

The Corridor

A consolidation plan for a server whose players are up to 3,445 blocks apart — and the finding that the town already exists, it is just missing its middle.

18,489

chunks surveyed

3,427

rail blocks found

0

open spine gaps

0

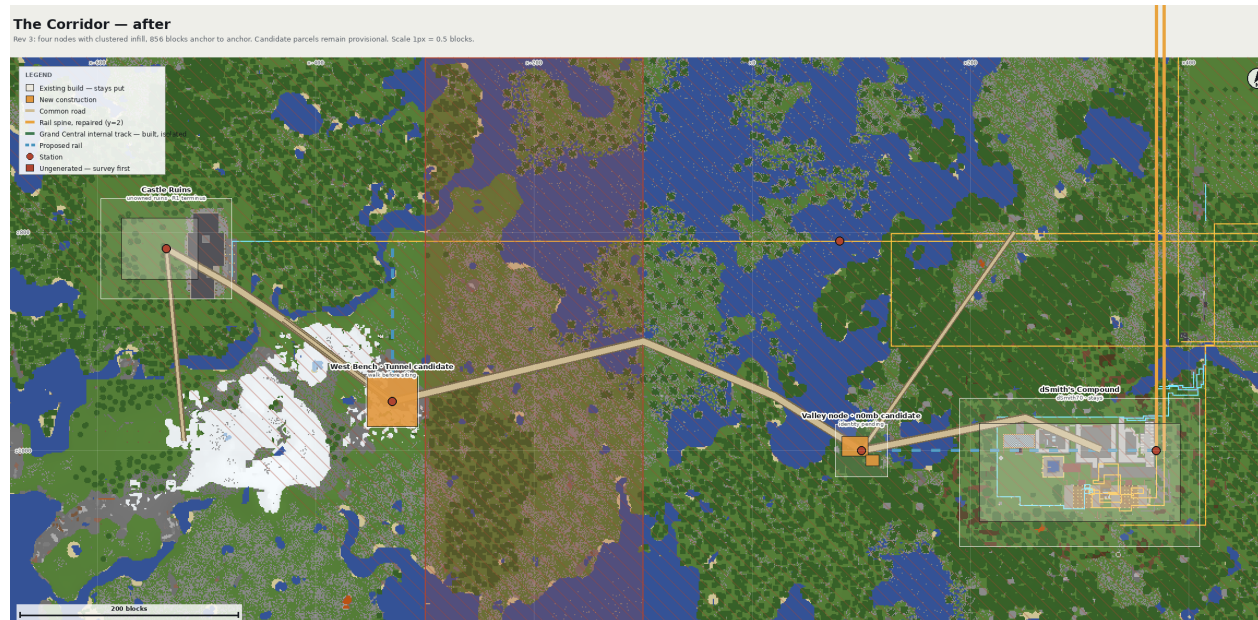
blocks the two big
bases move

1,753

blocks of new track

856

blocks, end to end



The corridor, after. Full plate on page 12.

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A note on evidence

Every coordinate, block count and distance in this document was measured directly from the world files, not estimated — except where explicitly marked (est.). Rail line lengths beyond the repair table are straight-line distances between known endpoints; real tunnelled length will run 10-20% longer once routed around terrain. Where the survey could not determine something, it says so rather than guessing.

This edition was rebuilt after the guarded cleanse, exact IowaViking / hmartin A/B/C restoration, four-site landscape pass, 40-block spine repair, and four PassageWay hub

markers. Exact recovery data and affected-region backups are retained for every live operation. The Estate roof audit corrected a narrowed control box: the full y32...36 control is intact at 14,724 and required no mutation. PassageWay is the underground navigation companion; Coordinates is the copy-ready directory for the entire atlas.

§1

Executive summary

Seven players are whitelisted; four have ever actually joined. Their builds are scattered across 3,445 blocks of world, connected by a rail network that was started years ago and signposted with the names of players who no longer appear anywhere. Its forty documented breaks were repaired and exactly verified on 2026-07-29.

The single most useful discovery is that consolidation does not require moving the things that are hard to move.

dSmith's compound (22,700 blocks, three vertical layers) sits directly on the southern end of an existing underground rail trunk, and contains the hub the whole network hangs off — with signed, button-operated spurs labelled Dav Land, Ian's Basement and Harold's (Closed for Maintenance).

packetloss404's castle (15,800 blocks) is not a house on a hill — it is a castle hollowed entirely into a mountain, with no exterior facade. The brief asked for somewhere to live in the side of a mountain. That already exists.

So the plan anchors both ends and organizes the 856-block line as **four nodes with clustered infill**. Two spans totalling 489 blocks are buildable now; the ungenerated middle 430 blocks must be flown and re-measured first.

What it costs

Item	Quantity
Rail repair reconnecting 900 blocks of twin track	complete · 40 blocks
New rail construction, whole network	1,753 blocks
Existing track reused	2,060 blocks

Item	Quantity
Common road	route after the 430-block gap survey
Builds that must be relocated	2 (both small)
Builds that move zero blocks	3 (the three largest)

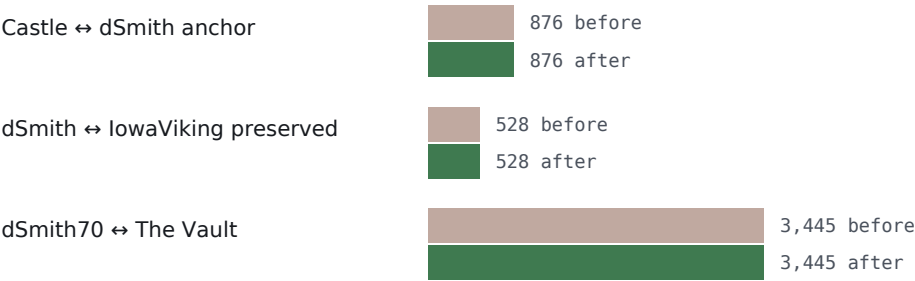
The remaining blockers

- 1. The Divide has never been generated.** The middle of the corridor — x −300 to −100 for all z above 600 — has never been loaded. 32% of the current road sketch crosses terrain that does not yet exist. One flight fixes this.
- 2. Nobody knows who n0mb is.** The name appears exactly once in the entire world. This blocks the valley plot assignment.
- 3. Only one player is verifiably active.** Which raises the question of who the town is actually being built for.

