e) { e.basePrice = 0; }); // Remove upgrade Game.Upgrade('Upgrade name').bought = 0; Game.Win('Achievement name'); // Make all buildings free Game.ObjectsById.forEach(function(e) { e.basePrice = 0; e.refresh(); }); Game.storeToRebuild = 1; // Add specific number of buildings Game.Objects['Cursor'].amount = 100; // Add 100 of each building Game.ObjectsById.forEach(obj => obj.amount += 100); // Keep prices at base price Game.priceIncrease = 1; // Change bulk buy amount Game.buyBulk = 100; // Can be 1, 10, or 100 // Reset bulk buy amount Game.buyBulk = Game.buyBulkOld; // Upgrade building level (sugar lump) Game.ObjectsById[index].level = amount; Game.recalculateGains = 1; // Sacrifice buildings for (var i in Game.Objects) { Game.Objects[i].sacrifice(1); } // Make all buildings free Game.ObjectsById.forEach(function(e) { e.basePrice = 0; e.refresh(); }); // Add 100 of each building Game.ObjectsById.forEach(obj => obj.amount += 100); // Spawn basic golden cookie new Game.shimmer('golden'); // Spawn with specific properties var newShimmer = new Game.shimmer('golden'); newShimmer.dur = duration; // Duration newShimmer.life = life; // Cookie life newShimmer.force = effect type; // Force newShimmer.sizeMult = size; // Size multiplier // Force wrath cookie new Game.shimmer('golden').force = 'wrath'; // Auto click golden cookies setInterval(function() { Game.shimmers.forEach(function(shimmer) { if (shimmer.type == "golden") { shimmer.pop() } } }, 500); // Custom effect duration Game.shimmer.dur = duration; Game.shimmer.life = Game.fps * duration; // Change effect probability Game.goldenCookieChoices = { 'frenzy': 999, 'lucky': 0; }; // Remove all effects for (let i in Game.buffs) Game.buffs[i].time = 1; // Click all golden cookies setInterval(function() { Game.shimmers.forEach(function(shimmer) { if (shimmer.type == "golden") { shimmer.pop() } } }, 500); // Click only during specific effects setInterval(function() { if (Object.keys(Game.buffs).filter(x=>x!= 'Click frenzy').length < Object.keys(Game.buffs).length) { Game.ClickCookie(); } }, interval); // Click during any buff setInterval(function() { if (Game.hasBuff('any')) Game.ClickCookie(); }, interval); // Custom buff detection setInterval(function() { window.buffsN = 0; for (var buff in Game.buffTypes) { if (Game.hasBuff(Game.buffTypes[buff].func().name)) {window.buffsN += 1} } if (window.buffsN > 0) Game.ClickCookie(); }, interval); // Force cookie chain Game.shimmer.chain = stage; // 1=6 cookies, 2=66 cookies, 3=666 cookies // Set chain tier Game.shimmer.chainTier = tier; // Calculate chain rewards Game.calculateChainValue(cookies); // Break chain Game.breakChain(); // Spawn golden cookie new Game.shimmer('golden'); // Spawn wrath cookie new Game.shimmer('golden').force = 'wrath'; // Auto click golden cookies setInterval(function() { Game.shimmers.forEach(function(shimmer) { if (shimmer.type == "golden") { shimmer.pop() } } }, 500); // Set golden cookie clicks Game.goldenClicksLocal = 1000; // Force golden cookie effects Game.gainBuff('frenzy', 77, 7); // Frenzy effect Game.gainBuff('click frenzy', 77, 777); // Click frenzy effect // Remove all buffs/debuffs for (let i in Game.buffs) Game.buffs[i].time = 1; // Make golden cookies appear more frequently Game.shimmerTypes.golden.minTime = 0; Game.shimmerTypes.golden.maxTime = 0; // Make golden cookies last longer Game.shimmerTypes.golden.dur = 30; // Spawn a golden cookie new Game.shimmer('golden'); // Auto click golden cookies when they appear setInterval(function() { Game.shimmers.forEach(function(shimmer) { if (shimmer.type == "golden") { shimmer.pop() } } }, 500); // Change Elder Pledge time Game.pledgeT = minutes * 60 * Game.fps; // Auto-buy Elder Pledge setInterval(function() { if (Game.UpgradeInStore.indexOf(Game.Upgrade('Elder Pledge')) != -1) { Game.Upgrade('Elder Pledge').buy(); } }, 500); // Change grandmatriarch status Game.elderWrath = 0; // 0:Appeased, 1:Awoken, 2:Displeased, 3:Angered // Toggle grandmapocalypse Game.ToggleGrandmapocalypse(); // Reset grandma anger Game.ResetGrandmas(); // Spawn all wrinklers for (i = 0; i < Game.wrinklers.length; i++) { Game.wrinklers[i].phase = 1; } // Make all wrinklers shiny for (i = 0; i < Game.wrinklers.length; i++) { Game.wrinklers[i].type = 1; } // Kill all wrinklers Game.wrinklers.forEach(me => me.hp = 0); // Change wrinkler limit Game.wrinklerLimit = value; // Enable debug mode Game.OpenSesame(); // Unlock everything (debug) Game.RunTheFun(); // Get all debug upgrades Game.GetAIDebugs(); // Toggle debug upgrades Game.DebugUpgradeCpS(); // Ultrascience (instant research) Game.Upgrade('Ultrascience').earn(); // Gold hoard (frequent golden cookies) Game.Upgrade('Gold hoard').earn(); // Neumancy (toggle upgrades) Game.Upgrade('Neumancy').earn(); // Perfect idling (offline production) Game.Upgrade('Perfect idling').earn(); // Magic shenanigans (1000x production) Game.Upgrade('Magic shenanigans').earn(); // Add sugar lumps Game.lumps = amount; // Remove sugar lump cooldown Game.canRefillLump = function() { return true; }; // Change lump type Game.lumpCurrentType = type; // 0:normal, 1:bifurcated, 2:golden, 3:meaty, 4:caramelized // Make sugar lumps grow faster Game.lumpRipeAge = 100; // Default is higher // Make lumps mature instantly Game.computeLumpTimes = function() { Game.lumpMatureAge = 0; Game.lumpRipeAge = 0; }; // Enable eternal seasons without heavenly upgrade Game.Upgrade('Eternal seasons').earn(); // Unlock season switcher Game.Upgrade('Season switcher').earn(); // Force specific season Game.season = 'christmas'; // Options: christmas, halloween, valentines, easter, fools // Control season duration Game.seasonT = duration; // Set Santa level Game.santaLevel = level; // Get all santa drops Game.santaDrops.forEach(function(upgrade) { Game.Unlock(upgrade); }); // Unlock all easter eggs Game.easterEggs.forEach(function(upgrade) { Game.Unlock(upgrade); }); // Force easter egg drops Game.dropEgg(); // Get all Halloween drops Game.halloweenDrops.forEach(function(upgrade) { Game.Unlock(upgrade); }); Game.canRefillLump = function() { return true; }; // Change FPS Game.fps = 1000; // Change milk progress Game.milkProgress = amount; // Change bakery name Game.bakeryName = "name"; Game.bakeryNameRefresh(); // Reset game Game.HardReset(); // Force auto-save Game.toSave = true; // Toggle particles Game.particles = 0/1; // Add heavenly chips Game.heavenlyChips = amount; Game.CalculatePrestige(); // Change prestige level Game.prestige = amount; Game.prestige.ready = 1; Game.recalculateGains = 1; // Maximum heavenly chips Game.cookiesReset = Number.MAX_VALUE; Game.CalculatePrestige(); // Free Heavenly Upgrades Menu Game.FreeHeavenlyChips(); // Get all heavenly upgrades Game.UpgradeById.forEach(function(upgrade) { if (upgrade.pool == 'prestige') upgrade.earn(); }); // Change multiplier Game.globeCpsMult = 999; // Add bonus cookies Game.bonusCookies = amount; // Change mouse power Game.mouseCps = amount; // Change cookie chain rewards Game.cookieChainReward = amount; // Reset all timers Game.resetAllTimers(); // Set specific timer Game.setTimer('timer: name', duration); // Clear timer Game.clearTimer('timer: name'); // Speed up time Game.accumulatedDelay = -1000; // Slow down time Game.slowDown = true; // Change FPS Game.fps = 1000; // Change milk progress Game.milkProgress = amount; // Change bakery name Game.bakeryName = "name"; Game.bakeryNameRefresh(); // Reset game Game.HardReset(); // Heavenly Chips Manipulation Game.heavenlyChips = amount; Game.CalculatePrestige(); // Season Commands Game.season = 'christmas'; Game.seasonT = duration; // Free Heavenly Upgrades Menu Game.FreeHeavenlyChips(); // Toggle particles Game.particles = 0/1; // Make game "party mode" Game.PARTY = true; // Toggle fancy graphics Game.prefs.fancy = 1/0; // Toggle CSS filters Game.prefs.filters = 1/0; // Toggle milk display Game.prefs.milk = 1/0; // Toggle cursors display Game.prefs.cursors = 1/0; // Change background Game.Background.choose('background_name'); // Add custom news ticker text var customTickers = ["Custom news 1", "Custom news 2"]; Game.customTickers.push(function() { return customTickers; }); customTickers.push("New ticker text"); // Add more later // Add grandma face to big cookie