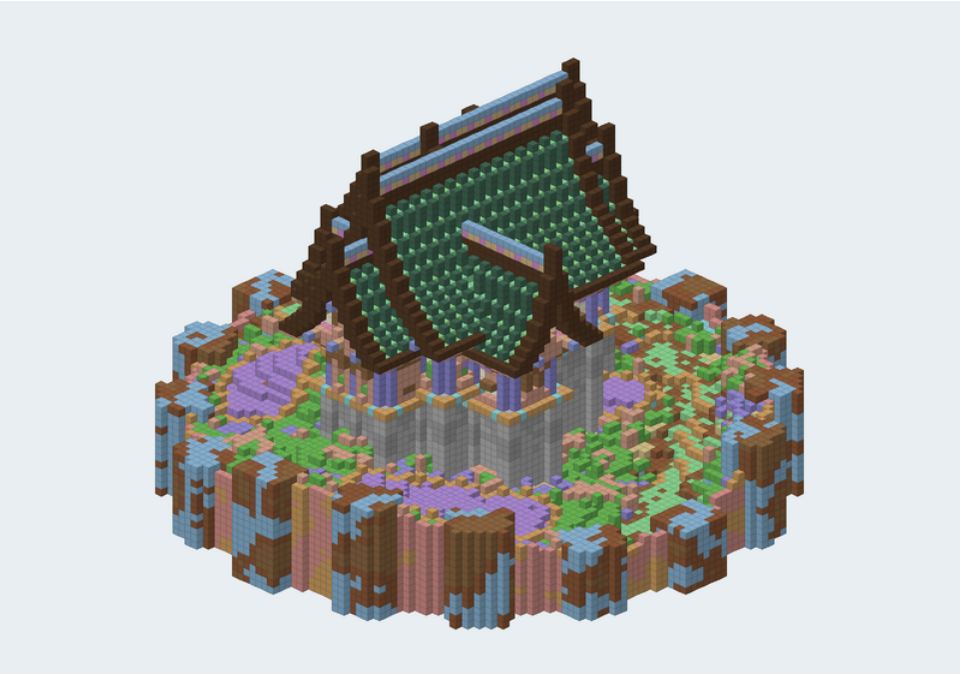
Prismarine House (Bazyli12)

77 x 77 footprint / 54 layers / Java 1.20.1 / 63519 occupied cells

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

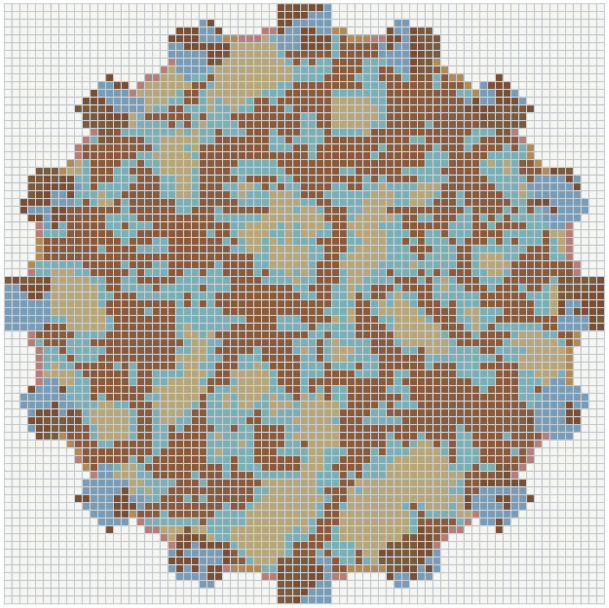
MATERIALS / INVENTORY ITEMS

Dirt	14517
Green Concrete Powder	11609
Moss Block	7438
Coarse Dirt	5162
Stripped Spruce Wood	4252
Spruce Planks	2645
Bone Block	1590
Waxed Oxidized Copper	1339
Dark Oak Planks	1200
Grass Block	1010
Dark Prismarine	955
Stripped Oak Wood	839
Waxed Oxidized Cut Copper	723
Polished Andesite	717
Andesite	686
Large Fern	312
Tall Grass	284
Dirt Path	565

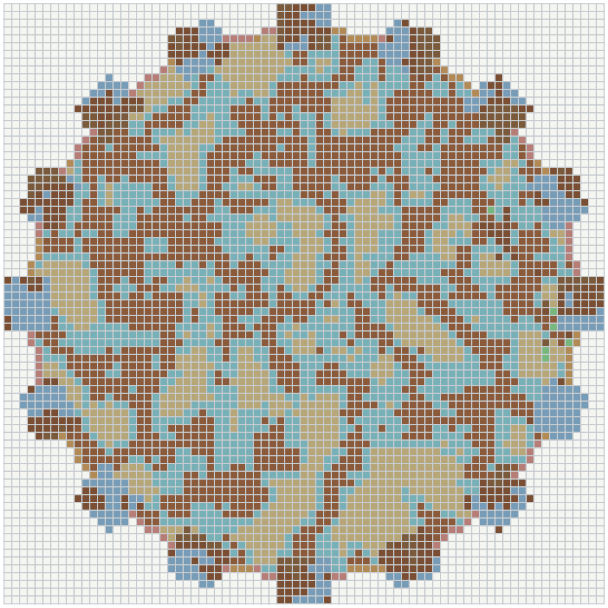


Minecraft Blueprints original sample / CC0 1.0 for our original coordinates / no Minecraft textures included

