

# Sandboxels Mods

**ATTENTION:** This document will no longer be updated! Please see the [new and improved Mod List on the website!](#)

This is the list of mods created by community members for the game Sandboxels.

Play here: <https://sandboxels.R74n.com/>

You can also suggest new ideas here: [Sandboxels Suggestions](#)

**Join the Discord:** [discord.gg/ejUc6YPQuS](https://discord.gg/ejUc6YPQuS)

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Type any of these into the Mod Manager to enable them.

Include the “.js” and type it in exactly as written.

You can also link to an external file by using the complete URL.

Name	Description	Creator
a_bundle_of_tests.js	Several test functions	An Orbit
acidboxels.js	A weird acid-like visual effect. Outdated.	An Orbit
acidcircles.js	Like Acidboxels, but with circular tiles. Outdated.	An Orbit
acidtriangles.js	Like Acidboxels, but with triangular tiles. Outdated.	An Orbit
adjustablepixelsize.js	Allows you to set the pixelSize with a URL parameter	An Orbit
alchemy.js	[Official Mod] Start with only 4 elements and unlock the rest by reacting them together.	R74n
alcohol.js	Adds methanol, (iso-)propanol, and butanol	An Orbit

<b>alkahest.js</b>	Adds the alkahest, a liquid which dissolves anything.	An Orbit
<b>amogus.js</b>	Adds a small amogus structure	An Orbit, StellarX20 (as test2.js)
<b>apioforms_pre.js</b>	An incomplete implementation of elements from the <a href="#">Apioform Game</a>	An Orbit
<b>bacteria_mod.js</b>	Adds content from the <a href="#">Bacterium Mod</a> : (Bacteria, Replacer B., Jammer Block)	An Orbit
<b>bananas.js</b>	Adds bananas and banana plants	An Orbit
<b>betterStats.js</b>	Separate “real” and “set” TPS, meaning you can see what the TPS actually is, instead of only seeing what it’s set to.	mollthecoder
<b>betterSettings.js</b>	Adds additional settings and functionality	ggod
<b>bigger_star_spawnners.js</b>	Adds spawners for larger stars	An Orbit
<b>bioooze_and_pyrogens.js</b>	Adds Bio-Ooze from <a href="#">Frackin’ Universe</a> and several heat-producing materials from various games’ mods.	An Orbit
<b>boiling_things.js</b>	Allows for various elements to be vaporized	An Orbit
<b>cells.js</b>	Adds several experimental edits of the Cell element	An Orbit
<b>chalcopyrite.js</b>	Adds the chalcopyrite ore	Sophie
<b>change.js</b>	Adds a tool that only replaces existing pixels (akin to Powder Toy’s replace mode)	An Orbit
<b>changePixelDebug.js</b>	Makes the changePixel() function abort and log to console when it tries to change to a non-existent element	An Orbit
<b>changeTempReactionParameter.js</b>	Adds the changeTemp property to modded reactions	An Orbit
<b>chem.js</b>	Adds several chemistry and physics-related elements	IIIIIIIIwith10Is
<b>circles.js</b>	Makes tiles circular. Outdated.	An Orbit
<b>classic_textures.js</b>	[Official Mod] Use textures from early versions of the game.	<a href="#">R74n</a>
<b>clf3.js</b>	Adds Chlorine Trifluoride.	An Orbit
<b>clone_liquid.js</b>	Adds a liquid form of cloner	An Orbit
<b>code_library.js</b>	Adds functions and variables common to some other mods	An Orbit

