# Prince of Persia 1 Special Events

*a must-read for amateur mod creators*

July 12, 2012

## Contents

## Preamble

This document describes all the special events that take place in Prince of Persia 1, when they are triggered and at what locations. It is possible to customize these events with, for example, CusPop,[1] 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.[2]

## License

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1    http://www.popot.org/other_useful_tools.php?tool=CusPop_and_CusAsm
2    http://forum.princed.org/viewtopic.php?f=73&t=3151
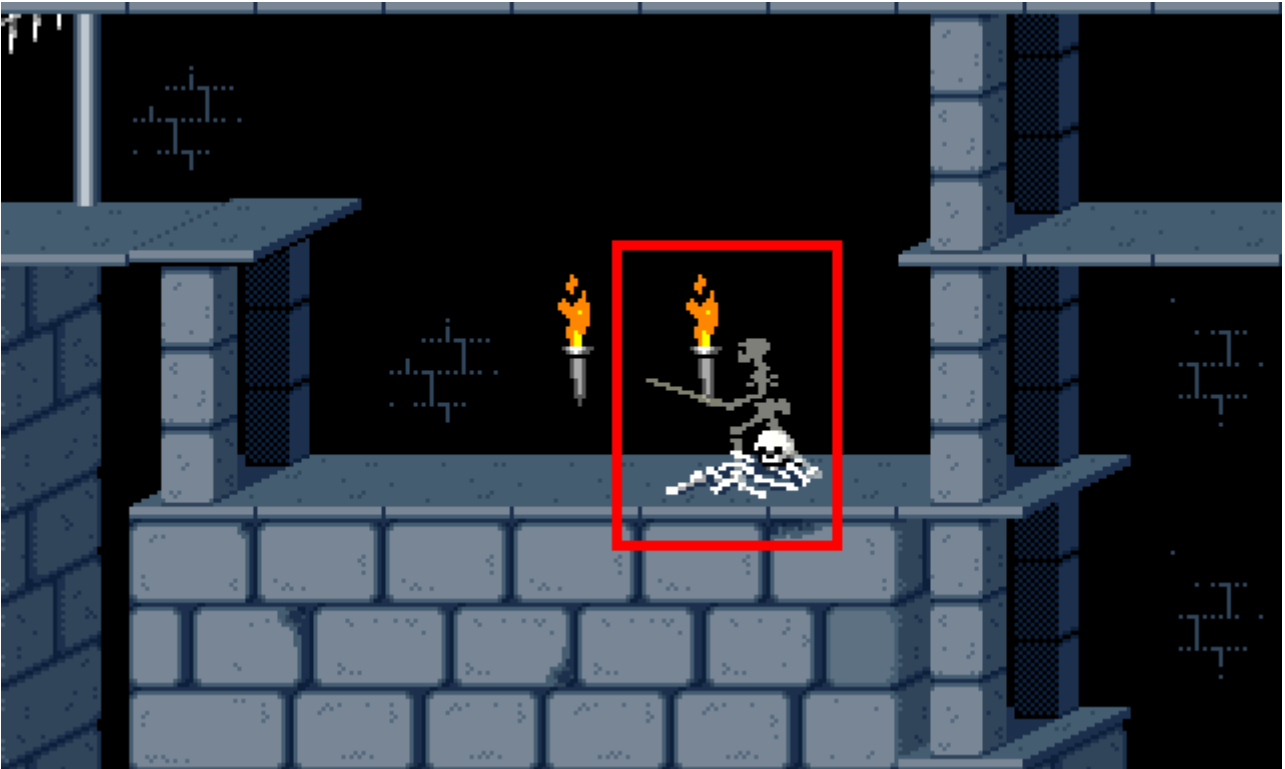
# 1. Level 3
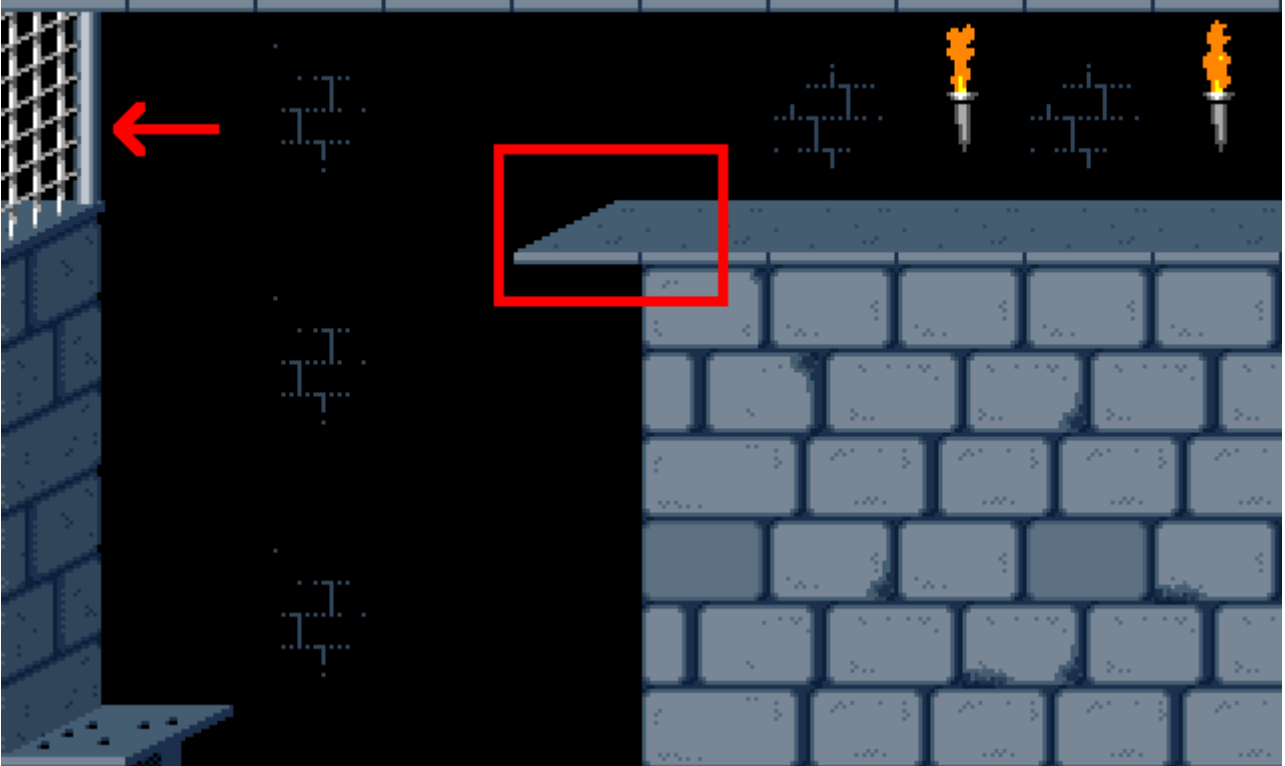
## 1.1 Checkpoint



