Ultimate Guide to CROB - All in one!

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As new updates came out and the cookie levelling system was revamped, this guide is now <u>outdated</u>. However, some information may still be relevant, so I'll be keeping it up for the time being.

General tips

Cookies -

All Around Tips

- You should always buy the special cookie chest if you want a certain cookie (good for levelling up). You can choose 2 (or double up one) cookies, which get an extra chance of getting pulled. However, special cookie chests only give cookies that are listed (including the ones you chose), and no other epic cookies. If you want an all around boost, you should buy the supreme chest.
- You can get epic cookies in the gold chests in Champion's league. If you are grinding, it might be worth it to spend the 100 crystals to restart the timer for the epic cookies & spirit potions.
- You should use most spirit potions on cookies instead of pets.
- Magic candy is very important. It could even be argued that they are more important than levelling up the cookie itself.
- Cookies can be classified with the distance they travel - long and short distance. Most cookies are short / mid distance. Long distance cookies can usually reach one extra health potion compared to other cookies, which is useful in some maps. However, long distance cookies usually gain less points with their skill compared to other cookies in their rank.

Cookie skills

- There are different types of cookie skills, and each of them have important properties you should know about.
    a. **Special UI with jump button**
    (Examples include Aloe, Shining Glitter, Birthday Cake)
    These cookies have skills which occupy the jump button for a certain action. These will usually be able to attract jellies with wings.
    b. **Special UI**
    (Examples include Butter Pretzel, Time Keeper, Sourbelt)
    These cookies have skills which either contains the slide button or neither at all, only having to move the cookie. These will usually not be able to attract winged jellies. Legendary cookies are an exception. They will attract winged jellies no matter what.

    c. **No (or Limited) UI**
    (Examples include Popcorn, Cream Puff, Pirate)

These cookies activate their skills while running normally. They might have fall protection or no death when health bar is empty while the skill is active.

    d. **Destruction Skills**
(Examples include Scorpion, Werewolf)
These cookies have skills specially designed to destroy obstacles, and is one of the hardest cookies to play. It's a good idea to invest in these cookies if they are released as they will never truly fall out of the meta as long as some Champions League maps have a large amount of obstacles.

    e. **Relay Cookies**
(examples include Cinnamon, Lobster, Ginseng)
These cookies usually have revive as their magic candy effect. Their skills are usually instantaneous and happen often. They are good cookies to invest in as they will be used as relay for a while and won't be easily replaced like scoring cookies.

Cookie Rarities

Legendaries
- Legendaries aren't released often, only 2-3 times per year.
- New legendaries are 99% guaranteed to be the best cookie when released, and will stay as a meta for the next few months.
- ~1 month before a new legendary is released, there will be rumours about it. When this happens, it's a good idea to save up your mileage for it. The events won't give you much, (only 1 or 2), but there's a good chance it will appear in a shop in breakout (or as a reward), or in the guild shop if it's a Dragon.
- Dragon legendaries are the easiest legendaries to grow. They don't have a magic candy and has an epic pet. Currently **5 out of 5** dragons have been released, so you should look out for the other two over the next few years.

Epics
- Epic cookies are the most common. Every new cookie that is released will be an epic cookie unless it's a legendary.
- Epic cookies follow the rule of 'New = Good'. Most of the time, the newest epic cookie will be one of, if not the best epic cookie available in the game.
- Older Epics occasionally get buffed. Buffed cookies can be nearly as, or is good as new cookies. This is why it's a good idea to level up every cookie somewhat (lvl 7~9 with events & free draws) in case they get buffed.
- If a relay cookie comes out (usually has revive for magic candy), it's a better idea to invest in them rather than the other, as they will most likely be more useful in the future than normal scoring cookies.

- Occasionally, there will be new cookies that can exceed or be on par with legendary cookies. These cookies will **always** get nerfed next update (tradition that hasn't ever been broken), so don't rely on them too much.

Rares

- Rare cookies are never used in Champions League (or very rarely. Sometimes they get a buffed and are usable). They will only be used in Breakout, Guild Run, and event runs occasionally.
- Of the rare cookies that are used, they are usually cookies with special skills, such as Knight Cookie's speed boost with boosts.
- Epic cookies should be prioritised over rare cookies.