Game.addClass("elderWrath"); Game.removeClass("elderWrath"); // Remove effect // Remove cookie clicking sound Game.playCookieClickSound = function(){return}; // Remove popup notifications Game.popups = 0; // Change notification style Game.Notify('Title', 'Message', [image], time); // Custom popup position Game.attachTooltip(element, function(){return 'Tooltip text';}, 'custom'); // Reduce animation effects Game.prefs.fancy = 0; Game.prefs.particles = 0; // Disable milk Game.prefs.milk = 0; // Disable milk Game.prefs.milk = 0; // Disable cursors Game.globeCpsMult = 999; // Add bonus cookies Game.bonusCookies = amount; // Change mouse power Game.mouseCps = amount; // Change cookie chain rewards Game.cookieChainReward = amount; // Reset all timers Game.resetAllTimers(); // Set specific timer Game.setTimer('timer: name', duration); // Clear timer Game.clearTimer('timer: name'); // Free seed planting Game.Objects['Farm'].minigame.getCost = function() { return 0; }; // Refill magic Game.Objects['Wizard tower'].minigame.magic = Game.Objects['Wizard tower'].minigame.magic; // Infinite magic Game.Objects['Wizard tower'].minigame.magic = Infinity; // No spell backlog Game.Objects['Wizard tower'].minigame.getFailChance = function() { return 0; }; // Refill worship swaps Game.Objects['Temple'].minigame.swaps = 3; // Infinite swaps Game.Objects['Temple'].minigame.swaps = Infinity; // Force diamond slot Game.Objects['Temple'].minigame.slot[0] = -1; // Change profits Game.Objects['Bank'].minigame.profit = amount; // Unlock all stocks Game.Objects['Bank'].minigame.onRunTheFun(); // Set dragon level Game.dragonLevel = level; // Unlock dragon Game.Upgrade('A crumbly egg').earn(); // Max out dragon for(var i = 0; i < Game.dragonLevels.length; i++) { Game.dragonLevel = i; Game.UpgradeDragon(); } // Instant research completion setInterval(function() { Game.researchT = 0; }, 1); // Skip research waiting time Game.researchT = 0; Game.nextResearch = 0; // Unlock Bingo Center Game.Upgrade('Bingo center/Research facility').earn(); // Get all research upgrades Game.UpgradeById.forEach(function(upgrade) { if (upgrade.pool == 'tech') upgrade.earn(); }); // Auto-click big cookie setInterval(function() { Game.ClickCookie(); Game.lastClick = (new Date().getTime()); }, 1); // Auto-click during frenzy only setInterval(function() { if (Game.clickFrenzy > 0) { Game.ClickCookie(); } }, 1); // Auto-buy buildings setInterval(function() { Game.ObjectsById.forEach(function(building) { if (Game.cookies >= building.price) building.buy(1); }); }, 1000); // Auto-buy upgrades setInterval(function() { Game.UpgradeById.forEach(function(upgrade) { if (Game.cookies >= upgrade.basePrice && upgrade.bought) upgrade.buy(); }); }, 1000); // Auto click reindeer setInterval(function() { Game.shimmers.forEach(function(shimmer) { if (shimmer.type == 'reindeer') { shimmer.pop(); } } }, 500); // Spawn reindeer Game.shimmerTypes.reindeer.time = Game.shimmerTypes.reindeer.maxTime; // Auto-click the big cookie setInterval(function() { Game.ClickCookie(); Game.lastClick = (new Date().getTime()); }, 1); // Enable Christmas season Game.season = 'christmas'; // Export save Game.ExportSave(); // Import save Game.ImportSave(saveString); // Load local save Game.LoadSave(local); // Get local storage save Game.localStorageGet(Game.SaveTo); // Base64 decode save // Remove %21END%21 from end // Replace %3D with = // Use base64 decoder // Edit values // Base64 encode // Replace = with %3D // Add %21END%21 to end // Calculate cookies at future time alert(Game.cookies + (new Date("YYYY-MM-DD HH:MM:SS") - new Date()).getTime()) / 1000 * Game.cookiesPs); // Calculate future heavenly chips alert(Math.floor(Math.pow(1 + 8 * (Game.cookiesEarned + Game.cookiesReset + (new Date("YYYY-MM-DD HH:MM:SS") - new Date()).getTime()) / 1000 * Game.cookiesPs) / 10e12, 0.5) - 1) / 2)); // Toggle debug timers Game.debugTimersOn = 1; // Debug upgrade CpS Game.DebugUpgradeCpS(); // Calculate gains Game.CalculateGains(); // Compute mouse CpS Game.computeMouseCps(); Some commands might trigger the "Cheated cookies taste awful" achievement Debug mode can be activated by adding 'saysopensesame' to bakery name