§2

The problem

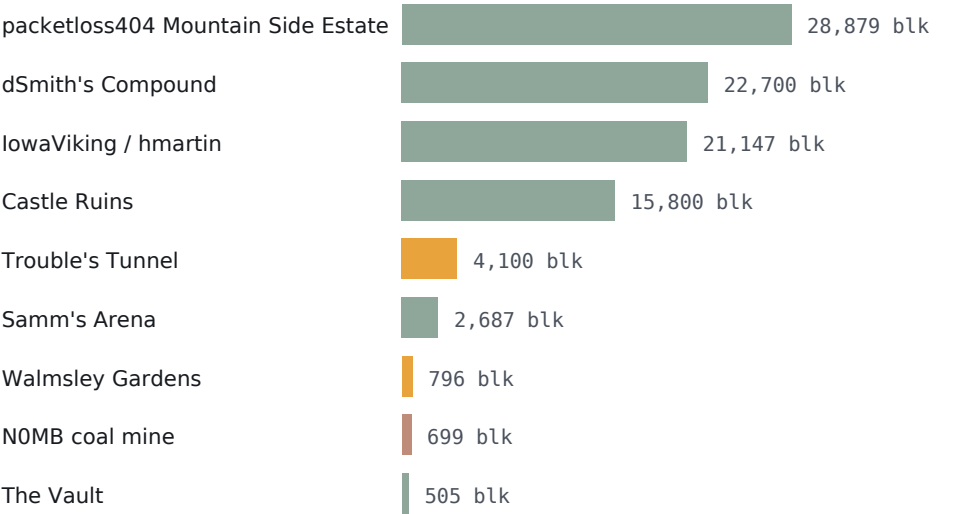
Straight-line distances between measured build centres. Candidate positions are shown only for assets still under active scouting.



The restored/preserved IowaViking / hmartin complex remains in its existing x395...788, z510...789 district, so its before and after distances are identical. The Vault also stays put and is served by a Nether link instead of rail.

Build mass by site

Non-natural block counts, measured. This is the number that decides whether something can realistically be relocated.



Grey bars stay in place. The three largest detected build groups — 70,547 activity blocks between them — all score zero move distance under this plan.

The World Today — the spread problem

Every build found by the survey. The Vault sits 3,445 blocks east of the legacy core. Scale 1px = 1 block, downsampled.



Plate 1 — The world today. Every build found by the survey, on real rendered terrain. Black is ungenerated. The amber box is the corridor.

§3

Who is here

Player	OP	Last position	Owns	Confidence
packetloss404 (Ian Walmsley, owner)	yes	-592, 48, 768	Mountain castle; Walmsley Gardens	certain
dSmith70	yes	356, 89, 972	The compound; the Vault	certain
slothstronautx	yes	51, 101, -397	Trouble's Tunnel; Coal Reserves	likely
IowaViking / hmartin	no	784, 93, 712	Restored four-site complex	confirmed
PinkRacer	no	never joined	—	no evidence
Keaten	no	never joined	—	no evidence
jeffsmith420	no	never joined	—	no evidence

packetloss404's identity is proven by server telemetry. dSmith70 and slothstronautx remain inferred from matching offline/online-mode records. Ian directly confirmed that hmartin is IowaViking and identified the four-site complex as his.

The n0mb question

Unresolved. This needs your answer.

The string N0MB appears exactly once in the entire world — a sign at **(-47, 36, -451)** reading “N0MB / Auto-Furnace / Don't Touch”, inside the Coal Reserves mine beside Trouble's Tunnel. That complex holds the only bed cluster in the world outside dSmith's base, and sits on the flattest terrain measured anywhere — which matches “n0mb down in the flat valley” exactly.

Two readings fit the evidence equally well: either n0mb is a second resident of that mine who is no longer whitelisted, or n0mb is an older nickname for slothstronautx, whose last recorded position is the closest of anyone to that sign. Roughly 8,000 name variants were brute-forced against the server's offline-UUID

hash with no match.

Ghosts

Names that appear on signs but in no player record at all: **Trouble, Dave, Harold, Samm, Ray Harless, Adam, Mario**. The server has more history than it has players. Where the plan reuses their infrastructure — Samm's arena, the Dav Land and Harold's rail spurs — it says so.

Activity

Player	Evidence of recent play
packetloss404	Active today. Sole entry in usercache, sole presence in all retained
dSmith70	No log activity in the retained window; player file format is compar
slothstronautx	Very old player-data format. Long dormant.
IowaViking / hmarti	Very old player-data format. Long dormant; buildings protected.

§4

The four major builds

dSmith's Compound

319, 999 · 192 × 176, y3-102, ~22,700 blocks · **KEEP — the anchor**

Not one house — a three-layer compound. A row of small brick structures on the surface (y88-102); three carved bedrooms in the hillside below — an 8-bed dormitory at y76, a 4-bed guest room at y97, a 2-bed bunker at y52; and a glass-walled minecart tunnel at bedrock (y2-10) that is a physical junction to three other players' bases. 19 signs, 40 chests, 28 beds.

packetloss404's Castle

-537, 815 · 112 × 96, y53-82, ~15,800 blocks · **KEEP — the anchor**

A castle interior hollowed entirely into a mountain. No exterior facade at all except a small entrance patch. Grand hall with a dark oak slab floor, a glass and lapis rotunda, a decorative nether-brick and dark-oak gallery, and a lower dungeon level with iron-block cage bars and cracked stone brick. No chests, beds or signs were found anywhere in it — this is a showpiece, not a home.

packetloss404 Mountain Side Estate

private shell x186...368, z64...282 · 183 × 219, y3-93, 28,879 classified build blocks · **KEEP IN PLACE**

A giant lower cavern and stack of unfinished mountain floors. Excavated under a hill/ocean boundary and roofed partway down by a player-placed bedrock and glowstone “sky” — bedrock at y36, glowstone at y34-35. The protected roof contains 14,724 glowstone and 8,788 bedrock blocks. The exact floor-shell scan found a 29,348-cell Y3 cavern; raw Y38/45/50/55/60/65/70 plates; and the Y81 arrival shell. The movie-theater sign names future work, not a finished auditorium. There is no discrete structure to copy.

