Prince of Persia 1 for SNES Special Events

checkpoints, boss gates, special exits and more

December 29, 2015

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Preamble

This document describes all the special events that take place in Prince of Persia 1 for SNES, when they are triggered and at what locations. It is possible to customize these events by altering the ROM image (SMC 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 the first non-draft version of this document, so there may be room for improvement. In case you find a mistake or have a suggestion, please let us know.[1]

Important: In this document, room, row, column, tile and event numbers start at 0. This matches *Pr1SnesLevEd*'s numbering. The *apoplexy* level editor starts all those numbers at 1.

License

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1 http://forum.princed.org/viewtopic.php?f=122&t=3734

General

When music is played by a special event, the player can't control the prince until the music ends.

Level 1

1.1 Starting

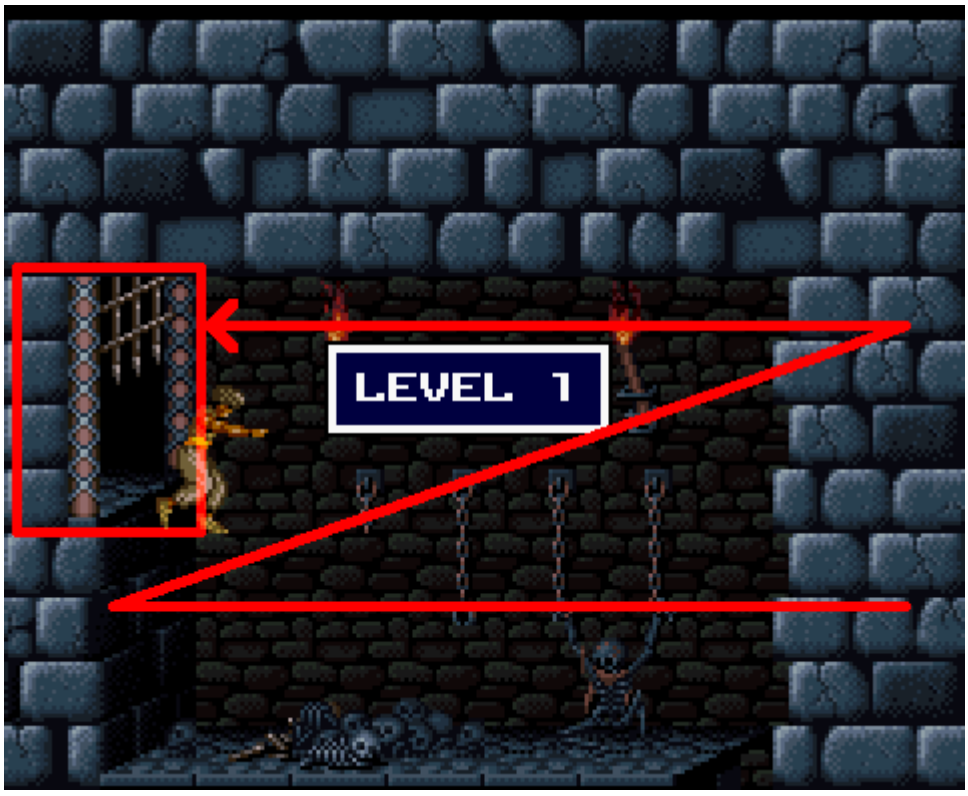

Image 1

The prince starts this level without the sword.

The first gate or starting level door in the starting room always starts open and then it's closed.
(The search starts from the bottom right. On other levels, only the level door is searched.) (*Image 1*)

(The falling entry is NOT special. If the prince starts on floor, he will turn around as usual.)

Level 2

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Level 3

3.1 Gate sounds

The closing sounds of the gate in room 10 can be heard everywhere. (Normally, closing sounds can be heard only if the gate is visible.)

3.2 Checkpoint

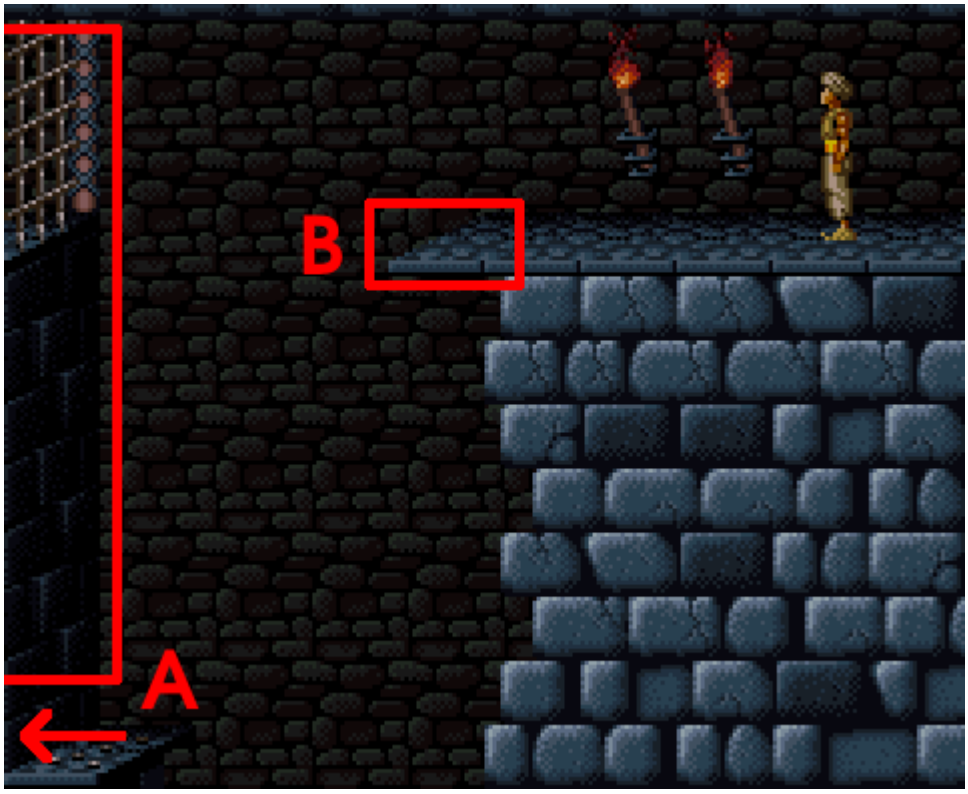

Image 2

Activated when the prince leaves room 4 to the left. (*Image 2*:A)

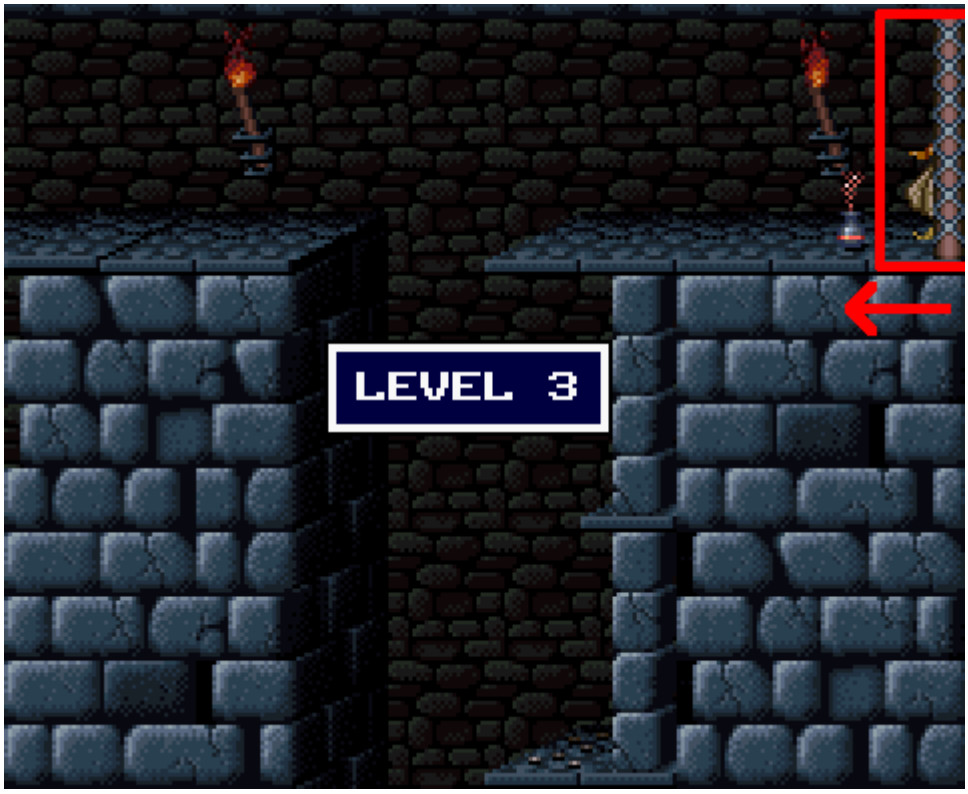

Image 3

The prince restarts at room 10, row 0, column 9, running left. (*Image 3*)

When restarting, the tile at room 4, row 0, column 4 is removed. (*Image 2*:B)
(Reason: The loose floor at that place must be broken if the prince reached the checkpoint.
But the whole level is restored when the level restarts.
If the player went right, it would be odd if the floor was there again.)

3.3 Skeleton

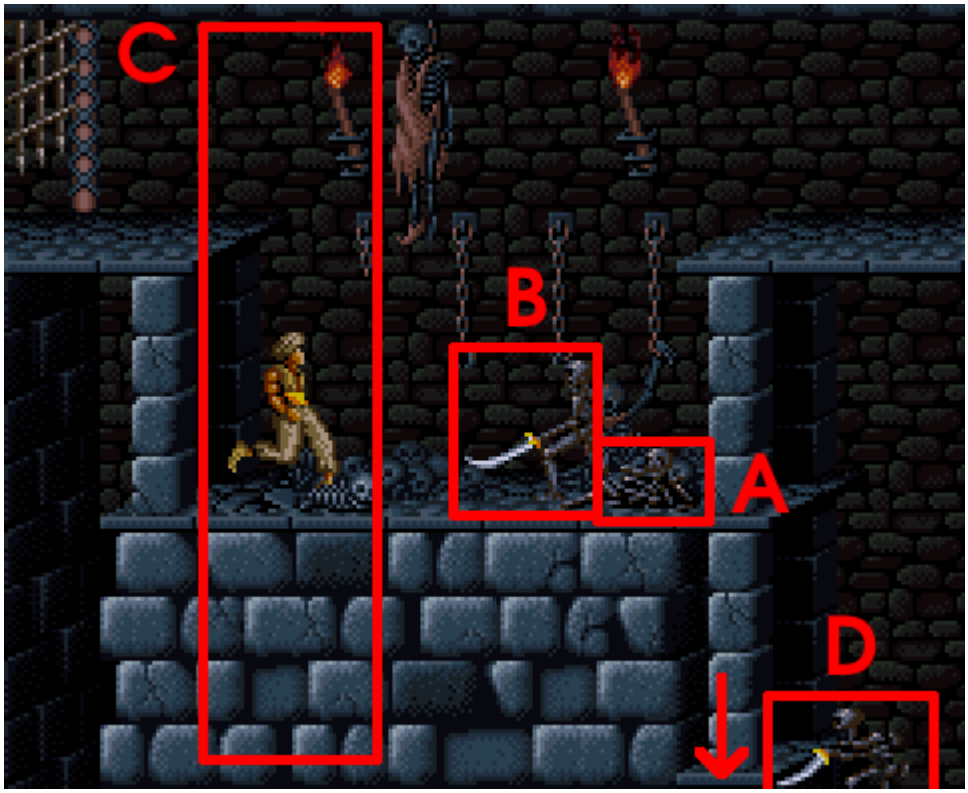

Image 4

The skeleton guard placed in room 13 is initially inactive. (Its position within the room is NOT checked.) (*Image 4*:A)
This works with a regular or brown skeleton, but not with a golden skeleton.
It becomes alive (*Image 4*:B) if the exit is open, and the prince is in column 2 or 3. (*Image 4*:C)

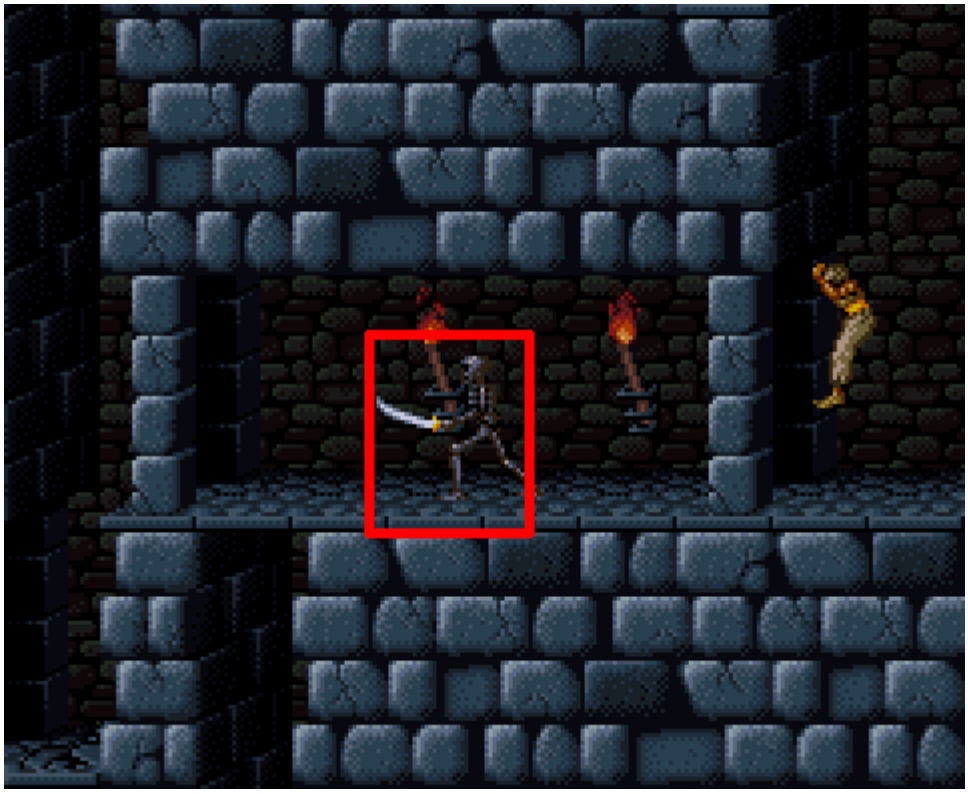

Image 5

If the skeleton falls out of a room (*Image 4*:D), it may reappear in the room below. (*Image 5*)
This is NOT a special event. The skeleton reappears at the "skel cont" object if there is any.
This works with any regular or brown skeleton on any level. (But not with a golden skeleton.)

