Fantasy Forest Iron Farm (KarelienYT)

36 x 36 footprint / 22 layers / Java 1.20.1 / 3310 occupied cells

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

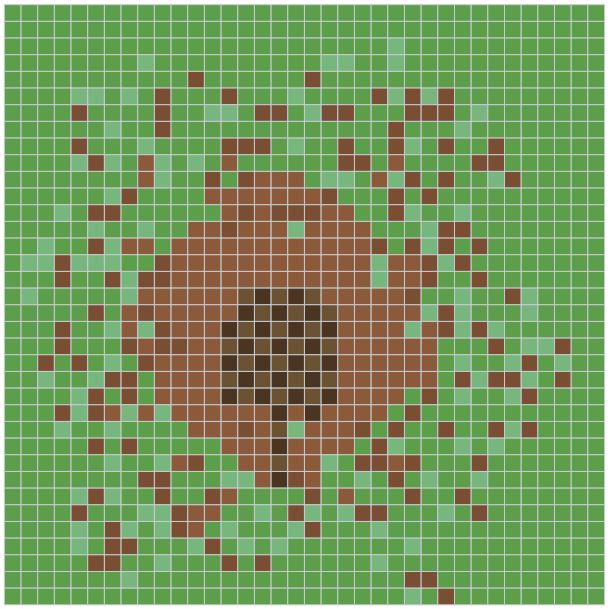
MATERIALS / INVENTORY ITEMS

Grass Block	811
Oak Wood	427
Stripped Spruce Wood	226
Dirt	178
Moss Carpet	157
Oak Log	148
Coarse Dirt	140
Spruce Pressure Plate	132
Dirt Path	115
Moss Block	89
Deepslate Brick Wall	80
Melon	67
Glass	61
Spruce Trapdoor	53
Oak Leaves	52
Deepslate Brick Slab	44
Cobblestone	42
Spruce Fence	41

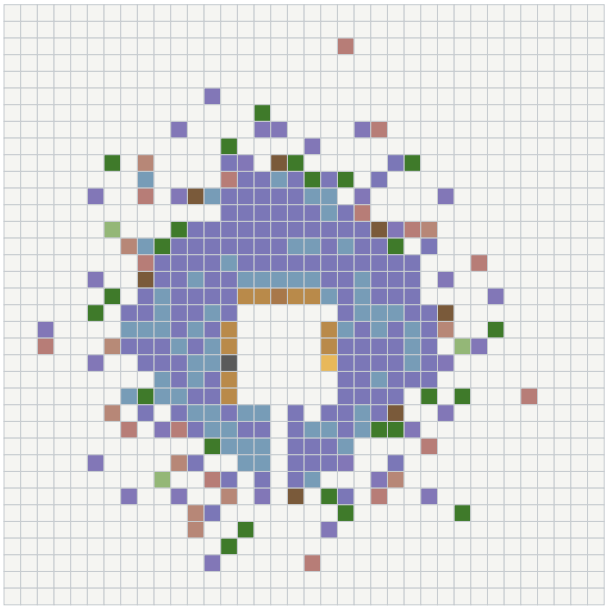


Minecraft Blueprints original sample / CC0 1.0 for our original coordinates / no Minecraft textures included