Trouble's Tunnel

7, -425 · 48 × 48, y58-84, ~4,100 blocks · **MOVE — or leave as a ruin**

A shallow single-level labyrinth. Ringed in cracked stone brick with an iron-bar cell feature and a small labelled supply nook holding 13 chests. The smallest and shallowest of the four, and the only one that could realistically be copied and pasted somewhere else intact.

§5

Secondary sites

Site	What it is	Owner	Verdict
-521, 991	Hidden mountain arena, 110×14, wool checkerboard floor. Signs for SAMM'S, "LEFT/RIGHT WING".	Found	Keep
395...788, 510...789	Four sites: restored A lodge/tower, B glasshouse, C station, D underground tower; preserved D shell.	Found	Keep
375, 343	Enclosed rail tube tied into the spine.	infrastructure	Keep
255, 383	"Walmsley Gardens" — 30×30 stone-brick house, market stall, 16 chests.	Found	Keep
-97, -449	Coal and ore bunker with auto-furnace. The only NOMB sign in the world.	Found	Salvaged.
3719, 447	THE VAULT — 279 chests over two levels (y8/y10, 72×14, down 59-block shaft).	Found	Keep

Six “sites” that were not builds

The survey's build-detection heuristic scores a chunk by how many player-placed blocks it contains. Six of the sixteen sites it found — (119,-1233), (111,-561), (-201,-777), (1119,1055), (1679,1271) and (1111,223) — turned out to be clusters of ordinary vanilla dungeons: spawner plus two chests, scattered across unrelated Y-levels. Dungeon density resembles build density.

Each was confirmed a false positive by checking that its surface footprint was 100% natural and that its block entities were scattered vertically rather than clustered at one build level. This is the known failure mode of the heuristic and is documented in Appendix A. Nothing of substance was missed.

The Vault

Real, and big: 279 chests — matching its own sign's claim — in a two-level hall at y8 and y10, roughly 72 × 14, reached by a 59-block entrance shaft, and likely trapped. The nearest rail terminus of any kind is 3,113 blocks away. See §11 for why it gets a Nether link rather than a railway.

§6

The rail network

What the raw data called 25 disconnected fragments is really **one twin-track corridor** — rails at x=370 and x=377, both at y=2, seven blocks apart in a single wide tunnel, running from z=200 at the Theater's doorstep to z≈1095 at dSmith's hub.

The forty documented breaks are repaired

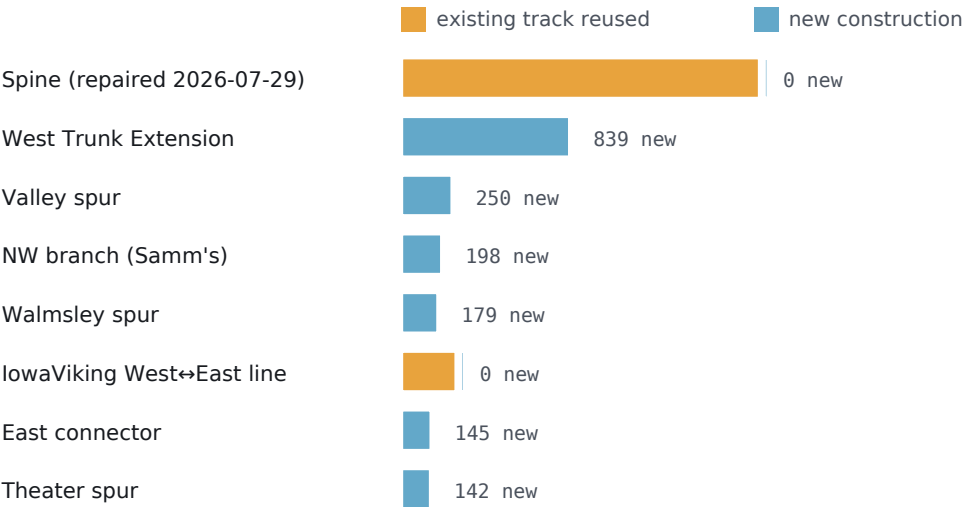
Nineteen positions on the x=370 rail and twenty-one on x=377, all between z=200 and z=460, were restored with powered rail on 2026-07-29. The exact preflight found 37 air gaps, two redstone-block obstructions, and one wall torch. The patch was rehearsed forward and backward on a world clone, then applied with zero players online and verified at all 40 coordinates.

The pattern still reads as scattered looting of individual rail blocks rather than an unfinished build. Appendix B preserves every coordinate as the repair record.

Power is fine

Redstone-block boosters every 9–18 blocks throughout, comfortably inside the 32-block requirement. No dead zones. The plain rail blocks are concentrated at curves and switches, where powered rail cannot form corners — expected, not a fault.

Cost per line



The completed spine repair bought 1,790 blocks of working twin track for 40 blocks of rail. Nothing else on this chart has that ratio.

The restored IowaViking station branch

A fully intact, fully powered 270-block line runs at y=42 from (482,556) to (616,691). Before A/B/C were restored it appeared orphaned; the snapshot proves its ends sit inside IowaViking A and C station works. One 145-block East Connector adopts the complete restored branch into the main Spine.

The Rail Network — after

Every base on one underground network. Amber is existing track (repaired); blue is proposed. Scale 1px = 1 block.