Back up your save before using cheats Some cheats may prevent achievements from being earned Heavenly chip calculations are based on total cookies baked Debug upgrades can drastically change gameplay mechanics Using multiple cheats simultaneously may cause unexpected results Some functions may need to be repeated after saving/loading Always export your save before trying new cheats Test cheats on a separate save file first Use smaller values initially when modifying numbers Monitor game performance when using auto-clickers Be careful with infinity values as they can break some features Remember that some changes only take effect after refreshing Check achievement status after using major cheats Using cheats may permanently affect your game progress Some achievements might become locked after using cheats Always backup your save file before using cheats The "Cheated cookies taste awful" achievement may be triggered Commands should be entered in the browser's console Some cheats might not work in newer versions of the game Use these cheats responsibly and mainly for testing/learning purposes Official Cookie Clicker Game Cookie Clicker Wiki Save File Calculator This guide is provided for educational purposes only. Cookie Clicker is owned by Orteil. Remember: The fun of Cookie Clicker comes from playing the game naturally. Use these cheats responsibly! You can't perform that action at this time. Add a description, image, and links to the hacking-tools topic page so that developers can more easily learn about it. Curate this topic To associate your repository with the hacking-tools topic, visit your repo's landing page and select "manage topics." Learn more You can't perform that action at this time.

Para começar a usar os Scripts, Hacks e Websites, basta clicar no botão da plataforma desejada! You can't perform that action at this time. Para começar a usar os Scripts, Hacks e Websites, basta clicar no botão da plataforma desejada! You can't perform that action at this time. This tool allows you to automate Wi-Fi attacks such as Deauthentication, Evil Twin, and WPA Handshake Capture in Kali Linux, and enables Wi-Fi scanning and learning features in Windows PowerShell. Perfect for cybersecurity students and professionals! Disclaimer: This tool is for educational purposes only. Always get permission from network owners before conducting any attacks. [] Network Scanning: Identify nearby Wi-Fi networks. [] Deauthentication Attack: Disconnect all clients from a target network. [] Evil Twin Attack: Set up a rogue Wi-Fi access point. [] WPA Handshake Capture: Capture handshakes for offline cracking. [] Defense Tips: Learn how to defend your network against attacks. [] Wi-Fi Scanning: View available Wi-Fi networks. [] Defense Tips: Learn about Wi-Fi security best practices. [] Educational Features: Gain insights into different types of Wi-Fi attacks and how they work. Ensure you have all necessary tools installed: sudo apt-get install aircrack-ng hostapd dnsmasq git clone cd wifi-attack-tool pip install -r requirements.txt For Windows PowerShell, you can clone the repository by running: git clone cd wifi-attack-tool You may need to install some PowerShell modules: Install-Module -Name WiFiProfileManagement You can also use built-in cmdlets for simple network scanning. Run the network scanning module to view nearby Wi-Fi networks: sudo airmon-ng start wlan0 sudo airodump-ng wlan0mon Scan for available Wi-Fi networks: Deauthentication Attack: Disconnect clients from a target network: sudo airmon-ng start wlan0 sudo aircrack-ng --deauth 0 -a wlan0mon Evil Twin Attack: Create a fake access point: sudo hostapd -B /etc/hostapd.conf sudo dnsmasq -C /etc/dnsmasq.conf WPA Handshake Capture: Capture a WPA handshake: sudo airodump-ng --bssid -channel -w wlan0mon Crack WPA Handshake: Crack the captured WPA handshake using a wordlist: sudo aircrack-ng -w /usr/share/wordlists/rockyou.txt After simulating attacks, learn how to protect your network: Use WPA3 encryption for enhanced security. Disable WPS (Wi-Fi Protected Setup). Enable 802.11w to protect management frames. Set a strong and unique Wi-Fi