Puny Prince Level Files Format Specification
© 20 May 2023 Norbert de Jonge (nlmdejonge@gmail.com); GNU FDL 1.3+

Table of Contents

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* for DOS 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*/":
* level*nn*e.txt: events
* level*nn*r.txt: room links
* level*nn*s.txt: starting locations
* level*nn*t.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*.

Some mods may also contain one or more sign_*n1*_*n2*_*n3*.png images.

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

---

1   http://int10h.org/oldschool-pc-fonts/
2   https://www.gnu.org/software/freefont/

zero if necessary. Example:

```
05 00 00 02
```

*Starting locations files (*s.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 (*t.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	*(n/a)*	*Should never be used.*
!	–	Sword.
"	ⅠⅠ	Gate (open).
#	▮	Wall (inc. floor with tapestry).
$	▫	Coin on floor. Generated from group 0x01 (floor), variant 0x04.
%	▌	Mirror.
&	*(custom)*	Custom *Puny Prince* tile. Group 0x1F (null), variant 0x00.
'	▯	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	▪	Sign. Group 0x01 (floor), variant 0x07.
8	▌	Fake wall (floor that looks like a wall).
9		Fake empty (floor that looks empty).
:	⌐	Pillar top.
;	⌐	Pillar bottom.
<	_	Moving platform (hor). Group 0x01 (floor), variant 0x08.
=	╫	Chomper (closed).
>	_	Moving platform (ver). Group 0x01 (floor), variant 0x09.
?		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).