Gothic House 3 (Mister_Jingles)

15 x 13 footprint / 14 layers / Java 1.20.1 / 777 occupied cells

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

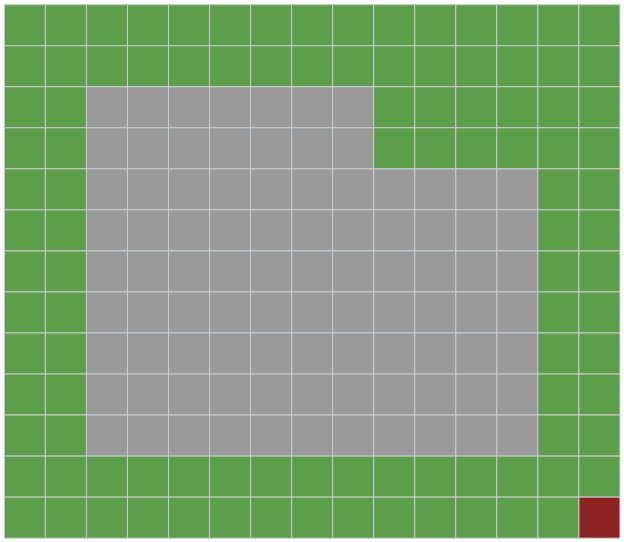
MATERIALS / INVENTORY ITEMS

Stone Brick Stairs	173
Stone Bricks	156
Grass Block	103
Dark Oak Stairs	64
Cobblestone Wall	44
Dark Oak Planks	44
Oak Planks	44
Oak Slab	33
Oak Log	25
Spruce Log	20
Dark Oak Fence	19
Glass Pane	10
Oak Trapdoor	10
Stone Brick Slab	9
Stone Slab	8
Wall Torch	5
Torch	4
Spruce Door	1

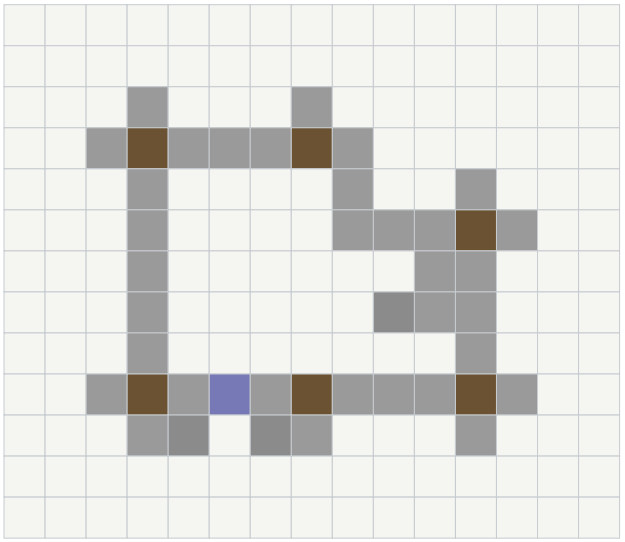


Minecraft Blueprints original sample / CC0 1.0 for our original coordinates / no Minecraft textures included

