

# TRANSPORTATION

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# Piston Bolt System Format

## Name of creation

(Examples Name of creation)

**By** User1 (Discord: @user1)

(Examples Creator)

**Version** 1.16.0 - Latest

(Examples Version)

### Credits

- User2 (Discord: @user1) for the idea
- User3 (Twitter: <https://x.com/User3>) for the testing
- User4 (YouTube: <https://www.youtube.com/@User4>) for helping
- **Note:** See the website for the entire list
- (Examples Credits)

### Description

This farm consists of 5 separate modules, each in their own density area. This allows more mobs to spawn. This farm also uses a special mechanic that User2 found, allowing for more rates.

(Examples Description)

### Important Information

- Simulation distance
  - (Examples Simulation Distance)
- Rates
  - (Examples Rates)

### Additional Information

- World download: See below or use this [link](#)
- Overview Image: Overview of how the farm looks (it looks like a zombie head)
- Showcase/Tutorial: <https://youtu.be/cHgN23>
- Structura: See below
- Block list: See below

- Website: <>
- (Examples Additional Information)

## **Extra Information**

- **Creation Date**
  - (Examples Creation Date)
- Archived Date
  - (Examples Archived Date)
- Size
  - (Examples Size)
- Gamerule
  - (Examples Gamerule)
- Dimensions
  - (Examples Dimension)
- Biome
  - (Examples Biome)
- Kill Method
  - (Examples Kill Method)
- Loot Delivery
  - (Examples Loot Delivery)
- Experience Delivery
  - (Examples Experience Delivery)
- Notes
  - (Examples Notes)

# Piston Bolt

# Horizontal/Vertical/Diagonal Format

## Name of creation

(Examples Name of creation)

**By** User1 (Discord: @user1)

(Examples Creator)

**Version** 1.16.0 - Latest

(Examples Version)

### Credits

- User2 (Discord: @user1) for the idea
- User3 (Twitter: <https://x.com/User3>) for the testing
- User4 (YouTube: <https://www.youtube.com/@User4>) for helping
- **Note:** See the website for the entire list
- (Examples Credits)

### Description

This farm consists of 5 separate modules, each in their own density area. This allows more mobs to spawn. This farm also uses a special mechanic that User2 found, allowing for more rates.

(Examples Description)

### Important Information

- Simulation distance
  - (Examples Simulation Distance)
- Rates
  - (Examples Rates)

### Additional Information

- World download: See below or use this [link](#)
- Overview Image: Overview of how the farm looks (it looks like a zombie head)
- Showcase/Tutorial: <https://youtu.be/cHgN23>
- Structura: See below
- Block list: See below
- Website: <>
- (Examples [Additional Information](#))

## Extra Information

- **Creation Date**
  - (Examples [Creation Date](#))
- **Archived Date**
  - (Examples [Archived Date](#))
- **Size**
  - (Examples [Size](#))
- **Gamerule**
  - (Examples [Gamerule](#))
- **Dimensions**
  - (Examples [Dimension](#))
- **Biome**
  - (Examples [Biome](#))
- **Kill Method**
  - (Examples [Kill Method](#))
- **Loot Delivery**
  - (Examples [Loot Delivery](#))
- **Experience Delivery**
  - (Examples [Experience Delivery](#))
- **Notes**
  - (Examples [Notes](#))

# Ender Pearl Cannon Format

## Name of creation

(Examples Name of creation)

**By** User1 (Discord: @user1)

(Examples Creator)

**Version** 1.16.0 - Latest

(Examples Version)

### Credits

- User2 (Discord: @user1) for the idea
- User3 (Twitter: <https://x.com/User3>) for the testing
- User4 (YouTube: <https://www.youtube.com/@User4>) for helping
- **Note:** See the website for the entire list
- (Examples Credits)

### Description

This farm consists of 5 separate modules, each in their own density area. This allows more mobs to spawn. This farm also uses a special mechanic that User2 found, allowing for more rates.

(Examples Description)

### Important Information

- Simulation distance
  - (Examples Simulation Distance)
- Rates
  - (Examples Rates)

### Additional Information

- World download: See below or use this [link](#)
- Overview Image: Overview of how the farm looks (it looks like a zombie head)
- Showcase/Tutorial: <https://youtu.be/cHgN23>
- Structura: See below
- Block list: See below

- Website: <>
- (Examples Additional Information)

## **Extra Information**

- **Creation Date**
  - (Examples Creation Date)
- Archived Date
  - (Examples Archived Date)
- Size
  - (Examples Size)
- Gamerule
  - (Examples Gamerule)
- Dimensions
  - (Examples Dimension)
- Biome
  - (Examples Biome)
- Kill Method
  - (Examples Kill Method)
- Loot Delivery
  - (Examples Loot Delivery)
- Experience Delivery
  - (Examples Experience Delivery)
- Notes
  - (Examples Notes)

