

# Cat ← Article feedback

v t For other uses, see [Cat \(disambiguation\)](#).

A **cat** is a passive mob found in [villages](#) and [swamp huts](#). They can be [tamed](#) and used to repel [creepers](#) and [phantoms](#).

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## Cat

[Tabby](#) [Tuxedo](#) [Red Siamese](#)

[British Shorthair](#) [Calico](#) [Persian](#)

[Ragdoll](#) [White](#) [Jellie](#) [Black](#)



Adult



Baby



[View all renders](#)

**Java Edition:**

10 (♥♥♥♥)

**Health points**

**Bedrock Edition:**

Wild: 10 (♥♥♥♥)

Tamed: 20 (♥ × 10)

**Behavior**

Passive

**Mob type**

Animal

**Attack strength**

3 (♥) against rabbits and baby turtles only

**Adult:**

Height: 0.7 blocks

Width: 0.6 blocks

**Baby:**

Height: 0.35 blocks

Width: 0.3 blocks

**Speed**

0.3

[Cat sounds](#)

## Gallery

[Renders](#)[Mojang images](#)[Screenshots](#)[Textures](#)[In other media](#)

## References

## External links

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## Spawn

 [Villages](#) [Swamp huts](#) (only black cats) [Raw Cod](#) [Raw Salmon](#)

## Usable items

 [Dye](#) [Lead](#)

# Spawning

## Natural spawning

In *Java Edition*, cats can spawn every 1200 ticks (1 minute). A random player is selected (including spectators) and a random location is chosen 8-32 blocks away from the player horizontally in both directions and at the same height. If that chosen block is less than 2 chunks from a village with fewer than 5 cats, or inside a swamp hut, then a cat can spawn.

## Villages

Untamed cats spawn in villages as long as there are at least five claimed beds within 48 blocks and at most four cats within a 97×17×97 box centered around the spawn position. Cats that spawn with the creation of a village do not despawn, however, any additional cats that spawn within a village may despawn. A village cat spawns with a random appearance, although black cats may spawn only during a full moon; which works in both *Java Edition*[verify] and *Bedrock Edition*, where 50% of cats are black. The spawning of cats in villages is a separate process from the natural spawning of passive mobs and thus is not affected by the Creature mob cap. In *Bedrock Edition*, 25% of cats spawn as babies.

In *Bedrock Edition*, a village periodically spawns stray cats to fill a quota of 1 cat per 4 owned beds, up to a maximum of 5 cats for 20 or more owned beds. Only owned beds (those currently claimed by a villager) are counted for this purpose. All cats within the village boundaries are counted, including baby cats, cats that wander in from outside, and tamed cats owned by a player. If the number of cats found is short of the quota, the village tries to spawn one cat or baby cat within a volume of 17×13×17 blocks centered on the village center, similar to iron golems.

## Swamp hut

One untamed black cat generates alongside a witch inside swamp huts upon world generation. This cat never despawns. Additional cats can spawn within the hut similarly to witches. In *Java Edition*, any other cats to spawn within the swamp hut (from spawn eggs and commands without cat type set) always spawn as black. A new cat does not spawn in a hut if there is already a cat within a 16×8×16 block volume.[Java Edition only][verify]

# Drops

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## Adult

Java Edition:

### Decimal Fraction Distribution Expectation

Item	Quantity / Chance / Average												
	Default			Looting I			Looting II			Looting III			
	String	0–2	66.67%	1.00	0–2	66.67%	1.00	0–2	66.67%	1.00	0–2	66.67%	1.00

Bedrock Edition:

### Decimal Fraction Distribution Expectation

Item	Quantity / Chance / Average												
	Default			Looting I			Looting II			Looting III			
	String	0–2	66.67%	1.00	0–2	66.67%	1.00	0–2	66.67%	1.00	0–2	66.67%	1.00

- 1–3 when killed by a player or tamed wolf.

Upon successful breeding, 1–7 is dropped.

## Baby

Like other baby animals, killing a baby cat yields no items or experience.

## Appearance

"Cat variant" redirects here. For the definition of cat variants in data packs, see [Mob variant definitions § Cat](#).

There are currently eleven variants of cats in the game:

-  All Black (black with orange eyes)
-  British Shorthair (silver with yellow eyes)
-  Calico (orange, white and dark brown with yellow and blue eyes)
-  Jellie (gray and white with gray-green eyes)
-  Persian (creamy with blue eyes and flat faces)
-  Ragdoll (white and soft amber with blue eyes)

- Red (orange and white with green eyes)
- Siamese (white and pale brown with blue eyes)
- Tabby (brown and white with yellow eyes)
- Tuxedo (black) (black and white with green eyes)
- White (white with light blue and yellow eyes)

Cats wearing a collar are considered tamed. When a cat is initially tamed, the collar appears red by default. However, using one of the sixteen colored dyes on the cat by the owner of the cat changes its collar to the corresponding color.

Despite sharing the same model, cats are smaller than ocelots.