Level 4

(intentionally left blank)

Level 5

5.1 Opening exit closes gate

Image 6

When the player opens the exit, the gate at room 16, row 0, column 9 is closed. (*Image 6*)
(So the player can't skip the mirror.)

5.2 Mirror

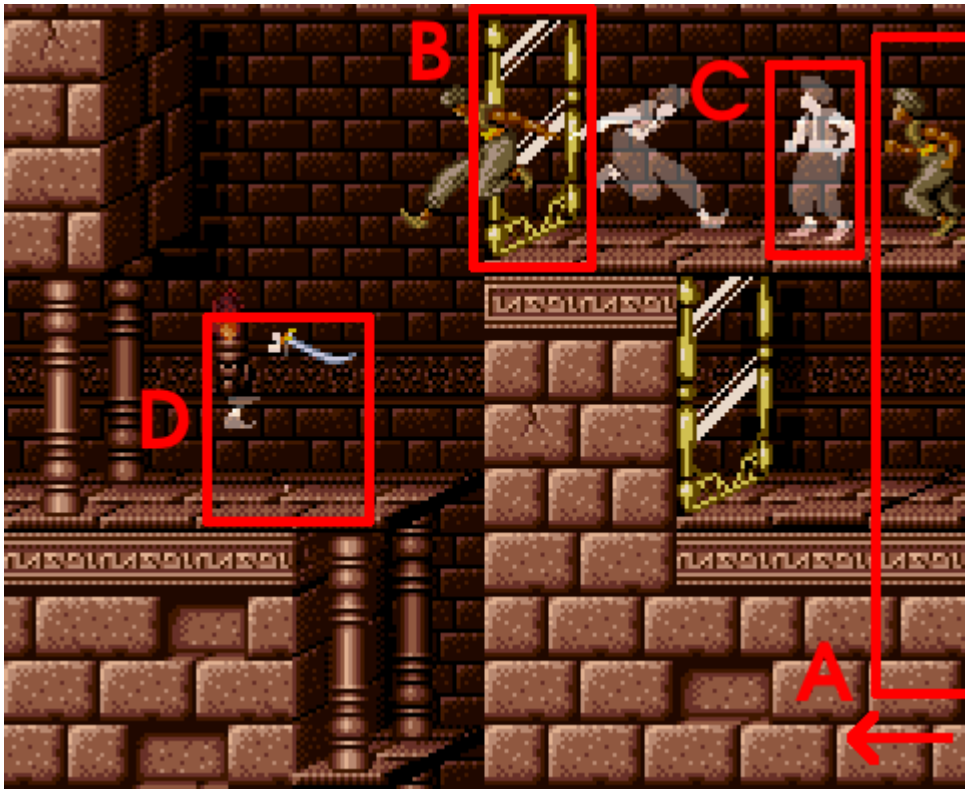

Image 7

When the exit is fully open, a mirror appears at room 15, row 0, column 5. (*Image 7*:B)
A music is played when the prince exits room 19 to the left, but only the first time after the exit was opened. (Image 7:A)
(The player's row is NOT checked.)
The prince can jump through only the mirror at the mentioned location.
The shadow appears when the prince jumps through the mirror.
The shadow has as many HP as the kid.
The shadow stops a bit, turns around and back, then goes away. (*Image 7*:C)

Any guard placed in this room will become shadow and may appear garbled. (*Image 7*:D)

Level 6

6.1 Checkpoint

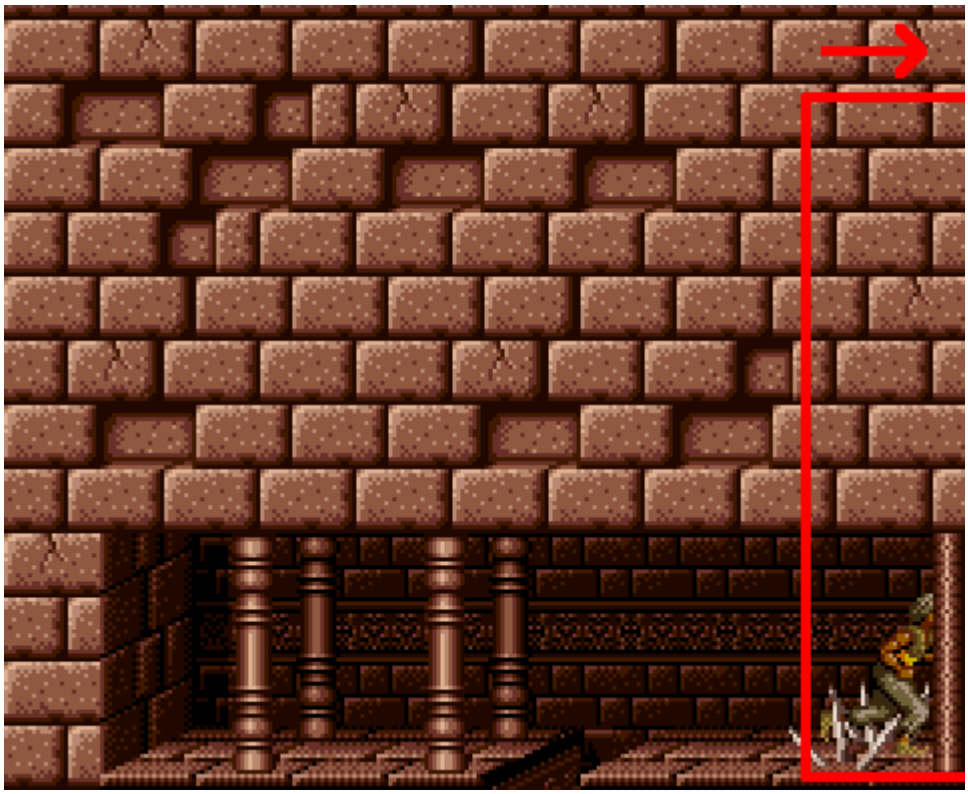

Image 8

Activated when the prince leaves room 15 to the right. (*Image 8*)

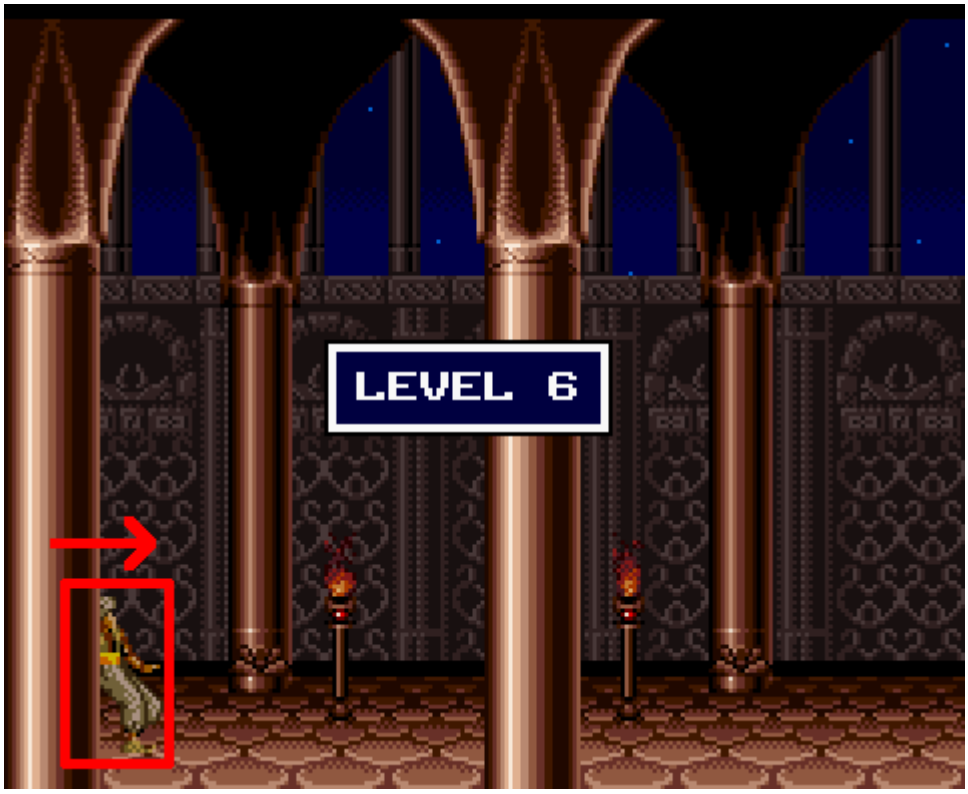

Image 9

The prince restarts at room 16, row 2, column 0, running right. (*Image 9*)

6.2 Boss gate

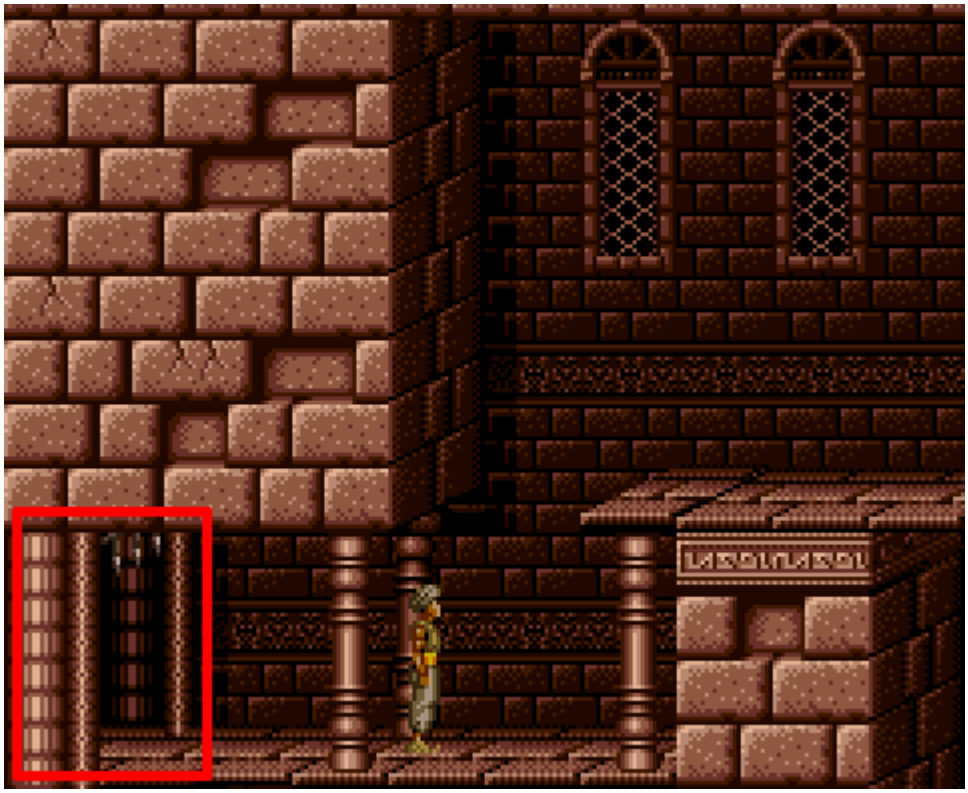

Image 10

When the amazon dies, the gate at room 18, row 2, column 0 opens permanently. (*Image 10*)

Level 7

7.1 Shadow

The shadow appears offscreen when the prince enters room 16 if there is a life potion at row 0, column 6. (*Image 11*:B)

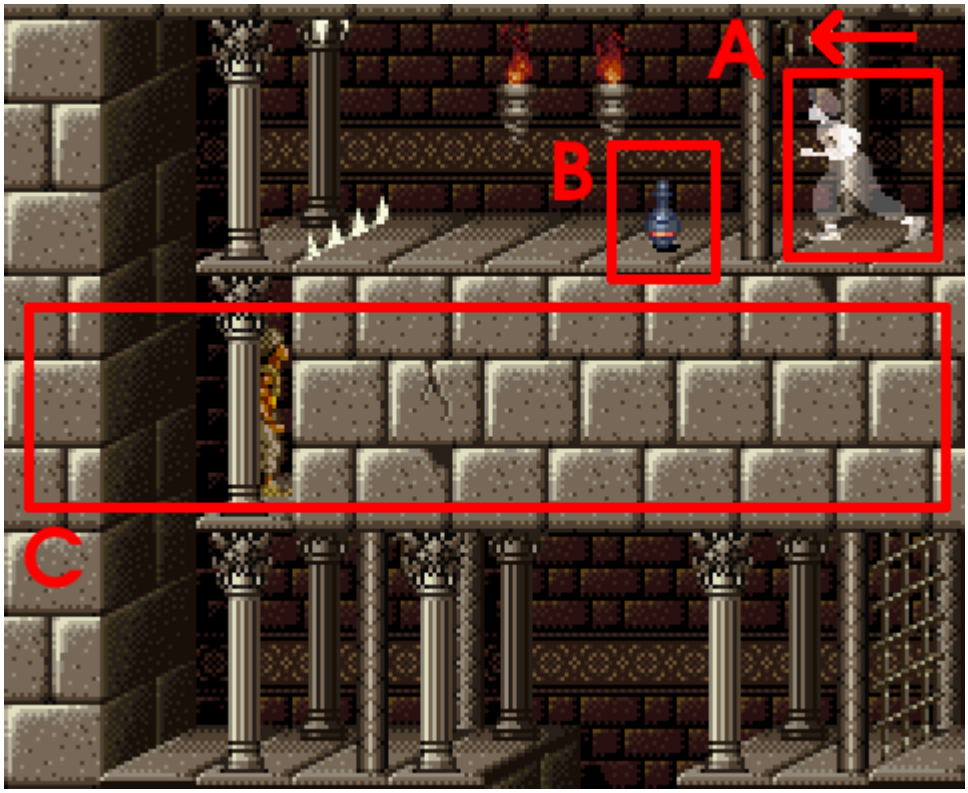

Image 11

The shadow comes (*Image 11*:A) if the prince is in row 1. (*Image 11*:C)
(The openness of the gate in the way is NOT checked. In the original level, if prince can get to row 1, then that gate is already open.)
On this level, the shadow appears with one less HP (3) than on later levels (4).

