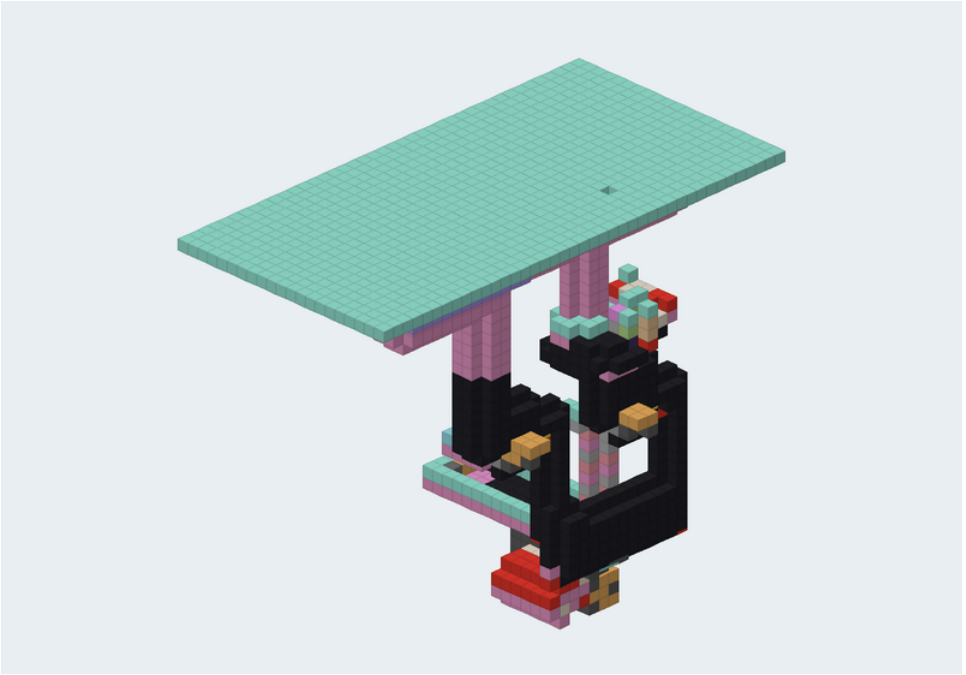
Automatic Mob Head Farm (Madro420)

21 x 41 footprint / 38 layers / Java 1.20.1 / 2772 occupied cells

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

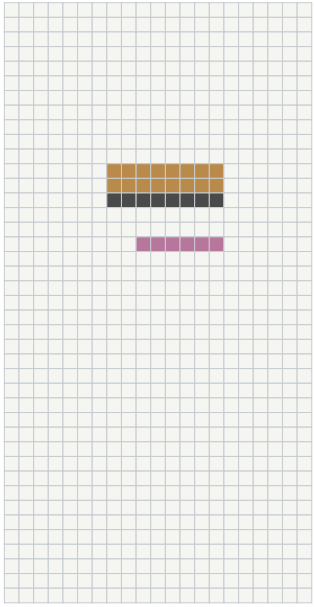
MATERIALS / INVENTORY ITEMS

Polished Blackstone Brick Slab	943
Polished Blackstone Bricks	712
Black Stained Glass	436
Warped Trapdoor	209
Polished Blackstone Brick Stairs	97
Chest	68
Hopper	56
Redstone Wire	28
Powered Rail	17
Warped Button	16
Comparator	12
Observer	12
Deepslate Brick Slab	9
Redstone Wall Torch	9
Note Block	7
Repeater	7
Shroomlight	4
Redstone Block	3

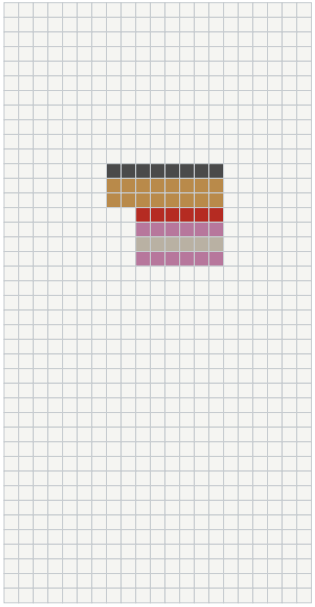


Minecraft Blueprints original sample / CC0 1.0 for our original coordinates / no Minecraft textures included

