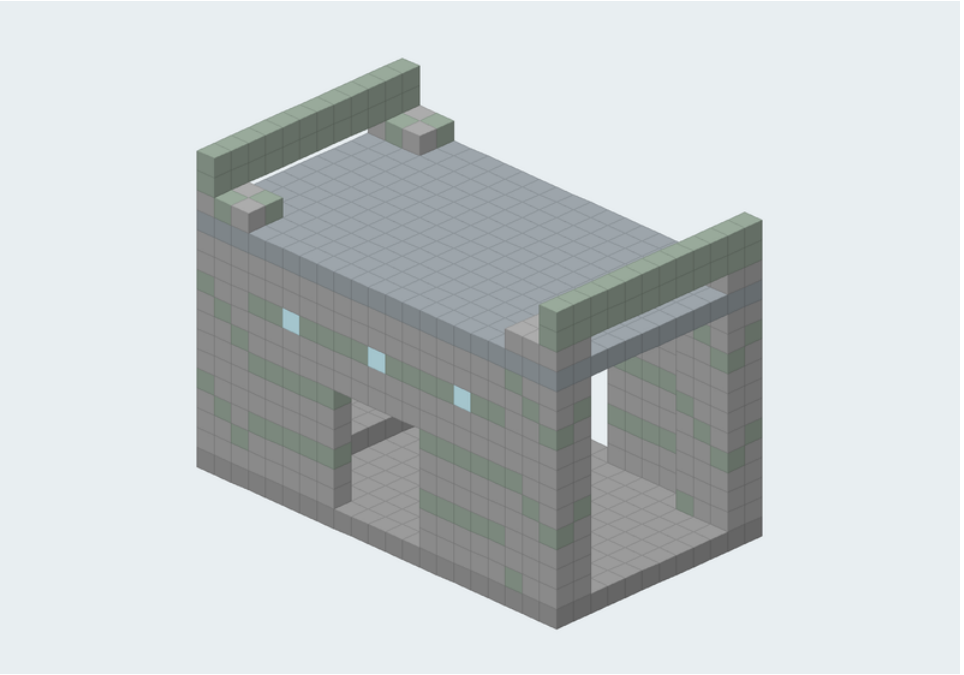
Gatehouse Ruin

21 x 12 footprint / 16 layers / Java 1.20.1 / 1134 occupied cells

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

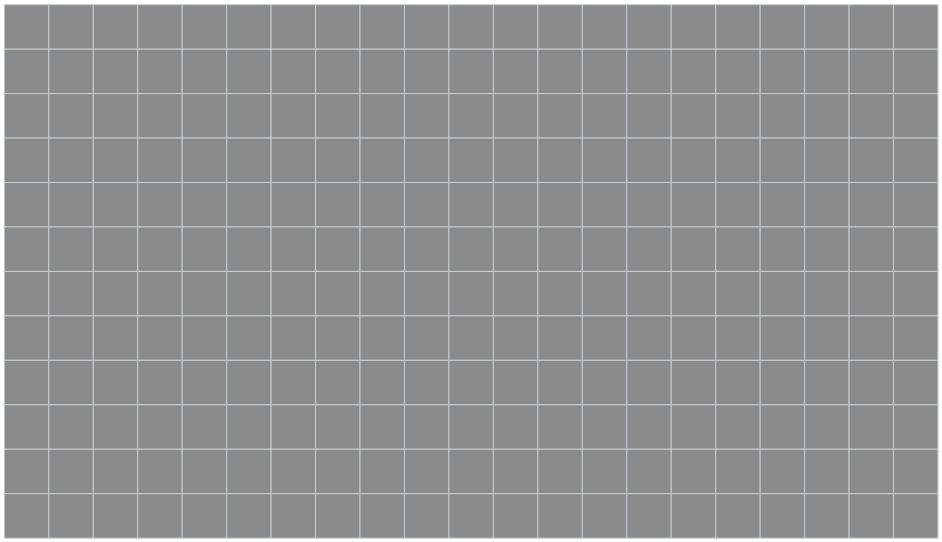
MATERIALS / INVENTORY ITEMS

Stone Bricks	432
Cobblestone	270
Chiseled Stone Bricks	252
Mossy Stone Bricks	168
Glass	6
Iron Block	6

