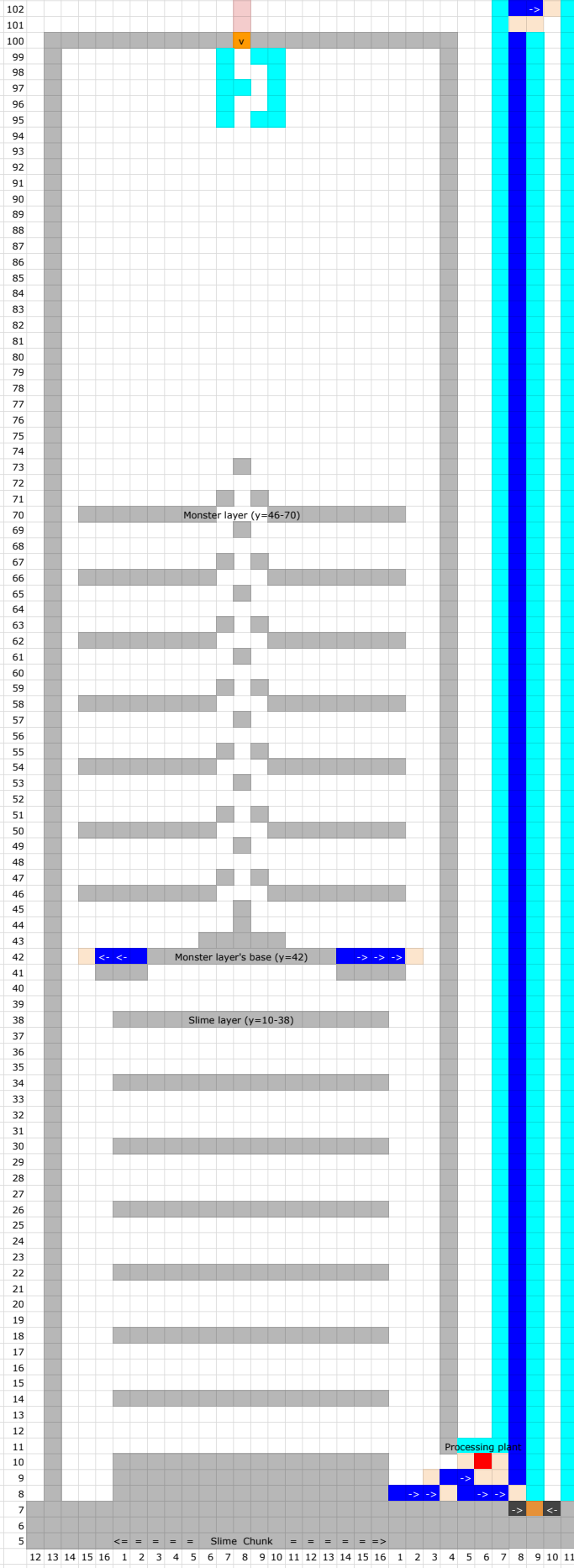
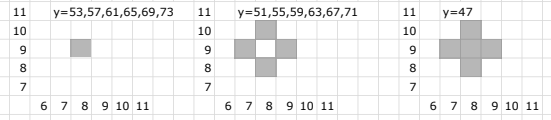


