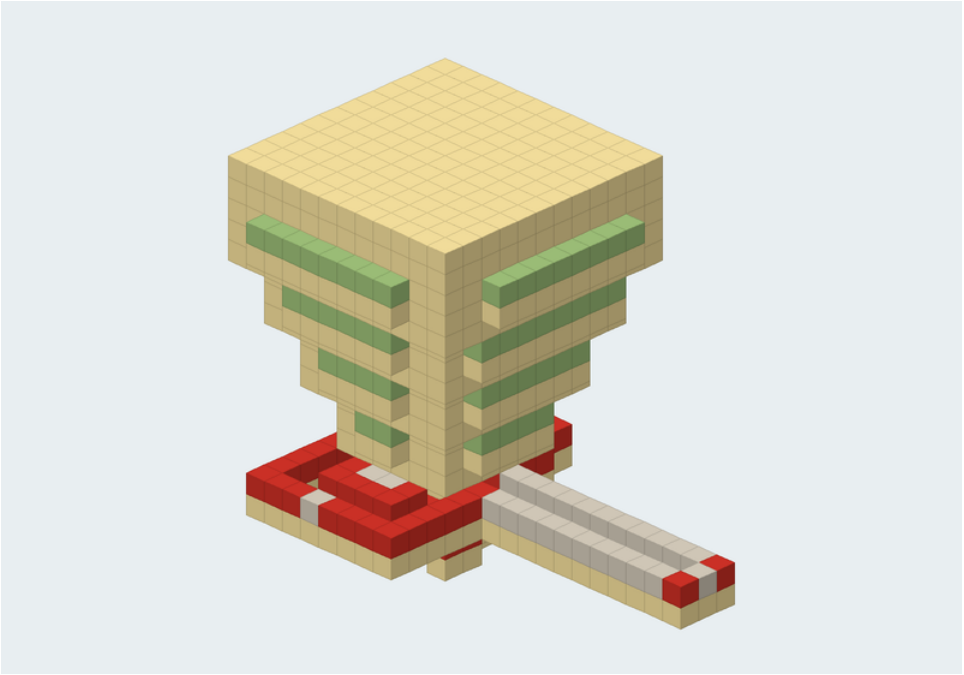
# Basic Blaze Grinder (ScottishSkippy1)

23 x 15 footprint / 18 layers / Java 1.20.1 / 1162 occupied cells

Original procedural interpretation. File checked; game import not tested.

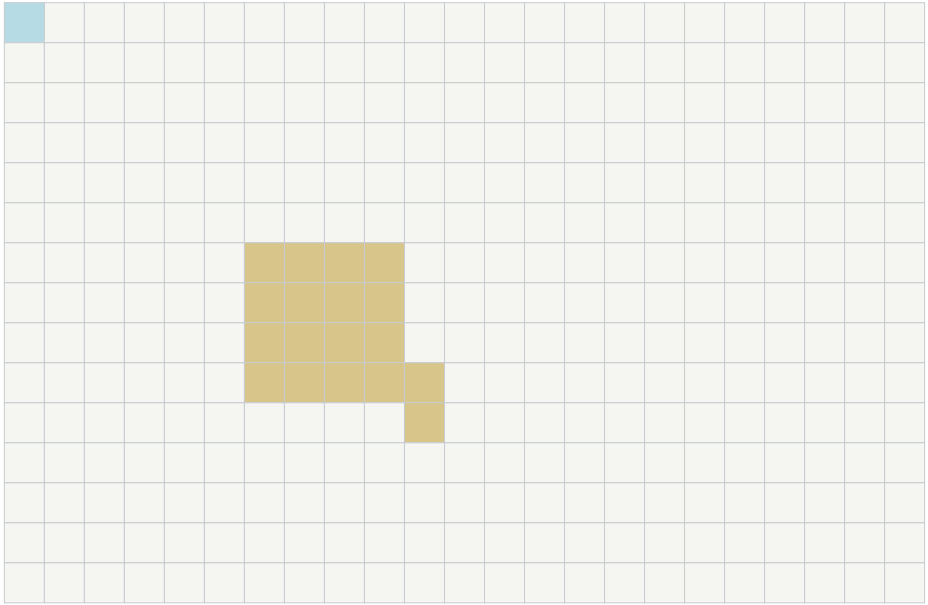
## MATERIALS / INVENTORY ITEMS

| | |
|---|---|
| Sandstone | 701 |
| Repeater | 117 |
| Nether Bricks | 100 |
| Sticky Piston | 100 |
| Stone Pressure Plate | 92 |
| Redstone Wire | 40 |
| Spawner | 4 |
| Comparator | 2 |
| Oak Wall Sign | 2 |
| Piston Head | 2 |
| Glass | 1 |
| Lever | 1 |

