

Prince of Persia 1 for SNES Regional Differences

more than just the intro

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Contents

Preamble.....	2
License.....	2
1. General Differences.....	3
1.1 Intro.....	3
1.2 Offsets.....	6
1.3 Backgrounds.....	7
1.4 Tiles.....	8
1.5 Passwords.....	8
2. Level 4.....	9
2.1 Events.....	9
2.2 Modifiers.....	9
2.3 Attributes.....	10
2.4 Backgrounds.....	10
3. Level 5.....	11
3.1 Attributes.....	11
3.2 Backgrounds.....	11
4. Level 19.....	12
4.1 Events.....	12
4.2 Modifiers.....	12
5. Level 21 (Jaffar).....	13
5.1 Tiles.....	13
Credits.....	14

Preamble

This document describes the regional differences between Prince of Persia 1 for SNES releases. It focuses on the differences between the Japanese version (JP) and the United States version (US). The European version (EU) is virtually the same as the US version.

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

Important: In this document, room, tile and event numbers start at 1. However, zero-based numbers, as used by, for example, *Pr1SnesLevEd*, are frequently added in parentheses.

License

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¹ <http://forum.princed.org/viewtopic.php?f=122&t=3698>

1. General Differences

1.1 Intro

The logo animation differs:

- Masaya (JP), Konami (US)



JP



US

The title/copyright screen differs:

- ™ (JP), ® (US)
- プリンス・オブ・ペルシャ (JP only)
- "Prince of Persia" (JP only)
- Some spacing differences, for example between "1989," and "1992".
- "NCS Corp." (JP), "NCS Corporation." (US)
- "Prince of Persia is a registered trademark of Broderbund Software, Inc." (US only)
- "© 1992 KONAMI" (US only)
- "LICENSED BY NINTENDO" (US only)
- "© 1992 Arsys Software, Inc." (JP), "Programmed by Arsys Software, Inc." (US)



JP



US

The intro text is different and in different languages:

- Japanese (JP), English (US)

(Also, the JP version has one extra screen of text.)

Only the JP version shows the prince being tortured and dragged.



JP

1.2 Offsets

Offsets differ. Level offsets, without the optional 0x200 header are:

- Level 1: 0x4C4E8/312552 (JP), 0x4C151/311633 (US)
- Level 2: 0x4CCD3/314579 (JP), 0x4C93C/313660 (US)
- Level 3: 0x4D3C1/316353 (JP), 0x4D02A/315434 (US)
- Level 4: 0x4DABC/318140 (JP), 0x4D725/317221 (US)
- Level 5: 0x4E207/320007 (JP), 0x4DE77/319095 (US)
- Level 6: 0x4E8C7/321735 (JP), 0x4E534/320820 (US)
- Level 7: 0x4F05D/323677 (JP), 0x4ECCA/322762 (US)
- Level 8: 0x4F810/325648 (JP), 0x4F47D/324733 (US)
- Level 9: 0x4FF20/327456 (JP), 0x4FB8D/326541 (US)
- Level 10: 0x505B4/329140 (JP), 0x50221/328225 (US)
- Level 11: 0x509FC/330236 (JP), 0x50669/329321 (US)
- Level 12: 0x510EA/332010 (JP), 0x50D57/331095 (US)
- Level 13: 0x517C1/333761 (JP), 0x5142E/332846 (US)
- Level 14: 0x51E43/335427 (JP), 0x51AB0/334512 (US)
- Level 15: 0x5246C/337004 (JP), 0x520D9/336089 (US)
- Level 16: 0x52C51/339025 (JP), 0x528BE/338110 (US)
- Level 17: 0x531E7/340455 (JP), 0x52E54/339540 (US)
- Level 18: 0x53579/341369 (JP), 0x531E6/340454 (US)
- Level 19: 0x53C2B/343083 (JP), 0x53898/342168 (US)
- Level 20: 0x543E5/345061 (JP), 0x54051/344145 (US)
- Level 21 (jaffar): 0x546F7/345847 (JP), 0x54363/344931 (US)
- Level 22 (intro): 0x5479A/346010 (JP), 0x54406/345094 (US)
- Level 23 (training 1): 0x54D14/347412 (JP), 0x54980/346496 (US)
- Level 24 (training 2): 0x550BE/348350 (JP), 0x54D2A/347434 (US)
- Level 25 (training 3): 0x55512/349458 (JP), 0x5517E/348542 (US)
- Level 26 (training 4): 0x5590D/350477 (JP), 0x55579/349561 (US)
- Level 27 (training 5): 0x55C2C/351276 (JP), 0x55898/350360 (US)

1.3 Backgrounds

As explained below, the background tiles in the fawn levels (pink palace; 4-6 and t2) and marble levels (red palace; 19 and t5) somewhat differ.