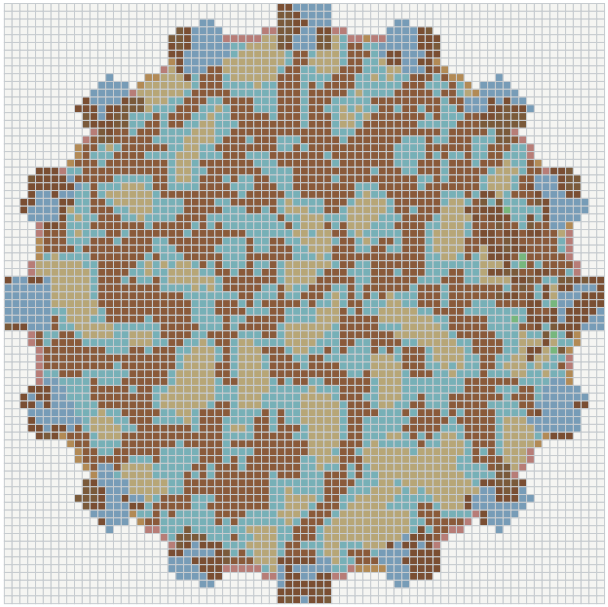
Layer 1 / Y=0 / +Z downward



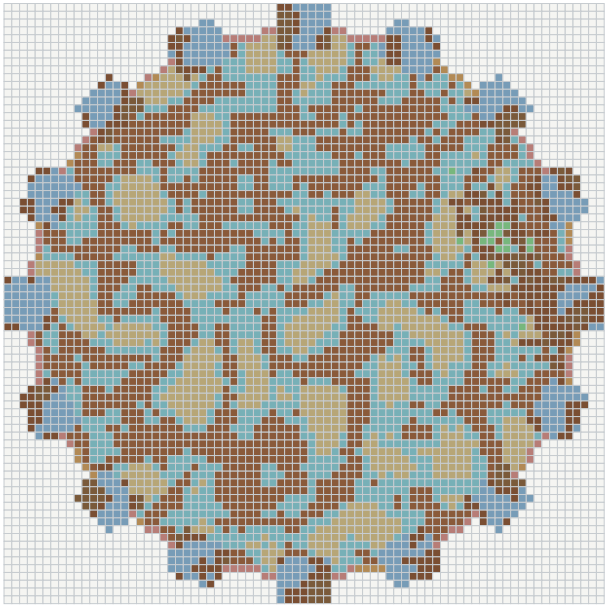
Layer 2 / Y=1 / +Z downward



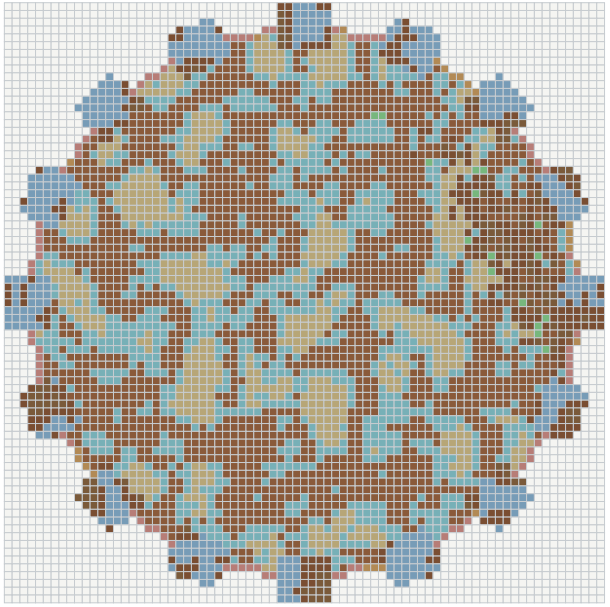
Layer 3 / Y=2 / +Z downward



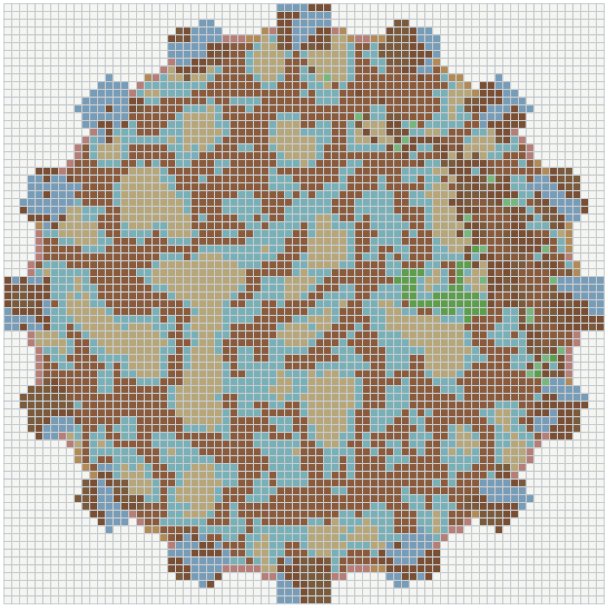
Layer 4 / Y=3 / +Z downward



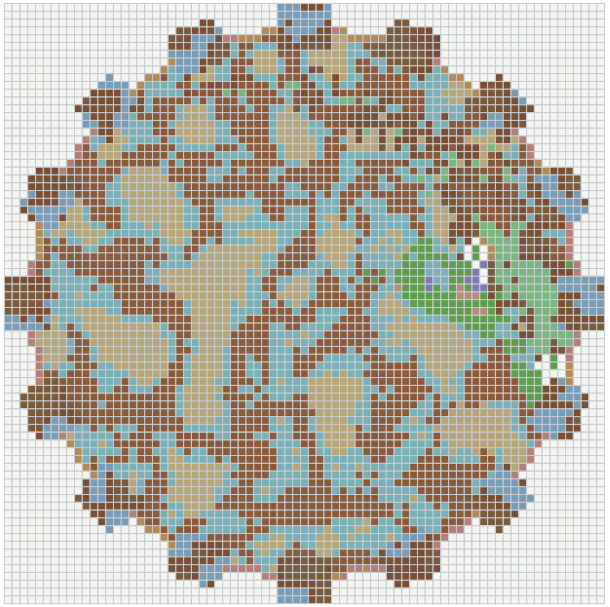
Layer 5 / Y=4 / +Z downward



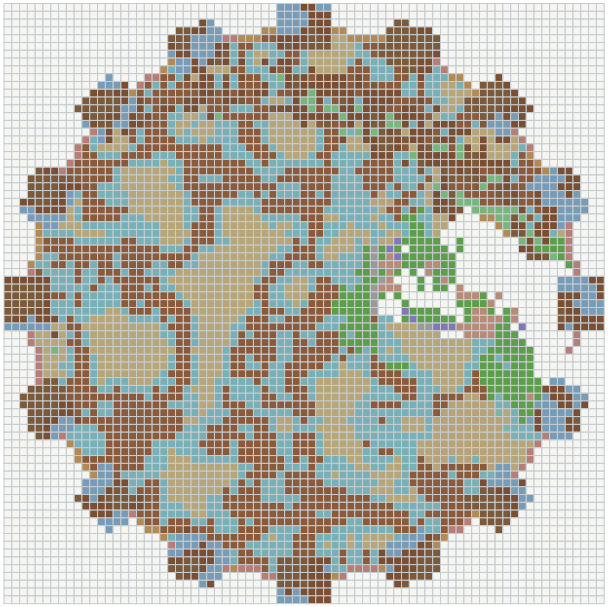
Layer 6 / Y=5 / +Z downward



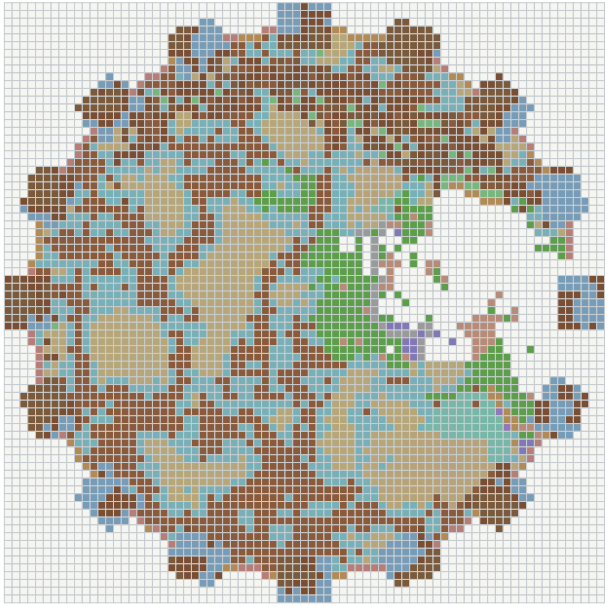
Layer 7 / Y=6 / +Z downward



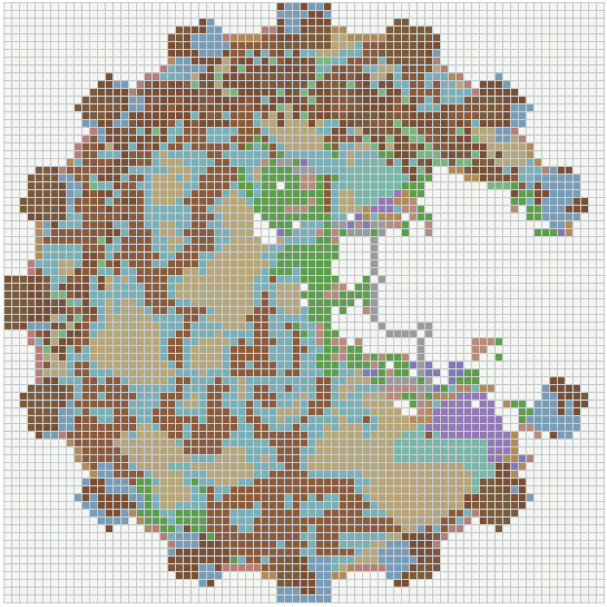
