

```

//set white_concrete
//shift 1 up
//set barrier

-hold red dye
//br cmd 10 "calc
gmegabuf(0,randint(5)+5)+gmegabuf(1,randint(5)+5)+gmegabuf(2,randint(5)+5)+gmegabuf(3,ra
ndint(5)+5);g red -c
y=0.1&&x<=gmegabuf(0)*.5&&x>=-gmegabuf(1)*.5&&z<=gmegabuf(2)*.5&&z>=-gmegabuf(3)*
.5"
-or
//br cyl red 1
//mask barrier
-hold orange dye
//br cmd 6 "calc
gmegabuf(0,randint(3)+3)+gmegabuf(1,randint(3)+3)+gmegabuf(2,randint(3)+3)+gmegabuf(3,ra
ndint(3)+3);g orange -c
y=0&&x<=gmegabuf(0)&&x>=-gmegabuf(1)&&z<=gmegabuf(2)&&z>=-gmegabuf(3)"
-or
//br cyl orange 1
//mask barrier,red
-hold yellow dye
//br cyl yellow 1
//mask barrier,red,orange
-hold lime dye
//br cyl lime 1
//mask barrier
-hold green dye
//br cyl green 1
//mask orange
-hold cyan dye
//br cyl cyan 0.1
-hold blue dye
//br cyl blue 0.1

//replace barrier air
//replace "yellow |!yellow" yellow_terracotta
//replace "orange |air,|lime,|red" orange_terracotta
//replace "red |air,|lime,|cyan,|blue" red_terracotta
//replace "lime |air" lime_terracotta
//replace "green |orange,|orange_terracotta,|cyan" green_terracotta

//replace "yellow_terracotta |!yellow" yellow_concrete
//replace "orange_terracotta |!orange,|green_terracotta" orange_concrete

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//replace "orange_terracotta |cyan" orange_concrete
//replace "red_terracotta !|red" red_concrete
//replace "green_terracotta !|green" green_concrete
//replace "lime_terracotta !|lime" lime_concrete

//replace "cyan |blue" red_bed
//replace "cyan |red_bed" orange_bed
//replace "cyan |orange_bed" yellow_bed
//replace "cyan |yellow_bed" lime_bed
//replace "cyan |lime_bed" blue_bed

//replace "orange |blue,|lime_bed,|yellow_bed,|orange_bed,|red_bed" orange_terracotta
//replace "orange |blue_bed |orange_terracotta !|orange_concrete" orange_concrete

//stack 3 up -m red,red_terracotta,red_concrete,lime,lime_concrete,lime_terracotta
//stack 5 up -m
orange_terracotta,orange,orange_concrete,green_concrete,green_terracotta,green
//stack 9 up -m yellow,yellow_terracotta,yellow_concrete
//stack 1 up -m orange_bed
//stack 2 up -m yellow_bed
//stack 3 up -m lime_bed
//stack 4 up -m blue_bed
//expand 9 up

//replace "red,orange,yellow,green,green_terracotta,green_concrete <air" air
//replace "lime,lime_terracotta !<air" air
//replace "red,orange,yellow,green,green_terracotta,green_concrete !<air" light
//replace "orange_terracotta,yellow_terracotta |light !|air" light
//replace "light <orange_terracotta" orange_terracotta
//replace "light <yellow_terracotta" yellow_terracotta

//replace "red_terracotta |red_concrete <air" sandstone_slab
-repeat until 0 replaced
//replace "red_terracotta ||sandstone_slab !|sandstone_slab <air" sandstone_slab

//replace "orange_terracotta |orange_concrete <air" sandstone_slab
-repeat until 0 replaced
//replace "orange_terracotta ||sandstone_slab !|sandstone_slab <air" sandstone_slab

//replace "yellow_terracotta |yellow_concrete <air" sandstone_slab
-repeat until 0 replaced
//replace "yellow_terracotta ||sandstone_slab !|sandstone_slab <air" sandstone_slab

//contract 9 down

