

# Prince of Persia 1 Guard Types

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Guard Type apoplexy	Guard Type Room- Shaker	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	1	75	0	0	0	255	20	0	0	Only used in level 1.
1	2	100	0	150	75	200	20	0	0	
2	3	75	0	150	75	200	20	0	0	
3	4	75	5	200	100	200	20	1	0	
4	5	75	5	200	100	255	10	0	1	
5	6	50	175	255	145	255	10	1	0	Fat (and demo) guard.
6	7	100	20	200	100	200	10	1	0	Unused.
7	8	220	10	250	250	0	10	0	0	Guard a/t start of level 8.
8	9	0	0	0	0	0	0	0	0	Unused.
9	10	60	255	255	145	255	10	0	0	Only used for Jaffar.
10**	11**	40	255	255	255	100	0	0	0	Unused.
11**	12**	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: 0/1, 0/1

Level 2: 1/2, 1/2, 1/2, 2/3, 3/4

Level 3: (Skeleton)

Level 4: 3/4, 3/4, 4/5, 4/5

Level 5: 3/4, 3/4, 4/5, 4/5

Level 6: 5/6 (= Fat Guard)

Level 7: 1/2, 2/3, 3/4

Level 8: 2/3, 3/4, 3/4, 7/8

Level 9: 1/2, 1/2, 3/4, 3/4

Level 10: 3/4, 3/4, 3/4, 4/5, 4/5

Level 11: 3/4, 4/5, 4/5

Level 12a: (Shadow)

Level 12b: 9/10 (= Jaffar)

Level 13: (No guards here.)

Potions Level: (No guards here.)

Demo Level: 5/6