Layer 8 / Y=7 / +Z downward



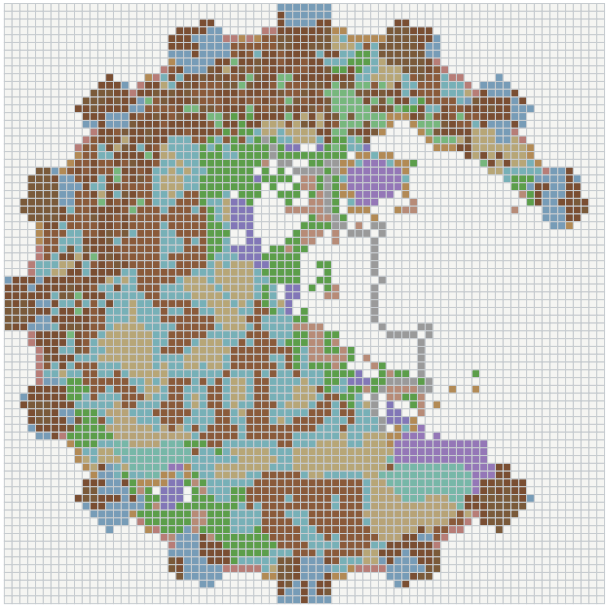
Layer 9 / Y=8 / +Z downward



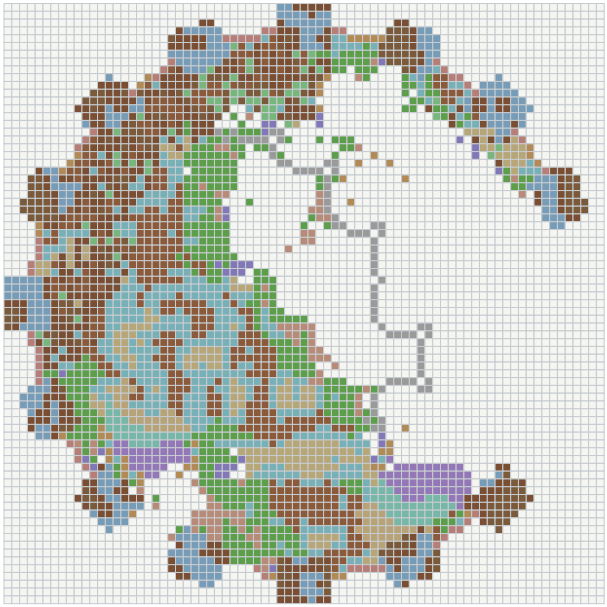
Layer 10 / Y=9 / +Z downward



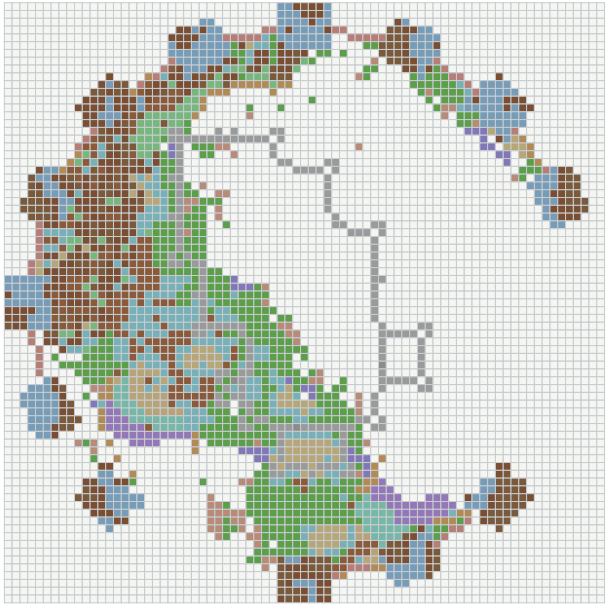
Layer 11 / Y=10 / +Z downward



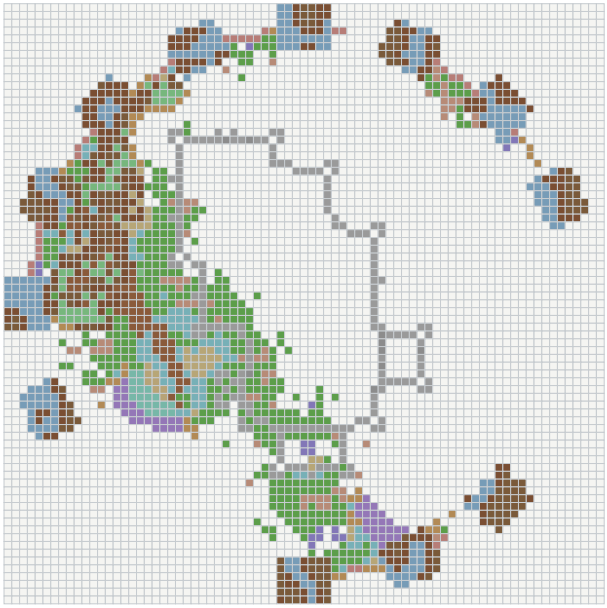
Layer 12 / Y=11 / +Z downward



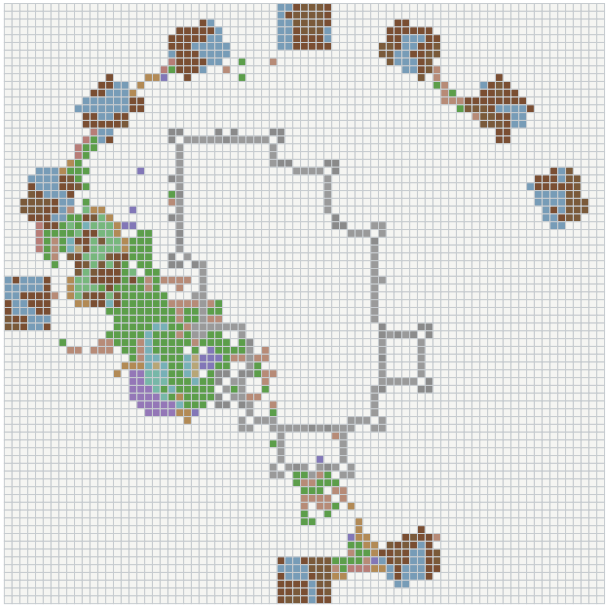
Layer 13 / Y=12 / +Z downward



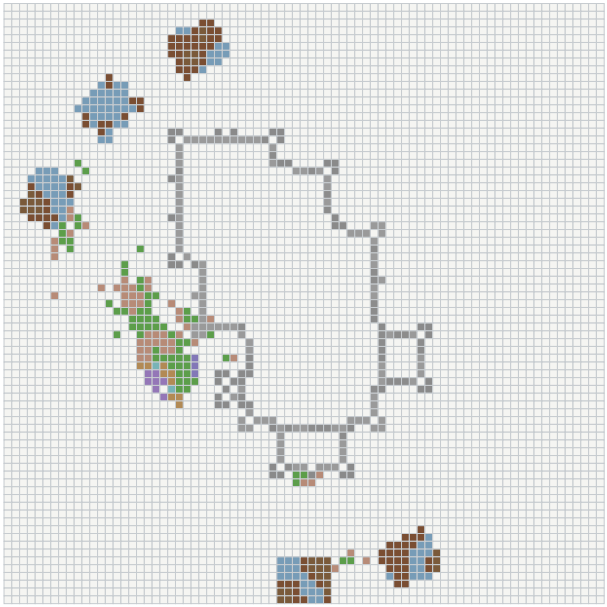
Layer 14 / Y=13 / +Z downward



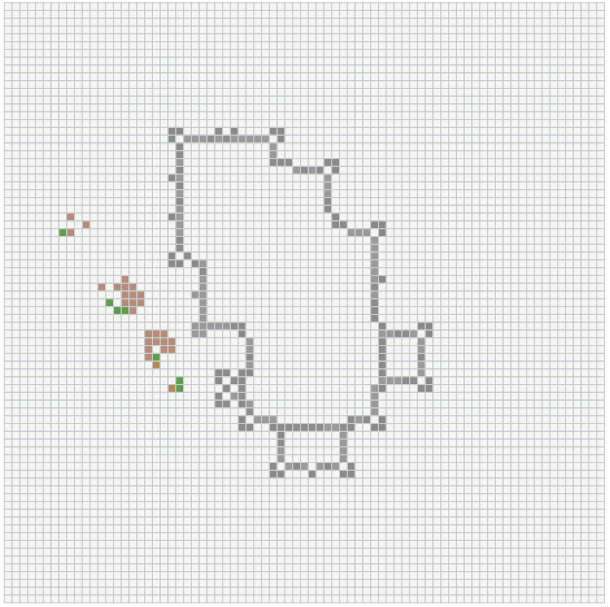