Any guard placed in this room will disappear.

Level 8

(intentionally left blank)

Level 9

9.1 Checkpoint

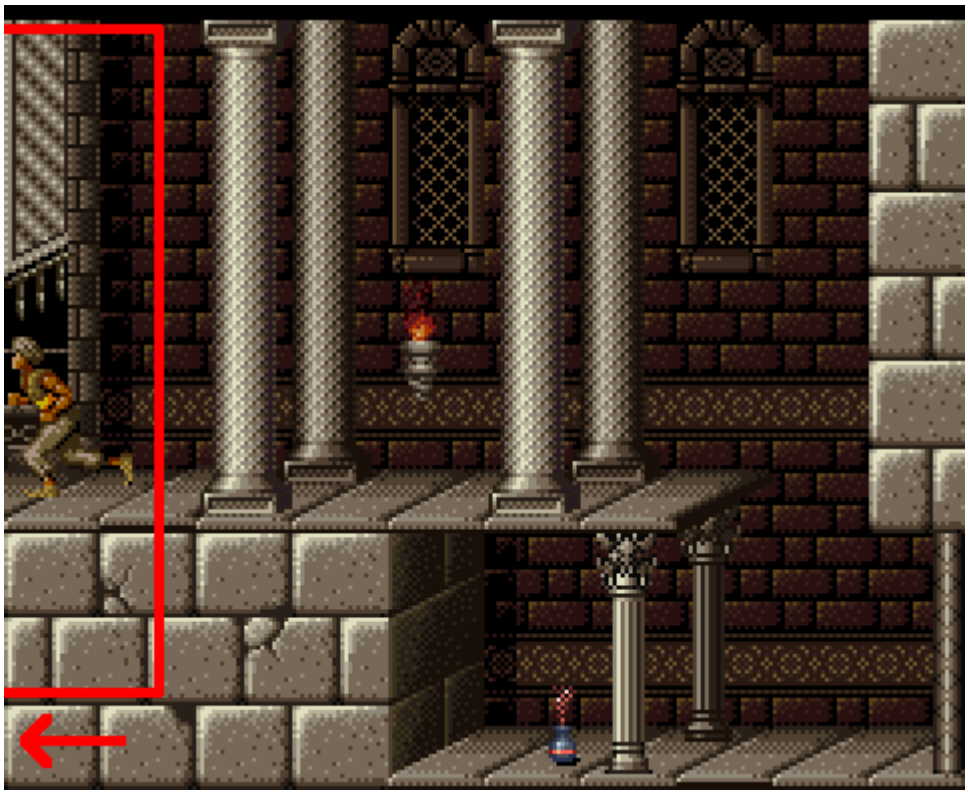

Image 12

Activated when the prince leaves room 19 to the left. (*Image 12*)

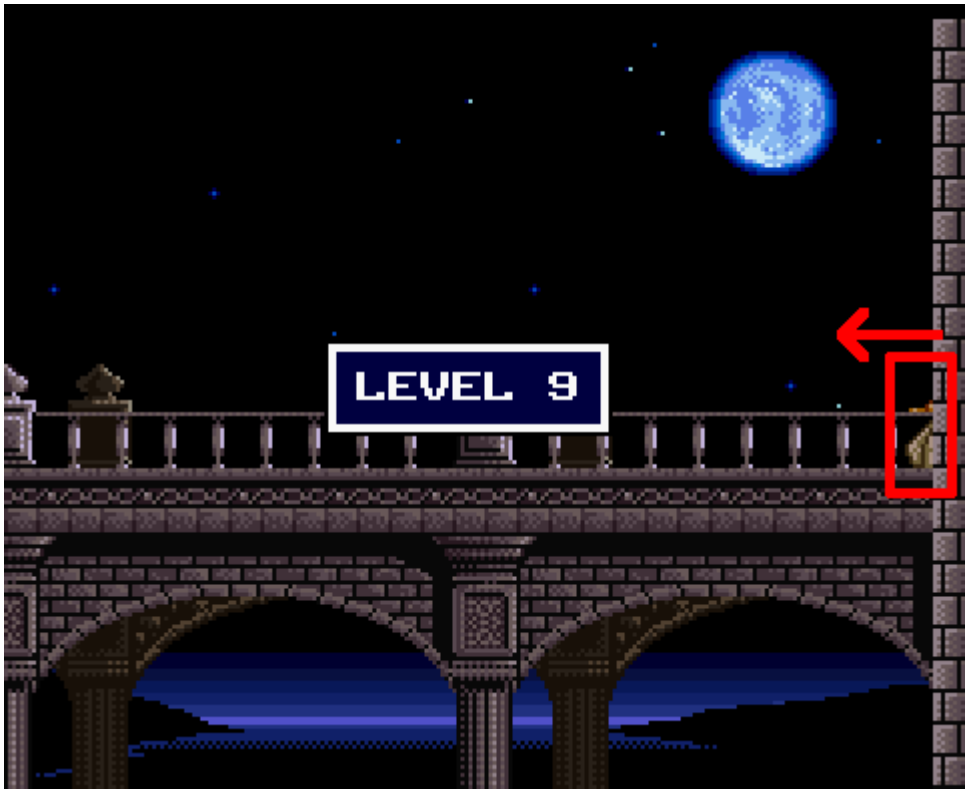

Image 13

The prince restarts at room 15, row 1, column 9, running left. (*Image 13*)

9.2 Boss gate

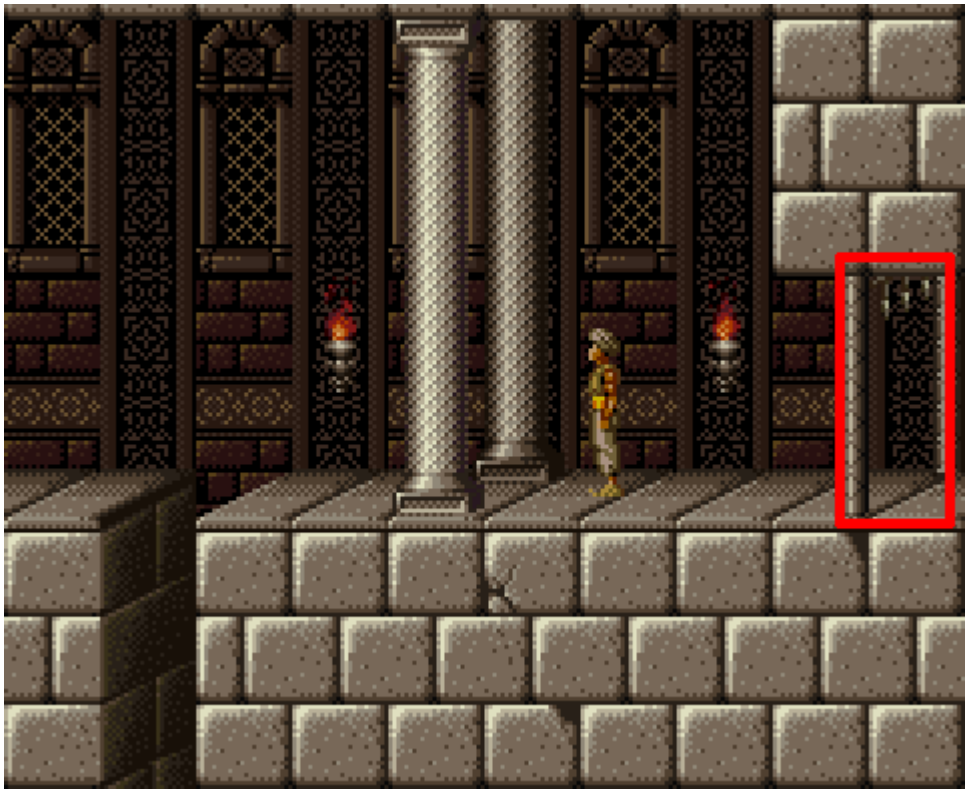

Image 14

When the fat guard dies, the gate at room 17, row 1, column 8 opens permanently. (*Image 14*)

9.3 Shadow

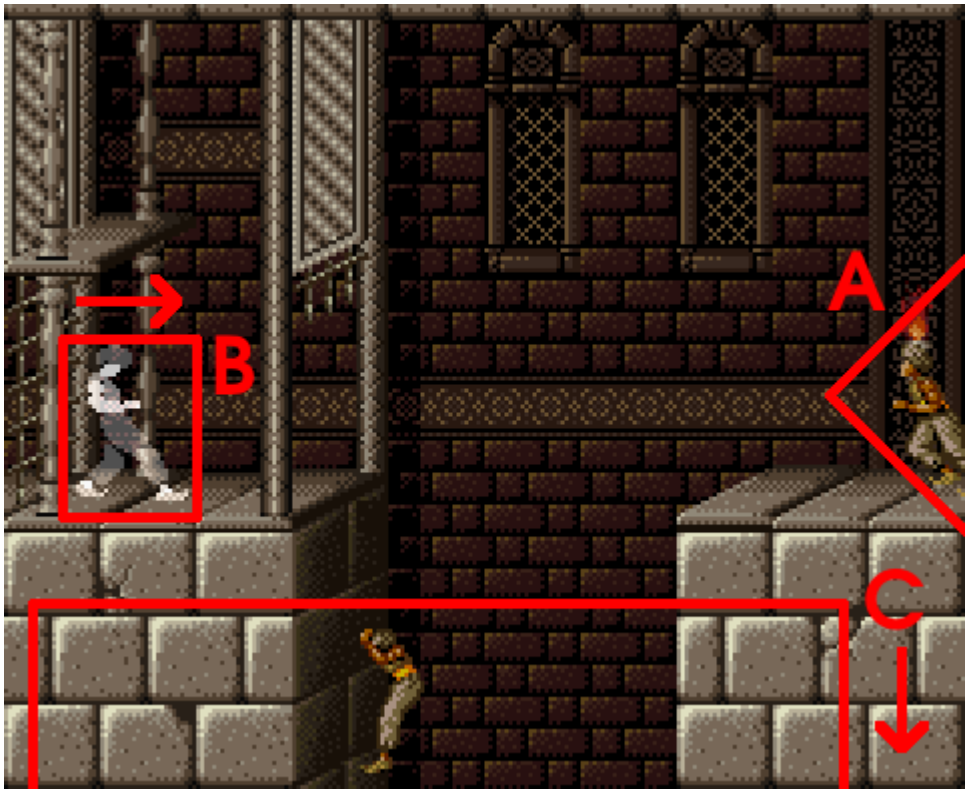

Image 15

A music is played when the prince enters room 11 the first time. (*Image 15*:A)
The shadow guard placed in room 11 steps forward (*Image 15*:B) if: the prince is run-jumping left, and he is left from the middle of the room.
(Done using a simulated shift+forward keypress.)