X,Y

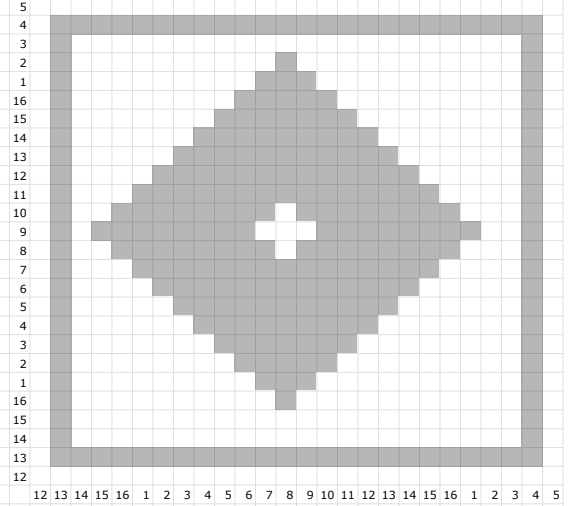


X,Z

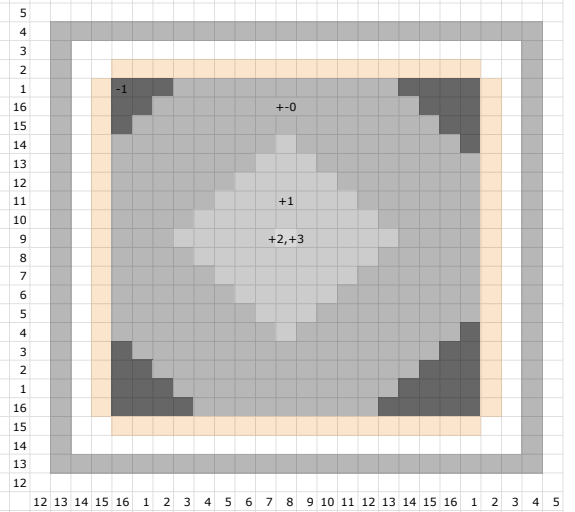
Monster layer (y=46-70)



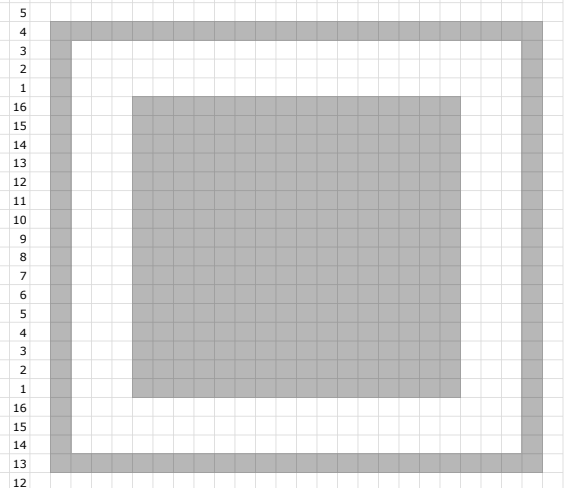
Monster layer (y=46-73)



Monster layer's base (y=42)



Slime layer (y=10-38)

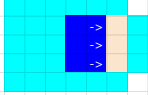


stone	chest	water	player
glass	hopper	flowing_water	
wall_sign	dispenser	lava	

Pattern1

Pattern2

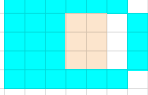
Witch trap (y=102)



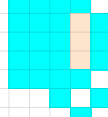
Witch trap (y=102)



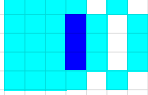
Witch trap (y=101)



Witch trap (y=101)



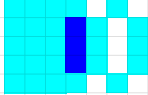
Processing plant (y=11-100)



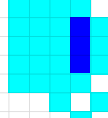
Processing plant (y=11-100)



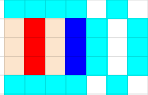
Processing plant (y=11)



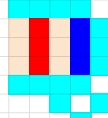
Processing plant (y=11)



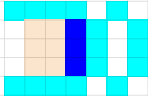
Processing plant (y=10)



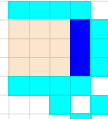
Processing plant (y=10)



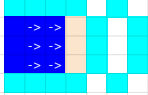
Processing plant (y=9)



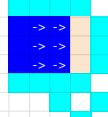
Processing plant (y=9)



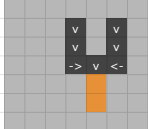
Processing plant (y=8)



Processing plant (y=8)



Processing plant (y=7)



Processing plant (y=7)