# Ender Pearl Statis Format

## Name of creation

(Examples Name of creation)

**By** User1 (Discord: @user1)

(Examples Creator)

**Version** 1.16.0 - Latest

(Examples Version)

### Credits

- User2 (Discord: @user1) for the idea
- User3 (Twitter: <https://x.com/User3>) for the testing
- User4 (YouTube: <https://www.youtube.com/@User4>) for helping
- **Note:** See the website for the entire list
- (Examples Credits)

### Description

This farm consists of 5 separate modules, each in their own density area. This allows more mobs to spawn. This farm also uses a special mechanic that User2 found, allowing for more rates.

(Examples Description)

### Important Information

- Simulation distance
  - (Examples Simulation Distance)
- Rates
  - (Examples Rates)

### Additional Information

- World download: See below or use this [link](#)
- Overview Image: Overview of how the farm looks (it looks like a zombie head)
- Showcase/Tutorial: <https://youtu.be/cHgN23>
- Structura: See below
- Block list: See below

- Website: <>
- (Examples Additional Information)

## **Extra Information**

- **Creation Date**
  - (Examples Creation Date)
- Archived Date
  - (Examples Archived Date)
- Size
  - (Examples Size)
- Gamerule
  - (Examples Gamerule)
- Dimensions
  - (Examples Dimension)
- Biome
  - (Examples Biome)
- Kill Method
  - (Examples Kill Method)
- Loot Delivery
  - (Examples Loot Delivery)
- Experience Delivery
  - (Examples Experience Delivery)
- Notes
  - (Examples Notes)

# Horizontal/Vertical Player Transport Format

## Name of creation

(Examples Name of creation)

**By** User1 (Discord: @user1)

(Examples Creator)

**Version** 1.16.0 - Latest

(Examples Version)

### Credits

- User2 (Discord: @user1) for the idea
- User3 (Twitter: <https://x.com/User3>) for the testing
- User4 (YouTube: <https://www.youtube.com/@User4>) for helping
- **Note:** See the website for the entire list
- (Examples Credits)

### Description

This farm consists of 5 separate modules, each in their own density area. This allows more mobs to spawn. This farm also uses a special mechanic that User2 found, allowing for more rates.

(Examples Description)

### Important Information

- Simulation distance
  - (Examples Simulation Distance)
- Rates
  - (Examples Rates)

### Additional Information

- World download: See below or use this [link](#)
- Overview Image: Overview of how the farm looks (it looks like a zombie head)

- Showcase/Tutorial: <https://youtu.be/cHgN23>
- Structura: See below
- Block list: See below
- Website: <>
- (Examples [Additional Information](#))

## Extra Information

- **Creation Date**
  - (Examples [Creation Date](#))
- Archived Date
  - (Examples [Archived Date](#))
- Size
  - (Examples [Size](#))
- Gamerule
  - (Examples [Gamerule](#))
- Dimensions
  - (Examples [Dimension](#))
- Biome
  - (Examples [Biome](#))
- Kill Method
  - (Examples [Kill Method](#))
- Loot Delivery
  - (Examples [Loot Delivery](#))
- Experience Delivery
  - (Examples [Experience Delivery](#))
- Notes
  - (Examples [Notes](#))

# Other Player Transport Format

## Name of creation

(Examples Name of creation)

**By** User1 (Discord: @user1)

(Examples Creator)

**Version** 1.16.0 - Latest

(Examples Version)

### Credits

- User2 (Discord: @user1) for the idea
- User3 (Twitter: <https://x.com/User3>) for the testing
- User4 (YouTube: <https://www.youtube.com/@User4>) for helping
- **Note:** See the website for the entire list
- (Examples Credits)

### Description

This farm consists of 5 separate modules, each in their own density area. This allows more mobs to spawn. This farm also uses a special mechanic that User2 found, allowing for more rates.

(Examples Description)

### Important Information

- Simulation distance
  - (Examples Simulation Distance)
- Rates
  - (Examples Rates)

### Additional Information

- World download: See below or use this [link](#)
- Overview Image: Overview of how the farm looks (it looks like a zombie head)

- Showcase/Tutorial: <https://youtu.be/cHgN23>
- Structura: See below
- Block list: See below
- Website: <>
- (Examples [Additional Information](#))

## Extra Information

- **Creation Date**
  - (Examples [Creation Date](#))
- Archived Date
  - (Examples [Archived Date](#))
- Size
  - (Examples [Size](#))
- Gamerule
  - (Examples [Gamerule](#))
- Dimensions
  - (Examples [Dimension](#))
- Biome
  - (Examples [Biome](#))
- Kill Method
  - (Examples [Kill Method](#))
- Loot Delivery
  - (Examples [Loot Delivery](#))
- Experience Delivery
  - (Examples [Experience Delivery](#))
- Notes
  - (Examples [Notes](#))