Level 3 has a checkpoint. If the player dies *after* having reached this point, he or she will respawn - come back to life - at the checkpoint and doesn't have to restart the level. The checkpoint is being activated when the player moves <u>from room 7 to room 2</u>. When the player dies and respawns at the checkpoint, the game will automatically remove the <u>5th tile from the upper left</u> in <u>room 7</u>.
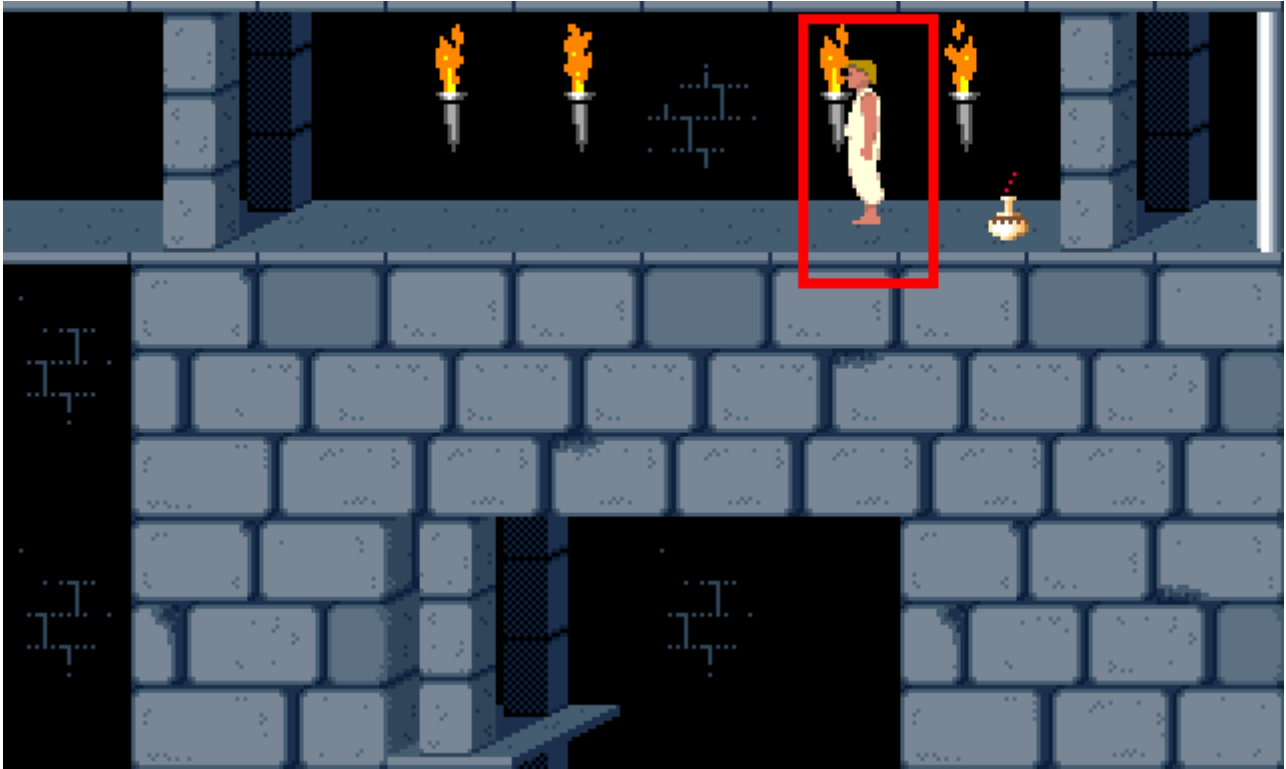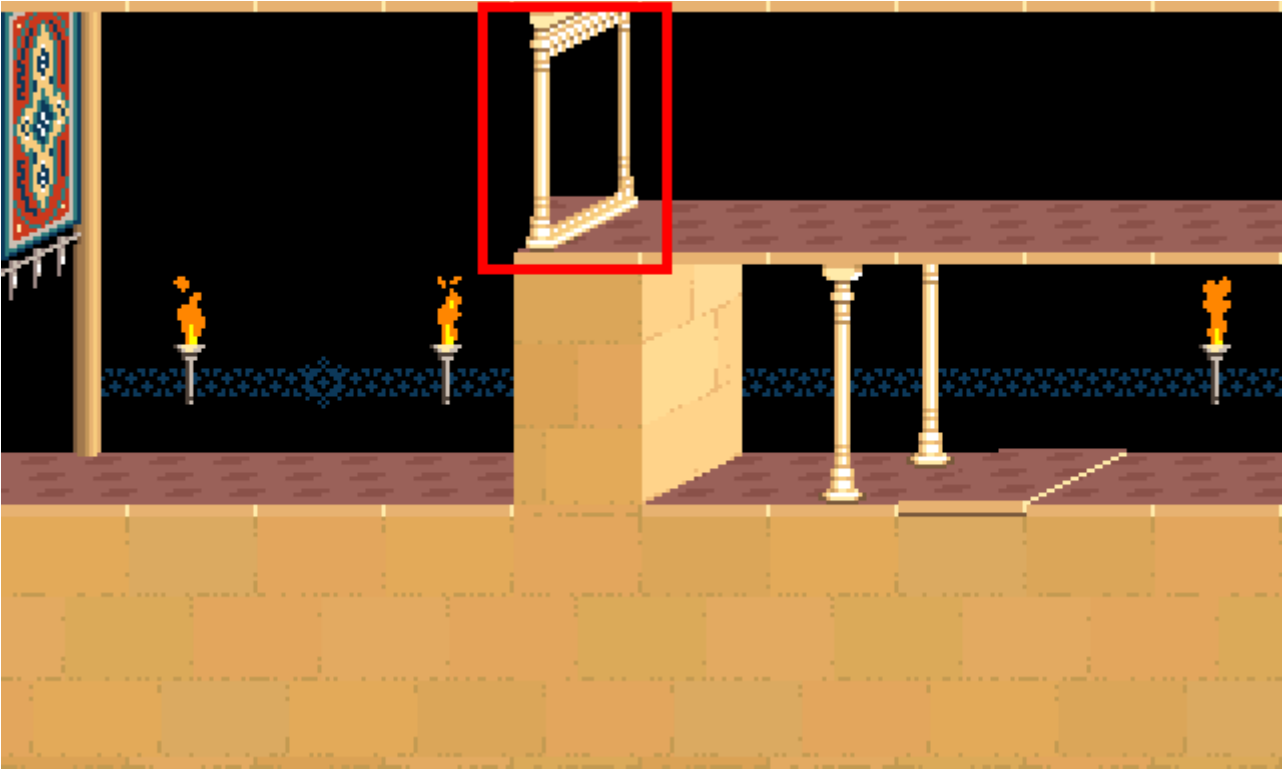
A player that dies *after* having reached the checkpoint, will respawn in <u>room 2</u>, on the <u>4th tile from the upper right</u>, facing left.