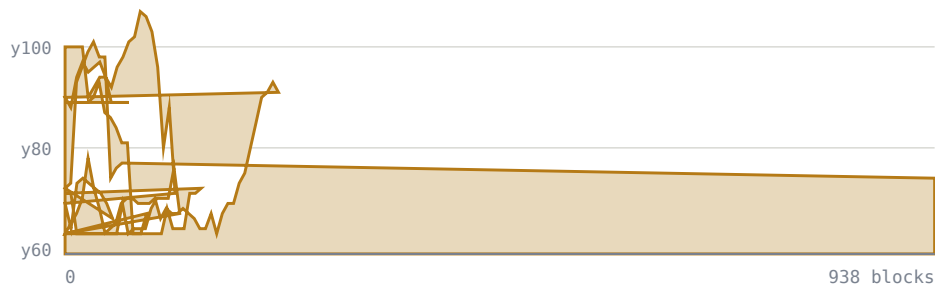
Plate 2 — The rail network after completion. Amber is existing track (repaired); blue dashed is proposed. Every base on one underground network.

§7

Terrain analysis

The common road, in section

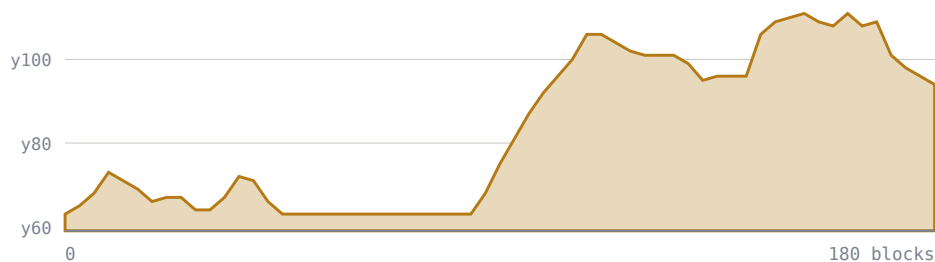
Elevation along the common road, west → east



The current sketch is 939 blocks from dSmith's door to your castle. The climb is 44 blocks over the whole route — this is a valley road, not a mountain pass, until the switchback at the western end. The hatched band is terrain that has never been generated: 32% of the route.

The western flank and West Bench

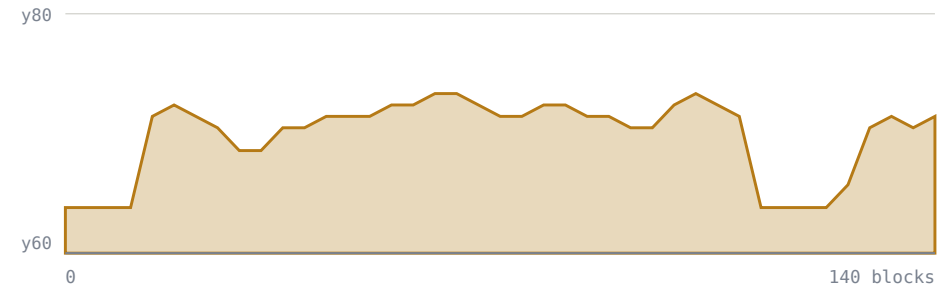
West-east section at z=925, x -560 → -380



The section proves the old (-435,925) parcel is steep, not a bench. Rev 3 instead uses the full-pad candidate at (-330,955): y88-97, relief 9 across 48 × 48.

The Valley candidate

Context section at z=1000, x 60 → 140



The authoritative full 48 × 48 measurement at (100,1000) is y60-77, relief 17, grass. The old (80,925) site is a shore basin at y51-73, relief 22, and is retired.

The Divide

The band from x -300 to x -100 has never been generated for any z above 600. Sampling the proposed road segment from (0,790) to (-368,864) every 16 blocks, **21 of 24 points sit on chunks that have never been loaded**. Surrounding land in that band sits at y63-69 — at or barely above sea level — so there is a real chance it generates as ocean or swamp.

The rail is immune. At y=2 the West Trunk Extension runs beneath whatever generates above it, so it can be built before the Divide is ever surveyed. The surface road cannot.