Layer 15 / Y=14 / +Z downward



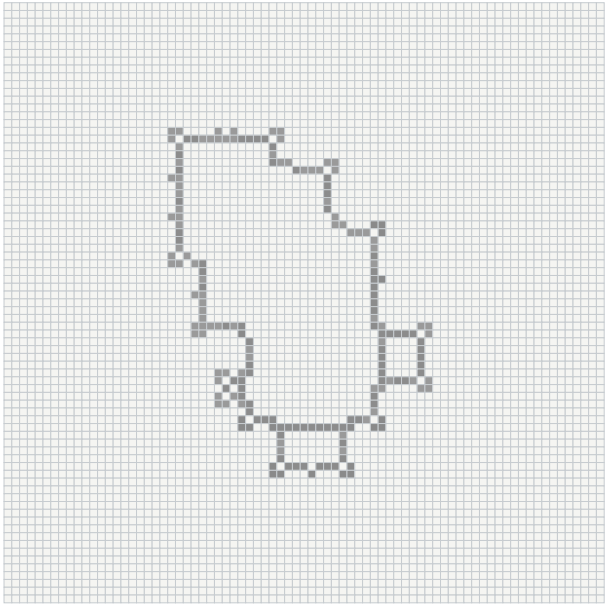
Layer 16 / Y=15 / +Z downward



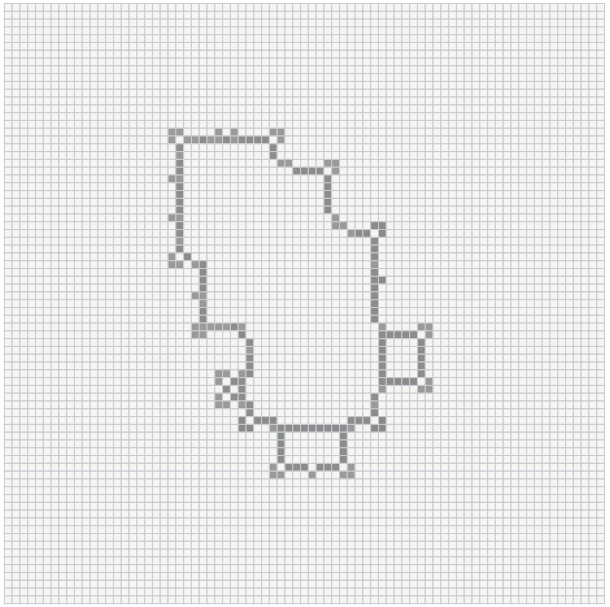
Layer 17 / Y=16 / +Z downward



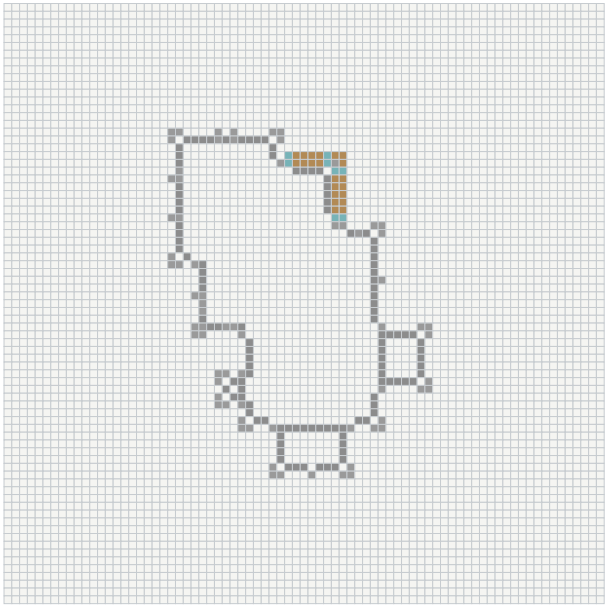
Layer 18 / Y=17 / +Z downward



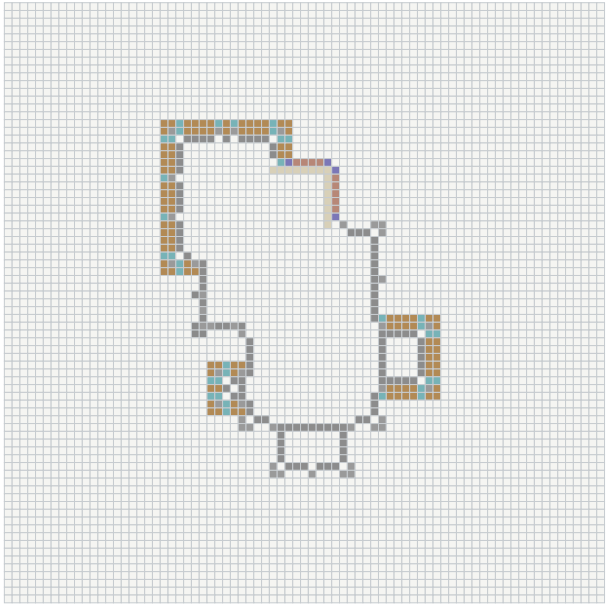
Layer 19 / Y=18 / +Z downward



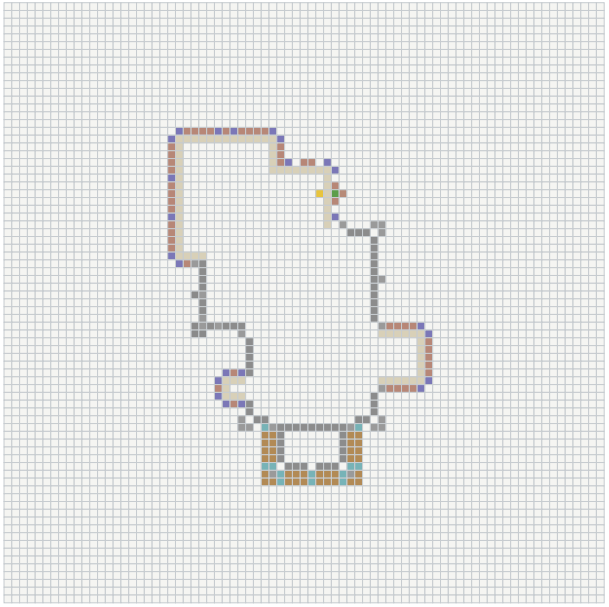
Layer 20 / Y=19 / +Z downward



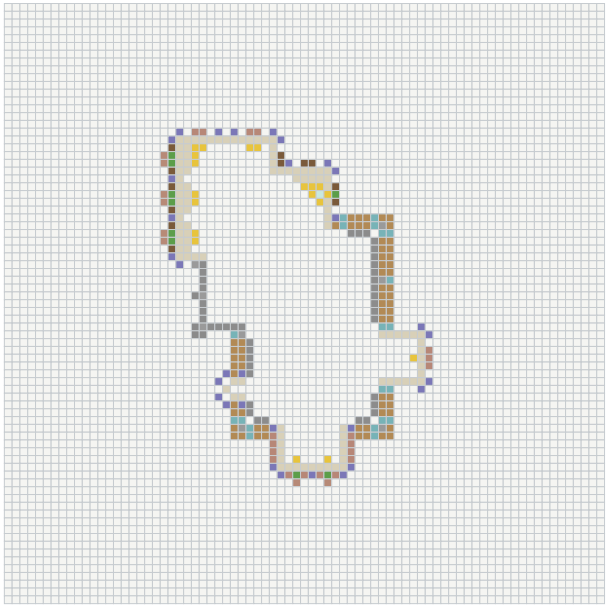
Layer 21 / Y=20 / +Z downward



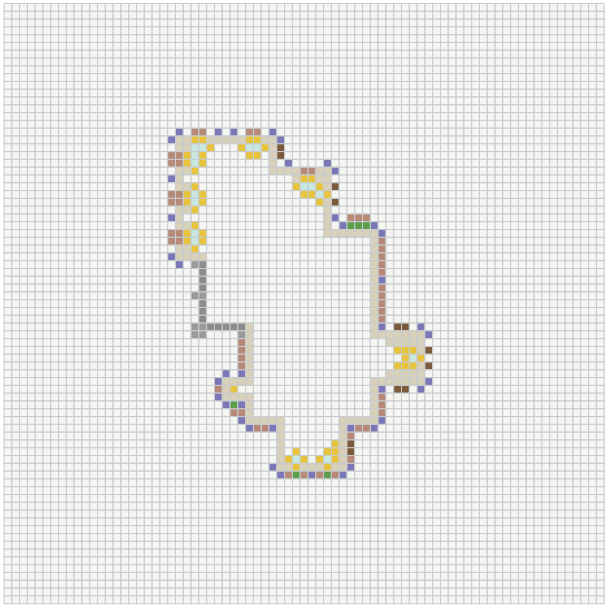
Layer 22 / Y=21 / +Z downward