## 1.2 Skeleton



In level 3, if the level exit door has been raised, a skeleton will come alive if the player approaches it. This only happens to the skeleton that is in <u>room 1</u>, in the <u>middle row</u>, on the <u>5th tile from the right</u>.

## 2. Level 4



In level 4, if the level exit door has been raised, a mirror will appear. This mirror appears when the player reenters <u>room 4</u>. It appears in aforementioned room, on the <u>5th tile from the top left</u>.

## 3. Level 5
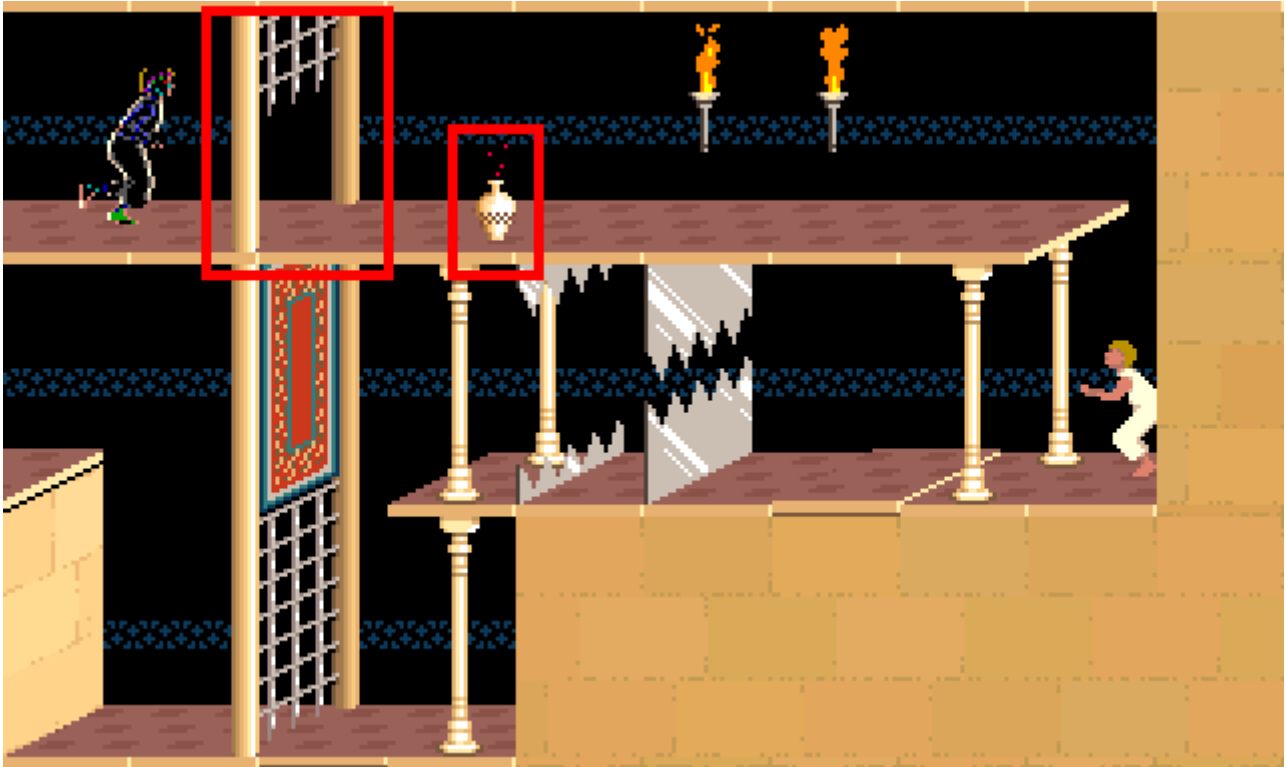


In level 5, the shadow drinks a potion if certain conditions are met. There has to be an open gate in <u>room 24</u>, on the <u>2nd tile from the upper left</u>. (It may be closed at first and opened later.) Also, a potion - it doesn't matter which one - has to be in the same room, on the <u>4th tile from the upper left</u>. The shadow will drink whatever potion is in aforementioned room on the <u>4th **or 3rd** tile from the upper left</u>, provided that he can in fact reach the potion.