The cat variant Jellie was chosen by the community from three finalists<sup>[1]</sup> of an online contest in 2018<sup>[2]</sup>. Jellie was submitted to the Cat Contest (<https://www.minecraft.net/en-us/article/your-cat-could-be-minecraft>) by her owner GoodTimesWithScar. Jellie died in January 2024 at the age of 17.<sup>[3]</sup>

In the default resource pack, a texture file for a tamed gray tabby exists;<sup>[4][BE only]</sup> however, it is completely unused and cannot be spawned in-game.

- Gray Tabby (gray and white with light blue eyes)

## Behavior

Cats are immune to fall damage, but they still avoid falling off cliffs high enough to normally cause fall damage.

Creepers and phantoms avoid cats, even while pursuing a player, keeping a distance of 6 and 16 blocks away respectively from any cats. However, a creeper that has begun its detonation does not flee unless the player leaves its blast radius. Cats hiss at phantoms that are currently pursuing a player.<sup>[UE only]</sup>

Cats can see players even if they have the Invisibility status effect.

Baby cats have a faster movement rate but otherwise have the same behavior as adults.

## Stray cat

A stray cat is an untamed cat. Naturally spawned cats always spawn as stray cats. Unlike untamed wolves, stray cats may despawn naturally. They pursue and attack rabbits and baby turtles they see within 15 blocks. Similar to ocelots, they sneak and stalk their prey until they are within 4 blocks, then chase it down. Even though they spawn in villages, they don't necessarily remain there; instead, they



11 cat variants (from top to bottom and left to right): Tabby, Red, Calico, British shorthair, Black, Jellie, Persian, Siamese, White, Ragdoll, Tuxedo)

explore.

Stray cats sprint away from any player within 7 blocks, and actively try to avoid players within 16 blocks. However, they slowly approach a player holding raw [cod](#) or [salmon](#) within 10 blocks, allowing the player to feed and tame it (see § [Taming](#) below). If the player turns too quickly or stops holding the fish within 6 blocks, the cat flees and does not attempt to approach the player for a few seconds.

Stray cats can be leashed.

## Tamed cat



Cats sitting on a lime bed

Unless commanded to sit (see § [Taming](#) below), tamed cats do not remain still for long and explore around the player.

A cat not already sitting attempts to get on top of [chests](#), the foot part of [beds](#), or active [furnaces](#) at the cat's current Y-level within a 4-block-radius square horizontally. Once on top, it often assumes a sitting position without a command from the player. A cat also occasionally attempts to sit on these blocks if the blocks are at ground level. A chest with a cat sitting on top of it

becomes unusable unless the cat is commanded to stand.

Cats that sit on their own can be ordered to stand by commanding them to sit and then stand again, or they may get up if the player holds a raw [fish](#) nearby. The cat can also be brought down by removing the [block](#) or pushing it off. A cat does not sit on a block that is obstructed by another block above it. A cat can also be forcibly moved by attacking it, and while fleeing for some time, it sporadically sits and stands before finally staying put.

Like other mobs, cats enter nearby [boats](#) and moving [minecarts](#), trapping themselves. A cat in a boat will always [appear](#) standing, but still maintains its sitting/standing status it had when entering the boat, and can still be made to change between "standing" and "sitting" by pressing [use](#) on it, despite no visual change. A "sitting" cat released from a boat will then immediately re-assume a sitting position. Similar behavior exists for minecarts.

Tamed cats, like stray cats, can be leashed.

If a player is harmed by a hostile [mob](#) or a harming potion, but not by environmental damage, a cat sitting in proximity to the player stands, moves a few blocks from its sitting location, then resumes sitting.

## Gifts

When the [player](#) sleeps, tamed cats move toward their owner and sleep near them. When the player wakes, their tamed cats also wake. There is a 70% chance for a tamed cat to give the player a gift after they wake up, but only if the [player](#) sleeps at night; if the player sleeps during a thunderstorm during the daytime, or if the tamed cat has been ordered to sit, the player receives no gift. The gift is a dropped item from the `cat_morning_gift.json` loot table:

<b>Gift</b>	<b>Weight</b>	<b>Chance</b>	<b>1 in ...</b>
Rabbit's foot	10 ( $\frac{5}{31}$ )	16.13%	6.2
Rabbit hide			
String			
Rotten flesh			
Feather			
Raw chicken			
Phantom membrane			

After a cat gives a gift, both the cat and the gift are located in the general area of the bed the player slept on, including on the other side of walls or floors.

If a player has multiple standing tamed cats in the area, only the tamed cat that sleeps on the player may provide a gift. If all standing tamed cats in the area are prevented from reaching the player (i.e. trapped in minecarts or boats), then in *Java Edition* each cat has a 70% chance of providing a gift while in *Bedrock Edition* only one cat may give a gift.

In *Java Edition*, in order for a standing tamed cat in a minecart or boat to drop a gift, it must be within a 10-block radius centered on the block above the head of the player's bed.

## Teleportation

Similar to tamed wolves, tamed cats teleport to their owner if they are more than 12 blocks away, except as listed below. It is possible for a tamed cat to teleport to an inaccessible location (e.g., under ice) and be injured or suffocate as a result.