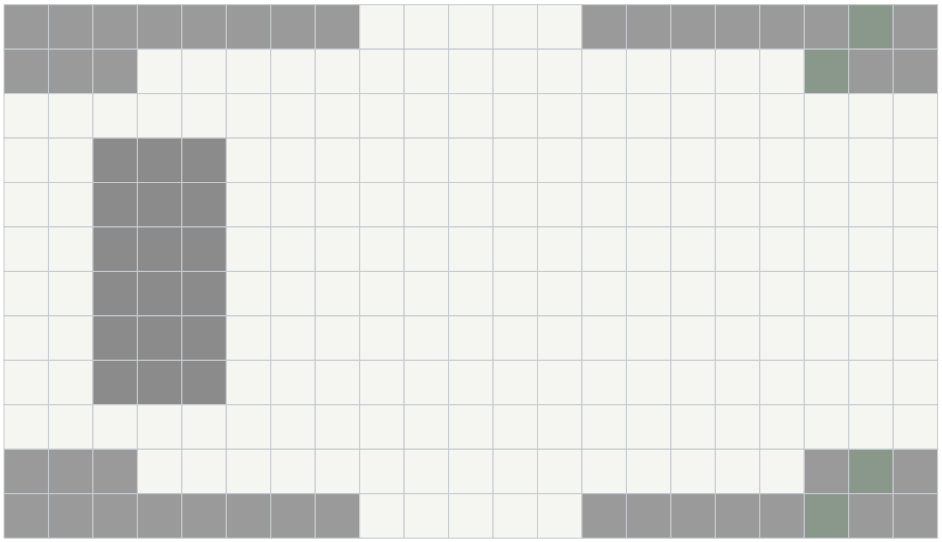


Minecraft Blueprints original sample / CC0 1.0 for our original coordinates / no Minecraft textures included