## 4. Level 6



In level 6, the shadow will appear in <u>room 1</u> and step to the right after the player has almost completed a four-tile jump. The shadow will be in the <u>middle row</u>, on the right side of the <u>1st tile from the left</u>. The player's four-tile jump should be towards the <u>3rd tile in the middle row</u>. This event will trigger *no matter what* tiles are being used in the room.
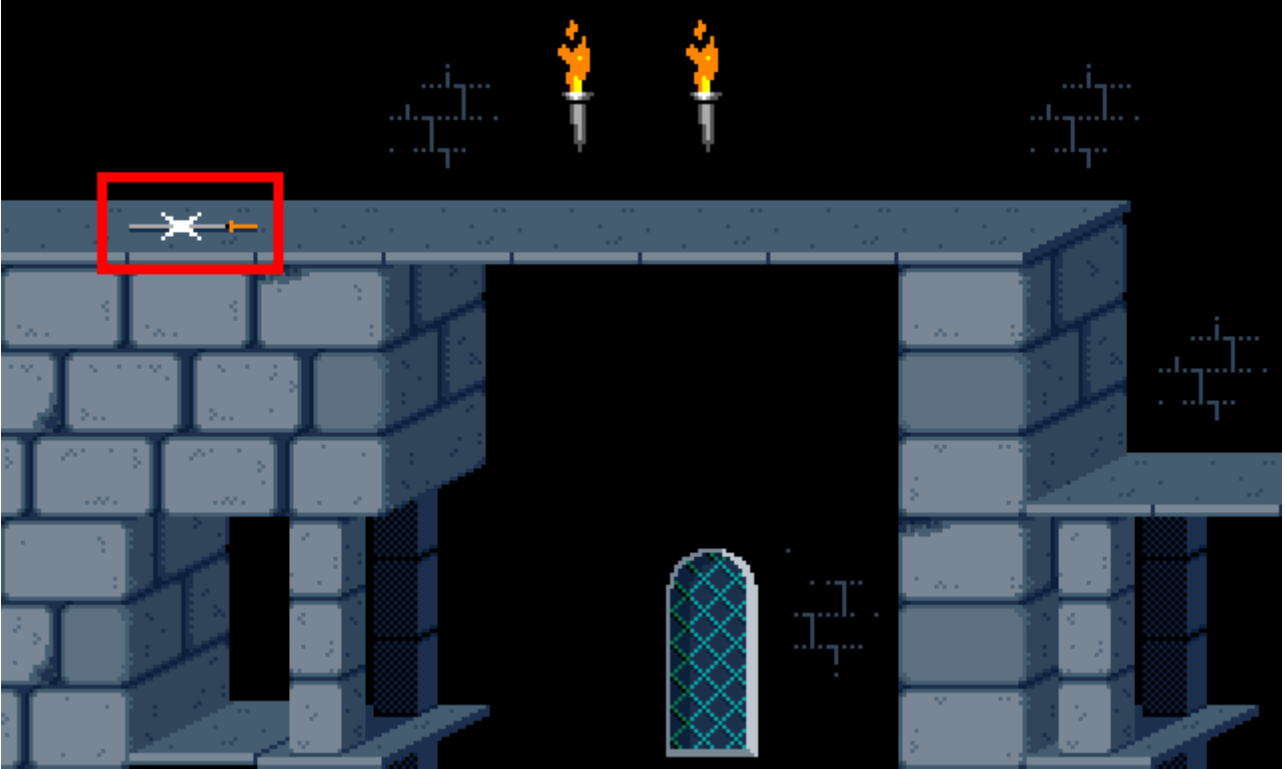
# 5. Level 8
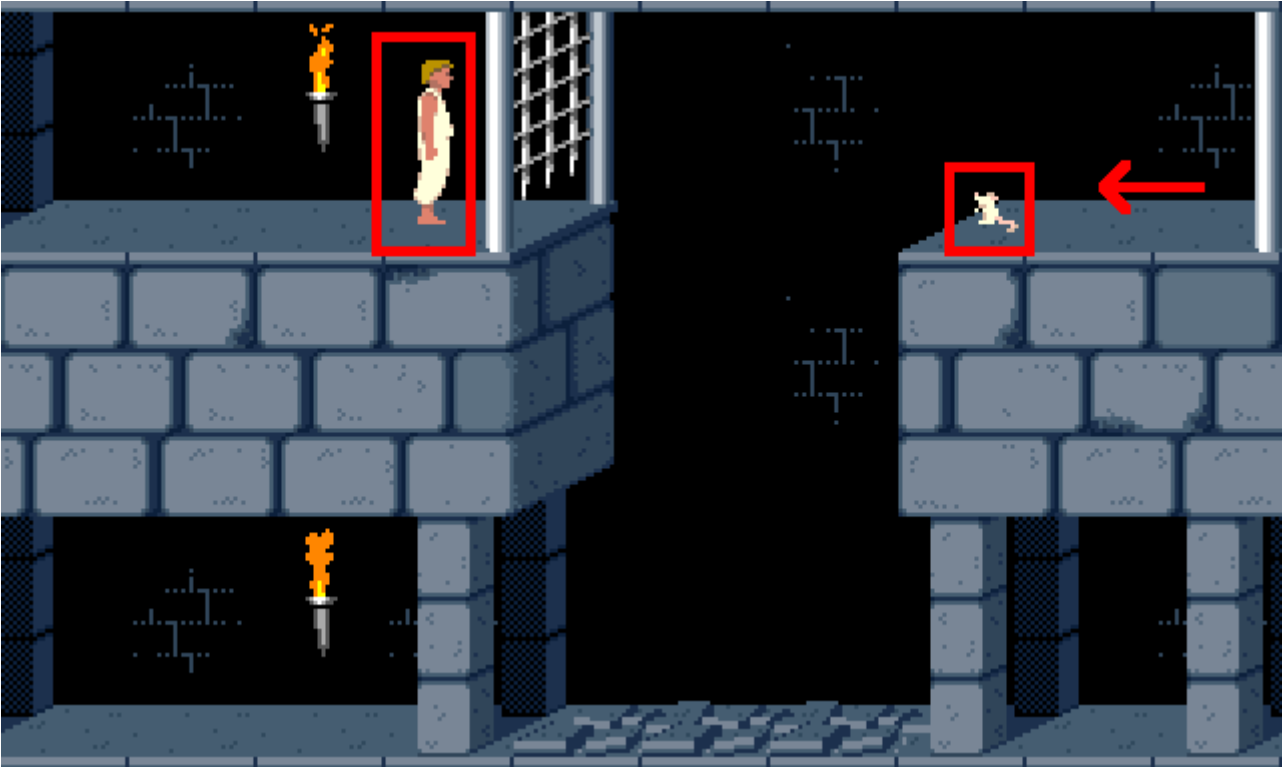