9.4 Special exit

The level ends when the prince exits room 11 at the bottom. (*Image 15*:C)

Level 10

10.1 Starting

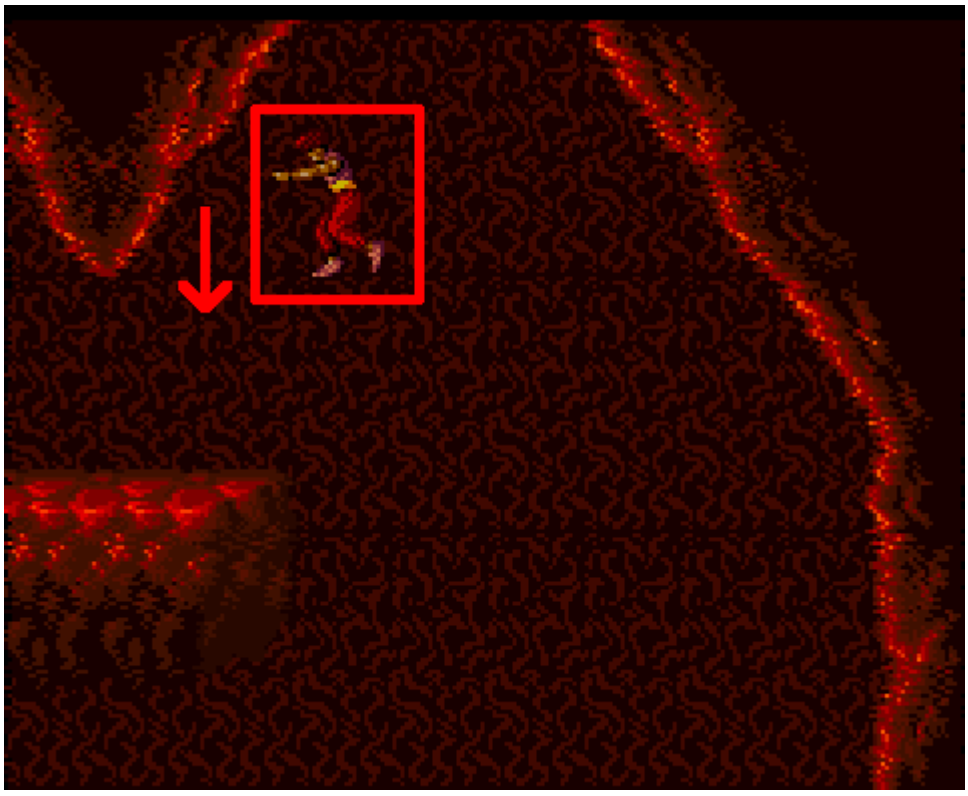

Image 16

The prince starts this level with falling entry. (*Image 16*)
He starts in the *opposite* direction of what is specified in the level.

10.2 Hot effect

The screen will wave, as if you were looking through hot air.
(Done with HDMA.)
This affects only layers 2 and 3, but not layer 1 and the sprites.

10.3 Palette swaps

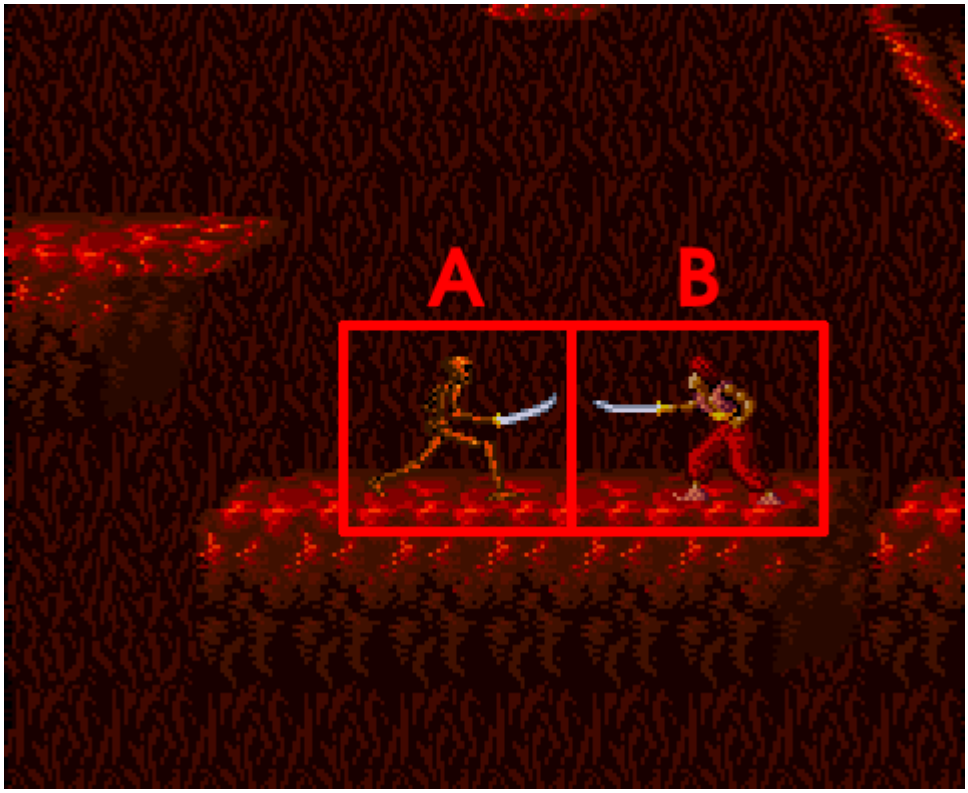

Image 17

All skeletons will use the same (reddish) palette (*Image 17*:A), which is different from their regular palette.
In levels 10,11,12, the prince's clothes will appear red. (*Image 17*:B)

Level 11

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Level 12

12.1 Boss gate

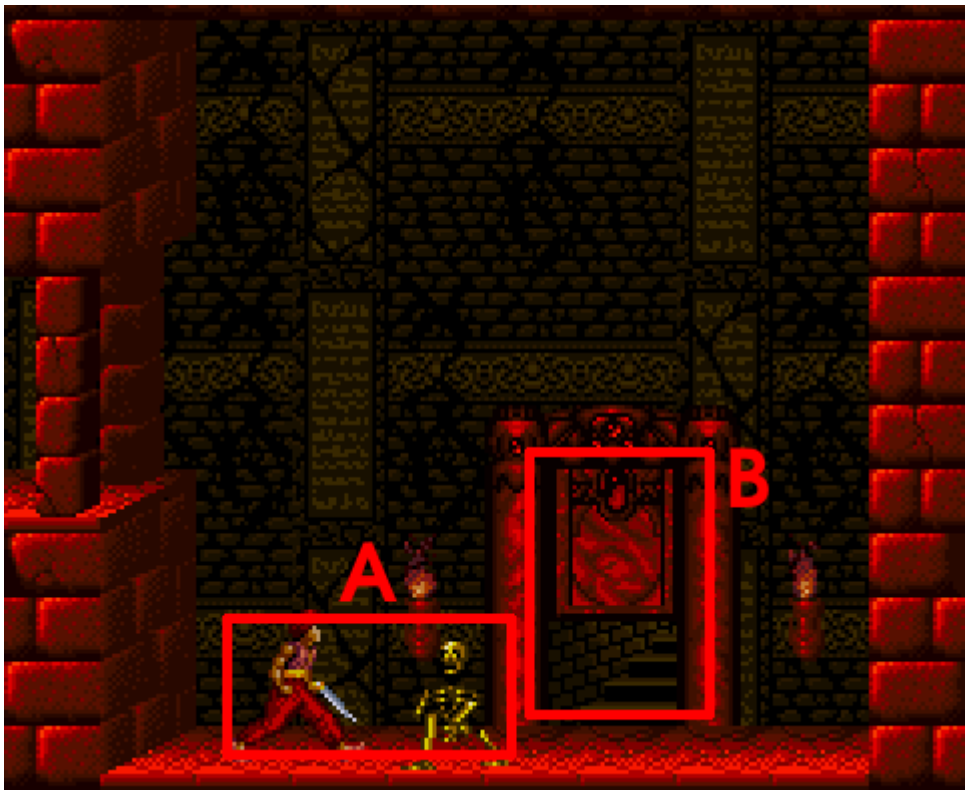

Image 18

When the golden skeleton dies (*Image 18*:A), the exit door at room 4, row 2, column 5 opens. (*Image 18*:B)

Level 13

13.1 Jaffar

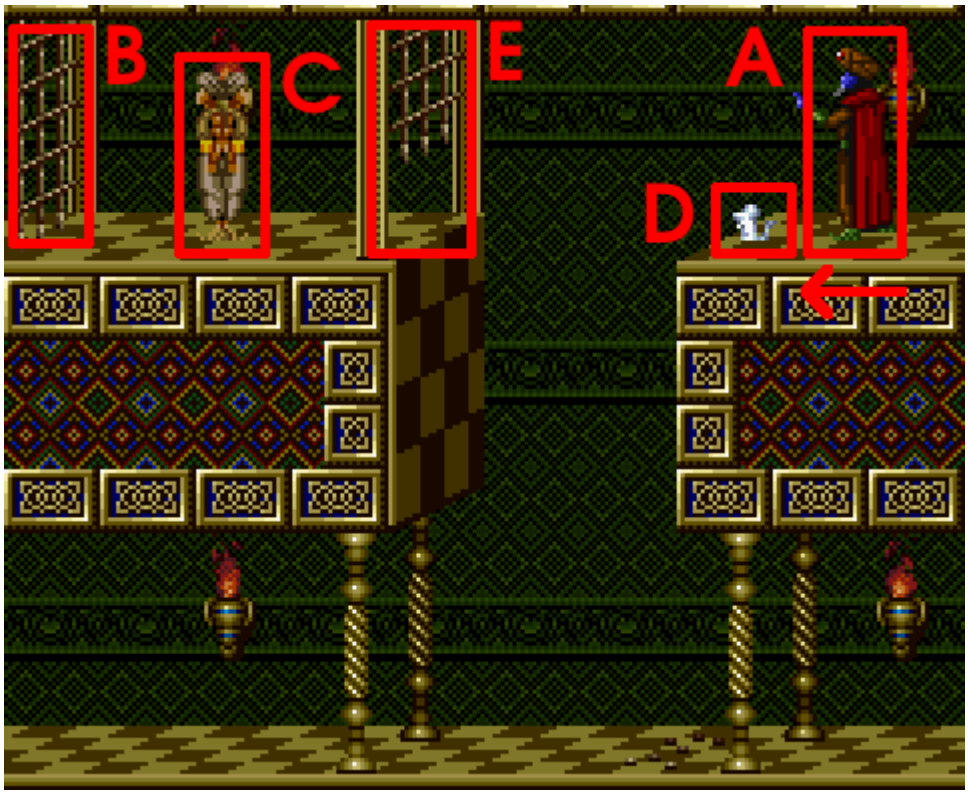

Image 19

The game counts the frames only if: the exit is open, the prince is in room 16, right from column 0, looking right.
When the counter reaches 51, Jaffar comes from the top right corner. (*Image 19*:A)
(Jaffar has 1 HP.)
Jaffar closes the gate at room 14, row 0, column 9. (*Image 19*:B)
The kid turns around (to see what happened), then back. (*Image 19*:C)
The player can't control the prince while Jaffar is present.

13.2 Mouse

After this, the game counts the frames further. (Condition?)
When the counter reaches 255, the mouse comes. (*Image 19*:D)
...
Any open button in room 16 will open the gate (*Image 19*:E) permanently if the exit is open.
(But the button pressed by the mouse becomes stuck anyway. Maybe it is considered dead?)

Any guard placed in this room will become Jaffar.

Level 14

(intentionally left blank)

Level 15

15.1 Permanent open

Open buttons in this level will open gates permanently.

15.2 Blue

Floor objects (loose floors, buttons) in rooms 15 and 18 will appear blue.
(These rooms are outdoor in the original level.)
In these rooms, fallen loose floors leave behind a shadow floor (for later use).

15.3 Before Jaffar

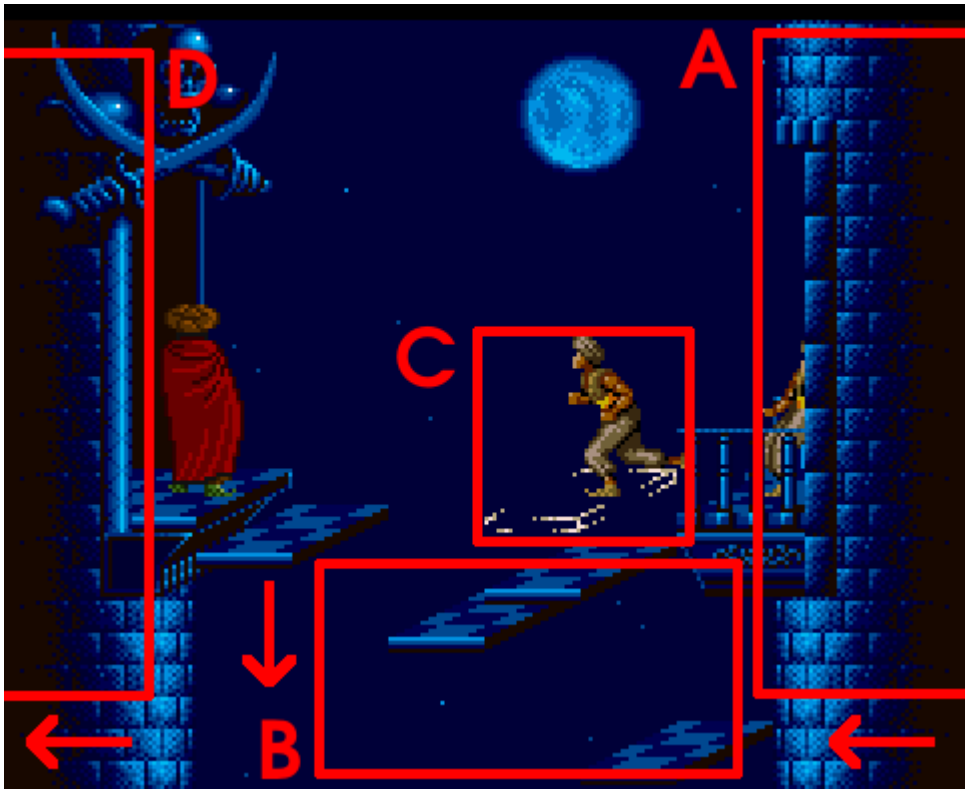

Image 20

A music is played when leaving room 23 to the left for the first time.
The move of the prince is interrupted and he runs forward instead. (*Image 20*:A)
At the same time, the gate at room 17, row 1, column 19 is closed.

15.4 Jaffar

In room 18, Jaffar will break the loose floors in row 1. (*Image 20*:B) The screen flashes white.
(Bug: also breaks row 0, column 2, independently of this event.
Done by the same code that checks if the prince is touching the ceiling.)
(In this room, loose floors don't stop shaking, and will eventually fall.)
The player can't control the prince while Jaffar is present.