password. Regularly monitor your network for suspicious devices. In Windows PowerShell, this tool provides insights and educational examples on common Wi-Fi attacks. It includes: Wi-Fi Scanning: View the available Wi-Fi networks around you. Attack Simulations: Learn how attacks like Deauthentication and Evil Twin work: WPA3: Use WPA3 encryption for the strongest security. MAC Filtering: Limit which devices can connect to your Wi-Fi based on their MAC address. Disable WPS: Turn off WPS in your router settings to prevent brute-force attacks. Add ARP Spoofing and DNS Poisoning attacks. Implement a GUI for both Windows and Linux. Add support for advanced password cracking options. This tool is for ethical hacking and educational purposes only. Do not use it on networks you do not own or have permission to test. Add a description, image, and links to the snapchat-hacker topic page so that developers can more easily learn about it. Curate this topic To associate your repository with the snapchat-hacker topic, visit your repo's landing page and select "manage topics." Learn more You can't perform that action at this time. A comprehensive guide for Cookie Clicker cheats and commands. This repository contains various methods to enhance your Cookie Clicker gameplay experience. Chrome: Press Ctrl + Shift + J (Windows) or Cmd + Option + J (Mac) Firefox: Press Ctrl + Shift + K (Windows) or Cmd + Option + K (Mac) Edge: Press Ctrl + Shift + J Safari: Press Cmd + Option + C // Set exact cookie amount Game.cookies = 1000000; // Add cookies to current amount Game.Earn(1000000); // Infinite cookies Game.cookies = Infinity; // Divide cookies by 1000 Game.cookies /= 1000; Game.cookiesEarned /= 1000; // Set cookies in bank greater than cookies earned (triggers cheated achievement) Game.cookies = Game.cookiesEarned + 1000000; // Change cookies per second Game.cookiesPs = 1000000; // Change mouse cookies per click Game.computedMouseCps = 100000; // Multiply production by 1000 Game.gainMult = 1000; // Add specific amount of cookies Game.cookies = 1000000; // Set exact amount Game.Earn(1000000); // Add to current amount // Infinite cookies Game.cookies = Infinity; // Change cookies per second Game.cookiesPs = 1000000; // Multiply current production Game.cookiesPs *= 2; // Double production // Unlock all achievements Game.SetAllAchievs(1); // Unlock specific achievement Game.Win('Achievement name'); // Remove specific achievement Game.Achievements['Achievement name'].won = 0; // Remove all achievements Game.AchievementsById.forEach(function(e) { e.won = 0; }); // Check if you have an achievement Game.Has('Achievement name'); // Unlock all upgrades Game.SetAllUpgrade(1); // Unlock specific upgrade Game.Unlock('Upgrade name'); // Buy specific upgrade Game.Upgrade('Upgrade name').earn(); // Make all upgrades free Game.UpgradeById.forEach(function(e) { e.basePrice = 0; }); // Remove upgrade Game.Upgrade('Upgrade name').bought = 0; Game.Win('Achievement name'); // Make all buildings free Game.ObjectsById.forEach(function(e) { e.basePrice = 0; e.refresh(); }); Game.storeToRebuild = 1; // Add specific number of buildings Game.Objects['Cursor'].amount = 100; // Add 100 of each building Game.ObjectsById.forEach(obj => obj.amount += 100); // Keep prices at base price Game.priceIncrease = 1; // Change bulk buy amount Game.buyBulk = 100; // Can be 1, 10, or 100 // Reset bulk buy amount Game.buyBulk = Game.buyBulkOld; // Upgrade building level (sugar lump) Game.ObjectsById[index].level = amount; Game.recalculateGains = 1; // Sacrifice buildings for (var i in Game.Objects) { Game.Objects[i].sacrifice(1); } // Make all buildings free Game.ObjectsById.forEach(function(e) { e.basePrice = 0; e.refresh(); }); // Add 100 of each building Game.ObjectsById.forEach(obj => obj.amount += 100); // Spawn basic golden cookie new Game.shimmer('golden'); // Spawn with specific properties var newShimmer = new Game.shimmer('golden'); newShimmer.dur = duration; // Duration newShimmer.life = life; // Cookie life newShimmer.force = effect type; // Force newShimmer.sizeMult = size; // Size multiplier // Force wrath cookie new