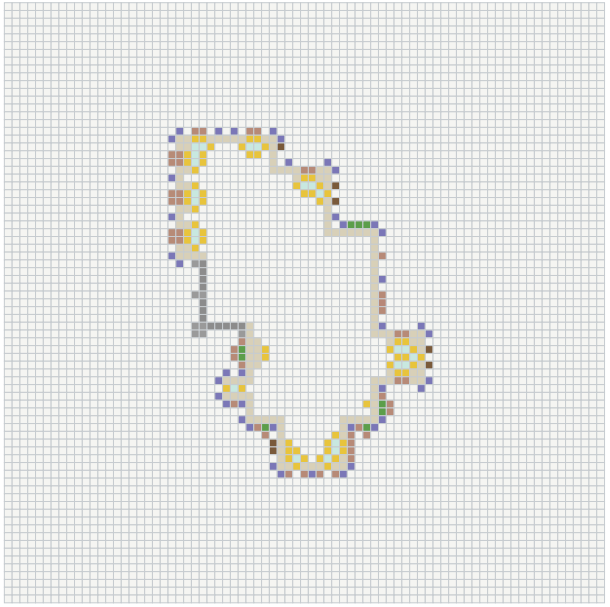
Layer 23 / Y=22 / +Z downward



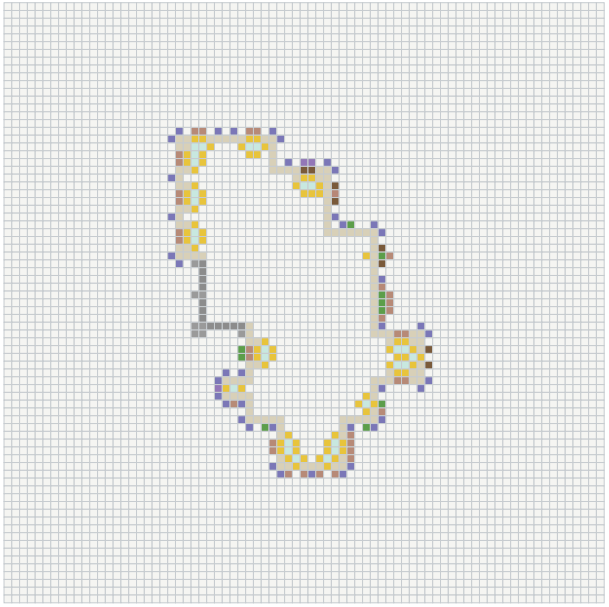
Layer 24 / Y=23 / +Z downward



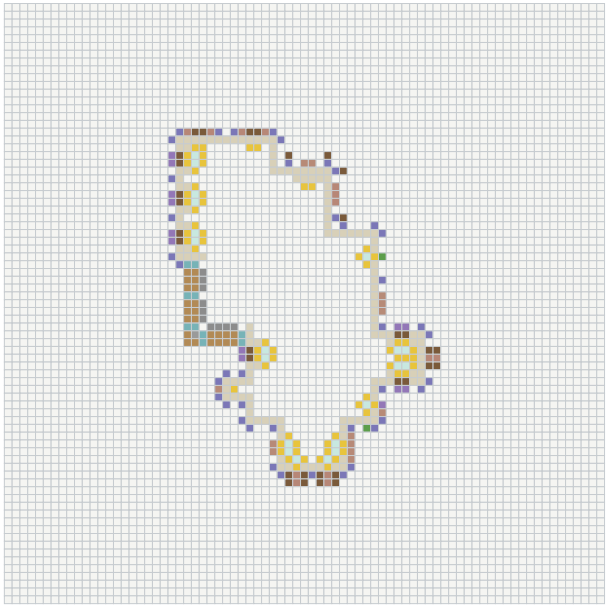
Layer 25 / Y=24 / +Z downward



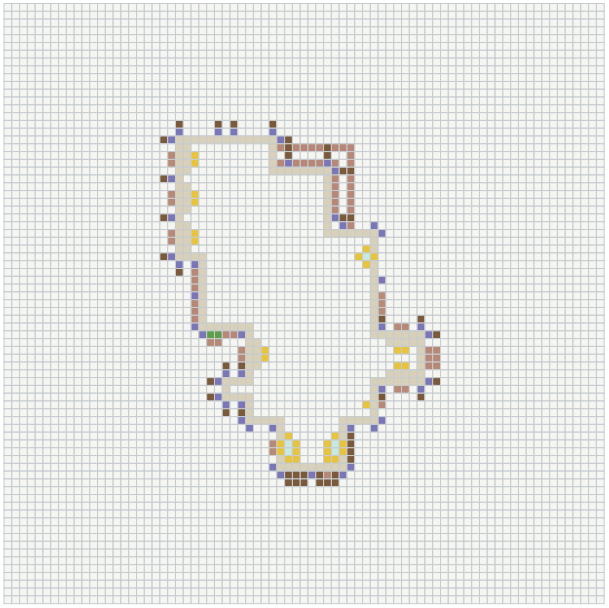
Layer 26 / Y=25 / +Z downward



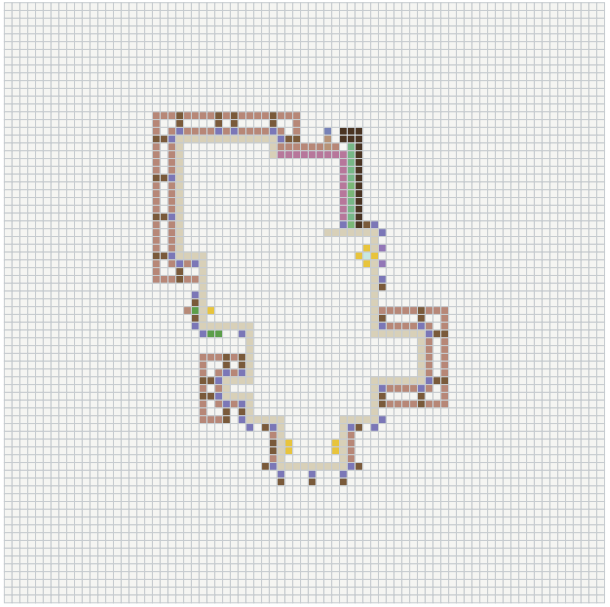
Layer 27 / Y=26 / +Z downward



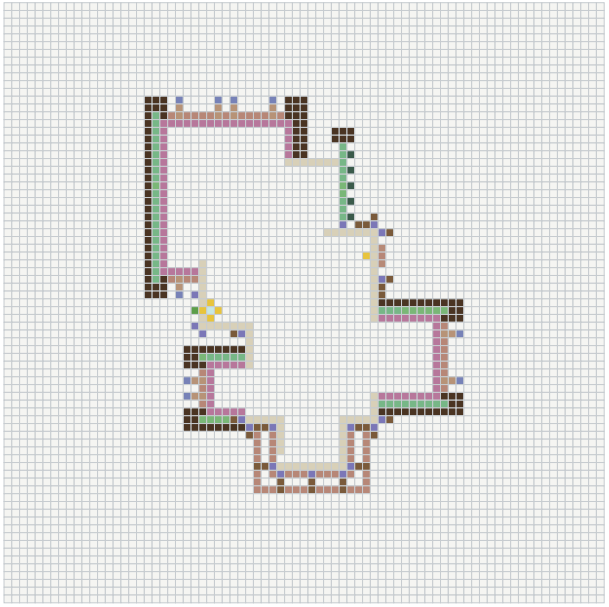
Layer 28 / Y=27 / +Z downward



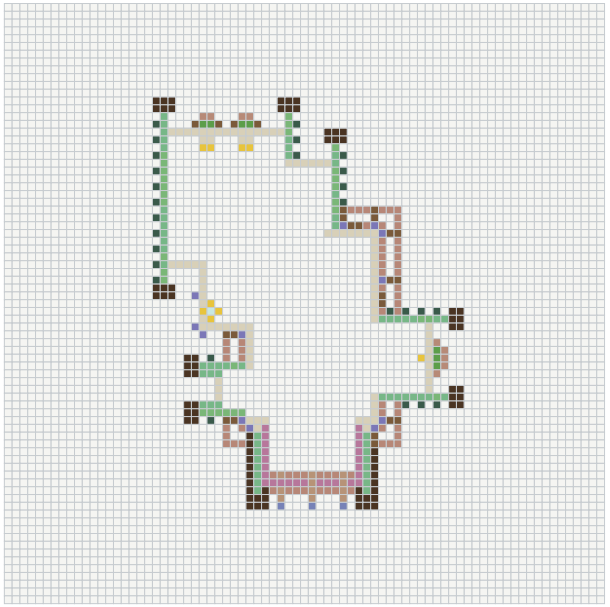
Layer 29 / Y=28 / +Z downward



