

Prince of Persia 1 Special Events

a must-read for amateur mod creators

December 27, 2018

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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 the fifth version of this document, so it should be fairly complete by now. 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.princelod.org/viewtopic.php?f=73&t=3151>

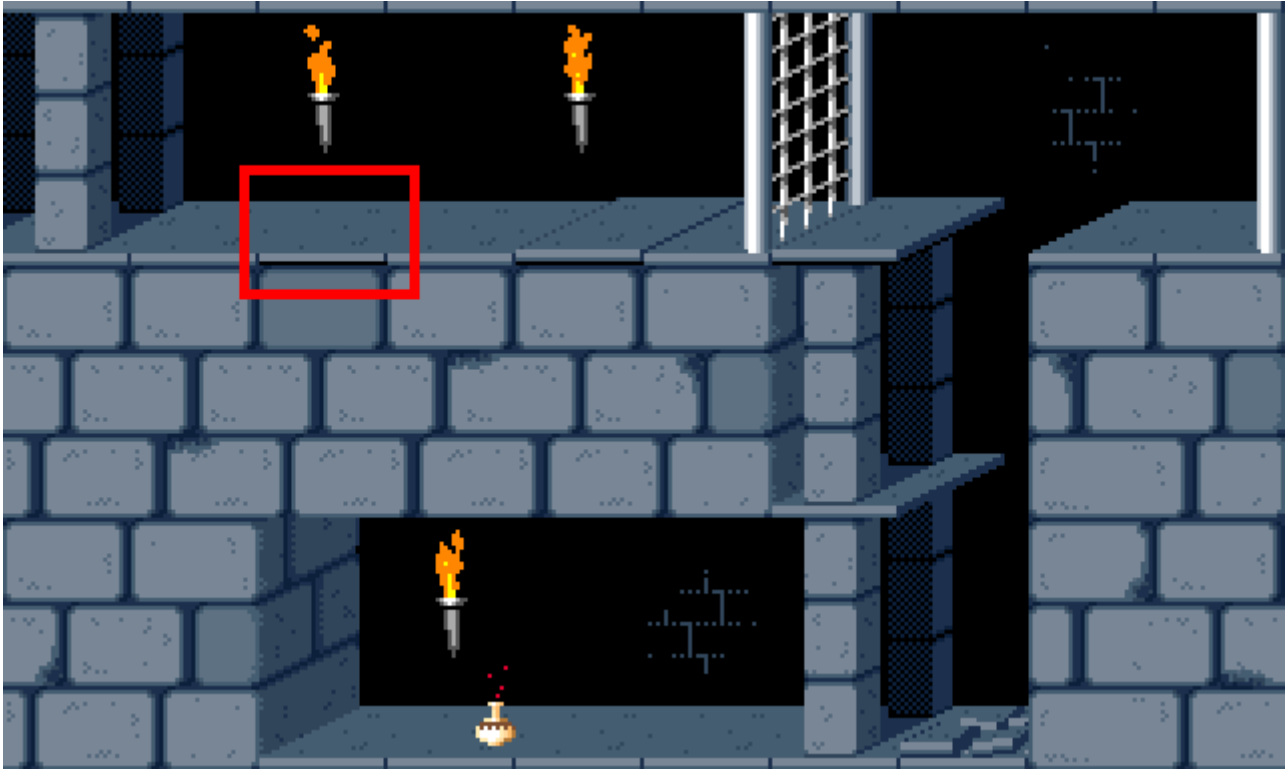
1. Level 1

1.1 Falling Entry



The player makes a falling entry and starts without his sword. The first time the player crouches, a tune is played. In this context, the (painful) two-story drops do *not* count as crouching.

1.2 Tile Activation



When level 1 begins, in room 5, the 3rd tile from the upper left is automatically being activated. The result of that trigger depends on the tile. A spike will come out, then go back. A closed gate will open. An open gate will soon close. Drop and raise tiles are being pushed. A loose floor will drop. A chomper will chomp once (or more, if the player is near the chomper). An exit door will open (if the player is not in room 5).

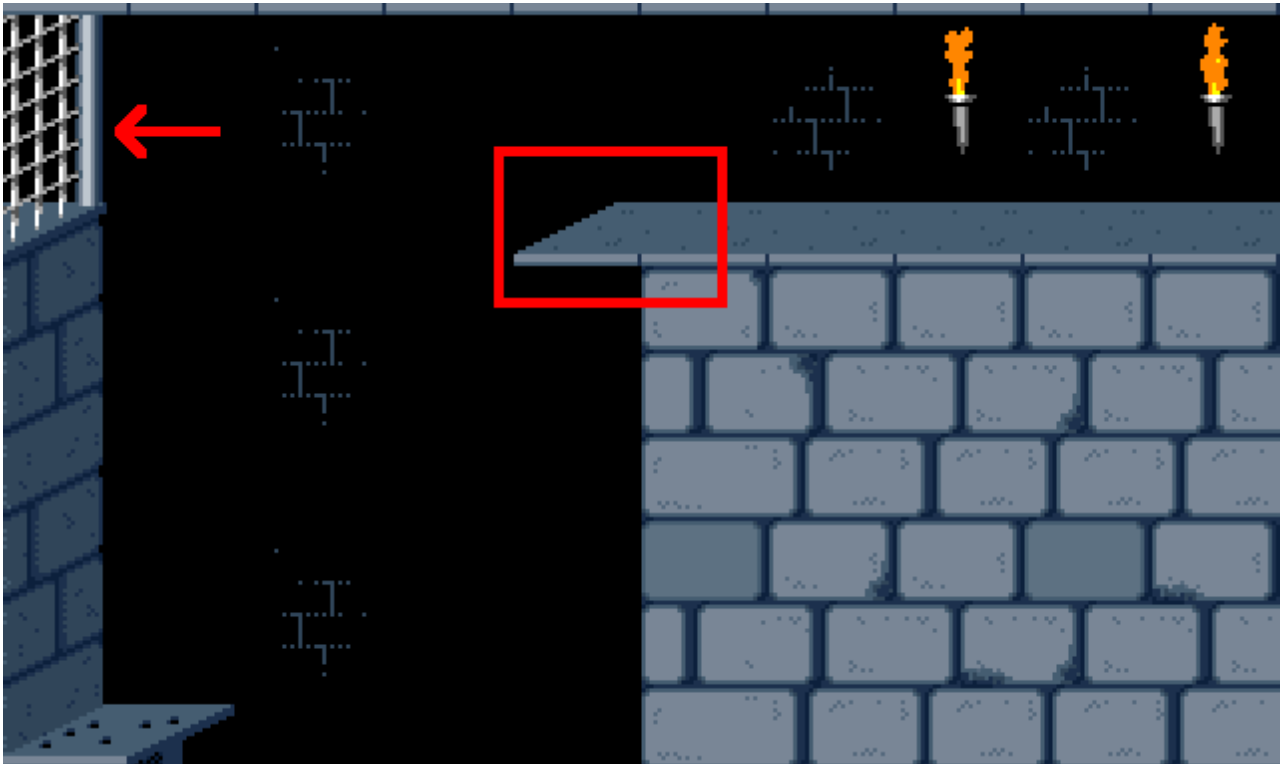
Something else happens here, and in level 12b (13), that's not so easy to explain. It is the same thing that happens with blue potions, and is explained by tacosalad [here](#) and [here](#).

