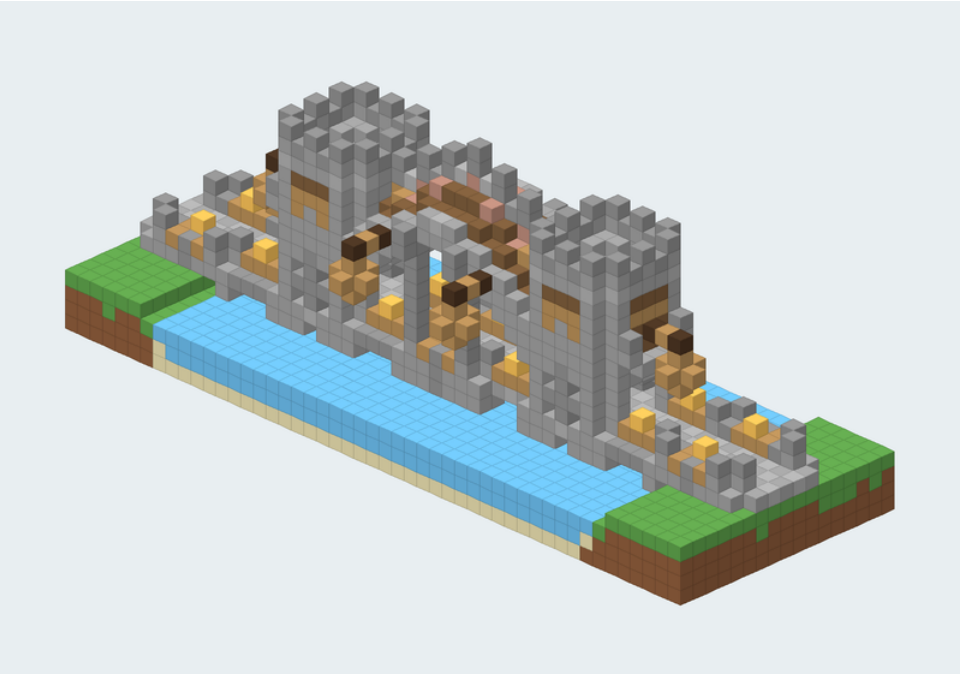
Tower Covered Bridge (Mister_Jingles)

49 x 17 footprint / 19 layers / Java 1.20.1 / 4130 occupied cells

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

MATERIALS / INVENTORY ITEMS

Dirt	661
Sand	608
Stone Bricks	532
Grass Block	274
Cobblestone Wall	169
Stone Brick Stairs	164
Stone Brick Slab	145
Stone Slab	135
Oak Fence	78
Spruce Stairs	58
Cobblestone	48
Oak Slab	34
Oak Trapdoor	24
Spruce Planks	20
Smooth Stone Slab	32
Spruce Slab	22
Torch	14
Dark Oak Stairs	12

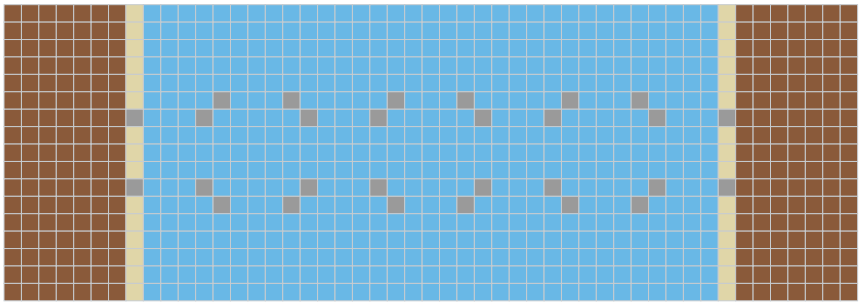


Minecraft Blueprints original sample / CC0 1.0 for our original coordinates / no Minecraft textures included

