AN UNOFFICIAL MINECRAFTER'S GUIDE

TRANSPORT!
MAP!
CUSTOMIZE!

COMMAND BLOCKS

HACKS FOR MINECRAFTERS

THE UNOFFICIAL GUIDE TO TIPS AND TRICKS THAT OTHER GUIDES WON'T TEACH YOU

CLASSIFIED

MEGAN MILLER

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MEGAN MILLER

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INTRODUCTION

Welcome to the slightly crazy world of commands and command blocks. With commands, you can do all kinds of things that aren't possible in a regular survival world. You can create a super-powerful zombie or a villager that will trade diamonds for dirt, build towers of emerald blocks, and instantly teleport to any location.

This book will show you how commands work, and it will look at the most popular commands for creating fun creatures and effects, whether playing by yourself or creating a map for others to play. You'll also see how you can use command blocks to create commands that anyone in your multiplayer world can use.

Because commands very easily can be typed incorrectly, I've created a text document (.txt) with the commands in this book. You can download this text document from **meganfmiller.com/commands**. You can copy (Ctrl+C) and paste (Ctrl+V) the commands from the document into your own command blocks. However, you will need to check each command to see if there are any values you need to change so that the command works in your game and on your server. These are values like XYZ locations (where the command should occur) and player names. For creating your own custom commands, it can often be easiest to use an online command generator, and the addresses to several of these generators are included in the book.

Commands are very powerful, and some can change your world significantly. There's no undo button in Minecraft. As you are starting to use and understand commands and how they work, use a test world that you won't mind losing if disaster strikes. I've included instructions for creating a test world in the first chapter.

Lastly, some commands are a little different in different versions of Minecraft. The commands in this book are created for Minecraft 1.8.3.

CHAPTER 1

WHAT IS A COMMAND?

A command, in Minecraft and many software programs, is a string of very specific words that the software is programmed to react to. Some commands in Minecraft give you items you wouldn't normally get playing a Survival game, so these are sometimes called cheats.

For example, you can use the /xp command to give a player any amount of experience points (xp). That's pretty cheaty, but in a special mini-game, giving xp can be a great reward to players who have accomplished some specific feat.

There are commands for doing all different types of things in Minecraft. Some commands are used only by an operator, or op, for managing, allowing, and banning players on the server. These commands aren't available to use in command blocks. Other commands you can use just on players (like giving them xp points) or on blocks (like putting a block at a specific location). There are also commands that affect the whole world, like changing it to nighttime or daytime. We'll look at these different types of commands (except for the server management commands) and how to use them in the following chapters.

NOTE: To use commands in a single-player world, you must either be playing in Creative mode or have created your world with cheats on. If you are playing on multiplayer, you must be a server administrator or operator (op).

You use commands in Minecraft in the chat window. For example, to give yourself 30 xp levels, you open the chat window by pressing T. Then type:

```
/xp 30L
```

This simple command gives whoever types it 30 full levels of xp, enough for the best enchantments!

Other commands are more complicated, and you must include ID numbers or names and codes that reference specific traits or other variables. For example, to create a tame black horse with white spots, a couple blocks away from you and wearing a saddle and diamond armor, you would type:

```
/summon EntityHorse ~ ~3 ~ {Type:0,Tame:1, Variant:516,SaddleItem:{id:329},
ArmorItem:{id:419}}
```

The next chapter, Command Rules, will look at all the various parts of a command, and how you put a command together.

Setting Up a New World

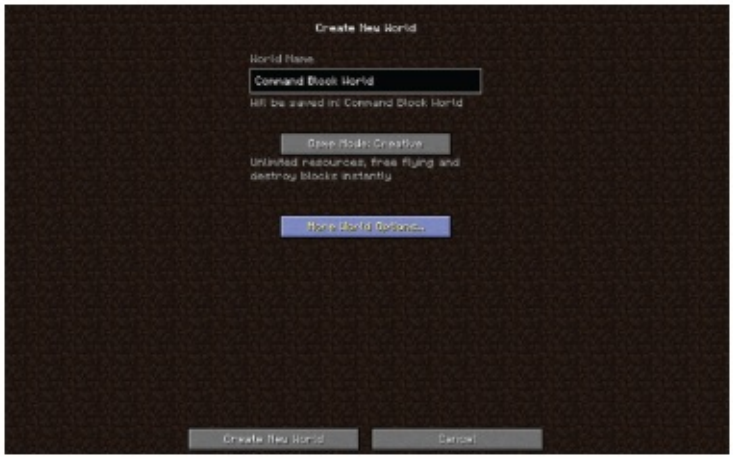
If you are playing and practicing with commands and command blocks, it can be helpful to set up a Superflat creative world. The Superflat world is … super flat! There are no mountains, ravines, or rivers that can make it difficult to set up special areas or to concentrate on building.

To set up a new single-player Superflat creative world to use for playing with command blocks:

1. Start Minecraft, or quit your current game, so that you are at the opening Minecraft screen. Choose Singleplayer to open up the Select World Screen.

2. On the Select World screen, click Create New World.

3. In the Create New World screen, type in the name of your world (this could be something descriptive, like Command Block World). Click the Game Mode button until it says Game Mode Creative. Click More World Options.

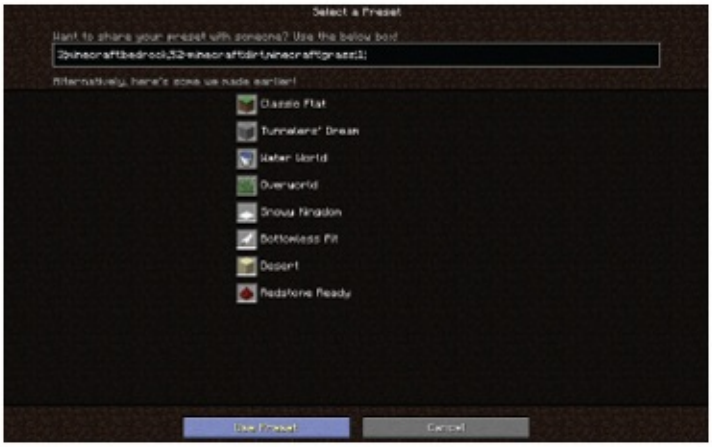


4. In the World Options screen, click the World Type button until it reads “Superflat” and then click the Customize button that appears.

5. In the Superflat customization screen, click Presets to open the Select a Preset screen.

6. In the Select a Preset screen that opens, type the following into the top text box. (You may be able to correct the type that is already there, or just delete any existing text.)

`3;minecraft:bedrock,52xminecraft:dirt, minecraft:grass;1;`



7. Click Use Preset. In the Customization screen that displays again, you should see that the layers for your world are 1 grass at the top, 52 dirt in the middle, and 1 bedrock at the bottom.

8. Click Done to exit the Customization screen.
9. Click Done to exit the World Options screen.
10. Click Create New World to create your command block world.

CHAPTER 2

COMMAND RULES (OR SYNTAX)

For a command to work, you have to use only the proper words for that command and these words must be in a specific order. These rules for how you type a command are called syntax. Each Minecraft command has a syntax that you must follow. (If you don't, the command may not work or may do something unexpected.)

Basically, you type the name of the command, followed by parameters. Parameters are words or numerical values that specify more about who, what, where the command acts on. You may also hear these words referred to as *specifiers*.

The syntax for a command describes what words and parameters belong in the command and in what order they should be typed, along with the spaces and punctuation needed between words.

For example, the syntax for the /summon command is:

```
/summon <EntityName> [x y z] [dataTag]
```

This means that the summon command must start with a slash and the word summon. After 1 space (the spaces are important!) it must be followed by an EntityName. You can also add coordinates in the XYZ format to indicate the location to create the entity at. Finally, you can add additional data tags for more attributes of the entity.

You don't have to type in values for every parameter. The syntax is written in a way to show you what you do have to type, and what is optional:

Regular text = You must type anything in regular (not italic, or slanting) text.

Italic text = Parameters you replace with your own values

<*Angle brackets*> = Parameters you must replace. Don't include the angle brackets.

[*Square brackets*] = Parameters you don't have to replace. Don't include the square brackets.

optionA*|*optionB = You must choose one out of the options shown.

IMPORTANT

Although you can omit parameters that are in square brackets, you must type in values for **all parameters** that are located **before** any used parameter. This is the only way the software knows what values belong to which parameter. In other words, once you omit a parameter, you can't include any parameters after this.

An Example Command

Look at this simple way to use the /summon command.

```
/summon Villager
```

The command begins with a slash (/). Any commands you type in a chat window have to start with a slash. If you're using a command block, you can leave the slash out, either way.

Notice there are only two words: the command name and one parameter—the required parameter, EntityName. Both of these are typed in regular text in the syntax, so you know they are necessary. But you don't type the parameter name EntityName. In the syntax, it was typed in italics, so you just replace the parameter with the actual value you want. (When you replace a parameter with the value you want, the value is often called the argument.) Here, you must type the official Entity-Name that Minecraft assigned to the entity you want. This command is for a villager, so I used the villager's EntityName, which is "Villager" with a capital V.

This simple command doesn't list any specific traits or career the villager should have, or where the villager should appear. So this command creates a random villager at the default location, which is wherever you (or a command block) are located in the world.

A More Complicated Example Command

A more complex version of the /summon command is:

```
/summon Villager 340 69 -220 {CustomName: Fred,Profession:Profession:3,Career:3}
```

This command adds more parameters after the EntityName Villager.

- **340 69 220** These three numbers specify the XYZ coordinates to spawn the villager at. (And unless you're near that location, you won't see this villager being created!) Notice how these are typed with spaces in between. We'll go over how to use coordinates in commands and command blocks.
- **CustomName:Fred** This is a data tag that changes the name of the villager to Fred. The set

of data tags starts with a curly bracket. The next chapter looks at how you use and format these data tags properly.

- **Profession:Profession:3,Career:3** This data tag says the villager's career should be Profession 3 (Blacksmith) and Career 3 (Tool Smith).

Specifying Blocks, Entities, and Items

So if you have the syntax of a command, how do you still know what values you can use for the parameters? What can you use for EntityName, besides Villager? We'll go over what your options are with each command we look at.

Pretty much each type of "thing" in Minecraft, from creepers to diamond ore to chests, falls into one of three main categories: blocks, items, and entities. Each object has a special ID name and/or ID number that you use in commands to specify that object. For each command, the explanations for the command syntax will tell you whether to use an ID name or an ID number. It will usually be the ID name, because Minecraft has been changing the code for commands to use the ID names rather than the numbers.

The appendices at the back of this book list many of these objects and their ID Names and ID Numbers. This means that when you look at a command syntax that asks for an <Item>, you can look in the Item ID appendix to find the ID for the item you want. When a command syntax asks you to use a Block ID, you can look in the Block ID appendix.

Spelling It Right

It's very important to type a command with no spelling, spacing, punctuation, capitalization, or other typing errors (typos).

If you don't, the command will either fail or give you unexpected results. For example, you could accidentally type in the wrong world coordinates to teleport a player to. (Wrong coordinates can lead to burning in a lava pool or suffocating inside an extreme hill!)

When you enter a command into the Chat window, you will get a system notice to say whether it failed or succeeded. The exact message you get depends on the command you used, but a fail message will always be in red.

If you type a command incorrectly you will get a fail message. If you type it correctly you will get a success message even if you use wrong information, like the wrong coordinates. So a success message doesn't always mean the command worked the way you wanted.

When you are typing commands, try to think of each word not like a whole word but like a string of foreign characters. You have to look at every character, including spaces, to make sure it is the right one and in the right order. One character missing is a fail, because programs like games aren't built to autocorrect spelling and punctuation.

Using Autocomplete

The chat system's autocomplete can help you with typing some of your commands. You use the Tab key to have Minecraft show you what commands, or commands and specifiers, match what you've typed. (Autocomplete doesn't work if there is anything typed on the right side of the text cursor.)

- Type / and press Tab to cycle through available commands.
- Type / and the first few letters and then press Tab to see commands that match those letters.
- Type /, the command, and press Space. Now press Tab to see what parameters can follow the command.

If you type the slash and the first letter or letters of the command, and then press Tab, Chat will display the first possible command that has the same first letter(s). You can press Tab again to get more matches. After you type a command (and the space that comes after it), you can press Tab again to see what additional options there are, if any.

