

## Minecraft/Mod Commands Cheat Sheet

by River L. (Tamaranth) via cheatography.com/42882/cs/19707/

// CONVENIENCE COMMANDS // Itime set <day 1000,="" etc.="" night=""  =""> sets the time // gamerule doDaylightCycle false stops the time of day from changing  // weather <clear, etc.=""> changes the weather  // town shows your town's town screen  // town?  // town ?  // town new &lt; town name &gt; // town name &lt; name &gt; // town name  // town name</clear,></day>	Minecraft Esser	ntials		Towny (cont)	
All most c day   night   1000, etc.   sols the time   changing   stops the time of day from   changing   cha	~~ CONVENIE	NCE COMMANDS~	~		claims an area of plots for
Approx   Capanger					sale around where you're
Available   Clear, etc.   Changes the weather   Changes your town's town   Screen   Changes your town's town   Changes your town's   Changes your careas a new town   Changes your careas a new town   Changes your careas	/gamerule doDa	nylightCycle false	stops the time of day from		standing
Allowan   Shows your town's town screen   Allowan   Shows your town's town screen   Allowan	, , , , , , , ,		changing	~~ TOWN COMMANDS	
Accompanies   Server   Serve	/weather <clear, etc.=""></clear,>		changes the weather		-h
Agrice   Famount   Agrice   Fa				/town	-
Inventory of the specified player (amount optional)   Aown new <town name="">   creates a new town    </town>	~~ ITEM COMN	MANDS~~		/town ?	shows all /town
Abown name   Abo	/give <player> &lt;</player>	item> [amount]	inventory of the specified player		commands
Mown name <				/town new <town name=""></town>	creates a new town
Summon   S	/more			/town name < name >	changes your town's
And the mathemath   Elevel   enchants item in hand   Cock/spawn point of your town   Cock/spawn point of your point of your town   Cock/spawn point of your point point	/summon		summons an object or creature		
Composit   Septembroint   Septembr	/enchant [encha	antment] [level]	enchants item in hand	/town homeblock	
sets spawn point to current location   Setwarp < warp name >   creates a new warp location   Setwarp < warp name >   creates a new warp location   Setwarp < warp name >   creates a new warp location   Setwarp   Shows your current coordinates (or another player's, if specified)   /nation   Shows your nation's nation   Screen   Shows all /nation   Screen   Shows					
location	~~ LOCATION COMMANDS ~~			/town join <town name=""></town>	to join a town (as long as it
Artion COMMANDS   Artion Commands   Artion   Artion Commands   Artion   Articon   Arti	/spawnpoint		sets spawn point to current		doesn't require invites)
Antion   Shows your nation's nation   Shows your nation's nation   Shows your nation's nation   Screen   Specified     Antion   Shows your nation's nation   Screen     Antion   Shows your nation's nation     Antion   Shows your nation's nation     Antion   Shows your nation's     Antion   Shows your nation's     Antion   Shows your nation's     Antion   Shows your nation's     Antion   Shows name   Capitol town     Antion   Stephol     Antion   Stepho					
Commands			·	~~ NATION COMMANDS ~~	
Apply second   Appl	/getpos [player]		(or another player's, if	/nation	-
Runghos				Ination 2	
/nation new <name>   capitol town   creates a new nation &amp; optionally specifies a town as the capitol   /tp <player teleport="" to="">   if only 1 player is specified it will teleport you to that player   /tpahere <player>   asks player to accept teleport request to you   /tpaccept   accepts a teleport request   /nation set capitol <lown>   /nation set capitol <lown>   /nation set name <name>   /nation set spawn   /nation set sitle <name> <iiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiii< td=""><td colspan="2">/tppos <x> <y> <z></z></y></x></td><td>teleports you to specified</td><td>mauon:</td><td></td></iiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiii<></name></name></lown></lown></player></player></name>	/tppos <x> <y> <z></z></y></x>		teleports you to specified	mauon:	
### MULTIPLAYER COMMANDS — as the capitol    for   1   1   1   1   1   1   1   1   1			coordinates	/nation new <name> [capitol town]</name>	creates a new nation &
Image:					
teleport you to that player /tpahere <player> asks player to accept teleport request to you /tpaccept /nation set name <name> /nation set name <name> /name /name /name /name /nation set name <name> /name /name /name /nation set spawn /nation set stitle <name> <ti>(King command) adds a title to a member of the nation /nation /nation set surname /King command) adds a suffix to a member of the nation /nation set surname //nation set surname //nat</ti></name></name></name></name></player>					