A cat does *not* teleport:

- If the cat has been ordered to sit.
  - Exception: The cat is likely to teleport if it is injured while sitting (it does not sit after it teleports). A dramatic example is if a cat sitting outside is struck by lightning, in which case the cat materializes on fire. This typically kills the cat.
- If the cat is attempting to sit on a chest, bed, or furnace. [*Bedrock Edition only*]
- If the cat is attempting to lie or is lying on a bed.
- If the cat is in a minecart or boat.
- If the cat has been attached to a fence post with a lead.
- If the cat is in an unloaded chunk.
- If none of the blocks on the edge of a  $5 \times 5 \times 1$  region centered on the player are transparent blocks with an opaque block below and another transparent block above.
- If the player is in another dimension.
- If the player is in water, the cat teleports to the player when the player leaves the water.
- If the cat is in water, teleportation is unreliable. It may or may not occur.

Cat teleportation is completely silent.<sup>[5]</sup>

## Taming

### Main article: *Taming*

Stray cats can be tamed using [raw cod](#) or [raw salmon](#) (see [Behavior](#) for how to approach a cat). Each raw cod or raw salmon has a  $\frac{1}{3}$  chance of taming the cat. Once tamed, cats follow the player who tamed them. They do not despawn, no longer fear the player, and purr or meow frequently. Like [wolves](#), and with the same limits, they can [teleport](#) to a player who moves 12 blocks away.

The player can order a cat to sit or stand by pressing [use](#) on it. If the player is holding a raw cod or salmon when commanding a cat to sit or stand, the fish is given to the cat instead, causing it to enter love mode. Once in love mode, the player can command a cat to sit or stand while holding a fish. Cats also sit on certain things of their own accord (see § [Tamed cat](#)).

Using a cat spawn egg on a tamed cat makes the baby automatically be tamed to the parent cat's owner.



A sitting tamed black cat

### Breeding

#### Main article: *Breeding*

When tamed cats are fed a [raw cod](#) or [salmon](#), they enter love mode. Breeding creates a baby cat, and the parents cannot breed again for 5 minutes. The baby has the coloring of and belongs to the owner of one of the parents. The color of a baby cat's collar is a mix of the colors of the parents' collars, if it is possible to mix them; otherwise, one of the parents' collars is randomly chosen.

Two sitting cats are unable to breed, but a mobile cat can breed with a sitting cat, in which case the mobile cat's owner also owns the baby.



Two cats with a newly bred baby cat

Baby cats take 24000 ticks (20 minutes) to grow up, but the growth time can be accelerated using cod or salmon. Each use takes 10% off the remaining time to grow up.

When breeding 2 cats of separate owners on a multiplayer server, the user who joined first automatically gets the baby.[verify]

### Healing

An injured tamed cat restores 2 ( health when fed a raw cod or salmon by its owner. Unlike tamed wolves, a tamed cat's tail is not an indicator of its health.

### Sounds

[Java Edition:](#)

Sounds									[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
	Cat meows	Friendly Mobs	Randomly while tamed	entity.cat.ambient	subtitles.entity.cat.ambient	varies [sound 1]	0.8-1.2 (Baby: 1.3-1.7)	16	
	Cat meows	Friendly Mobs	Randomly while tamed [sound 2]	entity.cat.purreow	subtitles.entity.cat.ambient	0.5	0.8-1.2 (Baby: 1.3-1.7)	16	
	Cat meows	Friendly Mobs	Randomly while stray	entity.cat.stray_ambient	subtitles.entity.cat.ambient	0.35	0.8-1.2 (Baby: 1.3-1.7)	16	
	Cat begs	Friendly Mobs	Randomly while a stray cat is approaching a player holding fish	entity.cat.beg_for_food	subtitles.entity.cat.beg_for_food	0.7	1.0	16	
	Cat purrs	Friendly Mobs	Randomly while in love mode	entity.cat.purr	subtitles.entity.cat.purr	0.7	0.8-1.2	16	
	Cat purrs	Friendly Mobs	Randomly while tamed, sitting on a bed, and within 2.5 blocks of its owner	entity.cat.purr	subtitles.entity.cat.purr	0.14-0.7	1.0	16	
	Cat hisses	Friendly Mobs	Randomly while a phantom is pursuing a player	entity.cat.hiss	subtitles.entity.cat.hiss	0.4	0.8-1.2 (Baby: 1.3-1.7)	16	
	Cat eats	Friendly Mobs	When a cat is fed with fish	entity.cat.eat	subtitles.entity.cat.eat	1.0	1.0	16	
	Cat dies	Friendly Mobs	When a cat dies	entity.cat.death	subtitles.entity.cat.death	0.75	0.72-1.08	16	
	Cat hurts	Friendly Mobs	When a cat is damaged	entity.cat.hurt	subtitles.entity.cat.hurt	0.65	0.8-1.2 (Baby: 1.3-1.7)	16	

1. 0.6 for meow1 and meow3, and 0.5 for meow2 and meow4
2. Has a quarter chance to play over entity.cat.ambient

[Bedrock Edition:](#)