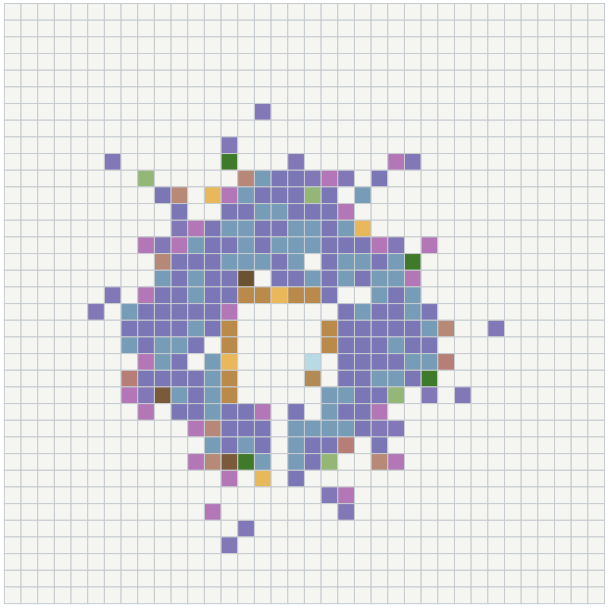
Layer 1 / Y=0 / +Z downward



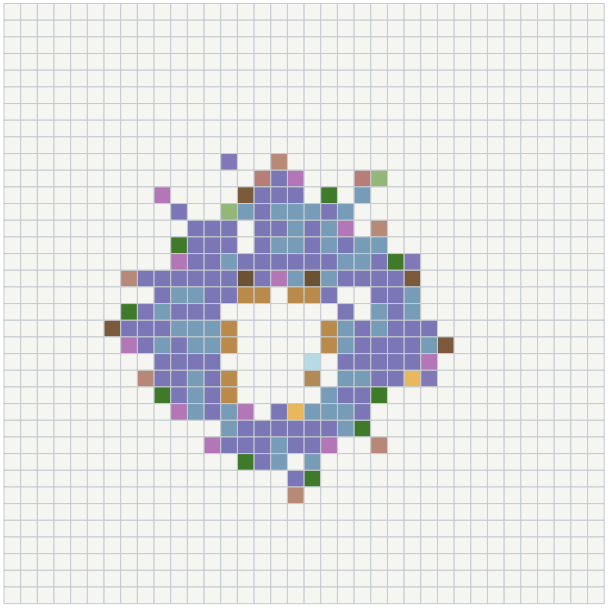
Layer 2 / Y=1 / +Z downward



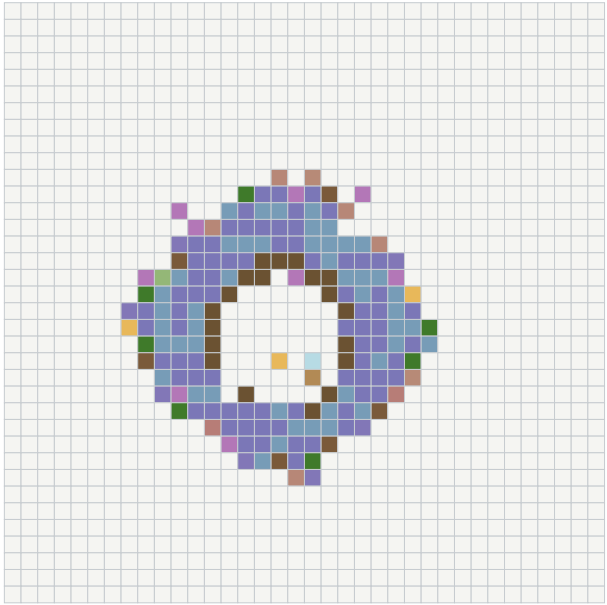
Layer 3 / Y=2 / +Z downward



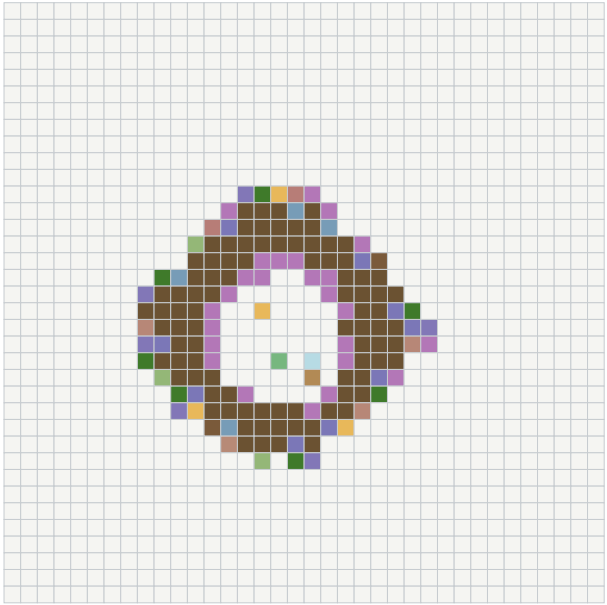