For example, to have Minecraft help you with the gamemode command:

1. Type **/g** and press Tab. Continue pressing Tab until the chat window shows **/gamemode**.
2. Press the spacebar to add a space.
3. Press Tab again to have Minecraft show the possible arguments for **/gamemode**. Stop when you see **/gamemode creative**.
4. Your command is complete, and now you can press Enter to execute it and switch to Creative mode.

To have Minecraft help you with the name of a block or item, type **"minecraft:"** in the location of the command where you are inserting the block or item name. For example, type **/give meganfair minecraft:m** and press Tab to see all the items you can give that start with M.

For all the block and item ID names, you can add the word "minecraft:" (with a colon at the end, and no spaces) in front of it. For example "minecraft:dirt" is the same as "dirt". Using

"minecraft:" in the chat window allows the autocomplete function to help you with items.

Get outside help!

There are lots of command generators online that you can use to help you with your command. They have a form you fill out to select commands, parameters, and arguments. When you are finished, you usually click a button, and a text box will show you your finished command. Copy (Ctrl+C) this text, go to Minecraft, and paste (Ctrl+V) this copied command into the chat window or into a command block. With online generators, you do need to make sure that the generator works with your version of Minecraft.

Some online generators are:

http://www.minecraftupdates.com/commands

http://minecraft.tools

http://mcstacker.bimbimma.com

CHAPTER 3

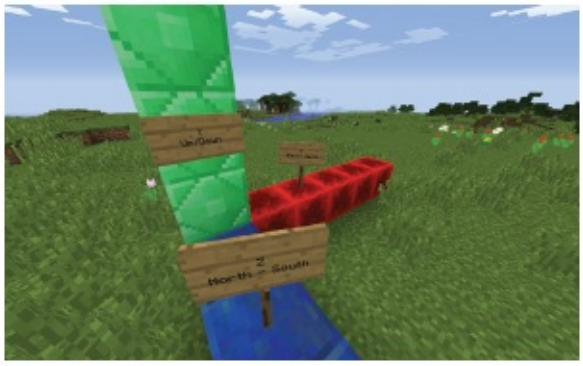
CUSTOMIZING COMMANDS

In chapter 2, you saw how parameters are with a command. Choosing values (or arguments) for some parameters are fairly simple, like choosing a Block Name. Others like <X Y Z>, target selectors, and <dataTag> are a bit more complex. They have a number of ways to use values for these.

XYZ Coordinates

The XYZ coordinates that you use in a command show the exact place in the world the command should take place or create something, along imaginary lines called axes. When you use XYZ coordinates, there's always an imaginary center at 0 0 0. In Minecraft, 0 0 0 is set to be around your original spawn point.

- X: Where you are on an east–west (X) line or axis. This number is negative when the location is west of the center.
- Y: Where you are on a vertical axis. This number is negative when the location is below the center.
- Z: Where you are on a north–south axis. This is negative when the location is north of the center.



To find a coordinate, open up your debug screen by pressing F. Look for these entries in the bottom left section

- **XYZ:** This entry shows exactly where you are standing, with decimals.
- **Block:** This shows the XYZ coordinates for the block you are standing on.
- **Facing:** This shows which way you are looking.
- **Looking at:** This shows what block your cursor is pointing at. This entry only shows up when you are close enough to a block that it shows a thin line around it.

So when you need to enter a real XYZ coordinate for a command, you can go to the location you want it to appear. If you want it to appear above the block where you are standing or looking at, you'll have to add 1 for each block you are raising the location.

Relative Coordinates

You can also use relative locations. These say where the XYZ location should be in relation to where the command was given. This is either where you are, when you enter the command in chat, or where the command block is.

You specify an XYZ location with a tilde (~). The key for this squiggly line is usually at the top

left of your keyboard. You use three tildes by themselves, in place of the XYZ coordinates, to set the location at the command-giver's location. You can also type a number, positive or negative, after any tilde to specify the distance in blocks, along that axis, away from the command-giver's location.

~ ~ ~: This makes command execute at the location of the command-giver.

~1 ~ ~-2: In this example, the X is ~1. This says the command must execute 1 block east (because it is a positive number) of the command-giver. The Y is the tilde by itself. So this says to execute the command at the same vertical (Y) position. Finally, the ~-2 for the Z position says that the command should execute 2 blocks north (because it is a negative number) of the command-giver's location.

Target Selectors

Some commands allow you to use target selectors. Target selectors let you select one or more players or entities without knowing their exact locations or names. You use a special target variable instead of a name or ID.

@pThis selects the nearest person to the command-giver.

@rThis selects a random player in the world.

@aThis selects all players in the world.

@eThis selects all entities in the world (including players).

You can also be more specific by using arguments to the target selector. Target selector arguments include:

x y z	Selects targets only at these XYZ coordinates (You can't use relative coordinates.)
r	Selects targets only within the radius r from the XYZ coordinates
c	Selects targets up to a certain amount (count)

name	Selects targets that match an entity name (either a player name or an entity that has been give a custom name)
type	Selects targets that match entity type

When you use arguments for a target selector, you have to use argument:value pairs. These argument:value pair or pairs have to be enclosed in square brackets and typed without spaces. If there's more than one pair, you use a comma with no space to separate the pairs. Here are some examples of using a target selector, with the commands /xp and /tp (teleport).

`/xp 2L @p` —Gives 2 xp levels to the nearest player to the command-giver

`/xp 2L @p[x=-697,y=65,z=211]`—Gives 2 xp levels to the nearest player to the X Y Z location of -697 65 211

`/xp 2L @p[x=-697,y=65,z=211,r=2]`—Gives 2 xp levels to the nearest player to the area 2 blocks around (r) the XYZ location of -697 65 211.

`/tp @a @r` —Teleports everyone to one random player's location

`/tp @e [type=Creeper,c=4] @r` —Teleports up to 4 entities that match the type Creeper to a random player. Very mean!

Working with Data Tags

Some advanced or complicated commands can have long strings of data tag parameters in them. These data tags help define the traits or properties of items, blocks, and entities. Data tags are grouped and enclosed in either square or curly brackets:

`[List Tags]:` Tags that are lists, or can have several values separated by commas, use square brackets. The square brackets let the computer software know that what follows is a list, and commas separate each different value.

`{Compound Tags}:` Tags that are defined as "Compound tags" use curly brackets. A compound tag has an identifying parameter name, such as "id", followed by a colon ":" followed by a space and then the value "1". The curly brackets let the computer software know to expect this type of information, and when it ends.

Data Tags and Data Values

Data tags are different from data values. Data tags are attribute:value pairs that describe various characteristics of an item or entity. Data values are additional ID numbers that specify a type of block or item. For example, the ID name for granite is stone, so its data value (DV)—which is 1—defines it as a granite block.

Here's an example of a very long command that gives the nearest player a chest with a couple of items in it.

```
/give @p chest 1 0 {BlockEntityTag: {Items: [{id: 1,Damage: 6,Slot: 0,Count: 1},
{id: 125,Damage: 1,Slot: 1,Count: 12},{id: 267,Slot: 2,Count: 1},{id: 326, Slot:
3, Count: 1}]}}
```

Each item (starting with "id") is surrounded by curly brackets, and the list of items (after "Items") is enclosed by square brackets. Everything that the data tag "BlockEntityTag" refers to is also enclosed with curly brackets. Finally, all the dataTag parameters (everything after the "data" argument of 0) are enclosed in another pair of curly brackets.

The data values that you can use for different entities and items depend on that object. The Minecraft Wiki has a long list of what data tags (also called NBT tags) work with what item or entity, at http://minecraft.gamepedia.com/Chunk_format, under the heading NBT Structure.

Balancing Brackets

It is very important to make sure each opening bracket has a closing bracket to match it, at the right place. It is also incredibly easy to forget a bracket. Simple code editing software, like BBEdit for Mac or Notepad++ for Windows, can help highlight brackets that match or are missing. You can also use a regular text editor (TextEdit in Mac or Notepad in Windows) to write out long commands in a way that shows where the brackets are, so you can make sure they are balanced.

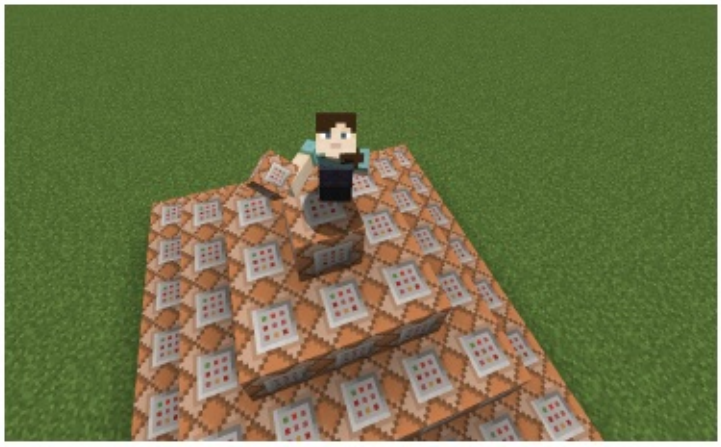
```
/give @p chest 1 0 {
   BlockEntityTag: {
      Items: [
         {
            id: 1,
            Damage: 6,
            Slot: 0,
            Count: 1
         },
         {
            id: 125,
            Damage: 1,
            Slot: 1,
            Count: 12
         },
         {
            id: 267,
            Slot: 2,
            Count: 1
         },
         {
            id: 326,
            Slot: 3,
            Count: 1
         }
      ]
   }

}
```

In this notation, you put the brackets on separate lines, and indent pairs of brackets, so you can clearly see each pair of brackets and what they contain.

CHAPTER 4

USING COMMAND BLOCKS



Command blocks are blocks that you place in the Minecraft world. Each command block can have one command assigned to it. To execute the command, you activate the block by sending it a redstone signal. The simplest way to do this is to place a button on the actual command block.

Differences between Command Blocks and Chat Commands

- Command blocks can take very long commands, while Chat entries are limited to 100 characters.
- Players without OP status can execute commands in command blocks. (Only OPs can place commands in command boxes, though.)
- Command blocks can be automatically triggered with redstone, whereas a player has to type in a chat command.
- Two or more commands can be linked together by linking command blocks with redstone.
- Using relative coordinates in a command block means the location will be relative to the command block, not where you are.

Getting Command Blocks

Command blocks are very powerful, so they aren't available by crafting or in the creative

inventory. You have to use a command in the chat window to get them. To give yourself a stack of 64 command blocks, type the following into the chat window.

```
/give @p command_block 64
```

Adding Commands to Command Blocks

You must be in Creative mode to add commands to command blocks. To assign a command to a command block:

1. Place the block on the ground where you want it to be. Remember that its location will determine where any relative coordinates point to.
2. Right-click the command to open the command block interface.
3. Type (or paste) the command into the Console Command text box. (The box below is where the command block shows success or error messages for the last executed command. (You can turn this off by clicking the button 0 to make it X.)
4. Click Done to assign the command and close the interface.

Activating Command Blocks

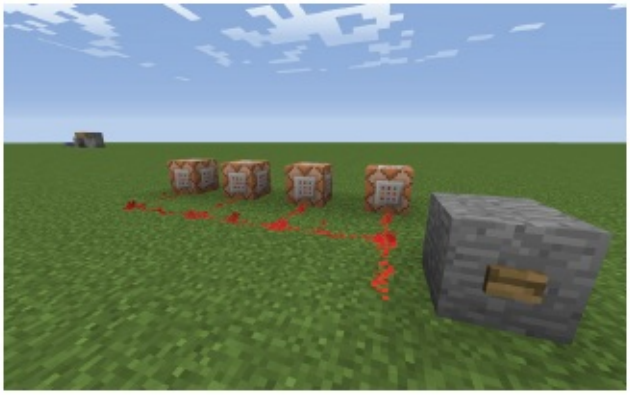
To activate a command block, you have to send it a redstone signal. While redstone is a big topic we can't cover in this book, there are simple solutions for activating command blocks. You basically just need to attach a power source to the block and turn it on. For example:

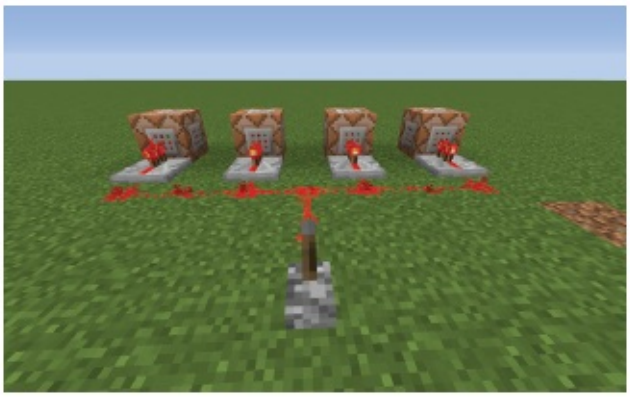
1. Place a button or lever on the block. You will need to shift while right-clicking to do this. The lever has two positions, on and off, so you click it once to turn the signal on. Then, to repeat the command, you have to turn it off, and then back on again. The button automatically turns itself off, so each time you press it the block will execute the command.

