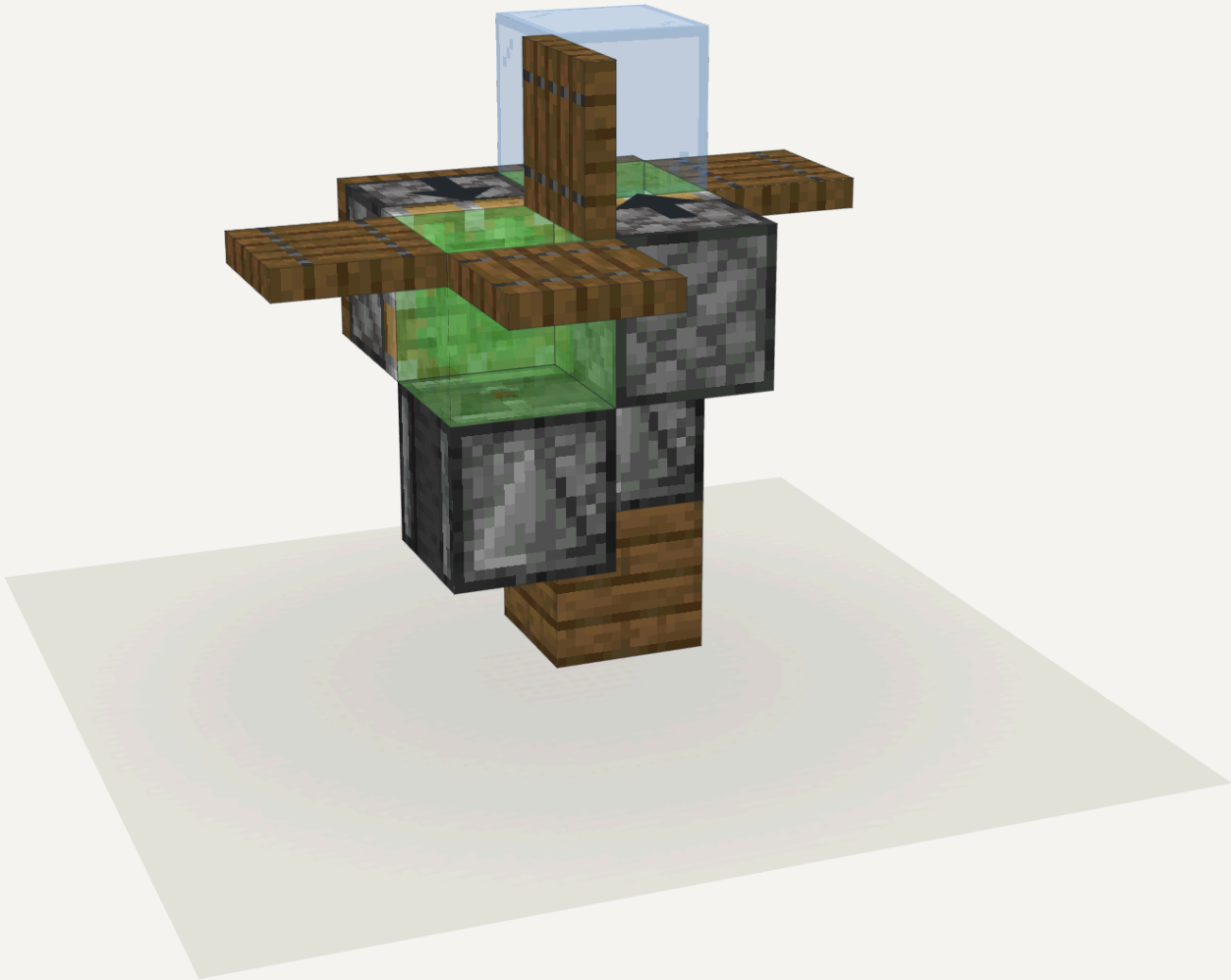


Working Plane

Minecraft Java 26.3 · Blocksworth Tests, Build #15



15 blocks 8 steps 7 different parts

						
6×	2×	1×	2×	2×	1×	1×
Spruce Trapdoor	Spruce Planks	Light Blue Stained Glass	Observer	Slime Block	Piston	Sticky Piston

