

Sandboxels Mods

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: docs.google.com/document/d/1R8xljj_J-K5oU...

Join the Discord: discord.gg/ejUc6YPQuS

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
<code>a_bundle_of_tests.js</code>	Several test functions	[EGL fashion enthusiast]
<code>acidboxels.js</code>	A weird acid-like visual effect	[EGL fashion enthusiast]
<code>acidcircles.js</code>	Like Acidboxels, but with circular tiles	[EGL fashion enthusiast]
<code>acidtriangles.js</code>	Like Acidboxels, but with triangular tiles	[EGL fashion enthusiast]
<code>adjustablepixelsize.js</code>	Allows you to set the pixelSize with a URL parameter	[EGL fashion enthusiast]
<code>alcohol.js</code>	Adds methanol, (iso-)propanol, and butanol	[EGL fashion enthusiast]
<code>alkahest.js</code>	Adds the alkahest, a liquid which dissolves anything.	[EGL fashion enthusiast]
<code>amogus.js</code>	Adds a small amogus structure	[EGL fashion enthusiast], StellarX20 (as test2.js)
<code>apioforms_pre.js</code>	An incomplete implementation of elements from the Apioform Game	[EGL fashion enthusiast]
<code>bacteria_mod.js</code>	Adds content from the Bacterium Mod : (Bacteria, Replacer B., Jammer Block)	[EGL fashion enthusiast]
<code>bananas.js</code>	Adds bananas and banana plants	[EGL fashion enthusiast]
<code>bioooze.js</code>	Adds Bio-Ooze from Frackin' Universe (no function or other content)	[EGL fashion enthusiast]
<code>boiling_rock.js</code>	Allows for various elements to be vaporized	[EGL fashion enthusiast]
<code>cells.js</code>	Adds several experimental edits of the Cell element	[EGL fashion enthusiast]
<code>chalcopyrite.js</code>	Adds the chalcopyrite ore	Sophie
<code>change.js</code>	Adds a tool that only replaces existing	[EGL fashion enthusiast]

	pixels (akin to Powder Toy's replace mode)	
chem.js	Adds several chemistry and physics-related elements	IIIIIIIIwith10ls
circles.js	Makes tiles circular	[EGL fashion enthusiast]
clone_liquid.js	Adds a liquid form of cloner	[EGL fashion enthusiast]
code_library.js	Adds functions and variables common to some other mods	[EGL fashion enthusiast]
color_tools.js	Adds tools that manipulate colors	[EGL fashion enthusiast]
controllable_pixel_text.js	Adds a pixel that can be controlled with the keyboard keys. Read the commit description for more info.	[EGL fashion enthusiast]
conveyance.js	Conveyors, operated with and without electricity	Melecie
cover_yourself_in.js	Adds blood clouds with various degrees of rain	[EGL fashion enthusiast]
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	[EGL fashion enthusiast]
delete_all_of_element.js	Adds a tool that deletes every pixel of the element(s) the user clicks on.	[EGL fashion enthusiast]
elem3.js	Adds all elements and combinations from Elemental 3 [Very Large]	Sophie
evenmoretemptools.js	Adds different temperature-modifying tools (± 350 /tick, NaN, Infinity, and 20C tools)	[EGL fashion enthusiast]
example_mod.js	An example mod for new modders	R74n
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 <code>fey_and_more.js</code>	[EGL fashion enthusiast]
fantastic_creatures.js	Adds various animals	Melecie
fey_and_more.js	Adds fairies, magic, and a lot of other things	Melecie
fill_script.js	Script that fills an area	TealEgg#7646

find.js	Adds a find mode that highlights a chosen element as pulsating red and yellow (read commit description)	[EGL fashion enthusiast]
fire_slime.js	Adds a pyrogenic version of slime	[EGL fashion enthusiast]
funny_liquid.js	Adds NSFW elements relating to bodily fluids	[EGL fashion enthusiast]
funny_liquid_2.js	Adds urine	[EGL fashion enthusiast]
funny_liquid_3.js	Adds vomit	[EGL fashion enthusiast]
funny_solid.js	Adds feces	[EGL fashion enthusiast]
fwibblen.js	Adds a flying creature that eats nickel	[EGL fashion enthusiast]
glenn_gases.js	Adds most gases from the Glenn's Gases mod into Sandboxes	[EGL fashion enthusiast]
grav_mudstones.js	Adds various forms of mudstone with different gravities	[EGL fashion enthusiast]
icb.js	Adds various levels of nested cluster bombs.	[EGL fashion enthusiast]
iean.js	Adds lean and its ingredients.	[EGL fashion enthusiast]
insane_random_events.js	Massively buffs random events	[EGL fashion enthusiast]
invisible_dye.js	Adds elements like Dye and Spray Paint that take the color of the background	[EGL fashion enthusiast]
invisible_wall.js	Adds an element like Wall that takes the color of the background	[EGL fashion enthusiast]
ketchup_mod.js	Adds a bunch of ketchup related stuff, plus a few other condiments.	Nubo318 (main dev), Devi, [EGL fashion enthusiast] (contributors)
lactose_intolerance_and_celiac.js	Makes humans explode on contact with milk, wheat, bread, or toast	Nubo318
laetium.js	Adds several fictional elements	[EGL fashion enthusiast]
liquid_energy.js	Adds liquid versions of the elements in the Energy category.	[EGL fashion enthusiast]
lone_urea.js	Adds urea without the rest of the piss mod.	[EGL fashion enthusiast]
memelists.js	Makes it so you must select elements through a list at the bottom of the page. We like lists.	mollthecoder
metals.js	It adds several metals, though it currently only adds the precious metals besides gold and silver. Very incomplete.	[EGL fashion enthusiast]