2. Place a button or lever on another non-transparent block, and connect that block to the command block with redstone dust. The line of redstone dust must point directly at the command block.

Combining Command Blocks

You can combine command blocks with a redstone signal that links to each one, with redstone dust and/or redstone repeaters. A redstone repeater needs to face into the command block to send it a signal.

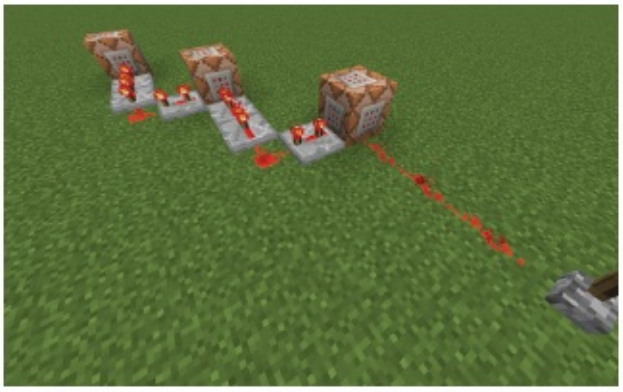




Creating a Command Block Sequence

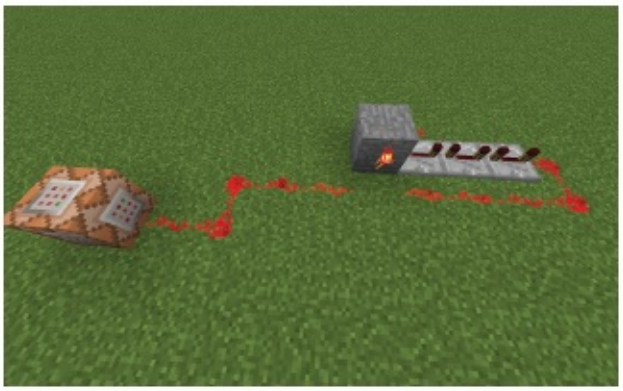
If you want command blocks to activate in a sequence, one right after the other, you can use repeaters to slow the signal down in between command blocks. You can click the torches on a repeater 3 times to cycle between the fastest (default) speed and the slowest.

When a command block is activated, it too sends out a small signal. You can use a repeater attached to the block (facing away now) to continue the signal from one command block to another in a sequence.



Repeating Commands with a Redstone Clock

Sometimes you may want to have a command block repeating (looping) all the time. For example, if you want to create an ongoing effect of a lightning bolt striking a house over and over again, you would use a redstone clock. The redstone clock is a timer that will send a signal every so often, rather than once (like a button) or constantly (like a lever or redstone block). There are many types of redstone clocks. One of the simplest is a repeater clock, which you can build with just a repeater, a redstone torch, and some redstone.



This redstone clock, on the right, is made of a block with a torch on it, three repeaters pointing into that block, and redstone connecting the torch to the back of the repeater on the right. You can add more repeaters and adjust their delay to slow down the timer. Then you can use redstone to connect the clock (at any point) to a command block. To turn the clock off, break one of its elements, like the redstone dust.

TIP: If you are looping a command with a clock, your chat window will be spammed with announcements about the command. To turn this off, use this command:

```
/gamerule commandBlockOutput false
```

WARNING: Using a clock to loop a command (like creating an enormous Wither) over and over again can use up too much memory and can crash your game or machine. When you are experimenting, use a test world that you don't mind losing if something goes wrong or make a backup of your world.

TIP: It can be easy to forget what a command block does. Add a sign next to your command blocks that reminds you what it does.

CHAPTER 5

BASIC COMMANDS

Some commands are very simple, general commands. Some of these can be used by anyone, not just an OP. Basic commands include:

/difficulty
/gamemode
/help
/list
/me
/say
/tell

The /difficulty Command

This command sets the difficulty level of the current game, which can be Peaceful, Easy, Normal, or Hard.

For example, you might use 1 command block to change your Normal Survival world to Peaceful, in order to kill all hostile mobs. When you are done playing in Peaceful, use a second command block to change the world back to Normal to set your game back to Survival mode. You can also connect these two command blocks with redstone, so that you first change to

Peaceful to kill hostiles, and then you are back to your Normal Survival mode.

Syntax

```
/difficulty <difficulty level>
```

- Replace <difficulty level> with one of the following:
  - **peaceful** (or **p** or **0**)
  - **easy** (or **e** or **1**)
  - **normal** (or **n** or **2**)
  - **hard** (or **h** or **3**)

Examples

```
/difficulty peaceful
/difficulty 1
/difficulty h
```

The /gamemode Command

This command changes a player's current gamemode to Survival, Creative, Adventure, or Spectator. (Hardcore isn't a true gamemode—it combines Hard difficulty level with having only one life in a world.) This can be handy in a game map, where you want to change a player from Adventure mode to Spectator mode if they die (and are out of the game).

Syntax

```
/gamemode <mode> [player]
```

- Replace **<mode>** with one of the following:
  - **survival** (or **s** or **0**)
  - **creative** (or **c** or **1**)
  - **adventure** (or **a** or **2**)
  - **spectator** (or **sp** or **3**)
- May replace [player] with the username of a single player or a target selector. If you don't specify a player, you will change your own gamemode. If you are using this in a command block, you must specify a player.

Examples

```
/gamemode s meganfair
/gamemode 0 notch
/gamemode c
/gamemode sp @p
```

The /help Command

Any player can use the /help command to get information about commands. You can type /help for a list of all commands (for pages beyond 1, also type the page number). You can also get help for a specific command, by typing the command name after help.

Syntax

`/help [page|commandname]`

- Replace [**page/commandname**] with either a number from 1 to 7 for that page of help text or with the name of the command.

Examples

```
/help
/help 3
/help give
```

The /list Command

Any player can use the /list command, which simply lists all the players that are currently playing. You can also press the Tab key for the same information.

Syntax

```
/list
```

The /me Command

Any player can use this command to send a message to other players. This "me" message always begins with your user name.

Syntax

```
/me <any text>
```

- Replace <any text> with the text of your choice. You can include target selectors, like @p.

Example

```
/me makes sadface
```

This displays as: *meganfair makes sadface.

Notice that the message display starts with an asterisk (*) before your username. This lets other players know that the message is coming from another player.

If you are an OP, you can also use target selectors in the <any text> you include. This will result in one or more targets' usernames being displayed. Also, if you use this in a command block, the message displayed will replace /me with "@". @ is the default name of the command block, but you can rename a command block with an anvil. Then the /me command will use the command block's given name. So, if you name a command block "The Flying Spaghetti Monster," and have it execute this command, it will show in Chat as:

*The Flying Spaghetti Monster makes sadface.

The /say Command

The say command sends a message in the chat screen to allplayers. This is almost identical to a chat message, but you can use target selectors like @p to include usernames in the message. If a command block is programmed with the /say command, it will use "@" as its display name. You can rename the command block with an anvil to change the command block's name. A second difference from a chat message is that the sayer's name is enclosed in square brackets, rather than the angled brackets used for names in Chat. You can use this with command blocks to give general announcements or make it seem like a message is coming from someone else—whatever you name the command block.

Syntax

```
/say <any text>
```

- Replace <any text> with your message.

Examples

```
/say The server will shut down for
maintenance at 5pm EST
```

If I type this, the Chat will show:

[meganfair]The server will shut down for maintenance at 5pm EST

If a command block named "IMPORTANT" executes this, the Chat will show

[IMPORTANT]The server will shut down for maintenance at 5pm EST

The /tell Command

Anyone can use the /tell command to send a private message to one or more players on the server. If an operator uses this command, he or she can use a target selector in place of usernames.

Syntax

`/tell <player> <any text>`

- Replace <player> with the username of the player you are sending the message to.
- Replace <any text> with your private message.

Example

`/tell BigRabbit Do you want to play Death Games?`

If I send this message to player BigRabbit on my server, Big Rabbit (and only BigRabbit) will see the following message:

meganfair whispers to you: Do you want to play Death Games?

CHAPTER 6

WORLD COMMANDS

World commands change something that affects the entire world or game. For example, the /weather command changes what the weather is and the /time command changes what time it is in the game.

World commands include:
/defaultgamemode
/gamerule
/seed
/setworldspawn
/time
/toggledownfall
/weather
/worldborder

The /defaultgamemode Command

This command changes the game mode that new players on the server will be in: Survival, Creative, Adventure, or Spectator. You'd use this command on a multiplayer server, perhaps with an adventure map. You could use this command to make sure that every player that starts playing in the world is in Adventure mode, so that they can't break down buildings, for example.

Syntax

`/defaultgamemode <mode>`

- Replace **<mode>** with one of the following arguments:
  - survival (or s or 0)
  - creative (or c or 1)
  - adventure (or a or 2)
  - spectator (or sp or 3)

Examples

```
/defaultgamemode adventure
/defaultgamemode 3
/defaultgamemode c
```

The /gamerule Command

The /gamerule command lets you set basic game options for your world or find out the current game options. You can also create a new gamerule that you can use to store a value that you can retrieve and use later. This would be useful if you are combining command blocks to make a command block program.

Syntax

`/gamerule <rulename>[value]`

- Replace <rulename> with one of the gamerules listed below.
- May replace [value] with a valid value for the gamerule you are setting. This will generally be either true, false, or a number. If you don't type a value for the rule here, then the response will tell you what the gamerule is currently set to.

Gamerules*		

GameRule	Description	Values
commandBlockOutput	If true, command blocks notify administrators when they execute a command. The default value is true.	true or false
doDaylightCycle	This stops and starts the sun and moon moving. The default value is true. You might use this on a map where you want it to be daylight the entire day, so that fewer mobs spawn naturally.	true or false
doMobLoot	This allows mobs to drop items when they are killed, like zombies dropping rotten flesh. The default value is true. Turning this off means you also won't get meat from passive mobs, so you'll have to be a vegetarian, too. Sadface or happyface?	true or false
doMobSpawning	This decides whether mobs (including passive and neutral mobs) should naturally spawn. The default value is true. Mobs can still spawn from spawners if this is set to false.	true or false
keepInventory	If you change this to true, whenever someone dies, all their inventory will remain with them. The default value is false. You might turn this on in a special survival minigame, where players die constantly. This allows them to get back into the fight quickly with their sword or bow and arrow.	true or false
mobGriefing	This allows mobs to destroy or change blocks, such as creepers blowing up the landscape or sheep "eating" grass blocks and turning them into dirt. It also allows mobs like villagers, endermen, and zombies to pick up items. The default value is true.	true or false
naturalRegeneration	This lets players naturally get back health points, as long as their hunger bar is high enough. The default value is true.	true or false
showDeathMessages	This turns on and off messages displaying in chat when a player dies. The default value is true.	true or false

*This list is a shortened version of the full list on the Minecraft Wiki, which you can find at http://minecraft.gamepedia.com/Commands#gamemode

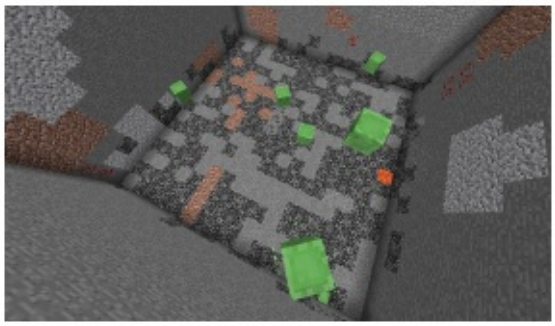
Examples

```
/gamerule mobGriefing false
/gamerule NewGameRule 30
```

The second example shows how you can create and save a new gamerule.

The /seed Command

The /seed command displays the number for the world seed. If you used regular words for your seed, such as “awesome new world”, the seed is still displayed as a number. This is because when you type in letters for a seed, the letters are converted into numbers. The seed is what helps the Minecraft software create entirely different worlds with new terrain. If you know the seed for your world, you can share the number with someone else. He or she can play the same world using your seed (you do have to be using the same version of Minecraft). Knowing the seed number can also help you find things like slime chunks. There are several online slime chunk finders that will take your seed number and let you know what areas slimes will spawn in (besides swamps at night). One slime finder is at chunkbase.com. (A chunk is a 16x16x256 block section of the world, used in the game programming.)



