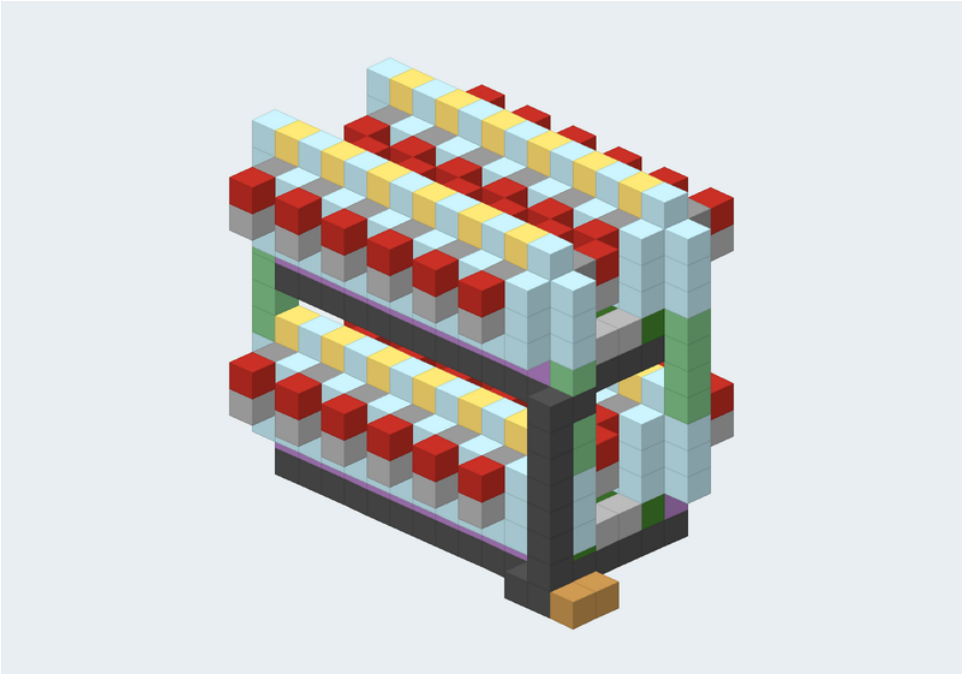
Sugar Cane Farm Module (L4gLegend)

15 x 10 footprint / 13 layers / Java 1.20.1 / 727 occupied cells

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

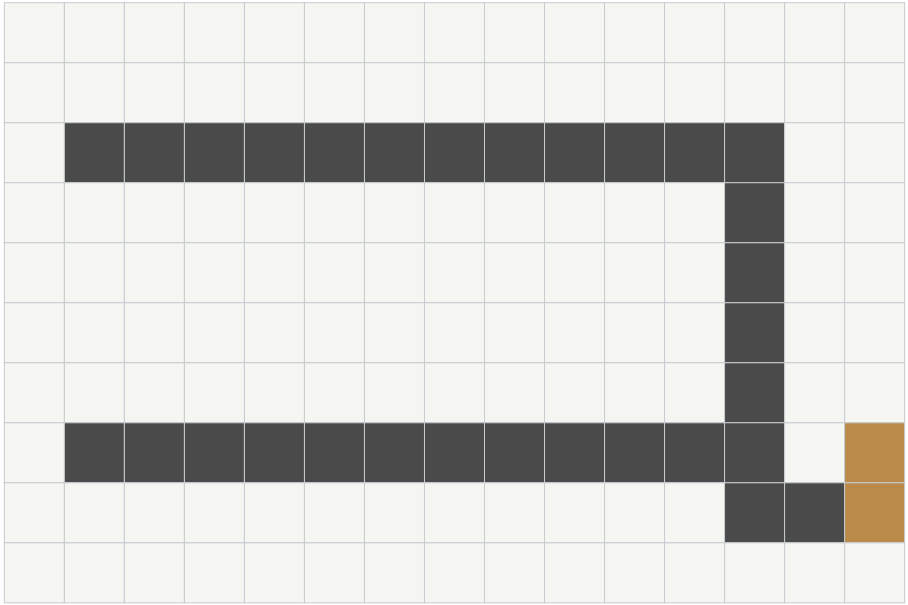
MATERIALS / INVENTORY ITEMS

Glass	242
Sugar Cane	82
Hopper	66
Mud	48
Oak Leaves	48
Observer	48
Piston	48
Redstone Wire	48
Smooth Stone Slab	48
Glowstone	24
Chain	15
Smooth Stone	8
Chest	2

