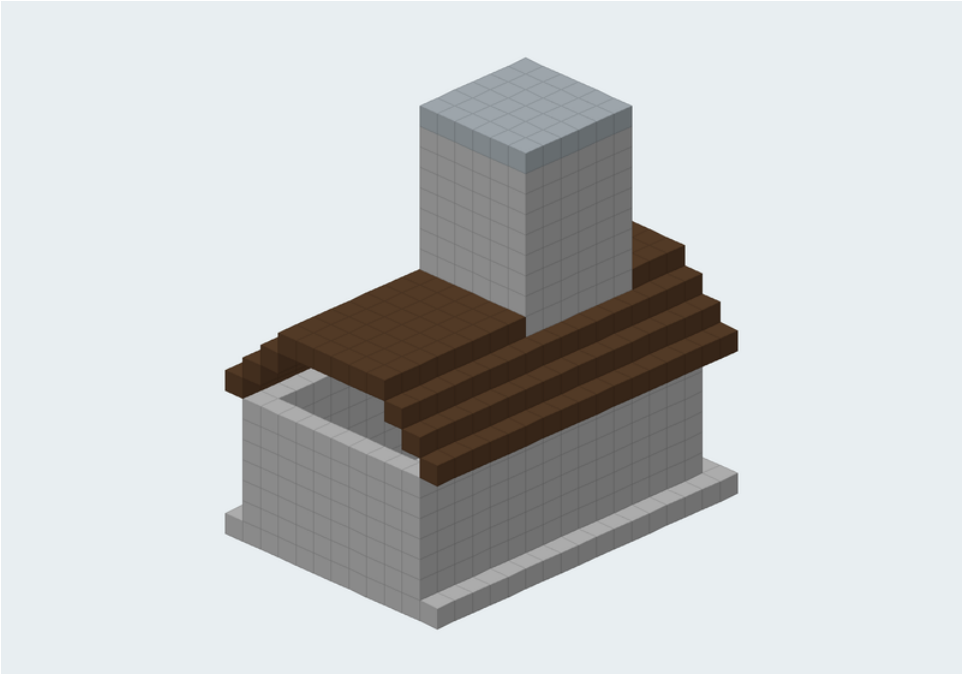
Chapel Belltower

12 x 17 footprint / 19 layers / Java 1.20.1 / 1072 occupied cells

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

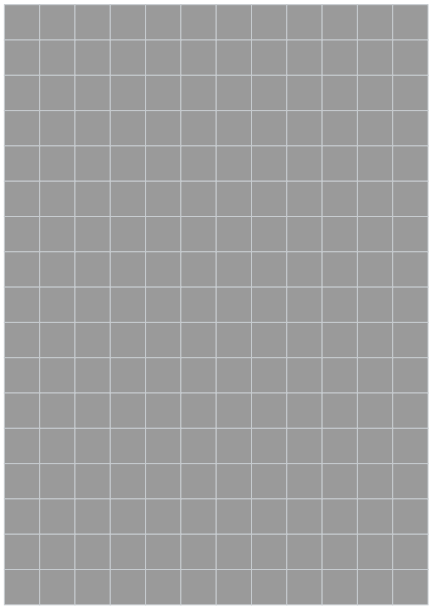
MATERIALS / INVENTORY ITEMS

Stone Bricks	820
Dark Oak Planks	184
Chiseled Stone Bricks	36
Iron Block	16
Cobblestone	12
Glass	4

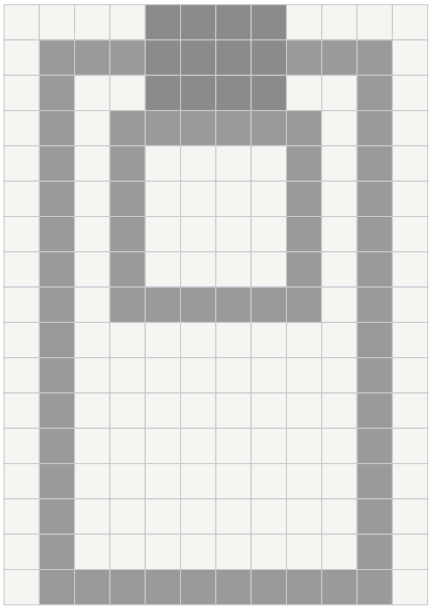


Minecraft Blueprints original sample / CC0 1.0 for our original coordinates / no Minecraft textures included