Syntax

```
/seed
```

There are no parameters or arguments for this command, just type /seed.

The /setworldspawn Command

The /setworldspawn command allows you to change the spawn location for your world. The spawn location is where new players appear, and where you respawn when you die if you haven't slept in a bed somewhere. This can be helpful if the original world spawn is in an inhospitable area. If you've made a mini-game or adventure map, you may want players to start in a special location.

Syntax

`/setworldspawn[x y z]`

- May replace [x y z] with the coordinates you want. If you leave the command as /setworldspawn, then the location of the command block (or your location) will be set as spawn.

The /time Command

The /time command lets you change the time in your world to a specific time or to day or night. You can also use it to jump forward in time by a specific amount or find out how many ticks have gone by since midnight or the start of the world.

Time in Minecraft software is measured in ticks. There are 20 ticks in a second, so each tick lasts .05 of a second. Because a Minecraft full day/night cycle lasts 20 minutes in real time, this means there are a total of 24,000 ticks in a Minecraft day. From this, you can also determine that an in-game Minecraft hour lasts about 50 seconds in real time.

Syntax

`/time set <add|query|set> <value>`

- Replace <add|query|set> with one of the three options:add, query, or set.
- For "add", replace <value> with the number of ticks you want to add to the time, from 1 to 2147483647. To add a Minecraft hour, add 1000 ticks, and to add a day, add 24000.
- For "query", replace <value> with either "gametime" or "daytime". Gametime will return

the total number of ticks since your world started and daytime will return the number of ticks since midnight.
- For “set”, replace <value> with either a number of ticks (from 0 to 2147483647, or day, or night. Setting the time to 1000 sets the time to day, and setting it to 13000 makes it nighttime.

Examples

```
/time set day
/time set 13000
/time add 24000
/time query gametime
```

The /toggledownfall Command

The /toggledownfall command is a simple command that lets you immediately start or stop downfall (rain or snow). If it is currently raining or snowing, the weather turns clear. If it is currently clear, it will start raining or snowing.

Syntax

```
/toggledownfall
```

There are no parameters for this command; you simply type /toggledownfall.

The /weather Command

You can use the /weather command to change the weather to clear, rain, or thunder. (If you are in a snowy biome, you’ll get snow instead of rain. If you are in a desert biome, you won’t see the rain, except at the borders to another biome.) The game will decide how long the weather will last. You can also set how long the weather should last, before the game returns to its normal weather programming.

Syntax

```
/weather <clear|rain|thunder> [number of seconds]
```

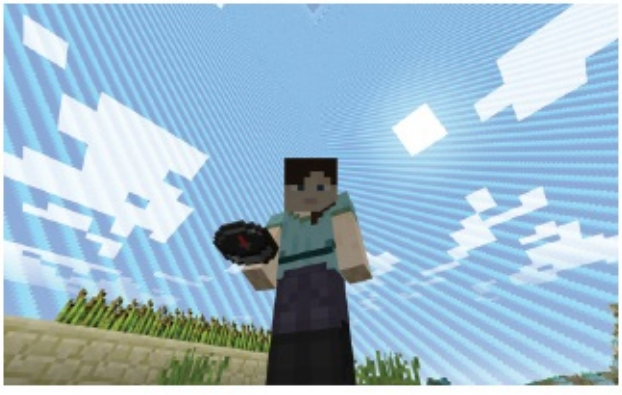
- Replace <clear|rain|thunder> with one of the three options: clear, rain, or thunder.
- May replace [number of seconds] with a number from 1 to 1000000 to set how many seconds (in real time) the weather lasts.

Examples

```
/weather clear 1000000
/weather thunder
```

The /worldborder Commands

There are 8 /worldborder commands. A world border is a boundary to the edge of a Minecraft world. World borders are used by map makers for special maps or for mini-games, like an Ultra Hardcore game. Sometimes regular multiplayer servers will use a world border at the start of a new map, so that players build close together for a while and get to know each other. The world border is a square boundary, with its default center at 0,0, that limits players to play within it. This command refers to the length of the radius of the border (though the world border is a square!). This is the distance from the center of the world border to one of the 4 side edges. World borders can also be set to grow or reduce in size. A static world border is aqua. An expanding border is green, and a contracting one is red.



/worldborder add

The /worldborder add command lets you increase the size of the current world border. You can

also set how many seconds it will take to expand from the current border to the new border.

Syntax

```
/worldborder add <blocks>[seconds]
```

- Replace <blocks> with the number of blocks you are adding.
- Replace <seconds> with the number of seconds (in real time) the expansion should take.

Example

```
/worldborder add 100 3600
```

/worldborder center

The /worldborder center command lets you specify the center of the world border square. The default center is 0,0.

Syntax [begin code sample]

```
/worldborder center <x><y>
```

- Replace <x> and <y> with the X and Y coordinates of the new center. Because world borders cover the whole height of the map, you do not need to set the Z coordinate.

Example

```
/worldborder center 100 -100
```

/worldborder damage amount

By default, a world border gives .2 points of damage to a player, for each block the player goes beyond the border's buffer zone. This command allows you to specify how many damage points are given per block.

Syntax

```
/worldborder damage amount <damage points>
```

- Replace <damage points> with the number of damage points a player will be dealt for each block he or she goes beyond the buffer.

Example

```
/worldborder damage amount 1
```

/worldborder damage buffer

The default buffer zone for a world border is 5 blocks, and players aren't damaged until they get beyond this. This command lets you change how many blocks deep, or beyond the border, the buffer zone is.

Syntax

```
/worldborder damage buffer <blocks>
```

- Replace <blocks> with the new size, in blocks, of the buffer.

Example

```
/worldborder damage buffer 3
```

/worldborder get

The /worldborder get command displays the size of the world border.

Syntax

```
/worldborder get
```

There are no additional parameters for this command, you just type /worldborder get.

/worldborder set

The worldborder set command lets you create a world border with a specific size. You can also set how many seconds it takes for the border to grow or retreat to the new size.

Syntax

```
/worldborder set <sizeInBlocks>[seconds]
```

- Replace <sizeInBlocks> with the radius size you want. An entire side's length of the world border will be double this, so if you set a radius of 500, the new world border will make a play zone of 1000x1000.
- May replace [seconds] with the time, in real-time seconds, that it will take the current world border to change to the new size. (An hour is 3600 seconds.)

Example

```
/worldborder set 500 7200
```

/worldborder warning distance

A world border will by default give a player a visual warning—the screen tints red—when they are within 5 blocks. This command allows you to set a different warning distance.

Syntax

```
/worldborder warning distance <sizeInBlocks>
```

- Replace <sizeInBlocks> with the distance from the border, in blocks, that a player will be warned.

Example

```
/worldborder warning distance 15
```

/worldborder warning time

If a world border is decreasing, and will reach a player within 15 seconds, that player will receive a warning. This command allows you to change the 15-second world border warning time.

Syntax

```
/worldborder warning time <seconds>
```

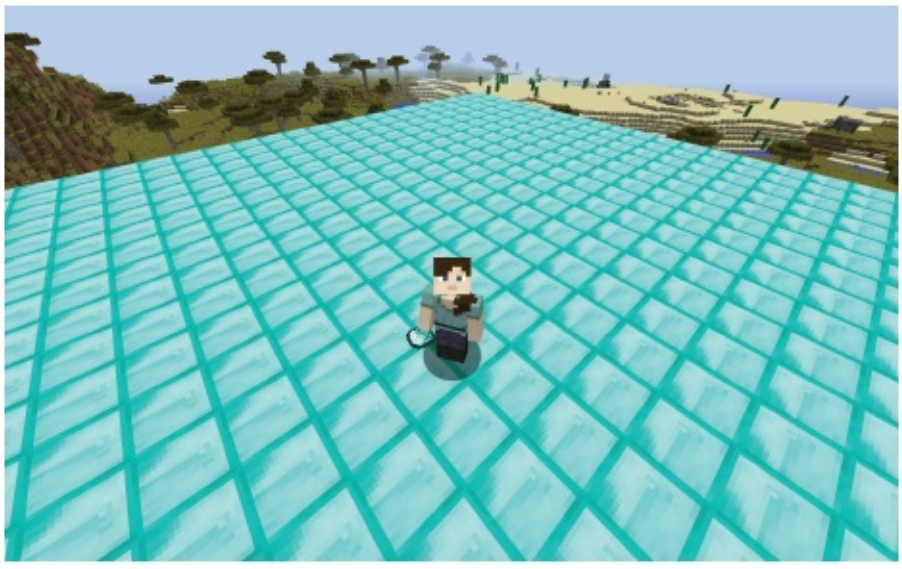
- Replace <seconds> with the amount of warning time a player should get for an approaching world border.

Examples

```
/worldborder warning time 120
```

CHAPTER 7

BLOCK COMMANDS



Block commands act on blocks. Blocks include all of the square cubes you can place in the world, from acacia wood planks to zombie heads. They also include crafted objects that you can place, like ladders and anvils. Block commands include:

/blockdata
/clone
/fill
/replaceitem
/setblock

The /blockdata Command

Some blocks have data tags to describe special attributes they have, beyond what type of block they are and their xyz coordinates. Different blocks have different data tags. For example, a flowerpot has a data tag to describe if it's holding a flower or plant and what that plant is.

Syntax

`/blockdata <x y z> <dataTag>`

- Replace <x y z> with the coordinates of the block you are changing.
- Replace <dataTag> with the dataTag(s) you are changing. You have to use attribute-value pairs, for example: {Item:sapling}

Example

```
/blockdata ~ ~ ~1 {Item:sapling,Data:2}
```

The /clone Command

The /clone command lets you copy blocks in a 3D area to another area. This is a terrific command for making copies of something that was hard to build, like a house or a complicated wall. You do have to be careful in figuring out the coordinates. You have to choose two opposite corner blocks of the area you are copying. Then, when you clone the area, you choose just one block for the destination location. The block you choose will be the lowest northwest corner of the new location. You won't be able to rotate your copy or make it face a different direction. You are also limited to a total number of 4,096 blocks to clone.

Syntax

```
/clone <x1 y1 z1> <x2 y2 z2> <x y z>
[maskMode] [cloneMode] [TileName]
```

- Replace <x1 y1 z1> with the XYZ coordinates at one corner of the area you are copying.
- Replace <x2 y2 z2> with the XYZ coordinates of the opposite area you are copying.
- Replace <x y z> with the XYZ coordinates of the location destination. The block you choose will be the lowest northwest corner of your copied area.
- May replace [maskMode] with one of the following:
    - filtered: You use this with the [Tilename] parameter to say which type of block should be copied. So you could copy only stone blocks, for example.
    - masked: This copies only blocks that are not air blocks.
    - replace: This copies all blocks. This is the default maskMode.
- May replace [cloneMode] with one of the following:
    - force: This allows cloning to an overlapping area.

- move: This will fill the original area you are cloning with air blocks.
- normal: This is the default.

- If you are using the maskMode filtered, you must replace [TileName] with the ID name of the block type you want cloned.

Example

```
/clone -778 64 307 -774 68 310 -778 64 314
/clone -778 64 307 -774 68 310 ~2 ~ ~2 filtered normal sandstone
```

The /fill Command

With the /fill command, you select a three-dimensional area and fill it with the block of your choice!

Syntax

/fill <x1 y1 z1> <x2 y2 z2> <TileName> [dataValue] [oldBlockHandling] [dataTag] [replaceTileName] [replaceDataValue]

- Replace <x1 y1 z1> and <x2 y2 z2> with the two opposite corners of your area.
- Replace <TileName> with the block ID name of the block you are using to fill the area.
- May replace [dataValue] with the dataValue for the block you are using.
- May replace [oldBlock Handling] with one of the following:
  - destroy: This makes the replaced blocks drop as if they were mined.
  - hollow: This replaces only the outside edges of the area with the new block and fills the interior with air blocks.
  - keep: This replaces only air blocks in the region with the new block.
  - outline: This is the same as hollow, except the interior blocks aren't changed.
  - replace: This is the default and replaces all blocks.

- May replace [dataTag] with a data tag for the new block. You cannot use this if you are using [replaceTileName] or [replaceDataValue].
- May replace [replaceTileName] with the type of block to replace in the region. This means, for example, that you can specify only to replace stone brick blocks with cobblestone blocks. This works only when you are using the oldBlockHandling value replace.
- May replace [replaceDataValue] with the data value of the tile to be replaced. This works only when you are using the oldBlockHandling value replace.