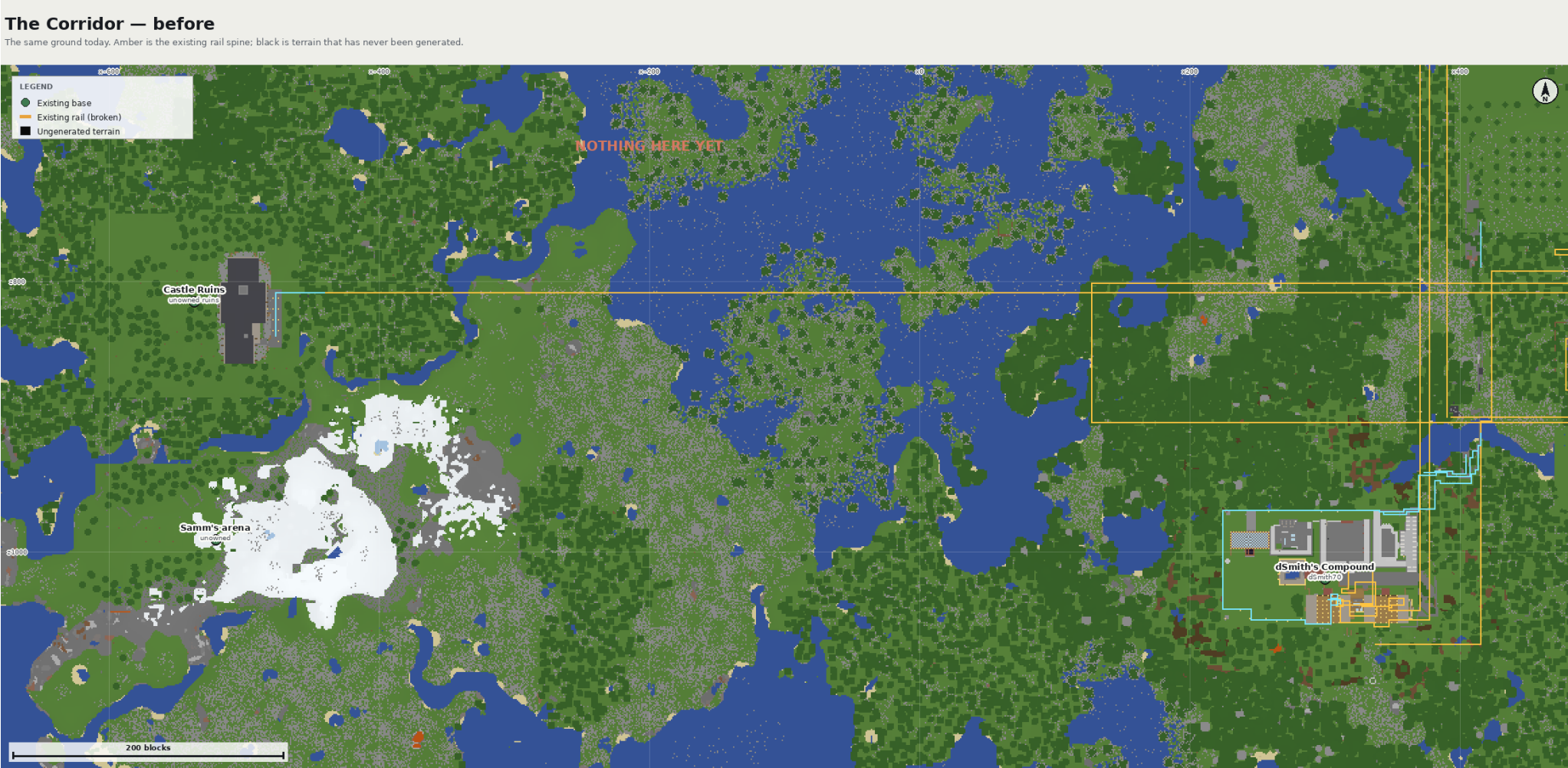


Plate 3 — The corridor before. The two anchors exist; the 856-block between them are empty, and a third of that is not even generated.

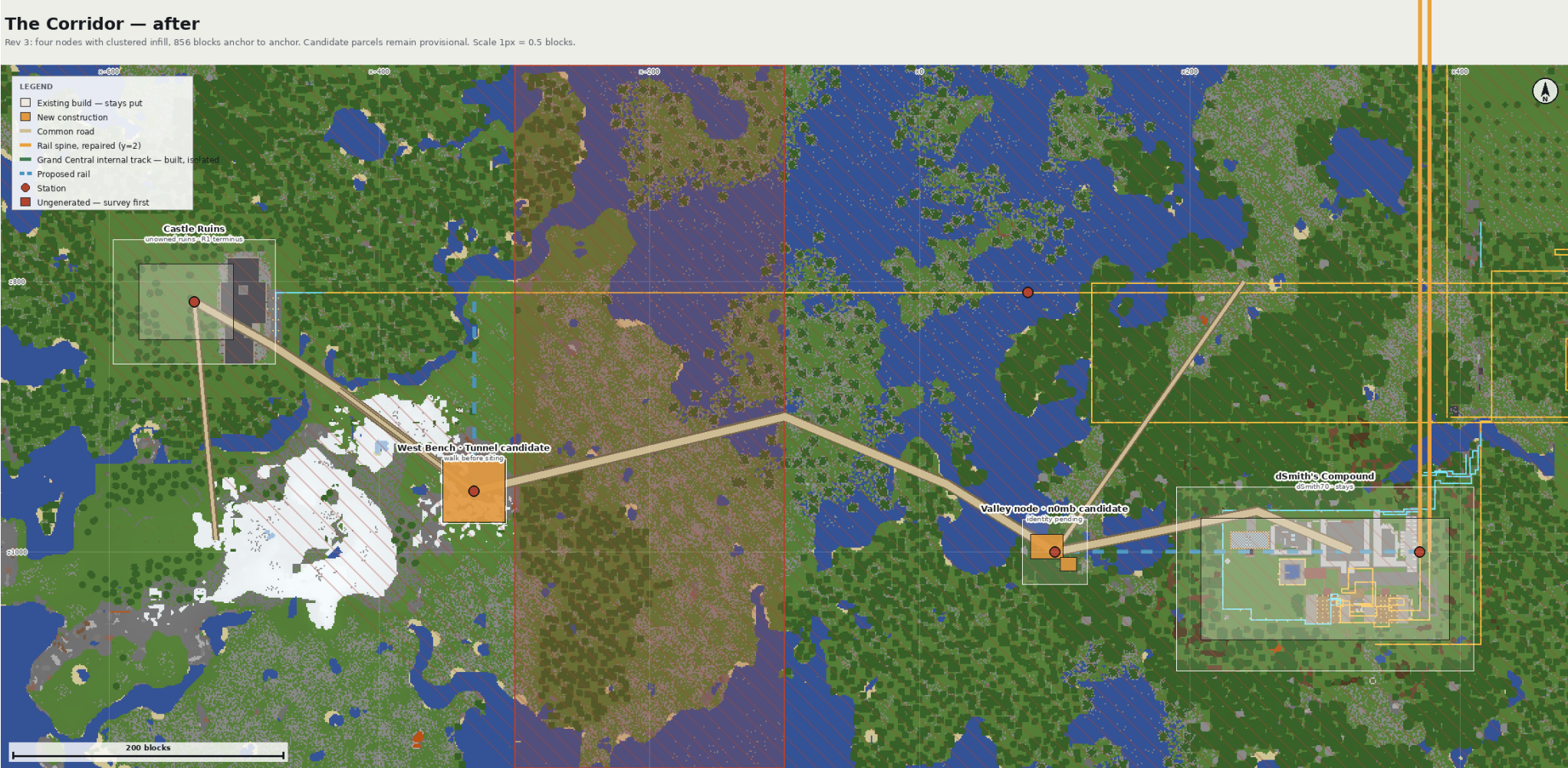


Plate 4 — Rev 3 after: four nodes, clustered candidate infill, one road and the rail branches. Candidate parcels remain provisional.