```

//shift 1 up

//replace "red_terracotta |red_concrete |air" blue_concrete

-repeat until 0 replaced

//replace "red_terracotta ||blue_concrete !|blue_concrete |air" blue_concrete

//replace "orange_terracotta |orange_concrete |air" blue_concrete

-repeat until 0 replaced

//replace "orange_terracotta ||blue_concrete !|blue_concrete |air" blue_concrete

//replace "yellow_terracotta |yellow_concrete |air" blue_concrete

-repeat until 0 replaced

//replace "yellow_terracotta ||blue_concrete !|blue_concrete |air" blue_concrete

//shift 5 up

//replace "yellow_terracotta |yellow_concrete |air" blue_concrete

-repeat until 0 replaced

//replace "yellow_terracotta ||blue_concrete !|blue_concrete |air" blue_concrete

//expand 3 up

//expand 6 down

//replace "yellow_terracotta,orange_terracotta >blue_concrete" blue_concrete

//replace "!blue_concrete >blue_concrete" light_blue_concrete

//replace "air >green_concrete" green_concrete

//replace "air >green_concrete" green_concrete

//replace "air >green_concrete" green_concrete

//replace "air >green_concrete" green_concrete

//replace "air >>>>green_terracotta" green_terracotta

//replace "air >>>>green" green

-make a cross of upside down sandstone stairs facing away from the center outside of the selection

-select the cross

-go to the center

//copy -m sandstone_stairs

-select the bottom layer of the houses

//expand 9 up

//gmask light_blue_concrete

//replace "yellow,red,light |light_blue_concrete" #fullcopy[#copy]

-make a cross of oak trapdoors facing towards the center outside of the selection

-select the cross

-go to the center

```
//copy -m oak_trapdoor
-select the bottom layer of the houses
//expand 9 up
//gmask blue_concrete
//replace "light |blue_concrete" #fullcopy[#copy]
//gmask light
//replace oak_trapdoor #fullcopy[#copy]
```

```
-make a cross of sandstone stairs facing towards the center outside of the selection
-select the cross
-go to the center
//copy -m sandstone_stairs
-select the bottom layer of the houses
//expand 9 up
//gmask
//replace "air >##beds" blue
//gmask ##beds
//replace blue #fullcopy[#copy]
//gmask
```

```
-make a cross of spruce buttons facing towards the center outside of the selection
-select the cross
//middle air
-go to the center
//copy -m spruce_button
-select the bottom layer of the houses
//expand 7 up
//replace "orange_terracotta,yellow_terracotta,orange_concrete,yellow_concrete
|>sandstone_stairs !|blue !>sandstone_stairs" purple
//replace "yellow_terracotta,yellow_concrete |<<oak_trapdoor !|<oak_trapdoor
!>sandstone_stairs" purple
//replace "orange_concrete,orange_terracotta <|sandstone_slab >>|red" purple
//expand 2 up
//contract 7 up
//replace "yellow_concrete,yellow_terracotta |sandstone_stairs" purple
//expand 7 down
//gmask air
//replace purple #fullcopy[#copy]
//gmask
```

```
//replace
##beds,red_terracotta,red_concrete,orange_terracotta,orange_concrete,yellow_terracotta,yello
w_concrete,purple,light_blue_concrete,blue_concrete sandstone
//replace "green_terracotta,green,green_concrete >light" orange
```

```
//replace blue air
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```
//replace "green_concrete,lime_concrete <air" spruce_slab
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```
//replace ##terracotta spruce_trapdoor
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```
//replace green,lime *campfire[lit=false,signal_fire=false,waterlogged=false]
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```
//replace lime_concrete,green_concrete spruce_fence
```

```
-make weave of stripped oak logs outside of selection
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-select it
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```
//copy
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-select the bottom layer of the houses
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//expand 9 up
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```
//replace red,orange,yellow #clipboard
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```
//replace "air <campfire,spruce_trapdoor" spruce_trapdoor[half=top]
```

```
//replace campfire 80%#existing,20%oak_leaves[persistent=true]
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```
//replace "campfire,spruce_trapdoor |oak_leaves" #existing,oak_leaves[persistent=true]
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```
//replace "air |<oak_leaves" oak_leaves
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```
//replace "air <oak_leaves" air,oak_leaves
```

```
//replace sandstone sandstone,smooth_sandstone,cut_sandstone
```

```
//replace sandstone_stairs ^sandstone_stairs,^smooth_sandstone_stairs
```

```
//replace sandstone_slab sandstone_slab,smooth_sandstone_slab,cut_sandstone_slab
```