15.5 Shadow

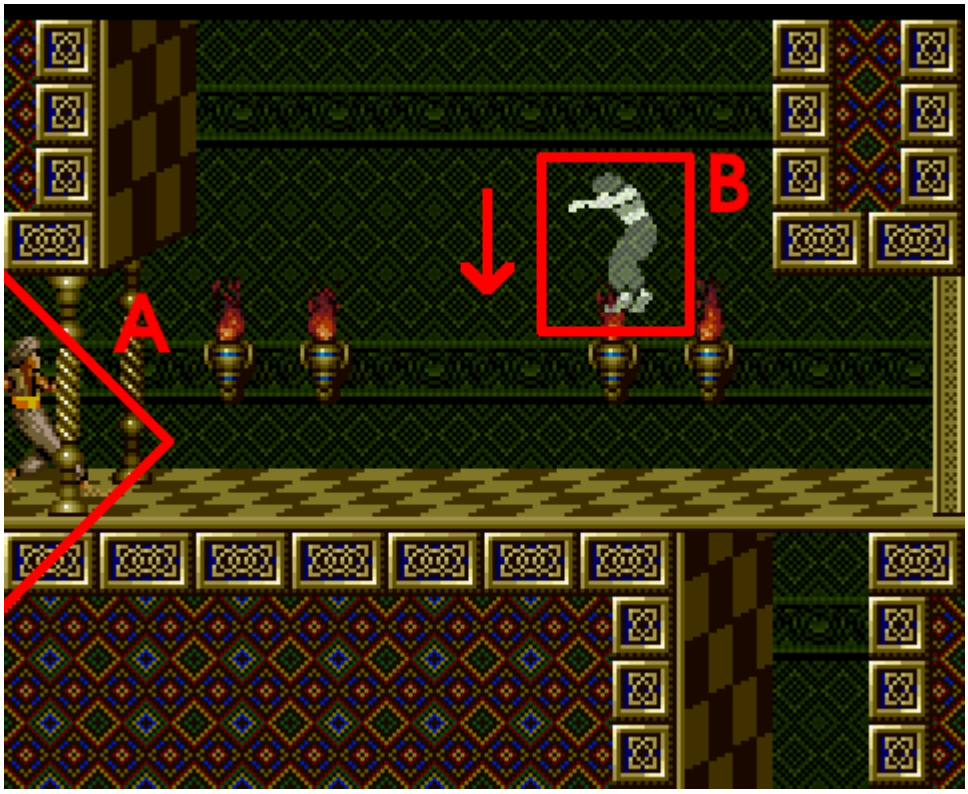

Image 21

If the player already saw Jaffar (*Image 21*:A), the shadow falls from the ceiling in room 17, ready to fight. (*Image 21*:B)
After the prince merged the shadow, he can walk on shadow floors. (*Image 20*:C)

15.6 Special exit

The level ends when the prince exits room 18 to the left. (*Image 20*:D)

Level 16

16.1 Checkpoint

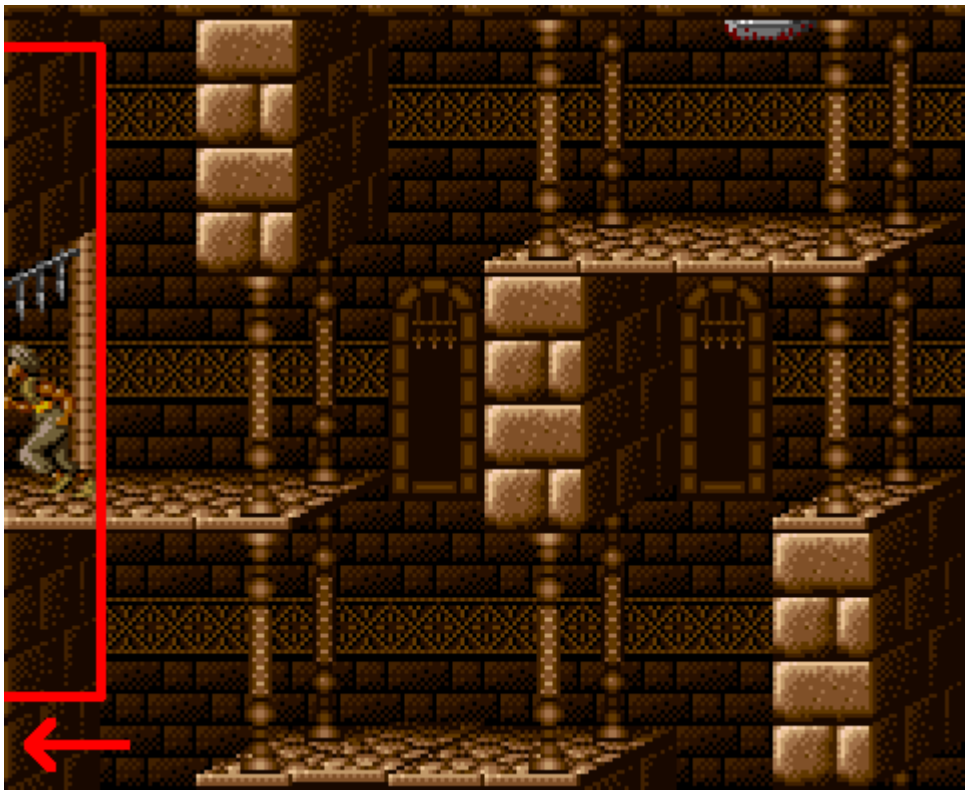

Image 22

Activated when the prince leaves room 17 to the left. (*Image 22*)

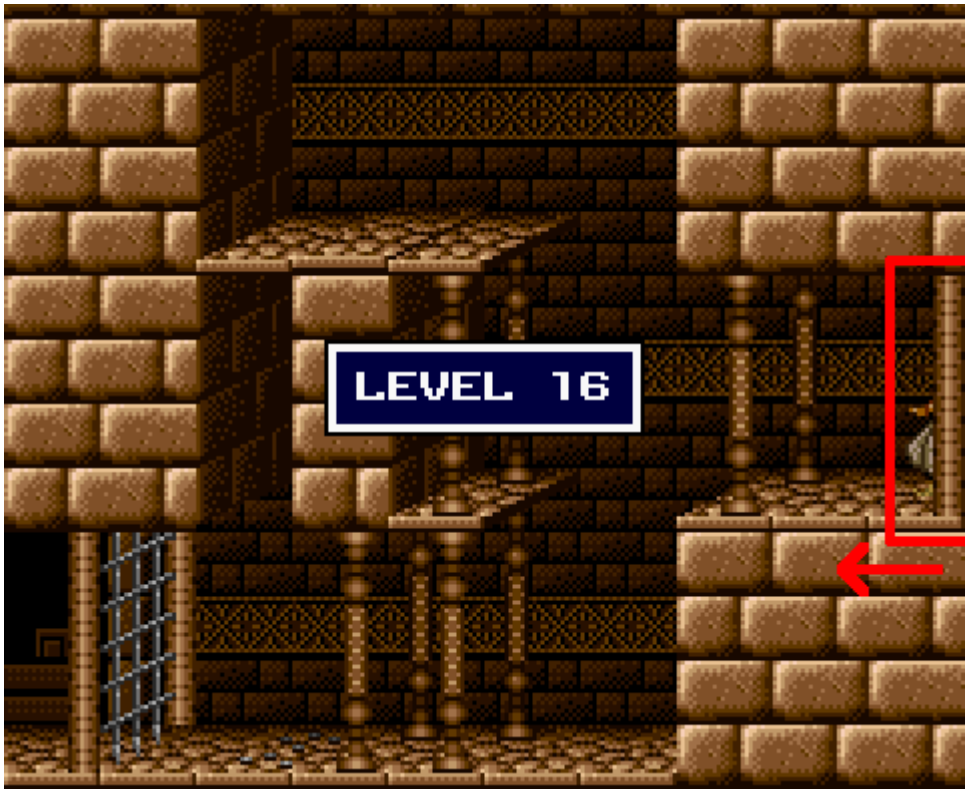

Image 23

The prince restarts at room 22, row 1, column 9, running left. (*Image 23*)

16.2 Boss gate

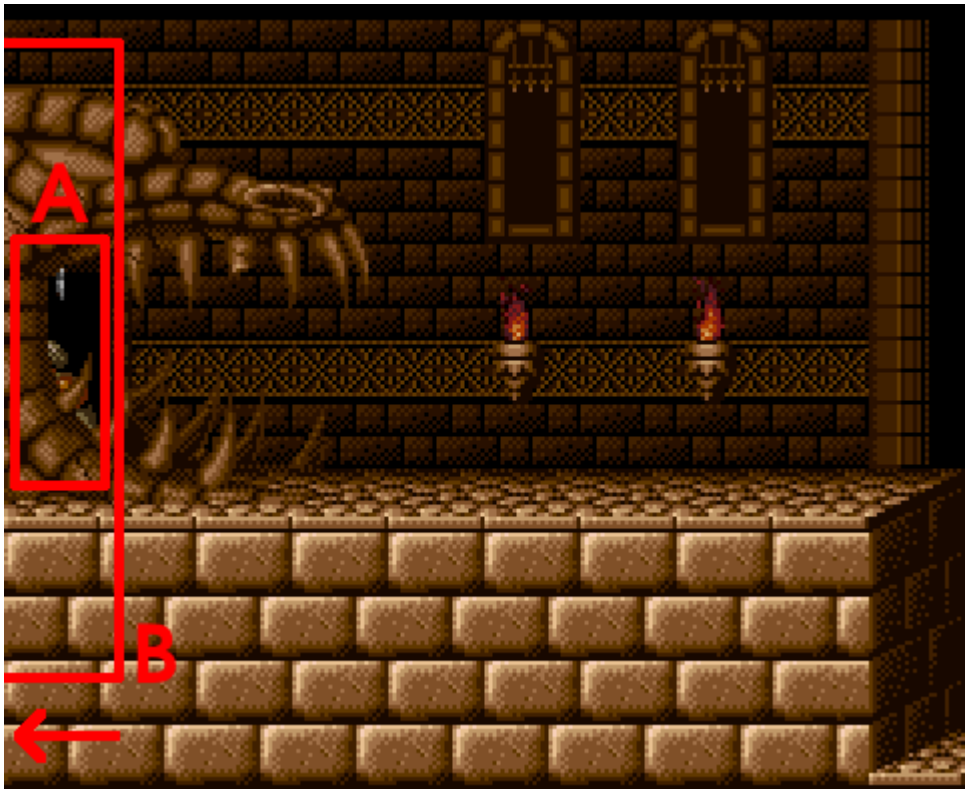

Image 24

When the red knight dies, the gate at room 23, row 1, column 9 opens permanently. (*Image 24*:A)

16.3 Special exit

The level ends when the prince exits room 21 to the left. (*Image 24*:B)

Level 17

17.1 Running entry

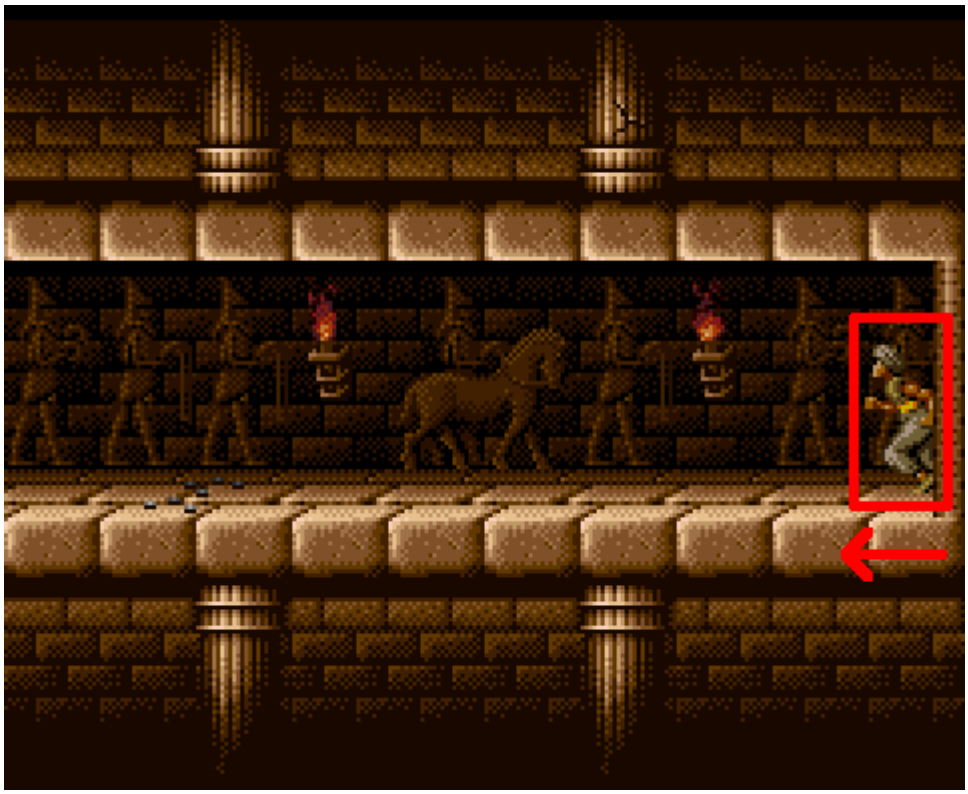

Image 25

The prince starts this level running. (*Image 25*)
He starts in the *opposite* direction of what is specified in the level.

