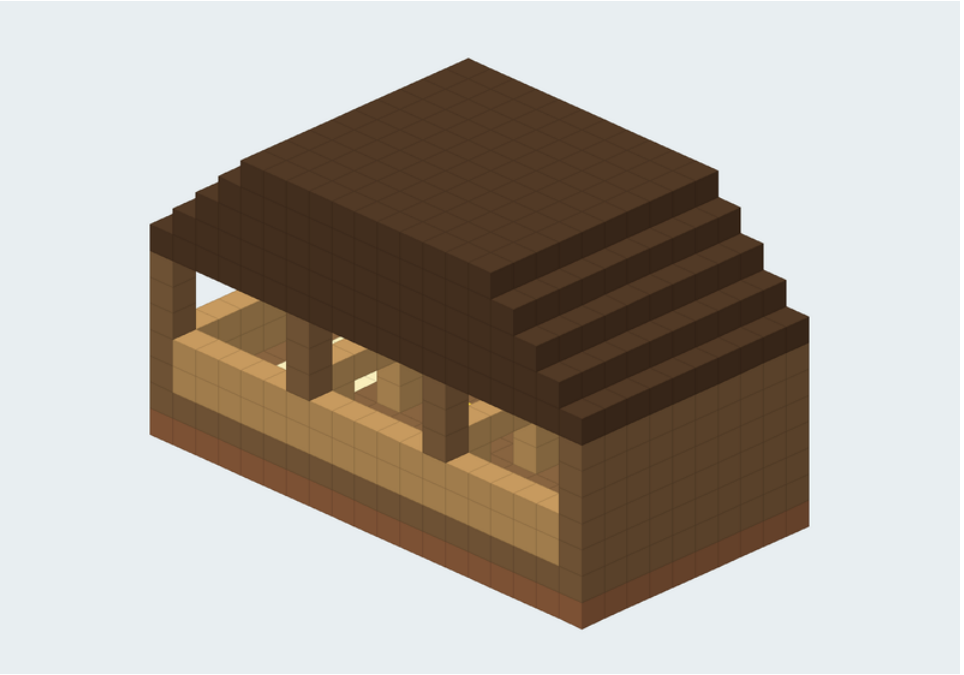
# Stable

19 x 10 footprint / 12 layers / Java 1.20.1 / 1326 occupied cells

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

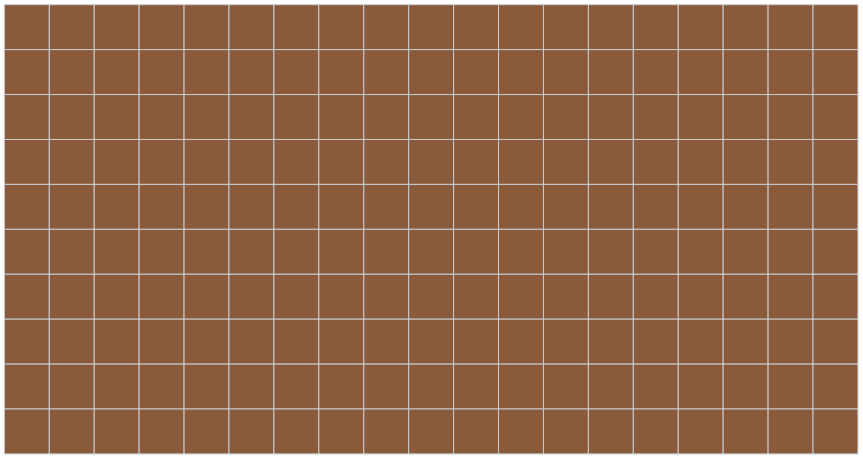
## MATERIALS / INVENTORY ITEMS

| | |
|---|---|
| Dark Oak Planks | 750 |
| Spruce Planks | 248 |
| Dirt | 190 |
| Oak Planks | 124 |
| Sand | 12 |
| Yellow Wool | 2 |