minecraft.js	Adds several things from Minecraft.	StellarX20
minesweeper.js	A subpar implementation of Minesweeper.	[EGL fashion enthusiast]
miscible_psoup_and_birthpool.js	Makes Primordial Soup and Birthpool mix instead of the birthpool settling to the bottom.	[EGL fashion enthusiast]
more_breaking.js	Allows for breaking more elements in explosions	[EGL fashion enthusiast]
more_fairies.js	Adds more fairies to fey_and_more.js	[EGL fashion enthusiast]
moreliquids.js	Adds various liquids.	te-agma-at
moretools.js	Adds more temperature-modifying tools ($\pm 10/\text{tick}$, $\pm 50/\text{tick}$, and absolute zero tools)	Sightnado
move_tools.js	Adds tools that move pixels	[EGL fashion enthusiast]
nested_for_reaction_example.js	An example of using a nested for loop to add reactions. It makes various things kill plants.	[EGL fashion enthusiast]
Neutronium Mod.js	Variety of scientific elements Explosions	StellarX20
nocancer.js	Removes cancer from the game	mollthecoder
noconfirm.js	Removes all confirmation pop ups	mollthecoder
nv7.js	Adds a giant Nv7 image [Large]	Nv7
page_color.js	Allows changing the background color outside of the canvas with the "pageColor" query parameter	[EGL fashion enthusiast]
paint_event.js	Adds a random event that randomly paints a circle	[EGL fashion enthusiast]
place_all_elements.js	Experimental function that places every pixel	[EGL fashion enthusiast]
portal.js	Adds portals that can teleport pixels	[EGL fashion enthusiast]
primordial_birthpool.js	A cross between Primordial Soup and Birthpool. Requires F&M	[EGL fashion enthusiast]
prompt.js	Adds a primitive command console	[EGL fashion enthusiast]
pushers.js	Adds pixels that push elements away from them.	[EGL fashion enthusiast]
rainbow_tests.js	Adds variants of the rainbow element with different maths	[EGL fashion enthusiast]
random_elems.js	Curated randomly generated elements	[EGL fashion enthusiast]
random_liquids.js	Randomly generates liquids on game	[EGL fashion enthusiast]

	load	
random_rocks.js	Randomly generates rocks on game load	[EGL fashion enthusiast]
randomness.js	Random experimental elements	[EGL fashion enthusiast]
randomness_but_tick.js	Random experimental elements using the tick function feature	[EGL fashion enthusiast]
randomness_but_tool.js	Random experimental elements using the tool function feature	[EGL fashion enthusiast]
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).	[EGL fashion enthusiast]
replace_all.js	Adds a way to replace every pixel of an element with another element Read the commit description for usage	[EGL fashion enthusiast]
roseyiede.js	Adds several variants of a substance called roseyiede.	[EGL fashion enthusiast]
Shroomboxels.js	A variant of acidboxels.js that uses a different trigonometric function I forgor ☠	[EGL fashion enthusiast]
smooth_water.js	Changes water mechanics so that it flows in one direction until it bounces off of something	R74n
solid_rock.js	Adds a version of the Rock element with wall behavior	[EGL fashion enthusiast]
some_tf_liquids.js	Adds various liquids from the Thermal Foundation Minecraft mod	[EGL fashion enthusiast]
spouts.js	Adds spouts for all liquids	[EGL fashion enthusiast]
state_voids.js	Adds several elements that each delete a specific state of matter (and combinations thereof)	[EGL fashion enthusiast]
structure_test.js	A test for implementing structures into Sandboxes	[EGL fashion enthusiast]
structure_test_2.js	Another test for implementing structures into Sandboxes (requires the previous test)	[EGL fashion enthusiast]
sus.js	Adds an Among Us crewmate	Nv7
test.js	A test mod that adds mayo :)	R74n
the_ground.js	A mod that adds several rock types, worldgen settings, and gemstones (broadly construed as ground-related).	[EGL fashion enthusiast]

	Very incomplete.	
ticking_temp_stuff.js	Adds more heaters and coolers	[EGL fashion enthusiast]
time.js	Adds a "Time" gas	StellarX20
toothpaste.js	Teeth and paste	[EGL fashion enthusiast]
triangles.js	Makes tiles triangular	[EGL fashion enthusiast]
troll.js	Adds various dumb elements that iterate randomly on the entire screen	[EGL fashion enthusiast]
unhide.js	Unhides all elements except molten ones. (This functionality now exists as a vanilla setting)	R74n
wheel_fix.js	Attempts to fix the brush sealing too much with the mouse wheel for some people. Deprecated.	Nubo318
worldgen_test.js	Adds an element that generates a save with a grass layer, dirt layer, rock layer, and a pond.	[EGL fashion enthusiast]