

How to Pack an Episode

Written by The Evil One

Understanding the Directory Structure

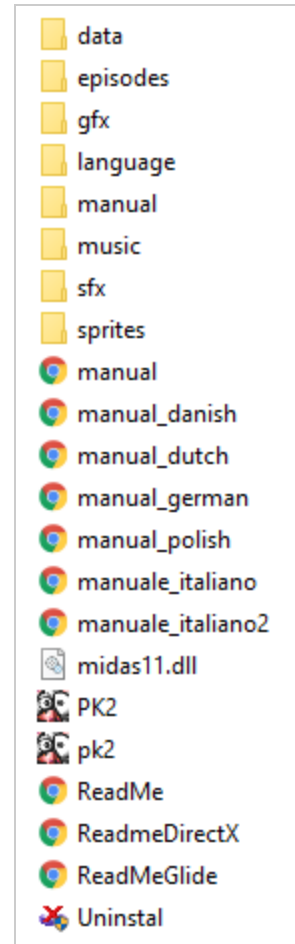
When Pekka Kana 2 is installed on a Windows system, it will be inside a directory called typically “Pekka Kana 2” (although the installer lets one choose where to install). Let us call this directory the root. The root directory looks like in the picture to the right.

The directory structure is the following:

- Root
 - data
 - episodes
 - gfx
 - language
 - manual
 - music
 - sfx
 - sprites

First of all, let us go through all the folders you do not need to worry about:

- The *data* folder contains the game’s saves data and some other bits and bobs, unnecessary to understand when packing an episode.
- The *language* folder contains language files and fonts used by the game. If you do not plan to create a new language file as part of your episode, you do not need to touch this folder.
- The *manual* folder contains files used by the game manual document, those can be ignored.
- The *sfx* folder contains sound effects used by the game engine; they cannot be customized, so stay out of there as well.



What you do need to worry about are rest of the folders. The *episodes* folder contains every episode you have installed in your game. After fresh installation, it only contains Rooster Island 1 and Rooster Island 2, made by Janne Kivilahti, the creator of the game.

If you take a peek in some episode’s folder, you will see that it contains files whose extension is “.map”. There also might be a file called scores.dat which keeps count on the hiscores of the episode. The map files are the levels you play in-game and create using a level editor.

In *gfx* folder lie all the graphics of the game. There are a few files for the game's needs, such as *pk2stuff.bmp*. You should not touch them unless you know what you are doing. The subdirectories of *gfx* are *scenery* and *tiles*. Scenery contains all the background images of the maps and tiles contains all tilesets. What tilesets are is covered in my other help article, *A Guide to Tilesets in PK2*.

The *music* folder contains every background song used in the game. They are tracker modules, so please do not try to stash MP3 files in there.

The *sprites* folder contains every [sprite](#) used in the game. Sprites are saved in *.spr* format and for their animation they use images that are stored in the same folder. Their sound effects are also stored in there.

For a less brief introduction to different files, see other tutorials.

Packing Your Very Own Episode

Now that you know how the directory structure of Pekka Kana 2 works, you are ready to pack your episode. First, of course, you have to make one. For an example's sake, let's say you have created four maps and name your episode "[In the Hall of the Mountain King](#)".

The first thing you do when *creating* the episode, is create a folder in the episodes directory called "In the Hall of the Mountain King" and then start creating levels in that directory. When you start *packaging* your episode, you will want to start with creating a root directory for your pack, ideally named after your episode with probably some information about you, preferably your (nick) name. In there you need to mimic the directory structure of the actual game for those parts that I did not tell you to ignore. Remember to add *scenery* and *tiles* in your package's *gfx* folder.

So far, your package directory structure should look like this:

- In the Hall of the Mountain King by *WhateverItIsThatYourNameIs*
 - episodes
 - gfx
 - scenery
 - tiles
 - music
 - sprites

In your episodes folder you want to put your actual episode folder, the one with all your map files in it. Copy it from your Pekka Kana 2 episodes folder to your package episodes folder.

Then the resource hunting begins. Everything you have used in your episode, every tileset, scenery, music file and sprite, should be included in the package. Otherwise your episode will not function correctly when others try to play it (unless they have the resources already, which they well might, to be honest). You can do this by checking with a level editor what you have used in each level.

Copy every sprite you have used from the Pekka Kana 2 sprites folder to your package sprites folder. Do not forget to include the files the sprite are using, that is, images and sounds. If you do not know the dependencies, you can try out looking at the sprite with some sprite editor that will show you which files the sprite uses.

Copy every tileset you use into the tiles folder of your package and every background image into your scenery folder. Finally, every music you use should be copied into the music folder in your package.

If your episode does not contain any resources of certain type, you may (and it is recommended to) omit the folder of such resources. For instance, if you do not include any custom music, you do not need the music folder in your package. If you do not use any custom resources, you don't need anything else than just the episodes folder.

You may want to (and it is strongly recommended by PK2Lib that you) include a readme file in your package. A readme file should contain all the relevant information about the episode, such as episode name, author name (yours), and number of maps. In appendix, you will find a real example of a readme file in the form of that of Iv4n Island, made by Iv4n. Your readme file can be, for instance, a text file or an html file. The only restriction is that most people should be natively be able to view it in their Windows system. The readme file should be placed inside the root folder, or in the folder with all the map files, or in a separate folder (called, for instance, *texts*) and named *readme.txt* (or similar name with whatever your file extension is). If you want a fancy-looking readme.html and have graphics for it, you may want to have a separate folder for all the extra stuff.