Layer 4 / Y=3 / +Z downward



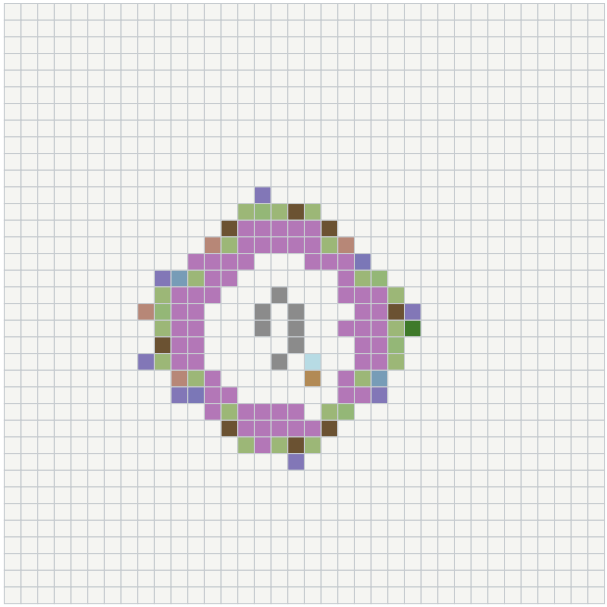
Layer 5 / Y=4 / +Z downward



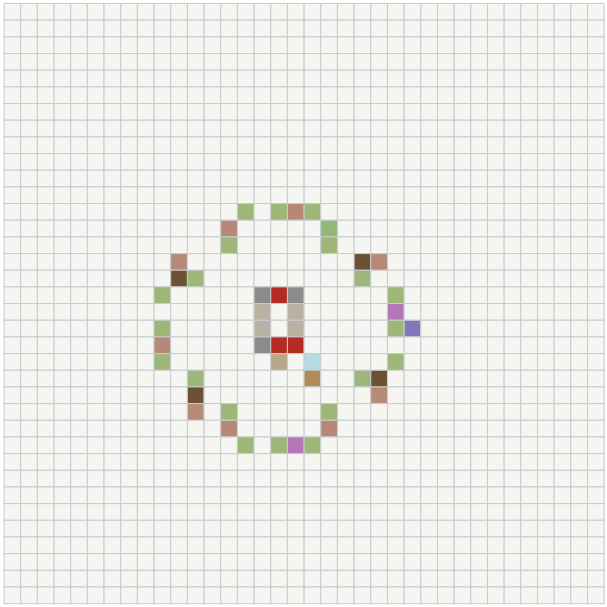
Layer 6 / Y=5 / +Z downward



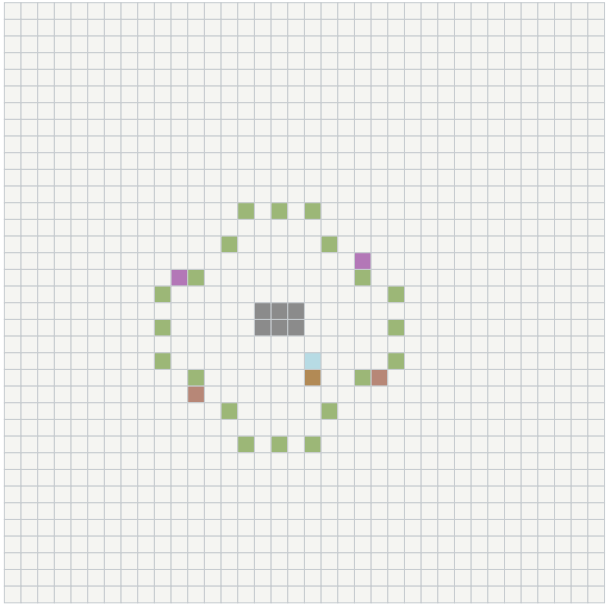
Layer 7 / Y=6 / +Z downward



