

# Slime Chunks

## Slime Chunks

Slime Chunks are chunks that have the ability to spawn the slime entity when a player is within spawning range. Slime chunks spawn slimes regardless of light level as long as there is a valid place for them to spawn. The game will only spawn slimes in slime chunks at y=40 and below so you don't have to worry about ever seeing them on the surface. Slime chunks are not randomized by seed and their positions can be interchangeable between worlds. If you find a slime chunk in one world you can go to those coordinates in another world and find the same place spawning slimes.

## How to find them

Slime chunks can be found by four main methods.

- [Chunkbase](#)
- [Resource Pack](#)
- Trial and Error
- Already knowing the locations

Depending on your use case and conditions one option may be more suitable than the others.

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