Inventory

Everything you need: 15 blocks

BLOCKS



6×

Spruce Trapdoor



2×

Spruce Planks



1×

Light Blue Stained
Glass

REDSTONE



2×

Observer



2×

Slime Block



1×

Piston



1×

Sticky Piston

1

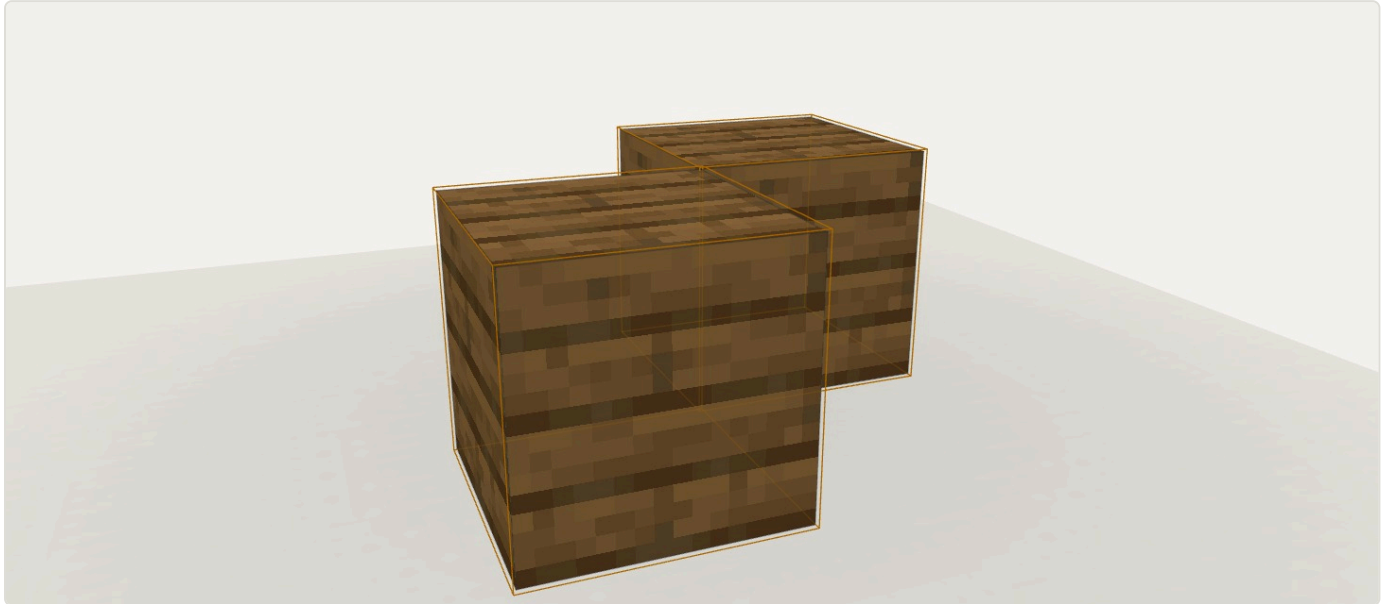
 New blocks are outlined



2×
Spruce Planks

2 blocks, diagonal

Any two blocks, touching only at a corner, with free air in front (the plane flies away from the back one, toward the front one). They stay behind when it takes off.