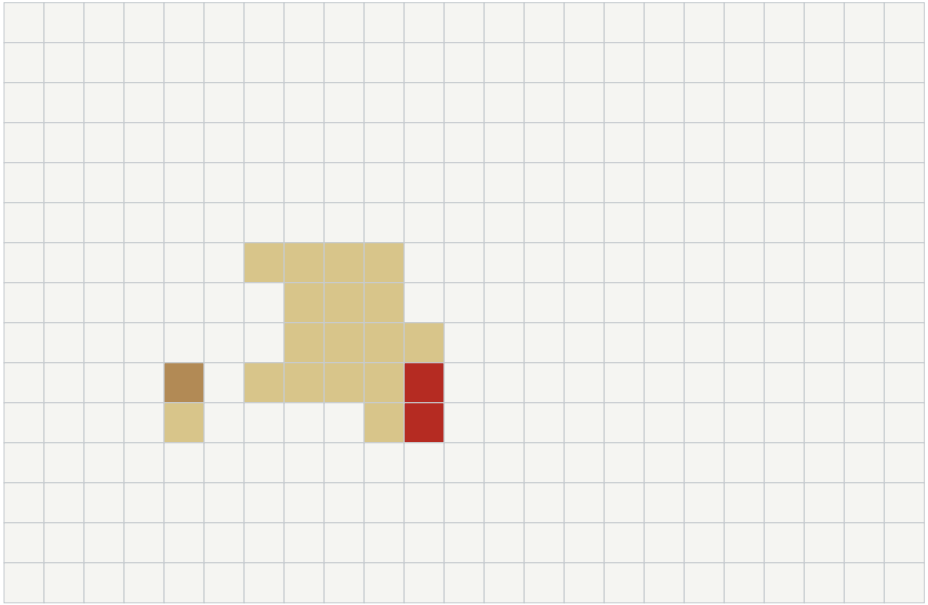


Minecraft Blueprints original sample / CC0 1.0 for our original coordinates / no Minecraft textures included