2. Level 2

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3. Level 3

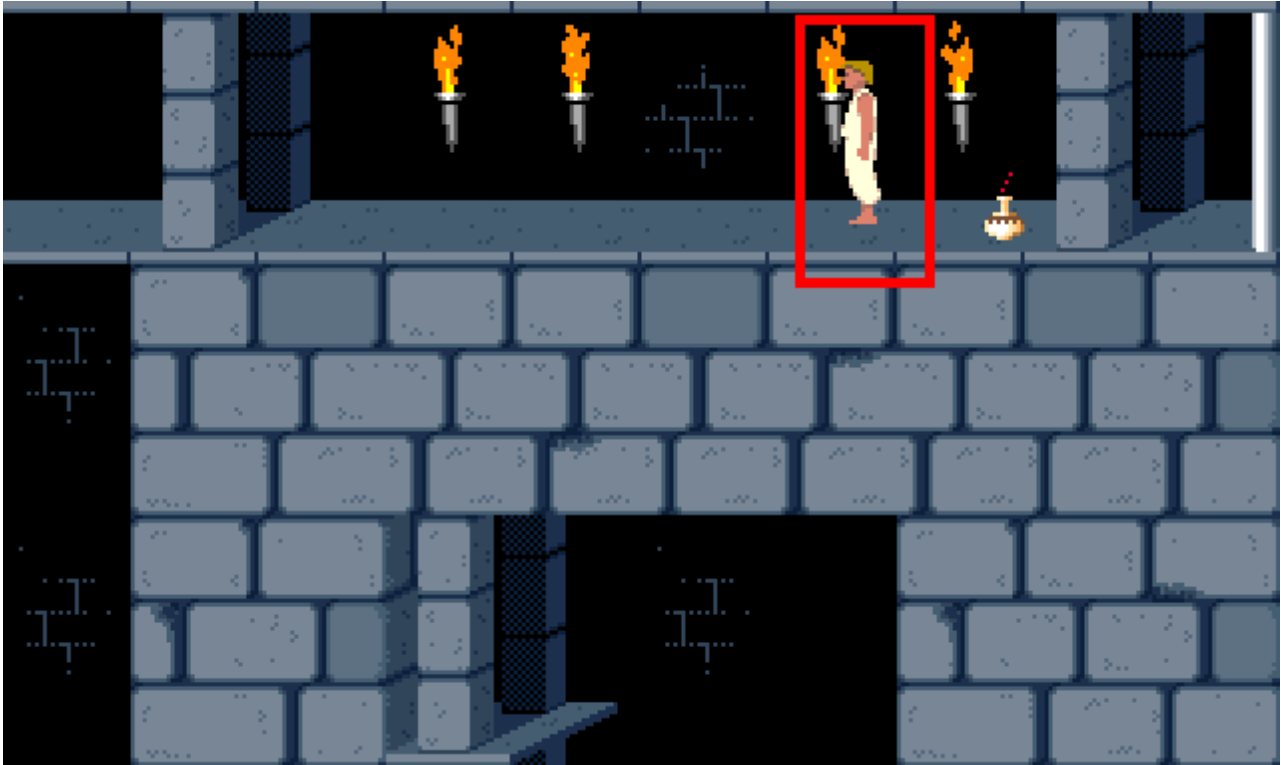
3.1 Checkpoint



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 leaves room 7 to the left.

When the player dies and respawns at the checkpoint, the game will automatically remove the 5th tile from the upper left in room 7.

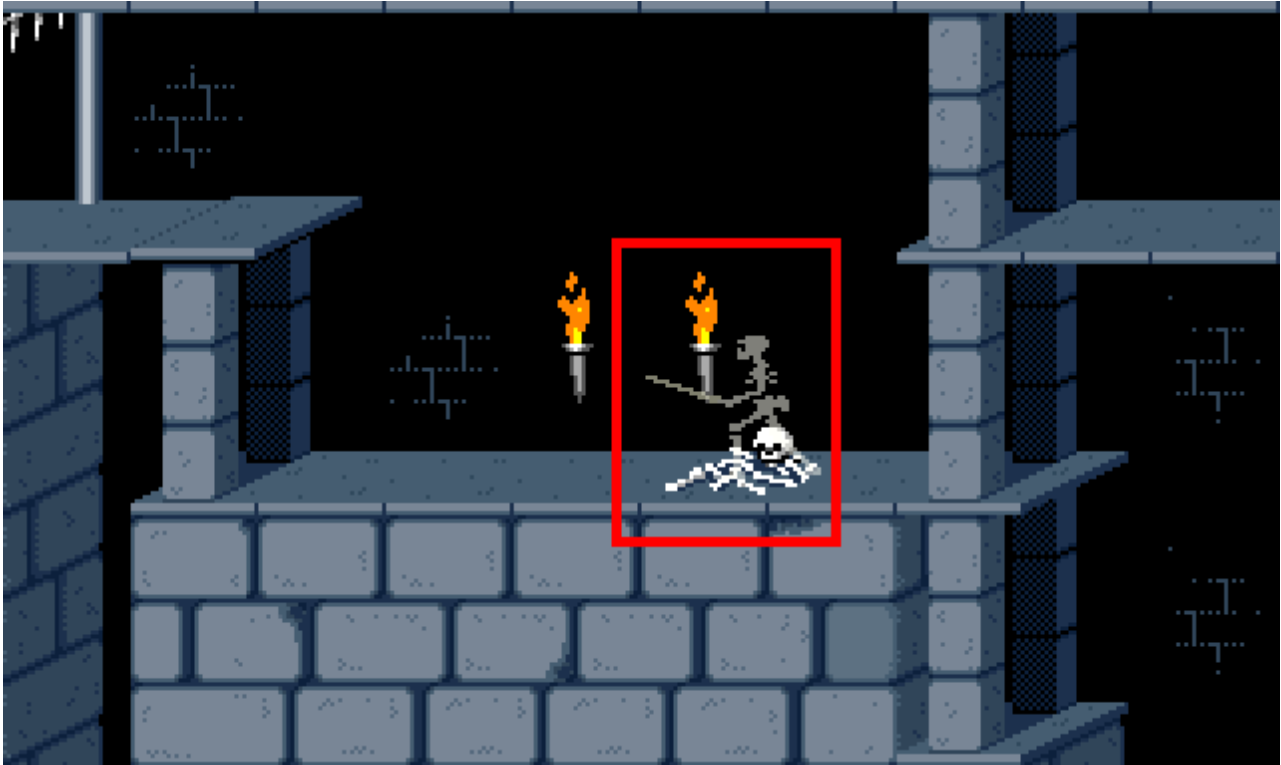
Something that cannot happen in the original game but is still noteworthy: this checkpoint is also activated if a loose floor falls from the bottom right tile of the room above the current room, as explained [here](#).



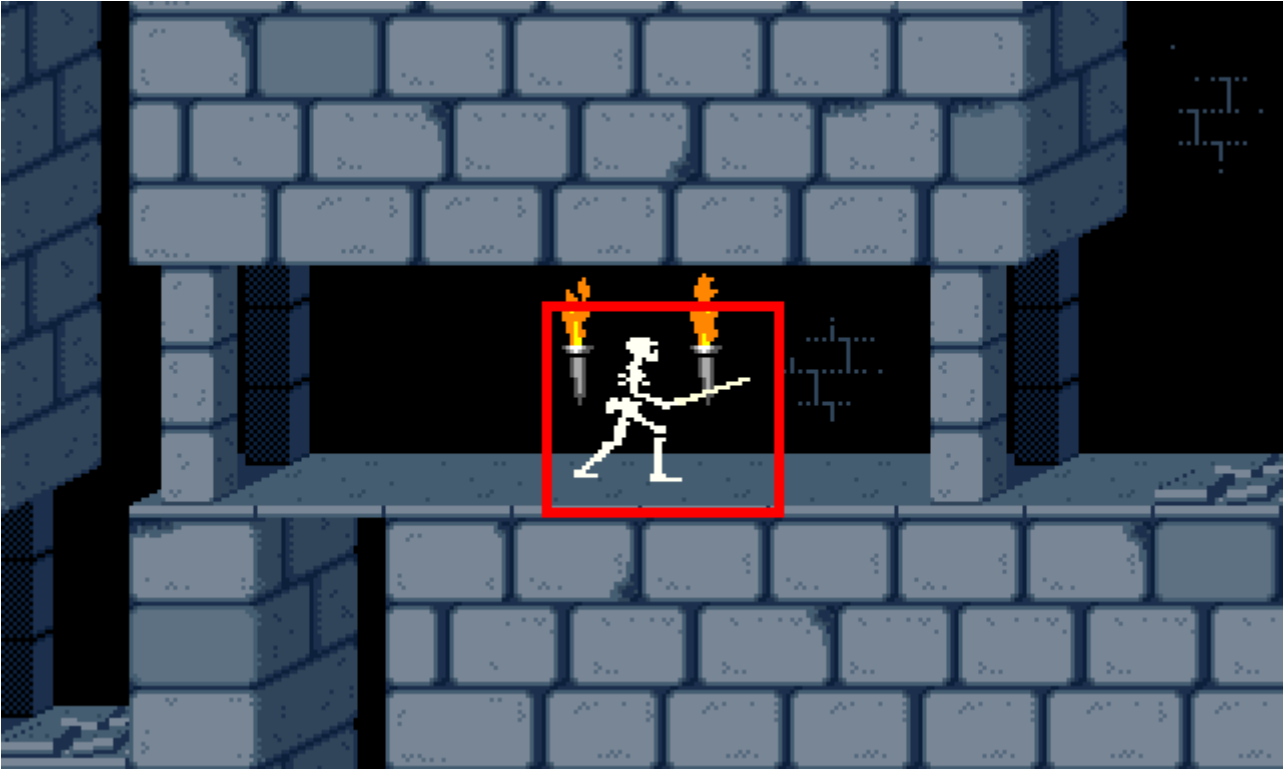
A player that dies *after* having reached the checkpoint, will respawn in room 2, on the 4th tile from the upper right, facing left.

The closing sound of gates in room 2 can be heard from all rooms, regardless their locations within that room.