color_tools.js	Adds tools that manipulate colors	An Orbit
controllable_pixel_test.js	Adds a pixel that can be controlled with the keyboard keys. <a href="#">Read the commit description for more info.</a> [PC ONLY]	An Orbit
conveyance.js	Conveyors, operated with and without electricity	Melecie
cpt_alt.js	Adds a more destructive variant of the controllable pixel.	An Orbit
CrashTestDummy.js	Originally a test to see if certain code broke the game, but now just adds a tool that turns things into sand.	StellarX20
crimson.js	Adds elements relating to the Crimson from Terraria	An Orbit
date_test.js	K-pop idol birthday testing stuff	An Orbit
delete_all_of_element.js	Adds a tool that deletes every pixel of the element(s) the user clicks on.	An Orbit
descriptions.js	Adds descriptions to the info page and tooltips of elements	mollthecoder
devtests.js	Experimental features from the Sandboxels developer; Currently there is Earthquake in Weapons	<a href="#">R74n</a>
drawPixels_change_test.js	A test of altering drawPixels(). Gives burning pixels a red overlay similar to the yellow overlay for charged pixels.	An Orbit
edible_everything.js	[Official Mod] Allows every element to be mixed into Batter and Dough.	<a href="#">R74n</a>
editTools.js	<b>Selections, Copying, Pasting, Cutting, Shapes, and more!</b>	<b>ggod</b>
elem3.js	Adds all elements and combinations from Elemental 3 [Very Large]	Sophie
elementsManager.js	Create and edit custom elements	ggod
evenmoretemptools.js	Adds different temperature-modifying tools ( $\pm 350/\text{tick}$ , NaN, and Infinity)	An Orbit
example_mod.js	An example mod for new modders	<a href="#">R74n</a>
extra_element_info.js	Adds descriptions to various vanilla elements. Used to provide the functionality that <code>desc</code> now does before it was added to vanilla.	Melecie
fairy_chain.js	Adds way too many fairies to fey_and_more.js	An Orbit

<b>fantastic_creatures.js</b>	Adds various animals	Melecie
<b>fey_and_more.js</b>	Adds fairies, magic, and a lot of other things.	Melecie
<b>fill_script.js</b>	Script that fills an area	TealEgg#7646
<b>find.js</b>	Adds a find mode that highlights a chosen element as pulsating red and yellow ( <a href="#">read commit description</a> )	An Orbit
<b>fire_mod.js</b>	Adds various properties to change fire behavior, & a radioactive version of fire	An Orbit
<b>fire_slime.js</b>	Adds a pyrogenic version of slime	An Orbit
<b>fools.js</b>	[Official Mod] Adds back FOOLS Mode.	<a href="#">R74n</a>
<b>funny elements 2022-11-15.js</b>	Adds a few curated randomly-generated elements	An Orbit
<b>funny_liquid.js</b>	Adds NSFW elements relating to bodily fluids	An Orbit
<b>funny_liquid_2.js</b>	Adds urine	An Orbit
<b>funny_liquid_3.js</b>	Adds vomit	An Orbit
<b>funny_solid.js</b>	Adds feces	An Orbit
<b>fwibblen.js</b>	Adds a flying creature that turns nickel into itself, and a second creature that does the same to the first one	An Orbit
<b>Gemstones.js</b>	Adds more gemstones	Schweeny
<b>generative_mods.js</b>	Modpack with optional mass element generation	An Orbit
<b>generator_prompt.js</b>	Adds a prompt to use <a href="#">generative_mods.js</a> 's element generators after the game finishes loading	An Orbit
<b>glenn_gases.js</b>	Adds most gases from the <a href="#">Glenn's Gases</a> mod into Sandboxels	An Orbit
<b>gradient_background_support.js</b>	Enables linear gradients for backgrounds as arrays in <code>settings.bg</code>	An Orbit
<b>grav_mudstones.js</b>	Adds various forms of mudstone with different gravities	An Orbit
<b>haseulite.js</b>	Adds Loona-related materials with various properties	An Orbit
<b>hidden_ground.js</b>	Hides most rock variants from <code>the_ground.js</code> excluding the base rocks and walls	Melecie