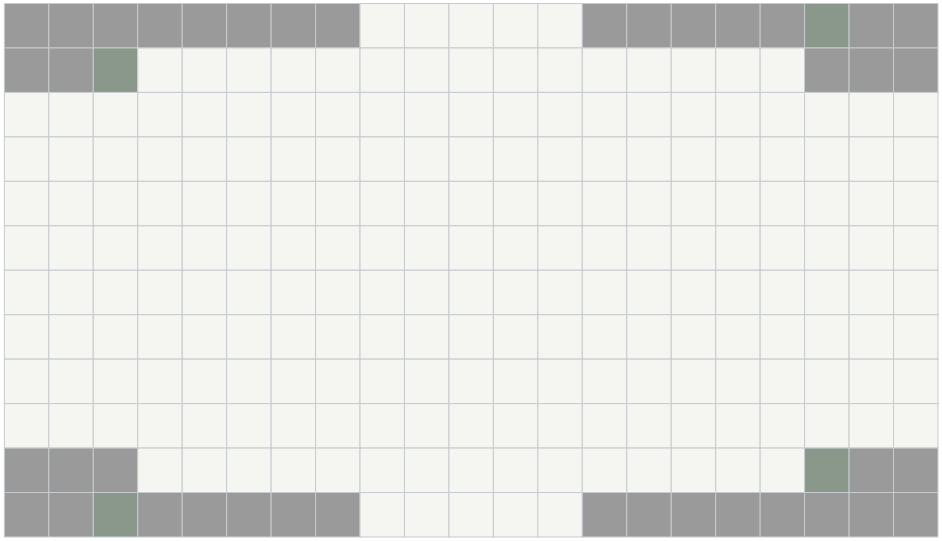
Layer 1 / Y=0 / +Z downward



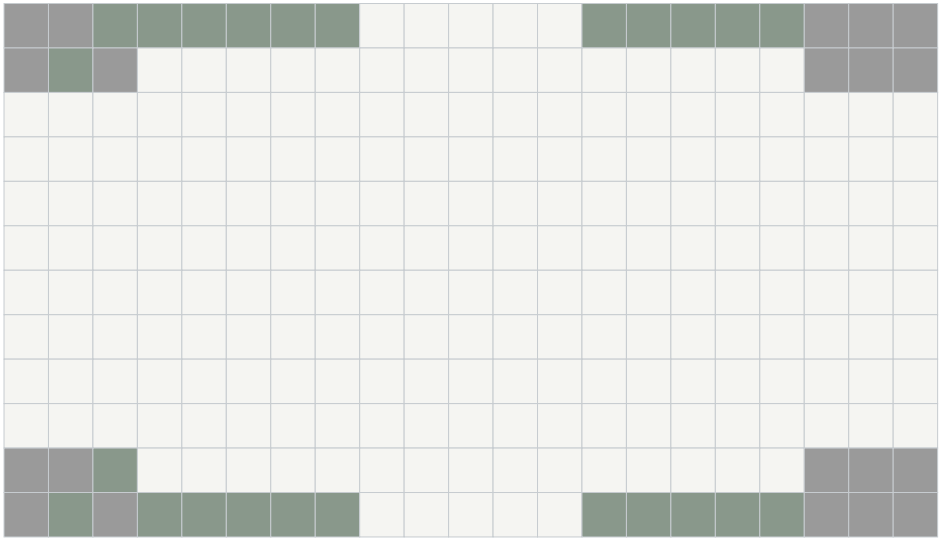
Layer 2 / Y=1 / +Z downward



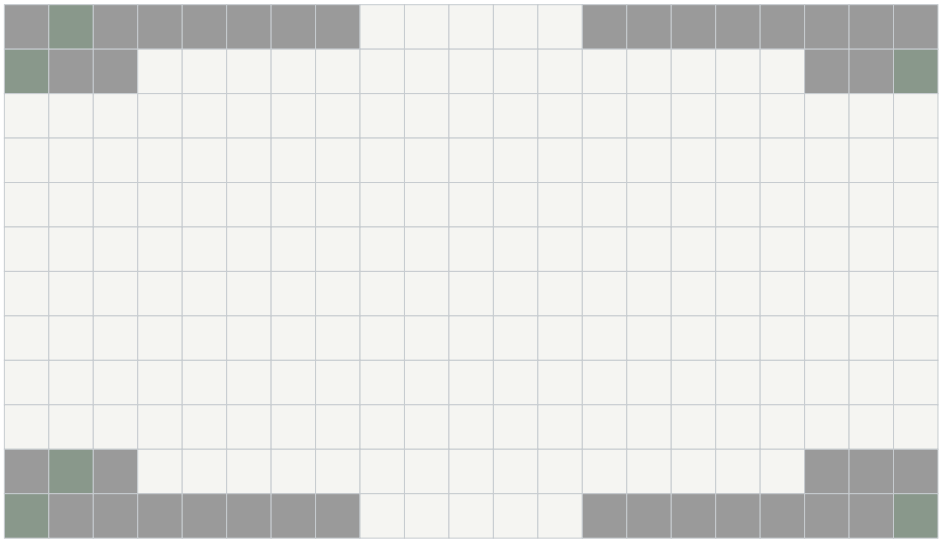
Layer 3 / Y=2 / +Z downward



