

Prince of Persia 1 Guard Types

November 13, 2012

Guard Type	Striking Prob.*	Re-striking After Block Prob.*	Blocking Strike Prob.*	Improper Blocking Prob.*	Going Into Hit Range Prob.*	Refractory Period After Pain	Special Color**	One Extra Health	Notes
0	75	0	0	0	255	20	0	0	Only used in level 1.
1	100	0	150	75	200	20	0	0	
2	75	0	150	75	200	20	0	0	
3	75	5	200	100	200	20	1	0	
4	75	5	200	100	255	10	0	1	
5	50	175	255	145	255	10	1	0	The heavy guard. Also, used for demo.
6	100	20	200	100	200	10	1	0	Unused.
7	220	10	250	250	0	10	0	0	Guard at the beginning of level 8.
8	0	0	0	0	0	0	0	0	Unused.
9	60	255	255	145	255	10	0	0	Only used for Jaffar.
10**	40	255	255	255	100	0	0	0	Unused.
11**	60	150	255	175	100	0	1	0	Unused.

* Probability out of 255.

** Not available in the DOS version.

Guard types used in the DOS version:

Level 1: 0, 0

Level 2: 1, 1, 1, 2, 3

Level 3: (Skeleton)

Level 4: 3, 3, 4, 4

Level 5: 3, 3, 4, 4

Level 6: 5 (= Heavy Guard)

Level 7: 1, 2, 3

Level 8: 2, 3, 3, 7

Level 9: 1, 1, 3, 3

Level 10: 3, 3, 3, 4, 4

Level 11: 3, 4, 4

Level 12a: (Shadow)

Level 12b: 9 (= Jaffar)

Level 13: (No guards here.)

Potions Level: (No guards here.)

Demo Level: 5