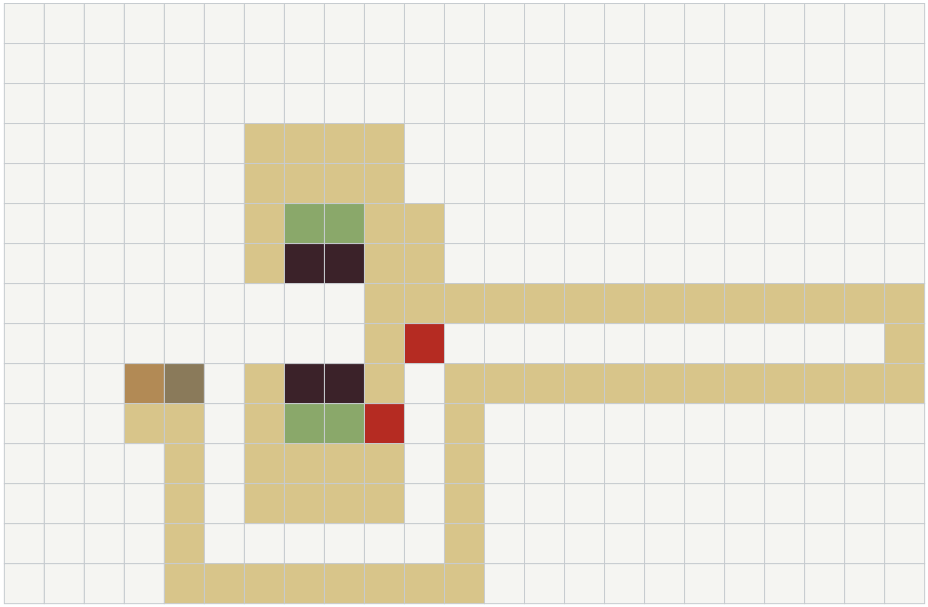
## Layer 1 / Y=0 / +Z downward



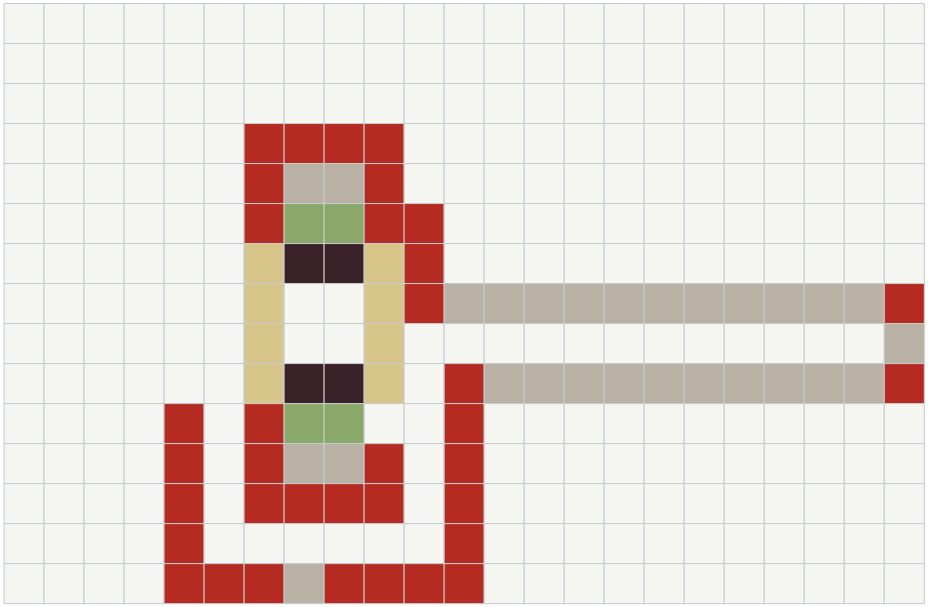
## Layer 2 / Y=1 / +Z downward



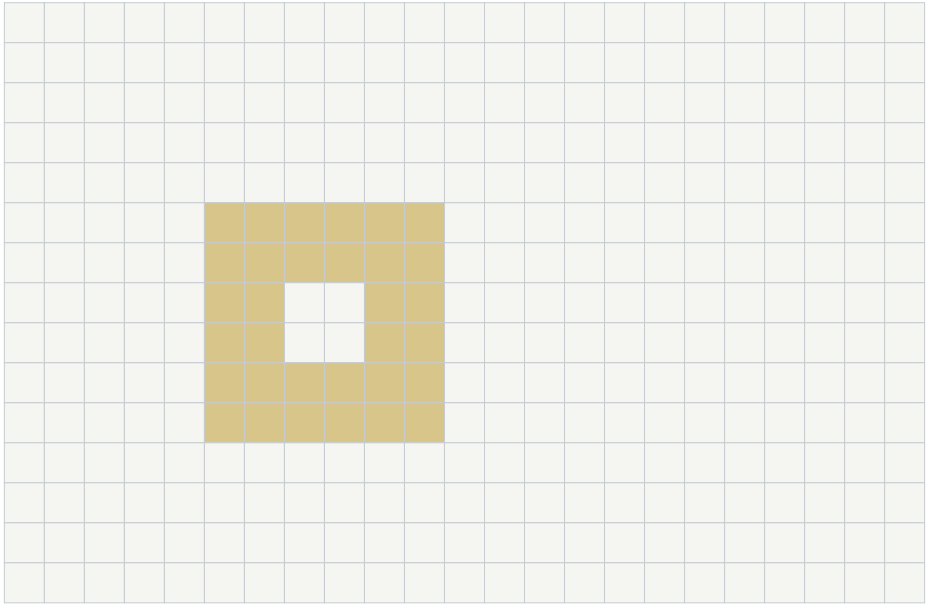
