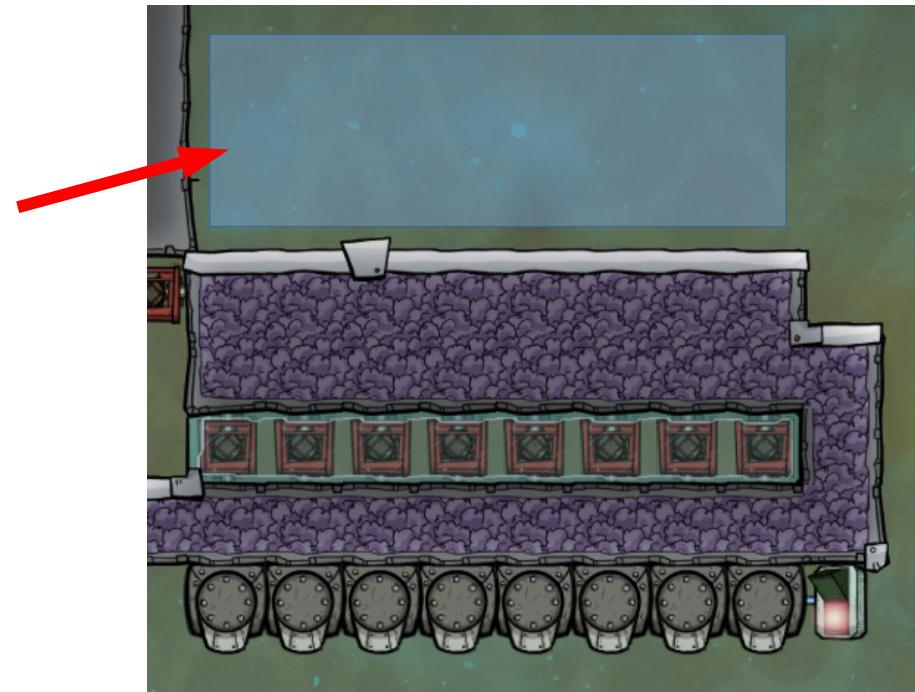


# Makin' Sand Tiles for Sandy Beaches



# This is the business end of the sand-makin' machine

Dirt tile in the conveyor rails gets cooked into sand, and it ends up here.



This is the business end of the  
sand-makin' machine



This is the business end of the  
sand-makin' machine



But how do you heat it up?