2

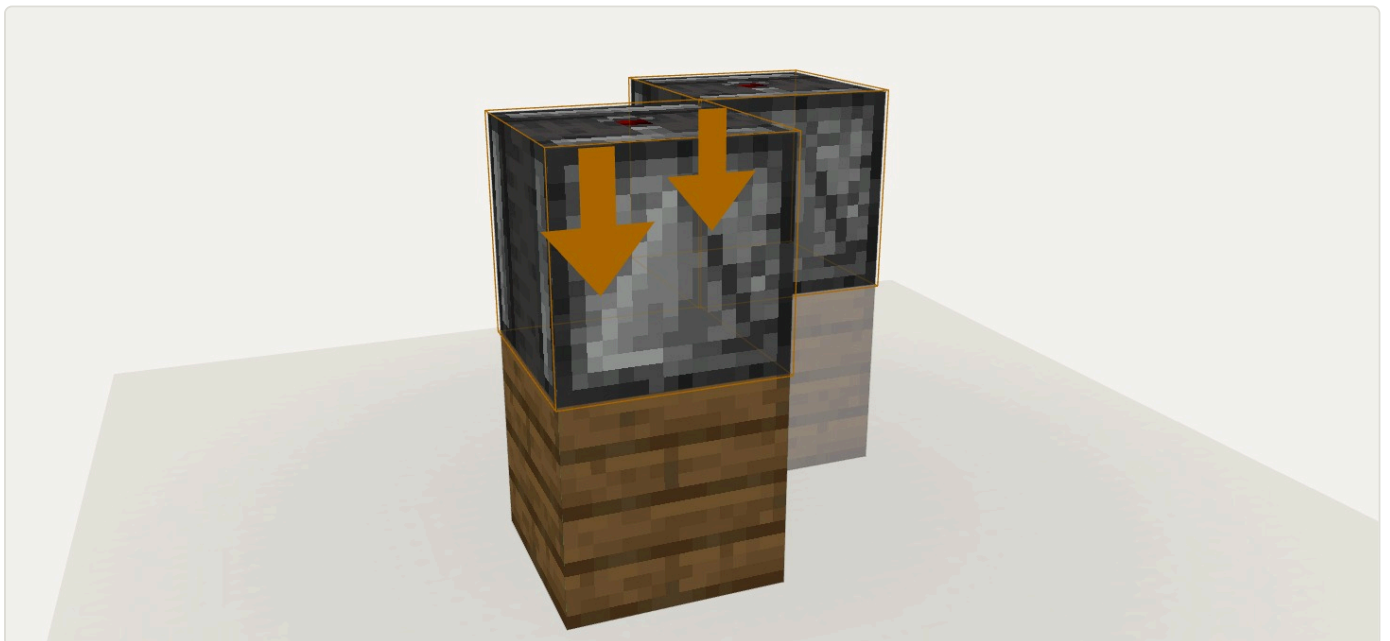
 New blocks are outlined



2×
Observer

2 observers

One on each block, placed while you look down at it: the face looks down, the red dot is on top.



