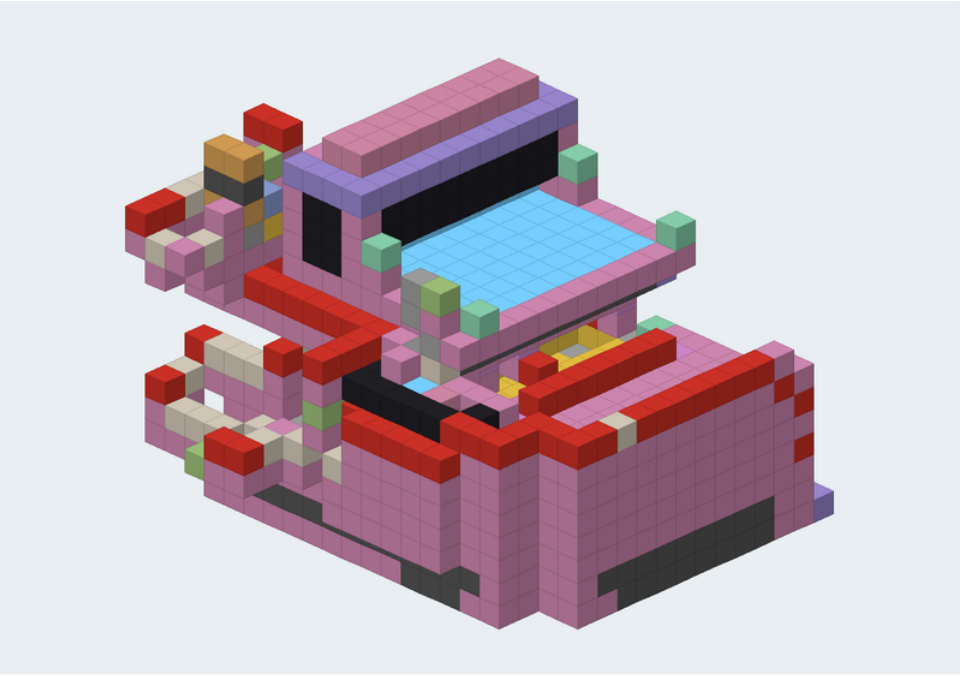
Automatic Kelp Farm (Madro420)

21 x 18 footprint / 15 layers / Java 1.20.1 / 1971 occupied cells

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

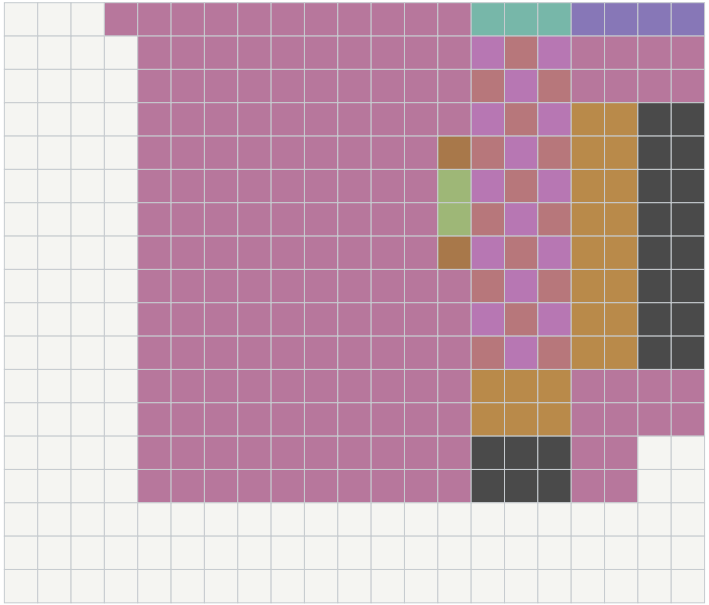
MATERIALS / INVENTORY ITEMS

Polished Blackstone Bricks	845
Hopper	257
Redstone Wire	95
Powered Rail	92
Black Stained Glass	91
Chest	76
Polished Blackstone Brick Stairs	59
Packed Ice	46
Furnace	40
Repeater	33
Black Carpet	25
Warped Trapdoor	19
Green Carpet	15
Polished Blackstone Brick Slab	14
Rail	14
Observer	12
Warped Wall Sign	12
Piston	10