Sounds							
Sound	Closed captions [upcoming: <i>BE 26.0</i> ]	Source	Description	Identifier	Translation key [upcoming: <i>BE 26.0</i> ]	Volume	Pitch
	?	Friendly Mobs	Randomly when tamed	mob.cat. .meow	?	varies [sound 1]	0.8-1.2 (Baby: 1.3-1.7)
	?	Friendly Mobs	Randomly when stray	mob.cat. .straymeow	?	0.35	0.8-1.2 (Baby: 1.3-1.7)
	?	Friendly Mobs	Randomly while a stray cat is approaching a player holding fish	mob.cat. .beg	?	0.7	1.0
	?	Friendly Mobs	Randomly while in love mode	mob.cat. .purr	?	0.4	0.8-1.2 (Baby: 1.3-1.7)
	?	Friendly Mobs	Randomly when tamed [more information needed]	mob.cat. .purroow	?	0.4	0.8-1.2 (Baby: 1.3-1.7)
	?	Friendly Mobs	<i>Unused sound event</i>	mob.cat. .hiss	?	0.4	1.0
	?	Friendly Mobs	When a cat is fed with fish	mob.cat. .eat	?	1.0	0.8-1.2 (Baby: 1.3-1.7)
	?	Friendly Mobs	When a cat dies	mob.cat. .hit	?	0.45	0.8-1.2 (Baby: 1.3-1.7)
	?	Friendly Mobs	When a cat is damaged	mob.cat. .hit	?	0.5	0.9

1. 0.4 for meow1 and meow3; 0.3 for meow2 and meow4

## Data values

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### ID

Java Edition:

Name	Identifier	Entity tags	Translation key [hide]
 Cat	cat	fall_damage_immune followable_friendly_mobs	entity.minecraft.cat

Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key [hide]
 Cat	cat	75	cat mob	entity.cat.name

## Entity data

Cats have entity data associated with them that contain various properties.

### Java Edition:

*Main article: Entity format*

Entity data

**Additional fields for mobs that can be tamed by players**

**Additional fields for mobs that can breed**

**Tags common to all entities**

**Tags common to all mobs**

— **CollarColor:** The color of the cat's collar. Present even for stray cats (but does not render); default value is 14.

— **variant:** The resource location of the variant of the cat.

Variant	Resource location (Java Edition)	Data Value (Bedrock)[ <a href="#">Expand</a> ]
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Color	Data value[ <a href="#">Expand</a> ]
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### Bedrock Edition:

See [Bedrock Edition level format/Entity format](#).

## Advancement criteria

Criteria recorded for [A Complete Catalogue](#) advancement

Tamed Cat	Criteria
Black	<code>minecraft:all_black</code>
British Shorthair	<code>minecraft:british_shorthair</code>
Calico	<code>minecraft:calico</code>
Jellie	<code>minecraft:jellie</code>
Persian	<code>minecraft:persian</code>
Ragdoll	<code>minecraft:ragdoll</code>
Red	<code>minecraft:red</code>
Siamese	<code>minecraft:siamese</code>
Tabby	<code>minecraft:tabby</code>
Tuxedo	<code>minecraft:black</code>
White	<code>minecraft:white</code>

## Achievements

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[hide]						
Icon		Achievement	In-game description	Actual requirements (if different)	Gamerscore earned	Trophy type (PS)
PS4	Other					
		Where have you been?	Receive a gift from a tamed cat in the morning.	The gift must be picked up from the ground.	20	Bronze
		Plethora of Cats	Befriend twenty stray cats.	Befriend and tame twenty stray cats found in villages. They do not all need to be tamed in a single world.	20	Silver
		It Spreads	Kill a mob next to a catalyst	Kill any mob that drops experience near a sculk catalyst, with the sole exception of the ender dragon. Mobs that drop no experience are ignored for this achievement.	10	Bronze

Achievements that apply to all mobs:

[show]

## Advancements

Icon	Advancement	In-game description	Actual requirements (if different) [hide]
	It Spreads	Kill a mob near a Sculk Catalyst	Kill any mob that drops experience near a sculk catalyst, with the sole exception of the ender dragon. Mobs that drop no experience are ignored for this advancement.
	The Parrots and the Bats	Breed two animals together	Breed a pair of any of these 27 animals: [show] A mule must be the result of breeding a horse and a donkey for this advancement as they are not breedable together. Other breedable mobs are ignored for this advancement.
	Best Friends Forever	Tame an animal	Tame one of these 11 tameable animals: Cat  Donkey  Horse  Llama  Mule  Nautilus Parrot  Trader Llama  Wolf  Zombie Horse Zombie Nautilus Skeleton Horse can be tamed in the same way as a regular horse to gain this advancement with the ride command.
	Two by Two	Breed all the animals!	Breed a pair of each of these 26 animals: [show] A trader llama does not count as a llama, and a mule must be the result of breeding a horse and a donkey for this advancement as they are not breedable together. Other breedable mobs can be bred, but are ignored for this advancement.
	A Complete Catalogue	Tame all Cat variants!	Tame each of these 11 cat variants: Tabby  Tuxedo  Red  Siamese British Shorthair  Calico  Persian  Ragdoll White  Jellie  Black

Advancements that apply to all mobs:

[show]

## History

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 **This article would benefit from the addition of more sounds.**

Please remove this notice once you have added suitable sounds to the article.