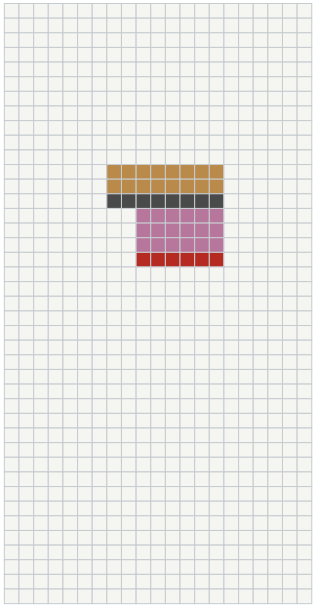
Layer 1 / Y=0 / +Z downward



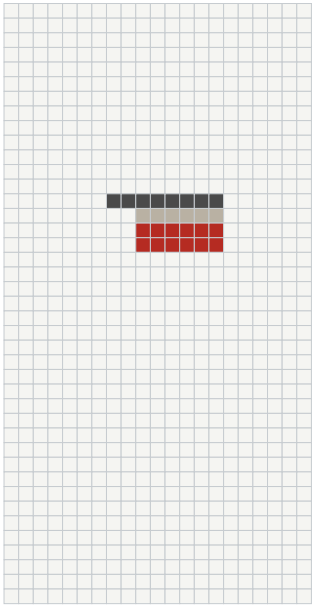
Layer 2 / Y=1 / +Z downward



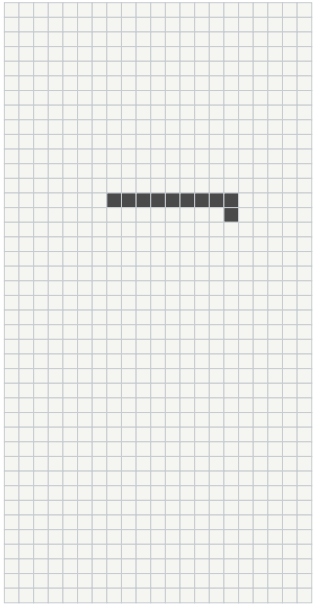
Layer 3 / Y=2 / +Z downward



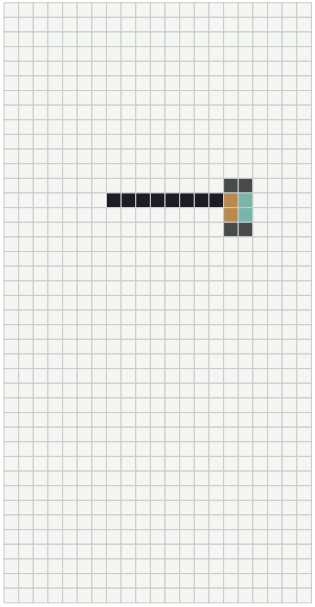
Layer 4 / Y=3 / +Z downward



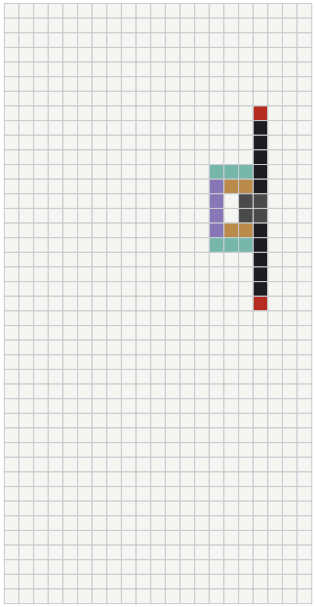
Layer 5 / Y=4 / +Z downward



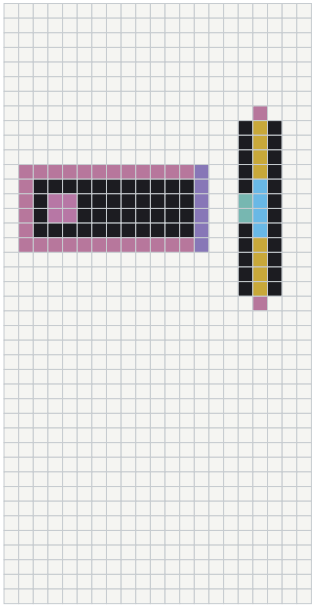
Layer 6 / Y=5 / +Z downward