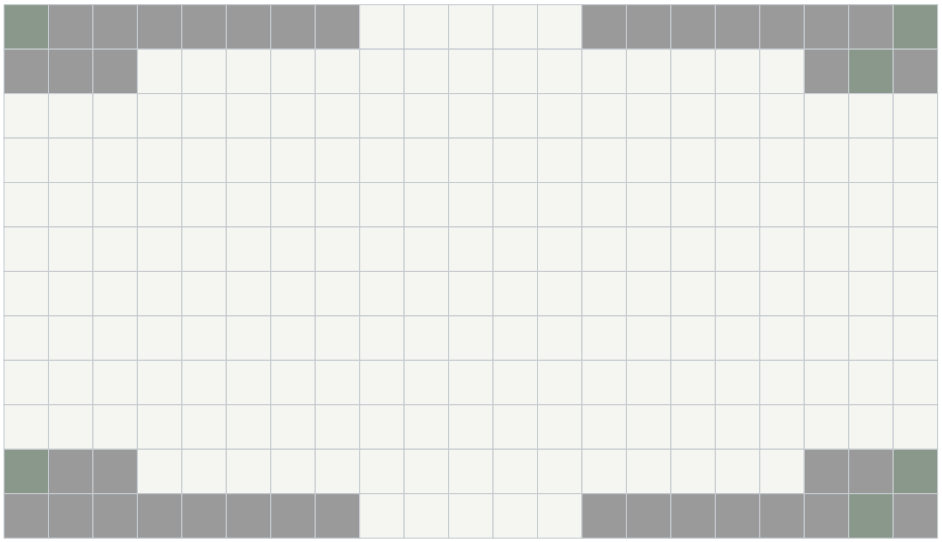
Layer 4 / Y=3 / +Z downward



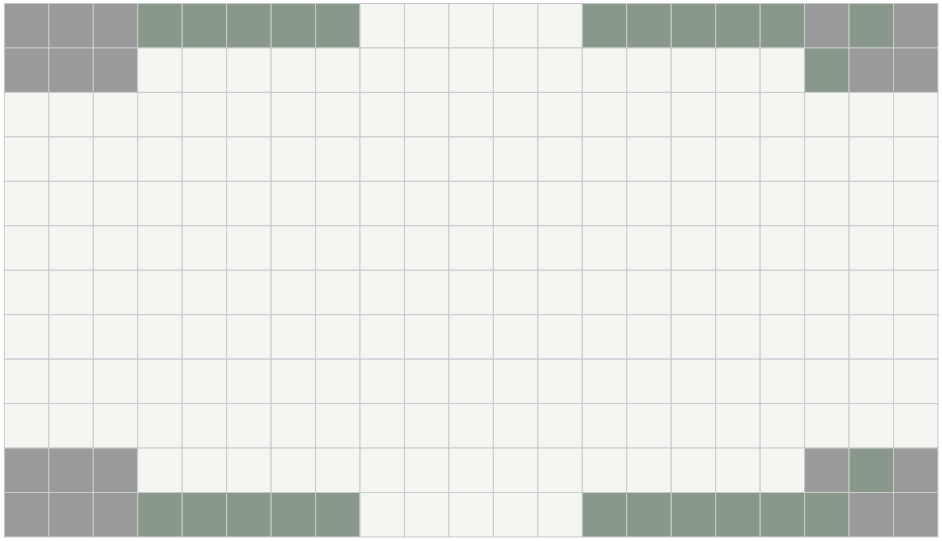
Layer 5 / Y=4 / +Z downward



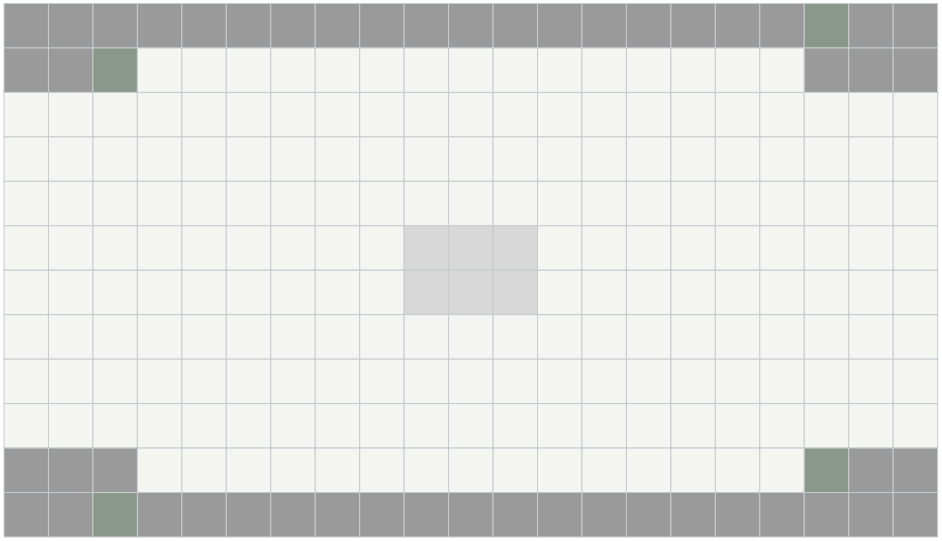