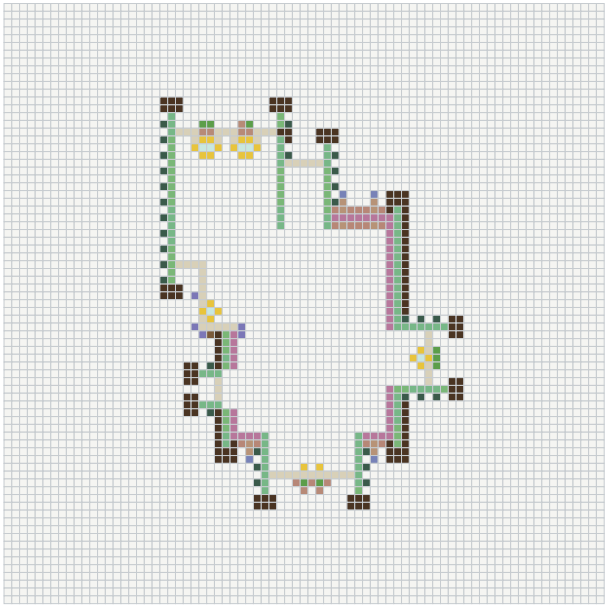
Layer 30 / Y=29 / +Z downward



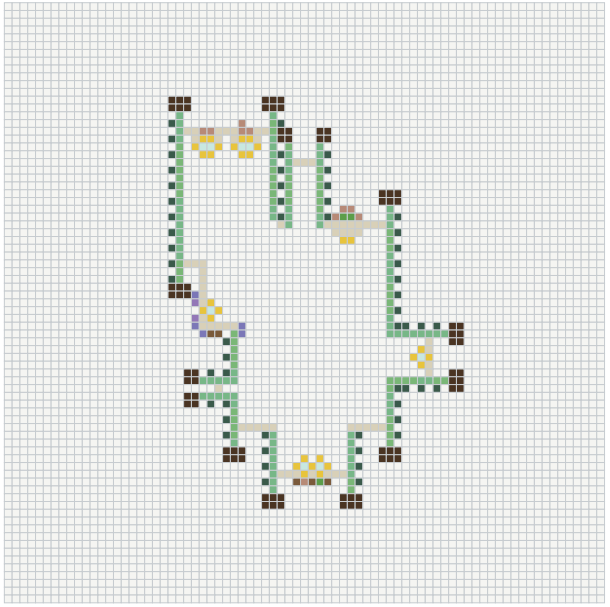
Layer 31 / Y=30 / +Z downward



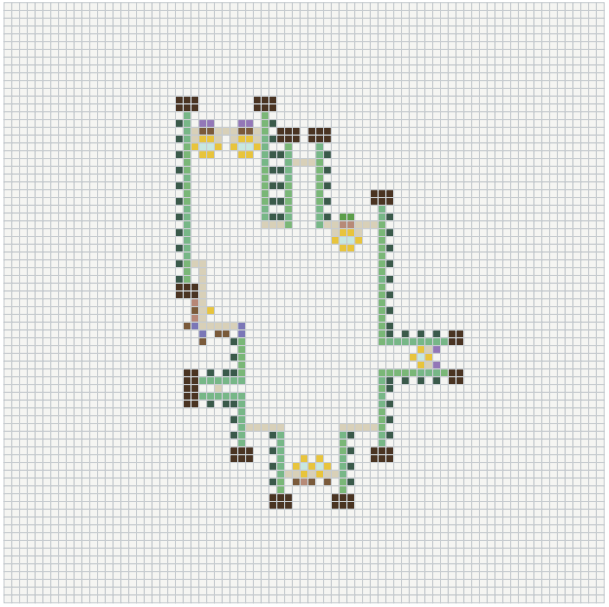
Layer 32 / Y=31 / +Z downward



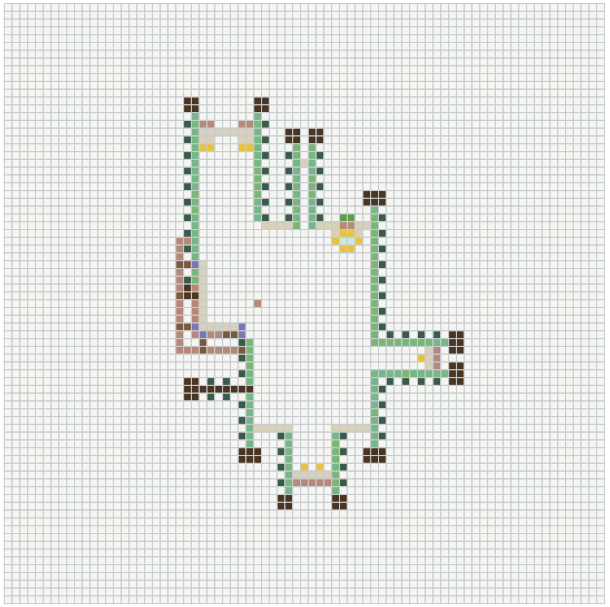
Layer 33 / Y=32 / +Z downward



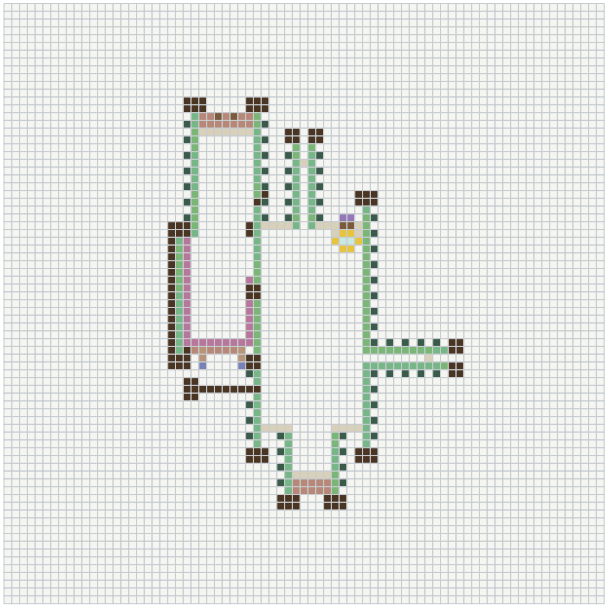
Layer 34 / Y=33 / +Z downward



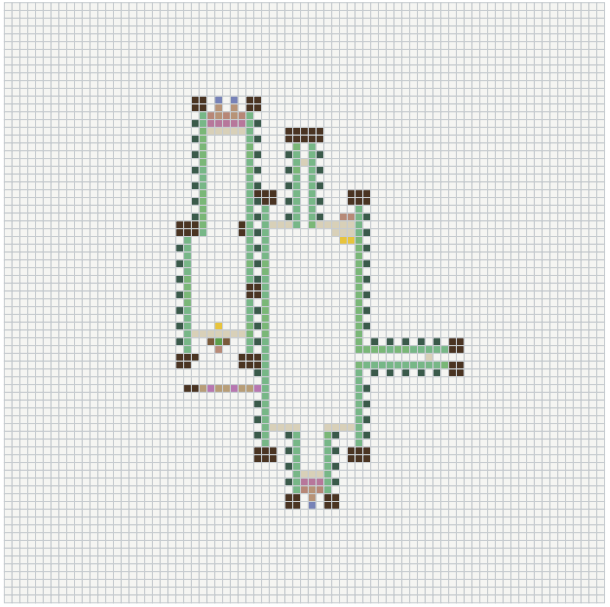
Layer 35 / Y=34 / +Z downward



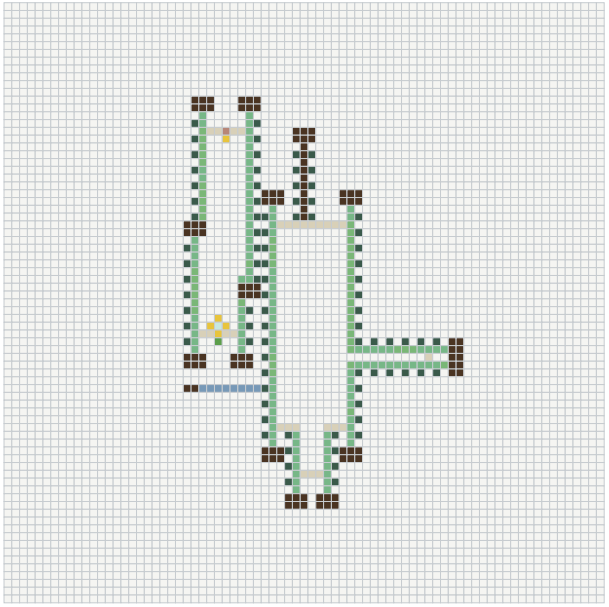
Layer 36 / Y=35 / +Z downward



