Prince of Persia 2 Special Events

overview for amateur mod creators

June 22, 2014

Contents

Preamble

This document describes all the special events that take place in Prince of Persia 2, when they are triggered and at what locations. It is possible to customize these events by altering the PRINCE.EXE file. This document describes the characteristics of the events when aforementioned file has *not* been changed. This knowledge can be used to change levels in such a way that the events still take place, but with different results or at (seemingly) different locations.

This is only the first version of this document, so there is a lot of room for improvement. In case you find a mistake or have a suggestion, please let us know.[1]

License

Copyright © 2014 Prince of Persia modding community

Permission is granted to copy, distribute and/or modify this document under the terms of the GNU Free Documentation License, Version 1.3 or any later version published by the Free Software Foundation; with no Invariant Sections, no Front-Cover Texts, and no Back-Cover Texts.

---

1. Level 1

In various rooms (1-5, 10-12, 15, 16 and 19), custom boardwalk and palace graphics are shown.

1.1 Room 4

- When the prince first enters this room, a window breaks.
- If the prince starts in this room, he moves five tiles to the right and a little bit downward. This means that, if the prince does *not* make a falling start, he gets vertically misaligned.

1.2 Room 11

If the prince leaves downward, the player keeps seeing room 11.

1.3 Room 15

- If the prince leaves to the right, the player keeps seeing room 15. If the prince keeps going right, the player hears him being murdered.
- The prince cannot climb up.
- The prince can climb down, but in a strange way and leaving downward kills the prince.
- There is a checkpoint on the 6th tile from the upper left, set in the PRINCE.DAT levels file.

1.4 Room 16

If the prince touches any tile on the bottom row, he dies.

1.5 Room 19

- If the prince touches any tile on the bottom row, he dies.
- When the prince first enters this room, a ship leave to the left. If the prince grabs and holds onto the ship's window, level 2 starts.

2. Level 2

In rooms 1-3, custom beach graphics are shown.

2.1 All Rooms

*   Wind-generated waves can be heard.
*   Climbing up is not possible and gives a hanging animation.
*   Climbing down is possible but gives a hanging animation.
*   Touching columns 3-8 on any row, if there's no tile, makes the prince sink and die.

2.2 Room 1

*   Every time the prince enters the room, all non-raised quicksand stones raise. The wind-generated waves sound effect stops, and even with ambient music turned off a tune is played.
*   If all quicksand stones are down except the marked stone, the cave entrance at the far left opens.
*   Leaving to the left loads level 3.

2.3 Room 3

If the prince leaves to the right, the player keeps seeing room 3 and hears the prince stepping on water.

3. Level 3

There are no special events in this level.

4. Level 4

There are running skeletons in rooms 26-28 of this level, but this is caused by the type of skeletons that are used in the PRINCE.DAT levels file. If the level exit door is open and the prince is to the left of these skeletons, they awaken. Special music is then played and the prince breathes a sigh of relief when the stone door closes.

5. Level 5

5.1 Room 3

- When entering the room, custom music is played.
- Has a flying carpet, grate and other custom graphics. If the prince uses the carpet and the grate is closed, he dies; if the grate is open, he leaves upward and level 6 starts.
- If the prince leaves (climbs) upward, the player keeps seeing room 3.

5.2 Room 10

- The skeleton on the shaky bridge waits on the 4th tile from the left. If the skeleton is to the right of the prince: the skeleton runs to the right (to close the stone door) if he's not being hit; the bridge (tiles 4-8) collapses if the prince touches the 5th tile from the left.
- If the prince climbs up anywhere, he loses his sword.
- If the prince leaves downward, the player keeps seeing room 10 and hears the prince falling to his death.

5.3 Room 12

The 2nd tile in the middle row is a checkpoint, set in the PRINCE.DAT levels file.

5.4 room 16

The lower left tile is a checkpoint, set in the PRINCE.DAT levels file.

6. Level 6

The prince starts this level without a sword.

6.1 Room 27

- Uses a different palette from the rest of the level.
- Leaving to the left teleports the prince to the left edge of the 5th tile in the lower left of room 3.

7. Level 7

The prince starts this level with the short sword.

7.1 Room 3

The upper left tile is a checkpoint, set in the PRINCE.DAT levels file.

8. Level 8

The prince starts this level with the short sword.

8.1 Room 9

- Picking up a sword gives the flashback cutscene.
- Custom music is played when entering this room.
- The 5th tile from the lower left is a checkpoint, set in the PRINCE.DAT levels file.

8.2 Room 12

The 5th tile from the right in the middle row is a checkpoint, set in the PRINCE.DAT levels file.

9. Level 9

There are custom graphics various rooms (2, 11-16).

9.1 Room 2

- The white horse statue is displayed on top of any other background tiles.
- Custom music is played when first entering this room.

9.2 Room 8

Leaving to the left with a running jump from the 2nd tile in the top left gives the horse riding cutscene. (This only happens with the non-cracked game.) Then level 10 starts.

10. Level 10

10.1 Room 22

- Has a horse statue.
- If the prince starts here, the color palette gets corrupted, and the prince gets horizontally centered inside the room.

11. Level 11

11.1 Room 6

The 3rd tile from the right in the middle row is a checkpoint, set in the PRINCE.DAT levels file.

12. Level 12

12.1 Room 2

The top right tile is a checkpoint, set in the PRINCE.DAT levels file.

12.2 Room 11

The left tile in the middle row is a checkpoint, set in the PRINCE.DAT levels file.

13. Level 13

13.1 Room 2

The following only happens if the 2nd modifier has certain values (like 64, 191 or 192) or if there is no background.

- Every time the prince enters from the right on any row, a harp sound is played and then a short tune. This happens even with ambient music turned off.
- Has a *"He Who Would Steal The Flame Must Die"* text on the background, plus two pillars.

13.2 Room 4

- Shows a flame if the 2nd tile in the middle row is 43 (0Y11 in apoplexy).
- The level hangs unless the 3rd tile in the middle row is 0N5/183/192.
- If the prince leaves downward, the player keeps seeing room 4 and hears the prince falling to his death.
- If the prince is killed in the middle row, he becomes a flame. If the prince is too far to the left, the flamed prince keeps walking to the right and the player cannot continue playing.

13.3 Room 13

If the prince leaves downward, the player keeps seeing room 13 and hears the prince falling to his death.

13.4 Room 32

The right tile in the middle row is a checkpoint, set in the PRINCE.DAT levels file.

14. Level 14

In various rooms (1-8), custom graphics are shown.

14.1 Room 1

If the prince starts here, he's horizontally centered inside the room.

14.2 Room 2

If the prince touches any tile on the first 4.5 columns of any row, the false prince cutscene is shown. Then the prince ends up in room 4, on the right edge of the 5th tile from the left, with his sword drawn.

14.3 Room 3

- Guards randomly appear on the middle and bottom rows.
- The prince can leave downward and to the right, but the player keeps seeing room 3.

14.4 Room 4

The 5th tile from the left is a checkpoint, set in the PRINCE.DAT levels file.

14.5 Room 5

The prince can leave downward, but the player keeps seeing room 5.

14.6 Room 6

If there is only one false prince, he disappears. He then shows up in room 8, on the 3rd tile from the upper right.

14.7 Rooms 7 and 8

If the prince is too close to the false prince, the false prince takes the player's sword and kills the prince. The prince can throw fire balls with Ctrl if he has turned into a

flame.

Afterword

If you have any suggestions to further improve this document, please let us know in this forum thread: http://forum.princed.org/viewtopic.php?f=73&t=3497

Credits

June 22, 2014: Initial version, by Norbert