**CSV TILE REPRESENTATION REFERENCE SHEET:**

**MAIN LANDSCAPE [BLACK STONE]:**

178,179,180

**STARTING AREA DIRT:**

1043,1044,1075,1076

1106,1107,1108

1138,1139,1140

**BUILDING INTERIOR FLOORING:**

856,857,858

**LAVA:**

464,465,496,497

527,528,529

559,560,561

591,592,593

623,624,625

**PATHWAY (SOLID GRAY):**

13,14,45,46

76,77,78

108,109,110

140,141,142

172,173,174

**GROUND [GRAVEYARD]:**

16,17,48,49

79,80,81

111,112,113

143,144,145

175,176,177

**WATER [NORMAL]:**

449,450,481,482

512,513,514

544,545,546

576,577,578

608,609,610

**CASTLE FARM DIRT:**

252,253,284,285

315,316,317

347,348,349

379,380,381

443,444

**CORRUPTED WATER SUPPLY [PURPLE WATER]:**

458,459,490,491

521,522,523

553,554,555

585,586,587

617,618,619

649,650

**PATHWAY [STONES]**

67,68,69,70,71,72,7

**CSV SINGLE OBJECTS**

STARTING BUILDING WALLS/PILLARS [DESTROYED]: 9,10,11,12,48,49

LANDSCAPE OBJECT [ROCKS]: [Black Cluster 4],35,41,42, [Pointed Black 50] ,53,54,55,56

BRIDGE: 75

PENTAGRAM: 47

FLOORBLOCKS: 115

SPIDER: 60

GOLEM: 33

GHOST: 32

MAGE: 37

DEMON: 22

PLAYER BLOCK: 114

STARTING TREE: 62

SMALL STUMP: 57

MEDIUM STUMP: 36

SMALL TREE (DEAD): 58

MEDIUM TREE (DEAD): 43

LARGER TREE (DEAD): 40

CROSSROAD SIGNPOST: 23

HEADSTONE [DESTROYED CROSS]: 51

HEADSTONE [BROKEN CROSS]: 7

HEADSTONE [DETERIORATED]: 8

MASOLEUM: 39

TWISTED TREE: 65

RAMPART LADDER: 34

CLOSED CRATE: 19

OPEN CRATE: 25

CATTAILS: 17

WOOD CHOP BLOCK: 18

LOG PILE [SMALL]: 110

LOG PILE [LARGE]: 66

FOOD POT: 26

FOOD BAGS [OPEN]: 52

FOOD BAGS PILE: 29

FOUNTAIN: 30

ANVIL: 0

ORE: [GRAY]: 45

ORE [RED]: 46

FORGE EXHAUST: 31

CRATES [BIG STACK]: 21

CRATES [SMALL STACK]: 20

RESIDENTAL DOOR: 119

CASTLE WALLS: 15,16,117,118

MERCHANT STALLS: 2,3,5,27,28

HOMES [NO ENTRY]: 76,78,79

HOUSING FENCE:111,112

HOUSE EXTERIOR FOLIAGE: 63,64

HOUSE INTERIOR WALLS: 84

HOUSE ROOF: 77,81,82

HOUSE DRESSER: 24

ORB: 38

OPEN BOOK: 6

VOLCANO EXTERIOR WALL: 100,101,106,108