Commons

- You will never use a common cookie (except in friendly run) unless devsisters decide to kill the game.

Pets -

All Around tips

- Much like cookies, you should buy special pet chests if you want to level up a particular pet. Otherwise, Supreme.
- Crystals should be mainly used on pet chests or treasure draws.
- Usually, cookies should take priority before pets. However, if the pet is health-related, it might be helpful to level up the pet to max while the cookie stay on level 13-14.
- It is very important that you have a combi pet! Your cookie won't be able to run at its full potential without it.

Pet Skills

- Pet skills vary much more than cookies. It could even be argued that pet skills are more unique than cookie skills. However, they can be classified into these groups:
    a. **Normal Scoring**
    These pets are pure scoring pets. They perform a certain action to give more points.
    b. **Health Pets**
    These pets manipulate health in a certain way, either by giving potions, regenerating health, slowing down the health or stopping the health bar entirely.
    c. **Item Pets**
    These pets either give boosts or the giantify item, or a variation of these two.

d. **Revival pets**
            These pets revive your cookie when fallen. Some even revive your
            relay.
   ● Note that many pets are a combination of these classification, such as
     A.L.O.E drone, which gives points and gives potions.

   ### Pet rarities

   ● Pet rarities matter much less than cookies, as their skills are very unique.
     However, there are some builds where legendary pets are combined with epic
     cookies instead of their combi pet to get better scores.

Treasures -

   ● **Always** get the special treasure draw. Treasures don't get buffed as intensely
     as cookies, so it's always a better choice to invest in the new (or relatively
     new) treasure.
   ● The treasure you use does not matter as much as the cookie you use, as
     treasures don't really get nerfed or fall out of being good as fast as cookies
     and pets do. It's not a matter of 'which treasure should I use' but a matter of
     having a fully maxed treasure in the first place.
   ● There are 3 types of treasures:
        ○ Scoring - Treasures that give you extra points
        ○ Speed - Treasures that give you extra speed (by a constant speed
          boost or boost jellies), allowing you to travel further and reach another
          health potion.
        ○ Health - Treasures that give you health / revive you, allowing you to
          travel further, reach another health potion and activate your skill once
          more.
   ● You should focus on levelling up speed & health treasures, as they are
     required in many builds. Scoring treasures can be replaced by another
     scoring, while health and speed cannot.
   ● Some important treasures to level up are:
        ○ Perfect Treasure Map (Score, Speed & Health)
        ○ Divine Aurora Extract Flask (Last Blast. Speed/Health?)
        ○ Lollipop skate (Speed)
        ○ Winged jelly of resurrection (Health, revival)
        ○ Red egg of resurrection (Health, revival & Last Blast)

        X-tra hot turbo engine is low priority as the speed doesn't increase with level,
        only the score.
   ● It's important to enhance treasures when maxed, as you will get significantly
     more points.

- If in a build, there's a scoring treasure you do not have, you can easily use an alternative. While you will get less points, it's much better than using the underleveled treasure.

Collecting Resources

- ~~If you want extra resources, tune into CM Rose's livestream on twitch every thursday. She gives out coupons every stream. While it's held in korean, you should be able to know when the coupons are coming. Also, if you can understand it, it's genuinely fun at times.~~
- No more livestreams now happen after a certain controversy.

F2P users

- Play in a bi-update cycle. You gather as much crystals and spirit potions as possible, and spending them next update. Repeat this cycle. If you complete the events, run breakout and trophy race regularly, in one major update cycle, you can get
  - ~70,000+ crystals
  - 300+ spirit potions
  - 10,000,000+ coins

  This is just enough to max a cookie and its combi pet in the next update. You will have some crystals and potions leftover, so use them however you will. (invest in another cookie, use on treasures(recommended) or hold until next update)
  An exception to this rule can be had when a legendary is released
  You'll have to have an extra ~150k crystals to max the legendary with Mileage along with events & breakout / guild shops. This is just for the cookie, you'll need more resources to grow the pet and max the magic candy.
- It's a good idea to save mileage for the legendaries. You'll need ~175k mileage (can be lowered with events & shops) to completely max a legendary cookie.
- When a new major update rolls, you should wait for both cookies to be released first before you start spending. The second cookie can be generally 'better' than the first, or another cookie could be buffed heavily, so you should wait for both cookies to be released before you decide how you want to use your resources.
- Every 4~6 months, you'll reach a point where you can max a majority of the past few cookies with the excess cookies you get while opening cookie chests.

