

TARGET SELECTORS

@p	nearest player
@a	all players
@r	random player
@e	all entities
@s	the command's executor (yourself)
@e[type=zombie,distance=..10,limit=3,sort=nearest]	
@a[gamemode=survival] · @e[type=item]	— filters combine with ,

COORDINATES

100 64 -200	absolute X Y Z
~ ~ ~	relative to executor (~5 = +5)
~ ~10 ~	10 blocks above current spot
^ ^ ^5	local: 5 blocks in facing direction

TELEPORTING

tp Alice Bob	Alice → Bob
tp @s 100 64 -200	yourself → coords
tp @s ~ ~20 ~	20 blocks straight up
tp @a @s	everyone → you
tp @s 0 64 0 90 0	with facing (yaw pitch)
spawnpoint @s ~ ~ ~	set respawn point here
setworldspawn 0 64 0	set world spawn

GIVING ITEMS

give @s diamond 64	a stack of diamonds
give Alice netherite_sword	count defaults to 1
give @a golden_apple 8	8 to every player
give @s diamond_sword[enchantments={sharpness:5,unbreaking:3}]	— pre-enchanted (1.20.5+)
clear Alice	empty entire inventory
clear @s dirt	remove all dirt only

USEFUL ITEMS TO GIVE

Gear sets	netherite_/diamond_/iron_ + sword pickaxe axe shovel hoe helmet chestplate leggings boots
Ranged	bow · crossbow · arrow 64 · trident · mace
Survival	shield · totem_of_undying · golden_apple · enchanted_golden_apple · cooked_beef 64 · golden_carrot 64
Mobility	elytra · firework_rocket 64 · ender_pearl 16 · saddle
Utility	water_bucket · lava_bucket · flint_and_steel · torch 64 · name_tag · lead · recovery_compass · spyglass · experience_bottle 64
Storage	shulker_box · ender_chest · bundle
god pickaxe: give @s netherite_pickaxe[enchantments={efficiency:5,fortune:3,unbreaking:3,mending:1}]	

ENCHANT · EFFECTS · XP

enchant @s sharpness 5	enchant held item
effect give @s speed 120 2	seconds, amplifier (= level 3)
effect give @s night_vision infinite	
effect clear @s	remove all effects
xp add @s 30 levels	also: points
xp set Alice 0 points	xp query @s levels

GAME MODE & DIFFICULTY

gamemode creative	also: survival, adventure, spectator
gamemode survival Alice	for another player
defaultgamemode survival	for new players
difficulty hard	peaceful easy normal hard

TIME & WEATHER

time set day	also: noon, night, midnight
time set 1000	ticks (24000 = full day)
time query time	current clock ticks
time pause / time resume	freeze / unfreeze the clock
weather clear	also: rain, thunder
weather rain 600	duration in seconds

USEFUL GAMERULES

gamerule keep_inventory true	no item loss on death
gamerule mob_griefing false	no creeper/enderman damage
gamerule advance_time false	freeze time
gamerule advance_weather false	freeze weather
gamerule spawn_mobs false	no hostile spawns
gamerule players_sleeping_percentage 1	one sleeper skips night
gamerule random_tick_speed 3	crop growth speed (default 3)
pre-26 names were camelCase: keepInventory, doDayLightCycle, ...	

BUILDING

setblock ~ ~ ~ stone	place one block
fill 0 64 0 10 70 10 glass	fill region (max 32 768 blocks)
fill 0 64 0 10 70 10 air	clear a region
fill 0 64 0 10 70 10 stone	replace dirt — replace only dirt
clone 0 64 0 10 70 10 50 64 50	— copy region to new corner

ENTITIES & WORLD

summon zombie ~ ~ ~	spawn an entity
summon lightning_bolt	smite current spot
kill @e[type=item]	clear dropped items (lag)
kill @e[type=zombie,distance=..20]	nearby zombies
locate structure village_plains	coords of nearest
locate biome cherry_grove	nearest biome
seed	show world seed

CHAT & PLAYERS

list	who's online (great over RCON)
say Server restarting soon	broadcast to all
msg Alice dinner time	private message
tellraw @a {"text":"Hello","color":"gold","bold":true}	— formatted broadcast
kick Alice afk too long	reason is optional

MODERATION

op Alice / deop Alice	grant / revoke operator
whitelist add Alice	also: remove, list, reload
whitelist on	enforce the whitelist
ban Alice griefing	pardon Alice to undo
ban-ip 1.2.3.4	pardon-ip to undo
banlist	show bans

SERVER MAINTENANCE (RCON FAVORITES)

save-all	flush world to disk
save-off / save-on	pause autosave (do this around backups)
stop	graceful shutdown
help / help tp	list commands / usage of one