Game.shimmer('golden').force = 'wrath'; // Auto click golden cookies setInterval(function() { Game.shimmers.forEach(function(shimmer) { if (shimmer.type == "golden") { shimmer.pop() } } }, 500); // Custom effect duration Game.shimmer.dur = duration; Game.shimmer.life = Game.fps * duration; // Change effect probability Game.goldenCookieChoices = { 'frenzy': 999, 'lucky': 0; }; // Remove all effects for (let i in Game.buffs) Game.buffs[i].time = 1; // Click all golden cookies setInterval(function() { Game.shimmers.forEach(function(shimmer) { if (shimmer.type == "golden") { shimmer.pop() } } }, 500); // Click only during specific effects setInterval(function() { if (Object.keys(Game.buffs).filter(x=>x!= 'Click frenzy').length < Object.keys(Game.buffs).length) { Game.ClickCookie(); } }, interval); // Click during any buff setInterval(function() { if (Game.hasBuff('any')) Game.ClickCookie(); }, interval); // Custom buff detection setInterval(function() { window.buffsN = 0; for (var buff in Game.buffTypes) { if (Game.hasBuff(Game.buffTypes[buff].func().name)) {window.buffsN += 1} } if (window.buffsN > 0) Game.ClickCookie(); }, interval); // Force cookie chain Game.shimmer.chain = stage; // 1=6 cookies, 2=66 cookies, 3=666 cookies // Set chain tier Game.shimmer.chainTier = tier; // Calculate chain rewards Game.calculateChainValue(cookies); // Break chain Game.breakChain(); // Spawn golden cookie new Game.shimmer('golden'); // Spawn wrath cookie new Game.shimmer('golden').force = 'wrath'; // Auto click golden cookies setInterval(function() { Game.shimmers.forEach(function(shimmer) { if (shimmer.type == "golden") { shimmer.pop() } } }, 500); // Set golden cookie clicks Game.goldenClicksLocal = 1000; // Force golden cookie effects Game.gainBuff('frenzy', 77, 7); // Frenzy effect Game.gainBuff('click frenzy', 77, 777); // Click frenzy effect // Remove all buffs/debuffs for (let i in Game.buffs) Game.buffs[i].time = 1; // Make golden cookies appear more frequently Game.shimmerTypes.golden.minTime = 0; Game.shimmerTypes.golden.maxTime = 0; // Make golden cookies last longer Game.shimmerTypes.golden.dur = 30; // Spawn a golden cookie new Game.shimmer('golden'); // Auto click golden cookies when they appear setInterval(function() { Game.shimmers.forEach(function(shimmer) { if (shimmer.type == "golden") { shimmer.pop() } } }, 500); // Change Elder Pledge time Game.pledgeT = minutes * 60 * Game.fps; // Auto-buy Elder Pledge setInterval(function() { if (Game.UpgradeInStore.indexOf(Game.Upgrade('Elder Pledge')) != -1) { Game.Upgrade('Elder Pledge').buy(); } }, 500); // Change grandmatriarch status Game.elderWrath = 0; // 0:Appeased, 1:Awoken, 2:Displeased, 3:Angered // Toggle grandmapocalypse Game.ToggleGrandmapocalypse(); // Reset grandma anger Game.ResetGrandmas(); // Spawn all wrinklers for (i = 0; i < Game.wrinklers.length; i++) { Game.wrinklers[i].phase = 1; } // Make all wrinklers shiny for (i = 0; i < Game.wrinklers.length; i++) { Game.wrinklers[i].type = 1; } // Kill all wrinklers Game.wrinklers.forEach(me => me.hp = 0); // Change wrinkler limit Game.wrinklerLimit = value; // Enable debug mode Game.OpenSesame(); // Unlock everything (debug) Game.RunTheFun(); // Get all debug upgrades Game.GetAIDebugs(); // Toggle debug upgrades Game.DebugUpgradeCpS(); // Ultrascience (instant research) Game.Upgrade('Ultrascience').earn(); // Gold hoard (frequent golden cookies) Game.Upgrade('Gold hoard').earn(); // Neumancy (toggle upgrades) Game.Upgrade('Neumancy').earn(); // Perfect idling (offline production) Game.Upgrade('Perfect idling').earn(); // Magic shenanigans (1000x production) Game.Upgrade('Magic shenanigans').earn(); // Add sugar lumps Game.lumps = amount; // Remove sugar lump cooldown Game.canRefillLump = function() { return true; }; // Change lump type Game.lumpCurrentType = type; // 0:normal, 1:bifurcated, 2:golden, 3:meaty, 4:caramelized // Make sugar lumps grow faster Game.lumpRipeAge = 100; // Default is higher // Make lumps mature instantly Game.computeLumpTimes = function() { Game.lumpMatureAge = 0; Game.lumpRipeAge = 0; }; // Enable eternal seasons without heavenly upgrade Game.Upgrade('Eternal