

Minecraft Cheat Sheet

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Survival basics, crafting, mining, mobs, farming, Nether, and beginner strategy.

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1. First Day Goal

Main goal: survive the first night.

1. Punch trees and collect logs.
2. Turn logs into planks.
3. Craft a crafting table.
4. Make sticks.
5. Make wooden pickaxe.
6. Mine stone.
7. Make stone tools.
8. Build small shelter.
9. Add door and torches if possible.

2. Basic Crafting

Item	Why it matters
Crafting Table	Unlocks full recipes
Sticks	Needed for tools and torches
Pickaxe	Mine stone and ores
Axe	Cut wood faster
Sword	Fight mobs
Furnace	Cook food and smelt ore
Chest	Store items
Bed	Skip night and set spawn

Golden rule: Never dig straight down. You can fall into lava, caves, or deep holes.

3. Tool Progression

Wood → Stone → Iron → Diamond → Netherite

- Wood tools are only temporary.
- Stone tools are good for early game.
- Iron tools and armor are the first major upgrade.
- Diamond is strong for mid/late game.
- Netherite is advanced late-game gear.

4. Food and Hunger

Food keeps you alive and lets health recover.

- Cooked food is better than raw food.
- Carry food before mining.
- Start a small wheat, carrot, or potato farm.
- Breed animals for renewable food.

Early foods: bread, cooked beef, cooked pork, cooked chicken, fish, apples.

5. Mining Checklist

Before entering caves, bring:

- Torches
 - Food
 - Pickaxe
 - Sword
 - Shield
 - Blocks
 - Furnace or extra tools
- Place torches as you go so you can return safely.

6. Ores

Ore	Use
Coal	Torches and fuel
Iron	Tools, armor, shield, bucket
Copper	Building and decoration
Gold	Powered rails, bartering, tools
Redstone	Circuits and machines
Lapis	Enchanting
Diamond	Strong gear
Emerald	Villager trading

7. Hostile Mobs

Mob	Danger
Zombie	Close-range attack
Skeleton	Shoots arrows
Spider	Jumps and climbs
Creeper	Explodes silently
Enderman	Dangerous if stared at
Witch	Throws harmful potions

Creepers safety: Light your base area, close doors, use fences, and fight creepers away from buildings.

8. Farming Basics

- Use hoe to prepare soil.
- Keep farmland near water.
- Plant seeds, wheat, carrots, or potatoes.
- Use bone meal to speed growth.
- Fence farms to protect them.

Why farm? Reliable food means safer exploration.

9. Villages and Trading

Villages can provide beds, crops, shelter, and trades.

- Protect villagers.
- Use emeralds for trades.
- Librarians can sell enchanted books.
- Farmers can trade crops.
- Blacksmith-style villagers may sell gear.

10. Nether Prep

Before entering the Nether:

- Wear armor.
- Bring food.
- Bring blocks.
- Bring flint and steel.
- Mark your portal.
- Be careful around lava.

Main danger: lava, ghosts, piglins, blazes, and falling.

11. Enchanting

Enchantments improve gear.

- Sharpness improves sword damage.
- Protection improves armor.
- Efficiency improves tool speed.
- Unbreaking improves durability.
- Fortune improves ore drops.
- Mending repairs with XP.

12. Redstone

Redstone works like simple electricity.

- Opens doors.
- Powers rails.
- Creates traps.
- Builds farms.
- Makes item sorters.

Beginner project: automatic door or simple lamp switch.

13. Beginner Base

A safe base should have:

- Bed
- Crafting table
- Furnace
- Chests
- Torches
- Farm
- Animal pen
- Mine entrance
- Walls or fences

14. Common Mistakes

- Not building shelter before night.
- Digging straight down.
- Mining without torches.
- Exploring without food.
- Forgetting to set spawn with bed.
- Fighting creepers near base.
- Carrying valuables into danger.

Best beginner advice: Survive first. Build second. Explore after you have food, tools, armor, and a safe home.