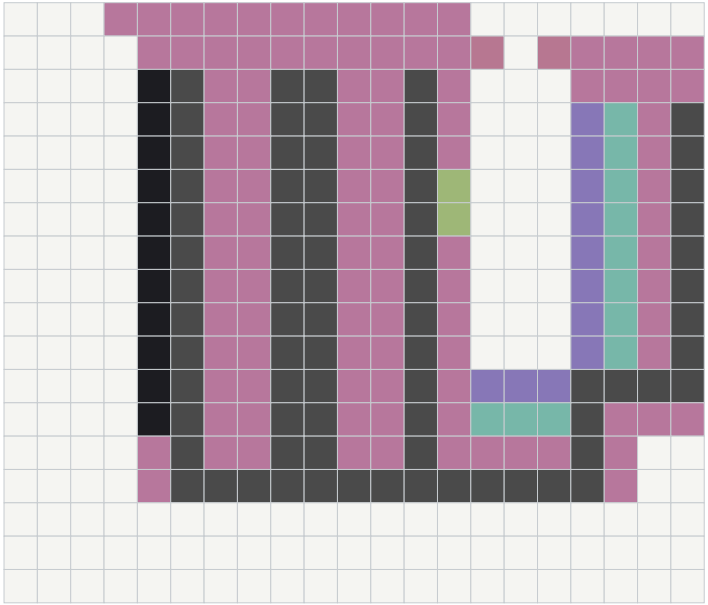


Minecraft Blueprints original sample / CC0 1.0 for our original coordinates / no Minecraft textures included