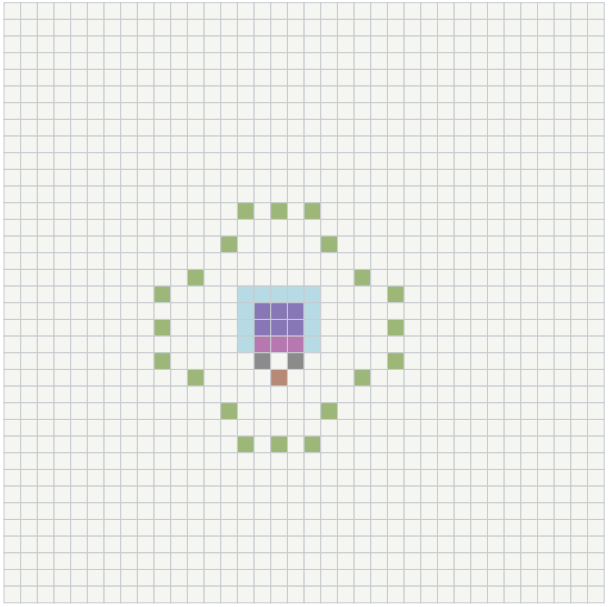
Layer 8 / Y=7 / +Z downward



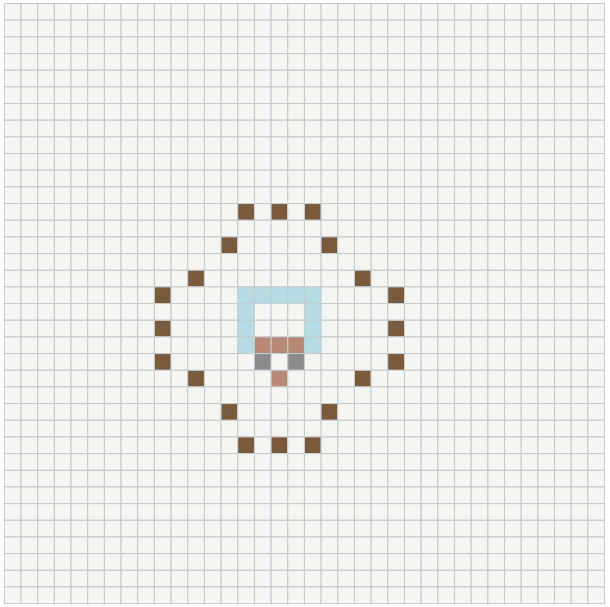
Layer 9 / Y=8 / +Z downward



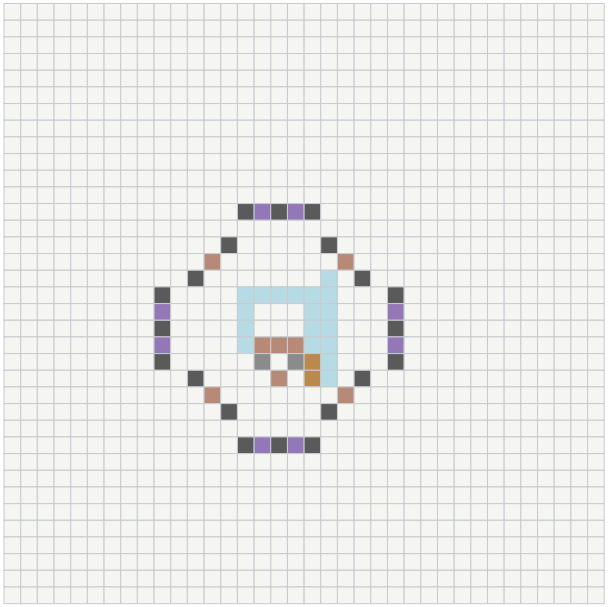
Layer 10 / Y=9 / +Z downward



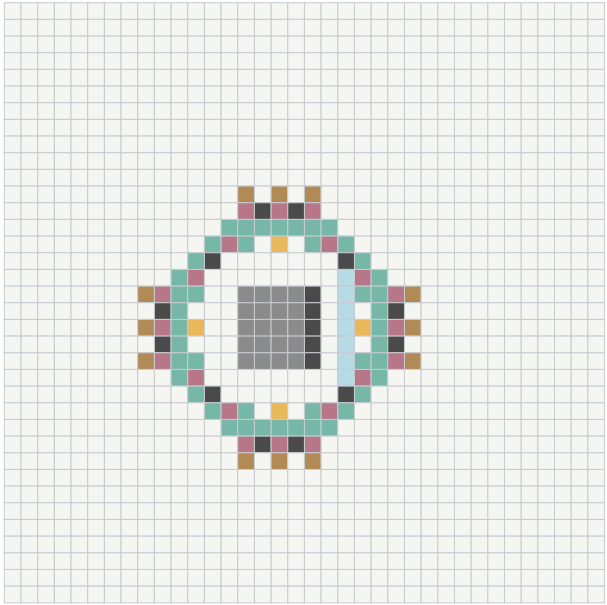