## Layer 3 / Y=2 / +Z downward



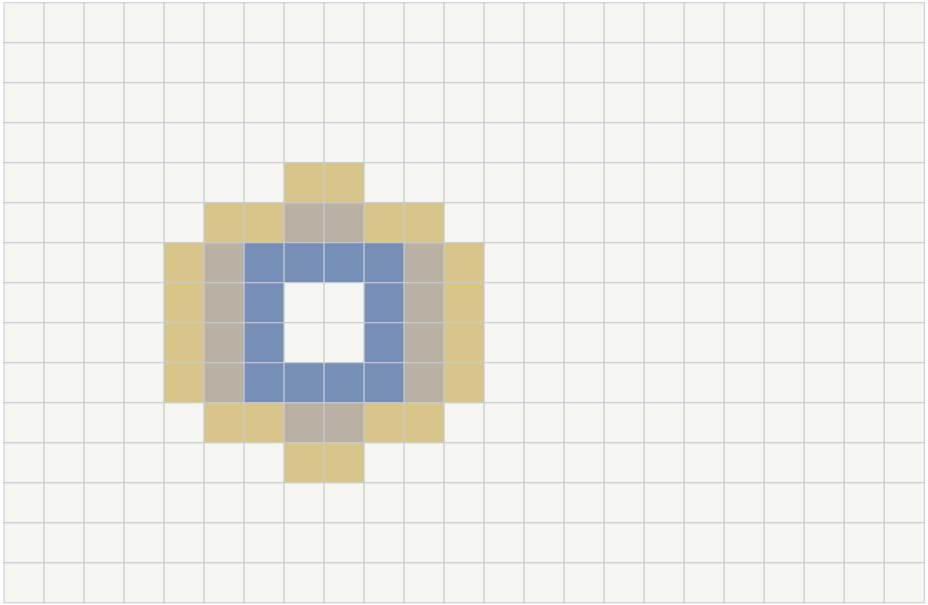
## Layer 4 / Y=3 / +Z downward



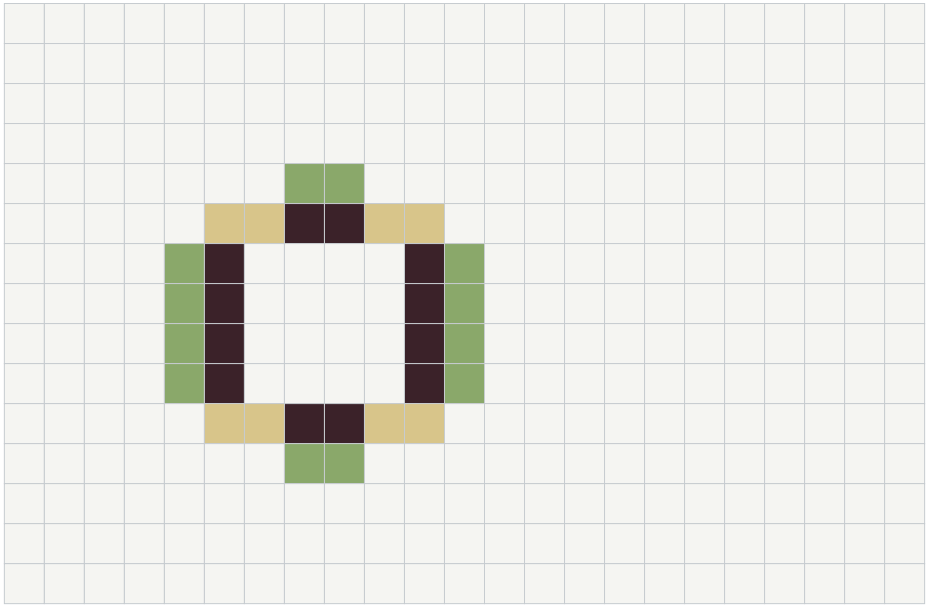
## Layer 5 / Y=4 / +Z downward



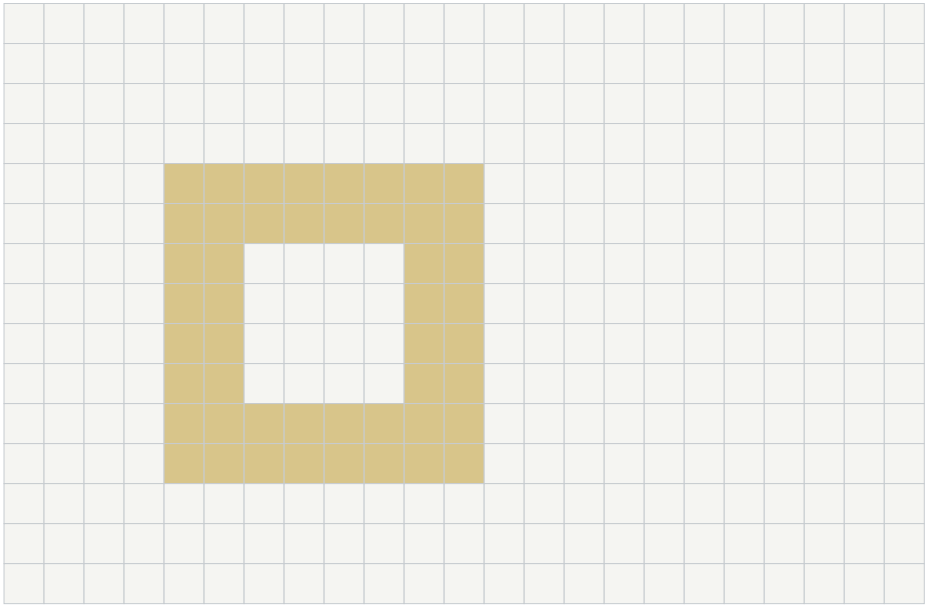