In level 8, if the level exit door has been raised, a mouse will appear in <u>room 16</u>. The mouse will only appear if the player has been in aforementioned room a *total* of 12.5 seconds. (So, it does *not* have to be continuous.) The mouse will move from the top right towards the <u>3rd tile from the top right</u> and then back.
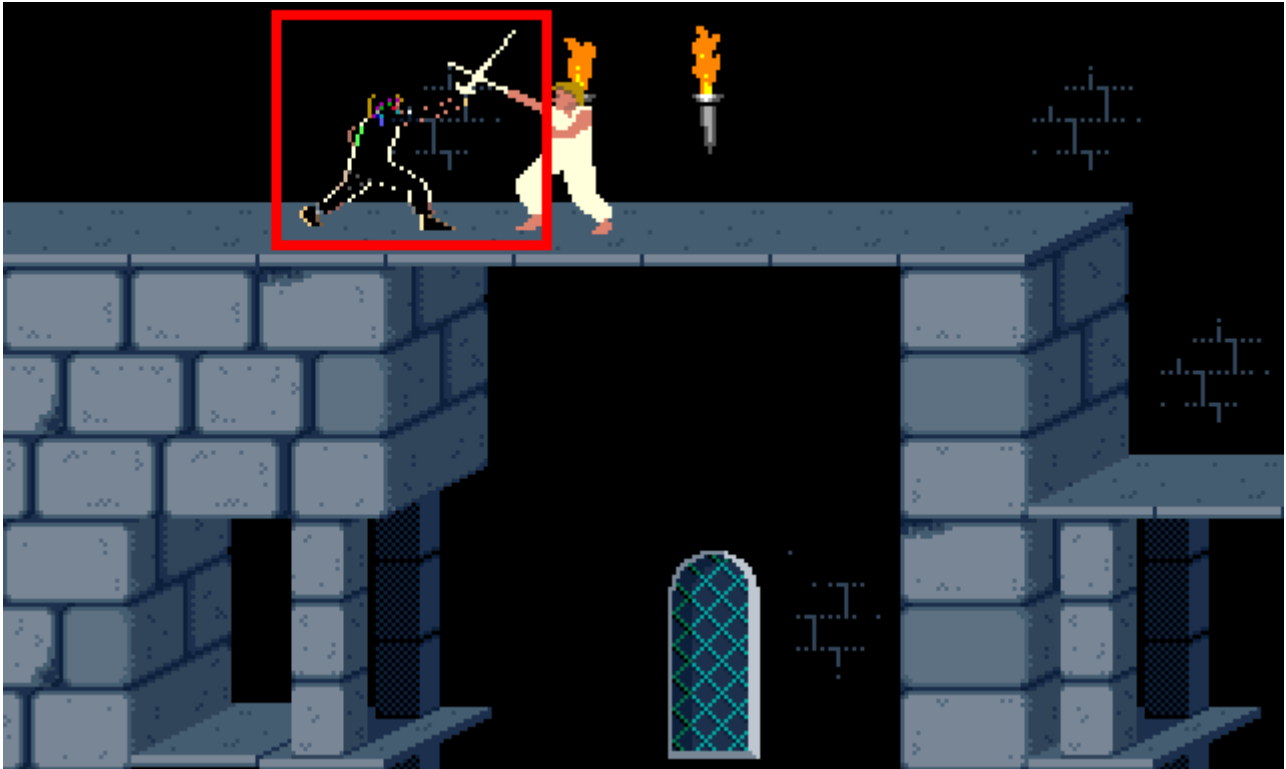
# 6. Level 12a (12)

## 6.1 Tile Change



A tile in <u>room 15</u> of level 12a (12) changes into a regular platform when certain conditions are met. The tile in question is the <u>2nd tile from the top left</u>. The change occurs when the player has visited aforementioned room, *then* moves into <u>room 19</u>, and *then* returns to room 15.