17.2 Monster

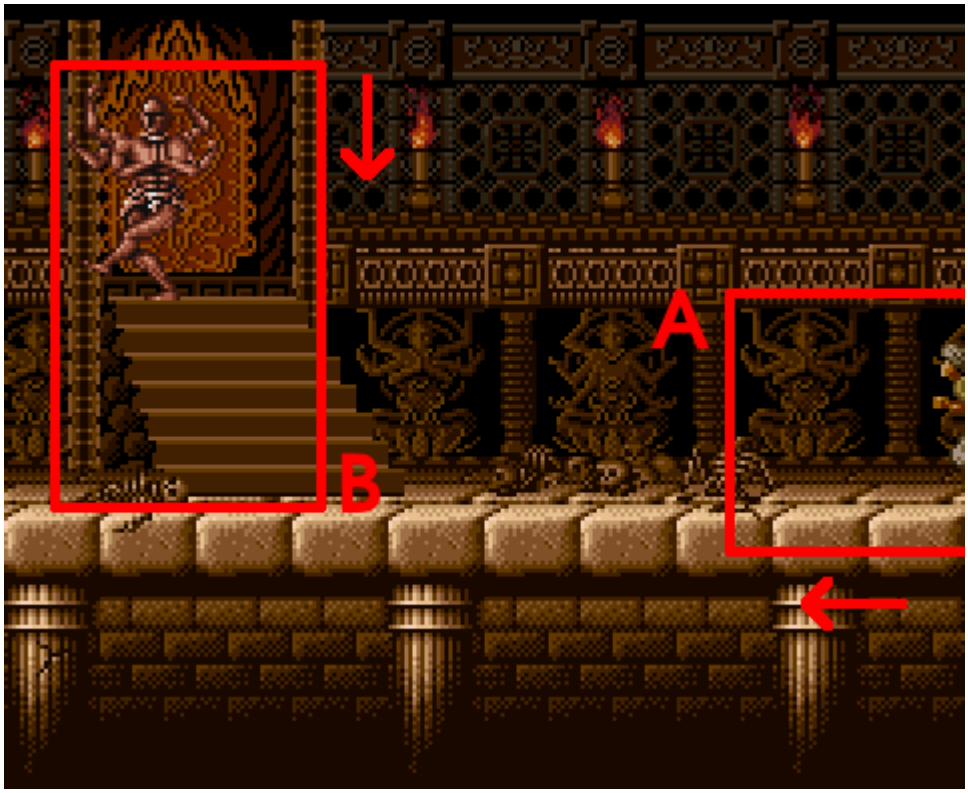

Image 26

Triggered by guard type:
The move of the prince is interrupted and he runs forward instead. (*Image 26*:A)
The gate at room 1, row 1, column 7 is closed when the prince stops running.
The player can't control the prince until the boss reaches the bottom of the stairs. (*Image 26*:B)

The battle music stops only if the boss died. (Not when the player puts his sword away.)

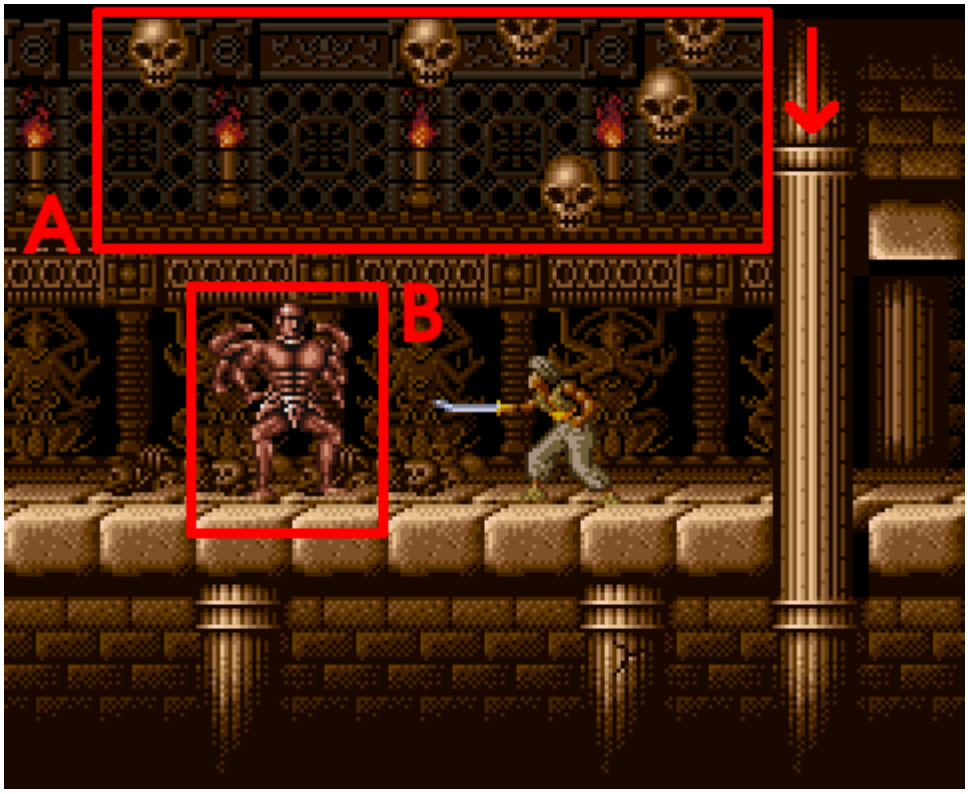

Image 27

(shake, skulls) (*Image 27:A*)
(*Image 27*:B)

17.3 Boss gate

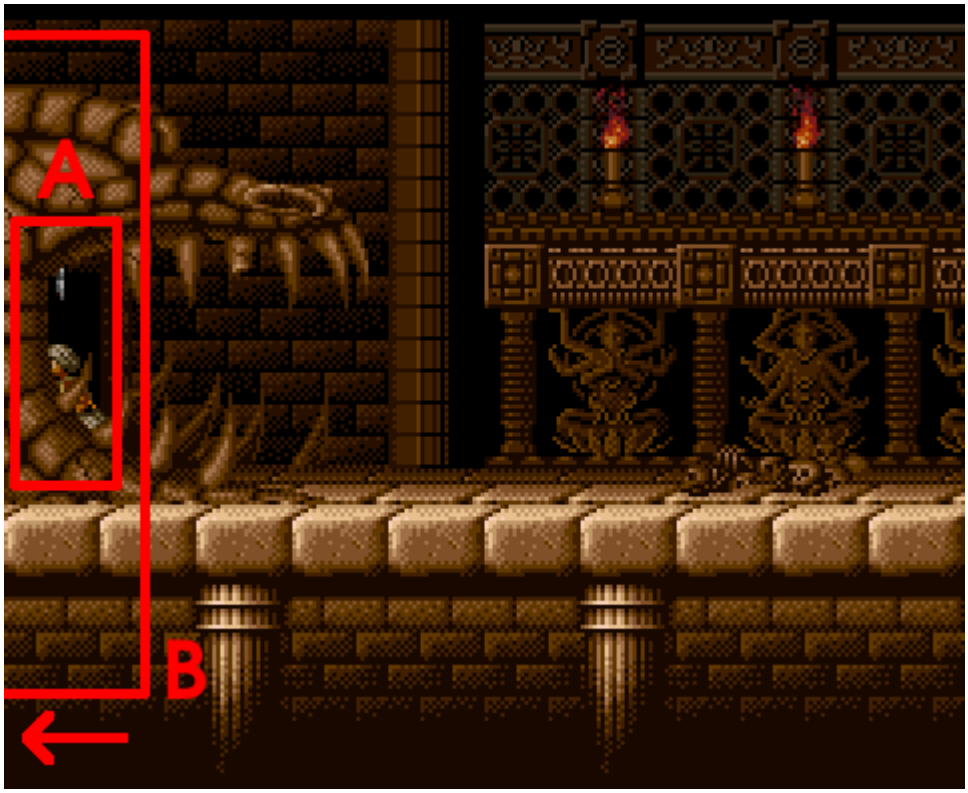

Image 28

When the monster dies, the gate at room 6, row 1, column 9 opens permanently. (*Image 28*:A)

17.4 Special exit

The level ends when the prince exits room 3 to the left. (*Image 28*:B)

Level 18

(There is some check with the brown skeleton but I don't know what it does.)

18.1 Checkpoint

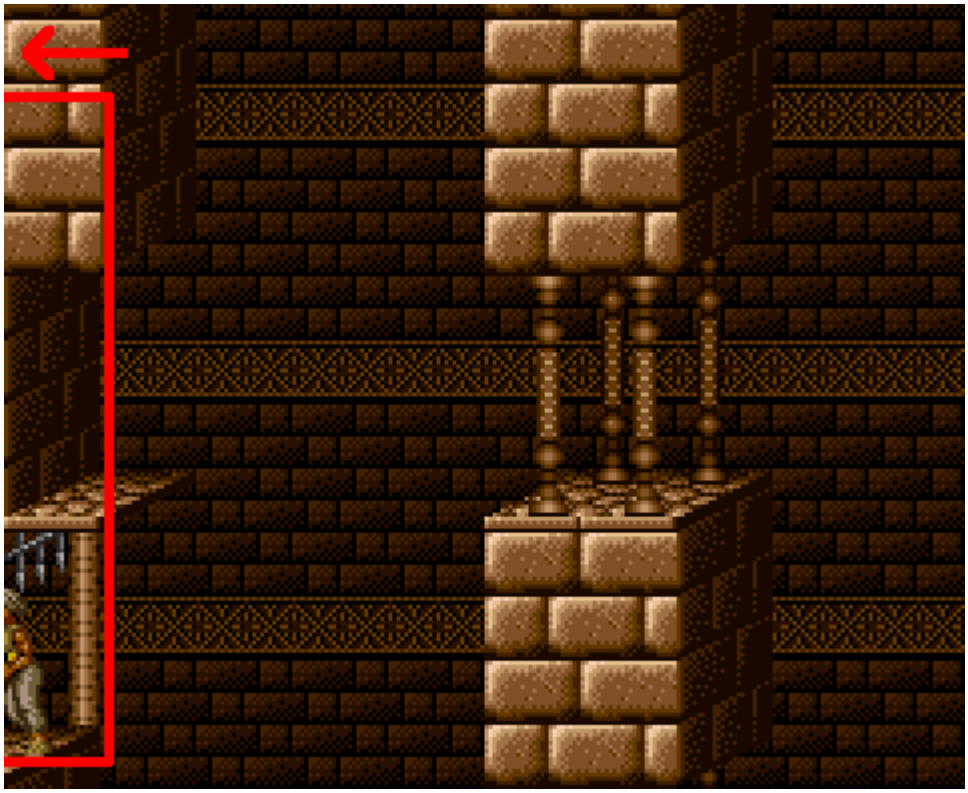

Image 29

Activated when the prince leaves room 4 to the left. (*Image 29*)

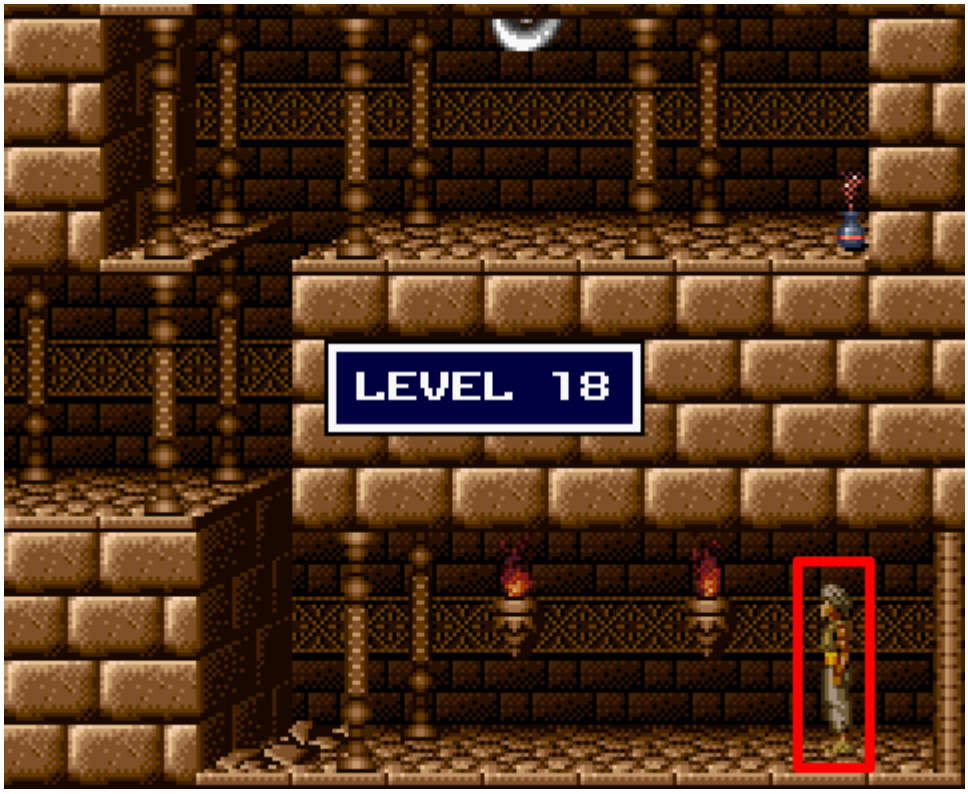

Image 30

The prince restarts at room 8, row 2, column 8, turned left. (*Image 30*)