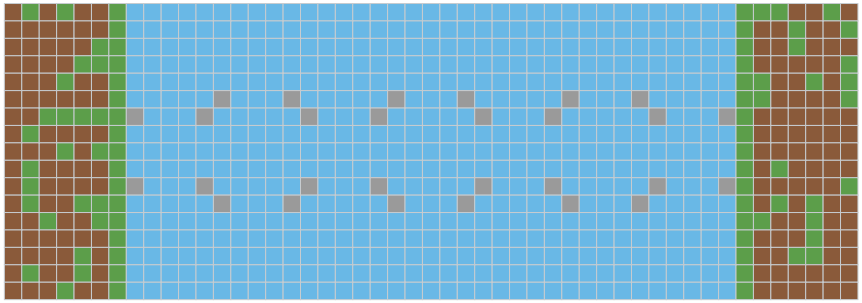
Layer 1 / Y=0 / +Z downward



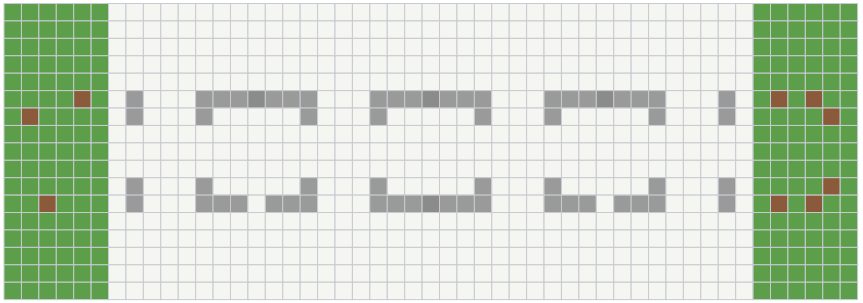
Layer 2 / Y=1 / +Z downward



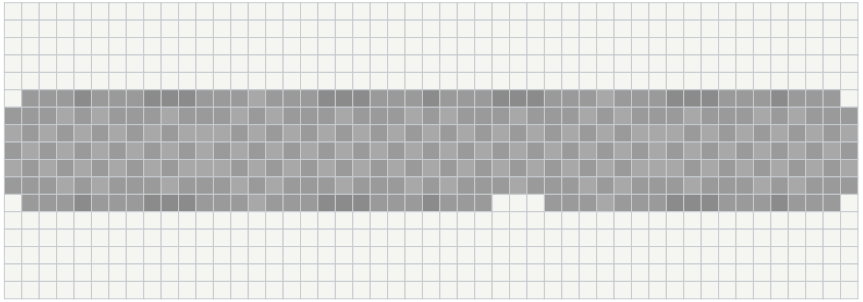
Layer 3 / Y=2 / +Z downward



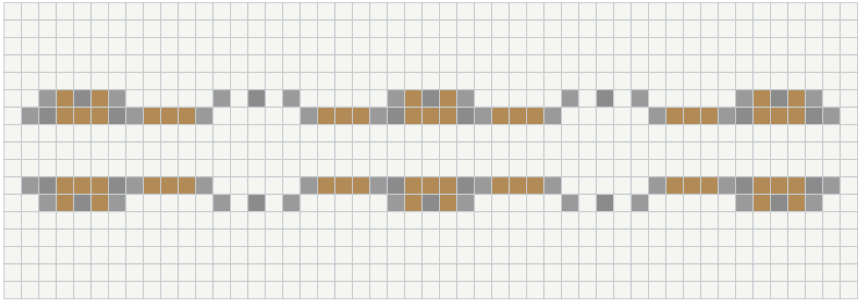
Layer 4 / Y=3 / +Z downward



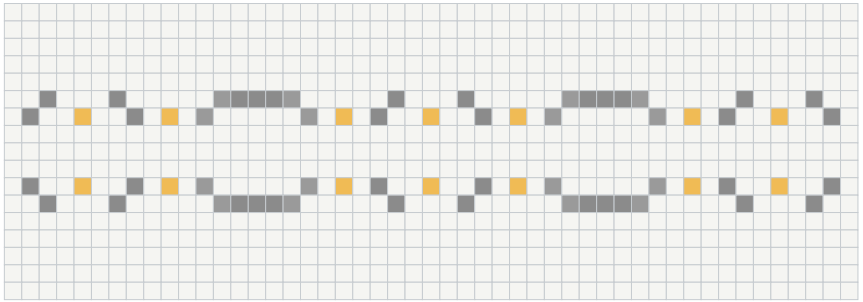
Layer 5 / Y=4 / +Z downward



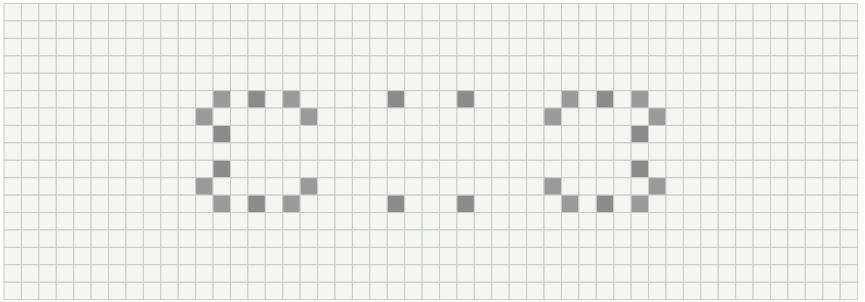
Layer 6 / Y=5 / +Z downward