In the fawn levels, the (animated) cloud backgrounds have different values:

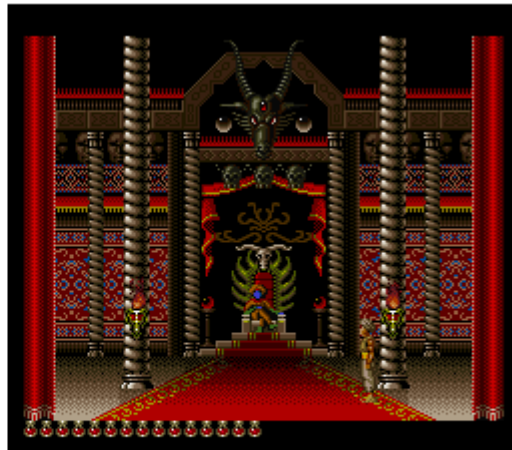
- 0x2C-0x43 (JP), 0x80-0x97 (US)

In the marble levels, the graphics of several tiles (tile sets) are different:

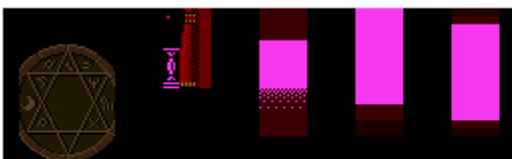
- 0x1A, 0x1B, 0x1E, 0x1F
- 0x31
- 0x4F
- 0x64-0x67, 0x69, 0x6A
- 0x73, 0x75



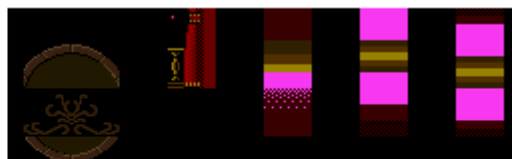
JP



US



JP



US

1.4 Tiles

In the marble levels (red palace), the graphics of some tiles are different:

- The level exit/entry (0x07/0x24) door.
- The top left/right (0x1E/0x20) above the exit/entry door.



JP US

1.5 Passwords

The characters are different. Information about this is available at:

http://www.popot.org/documentation.php?doc=SNES_pass

2. Level 4

2.1 Events

- Events 5 (4) and 7 (6) have been flipped. (In the JP version, event 5 points to room 16, location 16, and event 7 points to room 3, location 11. In the US version, it's the other way around.)
- Events 6 (5) and 8 (7) have been flipped. (In the JP version, event 6 points to room 19, location 19, and event 8 points to room 7, location 14. In the US version, it's the other way around.)

2.2 Modifiers

- Room 3 (2): the modifier of tile 20 (19), a raise button, points to event 7 (6) for JP, 5 (4) for US.
- Room 6 (5): the modifier of tile 25 (24), a raise button, points to event 5 (4) for JP, 7 (6) for US.

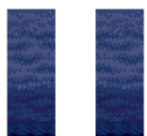
2.3 Attributes

A lot of tiles in this level that are just walls in the US version have extra bits set in the JP version. In the US version the value is 2, in the JP version the value is 102; in other words 100 more. The tiles' locations are:

- Room 1: 10, 28, 29, 30
- Room 2: 10, 21-23, 25, 26
- Room 3: 1, 23-25, 28
- Room 4: 25-27
- Room 5: 10, 28-30
- Room 6: 7, 17, 23, 24, 28
- Room 7: 3, 9, 21-24, 30
- Room 8: 10, 20-24, 29, 30
- Room 9: 21, 22, 29, 30
- Room 10: 1-4, 7-10, 12, 13, 17, 18, 21-24, 27-30
- Room 11: 1, 10, 11, 20, 30
- Room 12: 1, 11, 12, 16, 17, 24
- Room 13: 1, 2, 5, 6, 13, 14, 30
- Room 14: 18, 19, 21-24, 29, 30
- Room 15: 5-7, 10, 30
- Room 16: 10, 27-30
- Room 17: 21, 29
- Room 18: 9, 10, 25-28
- Room 19: 1, 21, 22
- Room 20: 9, 11-13, 21, 22, 27-30
- Room 21: 1, 21, 23, 24, 26, 27, 29, 30
- Room 22: 11-13, 17-19, 27-29
- Room 23: 1, 19, 20
- Room 24: 2, 3, 13, 21-23, 28, 30

2.4 Backgrounds

- Room 4 (3), tiles 3-10 (2-9): 0x2F/47 (JP), 0x80/128 (US)
- Room 5 (4), tiles 1-8 (0-7): 0x2F/47 (JP), 0x80/128 (US)



JP US

3. Level 5

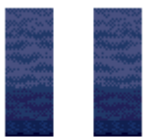
3.1 Attributes

A lot of tiles in this level that are just walls/floors/space in the US version have extra bits set in the JP version. In the US version the values are 2/1/0, in the JP version the values are 102/101/100; in other words 100 more. The tiles' locations are:

- Room 1: 100↔0: 5, 6, 8, 9, 15, 16, 18, 19
- Room 1: 101↔1: 21, 22, 24-30
- Room 2: 101↔1: 15
- Room 2: 100↔0: 20
- Room 3: 100↔0: 1, 2, 4, 5, 10-12, 14, 15, 20
- Room 3: 101↔1: 21-30
- Room 4: 101↔1: 2, 21
- Room 5: 100↔0: 10
- Room 6: 100↔0: 10, 27
- Room 7: 100↔0: 10, 22
- Room 8: 100↔0: 10
- Room 9: 102↔2: 20
- Room 10: 102↔2: 19
- Room 12: 102↔2: 17
- Room 13: 102↔2: 18
- Room 14: 102↔2: 20
- Room 15: 102↔2: 23
- Room 16: 101↔1: 18
- Room 16: 102↔2: 21, 29, 30
- Room 17: 101↔1: 12
- Room 17: 102↔2: 22
- Room 19: 102↔2: 13

3.2 Backgrounds

- Room 1 (0): tiles 2-10 (1-9): 0x3B/59 (JP), 0x80/128 (US)
- Room 3 (2): tiles 1-10 (0-9): 0x3B/59 (JP), 0x80/128 (US)



JP US

4. Level 19

4.1 Events

- Events 3 (2) and 5 (4) have been flipped. (In the JP version, event 3 points to room 23, location 5, and event 5 points to room 14, location 7. In the US version, it's the other way around.)
- Events 4 (3) and 6 (5) have been flipped. (In the JP version, event 4 points to room 13, location 20, and event 6 points to room 10, location 20. In the US version, it's the other way around.)

4.2 Modifiers

- Room 14 (13): the modifier of tile 3 (2), a raise button, points to event 5 (4) for JP, 3 (2) for US.
- Room 23 (22): the modifier of tile 21 (20), a raise button, points to event 3 (2) for JP, 5 (4) for US.

5. Level 21 (Jaffar)

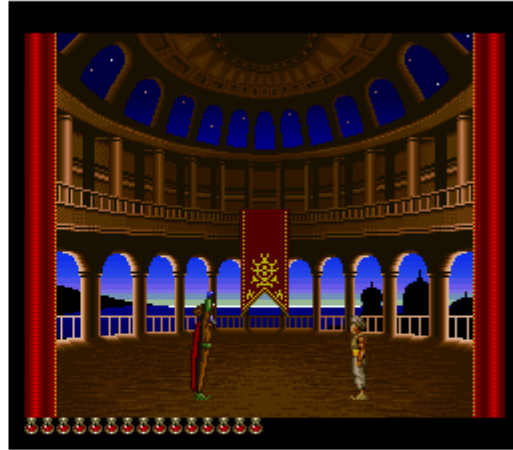
5.1 Tiles

The US version has no floor patterns for:

- 0x15-0x1E



JP



US

Credits

September 25, 2015: Initial version, by Norbert