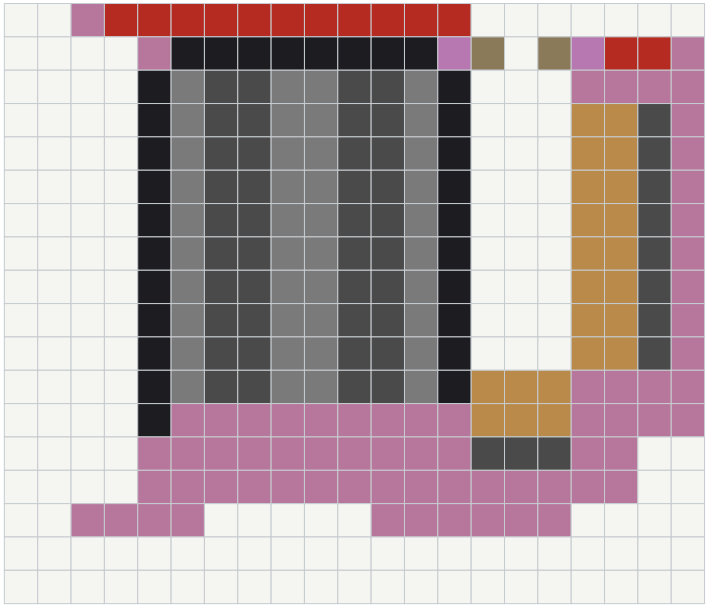
Layer 1 / Y=0 / +Z downward



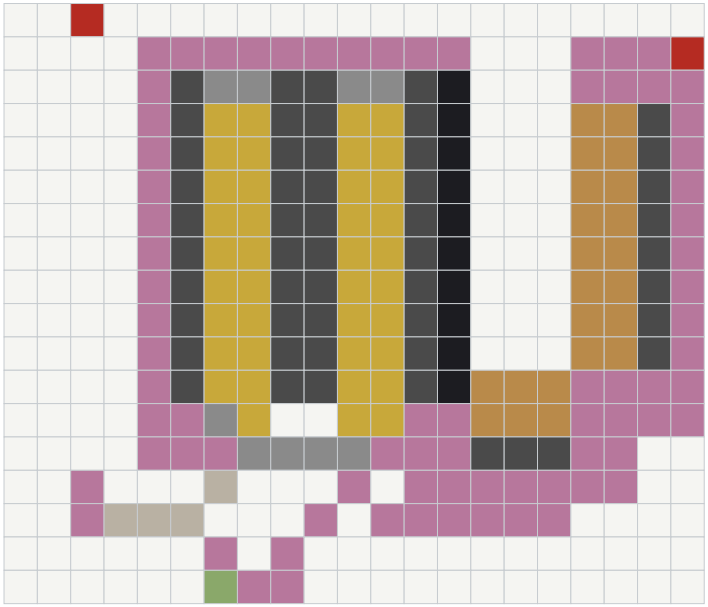
Layer 2 / Y=1 / +Z downward



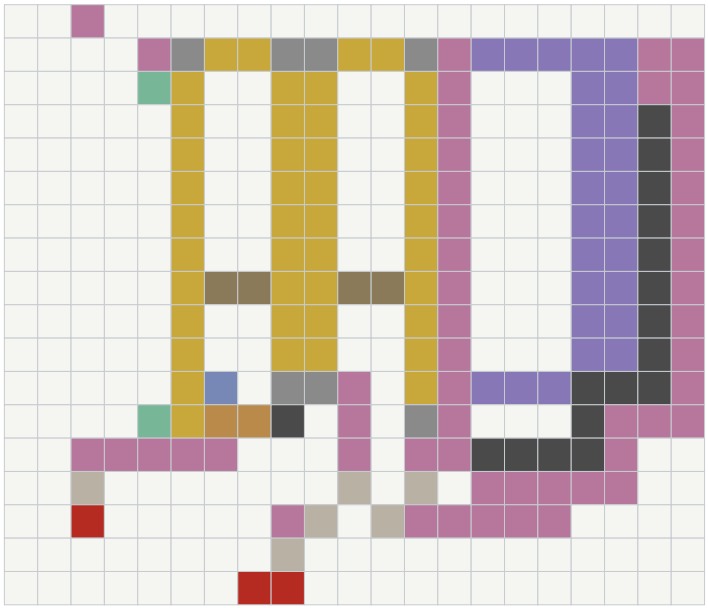
Layer 3 / Y=2 / +Z downward



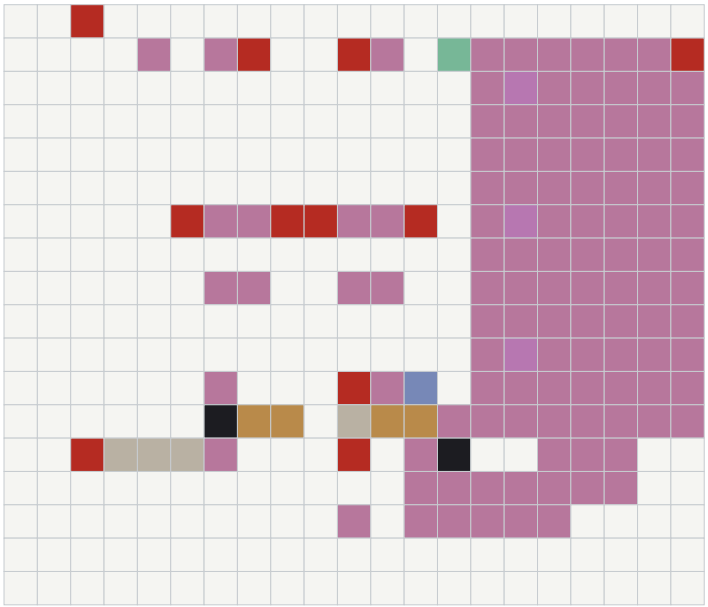