The specific instructions are: *Cat hiss1.ogg and hiss3.ogg before and after the fix of MC-114000.*

### Java Edition

Java Edition			[hide]
	<u><a href="#">12w04a</a></u>	 Added cats, which can be tamed from ocelots. Also, they are the retextures from ocelots and are not the individual mobs.	
<u>1.2.1</u>	<u><a href="#">12w05a</a></u>	Taming ocelots into cats is now easier.	
		Cats can now be commanded to sit by pressing the <u>use item</u> control. <sup>[6]</sup>	
		Cats have now become immune to fall <u>damage</u> .	
		Cats now frighten <u>creepers</u> .	
	<u><a href="#">12w05b</a></u>	Tamed cats now sit when right clicked with empty hand.	
	<u><a href="#">12w06a</a></u>	Cats now have <u>sounds</u> .	
		Cats now try to jump on a <u>bed</u> if one is present.	
<u>1.2.4</u>	<u><a href="#">release</a></u>	Jeb has now made cats "more realistic... probably more annoying". They now sit on beds and also active <u>furnaces</u> and <u>chests</u> .	
<u>1.5</u>	<u><a href="#">pre</a></u>	Baby cats now can despawn upon becoming adults. This is prevented by feeding them raw fish once they are an adult.	
<u>1.6.1</u>	<u><a href="#">13w16a</a></u>	Added <u>leads</u> , which can be used to leash cats.	
<u>1.7.2</u>	<u><a href="#">13w36a</a></u>	Cats can now be fed using <u>raw salmon</u> , <u>pufferfish</u> and <u>clownfish</u> .	
<u>1.8</u>	<u><a href="#">14w02a</a></u>	Baby cat growth can now be accelerated using <u>raw fish</u> , <u>raw salmon</u> , <u>pufferfish</u> and <u>clownfish</u> .	
	<u><a href="#">14w10a</a></u>	Cats named using a <u>name tag</u> now display <u>death messages</u> to the owner.	
<u>1.9</u>	<u><a href="#">15w38a</a></u>	All cats – even unnamed cats – now display <u>death messages</u> to their owner.	
<u>1.10</u>	<u><a href="#">16w20a</a></u>	A cat <u>spawn egg</u> has been added, which spawns ocelots with cat textures.	
	<u><a href="#">pre2</a></u>	The cat <u>spawn egg</u> has been removed.	
<u>September 29, 2018 (<a href="https://youtube.com/watch?v=HoMDyRqMNMA&amp;t=18m4s">https://youtube.com/watch?v=HoMDyRqMNMA&amp;t=18m4s</a>)</u>		Stray cats are announced at <u>MINECON Earth 2018</u> .	
<u>1.14</u>	<u><a href="#">18w43a</a></u>	 The textures of cats have been changed.	
	<u><a href="#">18w44a</a></u>	<p>Added stray cats.</p> <p>Cats and ocelots now have been split into their own separate mobs.</p> <p>Cats are now tamed from stray cats rather than ocelots.</p> <p>Cats can no longer be fed pufferfish and <u>tropical fish</u>.</p> <p>Cats now drop 0-2 string upon death.</p> <p>Cats now scare off <u>phantoms</u>, sleep with <u>players</u> and give them <u>gifts</u> when waking up.</p>  <p>Seven more cat textures have been added.</p>	

		Reimplemented the spawn egg.
<a href="#">November 19, 2018 (<a href="https://twitter.com/Minecraft/status/1064548266472280065">https://twitter.com/Minecraft/status/1064548266472280065</a>)</a>		A vote for the ninth cat has now concluded and the texture has been revealed.
<a href="#">18w47b</a>		The tuxedo cat's legs are now white. <sup>[8]</sup>
<a href="#">18w50a</a>		Cats can now spawn in <a href="#">villages</a> . Added a skin of the winner of the community cat contest, Jellie.
<a href="#">19w14a</a>		Cats can naturally spawn in villages, in addition to during world generation.
<a href="#">1.16</a>	<a href="#">pre2</a>	"Jellie" cats now spawn naturally in villages.
<a href="#">1.17</a>	<a href="#">21w11a</a>	 The texture of the siamese cat has been changed.
<a href="#">1.20</a>	<a href="#">23w14a</a>	 The tuxedo cat's texture has been changed. The top texture of legs is now black again in order to fix <a href="#">MC-237556</a> .
<a href="#">1.21.4</a>	<a href="#">24w45a</a>	Breeding two cats with compatible collar colors gives the baby a collar with a mixture of the two colors.

