

# Slime Block

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For other uses, see [Slime \(disambiguation\)](#).

A **slime block** is a storage block equivalent to nine slimeballs. It has both sticky and bouncy properties making it useful in conjunction with [pistons](#) to move both blocks and entities.

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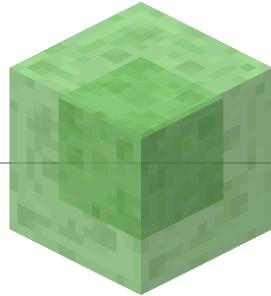
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Slime Block	
	
<b>Renewable</b>	Yes
<b>Stackable</b>	Yes (64)
<b>Tool</b>	Any tool
<b>Blast resistance</b>	0
<b>Hardness</b>	0
<b>Luminous</b>	No
<b>Transparent</b>	<b>JE:</b> Partial <sup>[a]</sup> <b>BE:</b> Yes
<b>Flammable</b>	No
<b>Catches fire from lava</b>	No
<b>Map color (JE)</b>	<input type="checkbox"/> 1 GRASS

## Navigation

# Obtaining

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## Breaking

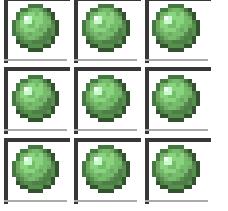
Slime blocks can be broken instantly, regardless of held items, or when under the Mining Fatigue effect.

Block	 Slime Block
Hardness	0
<u>Breaking time (secs)</u>	
Default	0.05

## Legend

- .  incorrect tool, drops nothing
- .  correct tool, drops nothing or something other than the block itself
- .  correct tool, drops the block itself
- *italicized* can be instant mined

## Crafting

Ingredients	Crafting recipe	[hide]
Slimeball		

## Usage

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Landing on a slime block does not cause fall damage regardless of whether the player is sneaking.

Slime blocks are also slightly slippery, but less so than ice.

Slime blocks cause movement on top of them to slow down.

## Bouncing

A player or mob that falls onto the top of a slime block bounces to a height proportional to the falling velocity. The bounce height quickly deteriorates. For example, a fall of 255 blocks produces a bounce height of about 50 blocks, while a fall of 50 blocks results in a bounce height of 22

blocks. The maximum bounce height is 57.625 blocks. Entities hitting the side of a slime block do not bounce, unless the slime block is moving using a piston.

A player holding jump performs a jump of default height while landing on a slime block. A player holding sneak takes no fall damage and does not bounce at all.

Placing carpets, rails, trapdoors, redstone repeaters or redstone comparators on a slime block does not stop mobs from bouncing and not taking fall damage. Likewise, placing a pressure plate on a slime block does not stop mobs from bouncing, but the pressure plate still activates. Half-blocks such as cakes and slabs stop the bouncing effect.

Most mobs bounce off slime blocks. Exceptions are chickens, ghasts, bats, phantoms, bees, parrots, and vexes. Occasionally a horse may get stuck on a block when a player tries to spawn it on top of a slime block in Creative mode.

Items, falling blocks, minecarts and boats do not bounce on slime blocks. Particles, however, do bounce. Players can also get around the fact that falling blocks, minecarts, and boats don't bounce by having sticky pistons with slime blocks bounce them.

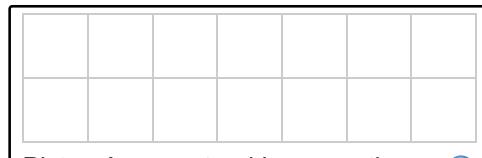
## Pistons

When being pushed by a piston, entities (except ender dragons, item frames and paintings) that are ahead are launched into the direction the block is pushed into, at an initial speed of 20 blocks a second. When pulled by a piston, no entities are launched.

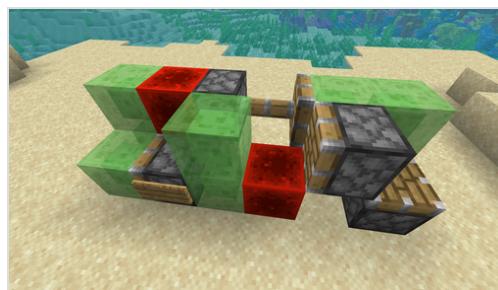
When a slime block is pushed or pulled by a piston, it attempts to move all adjacent blocks in the same direction. The types of blocks that can be moved are the same as those that can be pulled by a sticky piston. Blocks that cannot be pulled by a sticky piston (i.e. all the blocks listed on the table on the pistons page) stay in place. The blocks that are moved may in turn push other blocks. For example, a slime block sitting on the ground attempts to move the ground block underneath itself, which pushes additional ground blocks in the direction of motion just as if it were being pushed directly by a piston.