# what if you could just



# and carry



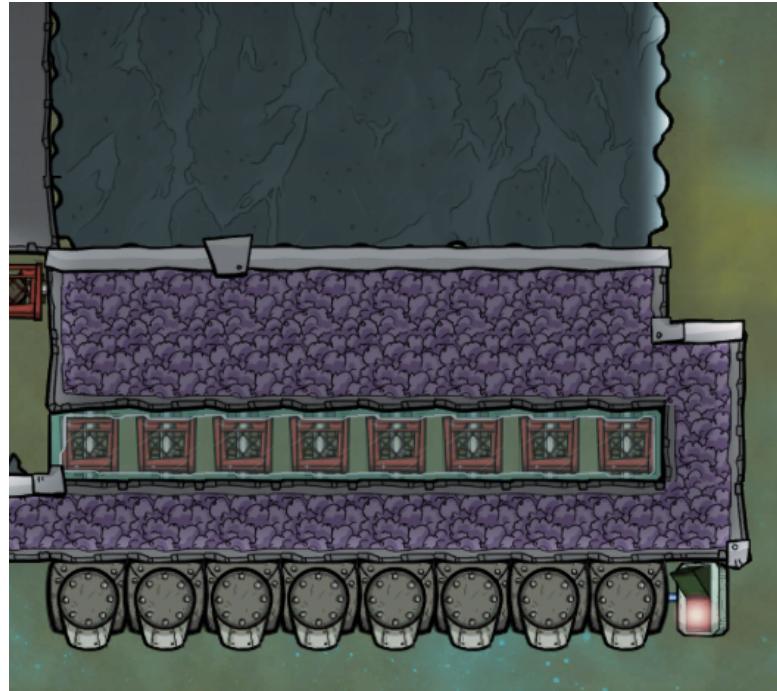
# and then pour it



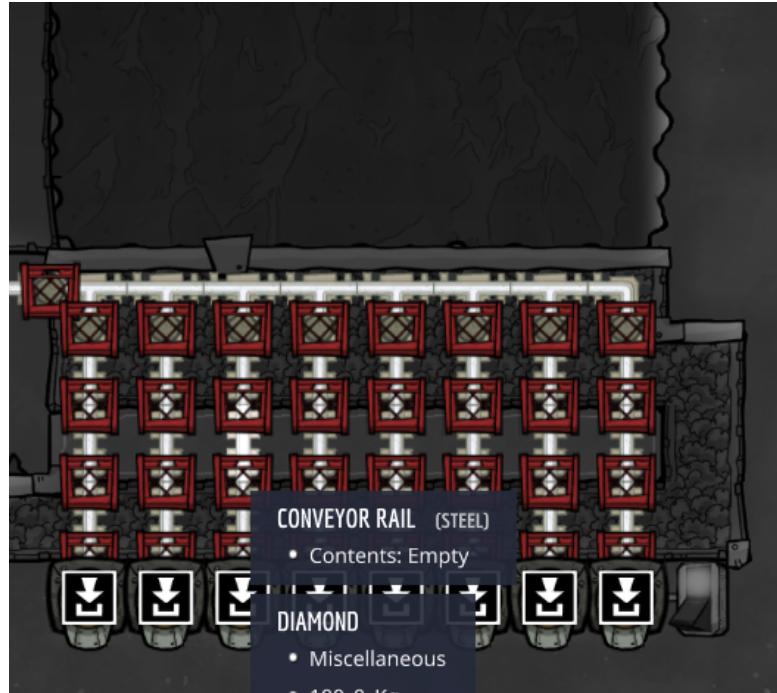
Dirt cooked  
already

# Flick switch a few times to sand!

The dirt on the rails becomes sand in the first clear space above them. The sand can stack up as tall as you'd like.

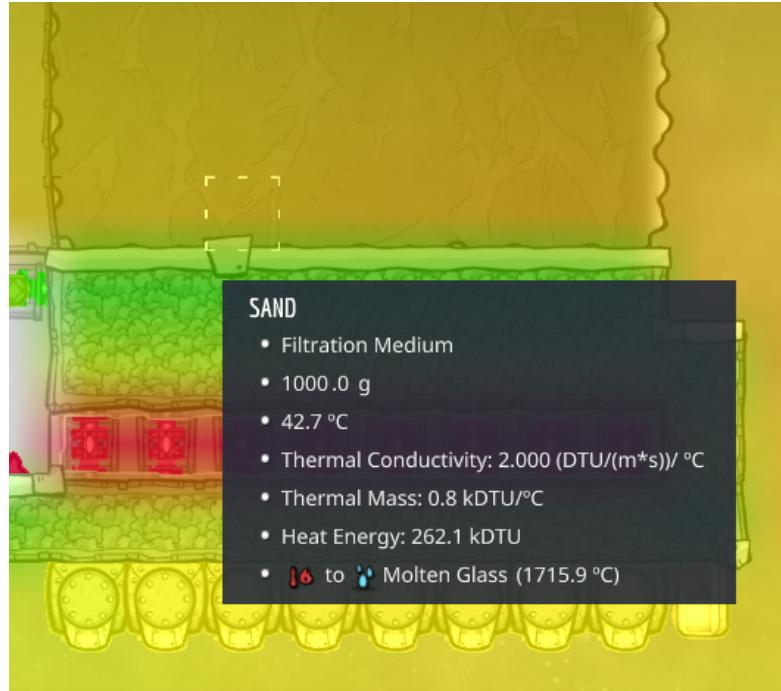


# Rails carrying a whole lotta nothin'



And that nothing must be disposed of to make room for more sand.

# Sand too hot? Not a problem



# Mass divider!



Tiny bits of dirt cook to sand very quickly,  
and tiny tiles of sand cool down very quickly.