Layer 11 / Y=10 / +Z downward



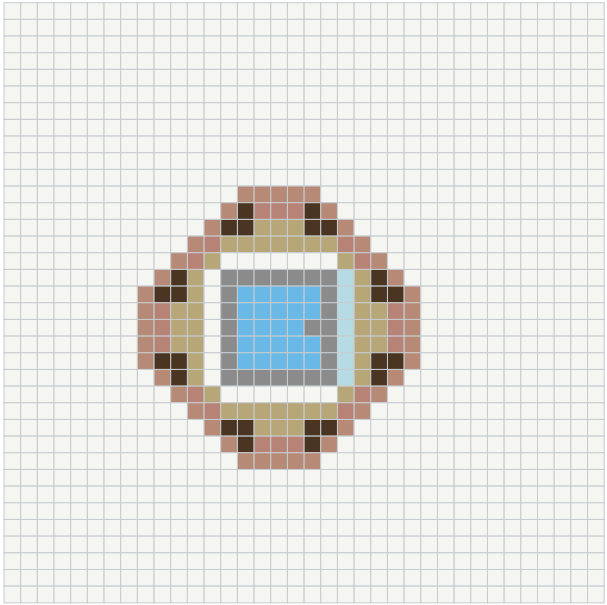
Layer 12 / Y=11 / +Z downward



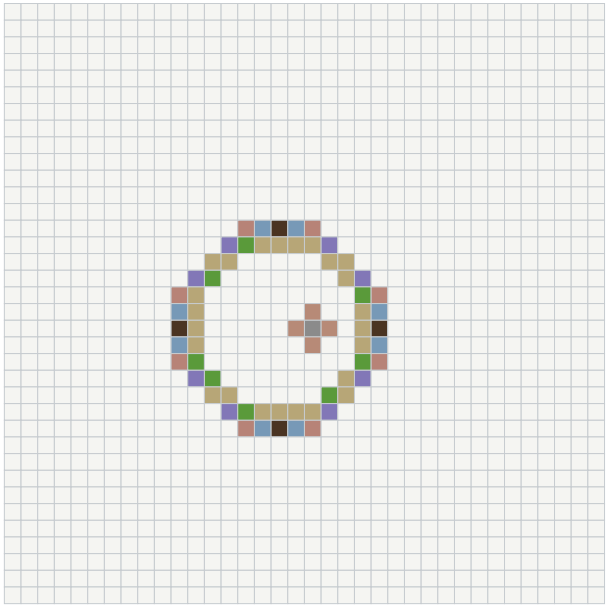
Layer 13 / Y=12 / +Z downward



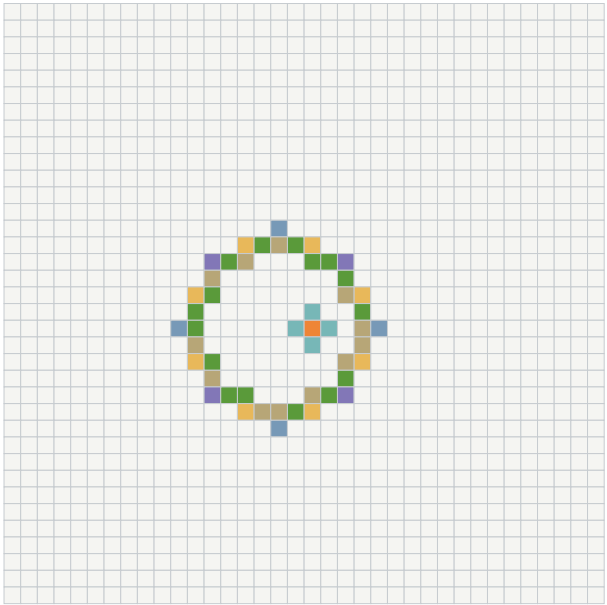