## Layer 6 / Y=5 / +Z downward



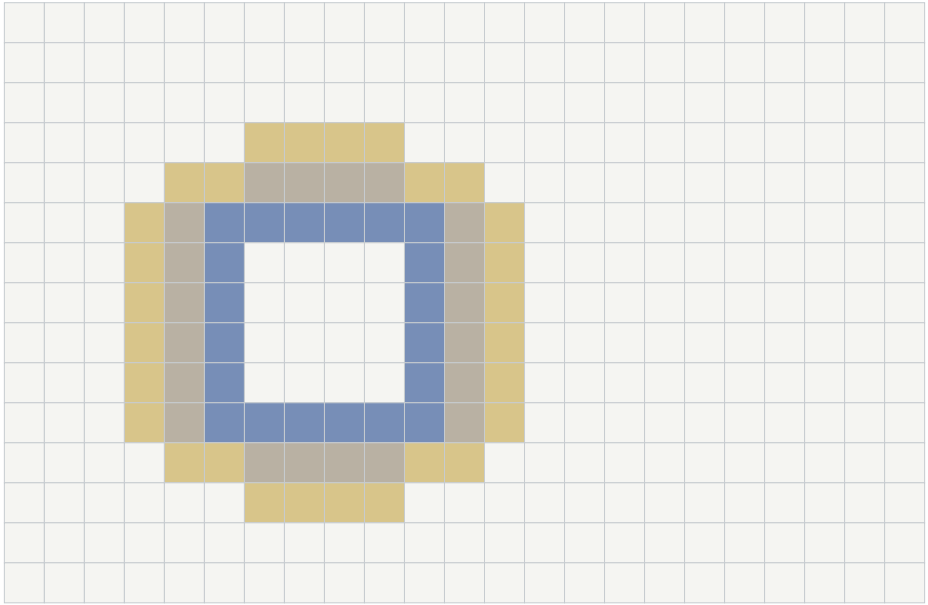
## Layer 7 / Y=6 / +Z downward



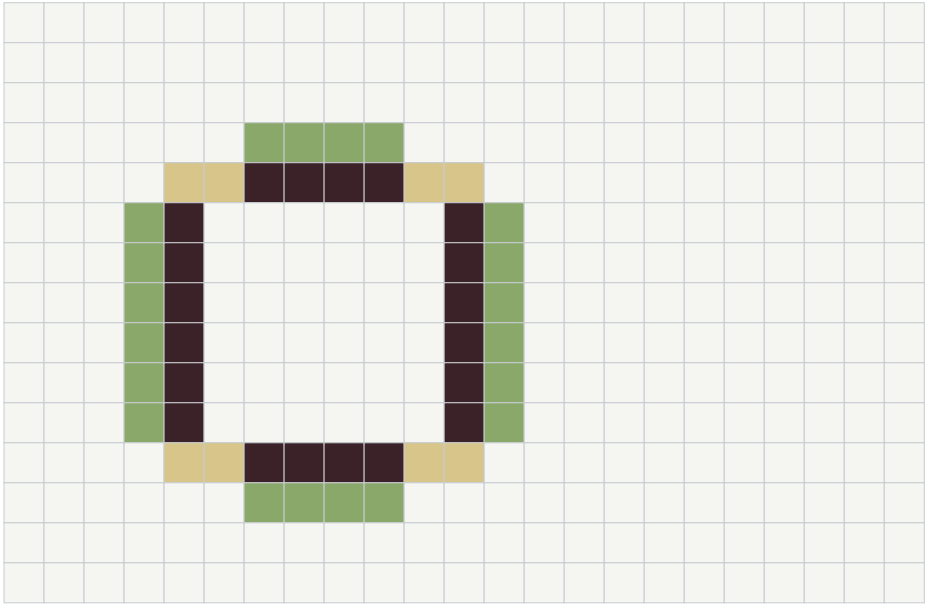
## Layer 8 / Y=7 / +Z downward



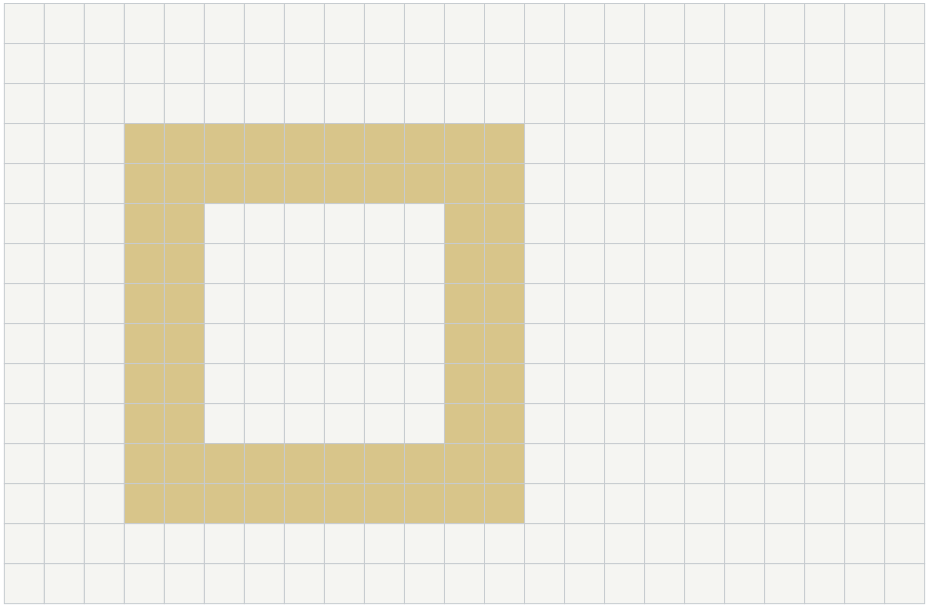