human_edit.js	Improvements to humans	An Orbit
humans.js	<del>[Official Mod]</del> Adds humans. Now part of the base game	R74n
icb.js	Adds various levels of nested cluster bombs.	An Orbit
lean.js	Adds lean and its ingredients.	An Orbit
insane_random_events.js	Massively buffs random events	An Orbit
invisible_dye.js	Adds elements like Dye and Spray Paint that take the color of the background	An Orbit
invisible_wall.js	Adds an element like Wall that takes the color of the background	An Orbit
localfaeus_clones.js	Adds lorefrius, lolucius, and loradius gas	An Orbit
ketchup_mod.js	Adds a bunch of ketchup related stuff, plus a few other condiments.	Nubo318 (main dev), Devi, An Orbit (contributors)
lactose_intolerance_and_celiac.js	Makes humans explode on contact with milk, wheat, bread, or toast	Nubo318
laetium.js	Adds several fictional elements	An Orbit
libpacman-v1.js	Library for making mods	mollthecoder
libpixeltracking.js	Library for tracking pixels	mollthecoder
life_eater.js	Adds Warhammer 40,000's Life-Eater Virus and Virus Bombs	An Orbit
liquid_energy.js	Adds liquid versions of the elements in the Energy category.	An Orbit
liquid_void.js	Adds a liquid variant of Void	An Orbit
lone_urea.js	Adds urea without the rest of the piss mod.	An Orbit
maxColorOffset.js	Adds a property to specify how much a pixel's color can be randomly offset from the element color	An Orbit
memelists.js	Makes it so you must select elements through a list at the bottom of the page. We like lists.	mollthecoder
metals.js	Adds several metals	An Orbit
minecraft.js	Adds several things from Minecraft.	StellarX20
minesweeper.js	A <del>subpar</del> implementation of Minesweeper.	An Orbit

<b>miscible_soup_and_birthpool.js</b>	Makes Primordial Soup and Birthpool mix instead of the birthpool settling to the bottom. <b>Will be deprecated upon the release of Magical Menagerie.</b>	An Orbit
<b>mobs.js</b>	Adds Creepers, Zombies, and Skeletons	An Orbit
<b>more_breaking.js</b>	Allows for breaking more elements in explosions	An Orbit
<b>more_bombs.js</b>	<del>Adds more bombs:</del> Merged into generative_mods.js	<del>An Orbit</del>
<b>more_clouds.js</b>	<del>Adds more clouds:</del> Merged into generative_mods.js	<del>An Orbit</del>
<b>more_fairies.js</b>	<del>Adds more fairies to fey_and_more.js</del> Merged into generative_mods.js	<del>An Orbit</del>
<b>moreliquids.js</b>	Adds various liquids.	te-agma-at
<b>moretools.js</b>	Adds more temperature-modifying tools ( $\pm 10/\text{tick}$ , $\pm 50/\text{tick}$ , and absolute zero tools)	Sightnado
<b>move_tools.js</b>	Adds tools that move pixels	An Orbit
<b>musicalfruit.js</b>	Humans get gas from eating Beans	mollthecoder
<b>nellfire.js</b>	Adds a weird transforming flame and several rock types.	An Orbit
<b>nested_for_reaction_example.js</b>	An example of using a nested for loop to add reactions. It makes various things kill plants.	An Orbit
<b>Neutronium Mod.js</b>	Variety of scientific elements Explosions	StellarX20
<b>neutronium_compressor.js</b>	Adds a compressor (in reference to Minecraft's Avaritia mod) that compresses 10,000 pixels of an element into a "singularity".	An Orbit
<b>nocancer.js</b>	Removes cancer from the game one tick after it is created.	mollthecoder
<b>nocancer2.js</b>	Removes cancer from the game altogether. May be incompatible with other mods that spawn cancer.	mollthecoder
<b>noconfirm.js</b>	Removes all confirmation pop ups	mollthecoder
<b>note_block.js</b>	Adds musical Note Blocks	An Orbit
<b>nv7.js</b>	Adds a giant Nv7 image [Large]	Nv7
<b>page_color.js</b>	Allows changing the background color outside of the canvas with the	An Orbit