Examples

```
/fill -480 69 180 -500 89 200 diamond_ore
/fill ~2 ~ ~2 ~12 ~-5 ~12 air 0 destroy
```

The /setblock Command

This command changes a specific block in the world into a different type of block.

Syntax

`/setblock < x y z> <TileName> [dataValue] [oldBlockHandling] [dataTag]`

- Replace <x y z> with the XYZ coordinates of the block you are changing.
- Replace <TileName> with the ID name of the new block.
- May replace [dataValue] with any data value that you need to specify the new block.
- May replace [oldBlockHandling] with one of the following:
  - destroy: This makes the old block drop as if it were mined.
  - keep: This will only change the block if it is an air block.

    - replace: This is the default.
- May replace [dataTag] with the data tag for the new block.

Example

```
/setblock -489 89 187 planks 3
```
(This will change the existing block at this location to a jungle block.)

CHAPTER 8

ENTITY COMMANDS

Entity commands are commands you can use on entities. Entities are moving objects in the Minecraft world, like players, mobs, minecarts, and arrows. (However, most of these entity-restricted commands do not work on vehicles or projectiles.) The reason that there are somewhat different commands for the different types of Minecraft objects is because the objects in the different categories are programmed a bit differently. They have different abilities, and entities are much more complicated than most static blocks. A wolf, for example, can be "angry" (hostile), but it can also be tamed and have a collar, and you can breed it for more wolf cubs. A dirt block is pretty much just a dirt block.

Entity commands include:
/effect
/entitydata
/kill
/particle
/spreadplayers
/summon
/tp

The /effect Command

The /effect command lets you put status effects on entities (and remove effects from them), including players. For example, you can put the Blindness effect on any player entering a dark dungeon in a map you have made. Even if the player has torches, these won't help much. Look at Appendix E for a list of status effects.

Syntax

/effect <player> <effect> [seconds] [amplifier] [hideParticles]

- Replace <player> with a player's username or a target selector.
- Replace <effect> with the ID Name for the status effect you want.
- May replace [seconds] with the time in seconds of how long the effect should last.
- May replace [amplifier] with the "strength" of the effect, from 0 (the lowest strength) to 255.
- May replace [hideParticles] with true or false (the default is "false"). Selecting "true" will hide the swirly particle effects from the status effect.

To remove effects use:

/effect <player> clear

Examples

```
/effect @p fire_resistance 120 2 [hideparticles]
/effect @a clear
```

The /entitydata Command

With this command, you can change data tags for an entity. For example, you can add items to a chest, change what type of armor an entity is wearing, and more.

Syntax

/entitydata <entity> <dataTag>

- Replace <entity> with a target selector for an entity.
- Replace <dataTag> with one or more dataTags and their new values.

Example

Change slimes into huge high-jumpers with the/entitydata command.

```
/entitydata @e[type=Slime]
{Motion:[0.0,1.0,0.0],Size:20}
```

The /kill Command

This is a simple command to kill (remove) any entity, including minecarts, boats, and mobs.

Syntax

`/kill [player|entity]`

- With command blocks, you must replace [player|entity] with a player's name or a target selector. With the Chat window, this is optional, and typing in just "/kill" will kill yourself. (This can actually be handy in Creative mode—you return to your spawn quickly. Because you are in Creative, it's easy to replace your inventory items.)

Examples

```
/kill meganfair
/kill @e[type=Zombie]
```

The /particle Command

The /particle Command allows you to create particle effects at a specified location in the world. You used to be able to target players and entities with this command, but this feature is not present in Minecraft 1.8.3.

Syntax

`/particle <name> <x y z> <xd yd zd> <speed> [count][mode]`

- Replace <name> with the particle ID Name.
- Replace <x y z> with the coordinates of the location you want the particle effect.
- Replace <xd yd zd>with size of the area to spawn the particles: how wide (along the x axis), how tall (along the y axis), and how wide again (along the z axis). Using 1 1 1 here will create spawn the particles in a 1 block cube. (However, many of these effects use a wider area, regardless.) Also, for the reddust, mobSpell, and mobSpell Ambient, the values here will actually change the color if the [count] argument is 0 or not included.
- Replace <speed> with a number of 0 (the lowest speed) or higher to increase the speed. Generally, the faster the speed, the shorter the time you can see the effect, so slower speeds, like 0 or 0.05 are good.
- May replace [count] with a number from 0 (1 particle) up, for the total number of particles in the effect. Watch out for really high numbers here, because that can lag or even crash Minecraft. On my PC, numbers around a million started a lag for the happyVillager effect, but your mileage may vary.
- May replace [mode] with either “normal” or “force” to make the particles visible by players who have set particles to be minimal in their video options. The default is “normal.”

Examples

```
/particle happyVillager ~2 ~ ~2 1 1 1 .05 1000
/particle mobSpell ~2 ~1 ~ 2 3 1 1 5000
```

The /summon Command

The /summon Command is a great command to play with. You can create any Minecraft entity, and even some hidden mobs you don't see in the game, like skeleton horses. When you are changing things like data tags, to give a mob enchanted armor, for example, managing the brackets correctly can be hard.

Syntax

`/summon <EntityName> [x] [y] [z] [dataTag]`

- Replace <EntityName> with the <Entity ID Name>.
- May replace [x y z] with the coordinates to summon the entity to.
- May replace [dataTag] with a data tag that is appropriate for the entity.

Examples

To summon 7 slimes of increasing sizes, each one riding on top of the next smallest:

```
/summon Slime ~ ~ ~
{Size:15,Riding:{id:Slime,Size:13,Riding:
{id:Slime,Size:11,Riding:{id:Slime,Size:9,Riding:
{id:Slime,Size:7,Riding:{id:Slime,Size:5,Riding:
{id:Slime,Size:3}}}}}}}
```

To summon a Villager that will give you a diamond for each block of dirt you give him:

```
/summon Villager ~1 ~ ~
{Offers:{Recipes:[{buy: {id:dirt,Count:1},sell:
{id:diamond,Count:1},rewardExp:false}]}}
```

To create a tame zombie horse with a saddle, ready to ride:

```
/summon EntityHorse ~0 ~1 ~0
{Type:3,Tame:1,SaddleItem:{id:329}}
```

To create an overpowered (OP) zombie with 200 health points that can cause 15 points of damage:

```
/summon Zombie ~0 ~1 ~0 {Attributes:
[{Name:generic.maxHealth,Base:200},
{Name:generic.attackDamage,Base:15}]}
```

Using /summon for Fireworks

You can use the /summon command to create amazing fireworks displays. Here's an example:

```
/summon FireworksRocketEntity ~ ~5 ~
{LifeTime:20, FireworksItem:{id:401,Count:1,tag:
{Fireworks:{Explosions:
[{Type:1,Flicker:1,Trail:1,Colors:
[2516601],FadeColors:[3932152]}]}}}}
```

In addition to the EntityName and the XYZ coordinates, this command uses several data tags:

- Lifetime: The number of seconds before the fireworks explosion
- Fireworks item {id:401,Count:1), which also has tags
    - **Flicker** (true or false): for the twinkle effect
    - **Trail** (true or false): for the diamond trail effect
    - **Type**: for the shape of the explosion
    - **Colors**: for the color(s) the effect can be

- **FadeColors**: for the colors to use as the image fades away

As you can see, nested data tags (one inside the other) makes a complicated series of brackets. And this is just one firework you can have many inside the same command. Notice the color selection, too, uses a special format that is difficult to create. To make this all easier to create your own fireworks, you can use an online generator, where you can pick the shapes and colors and timing, and just copy and paste the result into your own command block. One generator is at: http://www.minecraftupdates.com/fireworks. You can also just use a Minecraft color generator to pick your colors, like this one at http://wyattmarks.com/scripts/colorgenerator.

The /tp Command

The /tp Command lets you or another player or entity instantly teleport somewhere in your world. You can teleport either to wherever another player is or to a specific set of coordinates. You can use command blocks to set up a teleportation hub that has buttons to teleport you to all your favorite locations.

Syntax
To send a player to the location of another player or entity:

```
/tp [target player] <destination player>
```

To send a player to a specific coordinate location:

```
/tp [target player] <x y z> [<y-rot> <x-rot>]
```

- In command blocks, you must replace [target player] with a player's name or a target selector. You will teleport yourself if you are omitting this and using the Chat window.
- Replace <destination player> with the destination player's name or a target selector.
- Replace <x y z> with the coordinates of the destination.
- May replace <y-rot> with the number of degrees of rotation horizontally (180 (to face north), -90 (east), 0 (south), 90 (west)) and <x-rot> with the number of degrees of vertical rotation (90 is facing down, -90 is facing up).

Examples

```
/tp 0 64 0
/tp meganfair megorniuspi
/tp meganfair ~10 ~ ~10 180 90
```

CHAPTER 9

PLAYER COMMANDS

Player commands work on target players. Players are a type of entity in the game programming, so you can use most entity commands on players as well. However, you can't use all player commands on entities, because not all entities are players! There are some great player commands: /give lets you give any item to a player, including weapons enchanted with higher levels than possible in the regular game.

Player commands include:
/enchant
/give
/playsound
/spawnpoint
/xp

The /enchant Command

With the /enchant command, you can enchant armor, weapons, and tools. You can only enchant one item at a time, and the item has to be in the player's hand (selected in his or her inventory). You have to stick to enchantments that are possible in the regular game though, so you can't enchant a sword with Sharpness X (10). To give a custom enchantment like that, use the /give command.

Syntax

`/enchant <player> <enchantment ID> [level]`

- Replace <player> with a player's name or target selector.
- Replace <enchantment ID> with the enchantment's ID Name or Number (See Appendix D for a list of enchantment IDs.)
- May replace [level] with the level of enchantment. The limit is 5, 4, 3, or 1 for many enchantments. While the enchantments in the game use Roman numerals (like Sharpness III), here you use a regular numeral (like 1 or 3) for the level.

Examples

```
/enchant meganfair silk_touch
/enchant @p 61 3
```

The /give Command

The /give command lets you give any Minecraft item or block to a player. Because you can use data tags to modify the item you are giving, you can use this command to give items that are enchanted to a higher level than possible in the game.

Syntax

`/give <player> <item> [amount] [data] [dataTag]`

- Replace <player> with a player's name or a target selector.
- Replace <item> with the block ID Name or item ID Name you are giving.
- May replace [amount] with the number of that item you want to give.
- May replace [data] with a data value to specify the item (for example, if you are using spruce planks instead of oak, you will need to use the data value 1).

- May replace [dataTag] with a valid data tag for the item.

Examples

```
/give @a cookie 10 0
/give MegorniusPI golden_apple 1 0
{display:{Name:Apple O Life}}
```

```
/give @p golden_sword 1 0 {ench:[{id:16,lvl 7},
{id:20,lvl:5},{id:19,lvl:5}],display:
{Name:"Creepa Killa",Lore:[Burn Creepers and Hurl Them!]}}
```

The /playsound Command

With the /playsound command, you can play one of the sounds in Minecraft to another player. For example, if you have a command block with a particle effect of an explosion going off at a fort, you could add a sound effect of the explosion with another command block. You can find a list of these sounds on the Minecraft wiki at http://minecraft.gamepedia.com/Sounds.json#Sound_events. Some of these sound events have several different sounds that are played randomly. For example, a ghast has seven different moaning sounds, all associated with the sound event mob.ghast.moan.

Syntax

```
/playsound <sound> <player> [x y z] [volume]
[pitch] [minimumVolume]
```

- Replace <sound> with the name of the Minecraft sound event. (These are in the format category.sound.name; for example, mob.endermen.scream.)
- Replace <player> with a player's name or a target selector.
- May replace <x y z> with the location for the origin of the sound.
- May replace [volume] with a number from 0.0 up. The default is 1.0. Numbers under 1.0

are quieter and don't carry as far. For numbers above the 1.0 range, the sound carries farther.

- May replace [pitch] with a number that raises or lowers the pitch. 1.0 is the default, and numbers below this lower the pitch. Numbers above this raise the pitch.
- May replace [minimumVolume] with a number between 0 and 1 to represent how loud the sound is for players that aren't within the normal range for the sound.