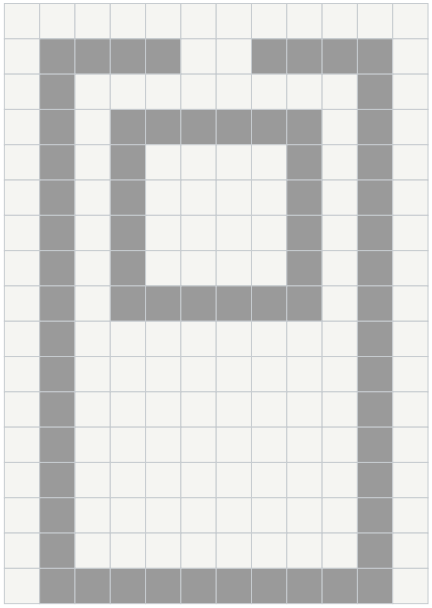
Layer 1 / Y=0 / +Z downward



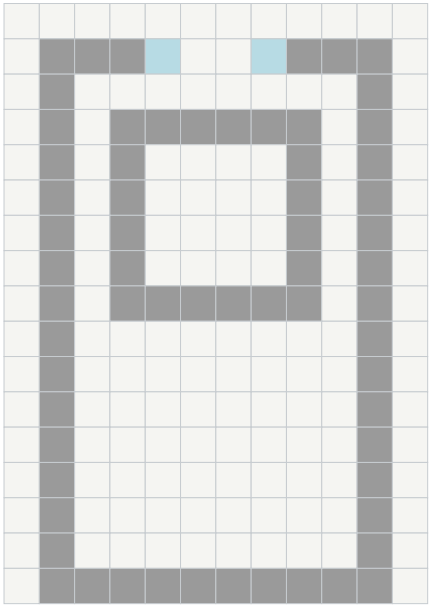
Layer 2 / Y=1 / +Z downward



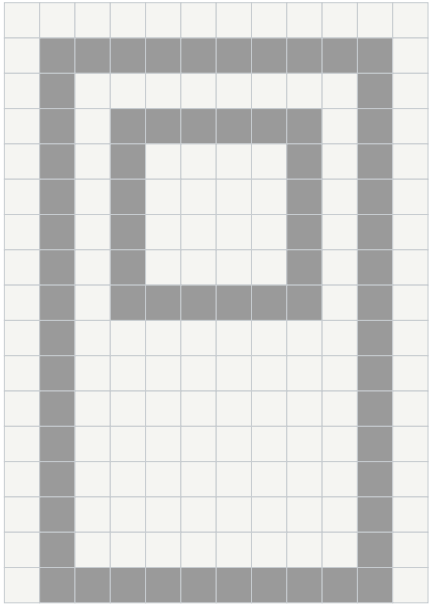
Layer 3 / Y=2 / +Z downward



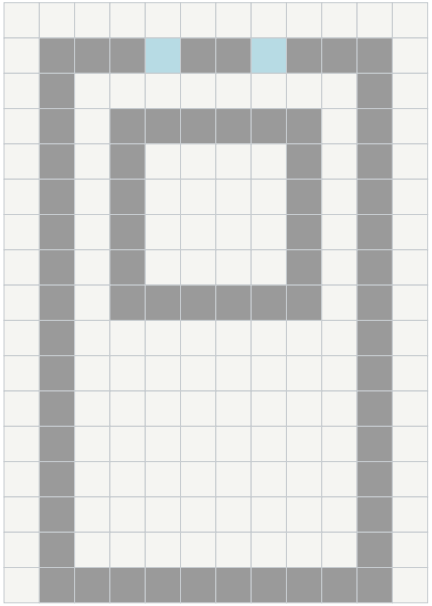
Layer 4 / Y=3 / +Z downward



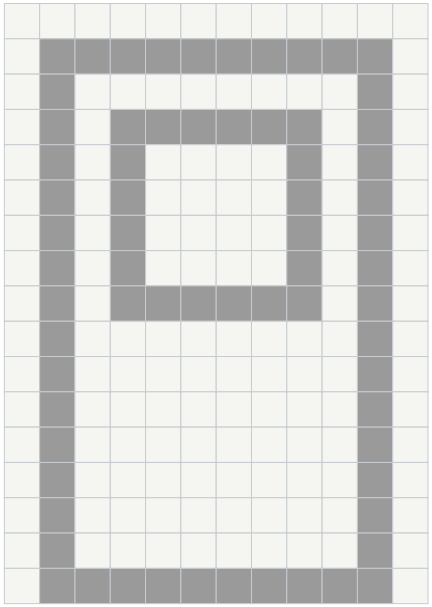