Dirt  
max storage capacity: **1kg**

Dirt

Dirt

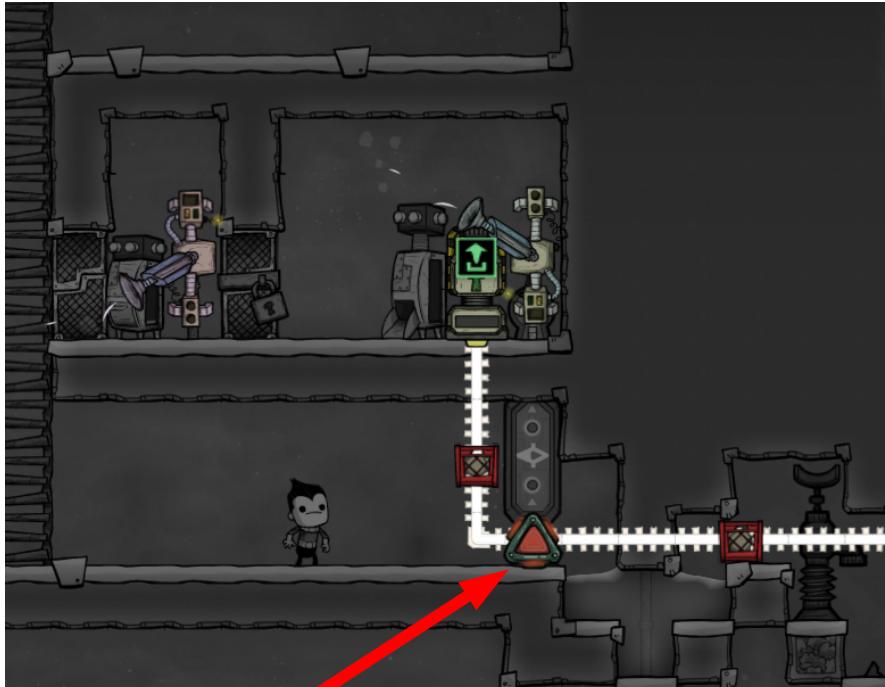


Locked door



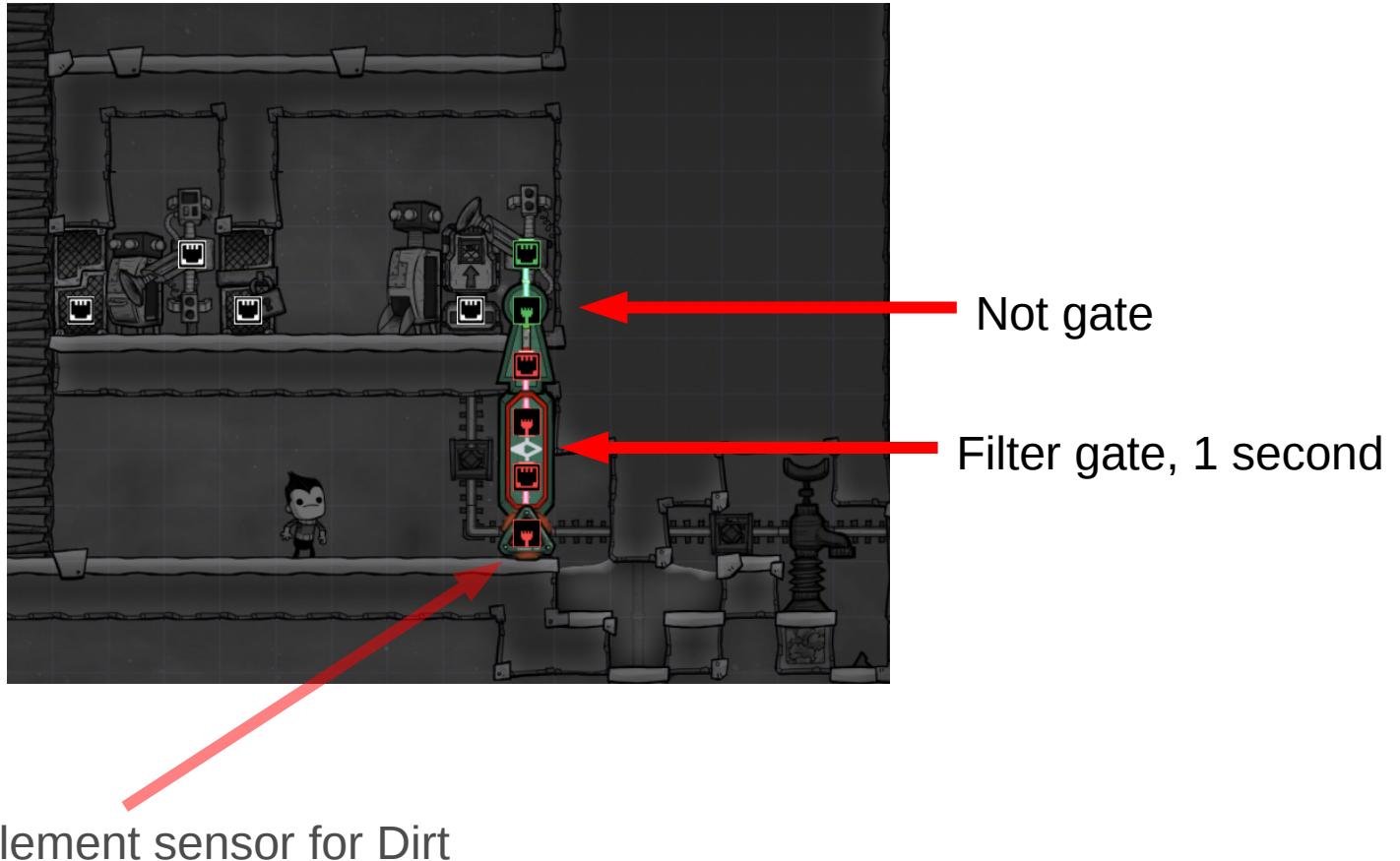
You only need a few deliveries. Disable autobottle quickly!