Examples

```
/playsound mob.endermen.scream @p
/playsound mob.ghast.moan meganfair ~ ~ ~ 1 0.1
```

Some Minecraft Sound Events

dig.glass

fireworks.largeBlast

game.hostile.swim.splash

game.potion.smash

mob.cat.meow

mob.chicken.plop

mob.enderdragon.growl

mob.ghast.scream

mob.guardian.curse

mob.horse.donkey.angry

mob.magmacube.jump

mob.villager.yes

mob.wither.death

```
mob.zombie.say
mob.zombie.wood
note.pling
random.burp
random.drink
random.eat
random.explode
random.fizz
records.mellohi
```

The /spawnpoint Command

With /spawnpoint you can set your or another player's spawn point in the world.

Syntax

`/spawnpoint [player] [x y z]`

- Must replace [player] with a player's name or a target selector if you are using command blocks. If not, you can omit this and the command will change your own spawn point.
- May replace [x y z] with the coordinates for the new spawn point. If you don't include this, the spawn point will be wherever the command is issued.

Examples

```
/spawnpoint @p ~ ~ ~
/spawnpoint MegorniusPI 500 64 -345
```

The /xp Command

The /xp command lets you give xp points or xp levels to any player.

Syntax

For points:

`/xp <amount> [player]`

For levels:

`/xp <amount>L [player]`

- Replace <amount> with the number of points or levels of XP you are giving.

- Use “L” after the <amount> (with no space before) to make this XP levels rather than points.
- Must replace [player] with a player name or target selector if you are using command blocks. Otherwise this is optional, and if you omit it, then you will get the XP points or levels.

Examples

```
/xp 30L @p
/xp 300 meganfair
```

APPENDIX A

BLOCK IDs

Blocks are objects that are placed in the Minecraft world, like cobblestone and wool blocks, as opposed to items that you use, like swords and gold ingots.

This Block ID list is a shortened list taken from the Minecraft Wiki reference, and is up to date as of version 1.8. The full block ID list at the wiki is at minecraft.gamepedia.com/Data_values/Block_IDs. Data values lists are at http://minecraft.gamepedia.com/Data_values. If there is a block whose ID you need that isn't on this list, visit the Minecraft Wiki. The wiki is a fantastic public resource for all things Minecraft and is translated into many languages.

Some blocks in the same category share a block name and a block ID number. For example, blocks for stone, granite, diorite, and andesite all have the same name "stone" and the same ID "1". When you want to refer to any of these except for the default stone, you will need to include its data value (DV) number.

Also, you will find that some blocks seem categorized oddly. Because Minecraft is a continually changing game, the tactics used by developers for naming and categorizing blocks has also changed a little over time. So while Acacia Wood Stairs has its own ID Name and Number, Acacia Wood and Acacia Wood Planks share an ID Name and Number with other types of wood.

Building Blocks

	Block	ID Name	ID #	DV
	Acacia Wood Stairs	acacia_stairs	163	
	Acacia/Dark Oak Wood	log2 Variant data values: Dark Oak Wood: 1	162	*
	Bedrock	bedrock	7	
	Birch Wood Stairs	birch_stairs	135	
	Brick	brick_block	45	
	Brick Stairs	brick_stairs	108	
	Clay	clay	82	

	Coal Block	coal_block	173	
	Coal Ore	coal_ore	16	
	Cobblestone	cobblestone	4	
	Cobblestone Stairs	stone_stairs	67	
	Dark Oak Wood Stairs	dark_oak_stairs	164	
	Diamond Block	diamond_block	57	
	Diamond Ore	diamond_ore	56	
	Dirt	dirt Variant data values: Coarse Dirt: 1; Podzol: 2	3	*
	Emerald Ore	emerald_ore	129	
	Emerald Block	emerald_block	133	
	End Stone	end_stone	121	
	Glass	glass	20	
	Glowstone	glowstone	89	
	Gold Block	gold_block	41	
	Gold Ore	gold_ore	14	
	Grass Block	grass	2	
	Gravel	gravel	13	
	Hardened Clay	hardened_clay	172	

	Ice	ice	79	
	Iron Block	iron_block	42	
	Iron Ore	iron_ore	15	
	Jungle Wood Stairs	jungle_stairs	136	
	Lapis Lazuli Block	lapis_block	22	
	Lapis Lazuli Ore	lapis_ore	21	
	Moss Stone	mossy_cobblestone	48	
	Mycelium	mycelium	110	
	Nether Brick	nether_brick	112	
	Nether Quartz Ore	quartz_ore	153	
	Netherrack	netherrack	87	
	Oak Wood Stairs	oak_stairs	53	
	Obsidian	obsidian	49	
	Packed Ice	packed_ice	174	
	Prismarine	prismarine Variant data values: Prismarine bricks (1); Dark Prismarine (2)	168	*
	Quartz Block	quartz_block Variant data values: Chiseled Quartz (1); Pillar Quartz (2)	155	*
	Quartz Stairs	quartz_stairs	156	

	Red Sandstone	red_sandstone Variant data values: Chiseled Red Sandstone: 1; Smooth Red Sandstone: 2	179	
	Red Sandstone Slab	stone_slab2	182	
	Red Sandstone Stairs	red_sandstone_stairs	180	
	Redstone Block	redstone_block	152	
	Redstone Ore	redstone_ore	73	
	Sand	sand Variant data values: Red sand: 1	12	0
	Sandstone	sandstone Variant data values: Chiseled Sandstone: 1; Smooth Sandstone: 2.	24	
	Sandstone Stairs	sandstone_stairs	128	
	Sea Lantern	sea_lantern	169	
	Snow (block)	snow	80	
	Soul Sand	soul_sand	88	
	Spruce Wood Stairs	spruce_stairs	134	
	Stained Clay	stained_hardened_clay Variant data values: Orange: 1; Magenta: 2; Light Blue: 3; Yellow: 4; Lime: 5; Pink: 6; Gray: 7; Light Gray: 8; Cyan: 9; Purple: 10; Blue: 11; Brown: 12; Green: 13; Red: 14; and Black: 15	159	*

	Stained Glass (white)	stained_glass Variant data values: Orange: 1; Magenta: 2; Light Blue: 3; Yellow: 4; Lime: 5; Pink: 6; Gray: 7; Light Gray: 8; Cyan: 9; Purple: 10; Blue: 11; Brown: 12; Green: 13; Red: 14; and Black: 15	95	*
	Stained Glass Pane	stained_glass_pane Variant data values: Orange: 1; Magenta: 2; Light Blue: 3; Yellow: 4; Lime: 5; Pink: 6; Gray: 7; Light Gray: 8; Cyan: 9; Purple: 10; Blue: 11; Brown: 12; Green: 13; Red: 14; and Black: 15	160	*
	Stone	stone Variant data values: Granite: 1; Polished Granite: 2; Diorite: 3; Polished Diorite: 4: Andesite: 5; Polished Andesite: 6	1	*
	Stone Brick	stonebrick Variant data values: Mossy Stone Brick: 1; Cracked Stone Brick: 2; Chiseled Stone Brick: 3	98	*
	Stone Brick Stairs	stone_brick_stairs	109	
	Stone Slab	stone_slab Variant data values: Sandstone Slab:1; Wooden Slab: 2; Cobblestone Slab:3; Brick Slab: 4; Stone Brick Slab: 5; Nether Brick Slab: 6; Quartz Slab: 7	44	*

	Wood (Oak)	log Variant data values: Spruce: 1; Birch: 2; Jungle: 3; Acacia: 4; Dark Oak: 5	17	*
	Wood Planks (Oak)	planks Variant data values: Spruce: 1; Birch: 2; Jungle: 3; Acacia: 4; Dark Oak: 5	5	*
	Wooden Slab (Oak)	wooden_slab Variant data values: Spruce: 1; Birch: 2; Jungle: 3; Acacia: 4; Dark Oak: 5	126	*
	Wool	wool Variant data values: Orange: 1; Magenta: 2; Light Blue: 3; Yellow: 4; Lime: 5; Pink: 6; Gray: 7; Light Gray: 8; Cyan: 9; Purple: 10; Blue: 11; Brown: 12; Green: 13; Red: 14; and Black: 15	35	*

Decoration Blocks

	Block	ID Name	ID #	DV
	Bookshelf	bookshelf	47	
	Carpet (white)	carpet Variant data values: Orange: 1; Magenta: 2; Light Blue: 3; Yellow: 4; Lime: 5; Pink: 6; Gray: 7;	171	

		Light Gray: 8; Cyan: 9; Purple: 10; Blue: 11; Brown: 12; Green: 13; Red: 14; and Black: 15		
	Cobweb	web	30	
	Flower Pot	flower_pot	140	
	Glass Pane	glass_pane	102	
	Hay Bale	hay_block	170	
	Iron Bars	iron_bars	101	
	Mob head (skeleton)	skull Variant data values: Wither skeleton: 1; Zombie: 2; Steve: 3; Creeper: 4.	144	
	Snow (layer)	snow_layer	78	

Fences, Gates, and Doors

	Block	ID Name	ID#	DV
	Acacia Door	acacia_door	196	
	Acacia Fence	acacia_fence	192	
	Acacia Fence Gate	acacia_fence_gate	187	
	Birch Door	birch_door	194	

	Birch Fence	birch_fence	189	
	Birch Fence Gate	birch_fence_gate	184	
	Cobblestone Wall	cobblestone_wall For a mossy cobble wall, use data value 1	139	
	Dark Oak Door	dark_oak_door	197	
	Dark Oak Fence	dark_oak_fence	191	
	Dark Oak Fence Gate	dark_oak_fence_gate	186	
	Fence (oak)	fence	85	
	Fence Gate (oak)	fence_gate	107	
	Jungle Door	jungle_door	195	
	Jungle Fence	jungle_fence	190	
	Jungle Fence Gate	jungle_fence_gate	185	
	Nether Brick Fence	nether_brick_fence	113	
	Nether Brick Stairs	nether_brick_stairs	114	
	Spruce Door	spruce_door	193	
	Spruce Fence	spruce_fence	188	
	Spruce Fence Gate	spruce_fence_gate	183	
	Wood Door (oak)	wooden_door	64	

Miscellaneous

	Block	ID Name	ID #	DV
–	Air	air	0	
	Anvil	anvil	145	
	Barrier	barrier	166	
	Bed	bed	26	
	Brewing Stand	brewing_stand	117	
	Cake	cake	92	
	Cauldron	cauldron	118	
	Chest	chest	54	
	Command Block	command_block	137	
	Crafting Table	crafting_table	58	
	Enchantment Table	enchanting_table	116	
	Furnace	furnace	61	
	Jukebox	jukebox	84	
	Note Block	noteblock	25	
	Piston	piston	33	
	Slime Block	slime	165	
	Sponge	sponge Variant data value: Wet Sponge: 1	19	
	TNT	tnt	46	
	Torch	torch	50	

Plant Material

	Block	ID Name	ID #	DV
	Acacia/Dark Oak Leaves	leaves2 Variant data values: Dark Oak: 1	161	*
	Allium	red_flower	38	2
	Azure Bluet	red_flower	38	3
	Blue Orchid	red_flower	38	1
	Brown Mush-room	brown_mushroom	39	
	Brown Mush-room (block)	brown_mushroom_block	99	
	Cactus	cactus	81	
	Cocoa	cocoa	127	
	Dandelion	yellow_flower	37	
	Dead Bush	deadbush	32	
	Double Tall-grass	double_plant	175	2
	Fern	tallgrass	31	2

	Grass	tallgrass	31	1
	Jack o'Lantern	lit_pumpkin	91	
	Large Fern	double_plant	175	3
	Leaves (oak)	leaves Variant data values: 1-3: Spruce: 1; Birch: 2; Jungle: 3	18	*
	Lilac	double_plant	175	1
	Lily Pad	waterlily	111	
	Melon	melon_block	103	
	Nether Wart (block)	nether_wart	115	
	Orange Tulip	red_flower	38	5
	Oxeye Daisy	red_flower	38	8
	Peony	double_plant	175	5
	Pink Tulip	red_flower	38	7
	Poppy	red_flower	38	0
	Pumpkin	pumpkin	86	
	Red Mushroom	red_mushroom	40	
	Red Mushroom (block)	red_mushroom_block	100	
	Red Tulip	red_flower	38	4
	Rose Bush	double_plant	175	4

	Sapling (Oak)	sapling Variant data values: Spruce: 1; Birch : 2; Jungle: 3; Acacia: 4; Dark Oak: 5	6	*
	Sugar Cane (block)	reeds	83	
	Sunflower	double_plant	175	
	Vines	vine	106	
	White Tulip	red_flower	38	6

APPENDIX B

ITEM IDs

Minecraft items are things that you use or wear, like tools and weapons, rather than place in the world (although some items are placeable, like brewing stands). While Block ID numbers are all below 255, Item ID numbers are all above 255. As with Block IDs, some similar items, like different dyes, share the same ID number, but have different data value IDs.