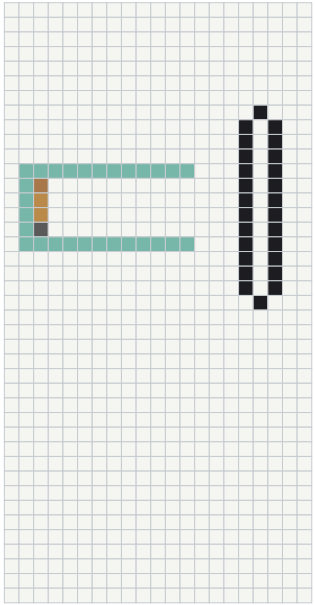
Layer 7 / Y=6 / +Z downward



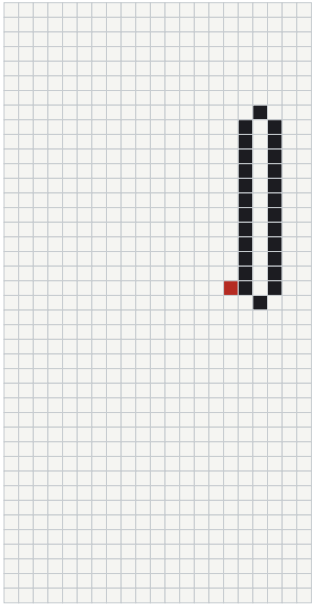
Layer 8 / Y=7 / +Z downward



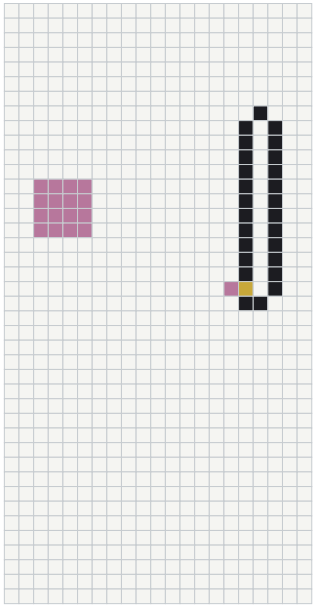
Layer 9 / Y=8 / +Z downward



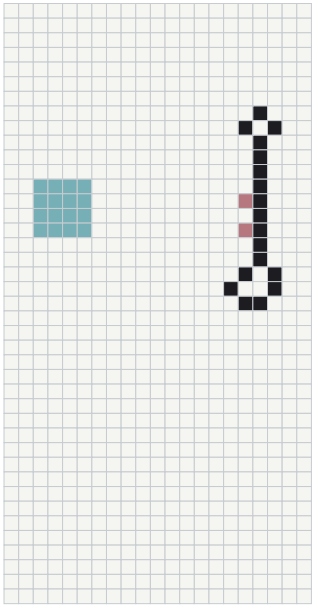
Layer 10 / Y=9 / +Z downward



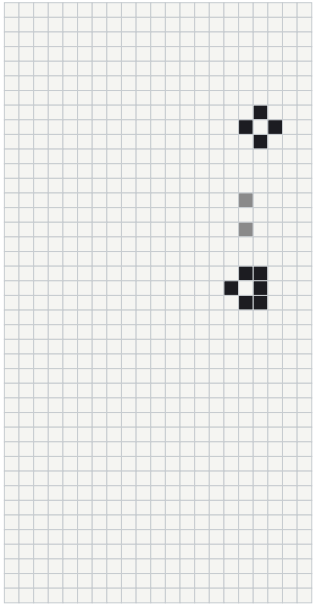
Layer 11 / Y=10 / +Z downward



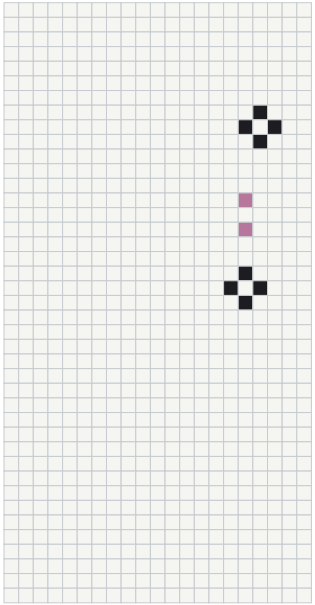
Layer 12 / Y=11 / +Z downward



