**Tiles’ Indexes**

**General tiles**

00 – Empty tile

**Racetrack tiles**

01 – Road straight vertical

02 – Road turn bottom-right

03 – Road straight horizontal

04 – Road turn right-bottom

05 – Road turn top-left

06 – Road turn right-top

07 – Grand stand look-bottom

08 – Grand stand look-top

09 – Grand stand look-left

10 – Grand stand look-right

11 – Circuit start vertical

12 – Circuit start horizontal

13 – Circuit start grid vertical

14 – Circuit start grid horizontal

15 – Grass

16 – Grass with three flags left

17 – Grass with cameras bottom

18 – Grass with light post top-left corner

19 – Grass with three flags right

20 – Grass with light post top-right corner

21 – Grass with light post bottom-right corner

22 – Grass with light post bottom-left corner

23 – Grass with cameras top

**City tiles**

01 – Road city horizontal

02 – House bottom-look

03 – Road city vertical

04 – Road three intersection top

05 – Road three intersection bottom

06 – Road three intersection right

07 – Road three intersection left

08 – Road crossroad

09 – Road turn bottom-right

10 – Road turn left-bottom

11 – Road turn top-left

12 – Road turn right-top

13 – House top-look

14 – House left-look

15 – House right-look

16 – Road city crossroad horizontal

17 – Road city crossroad vertical

18 – Grass trees

19 – Grass tree lines vertical

20 – Grass tree lines horizontal