# Block Conveyors Format

## Name of creation

(Examples Name of creation)

**By** User1 (Discord: @user1)

(Examples Creator)

**Version** 1.16.0 - Latest

(Examples Version)

### Credits

- User2 (Discord: @user1) for the idea
- User3 (Twitter: <https://x.com/User3>) for the testing
- User4 (YouTube: <https://www.youtube.com/@User4>) for helping
- **Note:** See the website for the entire list
- (Examples Credits)

### Description

This farm consists of 5 separate modules, each in their own density area. This allows more mobs to spawn. This farm also uses a special mechanic that User2 found, allowing for more rates.

(Examples Description)

### Important Information

- Simulation distance
  - (Examples Simulation Distance)
- Rates
  - (Examples Rates)

### Additional Information

- World download: See below or use this [link](#)
- Overview Image: Overview of how the farm looks (it looks like a zombie head)
- Showcase/Tutorial: <https://youtu.be/cHgN23>
- Structura: See below
- Block list: See below

- Website: <>
- (Examples Additional Information)

## Extra Information

- **Creation Date**
  - (Examples Creation Date)
- Archived Date
  - (Examples Archived Date)
- Size
  - (Examples Size)
- Gamerule
  - (Examples Gamerule)
- Dimensions
  - (Examples Dimension)
- Biome
  - (Examples Biome)
- Kill Method
  - (Examples Kill Method)
- Loot Delivery
  - (Examples Loot Delivery)
- Experience Delivery
  - (Examples Experience Delivery)
- Notes
  - (Examples Notes)

# Mob Conveyors Format

## Name of creation

(Examples Name of creation)

**By** User1 (Discord: @user1)

(Examples Creator)

**Version** 1.16.0 - Latest

(Examples Version)

### Credits

- User2 (Discord: @user1) for the idea
- User3 (Twitter: <https://x.com/User3>) for the testing
- User4 (YouTube: <https://www.youtube.com/@User4>) for helping
- **Note:** See the website for the entire list
- (Examples Credits)

### Description

This farm consists of 5 separate modules, each in their own density area. This allows more mobs to spawn. This farm also uses a special mechanic that User2 found, allowing for more rates.

(Examples Description)

### Important Information

- Simulation distance
  - (Examples Simulation Distance)
- Rates
  - (Examples Rates)

### Additional Information

- World download: See below or use this [link](#)
- Overview Image: Overview of how the farm looks (it looks like a zombie head)
- Showcase/Tutorial: <https://youtu.be/cHgN23>
- Structura: See below
- Block list: See below

- Website: <>
- (Examples Additional Information)

## Extra Information

- **Creation Date**
  - (Examples Creation Date)
- Archived Date
  - (Examples Archived Date)
- Size
  - (Examples Size)
- Gamerule
  - (Examples Gamerule)
- Dimensions
  - (Examples Dimension)
- Biome
  - (Examples Biome)
- Kill Method
  - (Examples Kill Method)
- Loot Delivery
  - (Examples Loot Delivery)
- Experience Delivery
  - (Examples Experience Delivery)
- Notes
  - (Examples Notes)

# Item Transport Format

## Name of creation

(Examples Name of creation)

**By** User1 (Discord: @user1)

(Examples Creator)

**Version** 1.16.0 - Latest

(Examples Version)

### Credits

- User2 (Discord: @user1) for the idea
- User3 (Twitter: <https://x.com/User3>) for the testing
- User4 (YouTube: <https://www.youtube.com/@User4>) for helping
- **Note:** See the website for the entire list
- (Examples Credits)

### Description

This farm consists of 5 separate modules, each in their own density area. This allows more mobs to spawn. This farm also uses a special mechanic that User2 found, allowing for more rates.

(Examples Description)

### Important Information

- Simulation distance
  - (Examples Simulation Distance)
- Rates
  - (Examples Rates)

### Additional Information

- World download: See below or use this [link](#)
- Overview Image: Overview of how the farm looks (it looks like a zombie head)
- Showcase/Tutorial: <https://youtu.be/cHgN23>
- Structura: See below
- Block list: See below

- Website: <>
- (Examples Additional Information)

## Extra Information

- **Creation Date**
  - (Examples Creation Date)
- Archived Date
  - (Examples Archived Date)
- Size
  - (Examples Size)
- Gamerule
  - (Examples Gamerule)
- Dimensions
  - (Examples Dimension)
- Biome
  - (Examples Biome)
- Kill Method
  - (Examples Kill Method)
- Loot Delivery
  - (Examples Loot Delivery)
- Experience Delivery
  - (Examples Experience Delivery)
- Notes
  - (Examples Notes)

# Item Transport Format

## Name of creation

(Examples Name of creation)

**By** User1 (Discord: @user1)

(Examples Creator)

**Version** 1.16.0 - Latest

(Examples Version)

### Credits

- User2 (Discord: @user1) for the idea
- User3 (Twitter: <https://x.com/User3>) for the testing
- User4 (YouTube: <https://www.youtube.com/@User4>) for helping
- **Note:** See the website for the entire list
- (Examples Credits)

### Description

This farm consists of 5 separate modules, each in their own density area. This allows more mobs to spawn. This farm also uses a special mechanic that User2 found, allowing for more rates.