Layer 14 / Y=13 / +Z downward



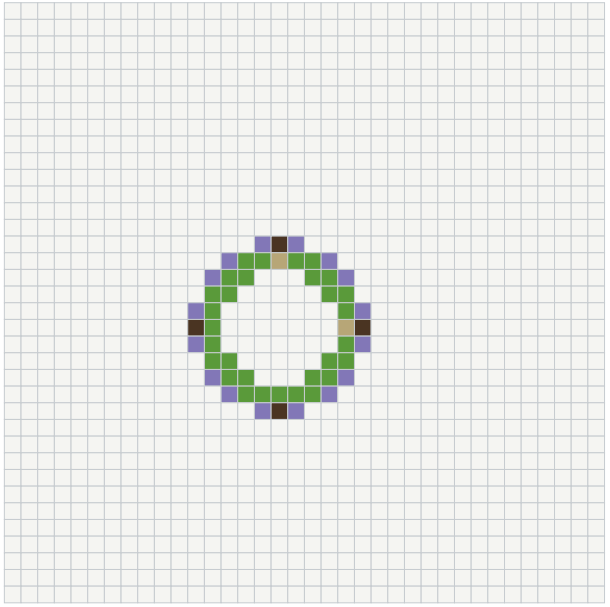
Layer 15 / Y=14 / +Z downward



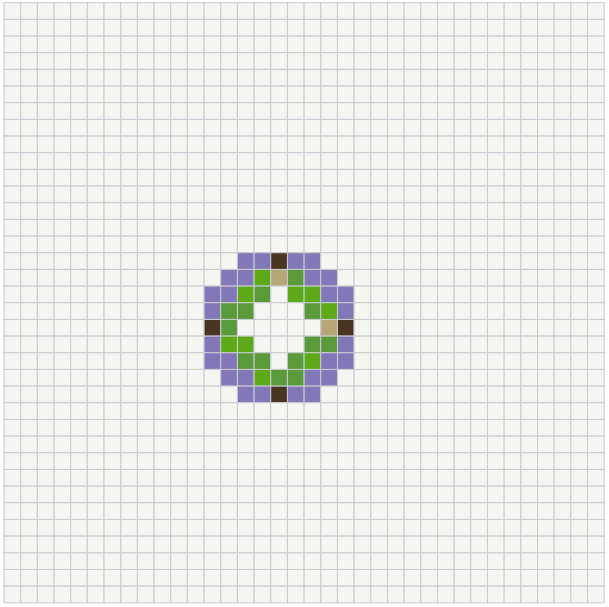
Layer 16 / Y=15 / +Z downward



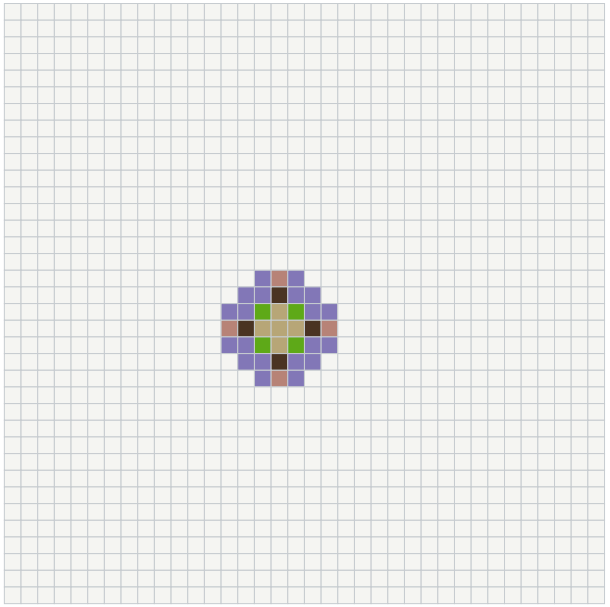
Layer 17 / Y=16 / +Z downward