Plate 5 — Nodes 1-2. The castle stays; Trouble's Tunnel can be walked at the relief-9 West Bench candidate. The bedrock lid is gone.

Node 3 — Valley

n0mb centre pad: full 48 x 48 measurement y60-77, relief 17, grass. Scale 1px = 0.25 blocks.

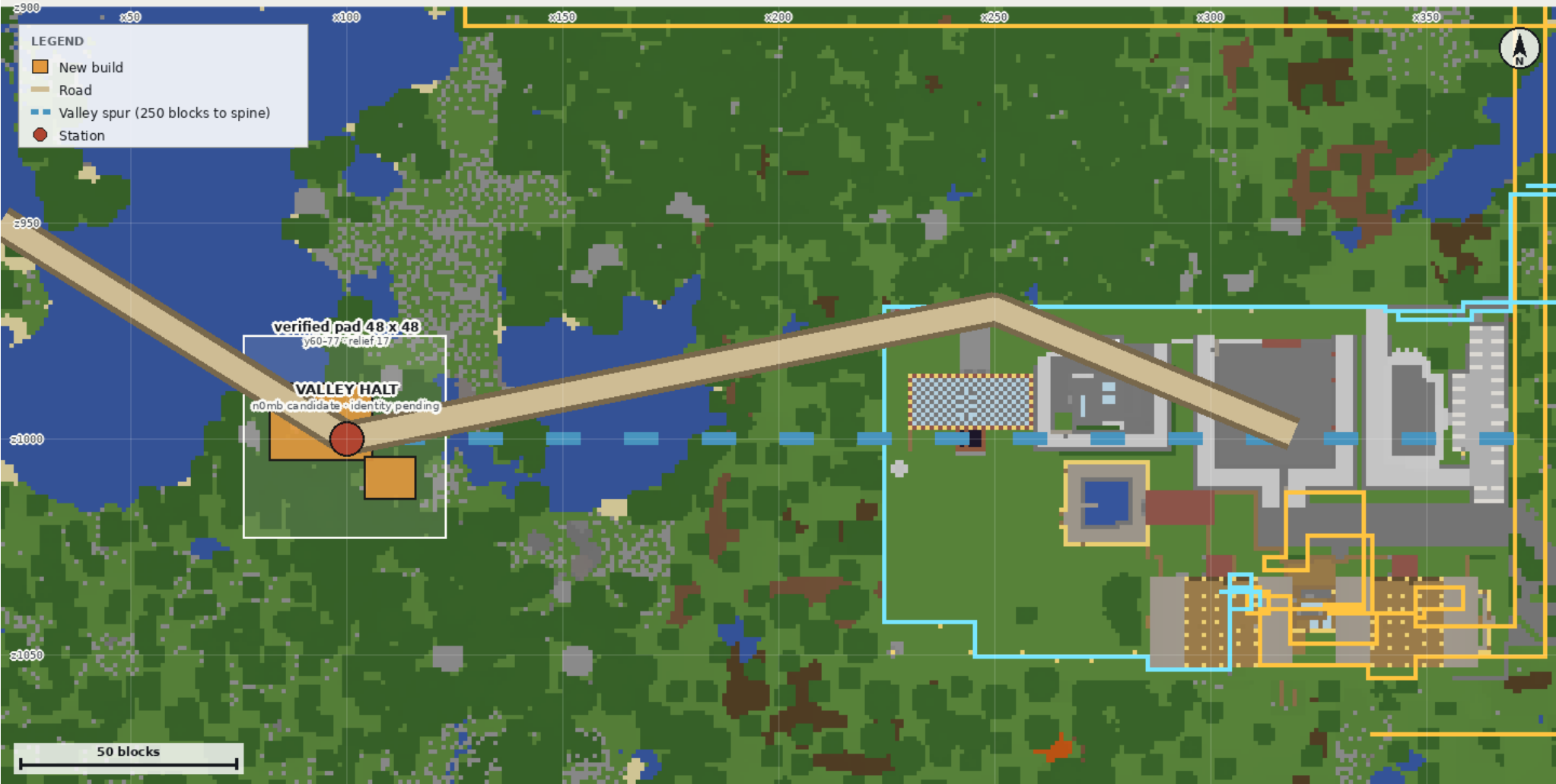


Plate 6 — Node 3. Corrected n0mb candidate and unassigned infill; the former IowaViking rebuild parcel is retired.

District — dSmith's Compound & Worker Downs

Protected legacy destination on the operational Spine; future Grand Central service treats it as a branch terminus, not the hub. Scale 1px = 0.25 blocks.