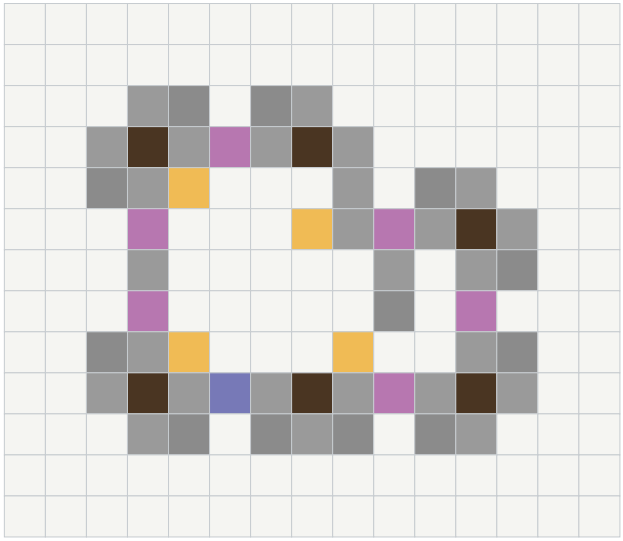
Layer 1 / Y=0 / +Z downward



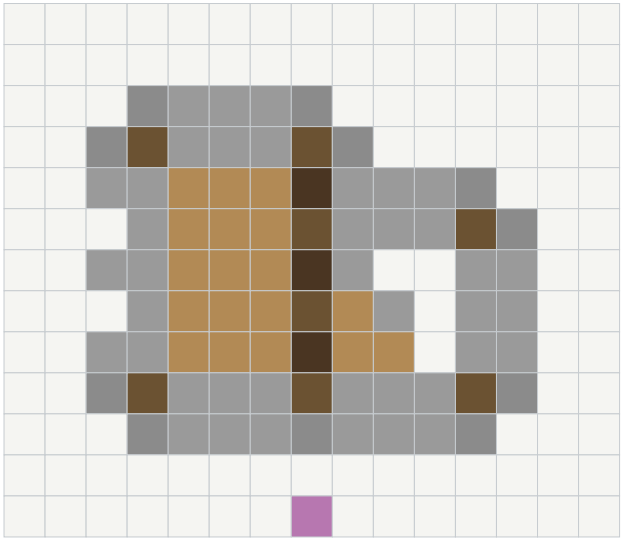
Layer 2 / Y=1 / +Z downward



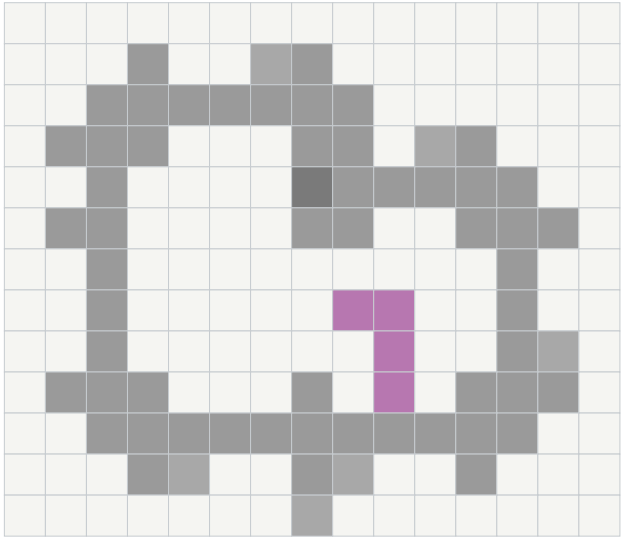
Layer 3 / Y=2 / +Z downward



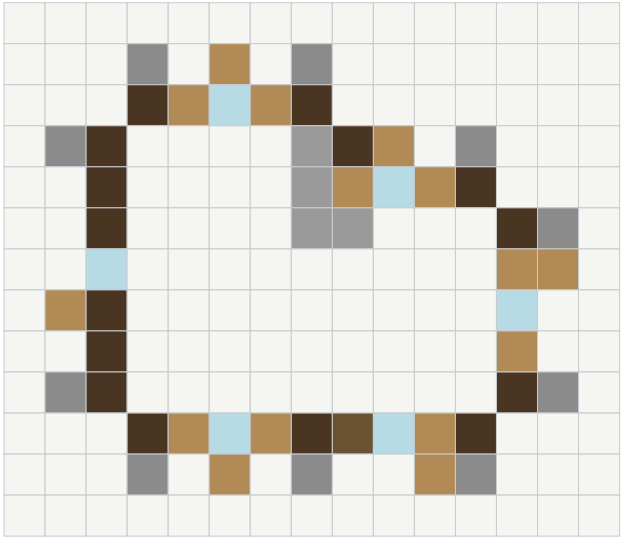
Layer 4 / Y=3 / +Z downward