Blocks such as glazed terracotta and honey blocks are exceptions; they do not move when adjacent slime blocks are moved, even if they are normally pushable by a piston.

When the adjacent block that is moved is also a slime block, that block attempts to move all its adjacent blocks. For example, a 2×2×2 cube of slime blocks may be pushed or pulled as a unit by a single piston acting on any of the blocks in the cube and attempts to move all blocks adjacent to the cube.



Piston A can extend because the slime block ignores the adjacent obsidian. Piston B cannot extend because the diamond block is prevented from moving by the obsidian and so the slime block also refuses to move.



A self-propelled aircraft engine. Place the top block of redstone and sticky piston last.

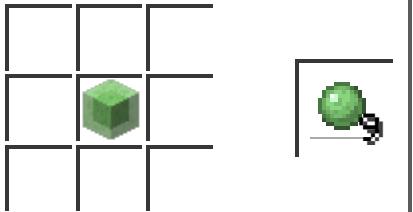
A slime block adjacent to a block that cannot be moved by pistons ignores the immobile block. However, if an adjacent block *could* be moved but is prevented by the presence of an immobile block, the slime block is also prevented from moving. This includes slime blocks being pulled rather than pushed, in which case the piston retracts without pulling anything. Liquids are an exception: they aren't moved, but neither do they stop a piston from pushing or pulling blocks into their space (usually destroying the liquid, and in a rare case displacing it through the piston (<http://bugs.mojang.com/browse/MC-75581>)).

Slime blocks are not pulled by a non-sticky piston, nor are they moved if an adjacent (non-slime) block is moved by a piston.

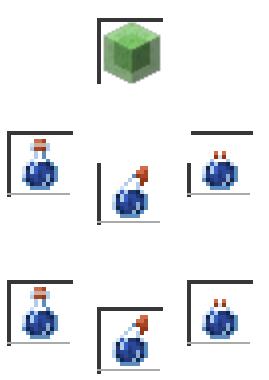
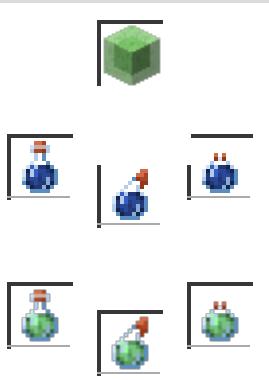
The maximum of 12 blocks moved by a piston still applies. For example, a  $2 \times 2 \times 3$  of slime blocks may be pushed or pulled by a sticky piston as long as no other movable blocks are adjacent to it.

A piston cannot move itself via a "loop" constructed of slime blocks, but self-propelled contraptions can be created with multiple pistons.

## Crafting ingredient

Name	Ingredients	Crafting recipe	[hide]
<b>Slimeball</b>	Slime Block		

## Brewing ingredient

Name	Ingredients	Brewing recipe [hide]
<b>Mundane Potion</b>	<u>Slime Block + Water Bottle</u>	
<b>Potion of Oozing</b>	<u>Slime Block + Awkward Potion</u>	

## Sounds

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*Java Edition:*

 slime_block sound type [hide]								
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance
	Block broken	Blocks	Once the block has broken	block.slime_block.break	subtitles.block.generic.break	1.0	0.8	16
	Block placed	Blocks	When the block is placed	block.slime_block.place	subtitles.block.generic.place	1.0	0.8	16
	Block breaking	Blocks	While the block is in the process of being broken	block.slime_block.hit	subtitles.block.generic.hit	0.25	0.5	16
	Something falls on a block	<i>Entity-Dependent</i>	Falling on the block with fall damage	block.slime_block.fall	subtitles.block.generic.fall	0.5	0.75	16
	Footsteps	<i>Entity-Dependent</i>	Walking on the block	block.slime_block.step	subtitles.block.generic.footsteps	0.15	1.0	16

Bedrock Edition:

 slime sound type [hide]							
Sound	Closed captions [upcoming: BE 26.0]	Source	Description	Identifier	Translation key [upcoming: BE 26.0]	Volume	Pitch
	?	Hostile Mobs	Once the block has broken	mob.slime.big	?	1.0	0.8-1.0
	?	Hostile Mobs	When the block is placed	mob.slime.big	?	1.0	0.8-1.0
	?	Blocks	While the block is in the process of being broken	hit.slime	?	0.25	0.5
	?	Players	Falling on the block with fall damage	fall.slime	?	0.4	1.0
	?	Players	Walking on the block	step.slime	?	0.3	1.0
	?	Blocks	Jumping from the block	jump.slime	?	0.12	1.0
	?	Blocks	Falling on the block without fall damage	land.slime	?	0.22	1.0

# Data values

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## ID

*Java Edition:*

Name	Identifier	Form	Translation key [hide]
 Slime Block	slime_block	Block & Item	block.minecraft.slime_block

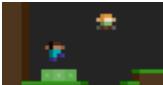
*Bedrock Edition:*

Name	Identifier	Numeric ID	Form	Item ID [i 1]	Translation key [hide]
 Slime Block	slime	165	Block & Giveable Item [i 2]	Identical [i 3]	tile.slime.name

1. ID of block's direct item form, which is used in savegame files and addons.
2. Available with `/give` command.
3. The block's direct item form has the same ID as the block.