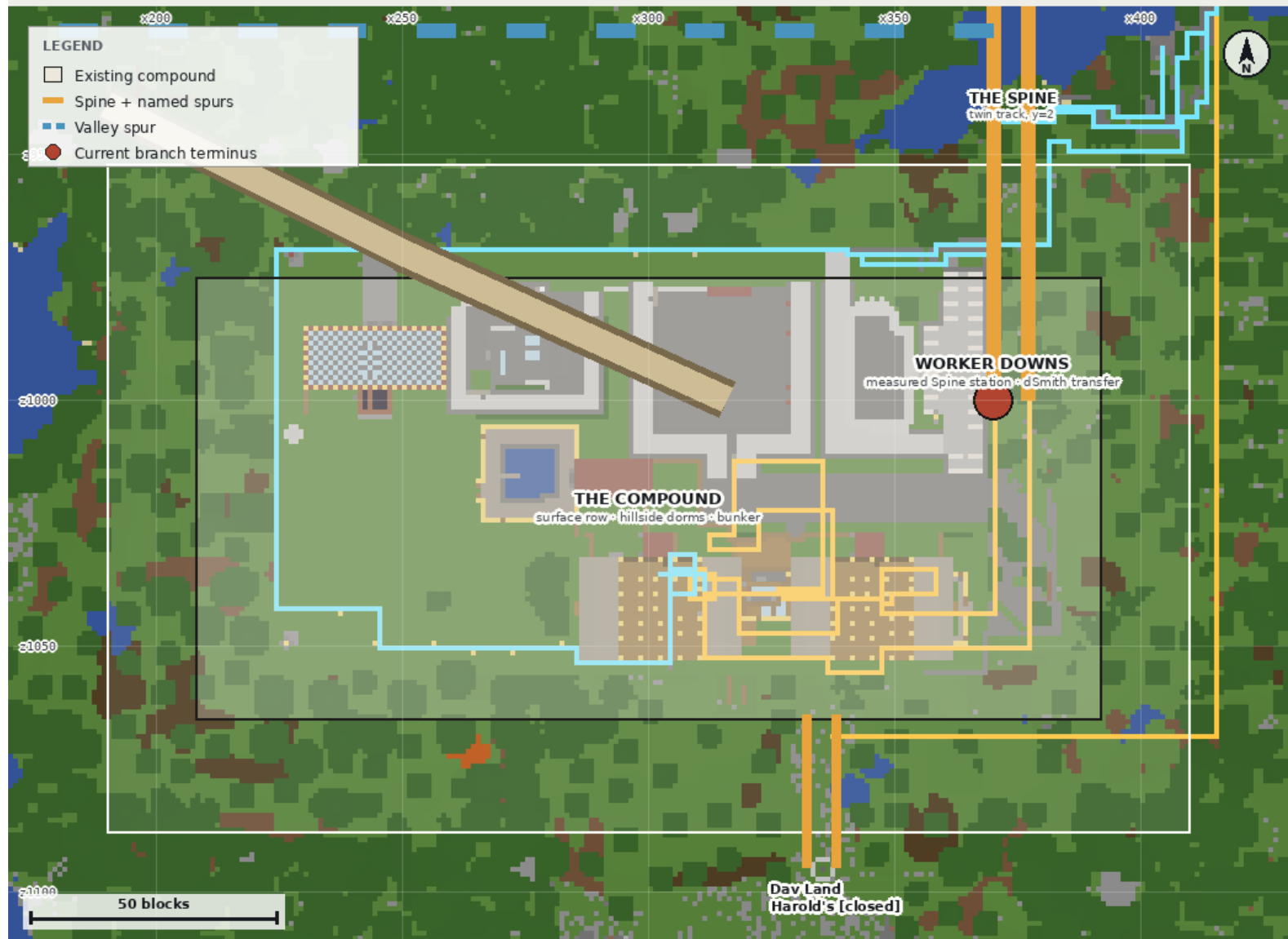


Plate 7 — dSmith's Compound and the hub. The anchor, and the primary station, with its existing signed spurs to Dav Land and Harold's.

\$10

The move ledger

Asset	From	Action	To	Why
dSmith's Compound	319, 999	KEEP	—	22,700 blocks over three layers, and it holds the rail hub.
Castle Ruins	-537, 815	KEEP	Castle Ruins Station	Operational R1 terminus, modest station, stair and house.
packetloss404 Mountain Side Estate	x186...368, z64...282	KEEP	THR easement	Private unfinished floor shells with a fake bedrock sky.
The Vault	3719, 447	KEEP	Nether link	279 chests; a rail out costs more than the whole network.
Walmsley Gardens	255, 383	RELOCATE	3 candidates	30×30; awaiting an in-world siting decision.
Trouble's Tunnel	7, -425	RELOCATE	3 candidates	West Bench candidate A is the flattest measured pad.
NOMB coal mine	-97, -449	SALVAGE	—	Contents worth carrying; structure isn't.
IowaViking / hmartin	x395...788, z510...789	PRESERVE	four sites	A/B/C restored, D preserved and landscaped; future reuse is separate.
Samm's arena	-521, 991	FOLD IN	—	Already 177 blocks from your castle.
Six dungeon sites	various	IGNORE	—	Not builds.

Distance to active scouting candidates



Straight-line planning distances only. No candidate has been approved for construction.

Plot assignments

Plot	Who	Centre	Terrain
Mountain Castle	packetloss404	-537, 815	inside the rock, y53-82
West Bench	Trouble's Tunnel (candidate)	-330, 955	48×48, y88-97, relief 9
Valley node	n0mb (identity pending)	100, 1000	48×48, y60-77, relief 17
Restored complex	IowaViking / hmartin	600, 650	four sites; reuse pending
The Compound	dSmith70	319, 999	existing anchor

§11

Costs and materials

Material	Quantity	Note
Powered rail	219	future boosters at 1 in 8; spine repair is complete
Plain rail	1,534	the rest of the run
Gold ingots	219	6 per 6 powered rail
Iron ingots	575	6 per 16 plain rail
Redstone	36	1 per powered rail batch

The Vault, separately

A minecart line to the Vault would need on the order of 3,000 plain rail and 400 powered rail — roughly two to three times the entire rest of the proposed network combined, to reach a loot room rather than a home.

A Nether tunnel cuts the effective distance from 3,445 overworld blocks to about **430 Nether blocks** at the 8:1 ratio. That is a different and far cheaper project, and it is the recommendation.