Have a high-priority bottle emptier over your magma source in case some magma is dropped.



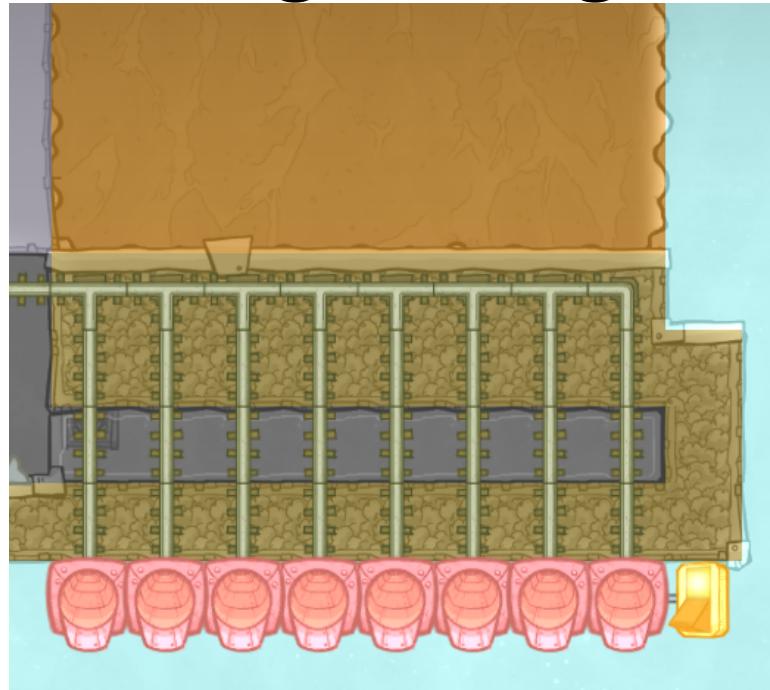
Rail element sensor for Dirt

# Don't overfill the loader



# Everything can be built out of any old garbage.

The best materials to use are diamond for the window tiles and steel for the conveyor rails.



Or you can use copper metal tiles & copper conveyor rails.

These will melt if you put too much magma in, but you don't have to put too much magma in.

You should build the sand up from underneath.

If you drop the sand from above, you'll get ugly  
burried objects.