Layer 5 / Y=4 / +Z downward



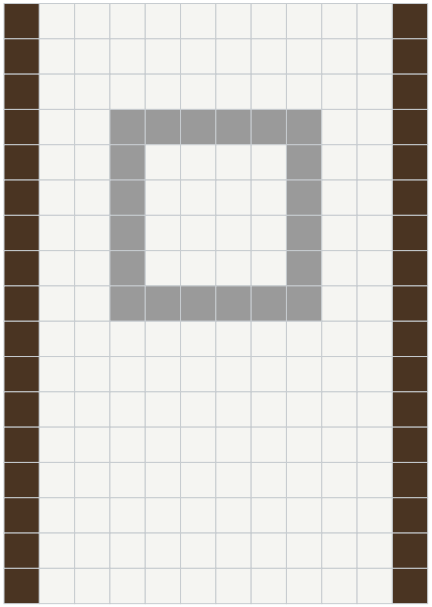
Layer 6 / Y=5 / +Z downward



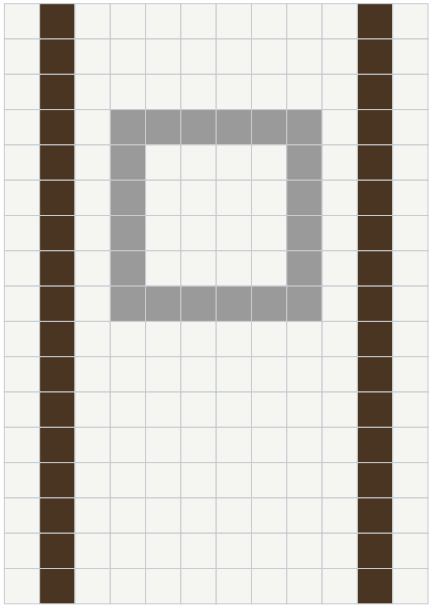
Layer 7 / Y=6 / +Z downward



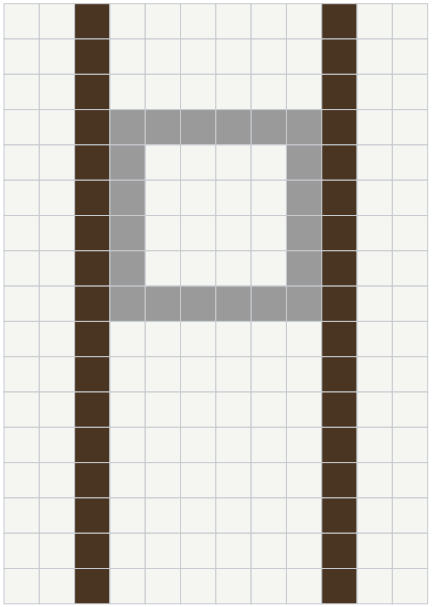
Layer 8 / Y=7 / +Z downward



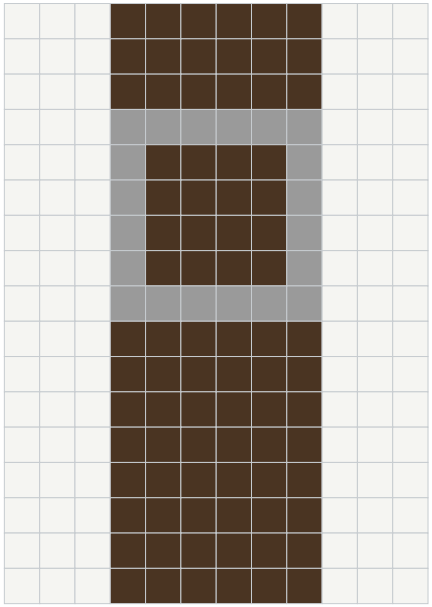
