Escape from Illusion

The sequel to Levels Of Illusion

Simple Guide To The Game

It is recommended to skip reading this document if you want to find out about the game as you play.

Urgent Note for players who use SDLPop for playing mods of Prince Of Persia:
This mod is not compatible with SDLPoP! The SDLPoP program will crash when opened or will crash by Level 10!

The reason this happens is because SDLPoP cannot support an extra swordsman type other than the 5 swordsman types that already appear in the original game and all other PoP mods besides this one. Level 10 uses an extra swordsman type, a file called PALACE which can only be used as a guard type with the regular PRINCE.EXE and a DOS emulator.
Please only use DOSBox for playing Escape From Illusion.

About the game.

Guards:

Gray Guard. Mostly appears in dungeon. Has many fighting strategies.

Silver Guard. Again, mostly a dungeon guard. Also fights many different ways.

Blue Guard. A well-trained guardsman. Don't lose your guard with him.

Green Guard. Also a good soldier. Sometimes retrikes.

White/Blue Guard. You won't fight with him often, but he fights mostly like Blue Guard.

Red Guard. Doesn't really have a rank. He mostly appears in the dungeon.

Dark Red Guard. A soldier from a different land. Although he won't fight exceedingly good, it takes long to defeat him.

Plagued Guard. A rejected citizen of the country, so dangerous that the only place for him was the Illusion Dungeon. Always locked up, he never has a chance to display his skills.

Potions:

Grey Potion. A large and heavy drink that will give you either a special magic or bewilder you.

White Potion. Sometimes hurts, yet sometimes helps.

**Gold Potion.** Surprisingly, always will help you.

Levels

Level 1: Fall into Illusion; The Potion Of Skull
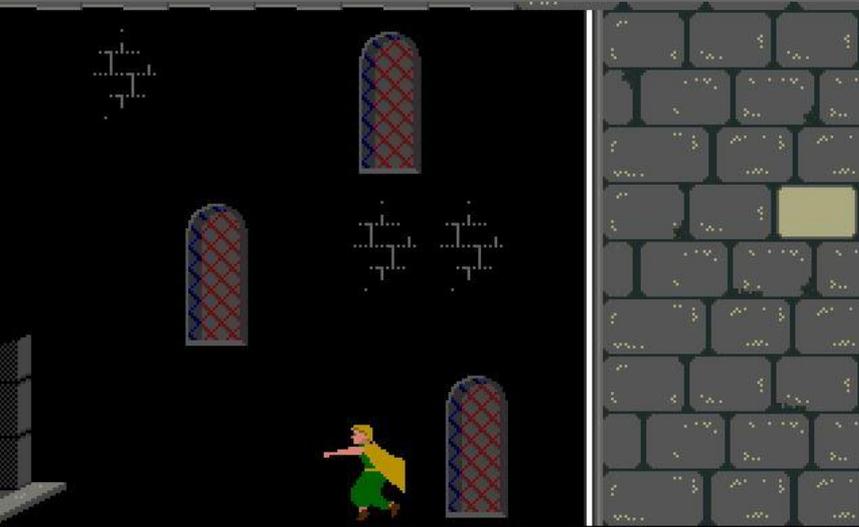
The Potion Of Skull.
What is it? Where is it it hidden? How do I find it? What does it do? To answer these questions you must journey for the potion yourself, and then drink it.