3

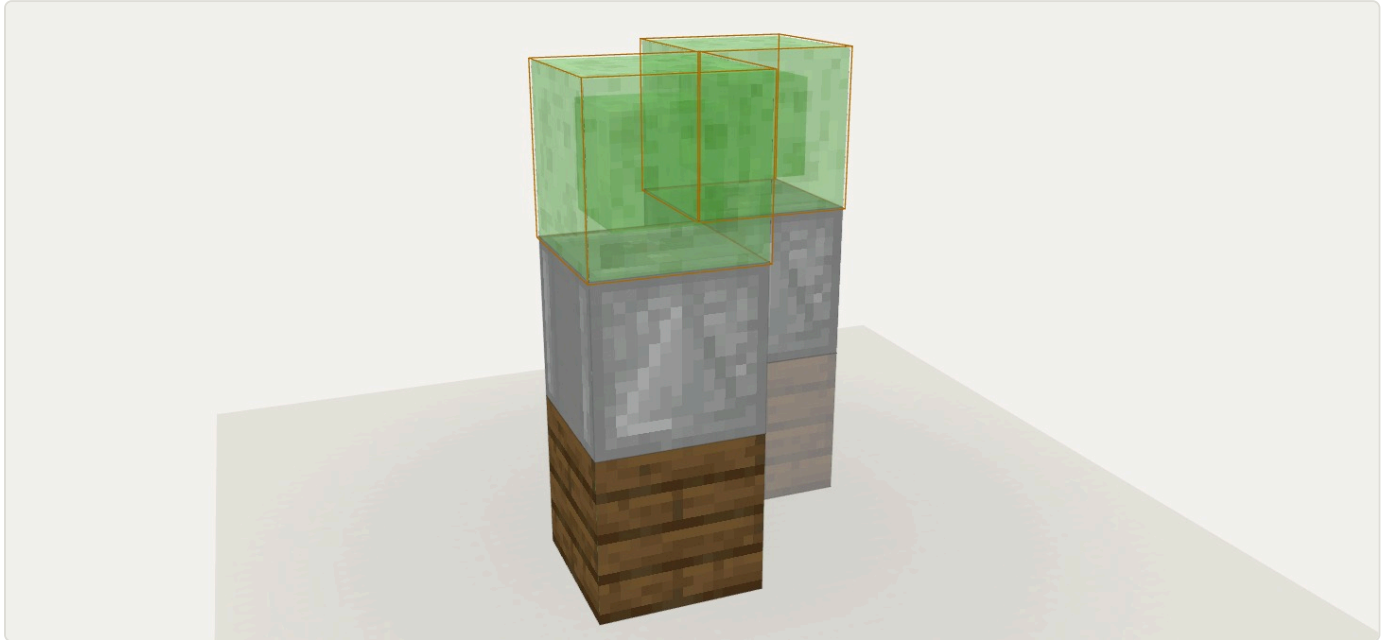
□ New blocks are outlined



2×
Slime Block

2 slime blocks

One on each observer. The back slime block is the rear half, the front one (diagonally ahead) the front half.



4

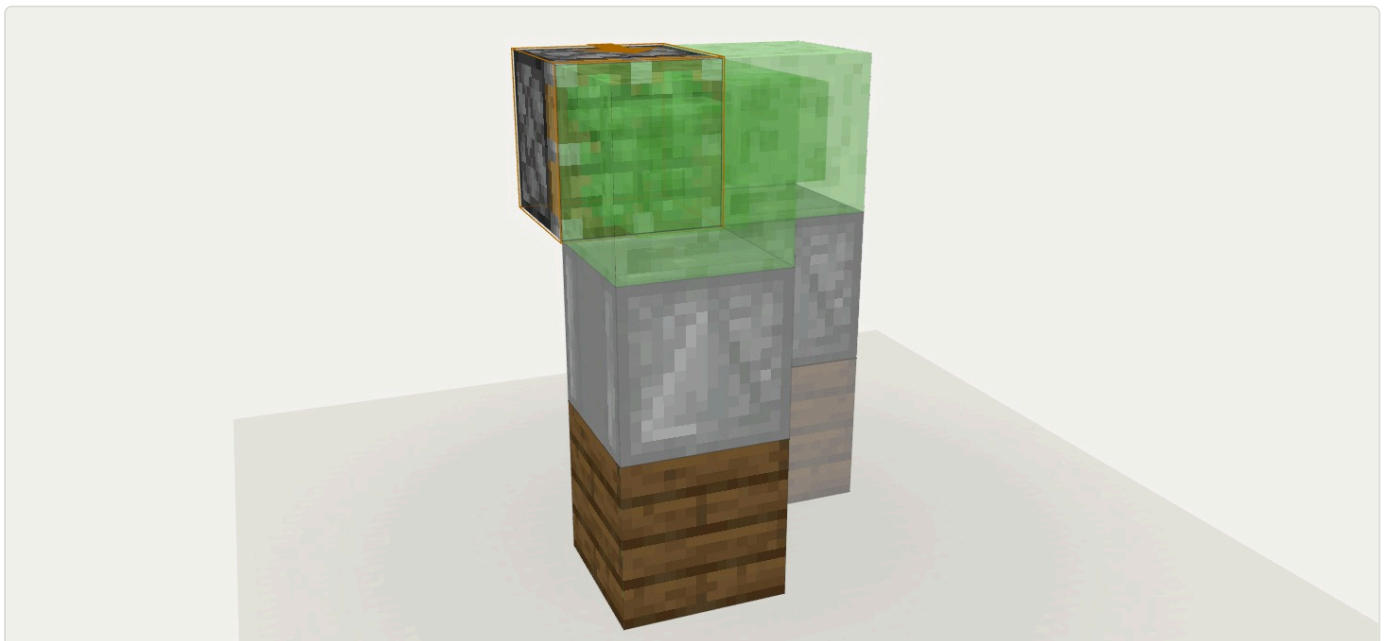
□ New blocks are outlined



1×
Sticky Piston

Sticky piston

In front of the back slime block, next to the front one, head facing the back slime block.