## Bedrock Edition

<b>Pocket Edition Alpha</b>		
[hide]		
v0.12.1	<u>build 1</u>	 Added cats. Also, they are the retextures from ocelots and are not the individual mobs.
	<u>build 2</u>	Added a tame button for <u>ocelots</u> , so they can now be tamed into cats.
<b>Bedrock Edition</b>		
1.8.0	<u>beta 1.8.0.8</u>	Added stray cats.
		Cats are now split from <u>ocelots</u> into their own <u>mob</u> .
		Cats are now tamed from stray cats rather than ocelots.
		 The textures of cats have been updated.
		 Seven more cat textures have been added.
		 In the default <u>resource pack</u> , a texture file for a tamed gray tabby cat exists. However, it is completely unused and cannot be spawned in-game.
		Cats now scare off phantoms.
		Cats now sleep with players and give them gifts when waking up.
		 Added the Jellie skin.
1.10.0	<u>beta 1.10.0.3</u>	Cats are now healed when fed <u>raw cod</u> and <u>raw salmon</u> .
1.11.0	<u>beta 1.11.0.3</u>	Cats can now spawn in <u>player</u> created registered <u>villages</u> . Population of cats is 1 for every 4 valid <u>beds</u> , which is capped at 10 cats per village.
1.20.40	<u>Preview 1.20.40.20</u>	Stray cats now make sounds when approaching a player holding raw cod and raw salmon.
?	?	 The texture of the siamese cat has been changed.
1.21.60	<u>Preview 1.21.60.21</u>	Breeding two cats with compatible collar colors gives the baby a collar with a mixture of the two colors.

## Legacy Console Edition

Legacy Console Edition							[hide]
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch	
TU12	CU1	1.00	1.00	1.00	Patch 1	1.0.1	 Added cats, which can be tamed from ocelots.
TU13							Added a sound for hitting ocelots and cats.
TU14							Baby ocelots and cats can now be spawned by using  /  /  on that mob using a spawn egg.
TU31	CU19	1.22	1.22	1.22	Patch 3	1.83 1.88 1.90	Baby cat growth can now be accelerated using raw fish. Other fish may or may not be effective.
							Cats named using a name tag now display death messages to the owner.
							Added cats as a separate mob from ocelots
							 Added new skins for cats.
							Cats now spawn in villages and can be tamed with raw cod and raw salmon.
							Cats scare off phantoms, sleep with players and give them gifts.
							All cats – even unnamed cats – now display death messages to their owner.
							 Added the Jellie skin.
							Cats are now healed when fed raw cod and raw salmon.

## New Nintendo 3DS Edition

New Nintendo 3DS Edition			[hide]
0.1.0		Added ocelots and cats.	

## Data history

Java Edition			[hide]
1.11	16w32a	The Entity format ID of cats and ocelots has been changed from Ozelot to ocelot.	
1.14	18w44a	The ID of cats were split from ocelots into cat.	
1.19	22w14a	The CatType field in entity data is replaced by variant with resource locations.	
1.21.5	25w04a	Cat variants are now data-driven.	

## Issues

Issues relating to "Cat" are maintained on the bug tracker. Issues should be reported and viewed there

(<https://bugs.mojang.com/issues/?jql=project%20in%20%28MC%2C%20MCPE%29%20AND%20%28resolution%20is%20EMPTY%20OR%20resolution%20in%20%281%2C%202%2C%206%29%29%20AND%20%28summary%20~%20%22Cat%22%29%20ORDER%20BY%20resolution%20DESC>).

## Trivia

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- The tuxedo cat is based on Jeb's pet cat, Newton.<sup>[9][10]</sup>
- In MINECON Earth 2018, Jeb announced that the community could vote for a 9th cat skin to be added with the rest of the other 8 cat skins.<sup>[11][12][13]</sup> As a result, YouTuber GoodTimesWithScar (<https://www.youtube.com/goodtimeswithscar>)'s cat Jellie won the contest<sup>[14]</sup> and was added as the Jellie cat in Village and Pillage, making the second mob variation that was suggested by the community, the first being "Toast", a rabbit skin added as a tribute to a user's deceased pet rabbit.
- In real life, cats have been known for their ability to flip upright during a fall, particularly larger ones; though they still might be injured by landing. This fact is reflected in *Minecraft* because they are not damaged by falls.
- In real life, calico cats are almost always female and the few male calicos that do occur are generally sterile. However, since animals in *Minecraft* are genderless, two calico cats can be bred with each other.

## Cat sounds

- Some of the cat sounds are recordings from C418's cat who also made the ghast sounds. This is also why one of the songs that play in the Nether is called Ballad of the Cats.<sup>[15][16]</sup>
  - These sounds are of the cat purring and the cat purreowing. C418 wanted to get all of the necessary cat sounds from his cat, but it refused to cooperate. So C418 got some of the other cat sounds from Freesound instead.<sup>[17][18][19][20][21]</sup>
- Some of the cat sounds are recordings from Samuel Åberg's cat, named Odi.<sup>[22]</sup>
  - These sounds are of the cat begging for food, the cat eating, and the stray cat meowing.
  - The hurt sounds were also used for the ocelot.

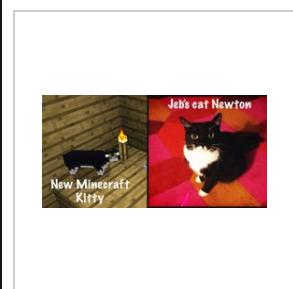
## Gallery

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### Renders

Skin	Default	Baby	Tamed	Tamed baby	Sitting	Sitting baby	Lying down	<a href="#">[Expand]</a>
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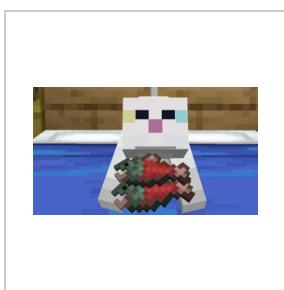
### Mojang images



Jeb's cat in-game.



