

Kenney game assets (Tiny Dungeon)

ID	GP-007
Type	Game Asset Library
Category	K. Gaming and Pixel Art
Source	https://kenney.nl/assets/tiny-dungeon
Licence	CC0 1.0 (public domain) for all assets on Kenney's asset pages; attribution not required; the Kenney logo is reserved
Commercial use	Yes (CC0)
Attribution	Not required; 'Kenney' if you credit; don't use the Kenney logo
Redistribution	Yes (CC0)
Delivery	Free zip per pack; paid All-in-1 bundle optional
Updated	2026-10-24

Notes

Large free library of 2D, 3D, UI, pixel and audio game assets released as CC0. Tiny Dungeon (shown here) is 130 16×16 pixel tiles for roguelikes; our scene is built from it.

Our analysis

Our capture of the Tiny Dungeon page on kenney.nl: light gray page, tags and metadata (category, tile size 16×16, 130 files, licence CC0) on the left, a big preview sheet on the right, and a single Download button. Strength: every fact you need (size, count, licence) sits next to the download. Risk: none on licence; just keep packs in one visual family (Kenney's 'Tiny' packs share a look).

Best practices

- Use CC0 Kenney packs when you need art you can ship anywhere with zero paperwork; credit 'Kenney' if you want, never the logo (OFFICIAL, <https://kenney.nl/support>).
- Keep the License.txt from the zip in your project for provenance (OURS; the Tiny Dungeon zip includes one).
- Scale 16×16 tiles by whole numbers (3×, 4×) with `image-rendering:pixelated`; the packed tilemap uses 27 colours, so adding colours breaks the look (ESTIMATED, our count).
- Mix packs from the same Kenney series (e.g. 'Tiny') so tile size and outline style match (OURS).

How to use

Download the pack from kenney.nl/assets/tiny-dungeon (Tiles/, Tilemap/, Tiled/ files + License.txt)
CSS for crisp scaling: `img{image-rendering:pixelated}` and scale by whole numbers (2×, 3×, 4×).

Figures and reference captures



Original scene assembled by Design Library from Kenney Tiny Dungeon 1.0 tiles (16×16, CC0 1.0, kenney.nl; credit not required, given anyway), scaled 3.5× nearest-neighbour. HUD text: Press Start 2P (OFL). Source: <https://kenney.nl/assets/tiny-dungeon>. Our scene from Kenney Tiny Dungeon tiles (CC0 1.0).



Tiny Dungeon

Tags

rpg roguelike dungeon sewer pixel

Category

2D • Tiny

Tile size

16 × 16

Files

130×

License

Creative Commons CC0

Download

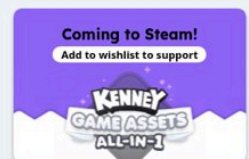
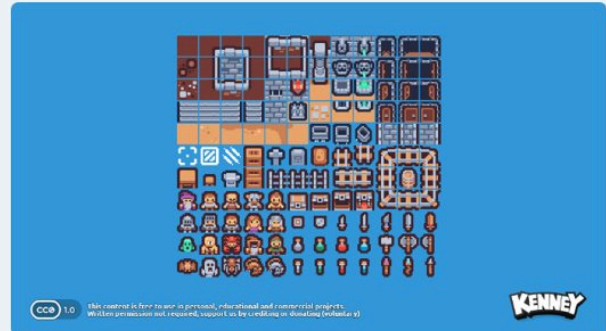
Get All-in-1 bundle

Updates

1.0 Released in 2022

As seen in

Contact Kenney on socials to get your game featured



Reference capture of <https://kenney.nl/assets/tiny-dungeon> (landing view), taken 2026-10-24 16:42 (UTC+8) by this library with a headless browser at 1440×900, reduced to 1200px. Fair-use reference for design analysis only; the page, its artwork and marks belong to Kenney. Asset files are not redistributed through this capture: get them from the source under its licence. Source: <https://kenney.nl/assets/tiny-dungeon>. Fair-use reference capture; content © Kenney. Entry license: CC0 1.0 (public domain) for all assets on Kenney's asset pages; attribution not required; the Kenney logo is reserved

Reference captures are fair-use screenshots for design analysis, credited to their source; no asset files are redistributed in this PDF. Licence summaries are not legal advice: read the source's licence before use.

Kenney game assets (Tiny Dungeon): deep dive

Gaming & Pixel Art deep dive, checked 2026-10-24 (UTC+8). OFFICIAL = stated on the cited official page, README, licence or package file; ESTIMATED = measured by Design Library (file sizes, counts, contrast); OURS = our interpretation, not legal advice. Earlier pages hold notes, analysis, best practices and captioned figures with sources.

Our analysis

Our capture of the Tiny Dungeon page on kenney.nl: light gray page, tags and metadata (category, tile size 16×16, 130 files, licence CC0) on the left, a big preview sheet on the right, and a single Download button. Strength: every fact you need (size, count, licence) sits next to the download. Risk: none on licence; just keep packs in one visual family (Kenney's 'Tiny' packs share a look).

Best practices

- Use CC0 Kenney packs when you need art you can ship anywhere with zero paperwork; credit 'Kenney' if you want, never the logo (OFFICIAL, <https://kenney.nl/support>).
- Keep the License.txt from the zip in your project for provenance (OURS; the Tiny Dungeon zip includes one).
- Scale 16×16 tiles by whole numbers (3×, 4×) with image-rendering:pixelated; the packed tilemap uses 27 colours, so adding colours breaks the look (ESTIMATED, our count).
- Mix packs from the same Kenney series (e.g. 'Tiny') so tile size and outline style match (OURS).

Licence **OFFICIAL**

- 'All game assets on the asset pages are public domain licensed (CC0). You're free to use them, even in commercial projects.'
- 'Attribution is not required ... mentioning "Kenney". Do not use our logo.'
- Tiny Dungeon License.txt: CC0, created 05-07-2022, 'free to use in personal, educational and commercial projects'.

Source: <https://kenney.nl/support>

Tiny Dungeon facts **OFFICIAL**

- Tags rpg, roguelike, dungeon, sewer, pixel; category 2D · Tiny; tile size 16 × 16; 130 files; version 1.0, released 2022.

Source: <https://kenney.nl/assets/tiny-dungeon>

Measured **ESTIMATED**

- tilemap_packed.png is 192 × 176 px (12 × 11 tiles) using 27 colours (our count); Tiles/ holds 132 PNGs in our download.

Source: <https://kenney.nl/assets/tiny-dungeon>

Pitfalls and lessons

OURS

- CC0 means no strings, but it also means anyone can use the same tiles: customise palette or add your own hero sprites to stand out.

Source: <https://kenney.nl/assets>