

IF YOU CREATE A TILE AND ARE NOT WITH PERMISSIONS IN THE MAP DROPBOX IN WHICH THEY ARE STORED EMAIL: emptymappin@gmail.com

Exterior Tiles

ocean water (autotile)
grey cliffs with snow
bridge without handrail
wooden north facing stairs (3x1)
cave stairs (both up and down)
rocksmash rock (one exists, others don't hurt)
palm tree (must look able to block bottom six of nine total occupied tiles)
 also underbrush (shrubs, bushes etc), palm trees of variety
horizontal gate building
Sewer entrance (a pipe, concrete tube, or something else big enough to walk through)
Phosphorous-Deposit White tiles for Staccato Cliffs
Concrete sloping walls (i.e. for scrapyard and Dronia)
Grain (encounter autotile, dupe of long grass for ranch)
Caesura tiles:
path tiles for caesura outpost (probably with sand outline)
 - something like the floor in these pics:
 <http://www.exhibitfiles.org/dfile2/ReviewImage/750/original/P1060963.JPG>
 http://fc05.deviantart.net/fs71/f/2010/164/6/7/The_Land_Before_Time_by_Vanlande.jpg
market stall tiles (a 1x2 and a 2x1 variant. should be styled after middle eastern market stalls with lots of reds,yellow, hanging rugs, fruits, etc)
pueblo/adobe house tiles (3x3 houses with maybe an extra decoration tile or two (like alt window) to make them less copy-paste)
black market tent tiles (2x2 or 3x3 tent)

Several of the exterior tiles refer specifically to one tile or have some kind of context requiring explanation. Before making them ensure you know what it is you should make and use all the avenues available to you to figure out what that might be.

Interior Tiles

Lab floor (wooden)
general use floor (wooden, tiled, weird japanese thing that exist sometimes, dirt)
general use walls (several different wallpapers and plain colours)
chairs
couches
counters
sinks
fridges
toilet
tables

pokemart tile editing
Penis picture in frame
Museum artifacts