## Layer 9 / Y=8 / +Z downward



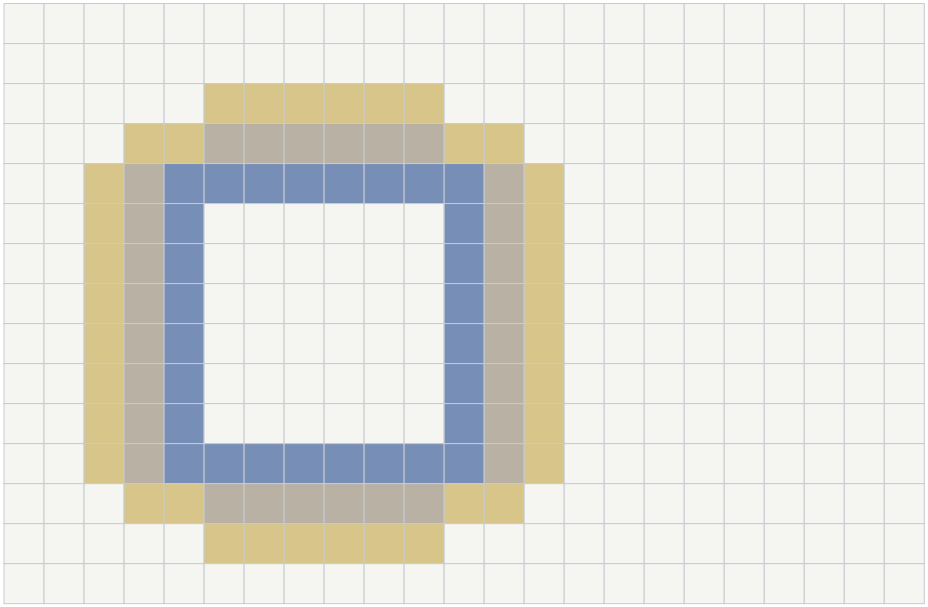
## Layer 10 / Y=9 / +Z downward



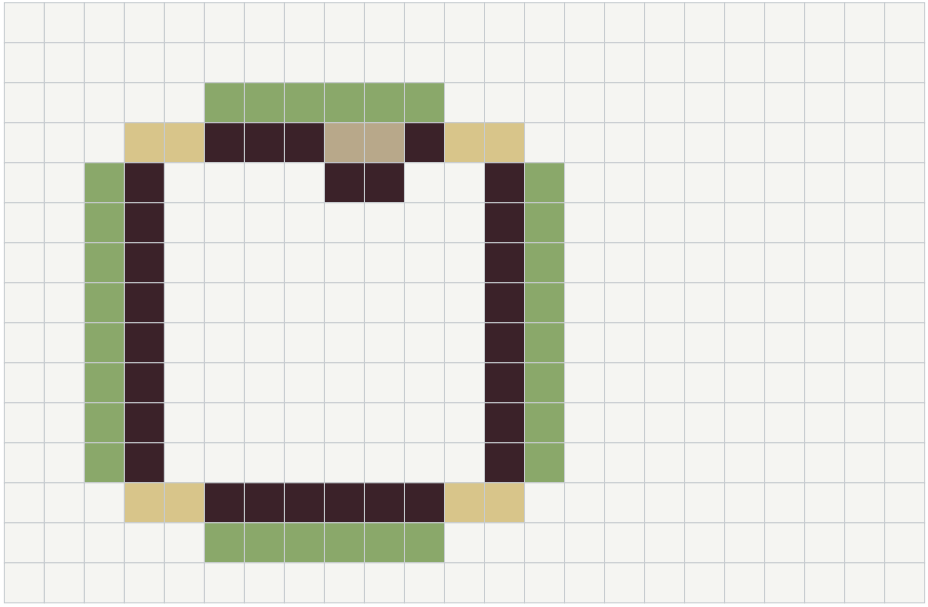
## Layer 11 / Y=10 / +Z downward