This is a shortened list taken from the Minecraft Wiki reference. The full item ID list at the wiki is at http://minecraft.gamepedia.com/Data_values/Item_IDs. Data values lists are at http://minecraft.gamepedia.com/Data_values. If there is an item whose ID you need that isn't on this list, visit the Minecraft wiki. In addition, some Minecraft objects have both block and item IDs.

Armor IDs

	Item	ID Name	ID Number
	Armor Stand	armor_stand	416
	Chain Boots	chainmail_boots	305
	Chain Chestplate	chainmail_chestplate	303
	Chain Helmet	chainmail_helmet	302
	Chain Leggings	chainmail_leggings	304
	Diamond Boots	diamond_boots	313
	Diamond Chestplate	diamond_chestplate	311
	Diamond Helmet	diamond_helmet	310
	Diamond Leggings	diamond_leggings	312
	Golden Boots	golden_boots	317
	Golden Chestplate	golden_chestplate	315
	Golden Helmet	golden_helmet	314
	Golden Leggings	golden_leggings	316
	Horse Armor (Diamond)	diamond_horse_armor	419
	Horse Armor (Golden)	golden_horse_armor	418
	Horse Armor (Iron)	iron_horse_armor	417
	Iron Boots	iron_boots	309
	Iron Chestplate	iron_chestplate	307
	Iron Helmet	iron_helmet	306
	Iron Leggings	iron_leggings	308
	Leather Boots	leather_boots	301
	Leather Cap	leather_helmet	298
	Leather Pants	leather_leggings	300
	Leather Tunic	leather_chestplate	299

Food and Plant-related

	Item	ID Name	ID Number
	Apple	apple	260
	Baked Potato	baked_potato	393
	Beef (Raw)	beef	363
	Bread	bread	297
	Cake	cake	354
	Carrot	carrot	391
	Chicken (Raw)	chicken	365
	Chicken (Cooked)	cooked_chicken	366

	Cookie	cookie	357
	Fish (Raw)	fish	349
	Fish (Cooked)	cooked_fish	350
	Golden Apple	golden_apple	322
	Golden Carrot	golden_carrot	396
	Melon	melon	360
	Melon Seeds	melon_seeds	362
	Milk	milk_bucket	335
	Mushroom Stew	mushroom_stew	282
	Mutton (cooked)	cooked_mutton	424
	Mutton (raw)	mutton	423
	Porkchop (cooked)	cooked_porkchop	320
	Porkchop (raw)	porkchop	319
	Potato	potato	392
	Poisonous Potato	poisonous_potato	394
	Pumpkin Pie	pumpkin_pie	400
	Pumpkin Seeds	pumpkin_seeds	361
	Rabbit (Cooked)	cooked_rabbit	412
	Rabbit (Raw)	rabbit	411
	Rabbit Stew	rabbit_stew	413

	Rotten Flesh	rotten_flesh	367
	Seeds	wheat_seeds	295
	Steak	cooked_beef	364
	Sugar	sugar	353
	Wheat	wheat	296

Household and Miscellaneous Goods

	Item	ID Name	ID Number
	Banner	banner	425
	Bed	bed	355
	Birch Door	birch_door	428
	Boat	boat	333
	Book	book	340
	Book and Quill	writable_book	386
	Bottle o' Enchanting	experience_bottle	384
	Bowl	bowl	281
	Bucket	bucket	325
	Carrot on a Stick	carrot_on_a_stick	398

	Empty Map	map	395
	Enchanted Book	enchanted_book	403
	Fire Charge	fire_charge	385
–	Firework Rocket	fireworks	401
	Firework Star	firework_charge	402
	Glass Bottle	glass_bottle	374
	Iron Door	iron_door	330
	Item Frame	item_frame	389
	Jungle Door	jungle_door	429
	Minecart	minecart	328
	Oak Door	wooden_door	324
	Painting	painting	321
	Paper	paper	339
	Potion (Water Bottle) *For specific potions, see Appendix H: Potion IDs	potion	373
	Saddle	saddle	329
	Sign	sign	323
	Spawn Egg	spawn_egg	383
	Spruce Door	spruce_door	427
	Stick	stick	280

Materials and Mob Drops

	Item	ID Name	ID Number
	Blaze Powder	blaze_powder	377
	Blaze Rod	blaze_rod	369
	Bone	bone	352
	Brick	brick	336
	Clay	clay_ball	337
	Coal	coal	263
	Diamond	diamond	264
	Dye (ink sac) *bonemeal	dye	351
	Egg	egg	344
	Emerald	emerald	388
	Ender Pearl	ender_pearl	368
	Eye of Ender	ender_eye	381
	Feather	feather	288
	Fermented Spider Eye	fermented_ spider_eye	376
	Flint	flint	318
	Ghast Tear	ghast_tear	370
	Glistering Melon	speckled_melon	382

	Glowstone Dust	glowstone_dust	348
	Gold Ingot	gold_ingot	266
	Gold Nugget	gold_nugget	371
	Gunpowder	gunpowder	289
	Iron Ingot	iron_ingot	265
	Lava Bucket	lava_bucket	327
	Leather	leather	334
	Magma Cream	magma_cream	378
	Mob Head	skull	397
	Nether Brick	netherbrick	405
	Nether Quartz	quartz	406
	Nether Star	nether_star	399
	Nether Wart	nether_wart	372
	Prismarine Shard	prismarine_shard	409
	Prismarine Crystals	prismarine_crystals	410
	Rabbit's Foot	rabbit_foot	414
	Rabbit Hide	rabbit_hide	415
	Redstone	redstone	331
	Slimeball	slime_ball	341
	Snowball	snowball	332
	Spider Eye	spider_eye	375
	String	string	287
	Sugar Cane	reeds	338
	Water Bucket	water_bucket	326

Music Disc ID Names and Numbers

	Item	ID Name	ID Number
	11 Disc	record_11	2266
	13 Disc	record_13	2256
	Blocks Disc	record_blocks	2258
	Cat Disc	record_cat	2257
	Chirp Disc	record_chirp	2259
	Far Disc	record_far	2260
	Mall Disc	record_mall	2261
	Mellohi Disc	record_mellohi	2262
	Stal Disc	record_stal	2263
	Strad Disc	record_strad	2264
	Wait Disc	record_wait	2267
	Ward Disc	record_ward	2265

Tools

	Item	ID Name	ID Number
	Clock	clock	347
	Compass	compass	345
	Diamond Axe	diamond_axe	279
	Diamond Hoe	diamond_hoe	293
	Diamond Pickaxe	diamond_pickaxe	278
	Diamond Shovel	diamond_shovel	277
	Fishing Rod	fishing_rod	346
	Flint and Steel	flint_and_steel	259
	Golden Axe	golden_axe	286
	Golden Hoe	golden_hoe	294
	Golden Pickaxe	golden_pickaxe	285
	Golden Shovel	golden_shovel	284
	Iron Axe	iron_axe	258
	Iron Hoe	iron_hoe	292
	Iron Pickaxe	iron_pickaxe	257
	Iron Shovel	iron_shovel	256
	Lead	lead	420
	Name Tag	name_tag	421

	Shears	shears	359
	Stone Axe	stone_axe	275
	Stone Hoe	stone_hoe	291
	Stone Pickaxe	stone_pickaxe	274
	Stone Shovel	stone_shovel	273
	Wooden Axe	wooden_axe	271
	Wooden Hoe	wooden_hoe	290
	Wooden Pickaxe	wooden_pickaxe	270
	Wooden Shovel	wooden_shovel	269

Weapons

	Item	ID Name	ID Number
	Arrow	arrow	262
	Bow	bow	261
	Diamond Sword	diamond_sword	276
	Golden Sword	golden_sword	283
	Iron Sword	iron_sword	267
	Wooden Sword	wooden_sword	268

APPENDIX C

POTION IDs

All of these potions have the ID name “potion” and the ID number “373”, so you use their data value to specify which potion you want. After the potion name is the length of time that the potion is in effect, otherwise the potion is instant.

Potion	Data Value
Awkward Potion	16
Fire Resistance Potion (3:00)	8195
Fire Resistance Potion (8:00)	8259
Fire Resistance Splash (2:15)	16387
Fire Resistance Splash (6:00)	16451
Harming Potion	8204
Harming Potion II	8236
Harming Splash	16396
Harming Splash II	16428
Healing Potion	8197
Healing Potion II	8229
Healing Splash	16389
Healing Splash II	16421
Invisibility Potion (3:00)	8206
Invisibility Potion (8:00)	8270
Invisibility Splash (2:15)	16398
Invisibility Splash (6:00)	16462
Leaping Potion (3:00)	8267
Leaping Potion II (1:30)	8235

Leaping Splash (2:15)	16459
Leaping Splash II (1:07)	16427
Night Vision Potion (3:00)	8198
Night Vision Potion (8:00)	8262
Night Vision Splash (2:15)	16390
Night Vision Splash (6:00)	16454
Poison Potion (0:45)	8196
Poison Potion (2:00)	8260
Poison Potion II (0:22)	8228
Poison Potion II (1:00)	8292
Poison Splash (0:33)	16388
Poison Splash (1:30)	16452
Poison Splash II (0:16)	16420
Poison Splash II (0:45)	16484
Regeneration Potion (0:45)	8193
Regeneration Potion (2:00)	8257
Regeneration Potion II (0:22)	8225
Regeneration Potion II (1:00)	8289
Regeneration Splash (0:33)	16385
Regeneration Splash (1:30)	16449
Regeneration Splash II (0:16)	16417
Regeneration Splash II (0:45)	16481
Slowness Potion (1:30)	8202
Slowness Potion (4:00)	8266
Slowness Splash (1:07)	16394
Slowness Splash (3:00)	16458
Strength Potion (3:00)	8201
Strength Potion (8:00)	8265
Strength Potion II (1:30)	8233
Strength Potion II (4:00)	8297
Strength Splash (2:15)	16393
Strength Splash (6:00)	16457
Strength Splash II (1:07)	16425
Strength Splash II (3:00)	16489
Swiftness Potion (3:00)	8194
Swiftness Potion (8:00)	8258
Swiftness Potion II (1:30)	8226
Swiftness Potion II (4:00)	8290
Swiftness Splash (2:15)	16386
Swiftness Splash (6:00)	16450
Swiftness Splash II (1:07)	16418
Swiftness Splash II (3:00)	16482
Water Breathing Potion (3:00)	8205

Water Breathing Potion (8:00)	8269
Water Breathing Splash (2:15)	16397
Water Breathing Splash (6:00)	16461
Weakness Potion (1:30)	8200
Weakness Potion (4:00)	8264
Weakness Splash (1:07)	16392
Weakness Splash (3:00)	16456

APPENDIX D

ENCHANTMENT IDs

These IDs are used with the /give command and the /enchant command. The Highest Level is the maximum level the enchantment can have in regular gameplay.

Enchantment	Name	ID	Highest Level
Protection	protection	0	IV
Fire Protection	fire_protection	1	IV
Feather Falling	feather_falling	2	IV
Blast Protection	blast_protection	3	IV
Projectile Protection	projectile_protection	4	IV
Respiration	respiration	5	III

Aqua Affinity	aqua_affinity	6	I
Thorns	thorns	7	III
Depth Strider	depth_strider	8	III
Sharpness	sharpness	16	V
Smite	smite	17	V
Bane of Arthropods	bane_of_arthropods	18	V
Knockback	knockback	19	II
Fire Aspect	fire_aspect	20	II
Looting	looting	21	III
Efficiency	efficiency	32	V
Silk Touch	silk_touch	33	I
Unbreaking	unbreaking	34	III
Fortune	fortune	35	III
Power	power	48	V
Punch	punch	49	II
Flame	flame	50	I
Infinity	infinity	51	I
Luck of the Sea	luck_of_the_sea	61	III
Lure	lure	62	III

APPENDIX E

STATUS EFFECTS

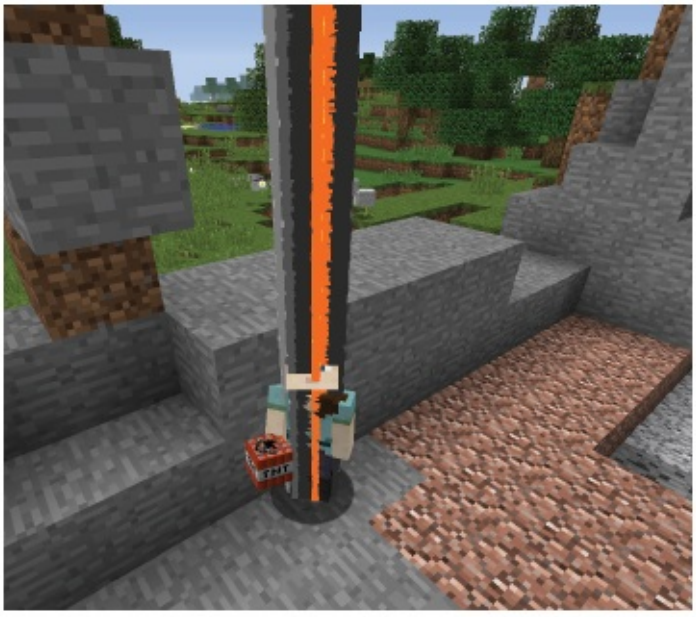
Use these ID names or numbers for status effects with the /effect command.