Paying Users

- A general rule of thumb - KRW$1,000 = 1,000 crystals. Calculate what you get when buying packages and if it somewhat follows this rule (or is even better), it's a good buy. (Don't forget to convert cookie chests & treasure draws to crystals).
- Don't ever buy coins. They are easily farmable, and you get heaps of them in breakout. You can also craft them with the right ingredients. You can also occasionally watch ads in the inbox to earn quick coins.
- Don't buy anything in the 'Crystals & Coins' tab. They all have horrible value and you will find much better prices in 'Hot deals'.
- You can also follow the bi-update schedule like the f2p players, except you can max out both cookies as long as you buy efficiently while spending only small amounts of money. Alternatively, you can go 1 max per major update, which is good as well.
- Generally, it's better value to buy legendaries with mileage instead of the cookie packages.
- If you spend enough… you can max every cookie instantly. (Very rich!)

Good Deal   (AUD)   **Bad Deal (AUD)**

Gameplay

General

Skills

- **Purpose Falling**
  - In some builds, you need to fall to the void on purpose. As long as your cookie's last skill activates, purpose falling allows you to travel a bit further than usual, gaining more points.
- **Last Jump**
  - As your cookie runs out of health, you can use your two jumps to travel a bit further. You should do this every run, regardless of game mode unless specifically told not to. This allows your treasures to activate during your relay. In some cases, Last Jumping allows your cookie to activate their last skill, gaining you a significant amount of points
- **Under Platform Last Jump**
  - Notoriously hard to do. This is when you fall below the usual platform when your health is low, but not too low that clouds form under, and then perform a Last Jump. This allows you to jump further than usual as there are no platforms under you and you gain that extra time while falling down. This might activate a skill that would not be possible with a normal Last Jump.
- **Double Last Jump**
  - Your jump counter gets reset when your skill ends. Using this, if your skill is active while your health is zero, you can perform a double jump right before your skill ends, finishing your skill in the air, and you can double jump once more to travel further.

- **Avoiding Boosts**
  - In some maps, you might not want to get a health potion during your cookie's run. It might not be enough to activate the cookie's skill, and is better if you just give the potion to your relay. This is why in some cases, you should avoid boosts on purpose as not to get a health potion for your first runner.

- **Super Bonus Time**

- ○ If you enter Bonus Time when your health bar is low (you know this when it's flickering), you'll enter Super Bonus Time. This usually has a purple background and gives you much more points than usual. This can be achieved by either purpose falling or missing a small health potion.
- **Attracting Last Heart & Boosts**
  - ○ If you run out of health while your cookie skill is active, and you can reach a large health potion, you should go slightly above the potion so it attracts to you, allowing you to consume the potion further than its original placement. This allows your cookie to run a bit further and gain more points. The same applies to boost jellies, except you should do this with every boost jelly so the previous one boost can travel further.
- **Purpose Hitting**
  - ○ This is where you hit an obstacle on purpose. While this is rarely ever used, it is sometimes used to pass off a potion to your relay rather than your first runner. This is used more when you run with a barrier. When you hit an obstacle with a barrier, you get a slight delay when the barrier breaks, reducing your distance slightly. Also, if you get hit while in the air, you can stay afloat for a bit longer, potentially allowing your skill to activate.
- **Multi-Jump**
  - ○ If you use two fingers to jump at the same time, you will travel the distance of a single jump but be counted as a double jump. If you have a treasure which allows for multiple jumps, this can be used to gain points more effectively.
- **Avoiding Coin Jellies**
  - ○ This is useful when you are playing a destruction cookie. Instead of getting rid of obstacles with a coin jelly, you can skip over them and break obstacles with your cookie skill instead, gaining you extra points.
- **Avoiding Magnets**
  - ○ While your pet is in 'magnet mode', its skill can not activate. Getting a magnet might delay your pet's skill so sometimes it's more beneficial to just avoid them completely. You can suspect your pet's skill has been delayed if your pet skill activates right after a magnet ends.This is especially important for health related pets.