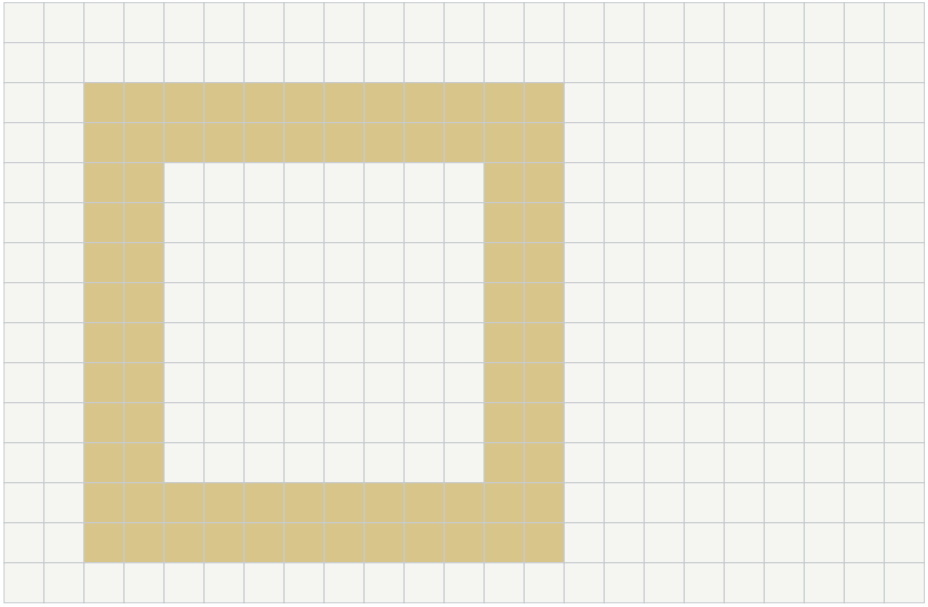
## Layer 12 / Y=11 / +Z downward



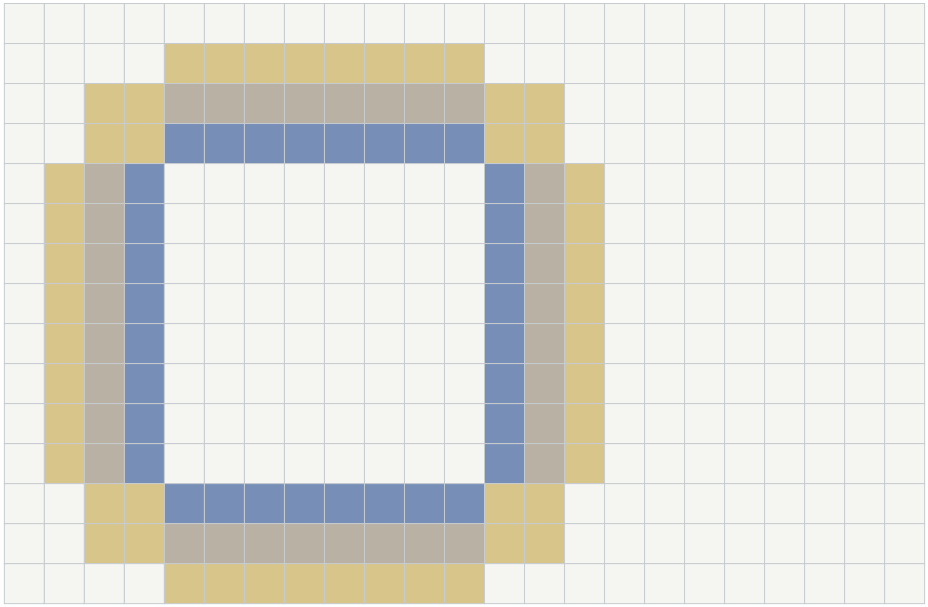
## Layer 13 / Y=12 / +Z downward



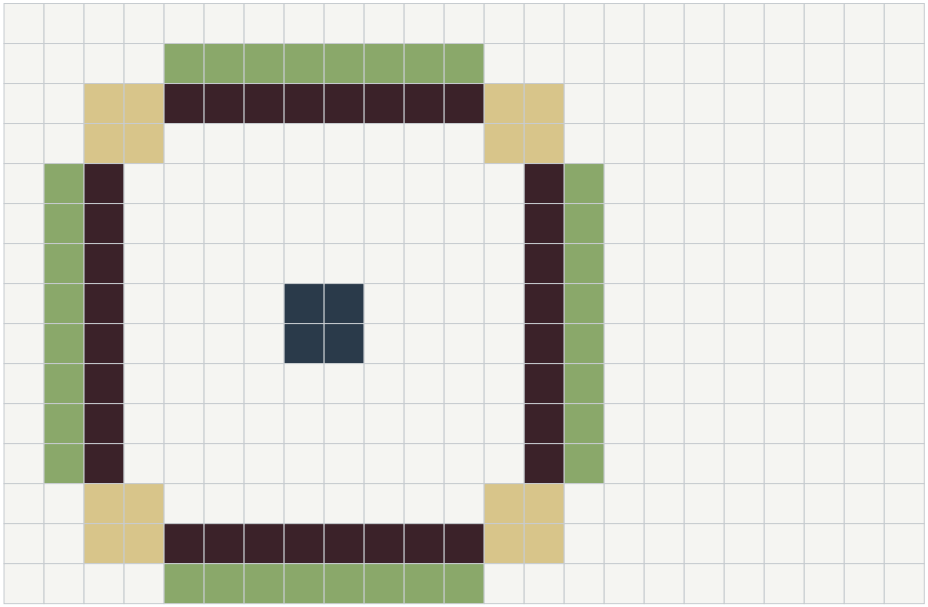