Layer 9 / Y=8 / +Z downward



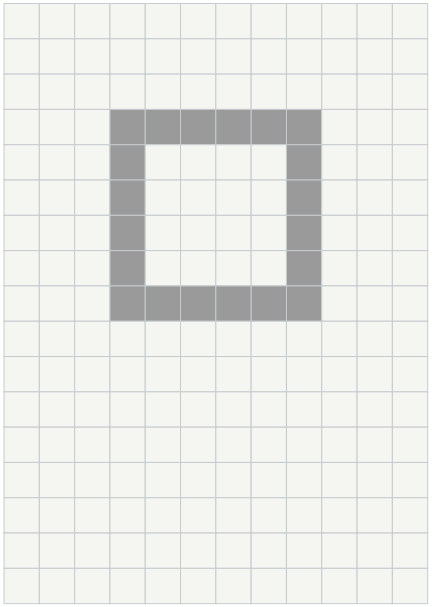
Layer 10 / Y=9 / +Z downward



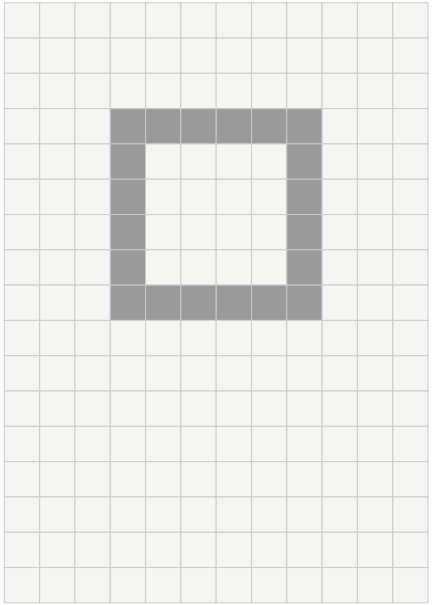
Layer 11 / Y=10 / +Z downward



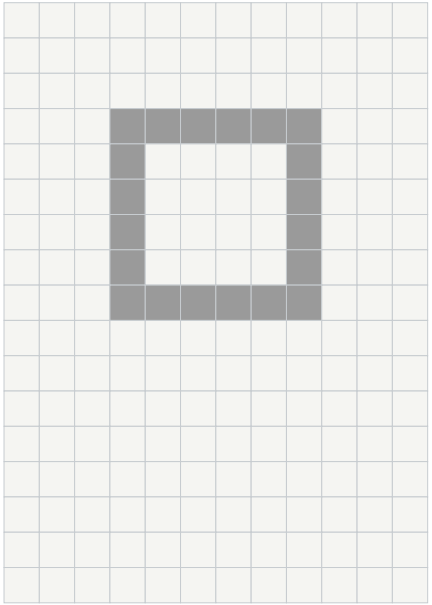
Layer 12 / Y=11 / +Z downward



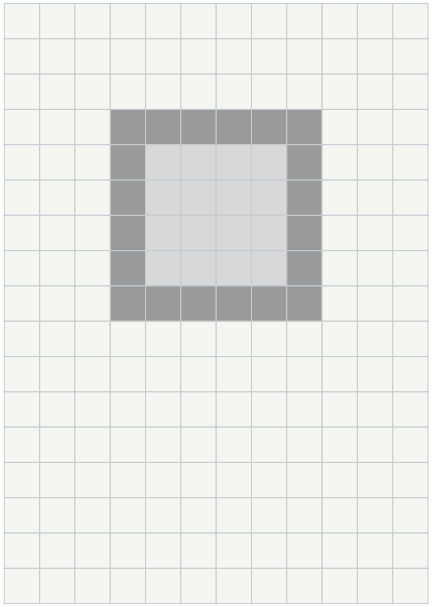
Layer 13 / Y=12 / +Z downward



