

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 (61***)	0	0	0	255	20 (16***)	0	0	Only used in level 1.
1	2	100	0	150	75 (61***)	200	20 (16***)	0	0	
2	3	75 (61***)	0	150	75 (61***)	200	20 (16***)	0	0	Skeleton (level 3) a.o.
3	4	75 (61***)	5	200	100	200	20 (16***)	1	0	Shadow (level 12a) a.o.
4	5	75 (61***)	5	200	100	255	10 (8***)	0	1	
5	6	50 (40***)	175	255	145	255	10 (8***)	1	0	Fat (and demo) guard.
6	7	100	20 (16***)	200	100	200	10 (8***)	1	0	Unused.
7	8	220	10 (8***)	250	250	0	10 (8***)	0	0	Guard a/t start of level 8.
8	9	0	0	0	0	0	0	0	0	Unused.
9	10	60 (48***)	255	255	145	255	10 (8***)	0	0	Only used for Jaffar.
a	-	40 (32***)	255	255	255	100	0	0	0	Unused.
b	-	60 (48***)	150	255	175	100	0	1	0	Unused.

* Probability out of 255.

** Not available in the DOS version.

*** For DOS.

Guard types used in the DOS version:

Level 1: 0/1, 0/1

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

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

Level 12b: 9/10 (= Jaffar)

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

Level 6: 5/6 (= Fat Guard)

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

Level 13: (No guards here.)

Level 3: 2/3 (= Skeleton)

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

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

Potions Level: (No guards here.)

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

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

Level 12a: 3/4 (= Shadow)

Demo Level: 5/6

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Information about versions other than Apple II and DOS can be found here: <http://forum.princied.org/viewtopic.php?p=12219#p12219>