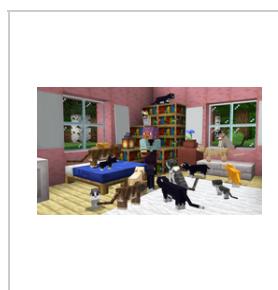
Jellie, Zach, and Coco in the Cat Contest.



A white cat holding fish.

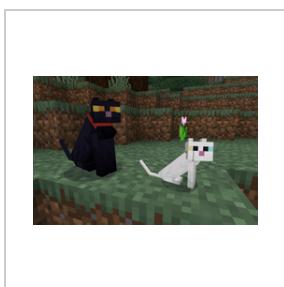


Ari surrounded by cats.



Efe surrounded by a bunch of cats.

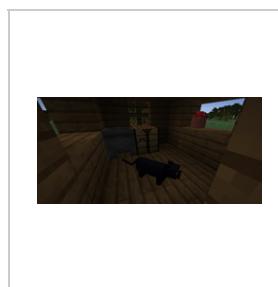
## Screenshots



A tamed cat and a tamed baby cat sitting next to each other.



Stray cats spawn in villages.



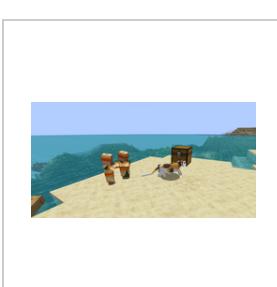
Stray black cats can spawn in witch huts.



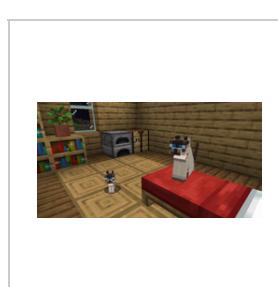
A tamed cat lying on a bed.



Tamed cats sitting on chests.



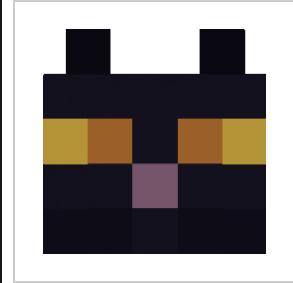
Two baby villagers looking at a tamed calico cat.



A tamed cat sitting on a bed.



A demonstration of how creepers run away from cats.



A GIF of all cat faces.

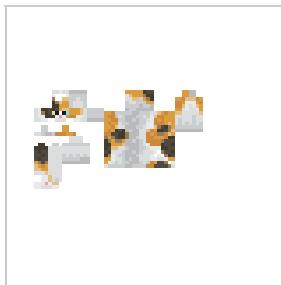
## Textures



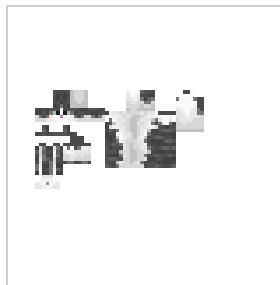
Black cat texture file.



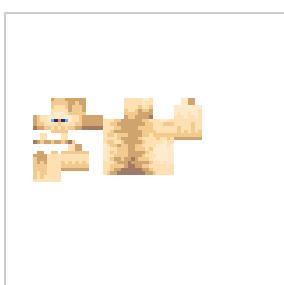
British shorthair cat texture file.



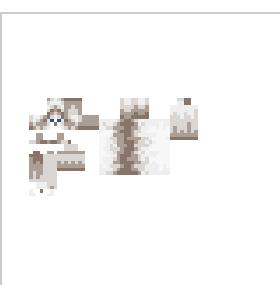
Calico cat texture file.



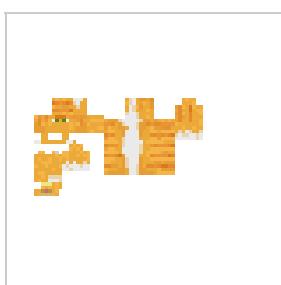
Jellie cat texture file.



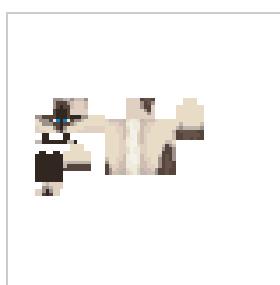
Persian cat texture file.



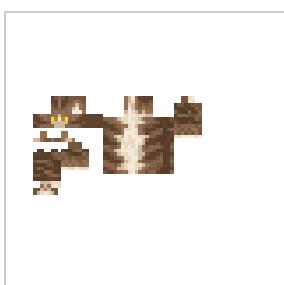
Ragdoll cat texture file.



Red cat texture file.



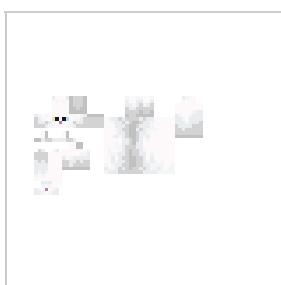
Siamese cat texture file.