- **Using Pause**

- - You can use the pause function while Last Jumping to get near-frame perfect jumps. When the 3,2,1, counter ends, pause immediately again. Your cookie will have moved slightly. Repeat this to move your cookie. You probably don't have to do this unless you're a ranker looking for the highest of the highest score.
  - **Transformation as Death**
    - In some cookies, you can control when your cookie skill activates. In these cookies, it's beneficial to activate your cookie skill when your health is on 1 to maximise your distance. If paired with a health pet and they give you health while your cookie skill is active, you can travel even further.

Breakout

- Breakout will be your main source for continuously collecting resources. You can get large amounts of crystals and coins just by playing breakout.
- It's also the fastest way to obtain legendaries without paying. You can get 3 legendaries / week (main, special 1, breakout shop). Almost all new legendaries will come out in Breakout Shop unless it's a Dragon or a weird one like TimeKeeper...
- In breakout shop, it's advised that you pick legendaries that you're already getting as a weekly reward
- You should spend the leftover breakout coins on resources you need, or buy cookie/pet/treasure draws
- Alternative cookies are harder to find in breakout, as they need to travel the same distance. While they do exist, if you choose too many alternatives, you might get a significantly lower score, and it might have been better if you just made your own build.

Guild

- Please run Guild Runs! It's bad manners if you don't…
- Guild Shop will be the main place to get dragon cookies. You actually won't get 4500 coins per week, so it's important that you get dragons as often as possible every time you get 4500 coins UNLESS a new dragon cookie is rumoured to come out.
- You should explore places that take the longest time to explore. They give the best rewards.

- Guild members will be the best place to find mentors/mentees without actively searching outside the game itself.
- If your Guild Master doesn't start a Guild Run, or doesn't come online for days without a valid reason, **it's not a guild worth staying in**. The key to a better growth is a better guild. A good guildmaster is the best mentor you could ever ask for.

Cookie Trials

- Another important way to gather resources.
- For new cookies, It is always advised that you reach diamond rank (rainbow in hard mode) in cookie trials. A level 7~8 cookie (pet level varies from each trial) should be just enough to reach diamond rank with lvl 5 magic candy. Up until this point, the rewards will somewhat match the investments you put into that cookie
- For new cookies, If possible, try to attempt rainbow rank at Hard Mode. It gives you spirit potions, and if you're comfortable with the amount of resources you have, you should attempt hard mode. A level 13~14 cookie, (pet varies once again) should do the job.
- When doing cookie trials for older cookies, it might be better to end the run early as soon as you reach the bonus mission criteria. You'll waste less time this way and gather MC ingredients quicker.

Sources
I won't go out of my way to delete sources everytime I delete content on the doc for now.

- The game itself (duh)
- Cookierun Discord
- Cookierun Namuwiki (https://namu.wiki/w/%EC%BF%A0%ED%82%A4%EB%9F%B0:%20%EC%98%A4%EB%B8%90%EB%B8%8C%EB%A0%88%EC%9D%B4%ED%81%AC)
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- 와쁠 [Waffle] (https://www.youtube.com/c/%EC%99%80%EC%81%A0) - New cookie reviews
- 김효진 [Kim HyoJin] (https://www.youtube.com/channel/UC9o3fKRDPJGfRkJJFn8RiRg) - Latest high scoring CL builds

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- 떠따수SSu (DDuDDaSSu) (https://www.youtube.com/channel/UC0QeK3mbwoSV_v_CgCWiWag) - Game skills
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- 선쿠 (Sun Coo) - Sourbelt Cookie Trial (https://www.youtube.com/channel/UCR0-yU2IGlEQ-1cs3sz0eiQ)
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