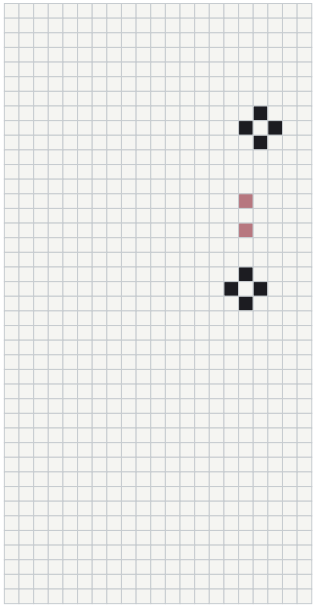
Layer 13 / Y=12 / +Z downward



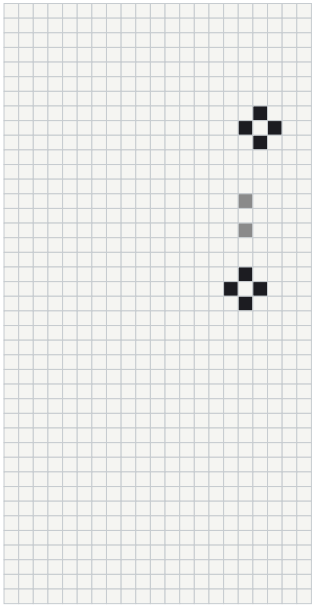
Layer 14 / Y=13 / +Z downward



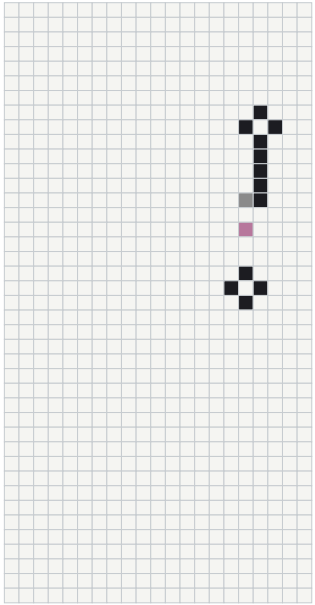
Layer 15 / Y=14 / +Z downward



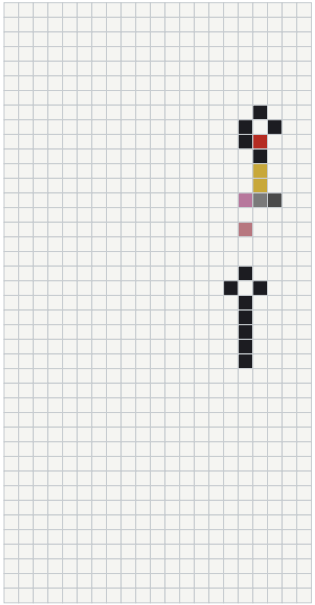
Layer 16 / Y=15 / +Z downward



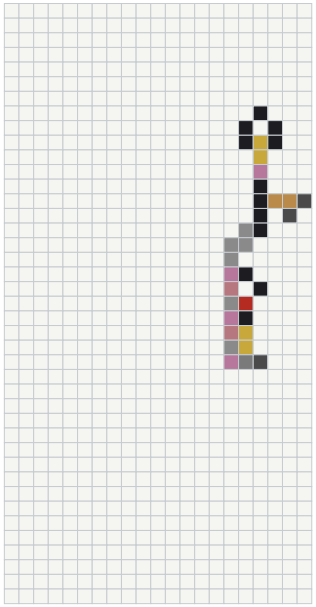
Layer 17 / Y=16 / +Z downward



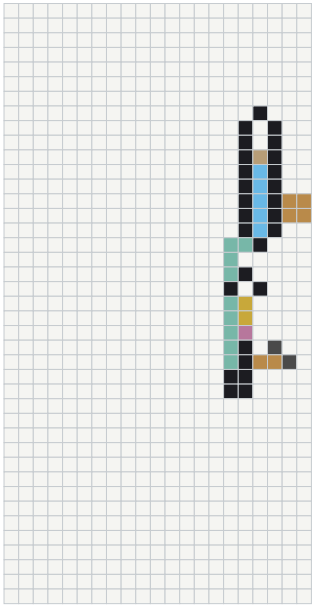
Layer 18 / Y=17 / +Z downward



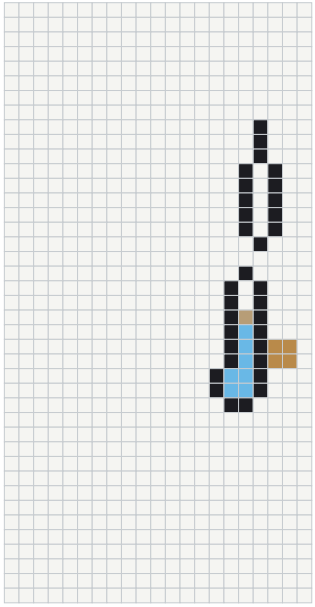
