

# Major Differences between Mobile and Browser/Steam

[credits to agilecapegirl for writing this]

1. Web does not have powerclicks.
2. Web has sugar lumps.
3. Web has some achievements not carried over to mobile yet (especially shadow achievements).
4. Savescumming on mobile eats away the duration of an effect if you export then import, so duration can't be paused or extended from what it was before without timeskipping.
5. Mobile has perfect idling and does not need upgrades to unlock idle gains.
6. Mobile can achieve back to back Lucky Days and Lucky Numbers, as the fortune ticker is short enough to get back to back Lucky Days aka DLD (Double Lucky Day)
7. Since mobile doesn't have minigames, there's no godzamok, grimoire (and therefore no FTHOF), garden, or other minigame explicit stuff.
8. Golden Switch on Mobile disables nat GCs from spawning, but it also runs out the natural GC timer until it sits at 0 until you turn the switch off. Using this trick is called flickering (turning Golden Switch off and on again) to spawn a nat or possibly a DEoRL for 2 GCs.
9. Tapping with 6-10 fingers is much faster than clicking.
10. Good Combos are exponentially harder and longer to land on Mobile.
11. 100% Achievements on Mobile is exponentially more difficult and time consuming than Web. The closest currently with Comp Rules is near 100 Vigintillion CBAT while the hardest achievement requires 1 Trevigintillion CBTA to achieve.
12. Mobile has buy All option for buildings without any heavenly upgrades.
13. Mobile doesn't have an audible notification option when a GC spawns. It

does, however have a yellow dot when a new building is updated, unlocked, or upgrades become buyable or newly visible when their tab is not open.

14. Web has heavenly upgrades that allow it to be viable to use Elder Battalion as an aura. Mobile it is completely useless.

15. Mobile has buy all upgrades option without any heavenly upgrades.

16. Mobile has Wrinkler ambergris.

17. For Mobile, when Scary Stuff is off, there is a visual bug where it is impossible to tell Business Day GCs and WCs apart simply based on their physical appearance. They all have the same sprites, so you have to memorize where they spawned.

18. Mobile has tabs that hold things separate, such as the (big) cookie, Purchase, Special, Stats, and Misc tabs.

19. Mobile has pins and the Orteil Board in the Misc that give random Fortunes (if unlocked) and seasonal upgrades. It can not give fortune 100-104 though.

20. First 3 Cursor upgrades for mobile are multipliers for clicks and buildings owned, making cursors 8 times stronger than Web.

21. Mobile has unique halloween, business day and christmas golden cookie textures.

22. Mobile does not have winklers and toys.