## 6.2 Shadow Appears



The shadow appears to fight the player in <u>room 15</u>. This only happens if there is no sword on the <u>2nd tile from the top left</u>. The shadow appears when the player first walks on <u>any of the six tiles from the left</u>, regardless what row.
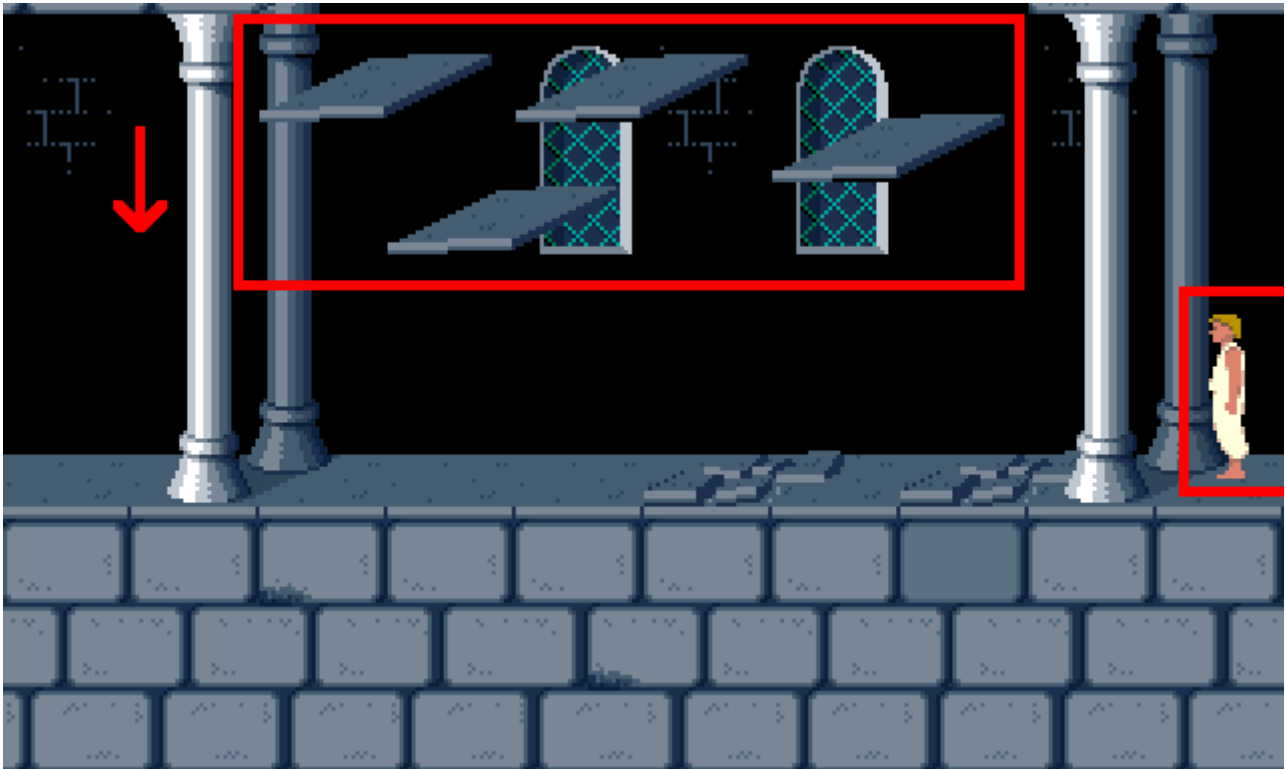
## 6.3 Tiles Appear
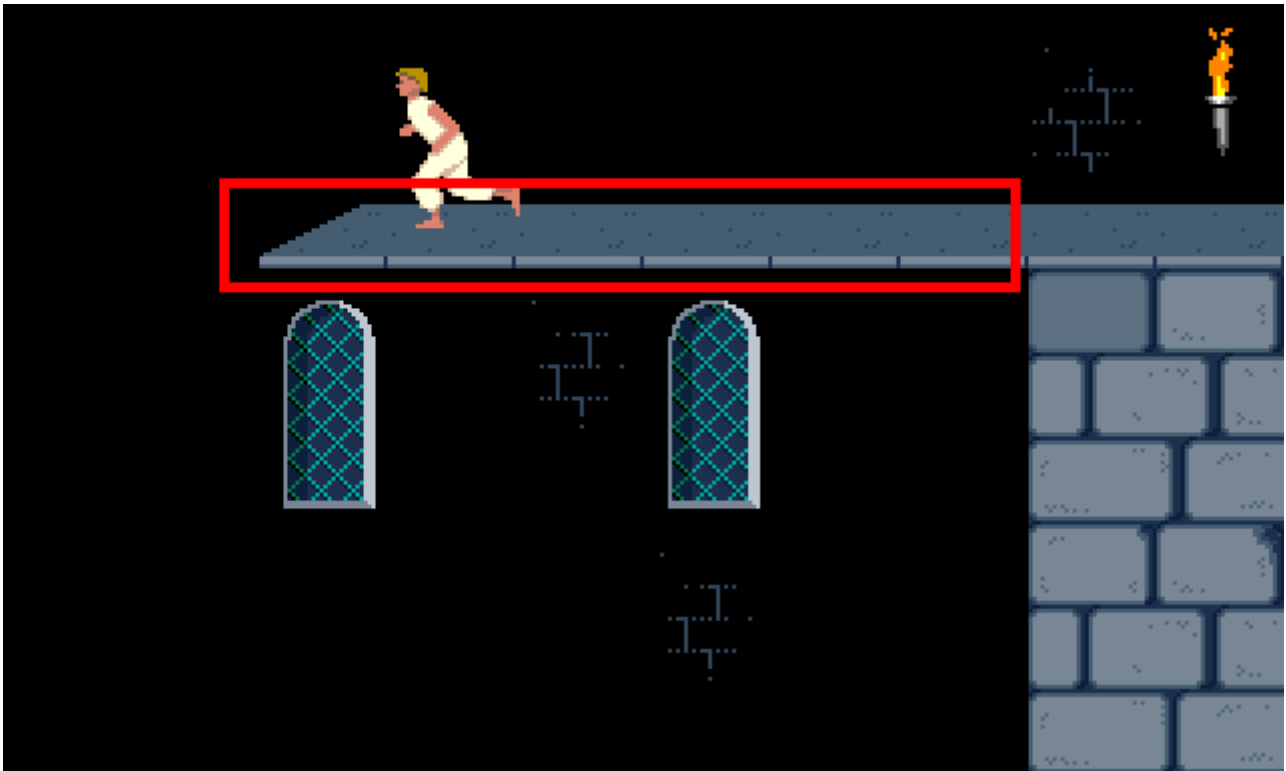