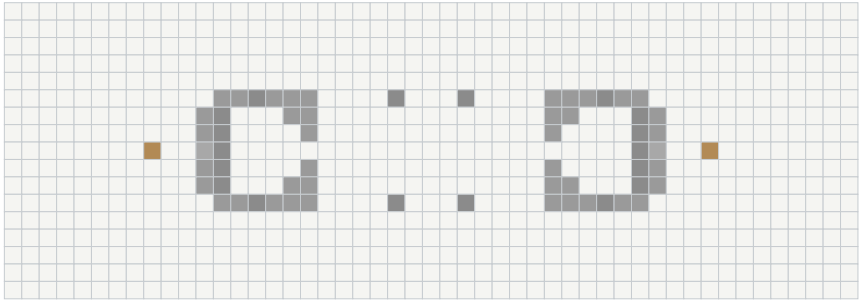
Layer 7 / Y=6 / +Z downward



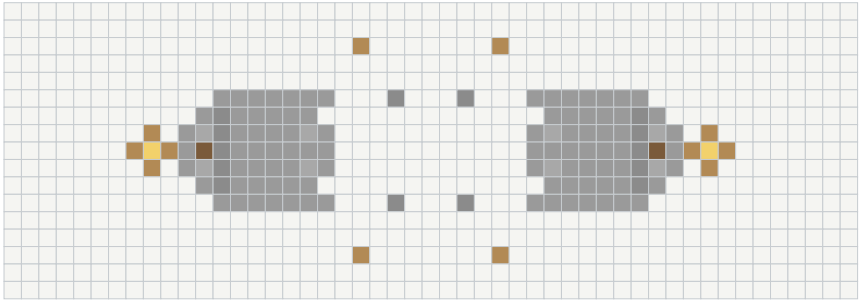
Layer 8 / Y=7 / +Z downward



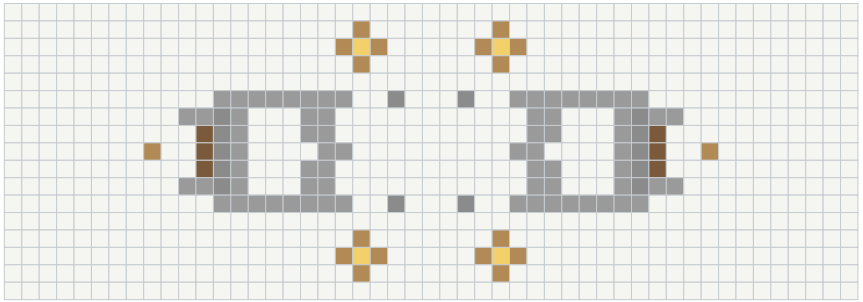
Layer 9 / Y=8 / +Z downward



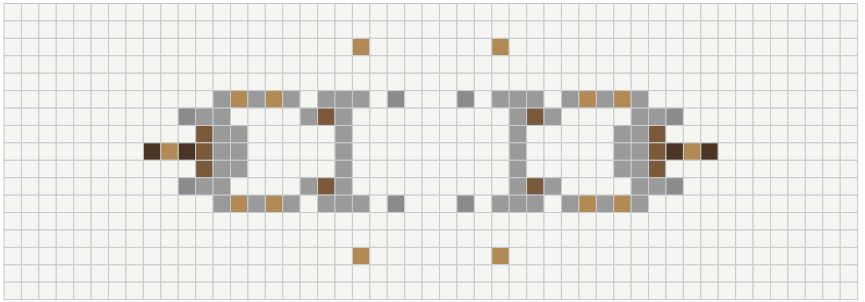
Layer 10 / Y=9 / +Z downward



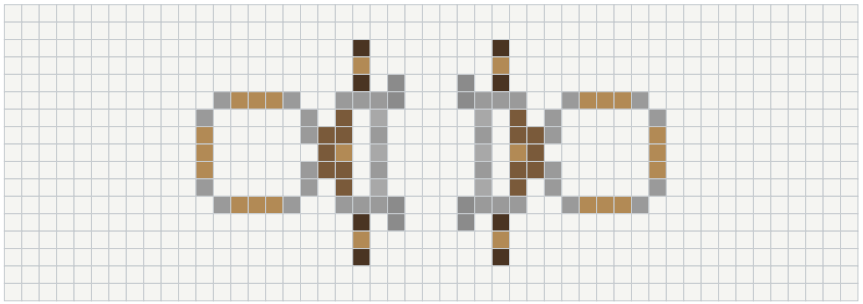
Layer 11 / Y=10 / +Z downward



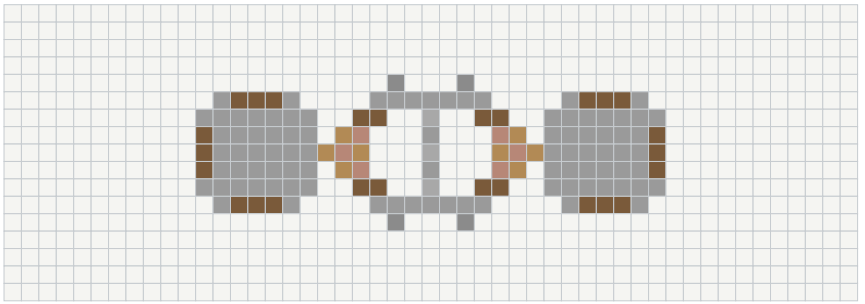
