

# Sugar Cube

**Description:** A sugar cube is a treat item that offers a small amount of food points and improves the affinity of [SWEM Horses](#).

**Details:**

	<b>Rarity color:</b>	Common
	<b>Renewable:</b>	Yes
	<b>Stackable:</b>	Yes (64)
	<b>Durability:</b>	Yes (Single use)

## Obtaining

**Crafting**

Sugar Cubes come in 1 (white) color.  
8 Sugar Cubes are crafted with 4 Sugar.



## Usage

Right-click a horse with a sugar cube to hand feed them, or throw one on the ground near a horse. Horses that are hungry (haven't achieved 224 food points) will eat dropped food items within their search radius. A horse can still be right-click fed even if 224+ food pts have been achieved.

Sugar cubes are a sweet treat that can be used to improve the trust between horse and rider, increasing a horse's [Affinity](#) by 2 experience points for each cube, and 5 [food points](#). A horse will

benefit from up to 5 sugar cubes a day (MC day unless 24hr cycle is enabled), giving extra offers no benefits but currently has no negative results. Players can determine whether affinity was gained by the particles given out; green ("yay") particles indicate the treat was enjoyed and affinity increased, while orange ("ech") means the horse was indifferent to extra treats or enough time has not elapsed since the last treat was given.

## Known Issues

If you find an issue, please report it to our bugs channel on [Discord](#). We ask that you look to see if your issue was reported first!

## Changelog

View Changes		
This is not a complete list of version changes / fixes. It is a changelog of relevant wiki-related version information.		
MC Version	Release	Notes
1.18.2	1.18.2-1.2.0	Sugar cubes can be dropped on the ground and horses will eat dropped items.
		Sugar cubes now have a limit of 5 to gain perks.
	1.18.2-1.0.0	Decreased sugar cube yield on crafting from 16 to 8.

## Data values

swem:sugar\_cube

Revision #10  
Created 16 August 2021 08:24:02  
Updated 20 August 2023 14:42:07 by Delphi