After you have your directory structure filled with all the appropriate files, you will need to pack your episode into a compressed zip folder. This you should be able to do with Windows native tools (using Windows Explorer): right click your root folder and from the drop-down menu choose "Send to". Another drop-down menu appears, and you should choose "Compressed (zipped) folder". Now a zip file should appear in the directory you are currently (and where your package root is located).

Now you can follow the instructions on our [episode submission page](#) on how to send us your freshly compressed episode package.

Appendix

readme.txt of Iv4n Island

Name: Iv4n Island 1 [1.1a]
Author: Iv4n
Maps: 6
Extras: Music

Story:

One night Pekka Kana has a terrible nightmare. Suddenly, he wakes up from his bed and found that there is nobody in the farm! It wasn't a nightmare at all - the Evil One was kidnapped his friends again! Fortunately, Pekka found a damaged message in one pile of hay. One of his friends was written some notes right before the Evil One capture him. They tell him something about the Evil One's plan. Pekka understand that he is trying to improve his horrible mind-bending device, so that Pekka will be in his control too. Pekka realized that he is already trying to control all the animals in the world! On the note was also mention that this time he was hiding somewhere in Iv4n islands!

No more friendly farming! Pekka is back in action! He grabs the first flight and went to the Iv4n islands! He must save his friends ...and the world ...again!

Other info:

Number of maps: 6
Release date: February 4, 2004
Build time: around 3 months
Build with: PK2 Level Editor 0.9 beta
Will work with: Pekka Kana 2 1.1
You can free distribute this episode as long as it's free.

Installation:

Unzip IV4N ISLAND 1.ZIP into your Pekka Kana 2 folder. To play the episode, just start new game, enter your name and select IV4N ISLAND 1.

To uninstall, you'll have to delete these files (files included with this document):

```
+episodes\iv4n island 1\  
-level01.map; level02.map; level03.map; level04.map; level05.map;  
level06.map, iv4n island 1.txt  
+music\  
-IIsng01.xm; IIsng02.s3m; IIsng03.mod; IIsng05.mod; IIsng06.mod
```

Level secrets & hints:

Of course, you can easily open the maps with the editor and see all the stuff. But why don't you try to beat all the levels and find all the secrets without using editor?

Level 01:

This level is way too easy. It's the welcome level. There isn't much to be said here, except that there is one big secret around the exit.

Level 02:

Be careful if you don't want to start all over again and again! This level is big and hard.

- Pay attention with the blue keys! If you don't, one of them may stuck and you'll have to restart the level!
- There are several behind-the-wall secrets with bonuses.
- Don't worry if you fall from the port quay. There is a teleport deep in the water.
- There is another teleport in the upper right part of the level (this time really hidden), which will bring you to one big secret place! This secret isn't for increasing the score.

Level 03:

This is the hardest level for me!

- By starting the level, keep moving up and right to collect 200 points!
- Be careful when you push the blue keys!
- Watch out the ceiling when you push the first blue button! After that be sure to past fast through the blue door before it's closed!
- There are several behind-the-wall secrets for bonuses.
- There is one feather behind each green tank in the green hall.

- Before use a switch, look around for bonuses. Because after using it, you'll be unable to collect them.
- There is one big secret at the upper part of the level. This secret isn't for increasing the score.

Level 04:

After you beat the previous level, now is time for some relax :). This level is a bonus one. The idea is simple: try to collect as much bonuses as you can.

Level 05:

This level somehow reminds me of the classic platform game Duke Nukem 1. There is a time limit on this level, so you better don't loose time.

- There are lots of clocks around the level.
- There are a lots behind-the-wall secrets for more bonuses.
- Watch carefully where you turn on the switch. If you don't, you won't find one big secret area with lots of bonuses and clocks! This area is somewhere in the upper part of the level.
- After you turn on the switch, look out for more bonuses.

Level 06:

This is the Boss level. If you can beat the Rooster Island 1 boss, then you'll have no problems to beat this one too.

Future:

This is not the final version of my episode. In the future I may made some corrections and improvements. I may add some new levels too. If you have any comments, you can share them at Piste Gamez message boards: <http://pistegamez.proboards18.com/>.

Version history:

Version 1.1a (18.02.2004)

- Added one new level (which is level 4).
- Minor fixes and changes on levels 2, 3, 5 & 6.

Version 1.0b (05.02.2004)

- Level 01: There was a little possibility to get into one place from where you can't get out.

- Level 02: Fixed major bug, which allows you to pass through the level without taking even a single key! Fixed several other small bugs, including removing a bunny which was stuck into the walls!
- Level 03: Fixed the blue doors bug in the green hall. Before, you were enable to stay in the door and wait there until they closed. When the doors "smash" you, you automatically went to the blue switch. Now you can't. And that makes this part of the level harder :); Fixed and improved other stuff. For an example, while some oranges were falling down, they kill some bats :).
- Some spelling and grammar corrections :)))

Version 1.0a (04.02.2004)

- The release version

Piste Gamez homepage:
pistegamez.cjb.net