Layer 4 / Y=3 / +Z downward



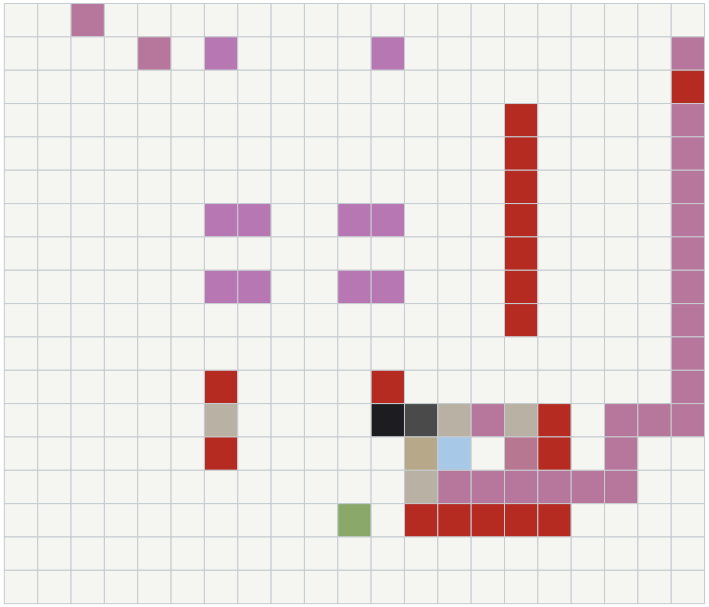
Layer 5 / Y=4 / +Z downward



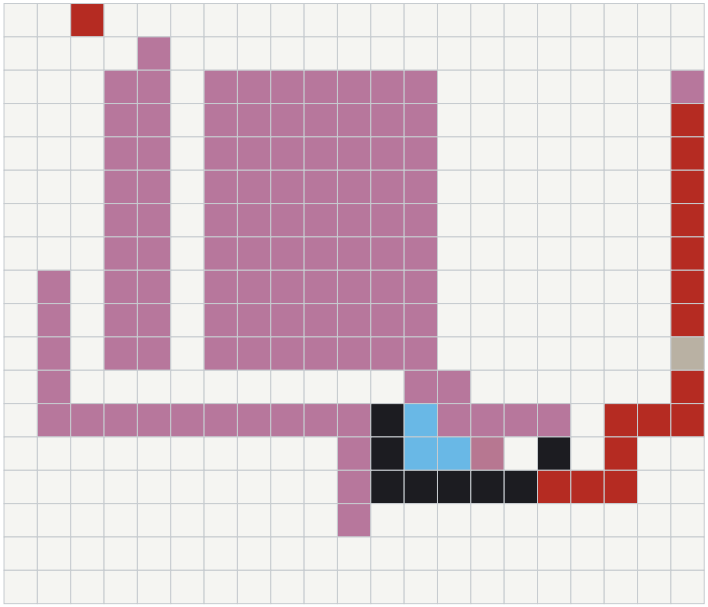
Layer 6 / Y=5 / +Z downward



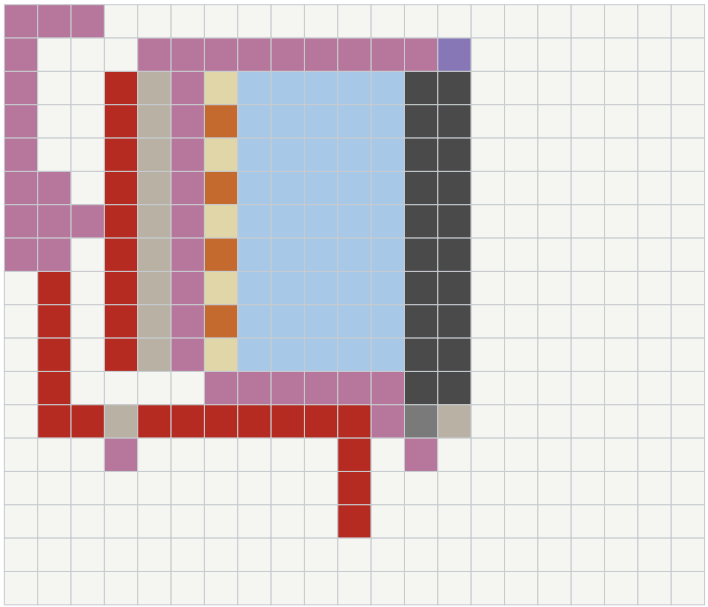