18.2 Boss gate

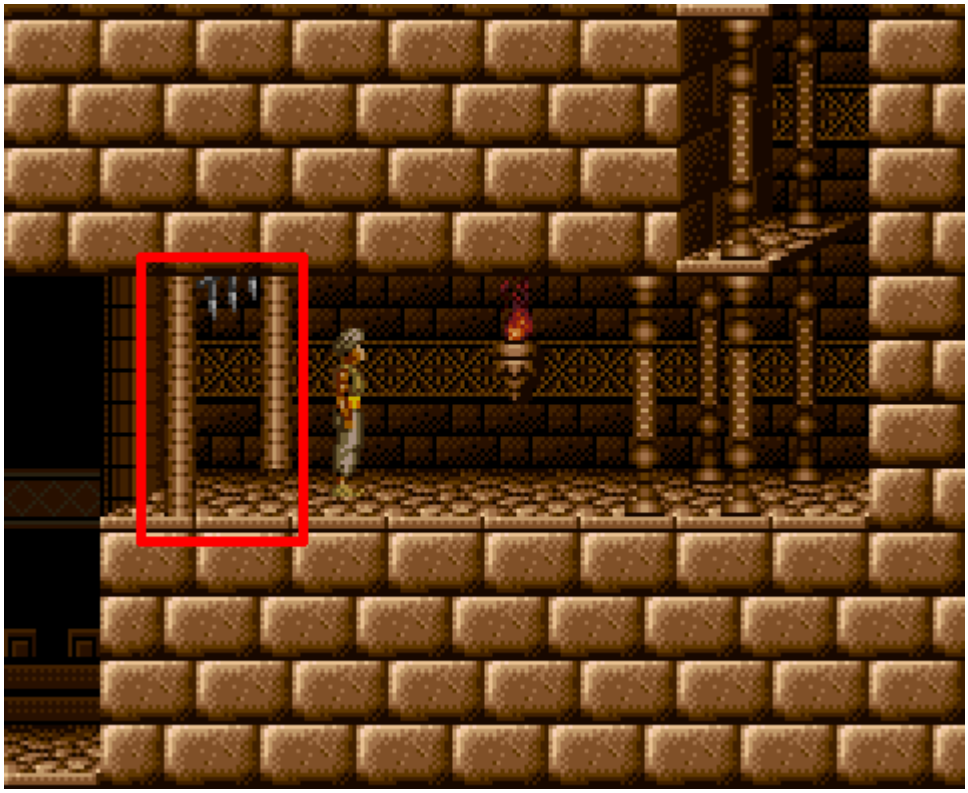

Image 31

When the blue knight dies, the gate at room 12, row 1, column 1 opens permanently. (*Image 31*)

Level 19

19.1 Checkpoint

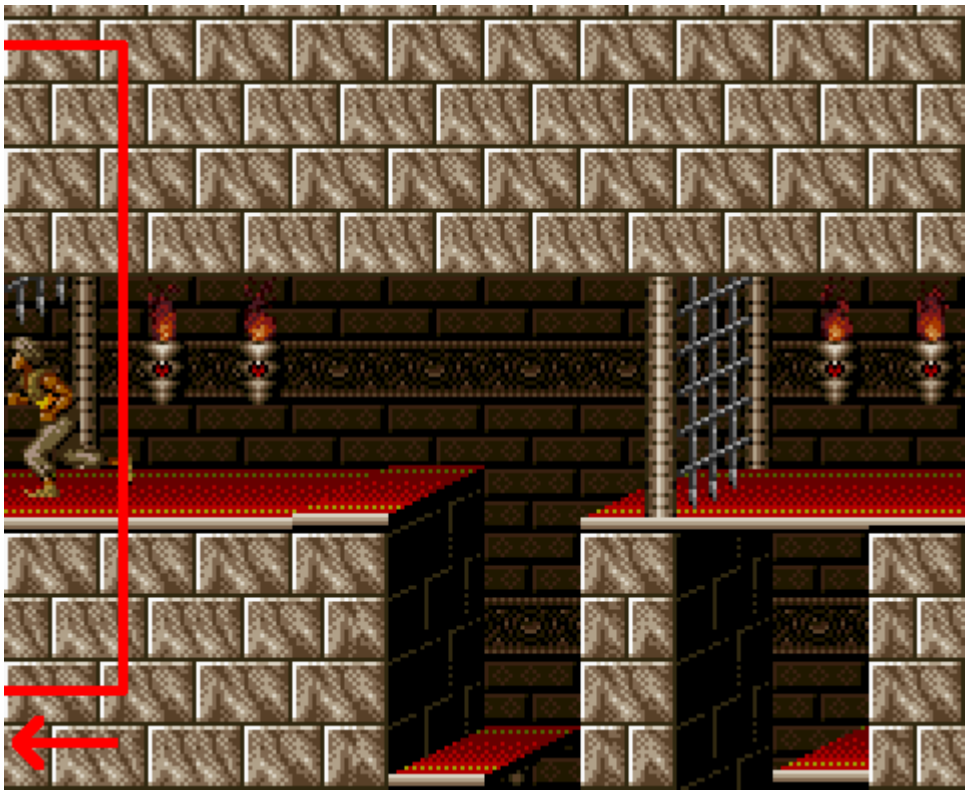

Image 32

Activated when the prince leaves room 10 to the left. (*Image 32*)

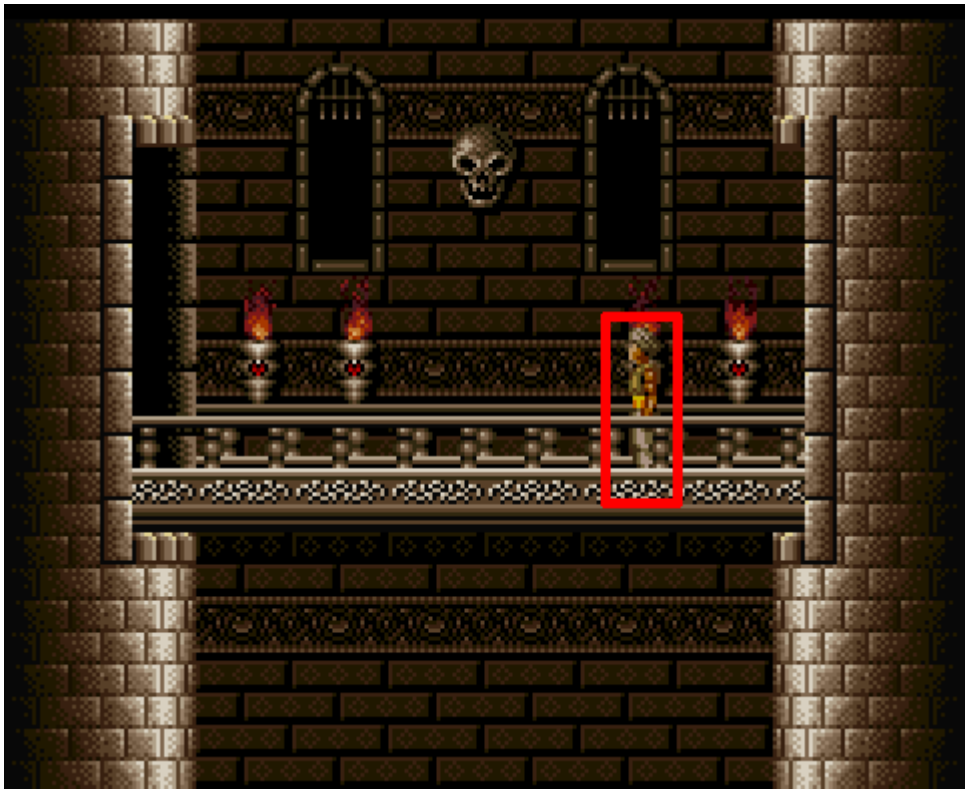

Image 33

The prince restarts at room 9, row 1, column 6, turned left. (*Image 33*)

19.2 Entering the boss room

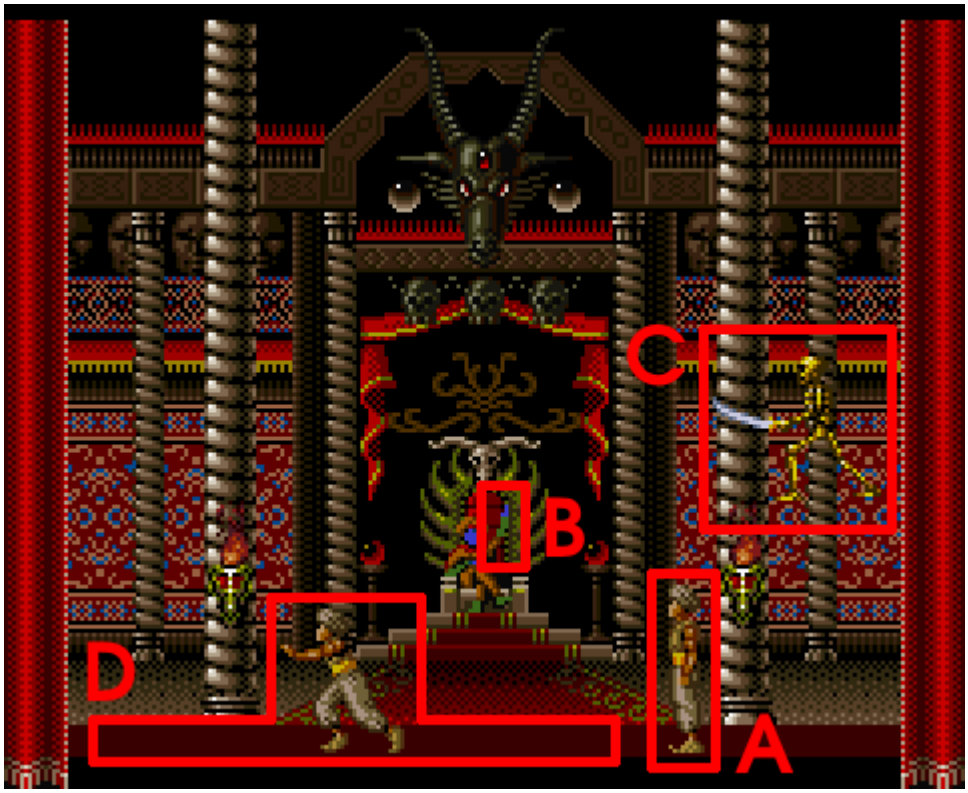

Image 34

When the prince leaves room 6 to the left, he is placed into row 2 and goes left 3 columns. (*Image 34*:A)
The left margin for leaving is different in this room. (The next room has wall, so normally it would not be possible to enter it.)

19.3 Boss room

Room 7 is the boss room.

Sprites are not covered by background sprites (traps, gates).
(Without this, the prince would be covered by the left half of layer 2 tiles in the middle row when he jumps up.)
The bottom-middle 2x2 tiles of layer 3 appear behind sprites. (This is where Jaffar is sitting.)

Five bosses appear: blueface, golden skeleton, amazon, fat guard, blue knight.
Before each boss, Jaffar raises his arm (*Image 34*:B) and the screen flashes white.
The bosses appear one row above the prince. In either column 2 or 8, whichever is farther from the prince. (*Image 34*:C)

Jaffar is animated by changing a 2x2 part of layer 3. (tiles 14,15,24,25)
They are changed to the following tiles:

(default)	(half raised)	(fully raised)
$4B,$4C	$4B,$4C	$4B,$4F
$49,$4A	$49,$4D	$49,$4E

Guards go toward the prince no matter what is between them. (But this is not visible in the original level.)
The prince does not automatically put his sword away when a guard dies.

After the last boss, the floor is removed (graphically), and the prince starts falling (out of the room if he is in the bottom row). (*Image 34*:D)
The screen flashes yellow.
(If the prince is not in the bottom row, then he will start falling and immediately stop if he is on a floor.
He can't fall through the bottom row if he goes there later.)

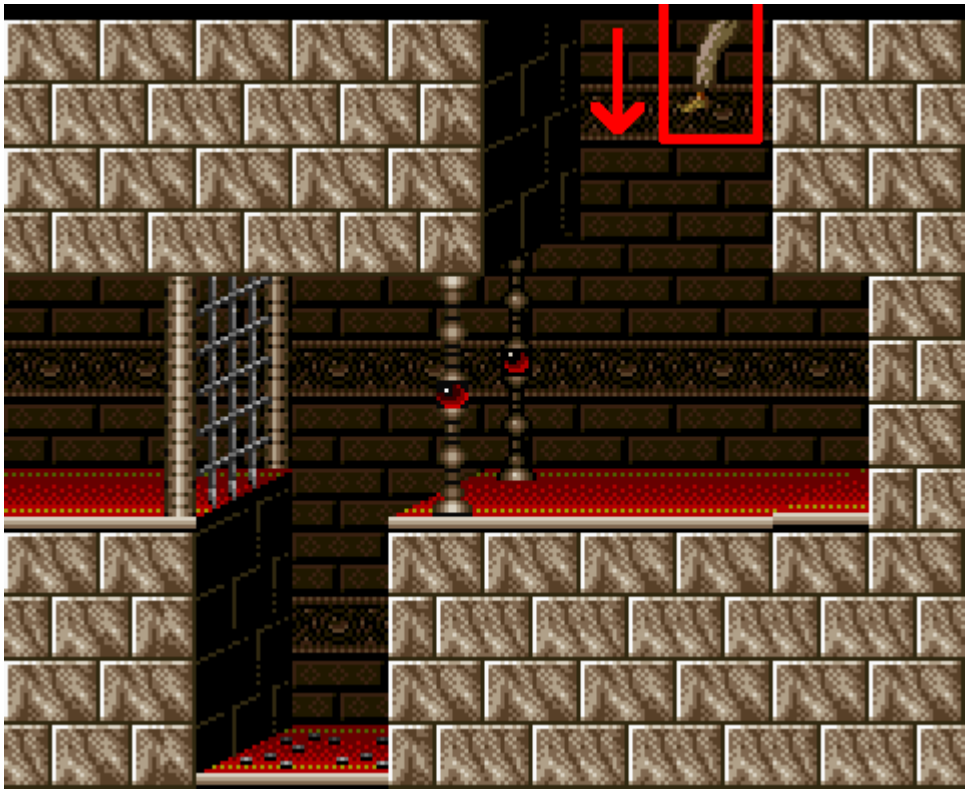

Image 35

When leaving the room down, the prince's hitpoints are reduced to 2, and he appears above row 0, column -3. This column -3 is essentially column 7 of the room to the left. (*Image 35*)

Level 20

Sprites are not covered by background sprites (traps, gates).