3.2 Skeleton

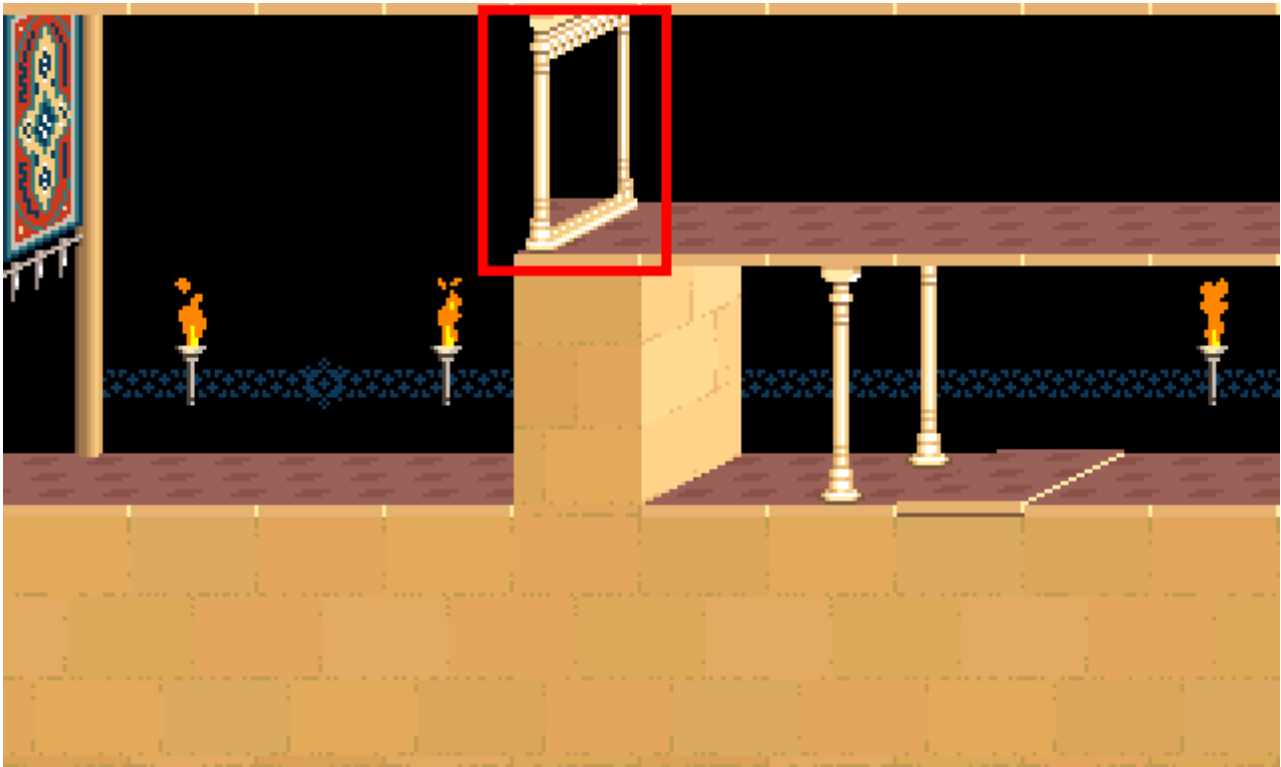


In level 3, if the level exit door has been raised, a skeleton will come alive if the player touches the 3rd or 4th tile from the left, in any row. This only happens to the skeleton that is in room 1, in the middle row, on the 5th tile from the right.



If *any* skeleton falls into room 3, it will reappear in room 3, in the middle row, on the 5th tile from the left, facing right.

4. Level 4



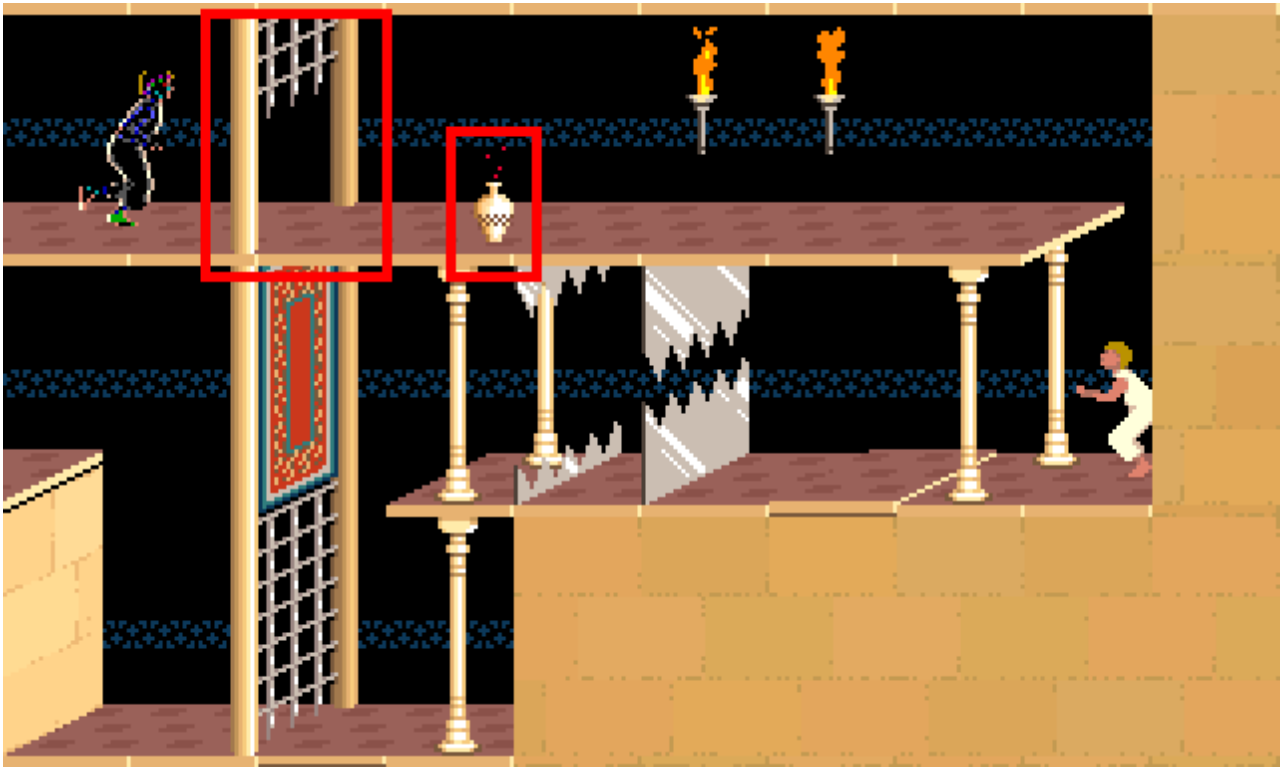
In level 4, if the level exit door has been fully raised, a mirror will be *placed*. This mirror actually *becomes visible* when the player reenters room 4 or when the player moves onto the mirror's location. The mirror's location is in aforementioned room, on the 5th tile from the top left. A tune is played when the player exits room 11 from the top left the first time after the level exit door has been fully raised, and a different tune than usual is played when the player exits the level or dies.

Also, if the level exit door has been fully raised, a tile in room 4 will transform.³ The location of the tile that transforms is the same as the location of the left side of the level exit door that has been raised. If the prince is in room 4 when the transformation takes place, the changes will *become visible* when the player reenters the room or moves onto the tile's location.

When the prince jumps through the aforementioned mirror, the image of the shadow is clipped at x-coordinate 137. If there is a mirror in any row but *to the right* of column 5, the shadow appears partly behind (left of) the mirror. If there is a mirror in any row but *to the left* of column 5, the shadow appears later than usual - when he reaches x-coordinate 137.

³ Walls become plain walls. Floors become floors with wall patterns. Potions become regular healing potions. Gates becomes partially open gates. Spikes become harmless, but cause drawing glitches. Chompers are unaffected, except the closed (stuck) chomper which will open (start working). Raise and drop buttons become assigned to event 43 (44 in apoplexy). Tapestries become black, but cause drawing glitches. A level exit door opens. A loose floor becomes invisible. A torch will skip a frame.