seasons').earn(); // Unlock season switcher Game.Upgrade('Season switcher').earn(); // Force specific season Game.season = 'christmas'; // Options: christmas, halloween, valentines, easter, fools // Control season duration Game.seasonT = duration; // Set Santa level Game.santaLevel = level; // Get all santa drops Game.santaDrops.forEach(function(upgrade) { Game.Unlock(upgrade); }); // Unlock all easter eggs Game.easterEggs.forEach(function(upgrade) { Game.Unlock(upgrade); }); // Force easter egg drops Game.dropEgg(); // Get all Halloween drops Game.halloweenDrops.forEach(function(upgrade) { Game.Unlock(upgrade); }); Game.canRefillLump = function() { return true; }; // Change FPS Game.fps = 1000; // Change milk progress Game.milkProgress = amount; // Change bakery name Game.bakeryName = "name"; Game.bakeryNameRefresh(); // Reset game Game.HardReset(); // Force auto-save Game.toSave = true; // Toggle particles Game.particles = 0/1; // Add heavenly chips Game.heavenlyChips = amount; Game.CalculatePrestige(); // Change prestige level Game.prestige = amount; Game.prestige.ready = 1; Game.recalculateGains = 1; // Maximum heavenly chips Game.cookiesReset = Number.MAX_VALUE; Game.CalculatePrestige(); // Free Heavenly Upgrades Menu Game.FreeHeavenlyChips(); // Get all heavenly upgrades Game.UpgradeById.forEach(function(upgrade) { if (upgrade.pool == 'prestige') upgrade.earn(); }); // Change multiplier Game.globeCpsMult = 999; // Add bonus cookies Game.bonusCookies = amount; // Change mouse power Game.mouseCps = amount; // Change cookie chain rewards Game.cookieChainReward = amount; // Reset all timers Game.resetAllTimers(); // Set specific timer Game.setTimer('timer: name', duration); // Clear timer Game.clearTimer('timer: name'); // Speed up time Game.accumulatedDelay = -1000; // Slow down time Game.slowDown = true; // Change FPS Game.fps = 1000; // Change milk progress Game.milkProgress = amount; // Change bakery name Game.bakeryName = "name"; Game.bakeryNameRefresh(); // Reset game Game.HardReset(); // Heavenly Chips Manipulation Game.heavenlyChips = amount; Game.CalculatePrestige(); // Season Commands Game.season = 'christmas'; Game.seasonT = duration; // Free Heavenly Upgrades Menu Game.FreeHeavenlyChips(); // Toggle particles Game.particles = 0/1; // Make game "party mode" Game.PARTY = true; // Toggle fancy graphics Game.prefs.fancy = 1/0; // Toggle CSS filters Game.prefs.filters = 1/0; // Toggle milk display Game.prefs.milk = 1/0; // Toggle cursors display Game.prefs.cursors = 1/0; // Change background Game.Background.choose('background_name'); // Add custom news ticker text var customTickers = ["Custom news 1", "Custom news 2"]; Game.customTickers.push(function() { return customTickers; }); customTickers.push("New ticker text"); // Add more later // Add grandma face to big cookie Game.addClass("elderWrath"); Game.removeClass("elderWrath"); // Remove effect // Remove cookie clicking sound Game.playCookieClickSound = function(){return}; // Remove popup notifications Game.popups = 0; // Change notification style Game.Notify('Title', 'Message', [image], time); // Custom popup position Game.attachTooltip(element, function(){return 'Tooltip text';}, 'custom'); // Reduce animation effects Game.prefs.fancy = 0; Game.prefs.particles = 0; // Disable milk Game.prefs.milk = 0; // Disable milk Game.prefs.milk = 0; // Disable cursors Game.globeCpsMult = 999; // Add bonus cookies Game.bonusCookies = amount; // Change mouse power Game.mouseCps = amount; // Change cookie chain rewards Game.cookieChainReward = amount; // Reset all timers Game.resetAllTimers(); // Set specific timer Game.setTimer('timer: name', duration); // Clear timer Game.clearTimer('timer: name'); // Free seed planting Game.Objects['Farm'].minigame.getCost = function() { return 0; }; // Refill magic Game.Objects['Wizard tower'].minigame.magic = Game.Objects['Wizard tower'].minigame.magic; // Infinite magic Game.Objects['Wizard tower'].minigame.magic = Infinity; // No spell backlog Game.Objects['Wizard tower'].minigame.getFailChance = function() { return 0; }; // Refill worship swaps Game.Objects['Temple'].minigame.swaps = 3; // Infinite swaps Game.Objects['Temple'].minigame.swaps = Infinity; // Force diamond slot Game.Objects['Temple'].minigame.slot[0] = -1; // Change profits Game.Objects['Bank'].minigame.profit = amount; // Unlock all stocks Game.Objects['Bank'].minigame.onRunTheFun(); // Set dragon level Game.dragonLevel = level; // Unlock dragon Game.Upgrade('A crumbly egg').earn(); // Max out dragon for(var i = 0; i < Game.dragonLevels.length; i++) { Game.dragonLevel = i; Game.UpgradeDragon(); } // Instant research completion setInterval(function() { Game.researchT = 0; }, 1); // Skip research waiting time Game.researchT = 0; Game.nextResearch = 0; // Unlock Bingo Center Game.Upgrade('Bingo center/Research facility').earn(); // Get all research upgrades Game.UpgradeById.forEach(function(upgrade) { if (upgrade.pool == 'tech') upgrade.earn(); }); // Auto-click big cookie setInterval(function() { Game.ClickCookie(); Game.lastClick = (new Date().getTime()); }, 1); // Auto-click during frenzy only setInterval(function() { if (Game.clickFrenzy > 0) { Game.ClickCookie(); } }, 1); // Auto-buy buildings setInterval(function() { Game.ObjectsById.forEach(function(building) { if (Game.cookies >= building.price) building.buy(1); }); }, 1000); // Auto-buy upgrades setInterval(function() { Game.UpgradeById.forEach(function(upgrade) { if (Game.cookies >= upgrade.basePrice && upgrade.bought) upgrade.buy(); }); }, 1000); // Auto click reindeer setInterval(function() { Game.shimmers.forEach(function(shimmer) { if (shimmer.type == 'reindeer') { shimmer.pop(); } } }, 500); // Spawn reindeer Game.shimmerTypes.reindeer.time = Game.shimmerTypes.reindeer.maxTime; // Auto-click the big cookie setInterval(function() { Game.ClickCookie(); Game.lastClick = (new Date().getTime()); }, 1); // Enable Christmas season Game.season = 'christmas'; // Export save Game.ExportSave(); // Import save Game.ImportSave(saveString); // Load local save Game.LoadSave(local); // Get local storage save Game.localStorageGet(Game.SaveTo); // Base64 decode save // Remove %21END%21 from end // Replace %3D with = // Use base64 decoder // Edit values // Base64 encode // Replace = with %3D // Add %21END%21 to end // Calculate cookies at future time alert(Game.cookies + (new Date("YYYY-MM-DD HH:MM:SS") - new Date()).getTime()) / 1000 * Game.cookiesPs); // Calculate future heavenly chips alert(Math.floor(Math.pow(1 + 8 * (Game.cookiesEarned + Game.cookiesReset + (new Date("YYYY-MM-DD HH:MM:SS") - new Date()).getTime()) / 1000 * Game.cookiesPs) / 10e12, 0.5) - 1) / 2)); // Toggle debug timers Game.debugTimersOn = 1; // Debug upgrade CpS Game.DebugUpgradeCpS(); // Calculate gains Game.CalculateGains(); // Compute mouse CpS Game.computeMouseCps(); Some commands might trigger the "Cheated cookies taste awful" achievement Debug mode can be activated by adding 'saysopensesame' to bakery name Back up your save before using cheats Some cheats may prevent achievements from being earned Heavenly chip calculations are based on total cookies baked Debug upgrades can drastically change gameplay mechanics Using multiple cheats simultaneously may cause unexpected results Some functions may need to be repeated after saving/loading Always export your save before trying new cheats Test cheats on a separate save file first Use smaller values initially when modifying numbers Monitor game performance when using auto-clickers Be careful with infinity values as they can break some features Remember that some changes only take effect after refreshing Check achievement status after using major cheats Using cheats may permanently affect your game progress Some achievements might become locked after using cheats Always backup your save file before using cheats The "Cheated cookies taste awful" achievement may be triggered Commands should be entered in the browser's console Some cheats might not work in newer versions of the game Use these cheats responsibly and mainly for testing/learning purposes Official Cookie Clicker Game Cookie Clicker Wiki Save File Calculator This guide is provided for educational purposes only. 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