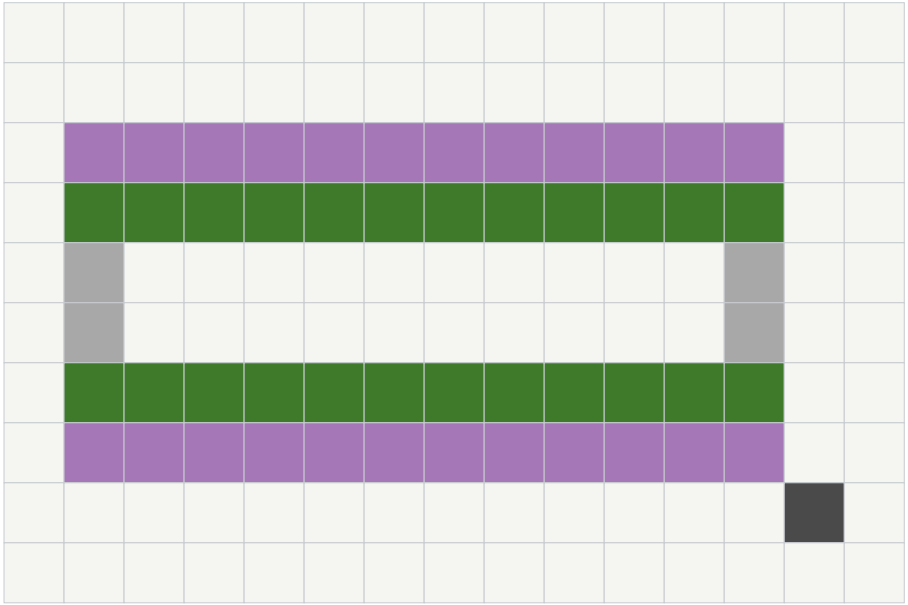


Minecraft Blueprints original sample / CC0 1.0 for our original coordinates / no Minecraft textures included

