

Prince of Persia 1 Guard Types

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Guard Skill / Level	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 (61***)	0	0	0	255	20 (16***)	0	0	Only in lvl 1.
1	100	0	150	75 (61***)	200	20 (16***)	0	0	
2	75 (61***)	0	150	75 (61***)	200	20 (16***)	0	0	Skeleton a.o.
3	75 (61***)	5	200	100	200	20 (16***)	1	0	Shadow a.o.
4	75 (61***)	5	200	100	255	10 (8***)	0	1	
5	50 (40***)	175	255	145	255	10 (8***)	1	0	Fat (& demo).
6	100	20 (16***)	200	100	200	10 (8***)	1	0	Unused.
7	220	10 (8***)	250	250	0	10 (8***)	0	0	At start lvl 8.
8	0	0	0	0	0	0	0	0	Unused.
9	60 (48***)	255	255	145	255	10 (8***)	0	0	Only for Jaffar.
10 / a	40 (32***)	255	255	255	100	0	0	0	Unused.
11 / 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, 0

Level 5: 3, 3, 4, 4

Level 9: 1, 1, 3, 3

Level 12b: 9 (= Jaffar)

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

Level 6: 5 (= Fat Guard)

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

Level 13: (No guards here.)

Level 3: 2 (= Skeleton)

Level 7: 1, 2, 3

Level 11: 3, 4, 4

Potions Level: (No guards here.)

Level 4: 3, 3, 4, 4

Level 8: 2, 3, 3, 7

Level 12a: 3 (= Shadow)

Demo Level: 5

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