5

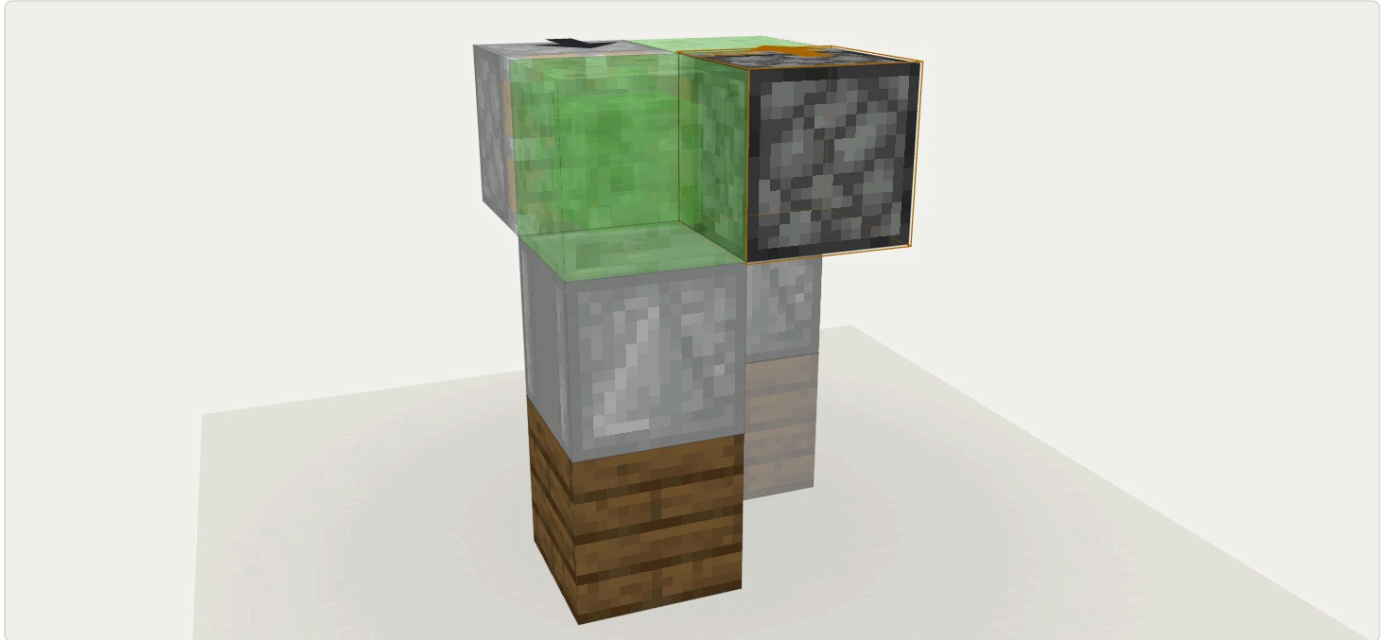
 New blocks are outlined



1×
Piston

Piston

Next to the back slime block, behind the front one, head facing the front slime block.