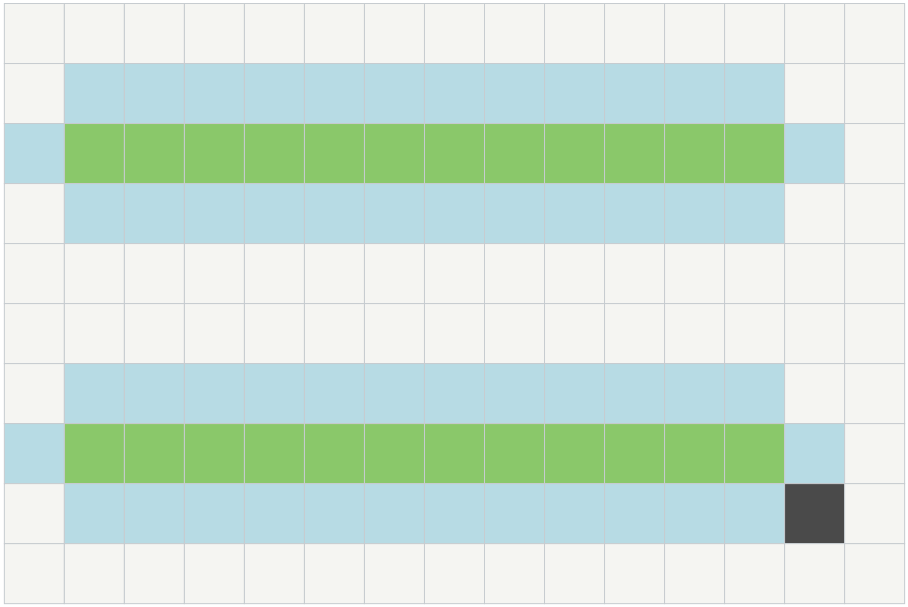
Layer 1 / Y=0 / +Z downward



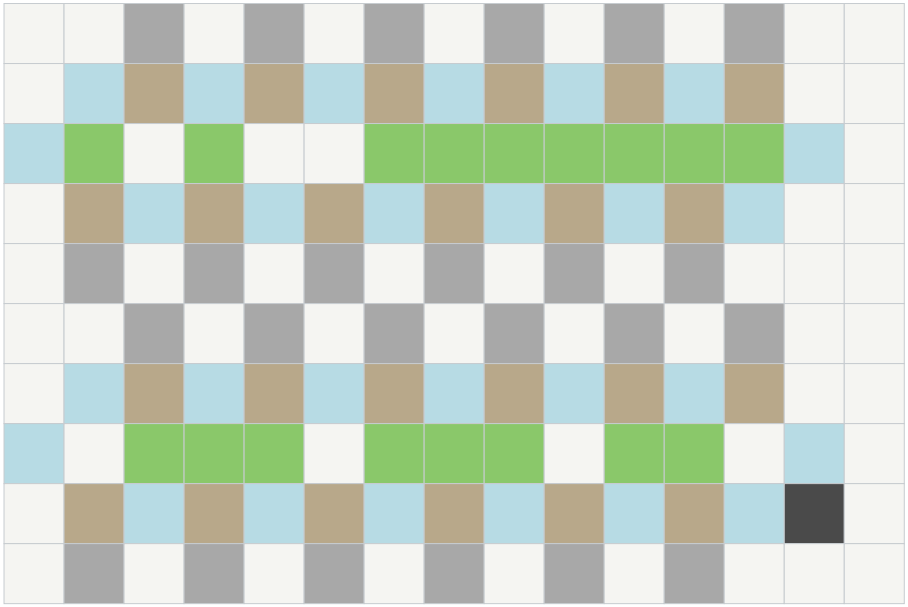
Layer 2 / Y=1 / +Z downward



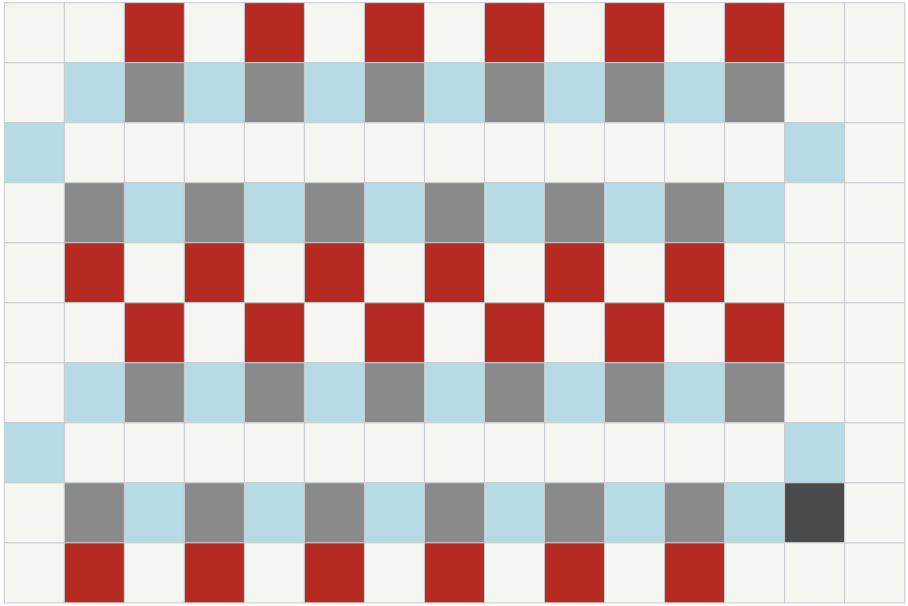
Layer 3 / Y=2 / +Z downward