5. Level 5

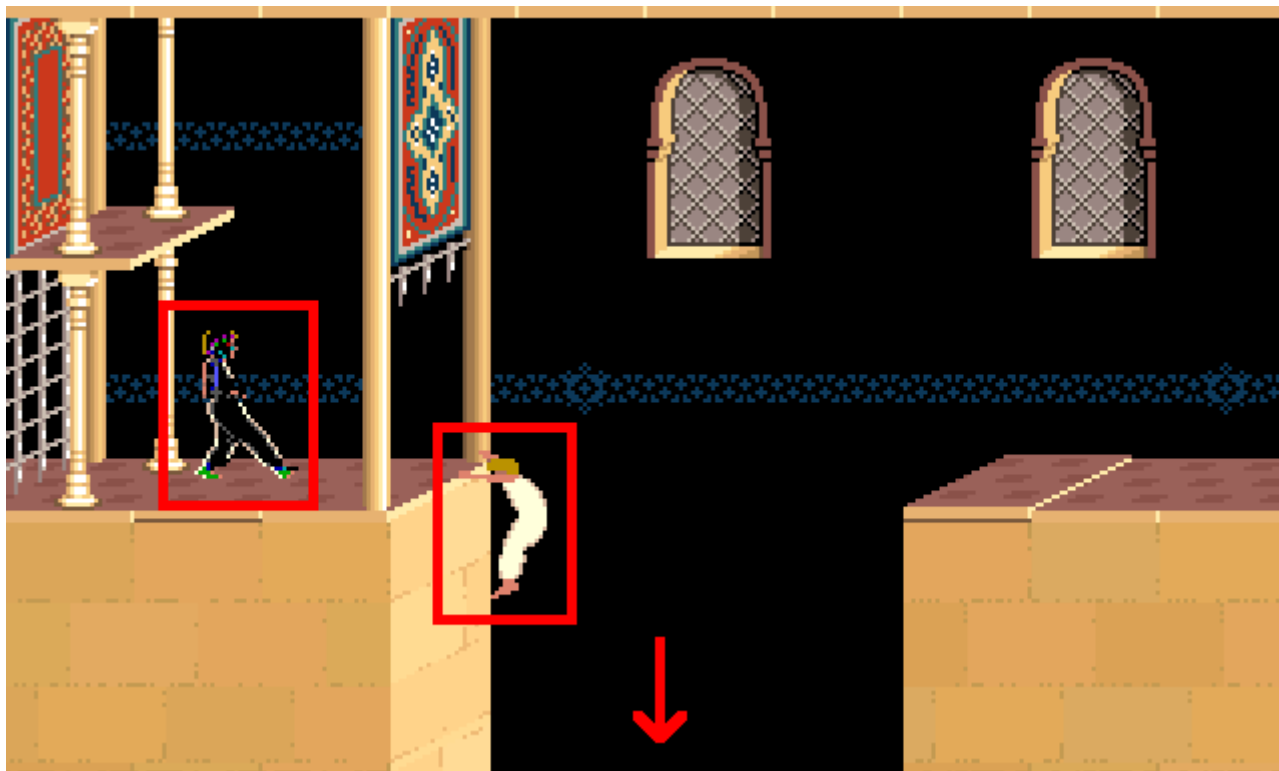


In level 5, the shadow drinks a potion if certain conditions are met. There has to be an open gate in room 24, on the 2nd tile from the upper left.⁴ (It may be closed at first and opened later.) Also, a potion - it doesn't matter which one - has to be in the same room, on the 4th tile from the upper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

When the prince enters room 24, the shadow is already being placed (off-screen). If there is no floor under the shadow, he falls. If the prince drinks the potion and then opens the gate, the shadow will *still* come, *unless* the prince accesses a room with a guard before he opens the gate.

⁴ The 2nd tile from the upper left may also be another element with a modifier of 0x50 (80) or higher. Even a sword meets this requirement, when it blinks.

6. Level 6



In level 6, the shadow will appear in room 1, in the middle row, on the right side of the 1st tile from the left, facing right. The shadow will usually *step* forward after the player has almost completed a four-tile jump. If there is a potion or sword on the 2nd tile from the left in the middle row, the shadow will *crouch* forward.⁵ The player's four-tile jump can be in any row and should end on one of the first five tiles from the left. This event will trigger *no matter what* tiles are being used in the room.

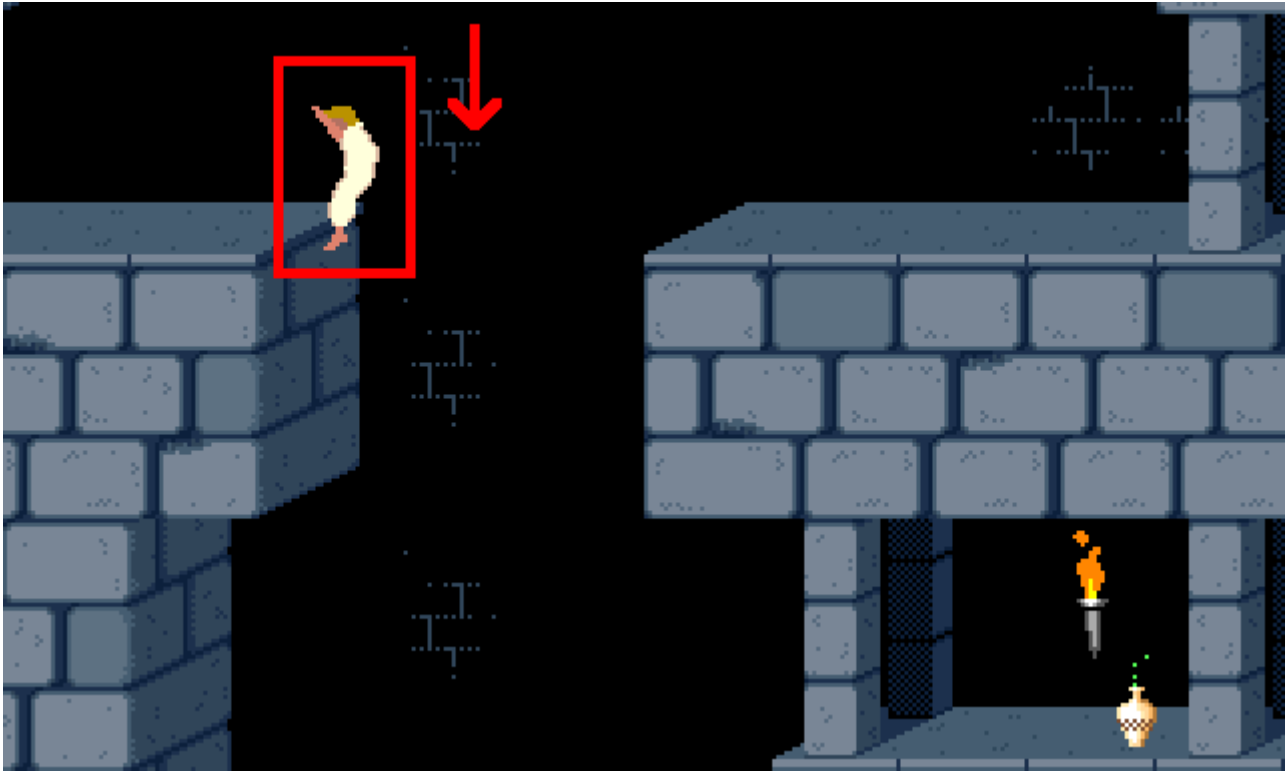
A tune is played when the player first enters room 1. After that tune, the prince can use *any* level exit door.⁶ Exiting room 1 at the bottom starts level 7, regardless what room - if any - is below it.

If a level exit door is being used, it should be fully open *before* the prince enters room 1. If the level exit door is only partially open, it will get stuck.

⁵ This is because the shadow steps forward with simulated key-presses Shift + forward.

⁶ This can be fixed, as described here: <http://forum.princied.org/viewtopic.php?p=13128#p13128>

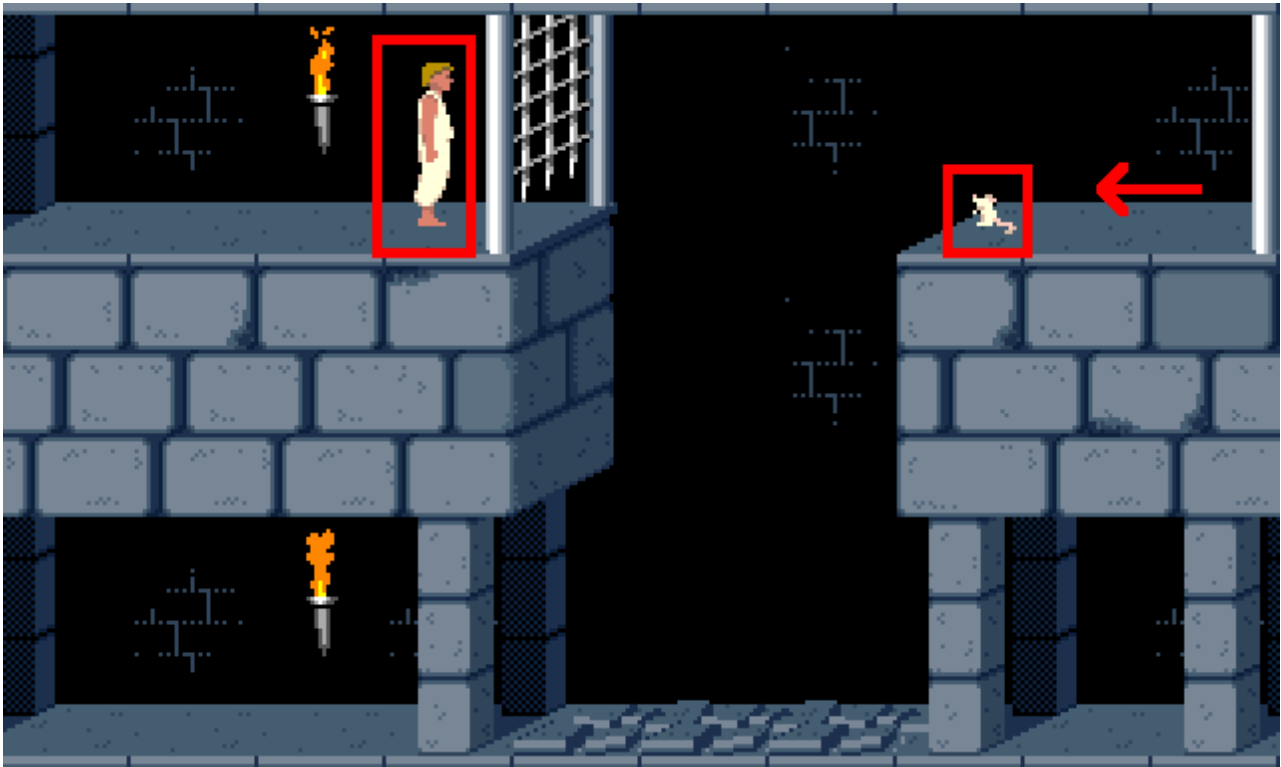
7. Level 7



The player makes a falling entry. This only works if the player starts in room 17, in the bottom row. If the player starts in room 17, but *not* in the bottom row, an integer overflow will occur.⁷

⁷ <http://www.popot.org/documentation.php?doc=OverflowBug>

8. Level 8



In level 8, if the level exit door has been raised, a mouse will appear in room 16. 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 3rd tile from the top right and then back.