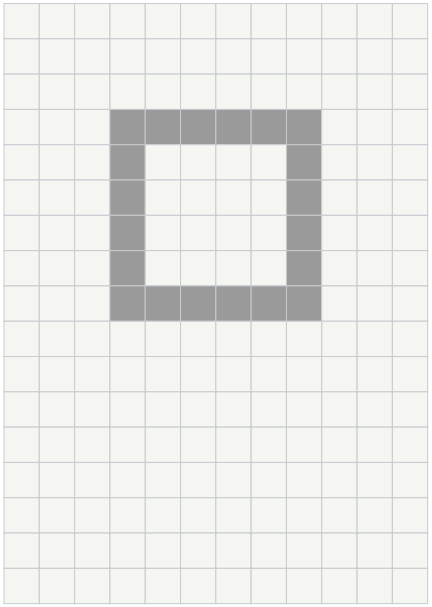
Layer 14 / Y=13 / +Z downward



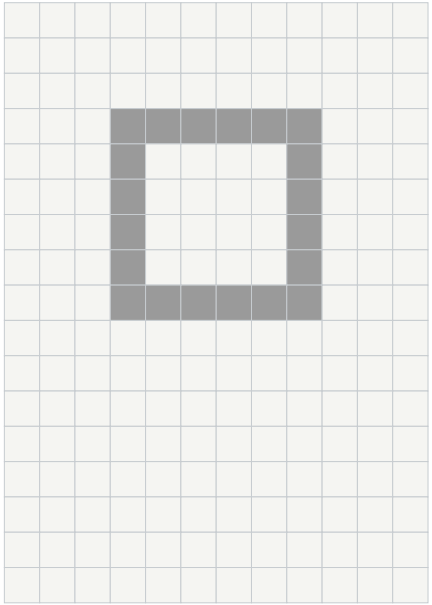
Layer 15 / Y=14 / +Z downward



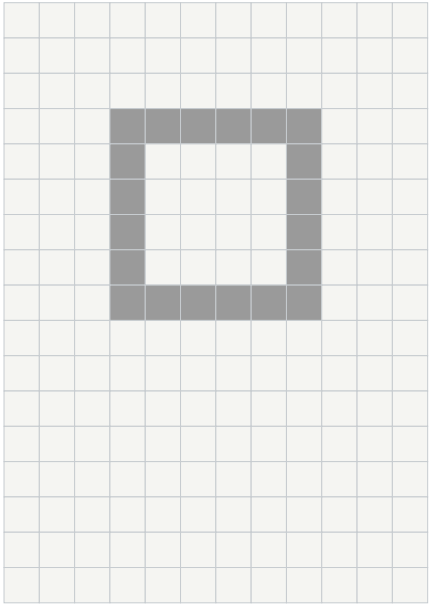
Layer 16 / Y=15 / +Z downward



Layer 17 / Y=16 / +Z downward



Layer 18 / Y=17 / +Z downward



Layer 19 / Y=18 / +Z downward

