Kill Command in Minecraft Java Edition.

The Minecraft /kill command is a powerful tool that allows players to instantly eliminate entities, including themselves, mobs, and other players, with a simple input. Whether you're managing a server, troubleshooting a game issue, or simply looking to clear out unwanted creatures quickly, the /kill command is an essential feature for many Minecraft players. In this guide, we will explore how to use the /kill command effectively, covering various syntax options, practical use cases, and important considerations to ensure you maximize its potential in your Minecraft world.

Kill the player who used the command

```
/kill
```

Kill a player by name

```
/kill <player>
```

Entity Modifier

Using the "@e" modifier allows you to select the entity type to kill

Kill all slimes in the world.

```
/kill @e[type=minecraft:slime]
```

Kill all entities that are not a player

Using "!" before the entity type will result in all entities that are not that entity type to be killed

```
/kill @e[type=!minecraft:player]
```

Range Modifier

Adding the "r" modifier to the command allows you to set a range on the command, This will be from the player who used the commands position.

Kill all cows within 20 blocks of the player.

```
/kill @e[type=minecraft:cow,r=20]
```