9. Level 9

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10. Level 10

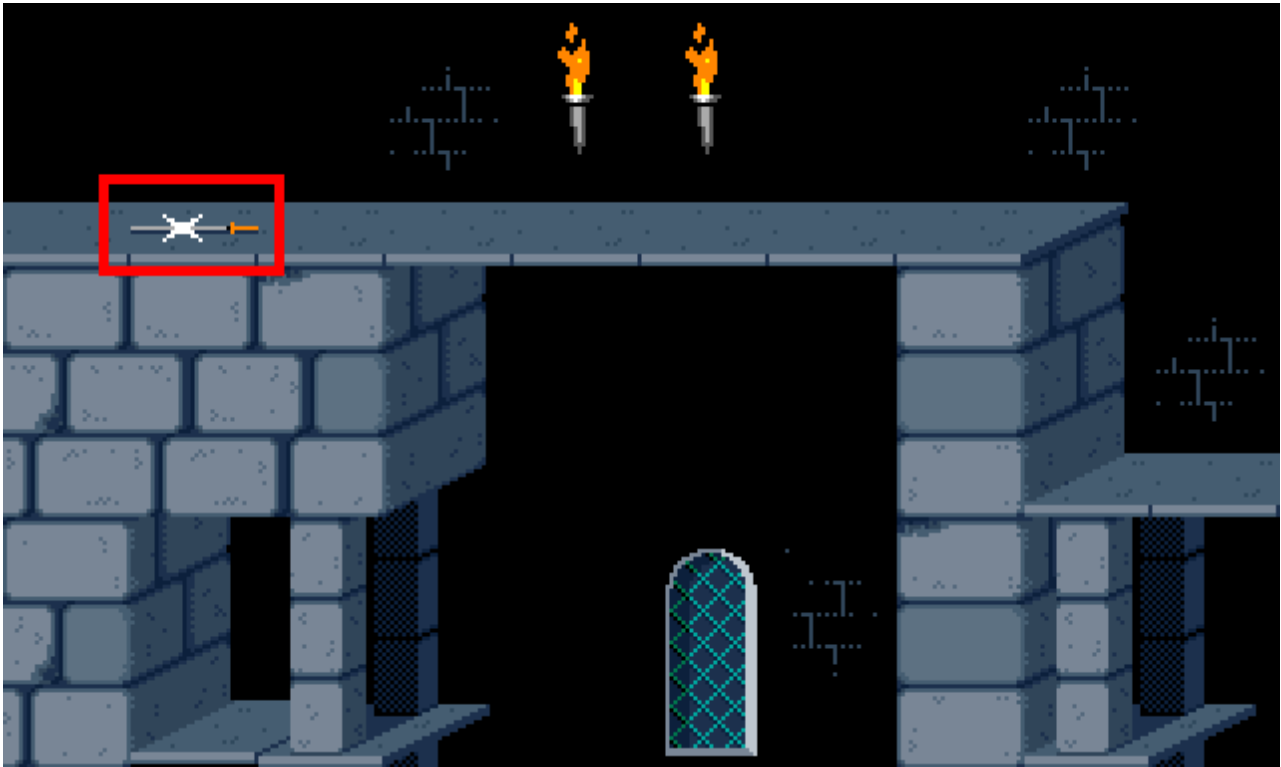
(intentionally left blank)

11. Level 11

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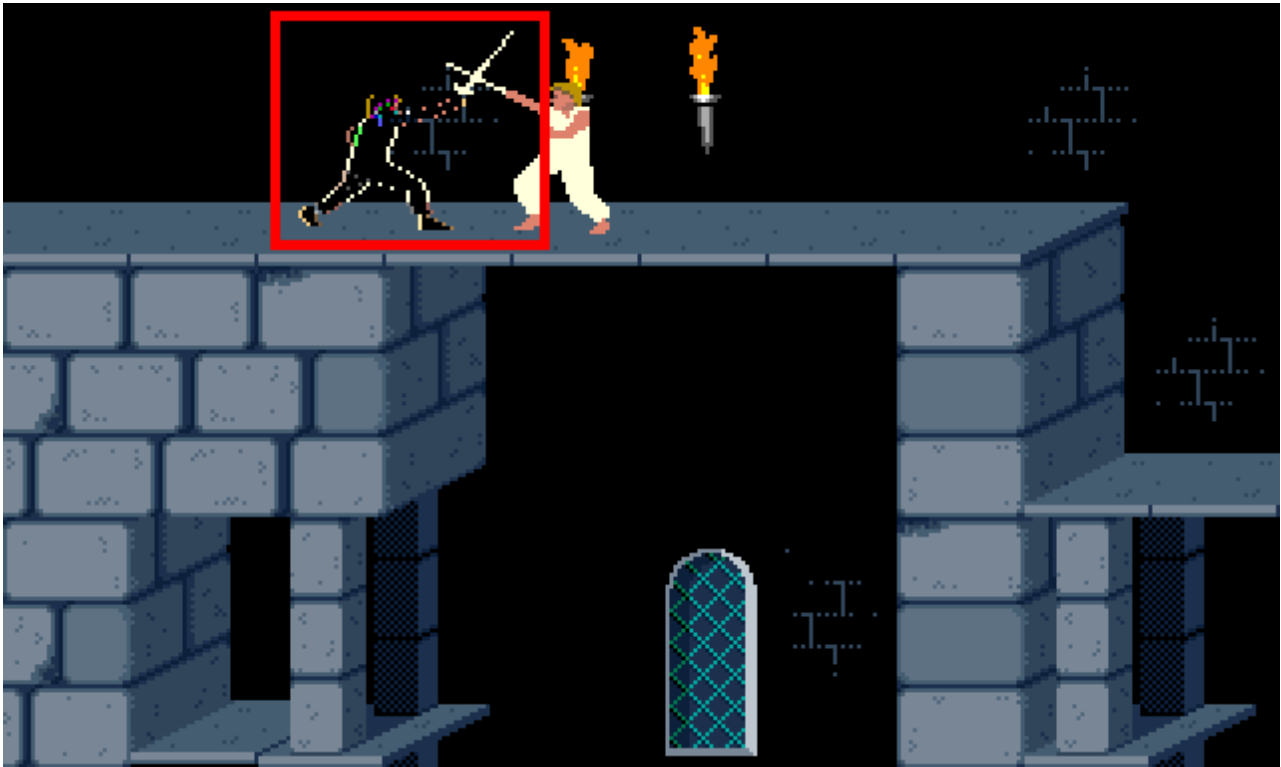
12. Level 12a (12)

12.1 Tile Change



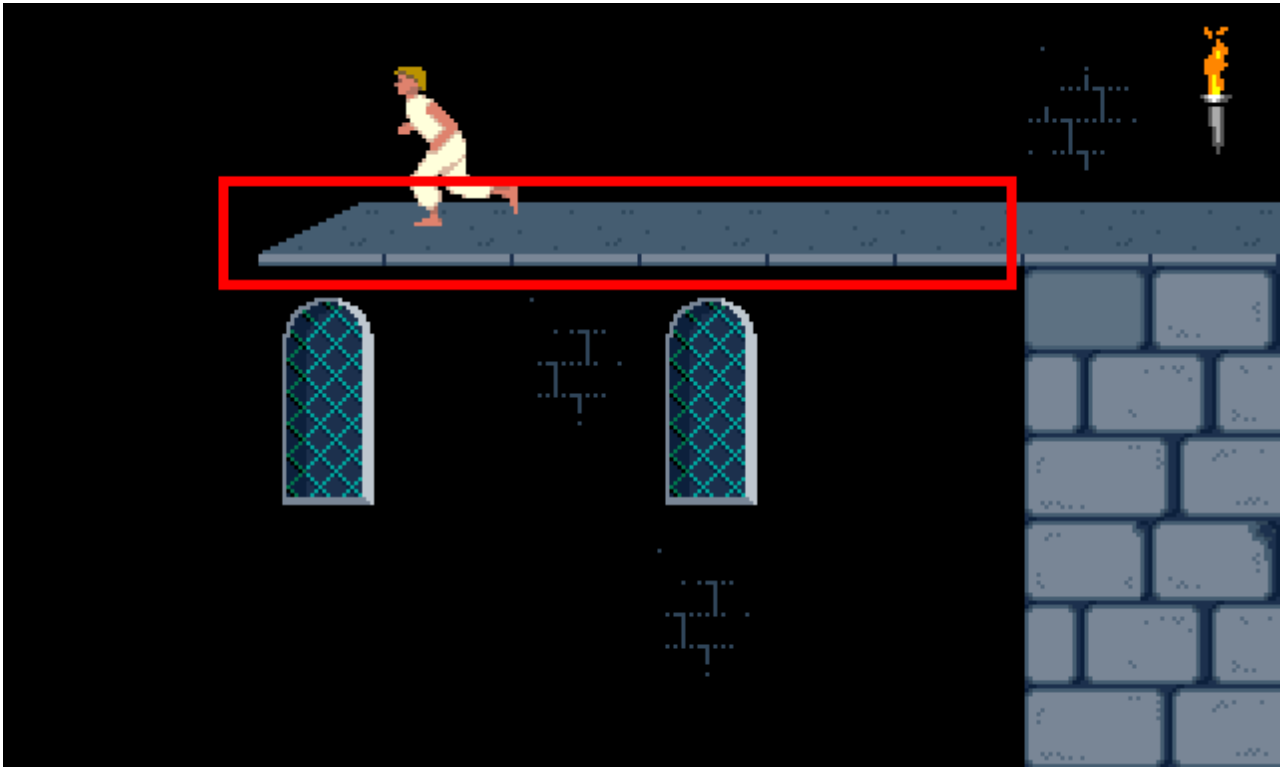
A tile in room 15 of level 12a (12) changes into a regular platform when the player leaves room 18 to the right. The tile in question is the 2nd tile from the top left.