Layer 6 / Y=5 / +Z downward



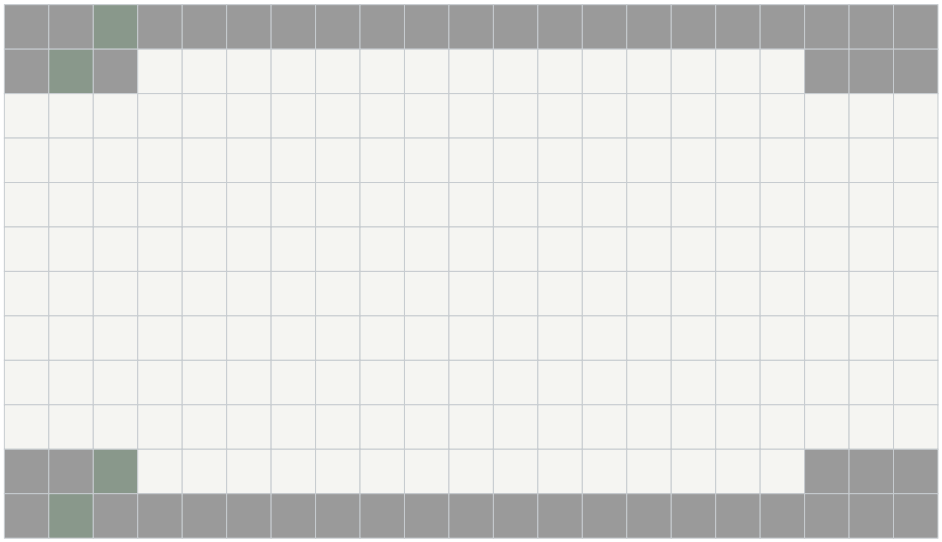
Layer 7 / Y=6 / +Z downward



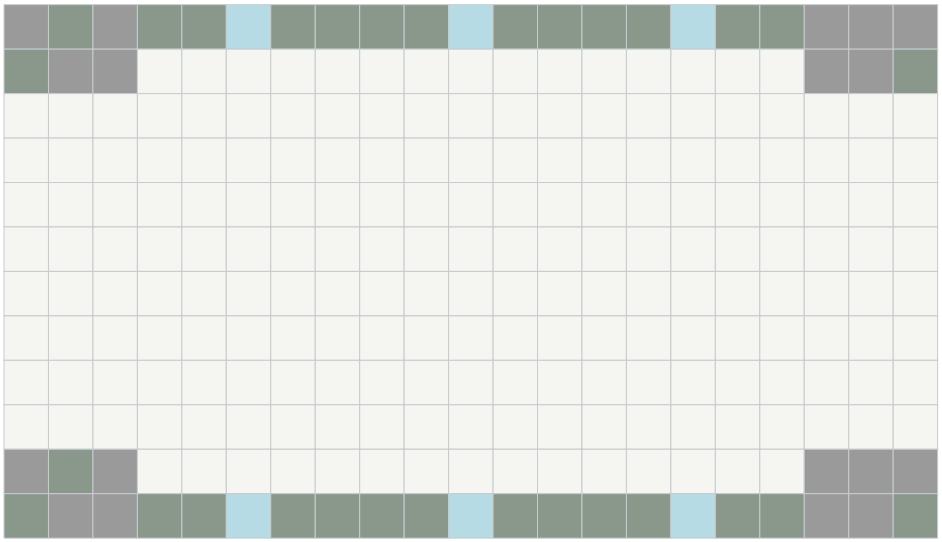
Layer 8 / Y=7 / +Z downward



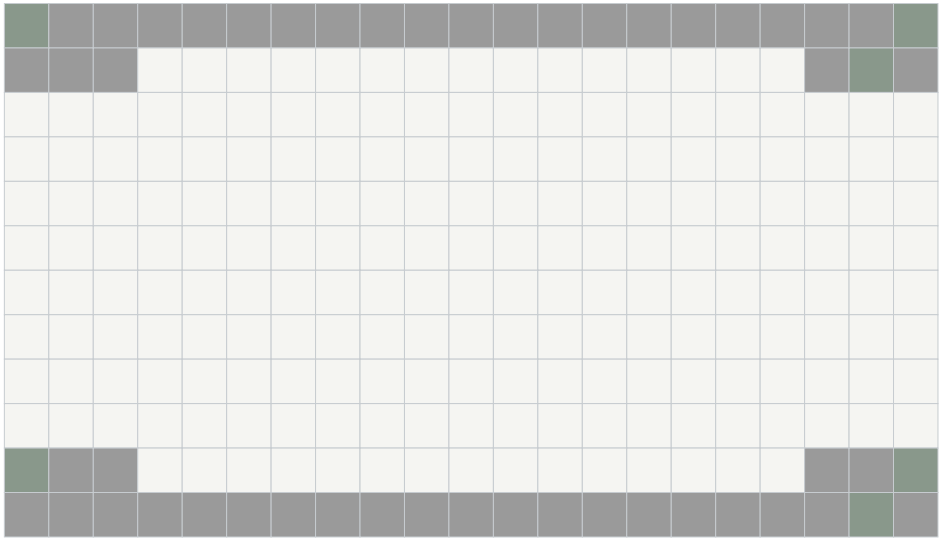