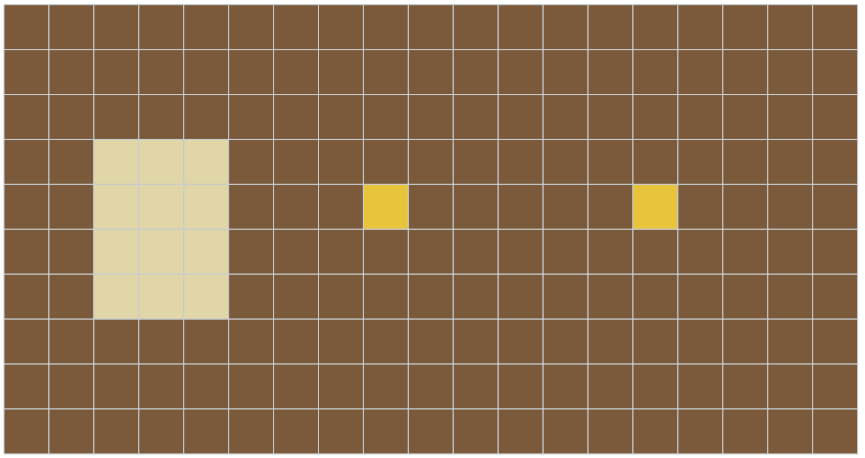


Minecraft Blueprints original sample / CC0 1.0 for our original coordinates / no Minecraft textures included