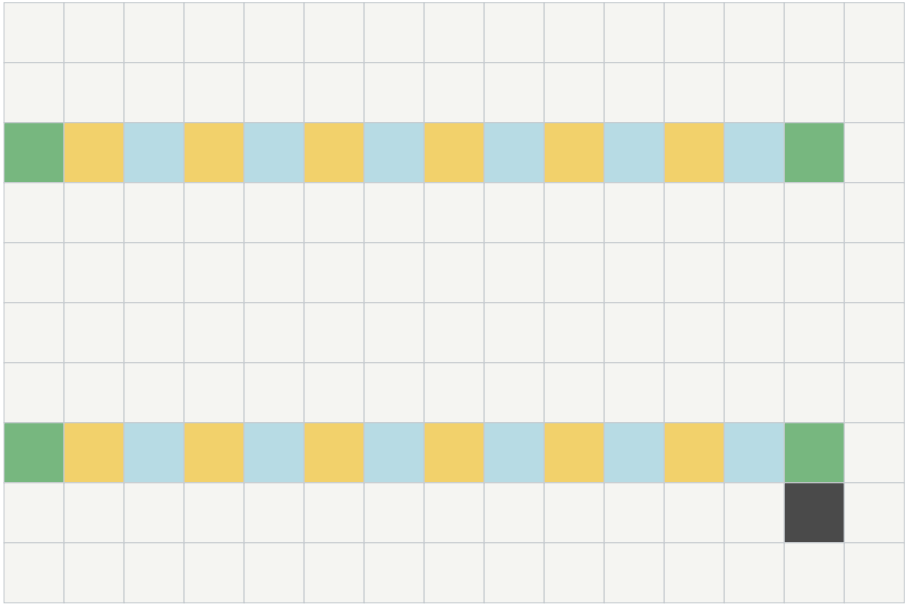
Layer 4 / Y=3 / +Z downward



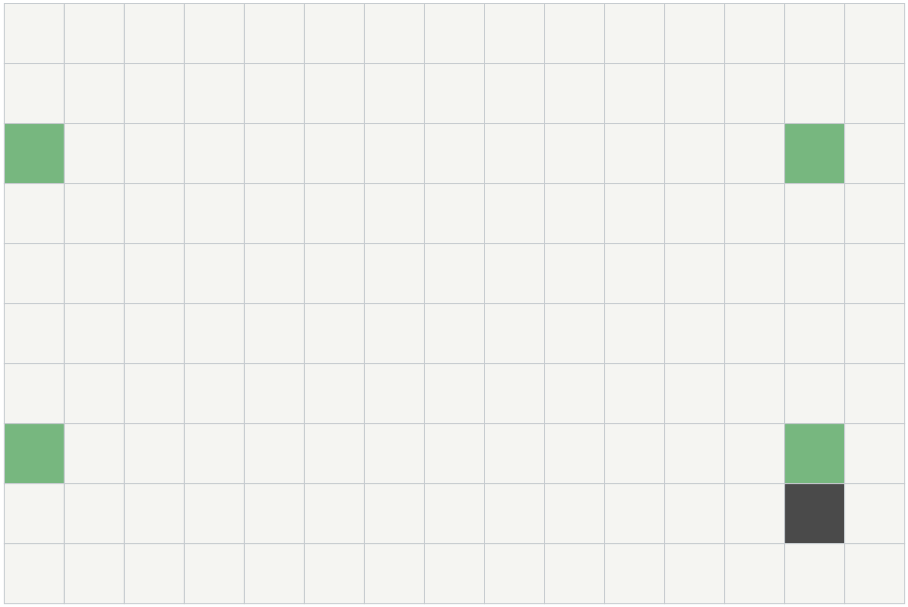
Layer 5 / Y=4 / +Z downward



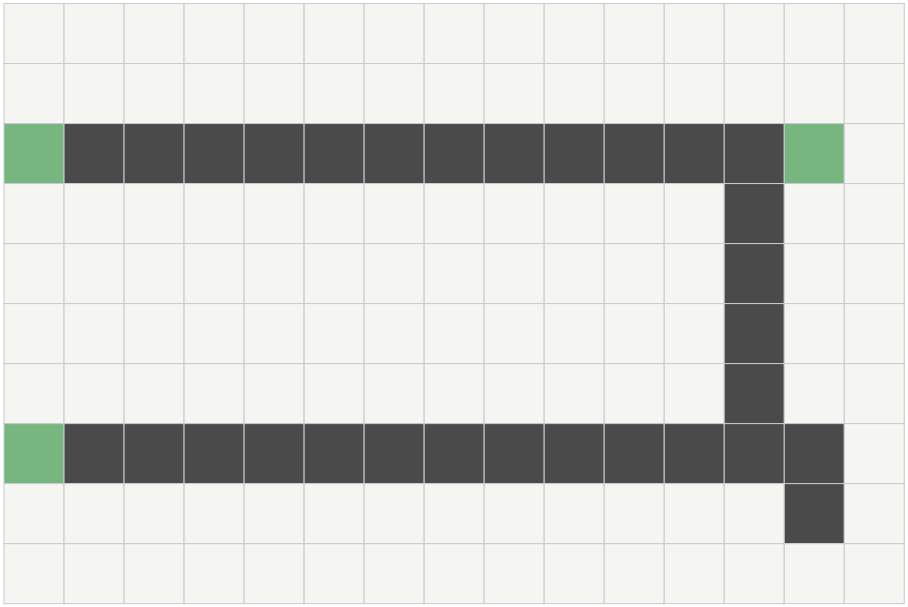