Tabby cat texture file.



Tuxedo cat texture file.

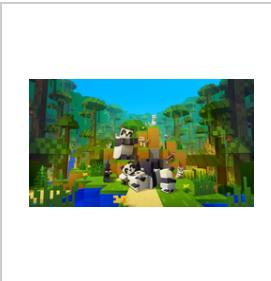


White cat texture file.

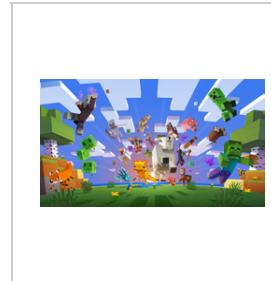
## In other media



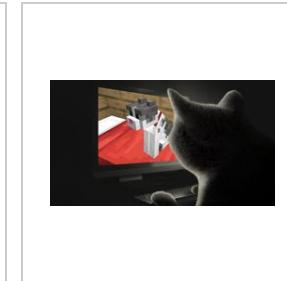
A stylized artwork of the red cat.



Cats appear in promotional artwork for [Bedrock Edition 1.8](#).



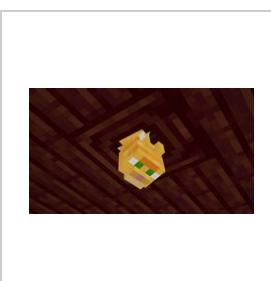
A cat in promotional artwork for the first [Caves & Cliffs](#) update.



Winner of the Cat Contest.



A cat relaxing after tearing up [Monday's calendar page](#).



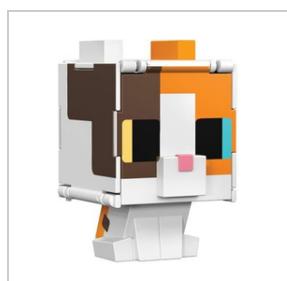
A cat peeking out of a [mangrove trapdoor](#).



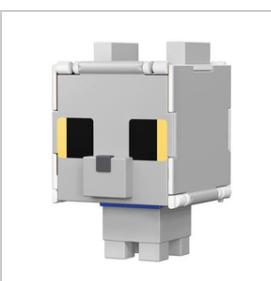
[LEGO Minecraft cat](#)



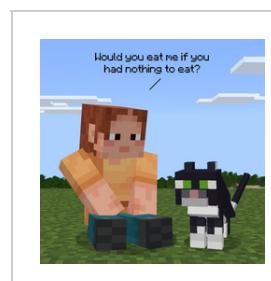
A customizable bottle featuring a cat.



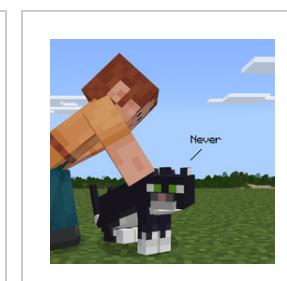
Calico cat figure of [Flippin' Figs](#)



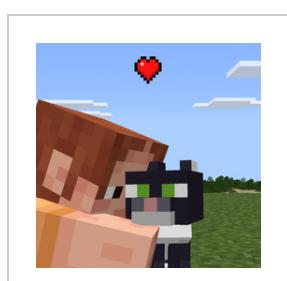
British shorthair cat figure of [Flippin' Figs](#)



[Ari](#) speaking to a cat



Ari petting a cat



Ari hugging a cat



A cat explaining why it wouldn't eat Ari

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2. "Which cat do you want to see added to Minecraft? Cast your vote!" (<https://twitter.com/Minecraft/status/1063522133593260032>) – [@Minecraft](https://twitter.com/Minecraft) (<https://twitter.com/Minecraft>) (Minecraft) on X (formerly Twitter), November 16, 2018
3. <https://youtu.be/FbVZT4es6Bg>
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6. "@frisky\_42 In the next version you will be able to make cats stay by sitting just like wolves." (<https://twitter.com/jonkagstrom/status/163970822497763328>) – [@jonkagstrom](https://twitter.com/jonkagstrom) (<https://twitter.com/jonkagstrom>) (Jon Kågström) on X (formerly Twitter), January 30, 2012
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#Minecraftcatcontest

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20. "My cat only purrs and purreows" (<https://web.archive.org/web/https://twitter.com/C418/status/167673197414723585>) (archived) – [@C418](#) (<https://web.archive.org/web/https://twitter.com/C418>) on X (formerly Twitter), February 9, 2012
21. "It's actually done with the help of the freesound community's weird cats" (<https://web.archive.org/web/https://twitter.com/C418/status/167673164573327362>) (archived) – [@C418](#) (<https://web.archive.org/web/https://twitter.com/C418>) on X (formerly Twitter), February 9, 2012
22. "HOW MINECRAFT SOUNDS ARE MADE @ 2:55" (<https://youtube.com/watch?v=4XmJPb4Qt5Y&t=175>) – Minecraft on YouTube, August 3, 2024

## External links

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- "Mob Menagerie: Cat" (<https://www.minecraft.net/en-us/article/cat>) by Duncan Geere – Minecraft.net, August 18, 2023.

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[show]											

## Joke

[\[show\]](#)

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