12.2 Shadow Appears



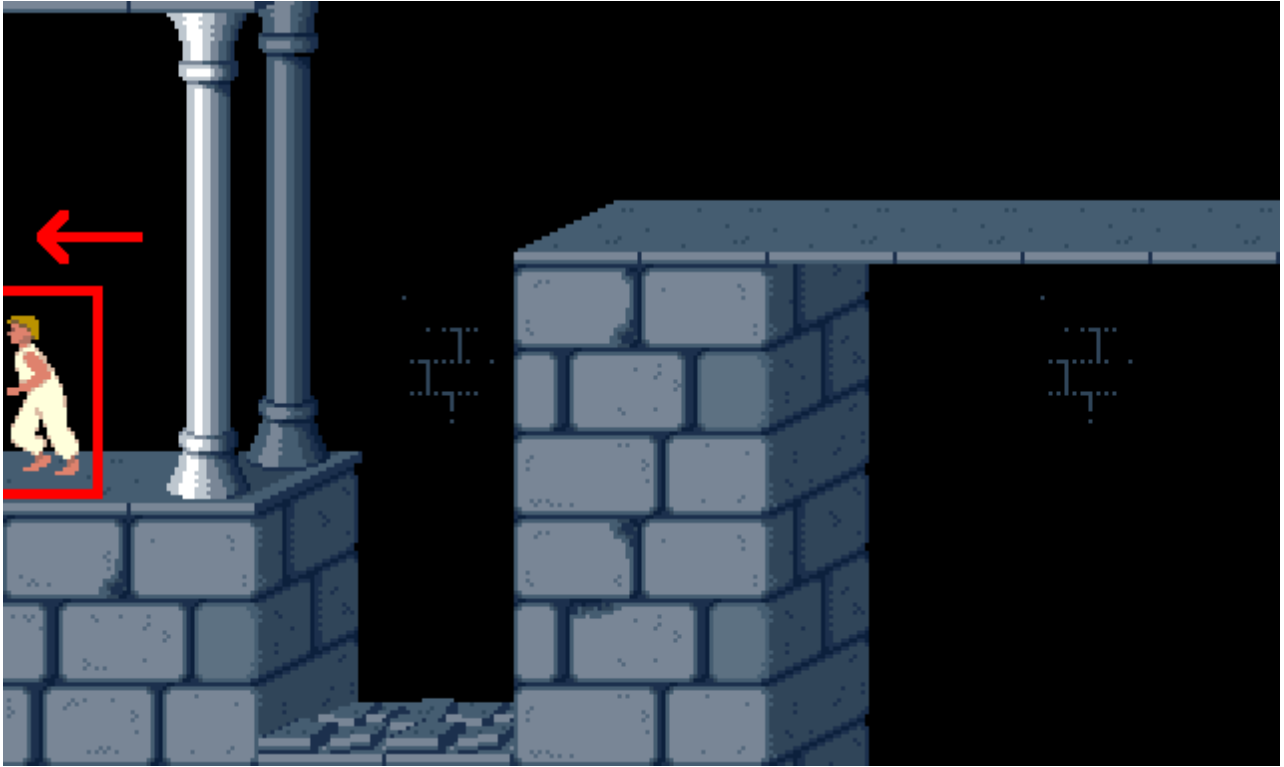
The shadow appears to fight the player in room 15. This only happens if there is no sword on the 2nd tile from the top left. The shadow appears when the player first walks on any of the six tiles from the left, regardless what row. Also, if the sword isn't there and the prince enters the room from the right, his hit points are (health is) fully regenerated.

12.3 Tiles Appear



After the player has merged at least once with a shadow somewhere in the level, 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.

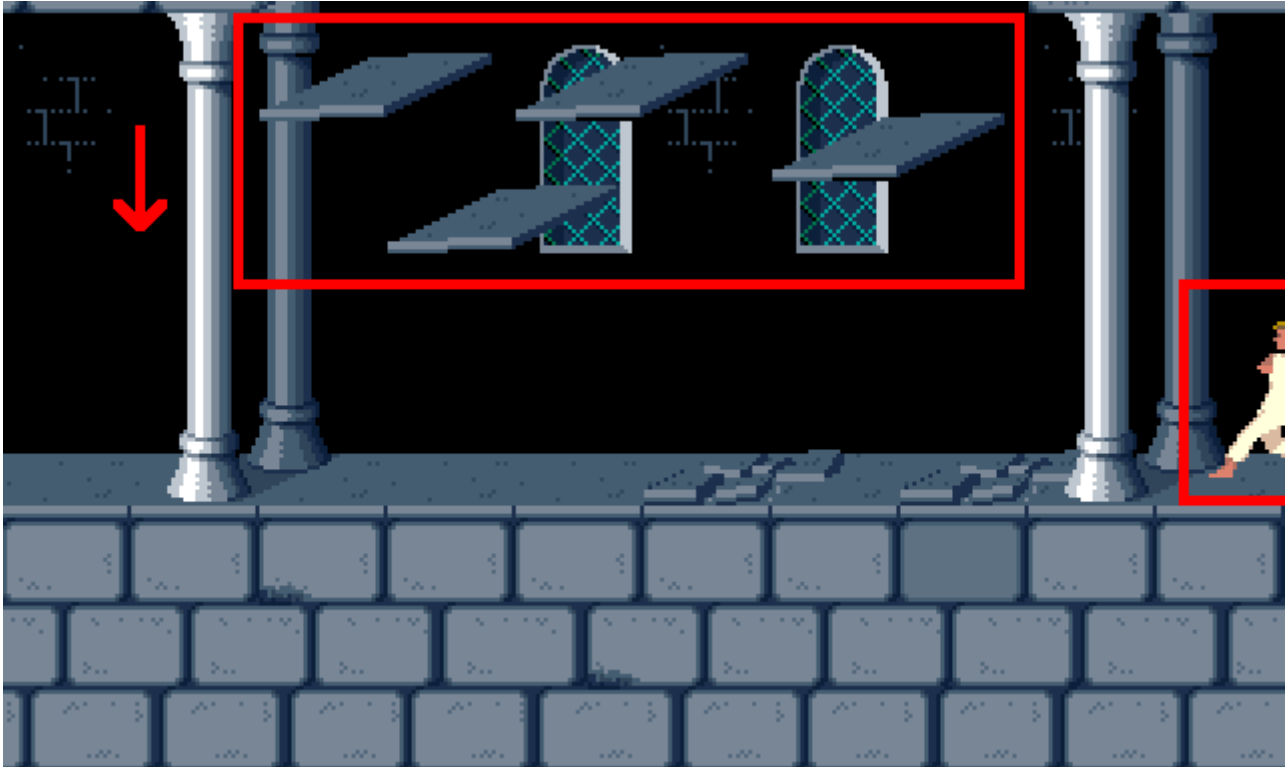
12.4 Next Section



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

13. Level 12b (13)

13.1 Falling Tiles



In level 12b (13), the six middle tiles above rooms 16 and 23 will fall down when the player enters these rooms. This only happens if they are loose floors. The loose floors do not shake if the player jumps in that row. If one or more of these tiles are gates, they are being opened *instantly*. Chompers will chomp and then have blood on them. Walls become unavailable resources. Certain potions turn into regular red potions. Level exit doors open. Spikes come out.

If there is no room above room 16 or 23, then tiles in the *bottom* row will be triggered instead.⁸ The tile effects this triggers are the same as what would normally happen above the room. However, loose floors are a little different: they make noise and disappear, but visually they remain stuck halfway their animation until the prince reenters the room.

This is the only level where falling loose floors hurt the prince when he's running.