Apahere <player>       asks player to accept teleport request request to you       //nation set spawn       to set your nation's spawn point         //paccept       accepts a teleport request       /nation set title <name> <ti>(King command) adds a title to a member of the nation         /afk       sets your status to afk       /nation set surname       (King command) adds a suffix to a member of the nation         /seed       shows the seed for the world you're in       /nation ally add <nation> <nation>       adds a nation to your nation's ally list         Towny       /nation enemy add <nation> <nation>       adds a nation to your nation's enemy list         **PLOT COMMANDS ~***         /plot       shows all /plot commands       **WORLD COMMANDS ~***         /plot set name       names an owned plot       /townyworld   /tw       shows world settings for the world you're in</nation></nation></nation></nation></ti></name></player>	/tp <player> <pl< td=""><td>ayer to teleport to&gt;</td><td></td><td></td><td></td></pl<></player>	ayer to teleport to>			
/tpaccept accepts a teleport request /nick <nickname> sets a nickname to display instead of username /afk sets your status to afk  /miscellaneous commands / shows all /plot commands /plot perm shows the perm line of the plot you're standing in /nation set spawn to set spawn point /nation set spawn (King command) adds a title to a member of the nation //nation set surname //nation ally add <nation> <nation> adds a nation to your nation's ally list //nation enemy add <nation> <nation> adds a nation to your nation's enemy list </nation></nation></nation></nation></nickname>	/tnahere <nlaver></nlaver>		. , , , ,	/nation set name <name></name>	
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adds a nation to your nation's ally list  /nation enemy add &lt;nation&gt; &lt;nation&gt; adds a nation to your nation's ally list  /nation enemy add &lt;nation&gt; &lt;nation&gt; adds a nation to your nation's enemy list  /nation enemy add &lt;nation&gt; &lt;nation&gt; adds a nation to your nation's enemy list  // plot set name names an owned plot // plot perm shows the perm line of the plot you're standing in  // townyworld   /tw shows world settings for the world you're in&lt;/td&gt;&lt;td colspan=3&gt;&lt;/td&gt;&lt;td&gt;&lt;/td&gt;&lt;td&gt;nation&lt;/td&gt;&lt;/tr&gt;&lt;tr&gt;&lt;td&gt;/nation enemy add &lt;nation&gt; &lt;nation&gt; adds a nation to your nation's enemy list  /plot shows all /plot commands /plot set name names an owned plot /plot perm shows the perm line of the plot you're standing in  /nation enemy add &lt;nation&gt; &lt;nation&gt; adds a nation to your nation's enemy list  /*WORLD COMMANDS /townyworld   /tw shows world settings for the world you're in&lt;/td&gt;&lt;td colspan=2&gt;/seed&lt;/td&gt;&lt;td&gt;&lt;/td&gt;&lt;td&gt;/nation ally add &lt;nation&gt; &lt;nation&gt;&lt;/td&gt;&lt;td&gt;•&lt;/td&gt;&lt;/tr&gt;&lt;tr&gt;&lt;td&gt;/plot set name names an owned plot /plot perm shows the perm line of the plot you're standing in&lt;/td&gt;&lt;td colspan=3&gt;Towny&lt;/td&gt;&lt;td&gt;/nation enemy add &lt;nation&gt; &lt;nation&gt;&lt;/td&gt;&lt;td&gt;•&lt;/td&gt;&lt;/tr&gt;&lt;tr&gt;&lt;td&gt;/plot set name names an owned plot /plot perm shows the perm line of the plot you're standing in  **WORLD COMMANDS ** /townyworld   /tw shows world settings for the world you're in&lt;/td&gt;&lt;td colspan=3&gt;&lt;/td&gt;&lt;td&gt;&lt;/td&gt;&lt;td&gt;nation's enemy list&lt;/td&gt;&lt;/tr&gt;&lt;tr&gt;&lt;td&gt;/plot set name names an owned plot /plot perm shows the perm line of the plot you're standing in the world you're in&lt;/td&gt;&lt;td&gt;&lt;/td&gt;&lt;td colspan=5&gt;&lt;/td&gt;&lt;/tr&gt;&lt;tr&gt;&lt;td&gt;/townyworld   /tw shows world settings for the world you're in&lt;/td&gt;&lt;td&gt;•&lt;/td&gt;&lt;td colspan=2&gt;&lt;/td&gt;&lt;td&gt;&lt;/td&gt;&lt;td&gt;&lt;/td&gt;&lt;/tr&gt;&lt;tr&gt;&lt;td&gt;/townyworld ? shows all /tw commands&lt;/td&gt;&lt;td&gt;•&lt;/td&gt;&lt;td colspan=2&gt;&lt;/td&gt;&lt;td&gt;/townyworld   /tw&lt;/td&gt;&lt;td&gt;&lt;/td&gt;&lt;/tr&gt;&lt;tr&gt;&lt;td&gt;&lt;/td&gt;&lt;td&gt;&lt;/td&gt;&lt;td&gt;&lt;/td&gt;&lt;td&gt;&lt;/td&gt;&lt;td&gt;/townyworld ?&lt;/td&gt;&lt;td&gt;shows all /tw commands&lt;/td&gt;&lt;/tr&gt;&lt;/tbody&gt;&lt;/table&gt;</title></name>	