After the player has merged with the shadow, several tiles appear out of thin air. This happens when the player steps on any type of empty location: in room 2, the entire top row; in room 13, the four top right tiles.
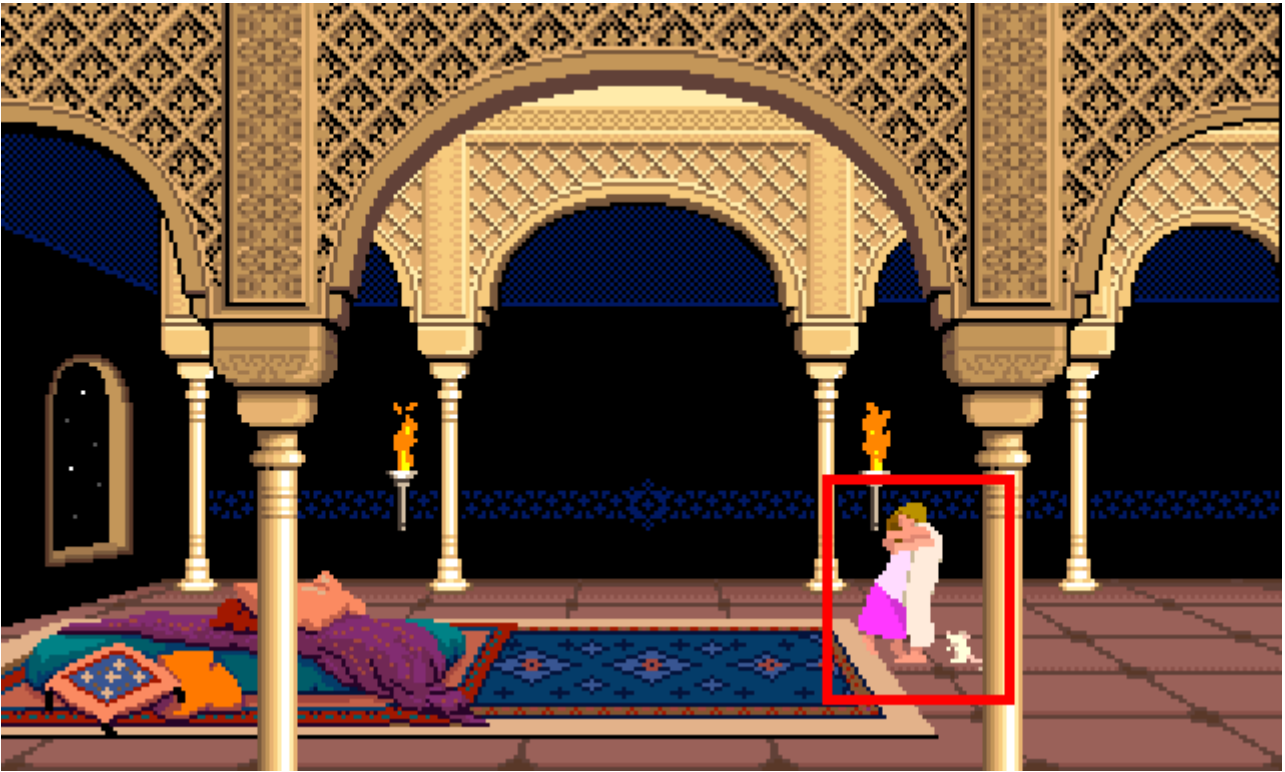
## 6.4 Next Section
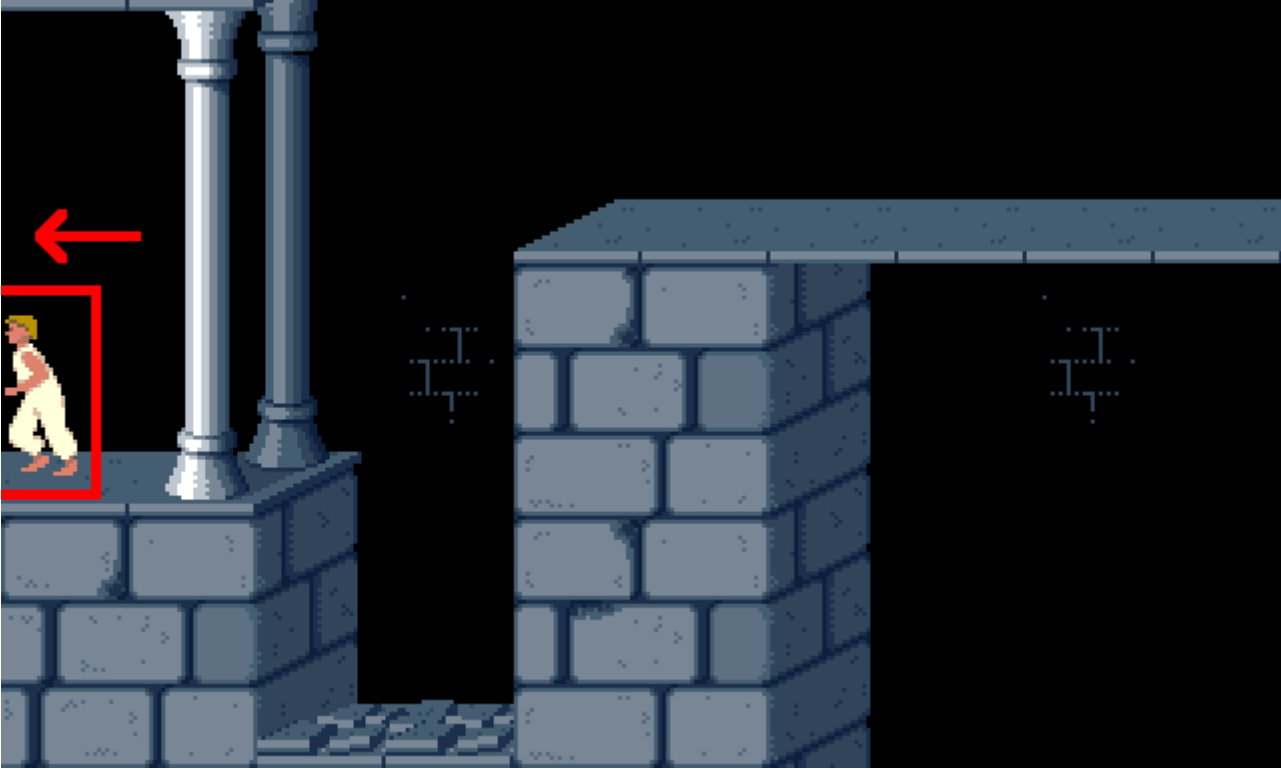


As soon as the player moves to <u>room 23</u> from any other room, level 12b (13) will start.

## 7. Level 12b (13)



In level 12b (13), the <u>six middle tiles above rooms 16 and 23</u> will fall down when the player enters these rooms. This only happens if they are loose tiles.

# 8. Final Level



The game ends after the player moves to <u>room 5</u> from any other room, or if the player starts in aforementioned level.

# 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=3151

# Credits

July 12, 2012: Initial version, by Norbert