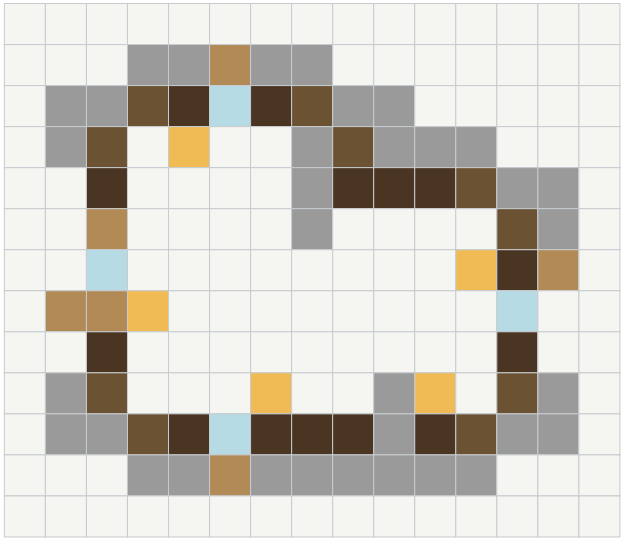
Layer 5 / Y=4 / +Z downward



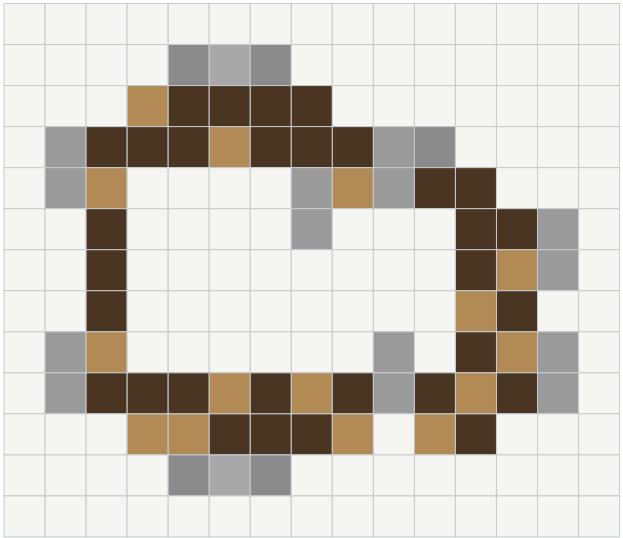
Layer 6 / Y=5 / +Z downward



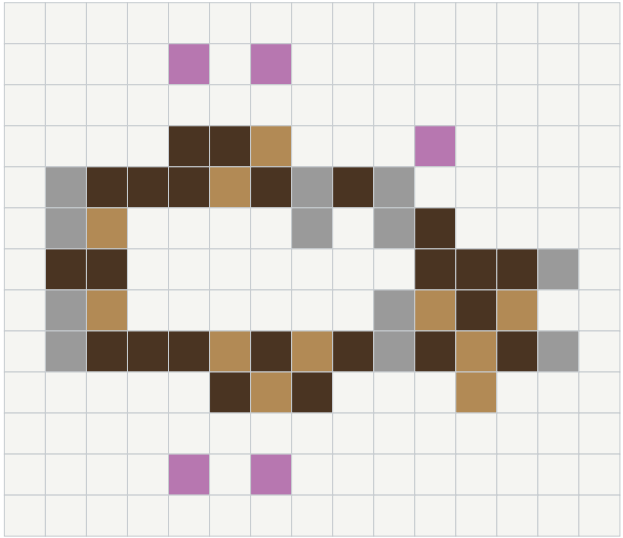
Layer 7 / Y=6 / +Z downward



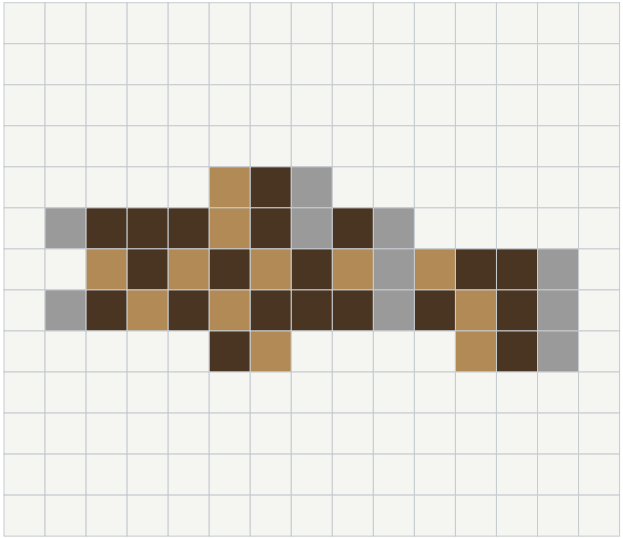
Layer 8 / Y=7 / +Z downward