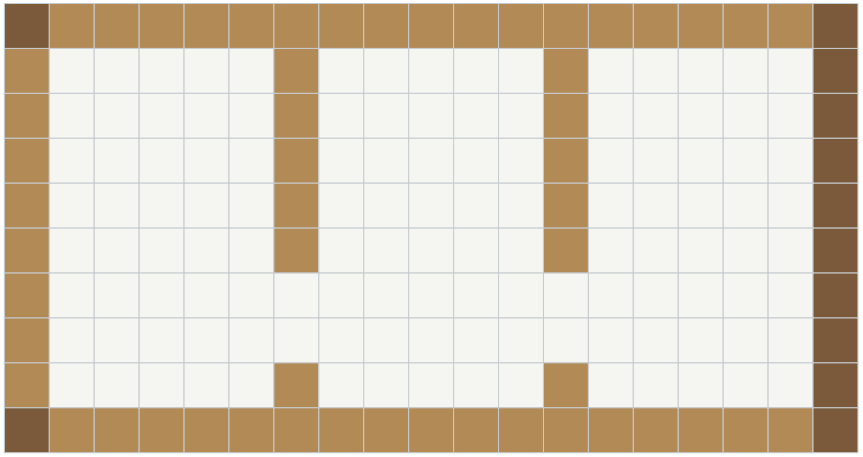
**Layer 1 / Y=0 / +Z downward**



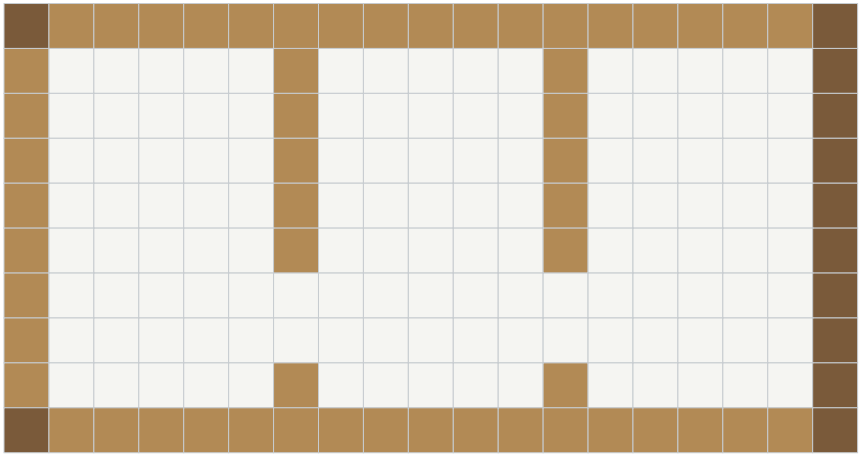
**Layer 2 / Y=1 / +Z downward**



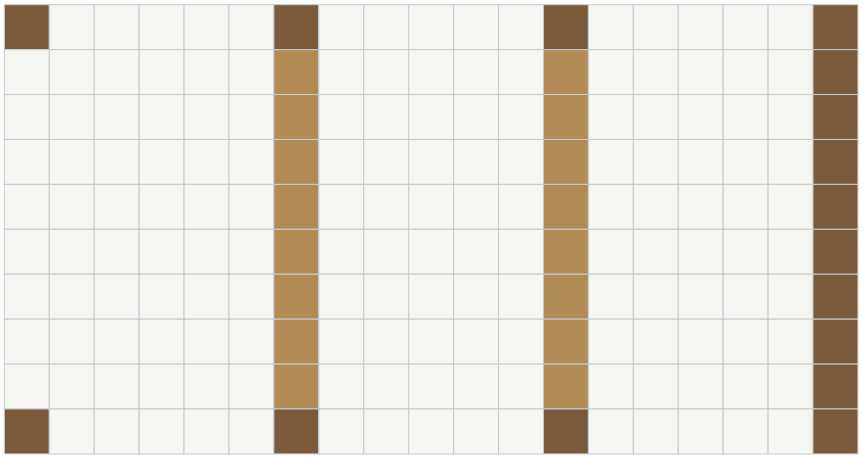
**Layer 3 / Y=2 / +Z downward**



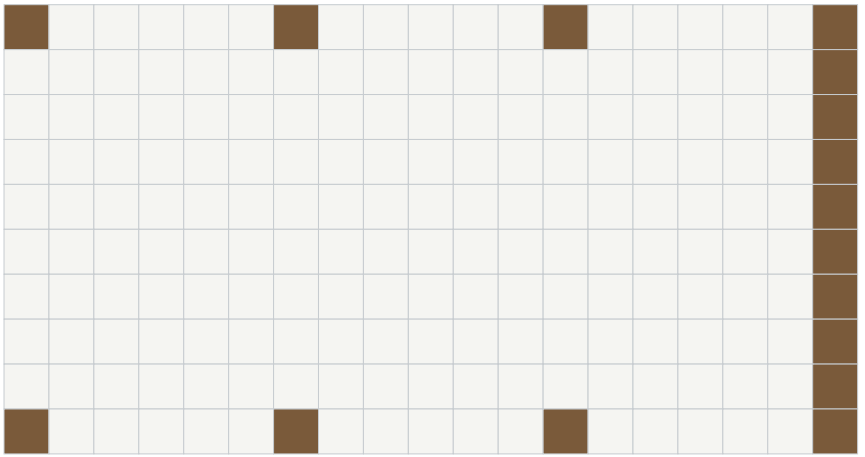
**Layer 4 / Y=3 / +Z downward**



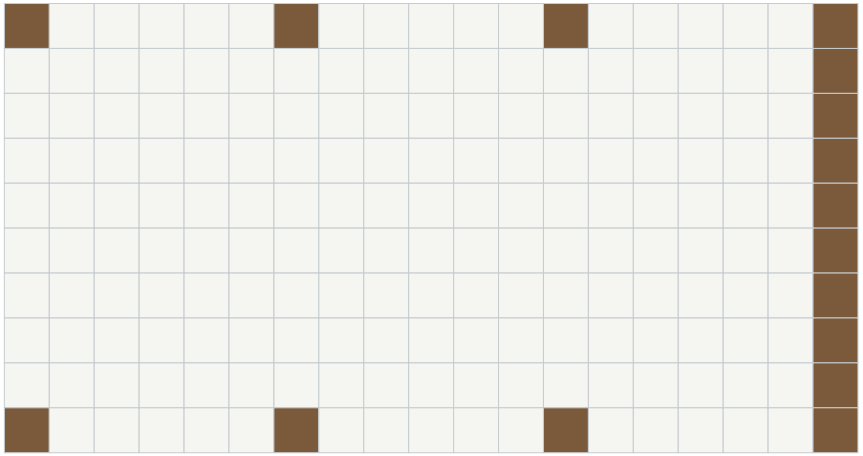
### Layer 5 / Y=4 / +Z downward



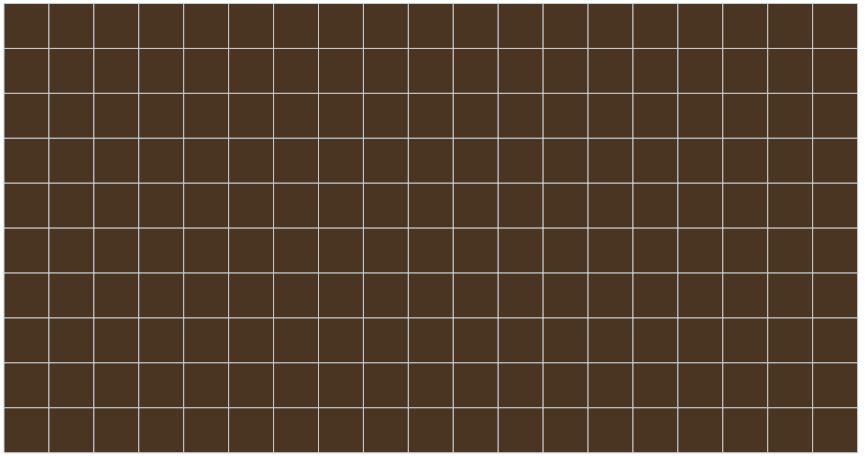