Layer 19 / Y=18 / +Z downward



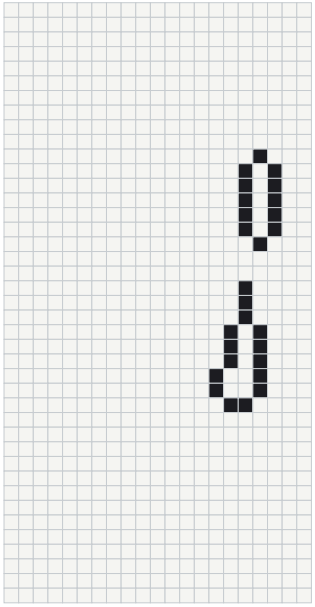
Layer 20 / Y=19 / +Z downward



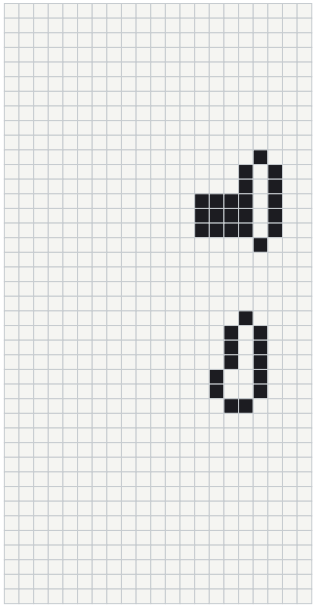
Layer 21 / Y=20 / +Z downward



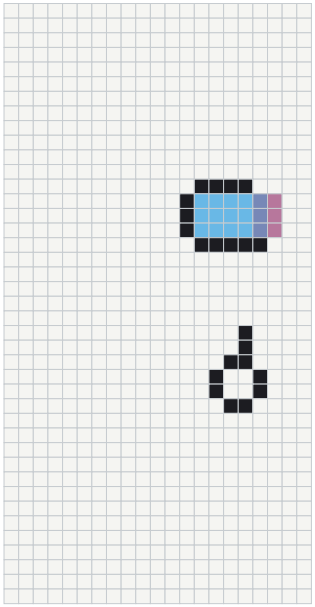
Layer 22 / Y=21 / +Z downward



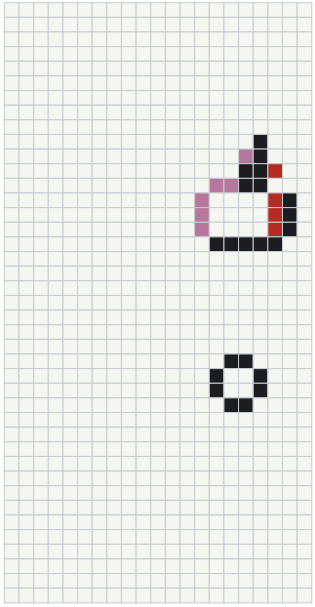
Layer 23 / Y=22 / +Z downward



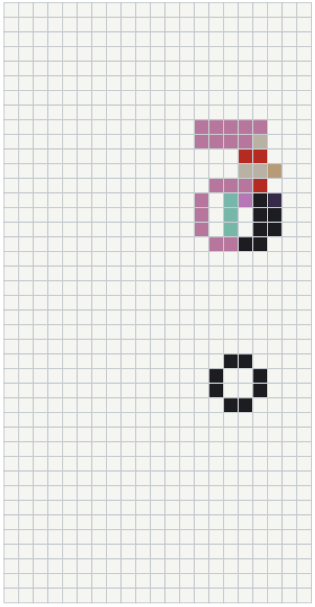
Layer 24 / Y=23 / +Z downward



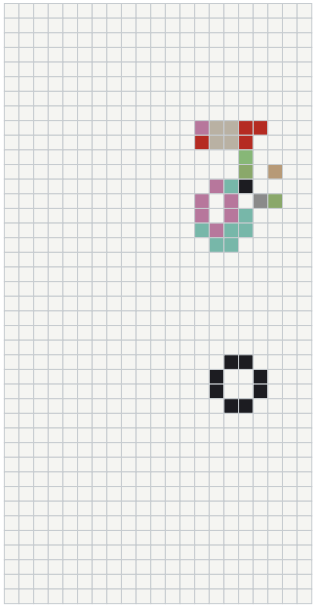