	Status Effect	ID Name	ID #
	Speed	speed	1
	Slowness	slowness	2
	Haste	haste	3
	Mining Fatigue	mining_fatigue	4

	Strength	strength	5
–	Instant Health	instant_health	6
–	Instant Damage	instant_damage	7
	Jump Boost	jump_boost	8
	Nausea	nausea	9
	Regeneration	regeneration	10
	Resistance	resistance	11
	Fire Resistance	fire_resistance	12
	Water Breathing	water_breathing	13
	Invisibility	invisibility	14
	Blindness	blindness	15
	Night vision	night_vision	16
	Hunger	hunger	17
	Weakness	weakness	18
	Poison	poison	19
	Wither	wither	20
	Health Boost	health_boost	21
	Absorption	absorption	22
–	Saturation	saturation	23

APPENDIX F

PARTICLES



Use these ID names for visual effects with the /particle command.

This is a shortened version of the full Particle list at the Minecraft Wiki. For the full list, visit http://minecraft.gamepedia.com/Particles

angryVillager
bubble (only works underwater)
cloud
crit
dripWater
dripLava
droplet
enchantmenttable
explode
fireworksSpark
flame
happyVillager
heart
hugeexplosion
instantSpell
largeexplode
largesmoke
lava
magicCrit

mobSpell
note
portal
reddust
slime
smoke
snowballpoof
snowshovel
spell
splash
wake
witchMagic

APPENDIX G

ENTITY IDs

You refer to Entities by their ID name, which is also called their Savegame ID. This is a slightly shortened list of the full Entity ID list at the Minecraft Wiki, which you can find here: http://minecraft.gamepedia.com/Data_values/Entity_IDs

Entity	ID Name (Savegame ID)
Bat	Bat
Blaze	Blaze
Cave Spider	CaveSpider
Chicken	Chicken
Cow	Cow
Creeper	Creeper
Ender Dragon	EnderDragon
Enderman	Enderman
Endermite	Endermite
Experience Orb	XPOrb
Falling block (gravel, sand, anvil, dragon egg)	FallingSand
Firework Rocket	FireworksRocketEntity
Giant	Giant
Ghast	Ghast
Guardian	Guardian
Horse	EntityHorse
Iron Golem	VillagerGolem
Killer Rabbit	Rabbit
Magma Cube	LavaSlime

Mooshroom	MushroomCow
Ocelot	Ozelot
Pig	Pig
Primed TNT	PrimedTnt
Rabbit	Rabbit
Sheep	Sheep
Silverfish	Silverfish
Skeleton	Skeleton
Slime	Slime
Snow Golem	SnowMan
Spider	Spider
Squid	Squid
Villager	Villager
Witch	Witch
Wither	WitherBoss
Wolf	Wolf
Zombie Villager	Zombie
Zombie Pigman	PigZombie

APPENDIX H

COMMANDS

This list covers most Minecraft commands, but not server administration commands. To learn more about commands that manage a server, visit the Minecraft Wiki at http://minecraft.gamepedia.com/Commands.

Italics show the text that must be replaced. The angle brackets show parameters that must be included, and the square brackets show optional parameters. (These brackets shouldn't be included in the command.) Also, the commands and syntax below start with a slash. The slash is required for commands used in the Chat window, but optional for commands used in a command block.

Command	Syntax
/achievement	`/achievement <give|take> <stat_name|*> [player]`
/blockdata	`/blockdata <x y z> <dataTag>`
/clear	`/clear [player] [item] [data] [maxCount] [dataTag]`
/clone	`/clone <x1 y1 z1> <x2 y2 z2> <x y z> [maskMode] [cloneMode] [TileName]`
/defaultgamemode	`/defaultgamemode <mode>`
/difficulty	`/difficulty <new difficulty>`
/effect	`/effect <player> <effect> [seconds] [amplifier] [hideParticles]` `/effect <player> clear`
/enchant	`/enchant <player> <enchantment ID> [level]`
/entitydata	`/entitydata <entity> <dataTag>`
/execute	`/execute <entity> <x y z> <command>` `/execute <entity> <x y z> detect <x2 y2 z2> <block> <data> <command>`
/fill	`/fill <x1 y1 z1> <x2 y2 <z2> <TileName> [dataValue] [oldBlockHandling] [dataTag]` `/fill <x1 y1 z1> <x2 y2 z2> <TileName> <dataValue> replace [replaceTileName] [replaceDataValue]`

/gamemode	/gamemode <*mode*> [*player*]
/gamerule	/gamerule <*rule name*> [*value*]
/give	/give <*player*> <*item*> [*amount*] [*data*] [*dataTag*]
/help	/help [*page*|*command name*] /? [*page*|*command name*]
/kill	/kill [*player*|*entity*]
/list	/list
/me	/me <*action …*>
/particle	/particle <*name*> <*x y z*> <*xd yd zd*> <*speed*> [*count*] [*mode*]
/playsound	/playsound <*sound*> <*player*> [*x y z*] [*volume*] [*pitch*] [*minimumVolume*]
/replaceitem	/replaceitem block <*x y z*> <*slot*> <*item*> [*amount*] [*data*] [*dataTag*] /replaceitem entity <*selector*> <*slot*> <*item*> [*amount*] [*data*] [*dataTag*]
/say	/say <*message …*>
/scoreboard	/scoreboard <*objectives*|*players*|*teams*> …
/seed	/seed
/setblock	/setblock <*x y z*> <*TileName*> [*dataValue*] [*oldBlockHandling*] [*dataTag*]
/setworldspawn	/setworldspawn [*x y z*]
/spawnpoint	/spawnpoint [*player*][*x y z*]
/spreadplayers	/spreadplayers <*x z*> <*spreadDistance*> <*maxRange*> <*respectTeams*> <*player …*>
/stats	/stats block <x y z> clear <stat> /stats block <x y z> set <stat> <selector><objective> /stats entity <*selector2*> clear <*stat*> /stats entity <*selector2*> set <*stat*> <*selector*> <*objective*>
/summon	/summon <*EntityName*> [*x y z*] [*dataTag*]
/tell	/tell <*player*> <*private message …*> /msg <*player*> <*private message …*> /w <*player*> <*private message …*>
/tellraw	/tellraw <*player*> <*raw json message*>
/testfor	/testfor <*player*> [*dataTag*]
/testforblock	/testforblock <*x y z*> <*TileName*> [*dataValue*] [*dataTag*]
/testforblocks	/testforblocks <*x1 y1 z1*> <*x2 y2 z2*> <*x y z*> [*mode*]
/time	/time <add|query|set> <value>
/title	/title <*player*> clear /title <*player*> reset /title <*player*> subtitle <*raw json title*> /title <*player*> times <*fadeIn*> <*stay*> <*fadeOut*> /title <*player*> title <*raw json title*>
/toggledownfall	/toggledownfall
/tp	/tp [*target player*] <*destination player*> /tp [*target player*] <*x y z*> [<*y-rot x-rot*>]
/trigger	/trigger <*objective*> <add|set> <*value*>
/weather	/weather <clear|rain|thunder> [*duration in seconds*]
/worldborder	/worldborder add <*sizeInBlocks*> [*timeInSeconds*] /worldborder center <*x z*> /worldborder damage amount <*damagePerBlock*> /worldborder damage buffer <*sizeInBlocks*> /worldborder get /worldborder set <*sizeInBlocks*> [*timeInSeconds*] /worldborder warning distance <*blocks*>

	`/worldborder warning time <seconds>`
/xp	`/xp <amount> [player]` `/xp <amount>L [player]`

* Source: Minecraft Wiki at http://minecraft.gamepedia.com/ Commands and the Minecraft 1.8.3 game.

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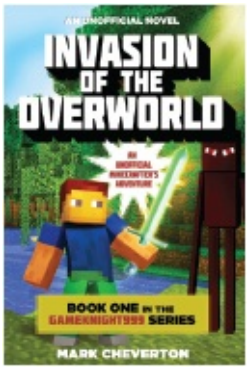

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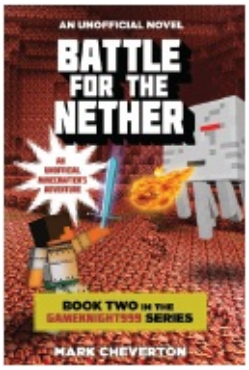

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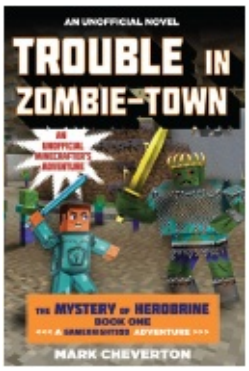

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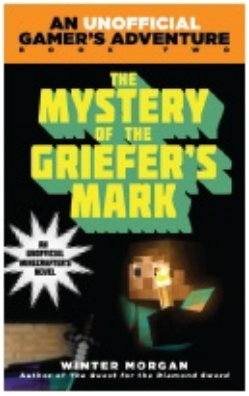

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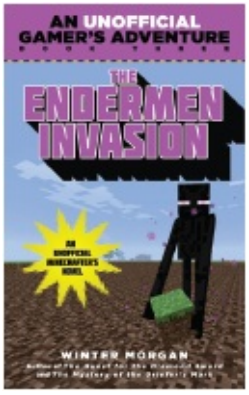

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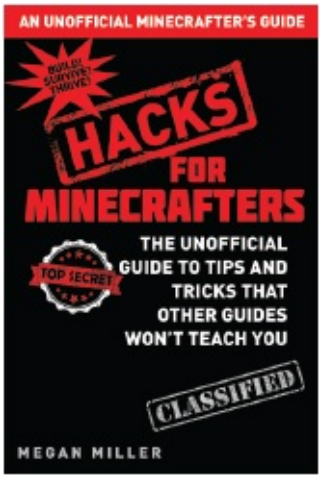

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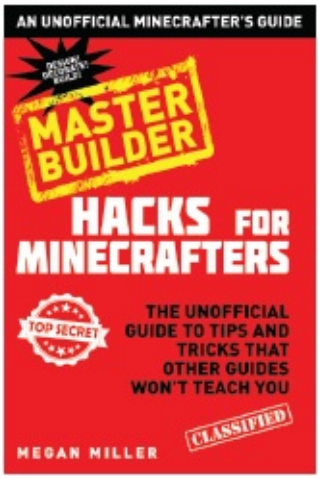

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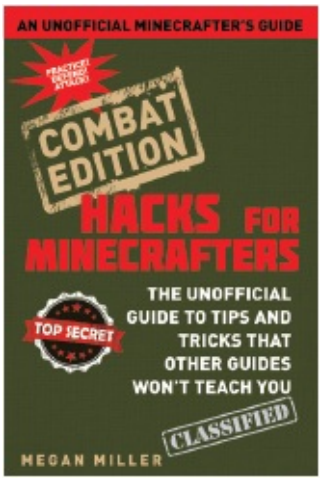

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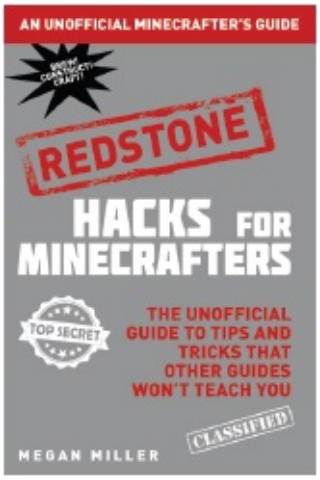

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