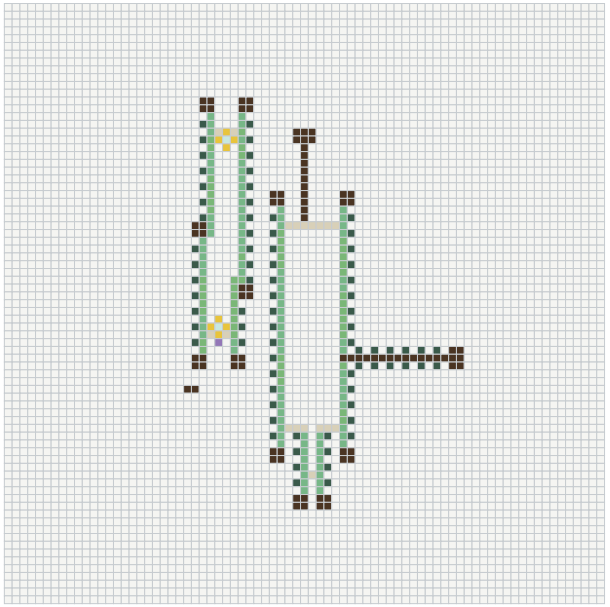
Layer 37 / Y=36 / +Z downward



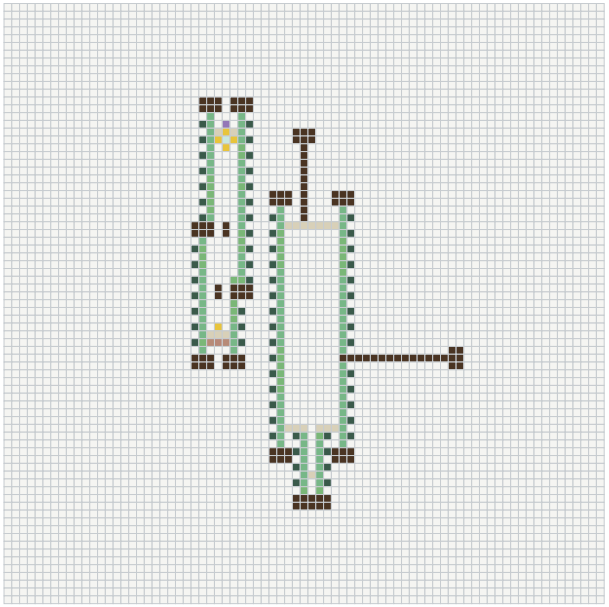
Layer 38 / Y=37 / +Z downward



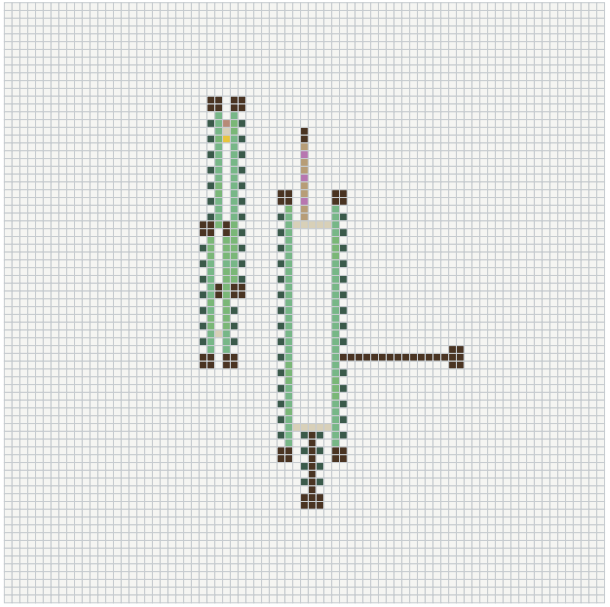
Layer 39 / Y=38 / +Z downward



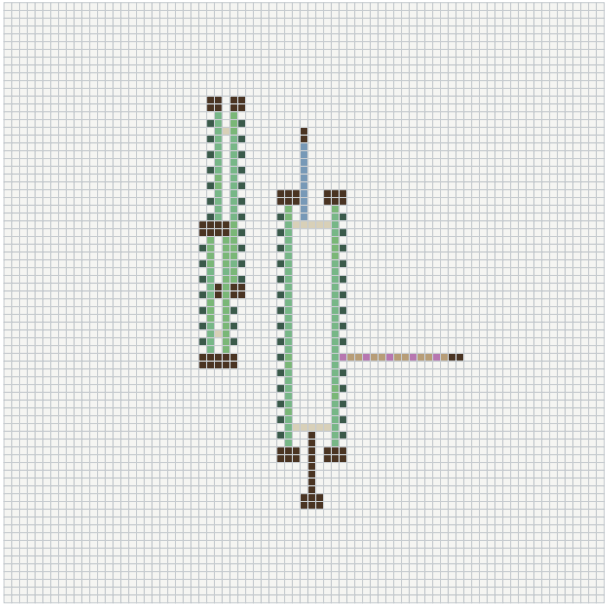
Layer 40 / Y=39 / +Z downward



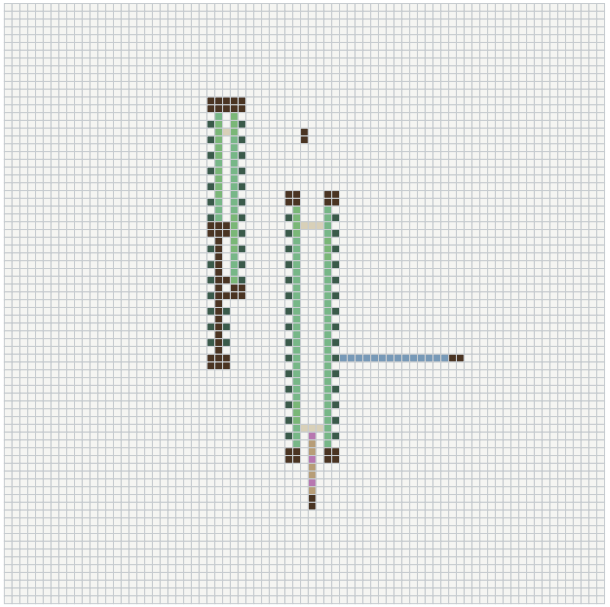
Layer 41 / Y=40 / +Z downward



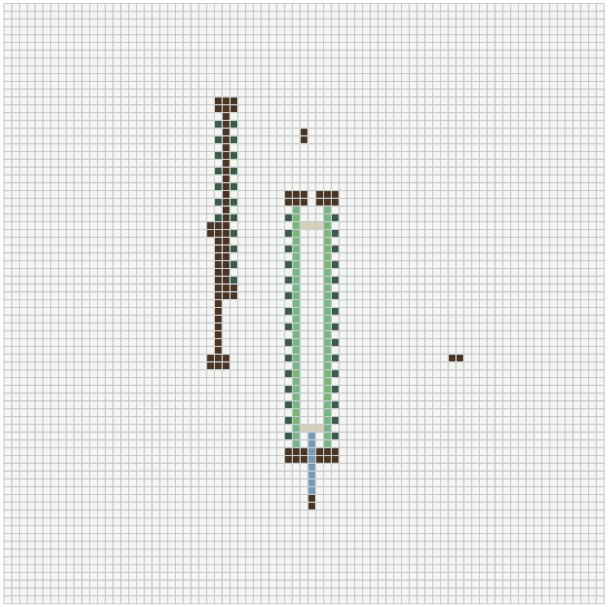
Layer 42 / Y=41 / +Z downward



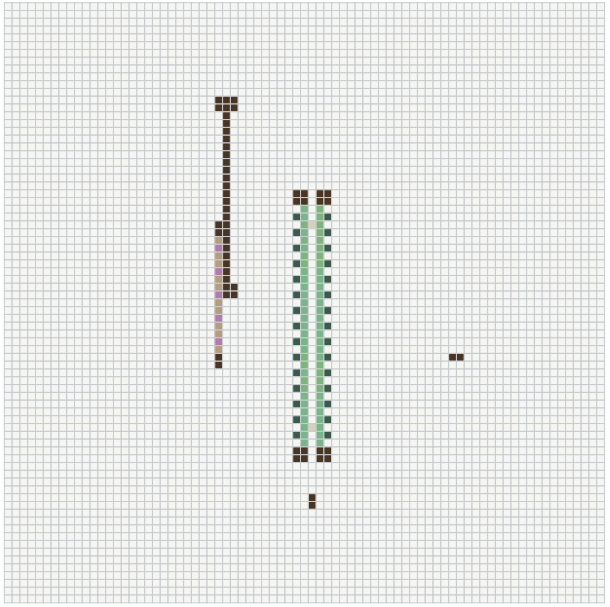
Layer 43 / Y=42 / +Z downward



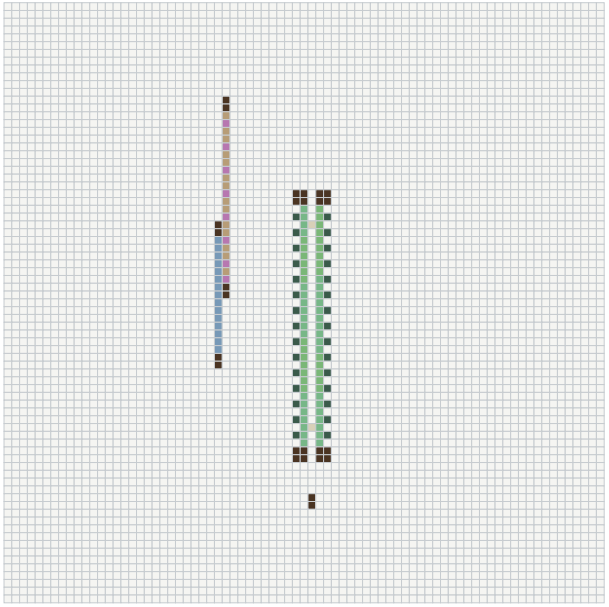