## Achievements

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[hide]						
Icon		Achievement	In-game description	Actual requirements (if different)	Gamerscore earned	Trophy type (PS)
PS4	Other					
		Trampoline	Bounce 30 blocks upward off a slime block.	—	15	Bronze

## History

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### Development

December 20, 2013 ([https://twitter.com/jeb\\_status/413984532191526912](https://twitter.com/jeb_status/413984532191526912))

Jeb posts the first image of the slime block. At this stage, slime blocks are known as "Bouncy Blocks".

### Java Edition

<i><a href="#">Java Edition</a></i>		
<a href="#">[hide]</a>		
<a href="#"><u>1.8</u></a>	<a href="#"><u>14w02a</u></a>	 Added slime blocks.
	<a href="#"><u>14w18a</u></a>	Slime blocks can now move adjacent blocks when moved by pistons.
	<a href="#"><u>14w18b</u></a>	Slime blocks pushed upward by a piston now launch entities vertically into the air.
	<a href="#"><u>14w19a</u></a>	Sneaking now prevents players from bouncing on slime blocks and results in players taking fall damage when landing on them.
	<a href="#"><u>14w25a</u></a>	Slime blocks can now push entities sideways and downward when attached to a piston.
	<a href="#"><u>14w32c</u></a>	The texture of the inside block originally used the 10×10 center of the 16×16 <code>slime.png</code> file, however, since the addition of explicit texture referencing in <code>block models</code> in this snapshot, the center 10×10 section now has its own texture, due to limitations of the custom models not being able to access non-square texture files. However this change did not affect the actual appearance.
<a href="#"><u>1.12</u></a>	<a href="#"><u>17w16a</u></a>	Slime blocks no longer pull glazed terracotta attached to its side when pulled by sticky pistons.
	<a href="#"><u>pre3</u></a>	Slime blocks no longer pull glazed terracotta attached on any side, moved by any type of piston.
<a href="#"><u>1.14</u></a>	<a href="#"><u>18w43a</u></a>	 The texture of slime blocks has been changed.
<a href="#"><u>1.15</u></a>	<a href="#"><u>19w42a</u></a>	Slime blocks no longer stick to honey blocks when pushed by pistons.
<a href="#"><u>1.17</u></a>	<a href="#"><u>21w08a</u></a>	Slime blocks have been moved to the redstone tab of the Creative inventory.
<a href="#"><u>1.20</u></a>	<a href="#"><u>23w12a</u></a>	The inventory icon of the slime block has been changed from  to  .
	<a href="#"><u>23w18a</u></a>	Entities landing on the edge of a slime block now properly bounces without taking fall damage. <sup>[1]</sup>
<a href="#"><u>1.20.5</u></a> — Experiment — <a href="#"><u>Update 1.21</u></a>	<a href="#"><u>24w13a</u></a>	Slime blocks are now used as a brewing ingredient for the potion of oozing after combining it with an awkward potion.
<a href="#"><u>1.21.2</u></a>	<a href="#"><u>24w33a</u></a>	Bounce effect of slime blocks can no longer be overwritten by jumping in the moment when hitting the ground. <sup>[2]</sup>
	<a href="#"><u>pre2</u></a>	Bounce effect of slime blocks can again be overwritten by jumping while hitting the ground.
		Slime blocks now cancel fall damage when sneaking. <sup>[3]</sup>

***Bedrock Edition***

Pocket Edition Alpha			[hide]
v0.14.0	build 1	 Added slime blocks.	
Bedrock Edition			[hide]
1.10.0	beta 1.10.0.3	 The texture [verify] of slime blocks has been changed.	
1.14.0	beta 1.14.0.2	 The texture of slime blocks has been changed to match <a href="#">Java Edition's</a> texture.  Slime blocks no longer stick to honey blocks when pushed by pistons.	
1.21.0 Experiment Update 1.21	Preview 1.21.0.20	Slime blocks are now used as a brewing ingredient for the potion of oozing after combining it with an awkward potion.	
1.21.50	Preview 1.21.50.26	Slime blocks now cancel fall damage when sneaking.	

## Legacy Console Edition

Legacy Console Edition								[hide]
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch		
TU31	CU19	1.22	1.22	1.22	Patch 3	1.0.1	 Added slime blocks.	
							Slime blocks are a lot more see-through on this edition.	
TU54	CU44	1.52	1.52	1.52	Patch 24	1.0.4	Glazed terracotta no longer sticks to moving slime blocks.	
			1.90				 The texture of slime blocks has been changed.	