## Layer 14 / Y=13 / +Z downward



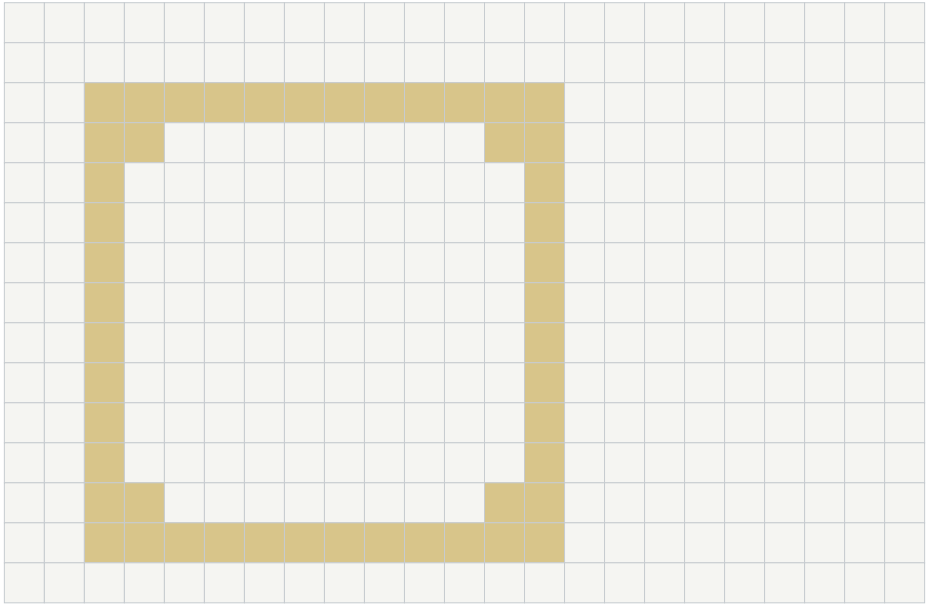
## Layer 15 / Y=14 / +Z downward



## Layer 16 / Y=15 / +Z downward



## Layer 17 / Y=16 / +Z downward



## Layer 18 / Y=17 / +Z downward