Layer 44 / Y=43 / +Z downward



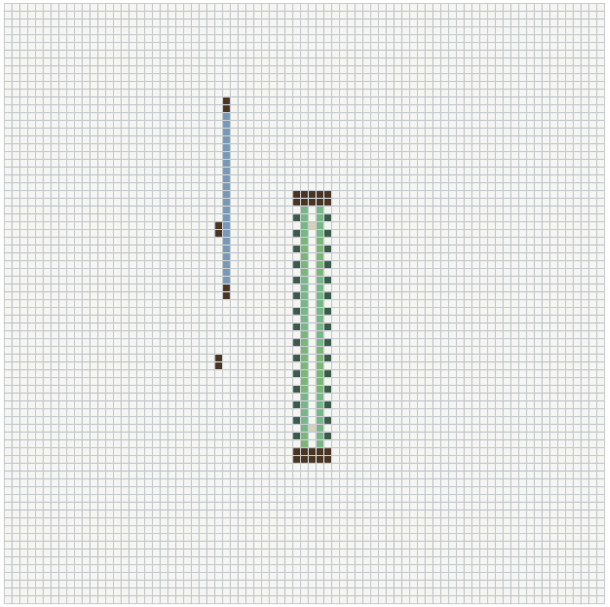
Layer 45 / Y=44 / +Z downward



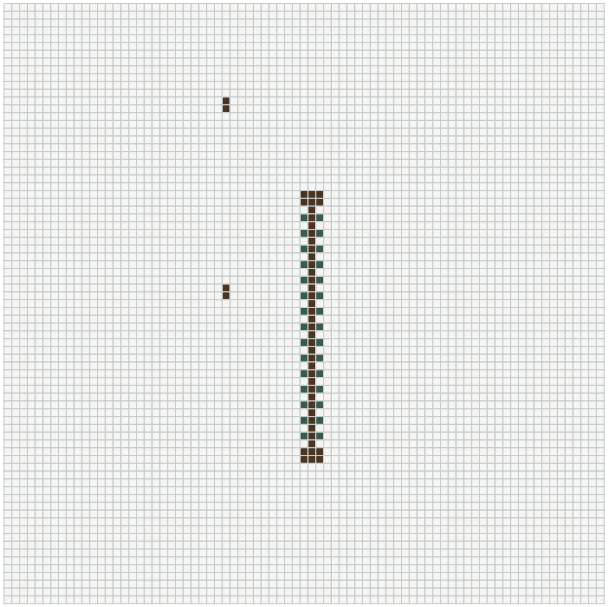
Layer 46 / Y=45 / +Z downward



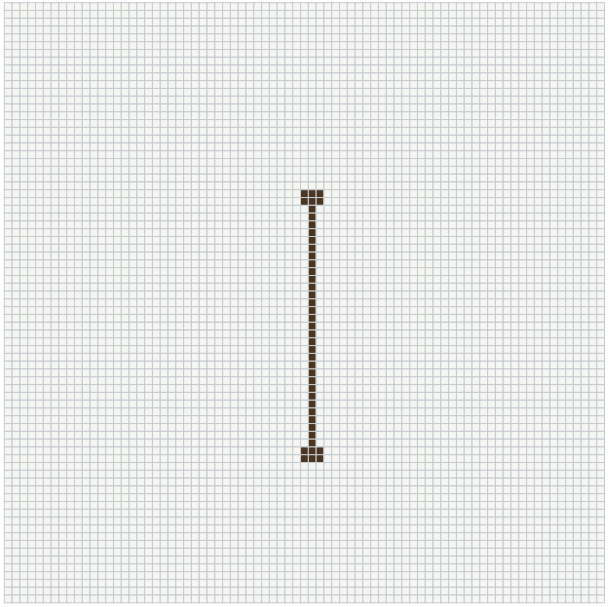
Layer 47 / Y=46 / +Z downward



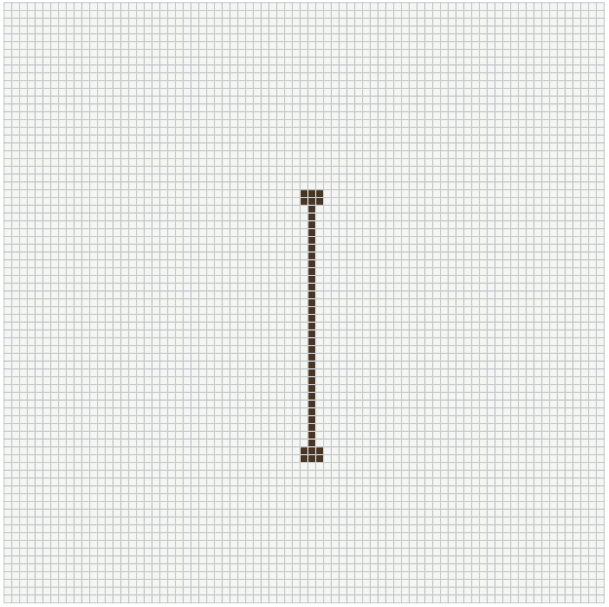
Layer 48 / Y=47 / +Z downward



Layer 49 / Y=48 / +Z downward



Layer 50 / Y=49 / +Z downward



Layer 51 / Y=50 / +Z downward

Layer 52 / Y=51 / +Z downward

Layer 53 / Y=52 / +Z downward

Layer 54 / Y=53 / +Z downward