

Platformer Tile and Enviromentset by Nash

Thank you for purchasing this asset.

I have put pdf files like this everywhere where I thought an explanation would be necessary. They will tell you the purpose of each asset and in some cases how to use it. It is for guidance and easy setup.

I have put the playable example in the package in case you want to see how everything works together.

If you encounter any problems or have any questions feel free to contact me at 2dgamearts@gmail.com.

Package Contents:

Tiles

There are 3 Different Main Tile Variations.:

1. Interior Tiles
2. Metal Tiles
3. Street Tiles

Each Tileset has the following Shapes:

- Normal
- Curve 90 Degree
- Sharp Edge
- center

All of the shapes (except the center) are mirrored vertically and horizontally which means that there are 4 of each shape. For instance there is a left up curve tile, right up curve tile, left down curve tile and right down curve tile. Same applies to the other 2 Tiles.

The package also includes a background wall:

1. Tile Wall
2. Tile Wall Broken
3. Tile Wall Glass
4. Tile Wall Dark

Props

1. Advertising Panel Rectangle 1
2. Advertising Panel Rectangle 2
3. Advertising Panel Rectangle 3
4. Advertising Panel Rectangle 4
5. Advertising Panel Square 1
6. Advertising Panel Square 2
7. Advertising Panel Thin Rectangle
8. Advertising Panel Vertical
9. Background Loopable
10. Barrel
11. Barrel Explosive
12. Barrel Toxic
13. Bench (Front)
14. Call Box out of function
15. Call Box working
16. Carry Cart – Load Cart (Remote Controlled)
17. Chair (Back)
18. Chair Metal (Side)
19. Computer Controlling Helper Desk
20. Computer Controlling Systems
21. Crate Box Ammo Supply
22. Crate Box Medical Kit
23. Crate Box Rectangle
24. Crate Box Square 1
25. Crate Box Square 2
26. Crate Metal
27. Crow, Raven *Animated*
28. Cupboard
29. Cyberpunk Coin *Animated*
30. Door Industrial *Animated*
31. Door Simple *Animated*
32. Elevator
33. Fence
34. Flying Drone
35. Fridge
36. Garbage Bag 1
37. Garbage Bag 2
38. Gem
39. Industrial Pipes 1
40. Industrial Pipes 2
41. Industrial Pipes 3
42. Industrial Pipes Hub – Connection Point
43. Ladder (Front)
44. Lamp Interior Hanging
45. Lamp LED
46. Lamp Street (Side)
47. Lamp Street Red Light
48. Locker
49. Locker Opened Empty

50. Locker Opened Supply
51. Mines
52. Mystical Obelisk
53. Panel Sign 2
54. Panel v 1
55. Pillar 1
56. Pillar 2
57. Pillar Complete Broken
58. Pillar Mid Broken
59. Plant Interior LED Glowing
60. Plant Interior Long
61. Plant Interior Small
62. Power Generator
63. Road Block
64. Scene Exit Gate, Stage End Area (End Level Here or move to different Area here)
65. Security Camera
66. Sign Exit
67. Sign Arrows – Showing the way
68. Sign Bus Stop
69. Sign Danger
70. Sign High Voltage
71. Sign This Way
72. Sign Turret
73. Single Red Couch (Side)
74. Sky Train Head / Tail Waggon
75. Sky Train Passenger Waggon
76. Sky Train Railing
77. Sky Train Railing Pillar
78. Soda Can Blue
79. Soda Can Energy
80. Soda Machine Blue
81. Soda Machine Energy
82. Spikes
83. Spikes Bloody
84. Stairs Black
85. Stairs White
86. Stick Police Point
87. Stick Taxi Point
88. Street Fence *Animated*
89. suitcase / coffer / bag
90. Terminal – For Triggering Trapdors, Opening Doors etc.
91. Terminal Locked
92. Terminal Power Lines
93. Trap Spiked Mace
94. Trapdor
95. Trash Bin
96. Trash Container Blue – Left Cap Opened
97. Trash Container Blue Closed
98. Trash Container Yellow Opened
99. travellers suitcase
100. Tree Street 1
101. Tree Street 2

- 102. Tree Street Giant
- 103. Vehicle Civil $\frac{3}{4}$ side
- 104. Vehicle Police (Side)
- 105. Vehicle Taxi $\frac{3}{4}$ Side
- 106. Wheel Saw Classic
- 107. Wheel Saw Classic Bloody
- 108. Wheel Saw Techno

Exterior, Buildings – Structures and Background

- 1. Background Day
- 2. Background Night
- 3. Building Home
- 4. Building Tile 1
- 5. Building Tile 2
- 6. Building Tile 3
- 7. Building Tile 4
- 8. Building Tile 5
- 9. Building Tile 6
- 10. Building Tile 7
- 11. Building Tile 8
- 12. Building Tile 9
- 13. Building Tile Roof
- 14. City Far
- 15. City Normal
- 16. Closed Shop Double
- 17. Closed Shop Single
- 18. Exterior Wall 1
- 19. Exterior Wall 2
- 20. Midlayer Building Tile 1
- 21. Midlayer Building Tile 2
- 22. Midlayer Building Tile 3
- 23. Midlayer Red Building Tile 1
- 24. Midlayer Red Building Tile 2
- 25. Midlayer Red Building Tile 3
- 26. Moon Day
- 27. Moon Night
- 28. Moon, City and Background Blurred with 2.3%
- 29. Shop Chip Implant
- 30. Sushi Bar

If you have any questions regarding this assets or need help feel free to contact me at 2dgamearts@gmail.com.

If you also want matching characters for the tile and enviromentset you can get it here: [Cyberpunk Character Set by Nash](#)

I
hope
you like it
:D