### Layer 6 / Y=5 / +Z downward



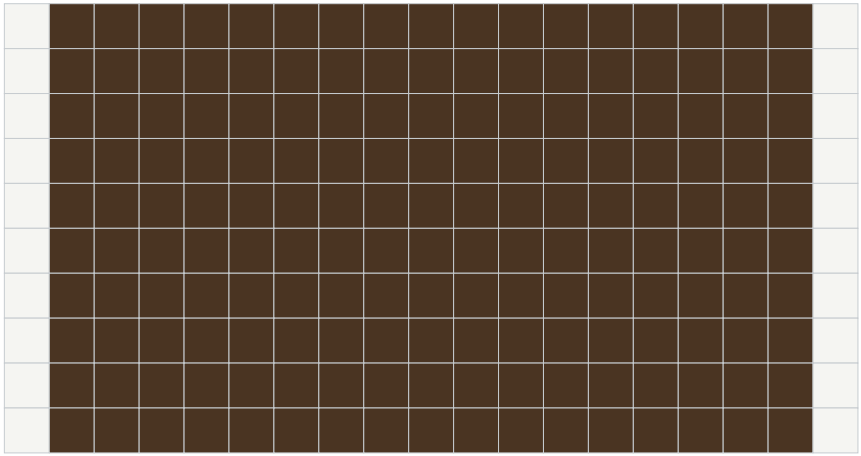
### Layer 7 / Y=6 / +Z downward



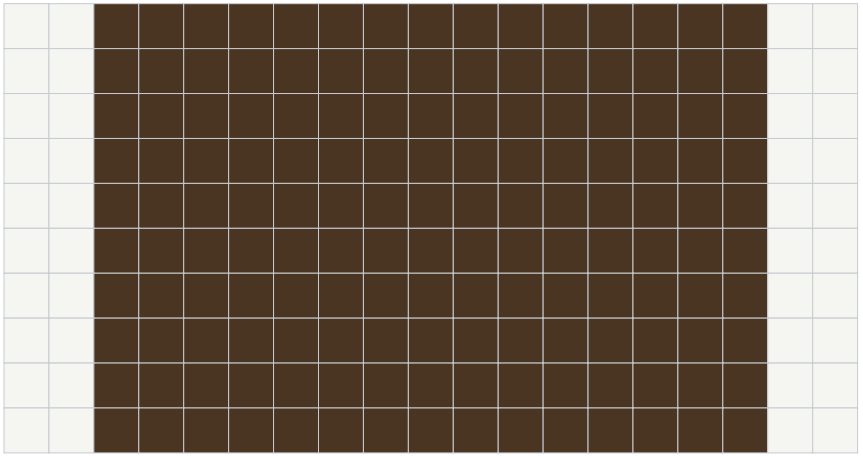
### Layer 8 / Y=7 / +Z downward



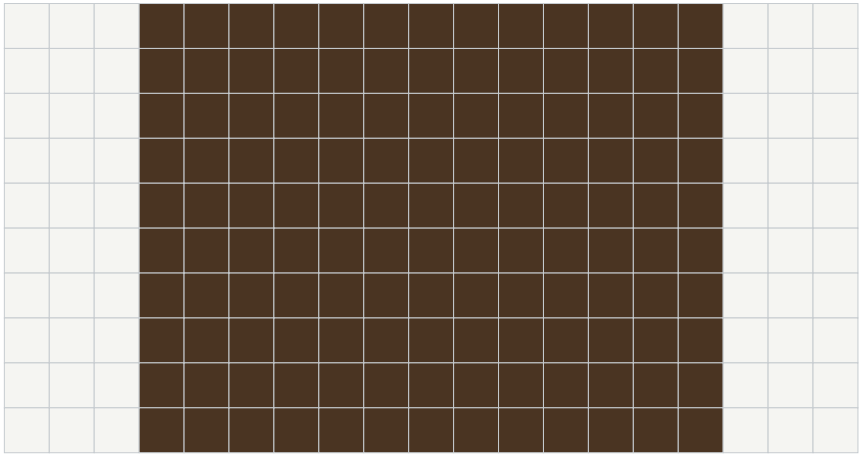
## Layer 9 / Y=8 / +Z downward



## Layer 10 / Y=9 / +Z downward



## Layer 11 / Y=10 / +Z downward



## Layer 12 / Y=11 / +Z downward