/tw set wildname <name></name>	sets the name of the wilderness				
~~ CHAT COMMANDS ~~					
/tc	to enter your town's chat channel				
/nc	to enter your nation's chat channel				
/global   /g	to go back to global chat				
/a	admin chat				



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Basic WorldEdit		Advanced WorldEdit		
~~ RESCUE & MISC. COMM	IANDS~~	~~ GENERATION COMMANDS ~~		
/butcher	Kills all hostile mobs (and only hostile ones)	//cyl <block> <radius> [,radius] [height]</radius></block>	creates a vertical cylinder	
/ex	extinguishes fires	//hcyl <block> <radius></radius></block>	creates a hollow vertical cylinder	
/unstuck	if you get stuck in a block it moves you up to the first free spot	[,radius] [height] //sphere <block> <radius></radius></block>	creates a sphere; specify "true" to	
/ascend [number of levels]	moves you up, even through solid blocks (number of levels optional) moves you through the wall you're looking at	[,radius,radius] [true false]	make it raised	
/thru		//hsphere <block> <radius> [,radius,radius] [true false]</radius></block>	creates a hollow sphere; specify "-true" to make it raised	
/und		//pyramid <block> <size></size></block>	creates a pyramid	
		//hpyramid <block> <size></size></block>	creates a hollow pyramid	
~~ BUILDING COMMANDS ~		/forestgen [size] [type] [density]	creates a forest	
//hpos1   //hpos2	Sets position 1 or 2 to the block you're looking at	/pumpkins [size]	creates a pumpkin forest	
//expand <amt> <direction></direction></amt>	expands selected area by that number of blocks in that direction	~~ SUPER PICKAXE COMMANDS ~~		
//contract <amt> <direction></direction></amt>	shrinks selected area by that number of blocks in that direction	//	toggles the super pickaxe	
//contract \ame \direction>		/sp single	switch to single block pickaxe mode	
//set <block></block>	sets all blocks within the selection to the specified block type	/sp area <range></range>	switch to area pickaxe mode	
//replace <block1> <block2></block2></block1>	replaces all type 1 blocks within the selected area with type 2 blocks	/sp recur <range></range>	switch to recursive pickaxe mode	
moplace slook! slooks				
/fixwater <radius></radius>	levels nearby pools of water (also works with /fixlava)	~~ BIOME COMMANDS~~		
		//generatebiome [-hroc] <block> <expression></expression></block>	sets biome according to formula	
~~ CLIPBOARD COMMANDS	S~~	//setbiome <biome type=""></biome>	sets selected area to the specified	
//cut	cuts selected region	No. in control in the	biome type	
//сору	opies selected region, including your osition relative to the selection	/biomelist	lists the available biome types	
//paste	pastes the clipboard			
//rotate <y-axis> [x-axis] [z-axis]</y-axis>	rotates the clipboard			
//flip [direction]	flips the clipboard			



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