Layer 7 / Y=6 / +Z downward



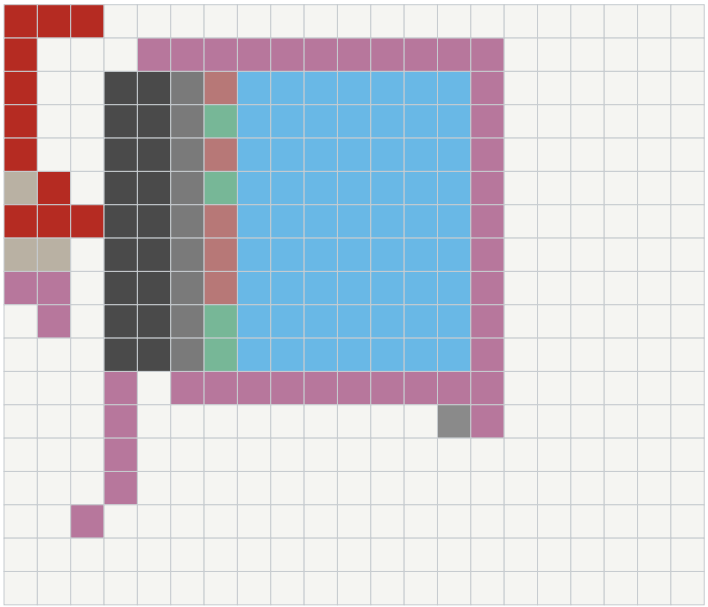
Layer 8 / Y=7 / +Z downward



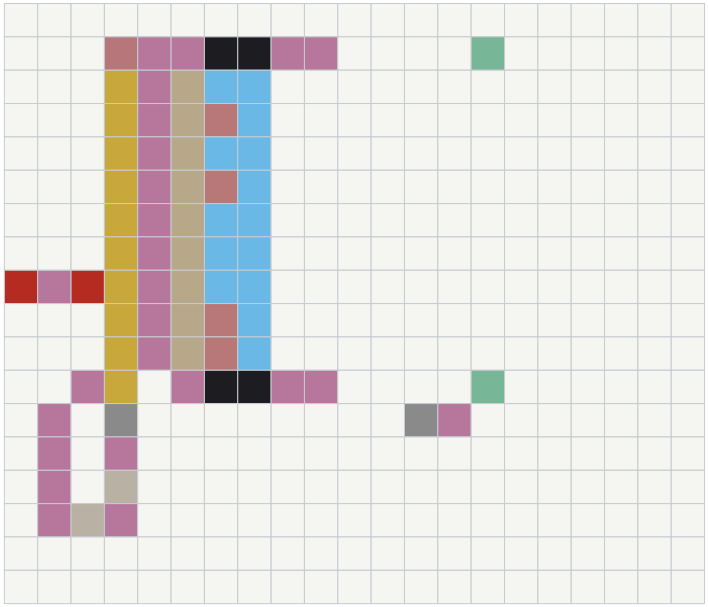
Layer 9 / Y=8 / +Z downward



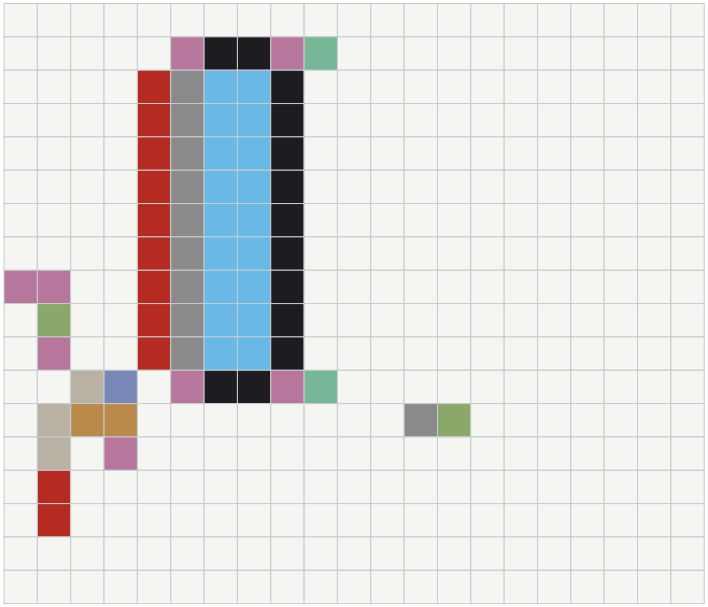
Layer 10 / Y=9 / +Z downward