Layer 6 / Y=5 / +Z downward



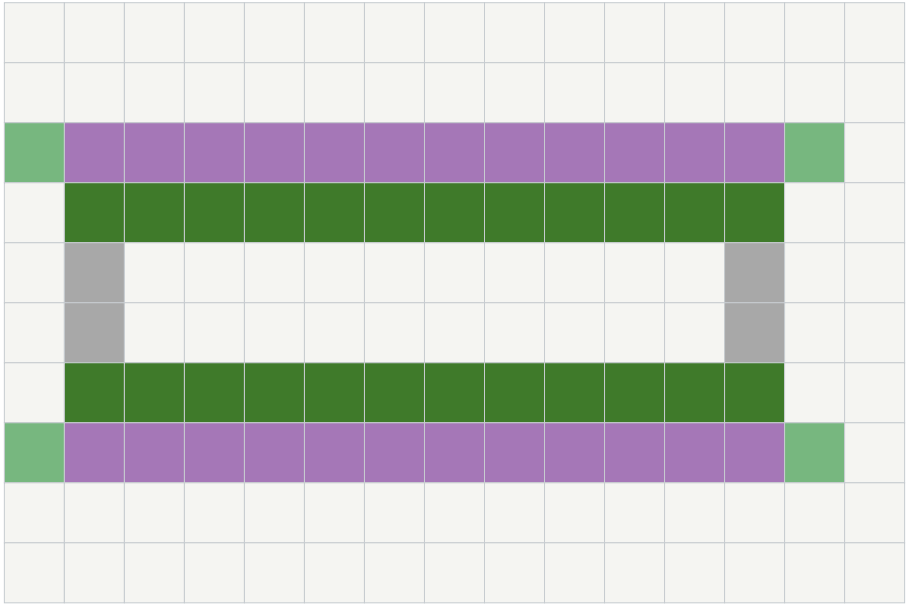
Layer 7 / Y=6 / +Z downward



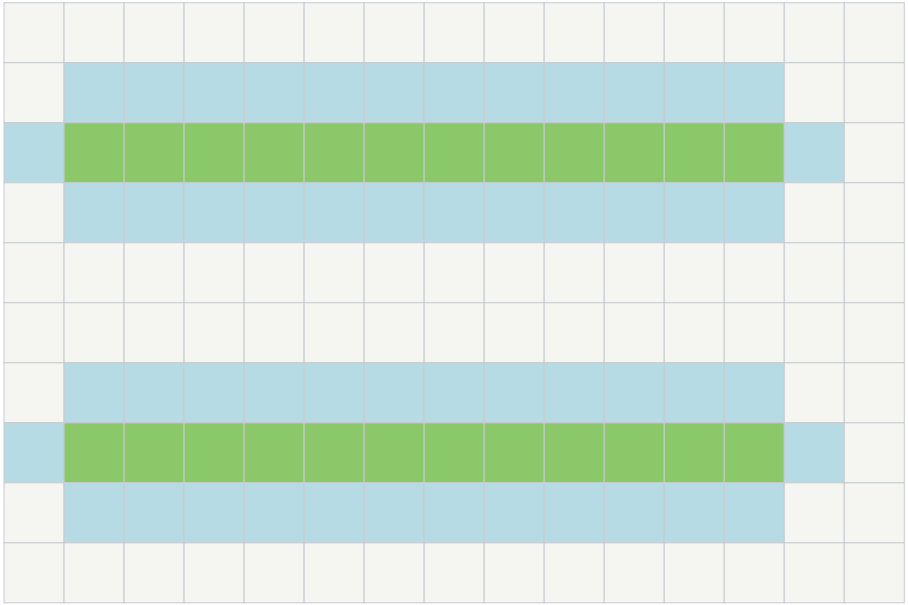
Layer 8 / Y=7 / +Z downward



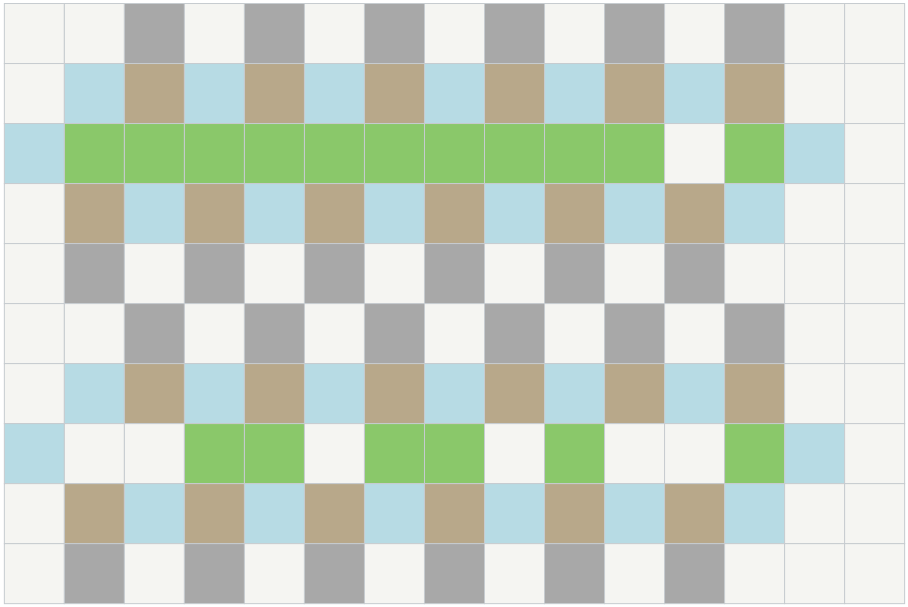