## New Nintendo 3DS Edition

New Nintendo 3DS Edition		[hide]
0.1.0	 Added slime blocks.	

## Data history

Java Edition			[hide]
1.13	17w47a	The ID has been changed from slime to slime_block.	
Prior to <a href="#">The Flattening</a> , this block's numeral ID was 165.			

## Issues

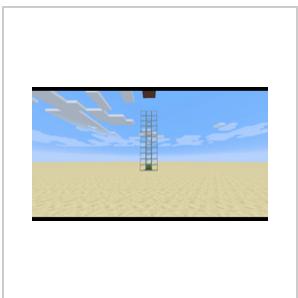
Issues relating to "Slime Block" are maintained on the [bug tracker](#). Issues should be reported and viewed [there](https://bugs.mojang.com/issues/?jql=project%20in%20%28MC%2C%20MCPE%29%20AND%20%28resolution%20is%20EMPTY%20OR%20resolution%20in%20%281%2C%202%2C%206%29%20AND%20%28summary%20~%20%22Slime%20Block%22%29%20ORDER%20BY%20resolution%20DESC) (<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%20AND%20%28summary%20~%20%22Slime%20Block%22%29%20ORDER%20BY%20resolution%20DESC>).

## Trivia

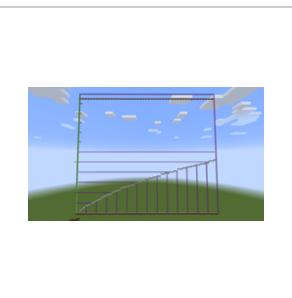
- A minecart leaving a rail onto a slime block can continue on a rail on the opposite side if it has sufficient momentum leaving the initial rail.
- Slime blocks under soul sand make the player move slower than if the player was just walking on soul sand. This is also apparent with ice.
- Entities launched upward by a slime block on top of a piston achieve slightly more than 6.4 blocks of lift, including the lift from the piston. Entities launched sideways across normal blocks or air are moved 3.510 blocks in the direction of the launch.
- While falling, placing a slime block just before impact prevents all fall damage.
- Players walking on slime blocks move at 1.359 m/s, a speed reduction of around 70% from the normal walking speed.

## Gallery

### Screenshots



A [zombie](#) bouncing on a slime block.



Testing of bounce heights. X axis is the start height in half blocks. Y axis is the return height in half blocks. Red line at the top is maximum possible bounce height in half blocks.

### Development images



The first image of a slime block.



The 14w02a banner showing slime blocks in a slime shape. Obsidian is used for the eyes and the mouth.



The first image of a slime block in *Pocket Edition*.

## In other media



Crafting a slime block in *Minecraft: Story Mode*.

## Notes

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1. Like leaves, this block diffuses sky light only from directly above.

## References

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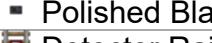
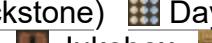
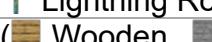
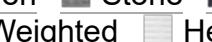
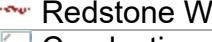
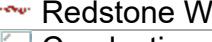
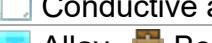
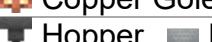
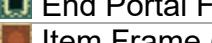
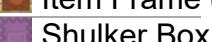
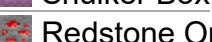
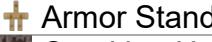
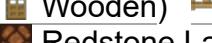
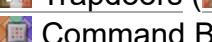
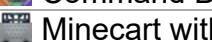
1. MC-1133 — Whether or not a player experiences some effect is calculated based on the block under the center of the player — resolved as "Fixed".
2. MC-275834 — Jumping when falling onto a slime block no longer cancels the bounce effect — resolved as "Fixed".
3. MC-54532 — Sneaking while falling on Slime Blocks inflicts fall damage — resolved as "Fixed".

## External links

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- Block of the Week: Slime (<https://www.minecraft.net/en-us/article/block-week-slime>) – Minecraft.net on March 10, 2017

# Navigation

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		[hide]

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	Smithing Table	Stonecutter		
	Banners (Ominous)	Beehive	Beds	Bell
	Cake (with Candle)	Campfire (Soul)		Bookshelf
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	Farmland	Fletching Table	Flower Pot	Frosted Ice
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	Dragon)	Heavy Core	Jukebox	Ladder
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	Lab Table	Material Reducer	Underwater TNT	Underwater Torch
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	Removed			<a href="#">[show]</a>
	Unused			<a href="#">[show]</a>
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	Joke			<a href="#">[show]</a>
	Extreme metadata variants			<a href="#">[show]</a>

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