The player makes a one-tile running entry towards the location he or she is facing, provided that it's not a falling start. Upon starting this level, the prince's hit points are (health is) *not* being regenerated, and the level number and remaining time are

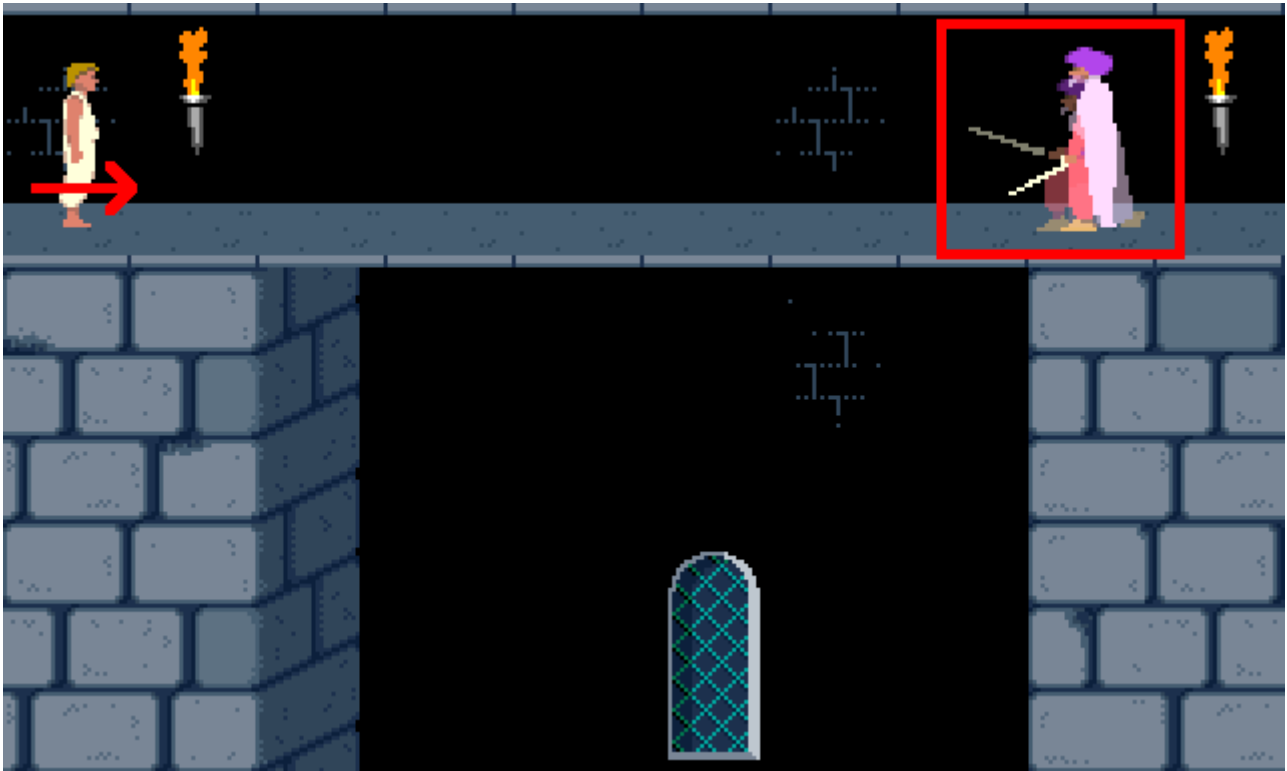
⁸ The game tries to use room 0, but `get_room_address()` keeps using the last used room in that case.

*not shown.*⁹

There is no music when the prince enters the level exit door.

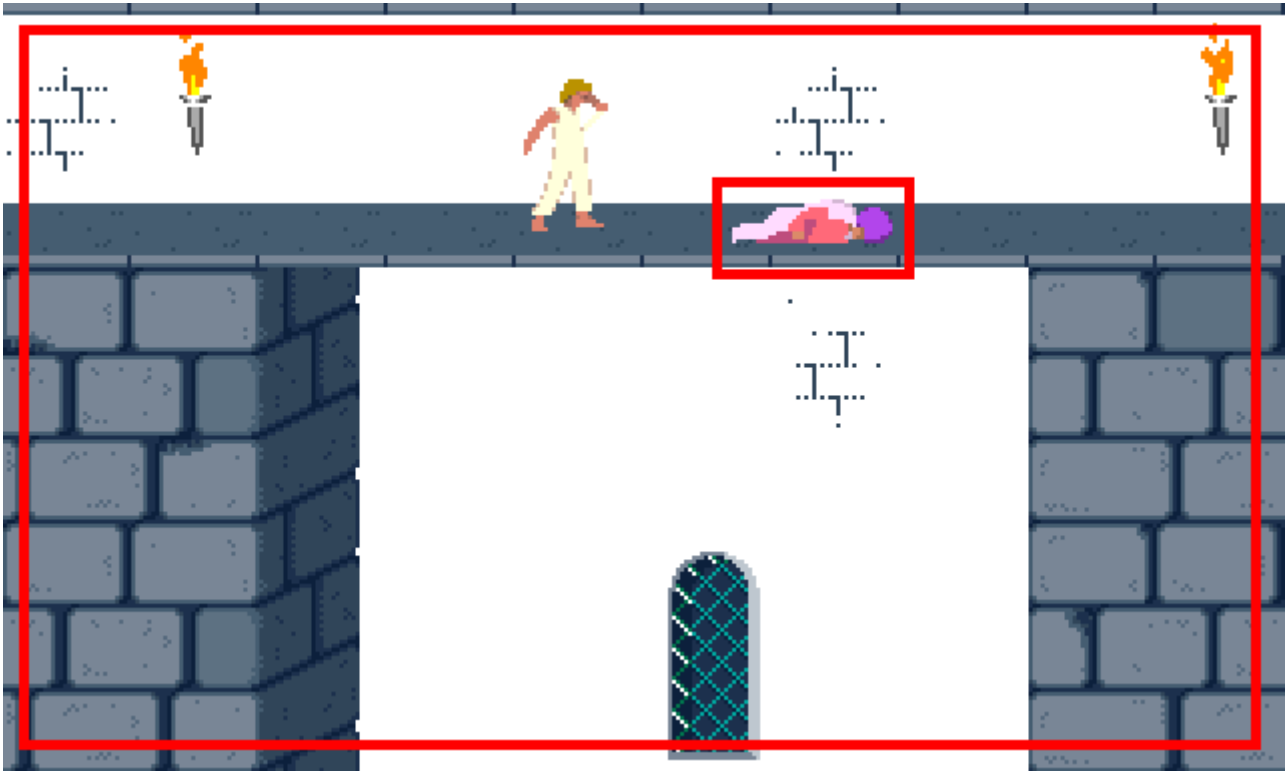
⁹ This does not apply if the player entered the level with Shift+1 or by using a level exit door in the previous level. Neither does it apply when restarting the level or when loading the level from a saved game.

13.2 Meeting Jaffar



Every time the prince leaves room 3 to the right in any row and Jaffar is still alive, a tune is played and Jaffar waits $(28/12 \approx) 2.3$ seconds before taking his fighting pose.

13.3 Jaffar's Death



The screen flashes when Jaffar dies. That is, several times, all black pixels temporarily become white. The game then also displays the remaining time. When Jaffar is dead, the prince can use *any* level exit door¹⁰ and the 60 minute countdown stops.

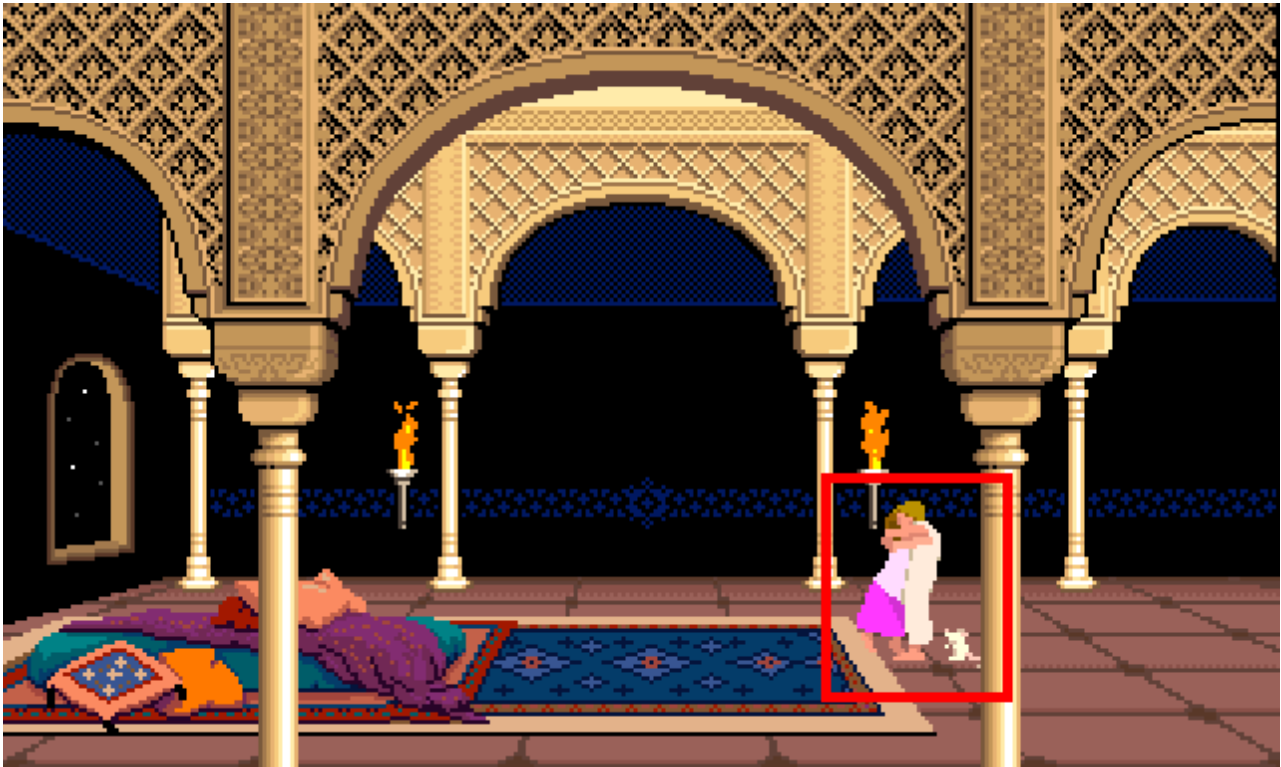
¹⁰ This can be fixed, as described here: <http://forum.princel.org/viewtopic.php?p=13128#p13128>