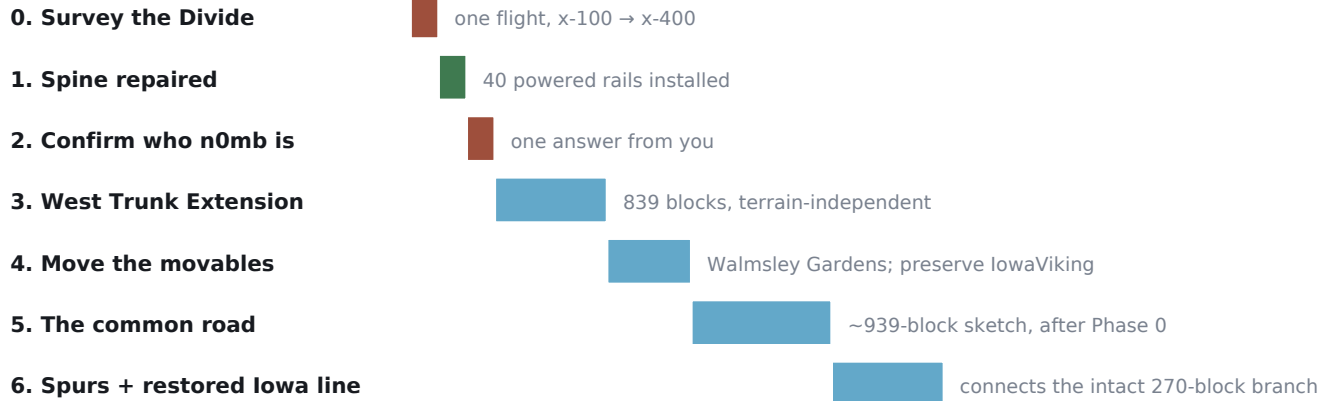
Completed repair

Forty powered rails restored the continuous 900-block twin-track run. The exact patch, rollback data, affected-region backup, and composed 48-coordinate verification are retained under ops/ and fixtures/.

§12

Phasing

Order of works. The two blockers are cheap; the build phases are not ordered by size but by what unblocks what.



Phase 0 — Survey the Divide

Fly x −100 → −400 along z≈820-900 to generate the chunks, then re-run the survey and re-cut the corridor map. One flight. This is the only true blocker on the road.

Phase 1 — Repair the spine · complete

Forty powered rails installed and exactly verified on 2026-07-29. Four glowing teal PassageWay signs now mark the Theater and Worker Downs surface/deep hubs.

Phase 3 — West Trunk Extension

839 blocks at y=2 from the spine's western edge to the castle. Terrain-independent, so it can run in parallel with Phase 0.

Phase 5 — The common road

Route the rev-3 node line only after Phase 0 generates and measures the middle 430 blocks.

\$13

Risks and open questions

Risk	Likelihood	What it costs	Mitigation
The Divide generates a Red Sea surrounding the divide y=63-69. n0mb is never identified.	High	Plots built for nobody	Build it first (Phase 0), then rail at y=2 is unaffected either way.
Dormant players never figure it out for two of four.	Moderate	The valley plot has no assign	Assign it to slothstronautx, or hold it open as a guest plot.
The spine is looted again, already happened 40 blocks, repeatedly	High	Plots built for nobody	Build the road and rail; leave the open plots unbuilt until claimed.
Estimated rail lengths uncertain 10-20%	Low	~200-400 extra blocks	Light and sign the corridor; the tunnel itself is intact.
			Costed as estimates; budget the upper end.

Four questions for you

Who is n0mb?

Blocks the valley plot assignment.

Does Trouble's Tunnel belong at the West Bench?

Walk candidate A at (-330,955) before committing the copy.

Hold plots for the dormant players, or plan around who is actually playing?

Changes how many of the four open plots get built.

Trouble's Tunnel — relocate it, or leave it as a ruin?

4,100 blocks of work either way, or none.

APPENDIX A

Method and tooling

The server had no NBT library installed, so the survey tooling was written from scratch in pure Python — standard library only — and reads the Anvil world format directly.

It correctly handles the 1.18+ chunk format: paletted block states with packed long arrays where entries never span a long boundary; uniform sections that carry no data array at all; 9-bit heightmaps offset by a minimum Y of −64; and paletted biomes at 4×4×4 resolution. It also handles two 1.21.11 changes — world spawn moved into a spawn compound, and a player's respawn point moved into a respawn compound, with the old SpawnX/Y/Z keys gone.

Scale of the survey

Region files	103
Generated chunks	18,489
Rail blocks located	3,427
Signs read	76
Beds found	38
Player files parsed	12

Known limitation

The build-detection heuristic classifies a block as player-placed by name. Cobblestone and stone brick are counted as built because players place them constantly — but they also occur naturally in dungeons, ruins and mineshafts. This produced six false-positive “sites”, all identified and discounted in §5. Anything surprising should be confirmed with a footprint probe before acting on it.

Evidence standard

Measured values are stated plainly. Straight-line estimates are marked as estimates. Inferences — such as three of the four UUID pairings — are labelled as inferences with their basis given. Where the survey could not determine something, notably the identity of n0mb, it says so rather than guessing.

The survey was rebuilt after guarded live changes: 4,401 castle bedrock blocks and the obsolete signed 4,056-block waypoint were removed with exact recovery data, region backups, and passing protected controls. The 40-block spine repair and four PassageWay markers used the same guarded workflow and passed composed exact verification. The server was not stopped or restarted.

APPENDIX B

Every repaired rail block

Forty documented positions, all at y=2, were restored with powered rail on 2026-07-29 and passed exact final-state verification.

Rail at x=370 — 19 blocks

z223, z239, z241, z245, z247, z257, z259, z319, z335, z337, z399, z401, z403, z405, z407, z431, z447, z449, z451

Rail at x=377 — 21 blocks

z207, z223, z239, z241, z248, z252, z255, z257, z264, z268, z319, z335, z337, z399, z412, z414, z431, z447, z449, z456, z460

One extra connector

A short west-pointing stub at x=346–363, z=268, y=4 ends in open tunnel and never reaches the x=370 rail — a 7-block horizontal and 2-block vertical gap. This one needs a short connector built, not just a fill: roughly 10 blocks.

Where the data lives

FINDINGS.md	The survey results in full
PLAN.md	The written consolidation plan
handoff.md	Where the project stands
TOOLING.md	How to re-run the survey
reports/	The specialist survey reports
tools/	The survey scripts
data/	Raw JSON: sites, rails, signs, beds, players
maps/	Every rendered plate

All under /opt/minecraft/consolidation/.