Layer 25 / Y=24 / +Z downward



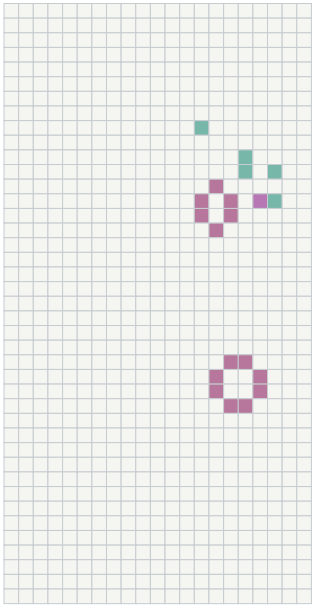
Layer 26 / Y=25 / +Z downward



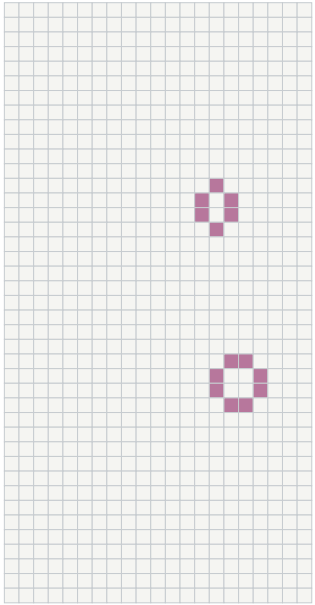
Layer 27 / Y=26 / +Z downward



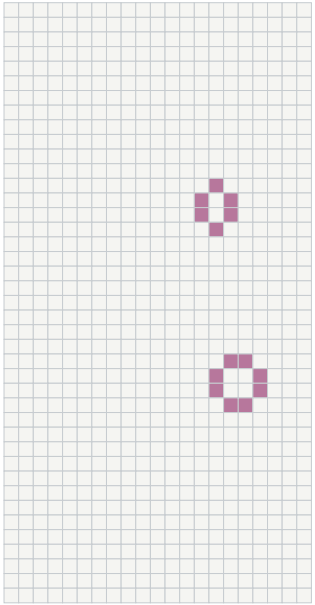
Layer 28 / Y=27 / +Z downward



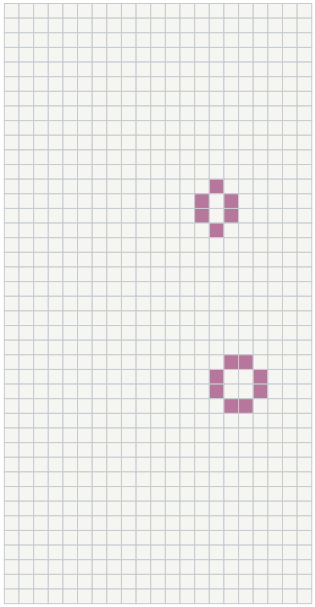
Layer 29 / Y=28 / +Z downward



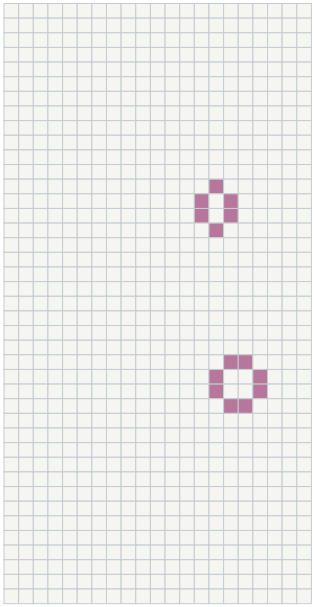
Layer 30 / Y=29 / +Z downward



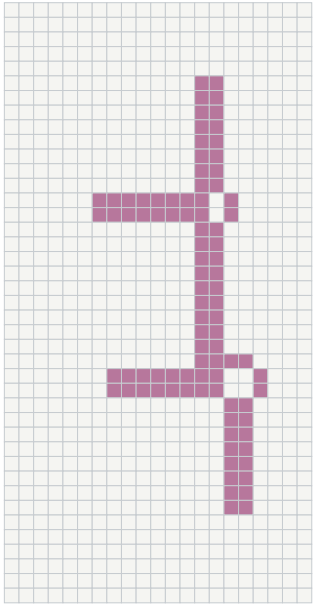
