

WallH

Wall H, torch anim 1

Wall H, torch anim 2

Wall H crumbled

WallV

FloorA

FloorB

Stairs Up

Stairs Down

Hole

 ${\sf Trapdoorclosed}$

Trapdoor open

FloorC

Floor Rug



Extra Floor variants



Tree A

Tree B

Tree Leafless

Tree Dead

Tree Jungle

Bush

Shrub

Rock Grey

Rock Brown

BuildingA

BuildingB

BuildingC

BuildingD

Stones

Column

Stalagtite

Cobble

Mushroom, Small

Mushroom, Large

Flowers, White

Flowers, Pink



Pit, open

Pit, closed

Ruins Big

Ruins Small

Cave grey

Cave brown Cave w/door

Lilypads big

Li I ypads small

Bed Side A

Bed Side B

Chair Side A
Chair Side B
Chair
Table
Bookcase
Bookcase side A
Bookcase side B



Animated Lava
Animated Poison
Animated Water (light)
Animated stars or darkness or oil
Animated Blood
Animated Rain
Animated Snow

00000

Animated runes or teleporters, etc



Cobwebs



2 state pressure plates or switches



Extra rugs or whatever



Lever or switch up/down



Extra wall variations, H and V



Animated Water (dark) Sand light Sand dark Marsh Bricks

Doors open and closed

Topdown doors H and V

Signs

All Control

Extra stuff for sidescrollers