6

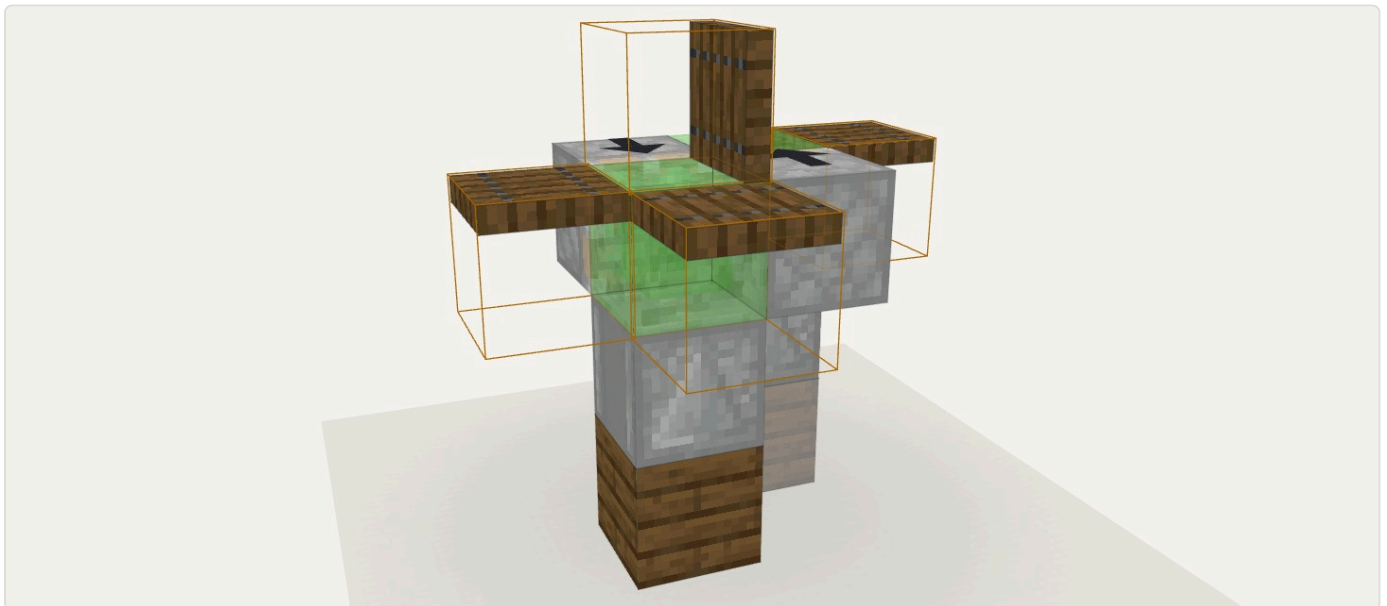
 New blocks are outlined



4×
Spruce Trapdoor

Wings + tail

Trapdoors on the outer side of each slime block, one behind the back slime block, an open one on top of it as the fin. Every piece must touch a slime block, or it stays behind.



7

□ New blocks are outlined



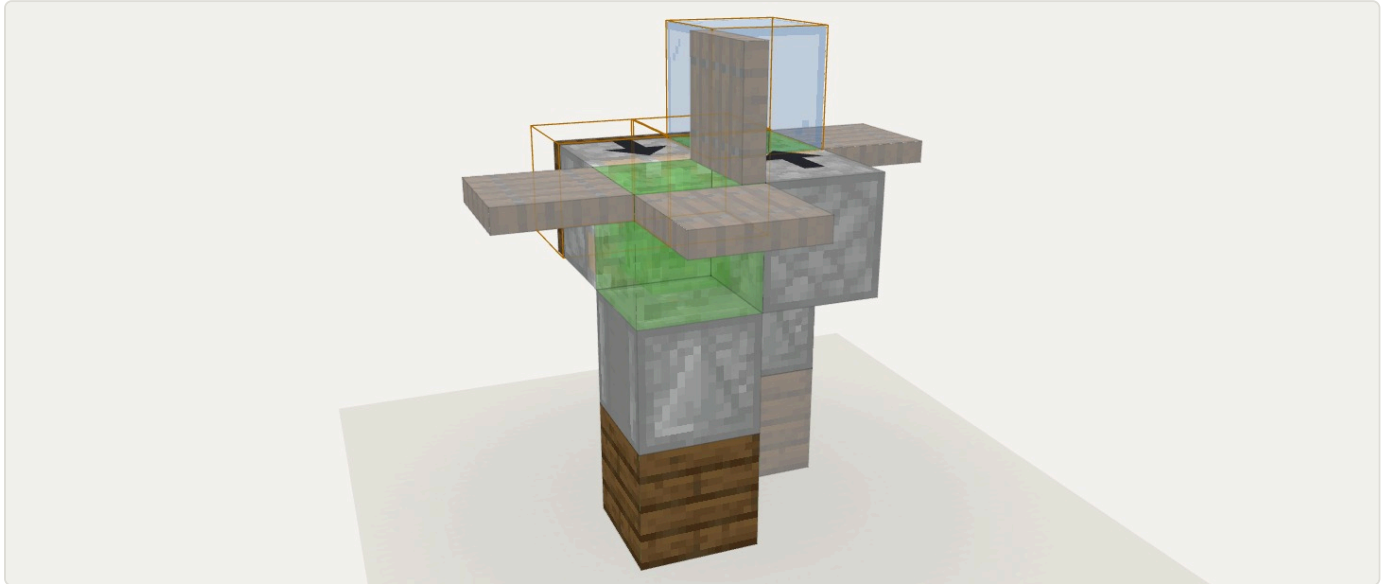
1×
Light Blue Stained
Glass



2×
Spruce Trapdoor

Cockpit + propeller

Glass on top of the front slime block, two open trapdoors in front of the front slime block and the sticky piston (they get pushed ahead).