20.1 Sky

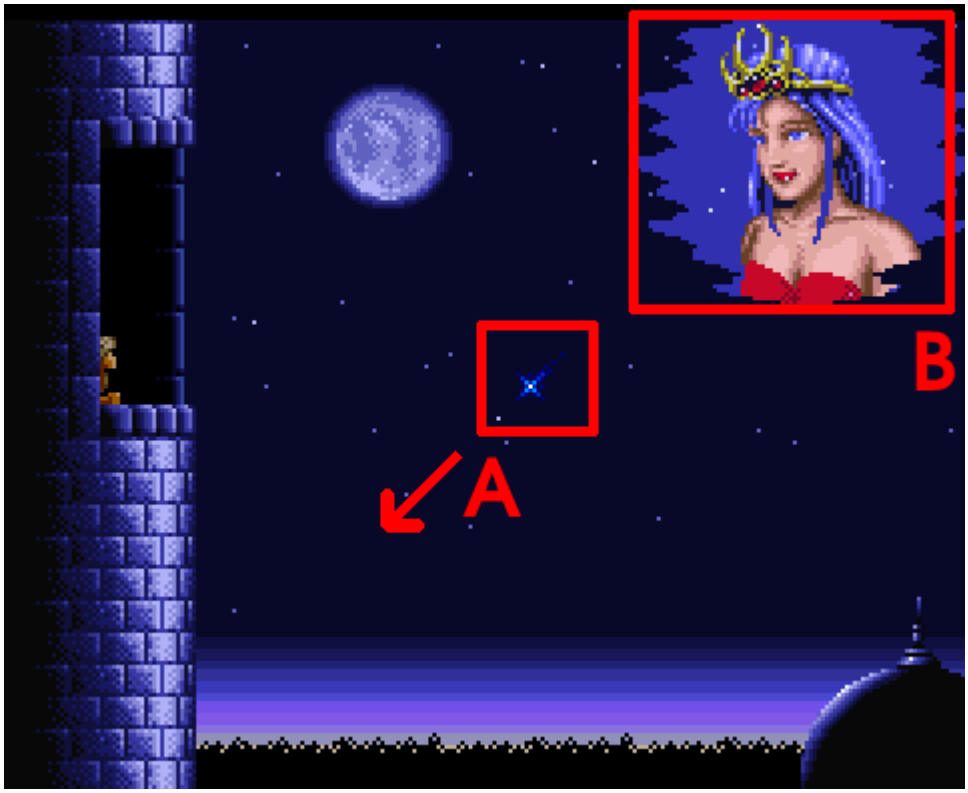

Image 36

In room 6, a shooting star flies through the sky, from top right to bottom left. (*Image 36*:A)

Then the image of the princess appears. (*Image 36*:B)
The following tiles of layer 3:
$24,$1D,$1E,$1F
$24,$20,$21,$22
are placed in the top-right 2x4 rectangle of layer 2. (not 3!)
Layer 2 is made transparent, and it's clipped in a moving wavy shape.
(Clipping is done with HDMA; Horizontal Direct Memory Access.)

20.2 Jaffar

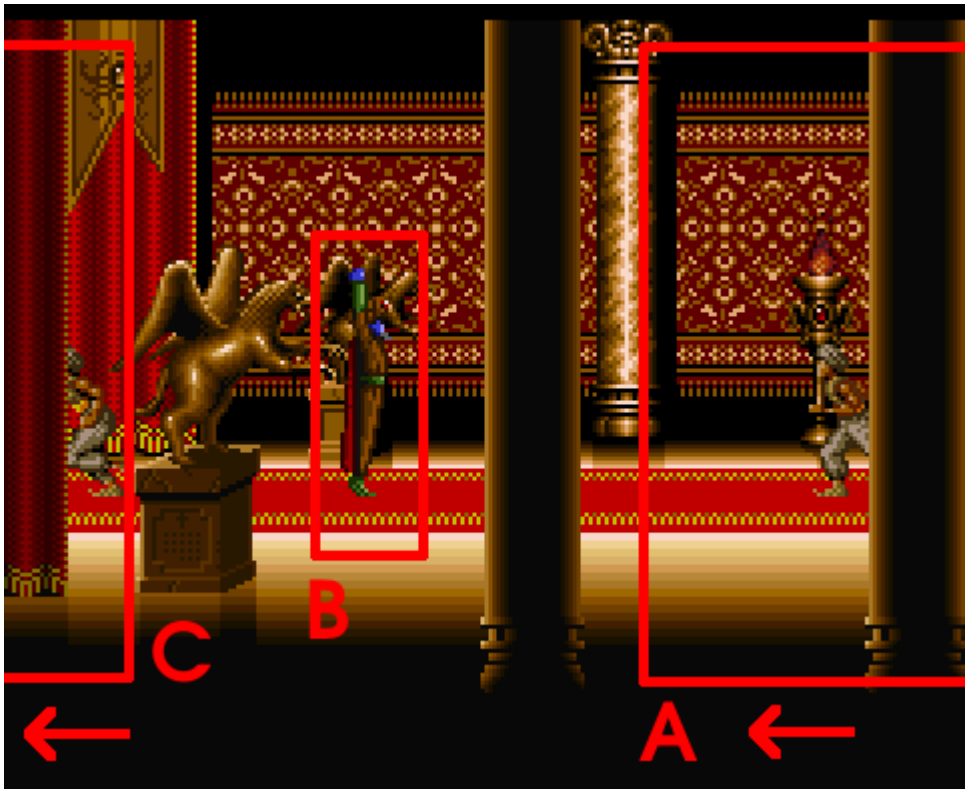

Image 37

When the prince enters room 4, his move is interrupted, and he runs forward to a certain position. (*Image 37*:A)
Jaffar appears here. (*Image 37*:B)
He teleports the prince to Jaffar's level. The screen flashes white.
The player can't control the prince while Jaffar is present.

20.3 Special exit

The level ends when the prince exits room 4 to the left. (*Image 37*:C)
The ending is shown then.

The completion time and password is not shown.

Jaffar's level

The Z-order of layers 2 and 3 is swapped.
Sprites are not covered by background sprites (traps, gates).

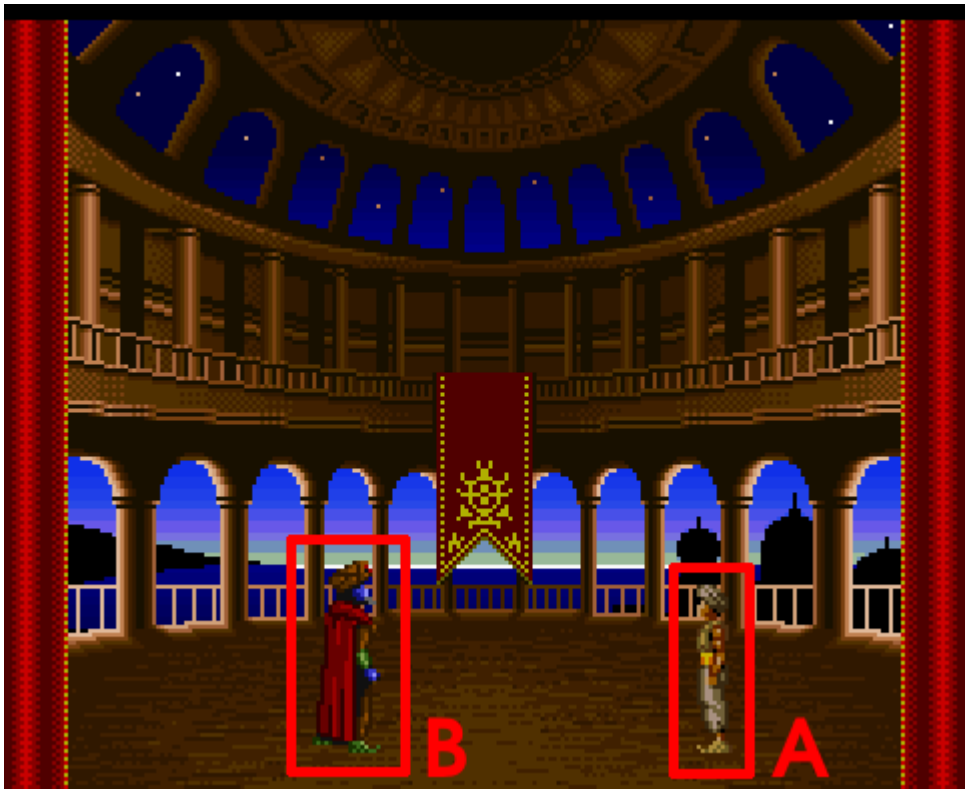

Image 38

The prince starts in room 0, row 2. (*Image 38*:A)
Level number and remaining time is not shown.

Guards go toward the prince no matter what is between them. (But this is not visible in the original level.)

Jaffar appears here, no matter what guards are placed (or not placed). (*Image 38*:B)
Jaffar has 7 HP in the magic fight.
When Jaffar has only 1 HP, the magic fight ends, and the screen flashes white.
The player can't control the prince for a short time.
Then the swordfight begins, Jaffar has 15 HP then.

When Jaffar dies, the screen flashes white and the remaining time is shown.
The prince is teleported back to level 20, room 4, row 1.
The completion time and password is not shown.

The in-game menu says this is level 20 and the password is also for level 20.

Demo level

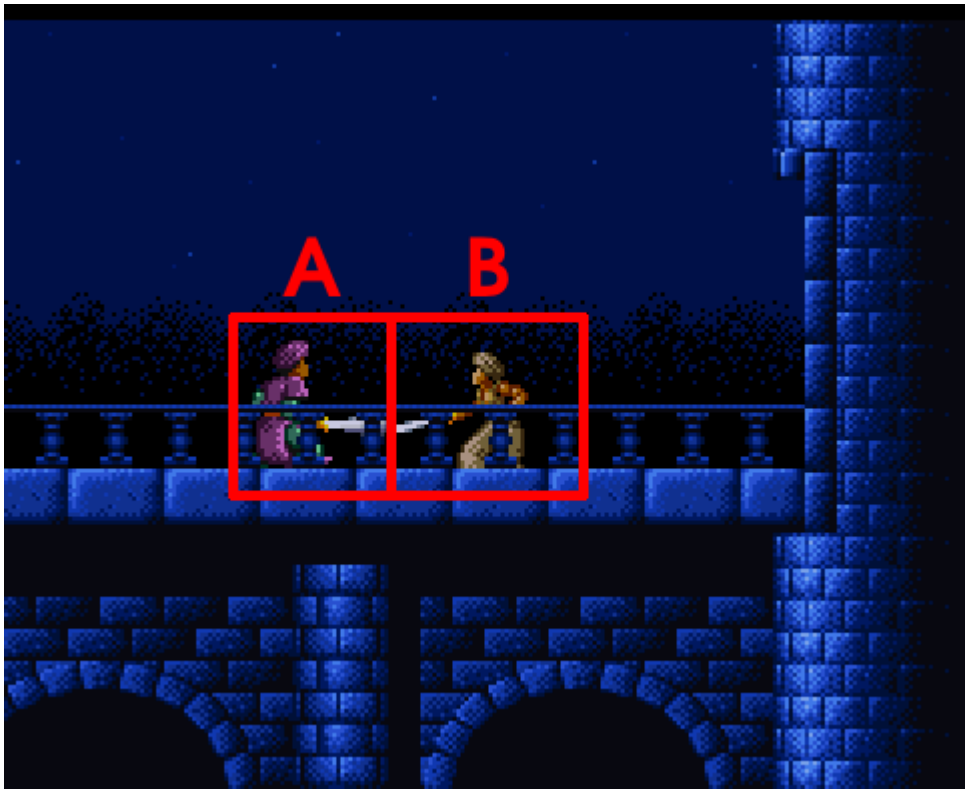

Image 39

The player can't control the prince, he moves automatically. (*Image 39*:B)
Any key interrupts the level.
Level number and remaining time is not shown.
No battle music.
Any guard's skill is overridden to 18. (*Image 39*:A)
(The swordfight is part of the pre-recorded automatic moves, unlike the DOS version.)
The level ends when the automatic moves end.

There is no password or completion time.
If the prince dies, there is no "Press button" message. Instead, the intro restarts.

Training levels

Image 40

Does not show the time when starting the first training level.
(But "TRAINING !!" is shown when you start the next levels. Bug?)
(The remaining time is not shown when restarting ANY level.)
Time is not counted and not shown. ("TRAINING !!" is shown when you ask for it.)
(*Image 40*)
There is no password or completion time shown for these levels.
The in-game menu does not show passwords or time either.
After completing Training 5, the game returns to the main menu.

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=122&t=3734

Credits

December 29, 2015:
Initial version, by David (idea and text) and Norbert (images, basic formatting)