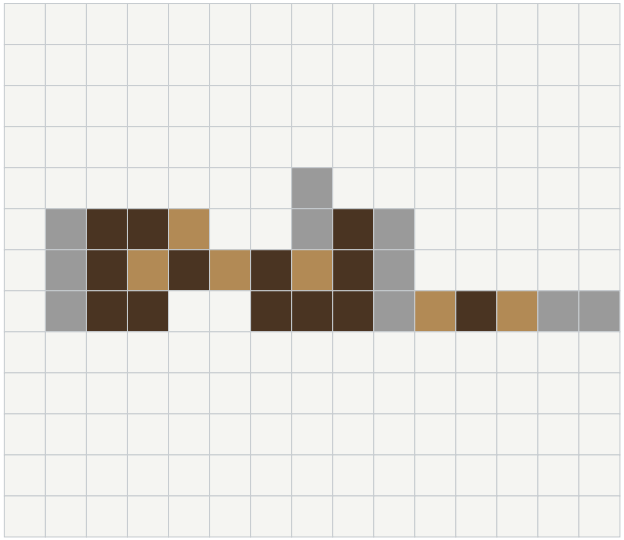
Layer 9 / Y=8 / +Z downward



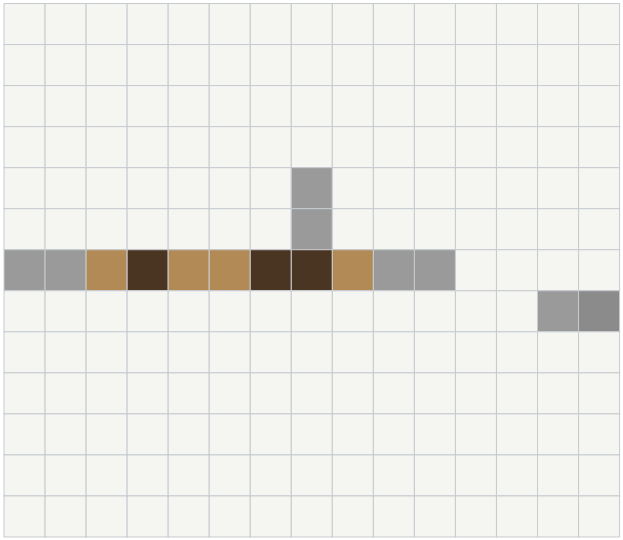
Layer 10 / Y=9 / +Z downward



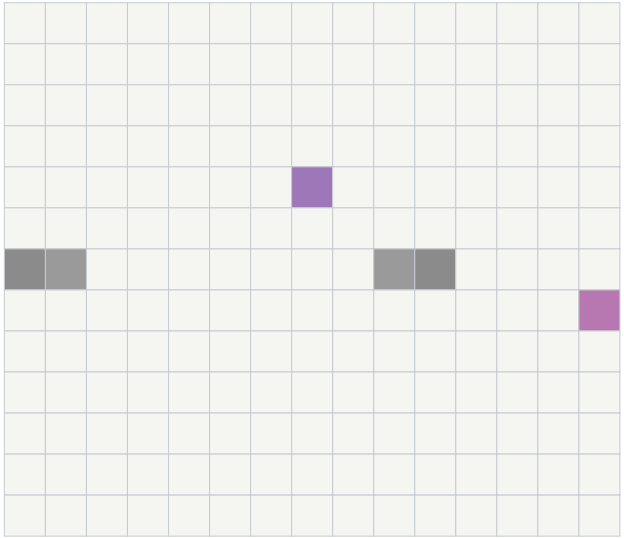
Layer 11 / Y=10 / +Z downward



Layer 12 / Y=11 / +Z downward



Layer 13 / Y=12 / +Z downward



Layer 14 / Y=13 / +Z downward