Layer 12 / Y=11 / +Z downward



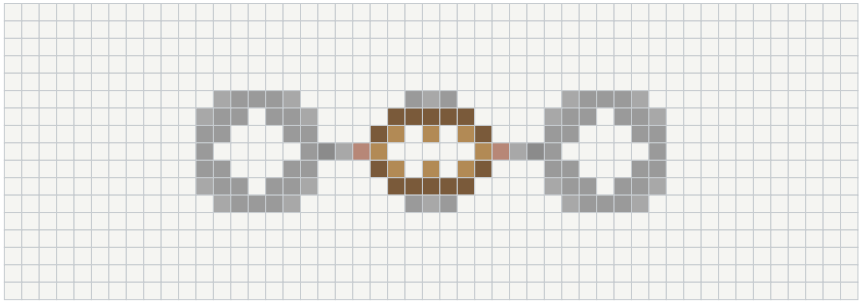
Layer 13 / Y=12 / +Z downward



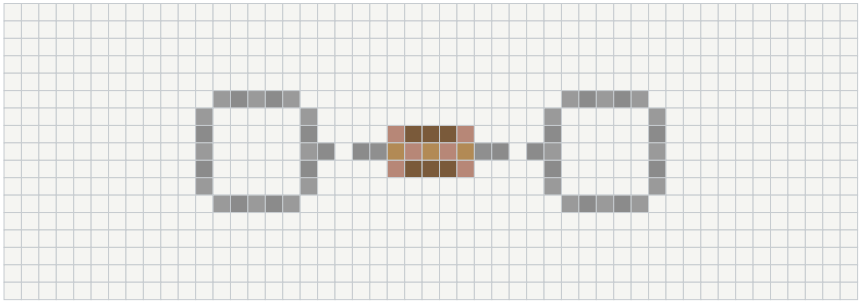
Layer 14 / Y=13 / +Z downward



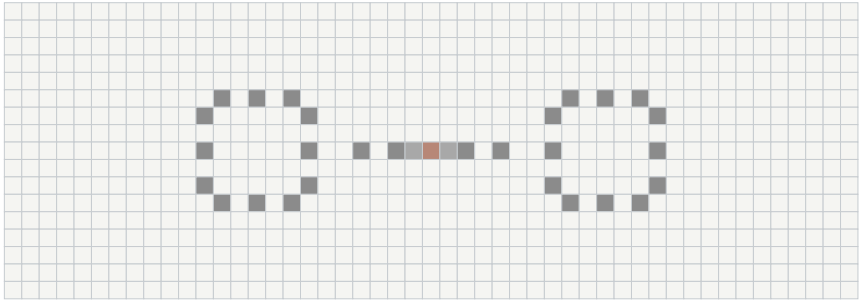
Layer 15 / Y=14 / +Z downward



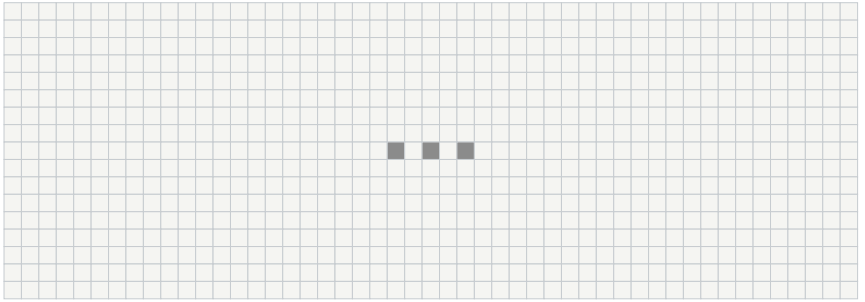
Layer 16 / Y=15 / +Z downward



Layer 17 / Y=16 / +Z downward



Layer 18 / Y=17 / +Z downward



Layer 19 / Y=18 / +Z downward