EARLY GAME — DAY ONE

1. **Punch trees** (~10 logs) → crafting table + wooden pickaxe
2. 3 cobblestone → **stone pickaxe**, then stone axe/sword/shovel — skip making more wooden tools
3. **Cook your meat** — raw food is a trap; break tall grass for wheat seeds
4. **Bed**: 3 wool + 3 planks — skips the night *and* sets your respawn
5. **Shelter**: dig into a hillside and plug the hole; a door beats an ambitious half-finished house at sundown

FIRST MINING TRIP

- **Staircase down** — never dig straight down (gravel, caves, lava)
- Bring food, torches, spare wood; a **water bucket** as soon as you have iron
- ~32 iron ore = full armor + tools, smelted with coal mined on the way
- Diamonds are best at **Y -58/-59** (1.18+); lava lakes start around Y -54 — bring the water bucket before going that deep
- Torches **on the right wall** going in — right-hand rule leads home

EARLY ESSENTIALS

- Full iron armor + **shield** — blocks creeper blasts and skeleton arrows
- Crop farm: 9×9 plot, water in the center hydrates all of it
- Small cow/sheep pen — wheat lures them, breed pairs
- Sugar cane on a water edge → paper for bookshelves later
- A **bucket on the hotbar** saves you from lava, falls, and creepers
- Items despawn **5 min** after death — carry less until routes are safe

FARMS, IN ORDER

1. **Crops** — wheat + carrots + potatoes; composter eats the excess → bone meal
2. **Sugar cane** — only the bottom block must stay; observer-piston later
3. **Bamboo/cactus** — grow unattended; bamboo doubles as furnace-XP afk fuel
4. **Mob XP farm** — dark room or dungeon spawner, water stream to a one-hit kill chamber
5. **Iron farm** — 3+ villagers + beds + a zombie scare → golems; trivializes hoppers, rails, buckets, anvils

MOB FARM NOTES

- Hostiles spawn at **light level 0** only (1.18+) — any light spawn-proofs
- Farms work when players are **24–128 blocks** from the spawning spaces
- `gamerule mobGriefing false` breaks creeper/wither-based designs

ENCHANTING SETUP

- **15 bookshelves** (1-block gap around the table) unlock level-30 enchants — 3 leather + 9 paper each
- A level-30 enchant costs **3 levels + 3 lapis**, not 30 levels — enchant early and often once past level 30
- Don't enchant or repair iron gear — it's disposable; save levels for diamond

ENCHANT PRIORITIES

Pickaxe	Efficiency, Unbreaking → Fortune III (or Silk Touch on a 2nd pick)
Sword	Sharpness → Looting III, Sweeping Edge
Armor	Protection IV → Feather Falling IV (boots), Respiration (helmet)
Everything	Mending — from fishing, trading, or chest loot only

ANVIL NOTES

- Combining identical items merges enchants, but the **prior-work penalty doubles** each combine — plan the tree, don't chain endlessly
- “Too expensive!” caps at **40 levels**
- A grindstone strips enchants and refunds a little XP
- Mending and Infinity are mutually exclusive on bows

NETHER PORTALS

- 1 nether block = **8 overworld blocks** — build hub tunnels nether-side
- To link deliberately: overworld X/Z ÷ **8**, build the nether portal there; portals link to the *nearest existing* portal
- A frame needs only **10 obsidian** (corners optional) — a water bucket on a lava lake casts one with no diamond pickaxe

NETHER SURVIVAL

- **Fire Resistance potions** (nether wart + magma cream) make it casual
- Carry flint & steel — ghosts blow out portals
- Never sleep: **beds explode** in the nether (respawn anchors work)
- Wearing **any gold armor piece** keeps piglins neutral; hoglins fear warped fungus

FAST TRAVEL

- **Blue-ice boat highways**: ~40–70 blocks/s — 2-wide lane + slab roof against ghosts
- Elytra + rockets is endgame travel; until then, nether hubs beat overworld roads

VILLAGERS

- A villager needs a **bed** + a **job block** (lectern → librarian, blast furnace → armorer, grindstone → weaponsmith)
- **Reroll librarians**: break/replace the lectern until the book you want (e.g. Mending) appears — the trade locks once you trade
- Breed: **3 bread or 12 carrots/potatoes** per villager + spare beds
- **Cure** a zombieified villager (weakness splash + golden apple) for near-permanent massive discounts

STARTER TRADES

Farmer	crops → emeralds (easy emerald engine)
Fletcher	sticks → emeralds (cheapest trade in the game)
Librarian	Mending, Efficiency, Protection books
Smiths	diamond gear for emeralds
Cleric	rotten flesh → emeralds; ender pearls