Layer 9 / Y=8 / +Z downward



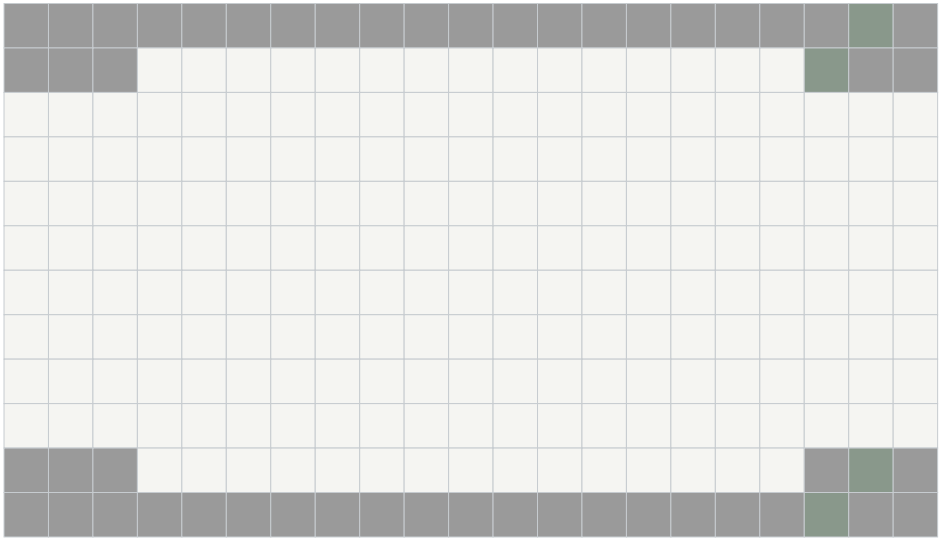
Layer 10 / Y=9 / +Z downward



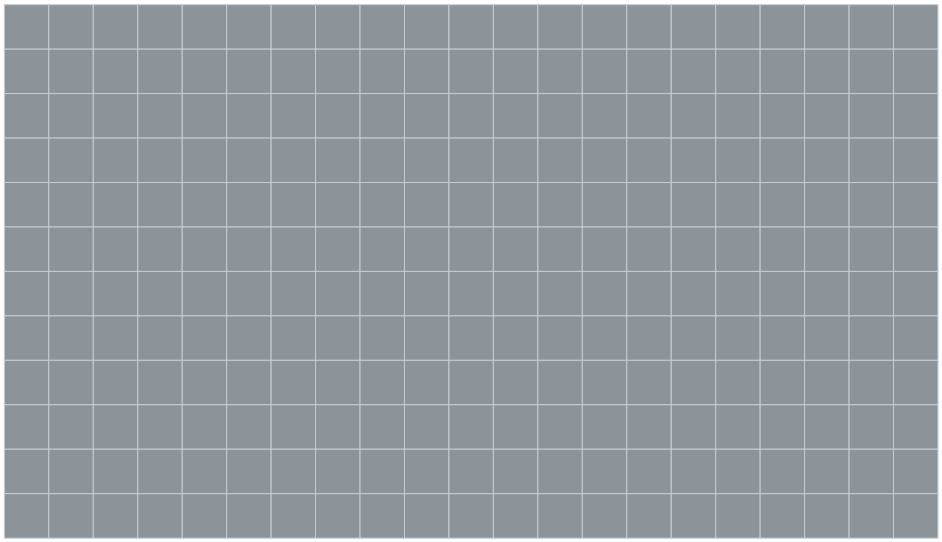
Layer 11 / Y=10 / +Z downward



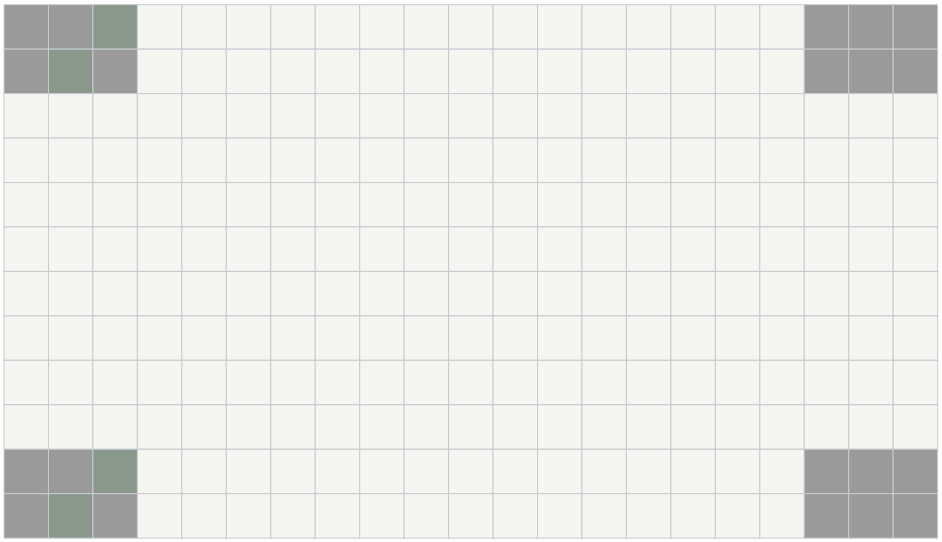