(Examples Description)

### Important Information

- Simulation distance
  - (Examples Simulation Distance)
- Rates
  - (Examples Rates)

### Additional Information

- World download: See below or use this [link](#)
- Overview Image: Overview of how the farm looks (it looks like a zombie head)
- Showcase/Tutorial: <https://youtu.be/cHgN23>
- Structura: See below
- Block list: See below

- Website: <>
- (Examples Additional Information)

## **Extra Information**

- **Creation Date**
  - (Examples Creation Date)
- Archived Date
  - (Examples Archived Date)
- Size
  - (Examples Size)
- Gamerule
  - (Examples Gamerule)
- Dimensions
  - (Examples Dimension)
- Biome
  - (Examples Biome)
- Kill Method
  - (Examples Kill Method)
- Loot Delivery
  - (Examples Loot Delivery)
- Experience Delivery
  - (Examples Experience Delivery)
- Notes
  - (Examples Notes)

# Auto Dropper Format

## Name of creation

(Examples Name of creation)

**By** User1 (Discord: @user1)

(Examples Creator)

**Version** 1.16.0 - Latest

(Examples Version)

### Credits

- User2 (Discord: @user1) for the idea
- User3 (Twitter: <https://x.com/User3>) for the testing
- User4 (YouTube: <https://www.youtube.com/@User4>) for helping
- **Note:** See the website for the entire list
- (Examples Credits)

### Description

This farm consists of 5 separate modules, each in their own density area. This allows more mobs to spawn. This farm also uses a special mechanic that User2 found, allowing for more rates.

(Examples Description)

### Important Information

- Simulation distance
  - (Examples Simulation Distance)
- Rates
  - (Examples Rates)

### Additional Information

- World download: See below or use this [link](#)
- Overview Image: Overview of how the farm looks (it looks like a zombie head)
- Showcase/Tutorial: <https://youtu.be/cHgN23>
- Structura: See below
- Block list: See below

- Website: <>
- (Examples Additional Information)

## **Extra Information**

- **Creation Date**
  - (Examples Creation Date)
- Archived Date
  - (Examples Archived Date)
- Size
  - (Examples Size)
- Gamerule
  - (Examples Gamerule)
- Dimensions
  - (Examples Dimension)
- Biome
  - (Examples Biome)
- Kill Method
  - (Examples Kill Method)
- Loot Delivery
  - (Examples Loot Delivery)
- Experience Delivery
  - (Examples Experience Delivery)
- Notes
  - (Examples Notes)

# Minecart Loader/Unloader Format

## Name of creation

(Examples Name of creation)

**By** User1 (Discord: @user1)

(Examples Creator)

**Version** 1.16.0 - Latest

(Examples Version)

### Credits

- User2 (Discord: @user1) for the idea
- User3 (Twitter: <https://x.com/User3>) for the testing
- User4 (YouTube: <https://www.youtube.com/@User4>) for helping
- **Note:** See the website for the entire list
- (Examples Credits)

### Description

This farm consists of 5 separate modules, each in their own density area. This allows more mobs to spawn. This farm also uses a special mechanic that User2 found, allowing for more rates.

(Examples Description)

### Important Information

- Simulation distance
  - (Examples Simulation Distance)
- Rates
  - (Examples Rates)

### Additional Information

- World download: See below or use this [link](#)
- Overview Image: Overview of how the farm looks (it looks like a zombie head)

- Showcase/Tutorial: <https://youtu.be/cHgN23>
- Structura: See below
- Block list: See below
- Website: <>
- (Examples [Additional Information](#))

## Extra Information

- **Creation Date**
  - (Examples [Creation Date](#))
- Archived Date
  - (Examples [Archived Date](#))
- Size
  - (Examples [Size](#))
- Gamerule
  - (Examples [Gamerule](#))
- Dimensions
  - (Examples [Dimension](#))
- Biome
  - (Examples [Biome](#))
- Kill Method
  - (Examples [Kill Method](#))
- Loot Delivery
  - (Examples [Loot Delivery](#))
- Experience Delivery
  - (Examples [Experience Delivery](#))
- Notes
  - (Examples [Notes](#))