Layer 31 / Y=30 / +Z downward



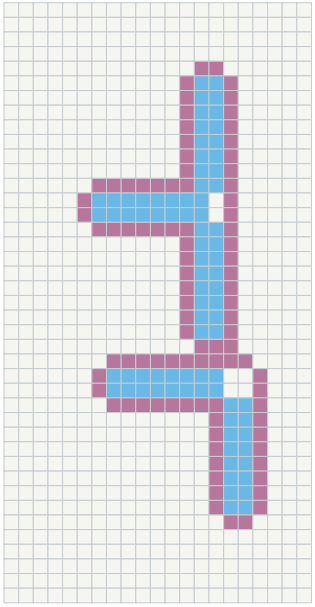
Layer 32 / Y=31 / +Z downward



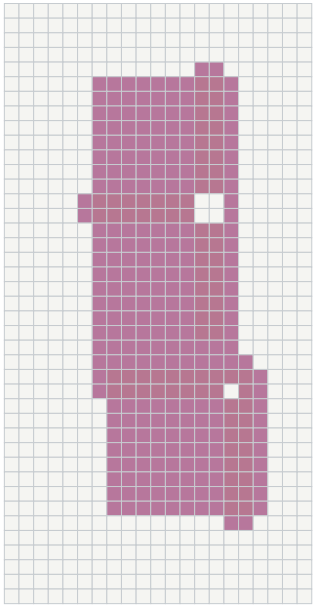
Layer 33 / Y=32 / +Z downward



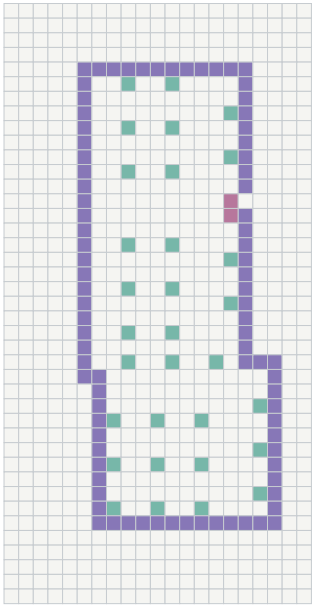
Layer 34 / Y=33 / +Z downward



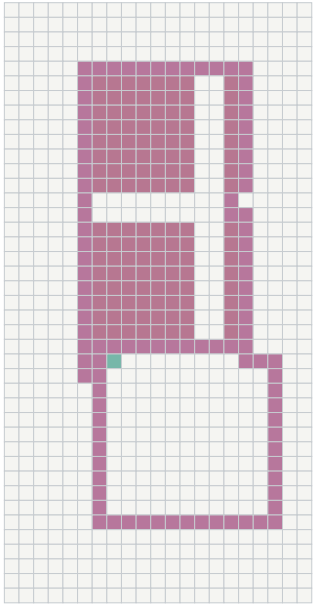
Layer 35 / Y=34 / +Z downward



Layer 36 / Y=35 / +Z downward



Layer 37 / Y=36 / +Z downward



Layer 38 / Y=37 / +Z downward