	“pageColor” query parameter	
paint_event.js	Adds a random event that randomly paints a circle	An Orbit
place_all_elements.js	Experimental function that places every pixel	An Orbit
portal.js	Adds portals that can teleport pixels	An Orbit
primordial_birthpool.js	A cross between Primordial Soup and Birthpool. Requires F&M	An Orbit
prompt.js	Adds a primitive command console	An Orbit
prop.js	Adds tool to edit the attributes of pixels	An Orbit
pushers.js	Adds pixels that push elements away from them.	An Orbit
rainbow_tests.js	Adds variants of the rainbow element with different maths	An Orbit
random_elems.js	Curated randomly generated elements	An Orbit
random_liquids.js	Randomly generates liquids on game load	An Orbit
random_rocks.js	Randomly generates rocks on game load	An Orbit
randomness_but_tick.js	Random experimental elements using the tick function feature	An Orbit
randomness_but_tool.js	Random experimental elements using the tool function feature	An Orbit
randomness.js	Random experimental elements	An Orbit
replace_all.js	Adds a way to replace every pixel of an element with another element <a href="#">Read the commit description for usage</a>	An Orbit
replace.js	Adds a tool that replaces every pixel of a specified element with another specified element. (The prompt to specify these is toggled by pressing " " or by the button in the element description).	An Orbit
roseyiede.js	Adds several variants of a substance called roseyiede.	An Orbit
save_loading.js	Adds the ability to save and load scenes from files (See the info page of the element)	An Orbit
Shroomboxels.js	A variant of acidboxels.js that uses a different trigonometric function I forgot 💀	An Orbit
smooth_water.js	[Official Mod] Changes water mechanics so that it	<a href="#">R74n</a>

	flows in one direction until it bounces off of something	
<b>solid_rock.js</b>	Adds a version of the Rock element with wall behavior	An Orbit
<b>some_tf_liquids.js</b>	Adds various liquids from the Thermal Foundation Minecraft mod	An Orbit
<b>spouts.js</b>	Adds spouts for all liquids	An Orbit
<b>state_voids.js</b>	Adds several elements that each delete a specific state of matter (and combinations thereof)	An Orbit
<b>stripe_paint.js</b>	Adds a tool to paint with stripes	An Orbit
<b>structure_test_2.js</b>	Another test for implementing structures into Sandboxels (requires the previous test)	An Orbit
<b>structure_test.js</b>	A test for implementing structures into Sandboxels	An Orbit
<b>sus.js</b>	Adds an Among Us crewmate	Nv7
<b>switches.js</b>	Adds electrical switches that can be toggled	An Orbit
<b>test.js</b>	A test mod that adds mayo :)	<a href="#">R74n</a>
<b>the_ground.js</b>	A mod that adds several rock types, worldgen settings, and gemstones (broadly construed as ground-related). Very incomplete.	An Orbit
<b>ticking_temp_stuff.js</b>	Adds more heaters and coolers	An Orbit
<b>time.js</b>	Adds a “Time” gas	StellarX20
<b>tool_pixel_behavior.js</b>	Gives unique behaviors to tools if placed with cheats	An Orbit
<b>toothpaste.js</b>	Teeth and paste	An Orbit
<b>triangles.js</b>	Makes tiles triangular	An Orbit
<b>triggerable_random_powders.js</b>	Adds powders with different abilities, such as heating and cooling	An Orbit
<b>troll.js</b>	Adds various dumb elements that iterate randomly on the entire screen	An Orbit
<b>unhide.js</b>	Unhides all elements except molten ones. (This functionality now exists as a vanilla setting)	R74n
<b>velocity.js</b>	[Official Mod]	<a href="#">R74n</a>



	Beta for explosion velocity, and later wind, which may come to the base game in the future	
waterspout.js	Adds back the old Water Spout	mollthecoder
wheel_fix.js	<del>Attempts to fix the brush scaling too much with the mouse wheel for some people.</del> Deprecated.	Nubo318
worldgen_test.js	Adds an element that generates a save with a grass layer, dirt layer, rock layer, and a pond.	An Orbit