Layer 12 / Y=11 / +Z downward



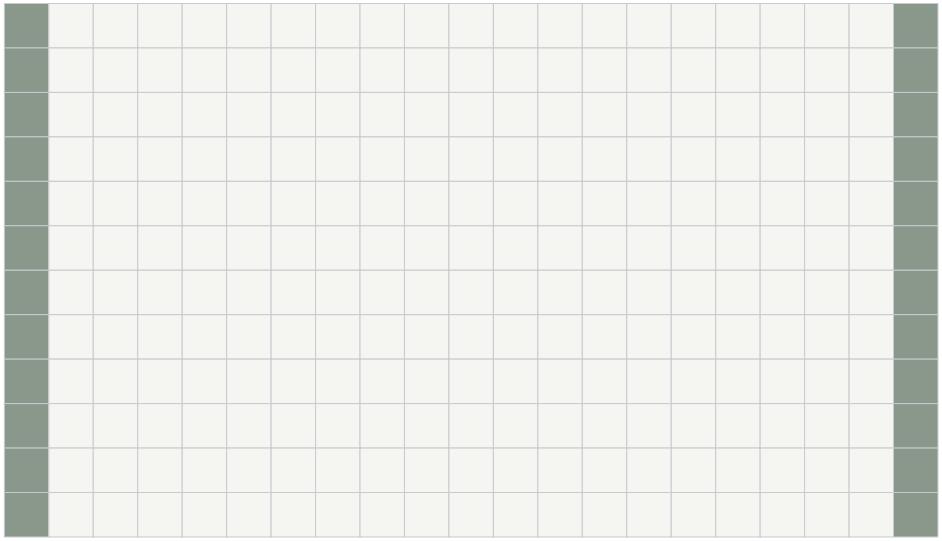
Layer 13 / Y=12 / +Z downward



Layer 14 / Y=13 / +Z downward



Layer 15 / Y=14 / +Z downward



Layer 16 / Y=15 / +Z downward