8

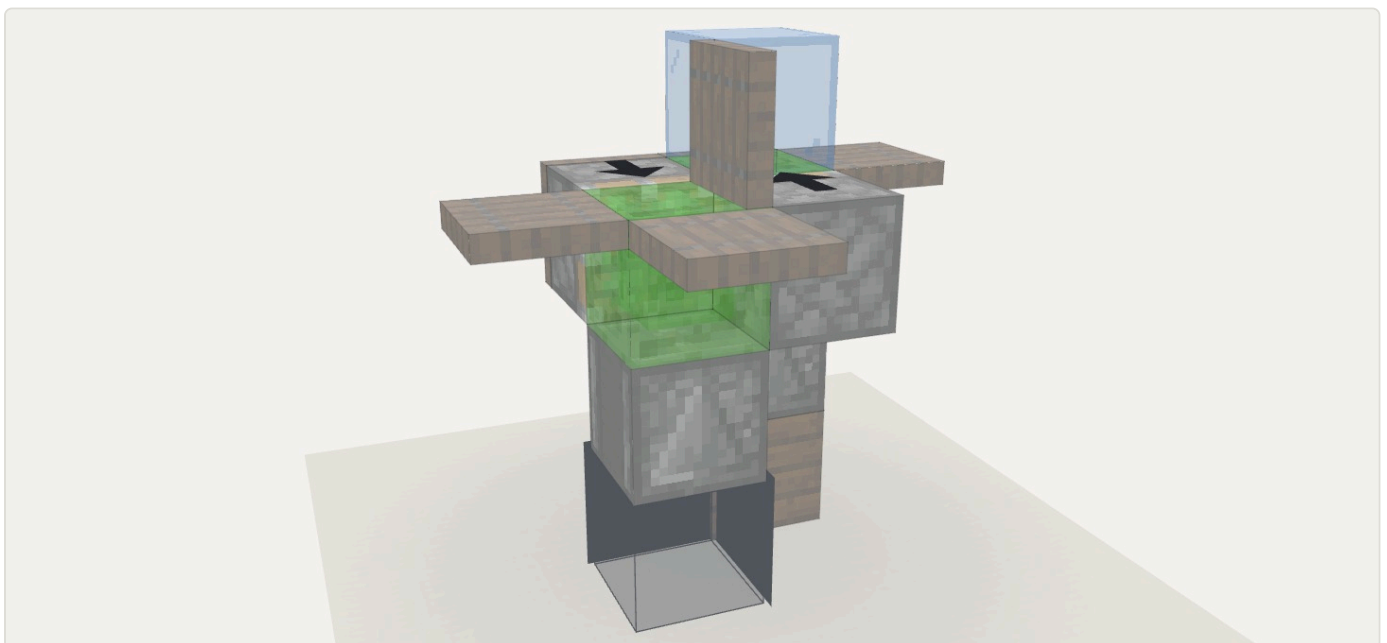
□ Cells to remove are outlined



1×
Dig out

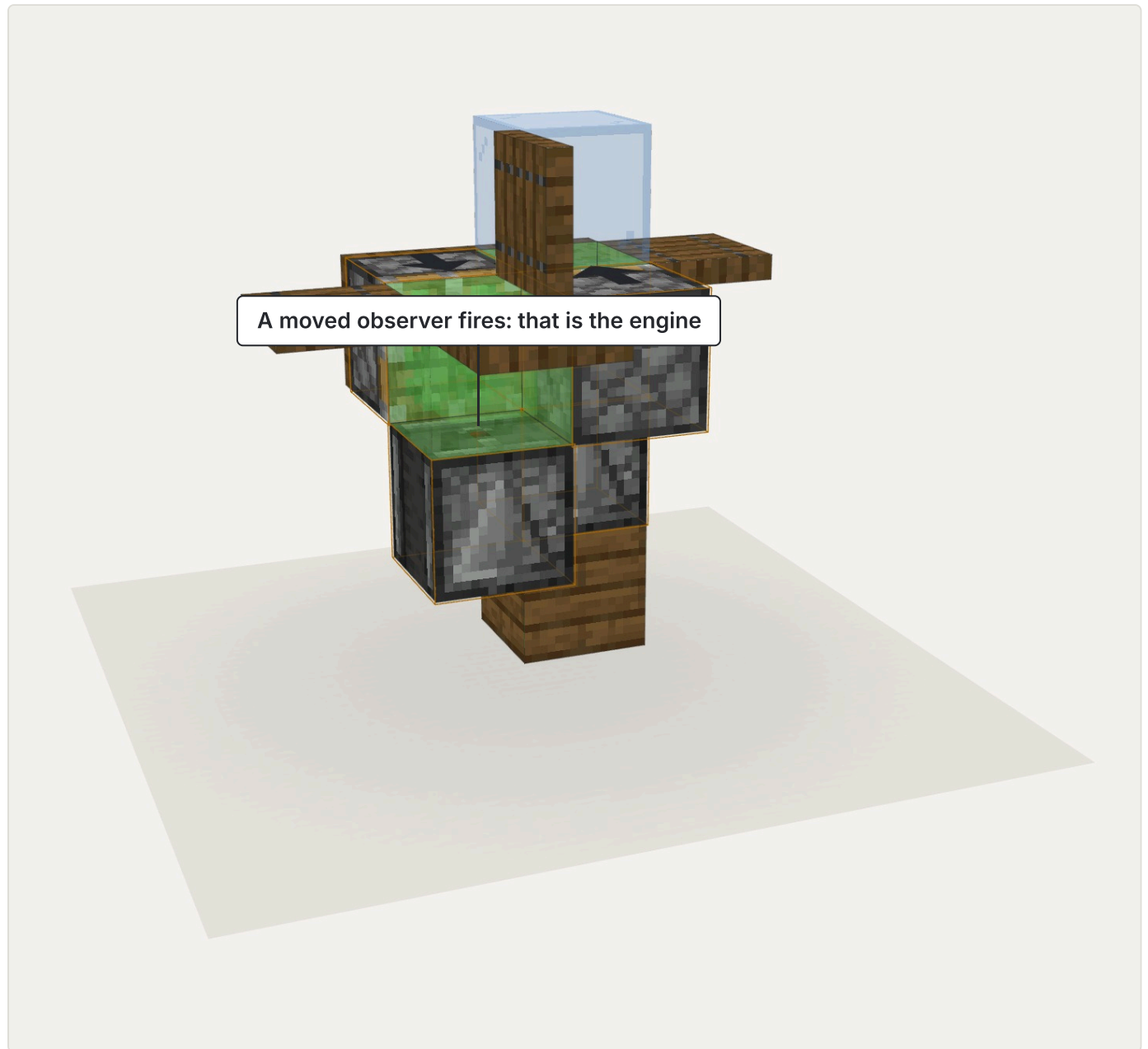
Take off

Break the block under the back observer. No brakes: put obsidian in its path where it should stop.



Finished!

Why it flies



The plane is two halves. The back half's piston pushes the front half one block forward. The front observer fires when it lands, powers the front slime block, and the sticky piston reaches back and pulls the back half after it. Now the back observer has moved, fires, and the piston pushes again. Tested in Java 26.3: 2 blocks per second (10 game ticks per block). Each half is moved by the other half's piston, and a piston moves at most 12 blocks: 13 blocks in one half and it does not move at all. It flies until something stops it: obsidian or any block with a block entity (chest, sign) in its path. Other blocks get pushed along until the limit. It does not carry you. Same numbers on Paper 26.3 (no plugins); the same 13 blocks also flew on a Bedrock 1.26.52 server (placed by command).

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