After Jaffar has died, entering any room from the right will activate the top left tile in room 24.¹¹

¹¹ If the tile is not a button but its modifier refers to a door event that triggers a level door, then the level door will open.

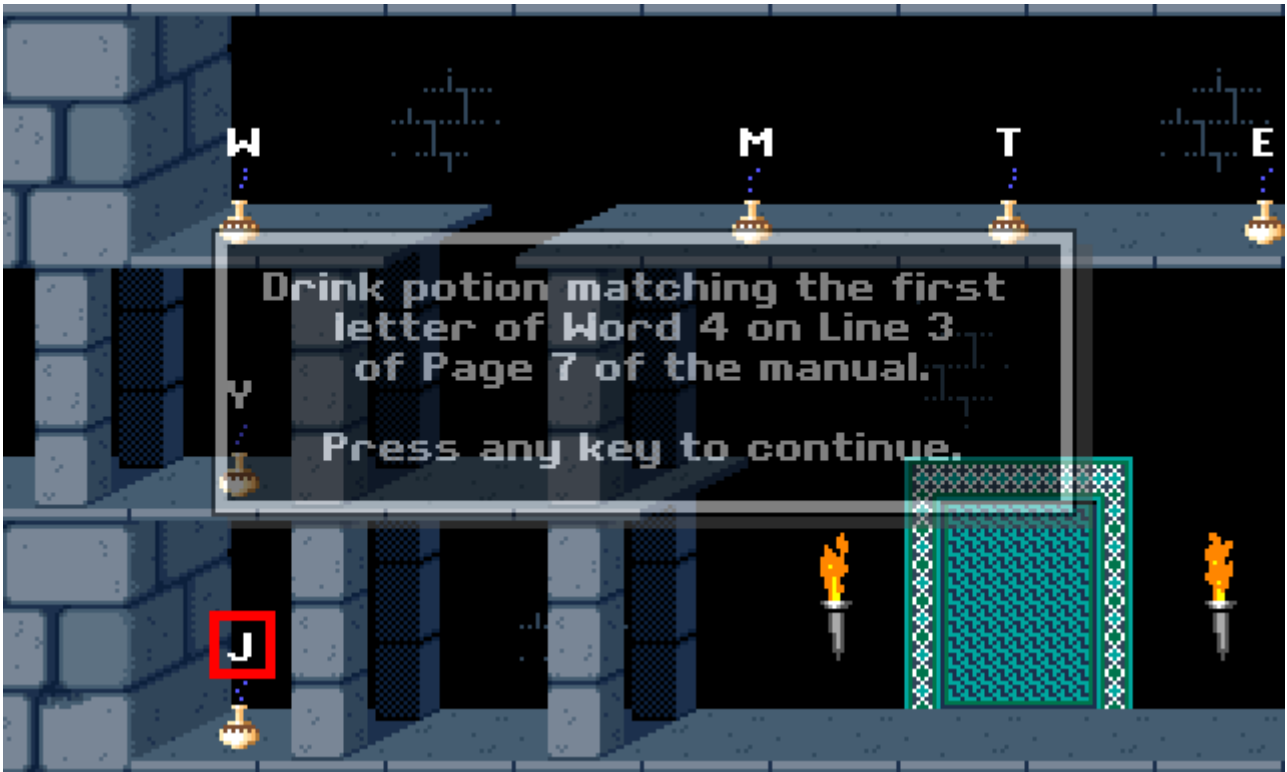
14. Final Level



The game ends after the player moves to room 5 from any other room, or if the player starts in aforementioned room. The 60 minute countdown is *not* active this level. If the prince dies in this level, restarting the level is *not* enough to stop the "Press Button to Continue" countdown.

The countdown does not stop because there is no text (e.g. level number) in the status line. An easy workaround for players is to press Esc.

15. Potions Level

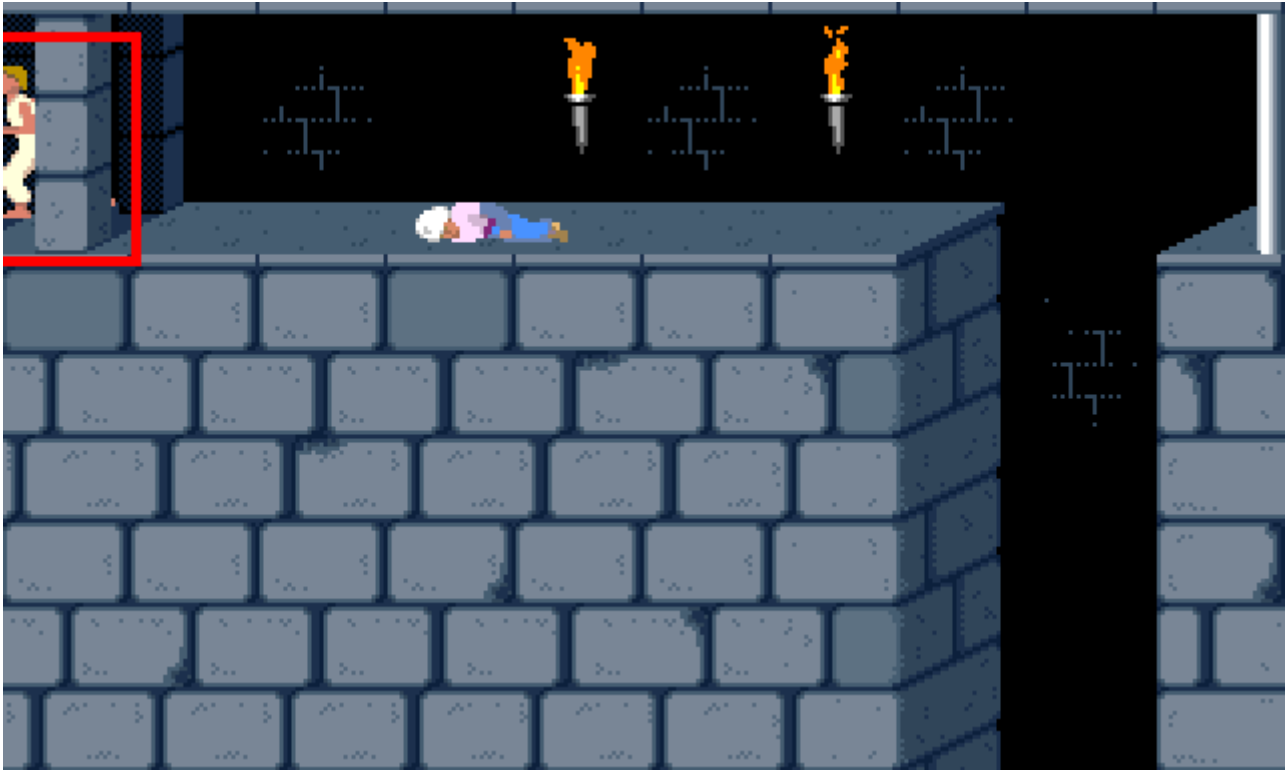


Letters appear. One of the potions is automatically being changed into a *special* blue potion that activates the upper left tile in room 8.¹² Each *regular* blue potions takes half of the player's total hitpoints instead of just one hitpoint. If the prince dies on this level, there is no death music, nor a "Press Button to Continue" message. Ctrl+a does not work in this level.

There is no music when the prince enters the level exit door.

¹² It also triggers a drop for the event number determined by the *modifier* of the upper left tile in room 8.

16. Demo Level (0)



The demo ends when the player (dies or) enters room 24 from any direction. If the prince dies on this level, there is no death music, nor a "Press Button to Continue" message.

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.
- July 14, 2012: Updated by Norbert, to include several additions and corrections by David from the Princed Forum.
- August 29, 2013: Updated by Norbert, to include several additions and corrections by tacosalad and David from the Princed Forum.
- August 7, 2015: Updated by Norbert, to include some additions and corrections by David, plus one thing mentioned by xhul. Also, URLs are now clickable.
- December 23, 2018: Various small improvements.