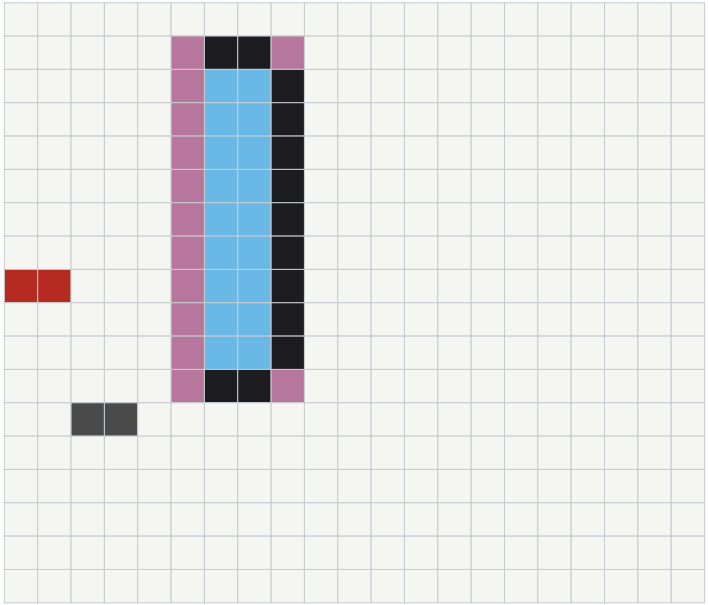
Layer 11 / Y=10 / +Z downward



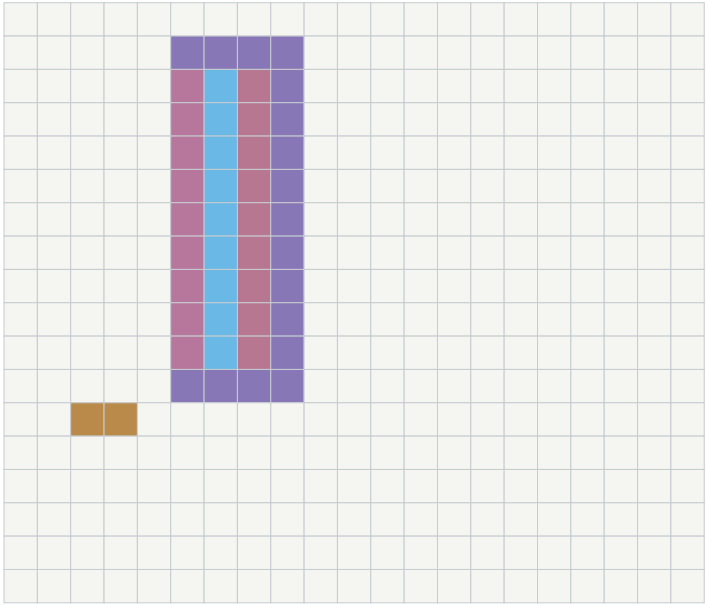
Layer 12 / Y=11 / +Z downward



Layer 13 / Y=12 / +Z downward



Layer 14 / Y=13 / +Z downward



Layer 15 / Y=14 / +Z downward