Layer 9 / Y=8 / +Z downward



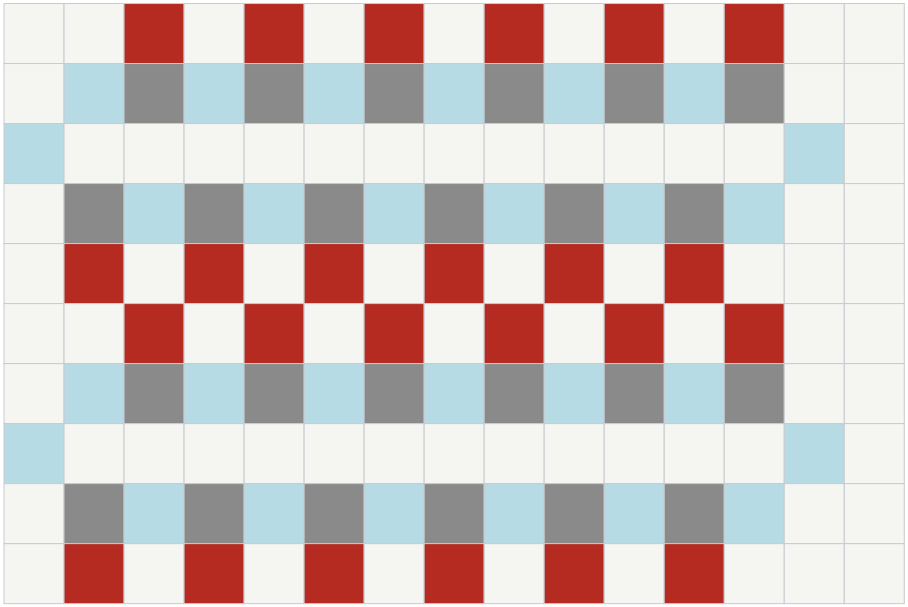
Layer 10 / Y=9 / +Z downward



Layer 11 / Y=10 / +Z downward



Layer 12 / Y=11 / +Z downward



Layer 13 / Y=12 / +Z downward