

Puny Prince Level Files Format Specification

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Introduction

Inspired by Anne Bras' [Mini Prince](#).

Puny Prince loads levels from external level files. This document describes the format of these files. *Puny Prince* can generate such files from the *Prince of Persia* LEVELS.DAT file, with command-line option `--generate` (and `-g`), allowing modders to customize *Puny Prince*. In this document, the in-game appearance of characters is emulated using TrueType file `Mx437 IBM_VGA_8x16.ttf`.¹ For the examples, FreeMono is used.²

Filenames

Level files reside in directory `"games/dir"`:

- `levelnne.txt`: events
- `levelnnr.txt`: room links
- `levelnns.txt`: starting locations
- `levelnnt.txt`: tiles

Used are `nn 01` through `14`. Generation, which exports to `dir "LEVELS.DAT"`, also creates `nn 00` (demo) and `15` (potions), but these are unused by *Puny Prince*.

File Layouts

Events files (`*e.txt`)

Contains max. 36 lines. From top to bottom, each line starts with a unique character in the ranges A-R and a-r, in any order. These characters are followed by a space, and then one or more 4-digit blocks, that are separated by spaces. The first 2 digits are the room number, the second 2 digits the tile number. Example:

```
A 0510 0506
```

Room links files (`*r.txt`)

Contains 24 lines. Each line contains the room links for that (line number's) room. The link order is: left, right, up, down. Each number is made up of two characters, left-padded with zero if necessary. Example:

```
05 00 00 02
```

¹ <http://int10h.org/oldschool-pc-fonts/>

² <https://www.gnu.org/software/freefont/>

Starting locations files (*.txt)

Contains the starting locations of the prince  (P), easy  (E) and hard  (H) guards, and Jaffar  (J).

When the files are generated, guard types 0-4 and 8 are considered to be easy, guard types 5-7 and 9-b hard. All guards in level 13 become Jaffar.

Example:

P 0101

Tiles files (*.txt)

From top to bottom, contains 24 rectangles of 10 (horizontal) by 3 (vertical) [characters](#).













Each rectangle represent a rooms. The rectangles are divided by empty lines. Example:






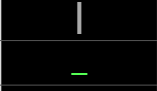




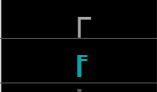








```
.._###  
'|_|.####  
####-|~_#
```

Colors

color	description	color	description
	black (#000000)		dark gray (#555555)
	blue (#0000aa)		light blue (#5555ff)
	green (#00aa00)		light green (#55ff55)
	cyan (#00aaaa)		light cyan (#55ffff)
	red (#aa0000)		light red (ff5555)
	magenta (#aa00aa)		light magenta (ff55ff)
	brown (#aa5500)		yellow (ffff55)
	light gray (aaaaaa)		white (ffffff)

Characters

in-file	in-game	description
space		SHOULD NEVER BE USED
!		Sword.
"		Gate (open).
#		Wall (inc. floor with tapestry).
\$		Coin on floor. Generated from group 0x01 (floor), variant 0x04.
%		Mirror.
&		WILL NEVER BE USED, AVAILABLE TO MODDERS
'		Torch on floor (inc. with debris).
(	Gate top (inc. tapestry).
)		Gate (closed).
*		Spikes (in). Harmless.
+		Skeleton.
,		Teleport right.
-		Debris.

.		Empty.
/		Lattice top.
0		Potion (empty).
1		Potion (heal).
2		Potion (life).
3		Potion (float).
4		Potion (flip).
5		Potion (hurt).
6		Potion (special blue).
7		RESERVED FOR FUTURE USE
8		Fake wall (floor that looks like a wall).
9		Fake empty (floor that looks empty).
:		Pillar top.
;		Pillar bottom.
<		RESERVED FOR FUTURE USE
=		Chomper (closed).
>		RESERVED FOR FUTURE USE
?		Unknown tile. Converted to - and appears in-game as - empty.
@		Chomper (open).
A - R		Raise buttons A - R (18).
S - Z		Teleports left S - Z (8).
[	Level door left (closed).
\		Lattice (inc. small, left, right).
]		Level door right (closed).
^		Spikes (out). Harmful.
_		Floor (inc. balcony left/right, stuck button).
`		Empty with window.
a - r		Drop buttons a - r (18).
s - z		Teleports left s - z (8).
{		Level door left (open).
		Pillar (inc. for lattice).
}		Level door right (open).
~		Loose floor (inc. stuck).