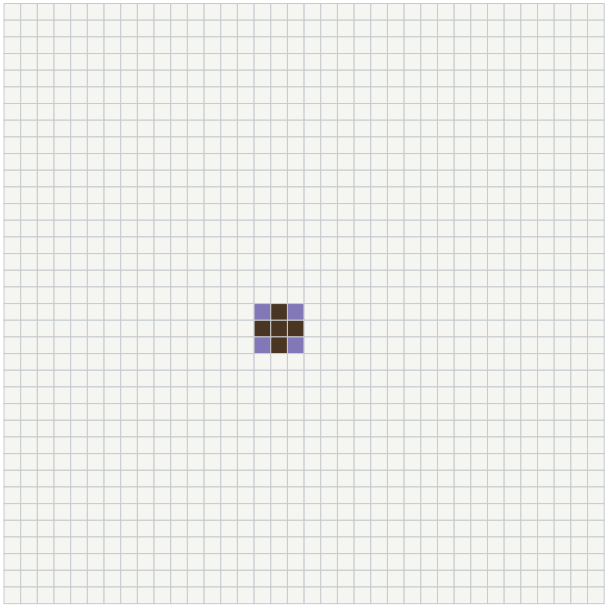
Layer 18 / Y=17 / +Z downward



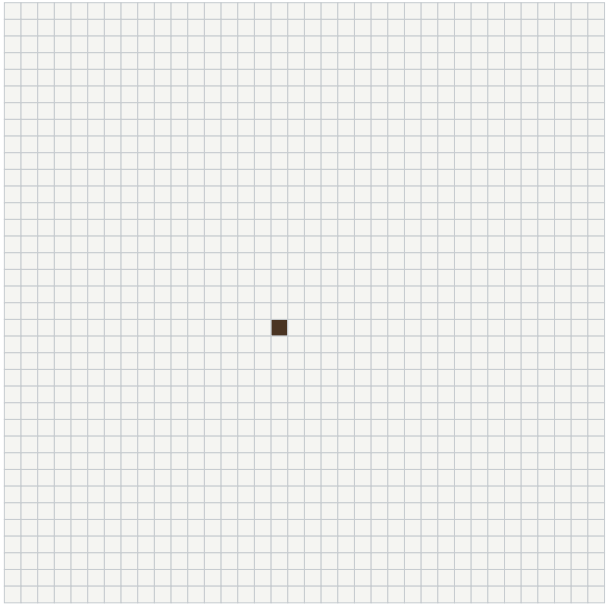
Layer 19 / Y=18 / +Z downward



Layer 20 / Y=19 / +Z downward



Layer 21 / Y=20 / +Z downward



Layer 22 / Y=21 / +Z downward