Level 2: The two routes; A strange sort of wall.
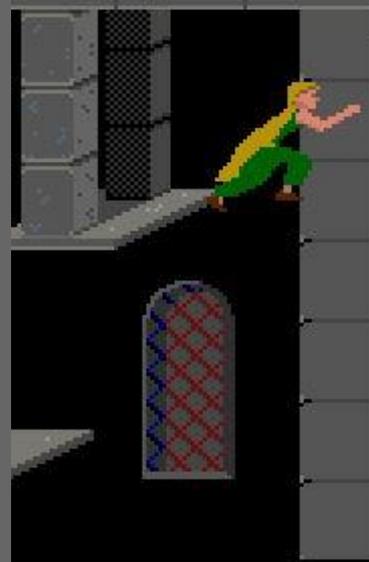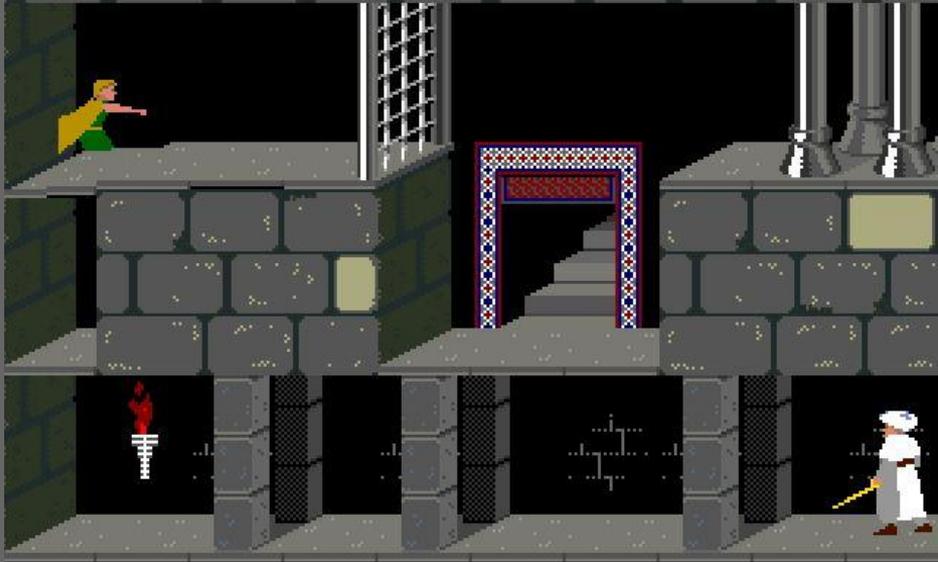
A strange sort of wall.
Does something look strange to you? Yes! It is that wall. But it is a wall after all and jumping to it will only result in hitting it and falling to your death. Or maybe that may not be the case after all...

Level 3: A dangerous dungeon; Invisible Forces.

Invisible Forces.

You draw your sword. But why? You don't see any guards. Yet the Prince continues fighting, maddened by the illusion that haunts him.

Note: This aspect of the mod will be the least comfortable for players since they'll have to fight and switch places with something they can't see. You may use cheats here if you want.

Level 4: At The Palace; Through the walls.
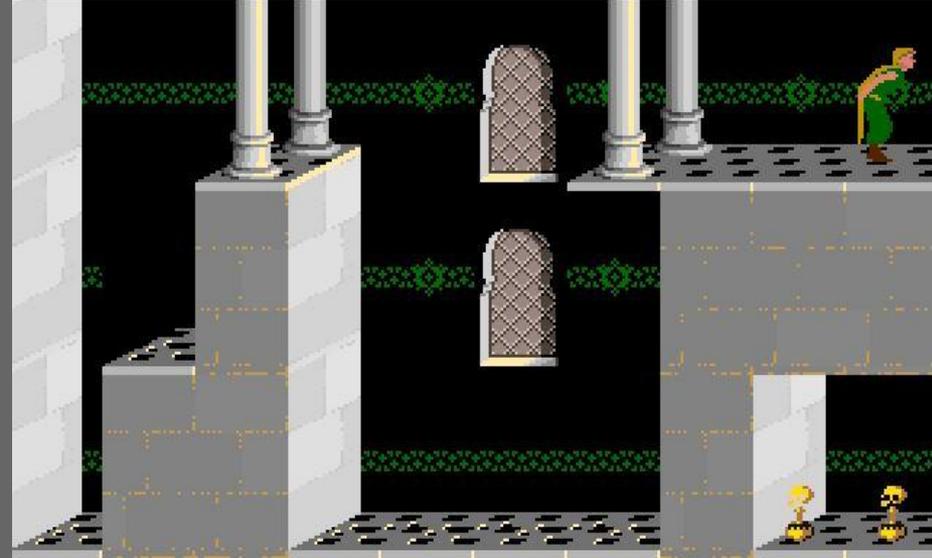
Through the walls. You are lost. The only way to leave is to turn back. Upon doing so, you might find yourself in a new place...

Level 5: Down many gates; Shadow's Adventure.
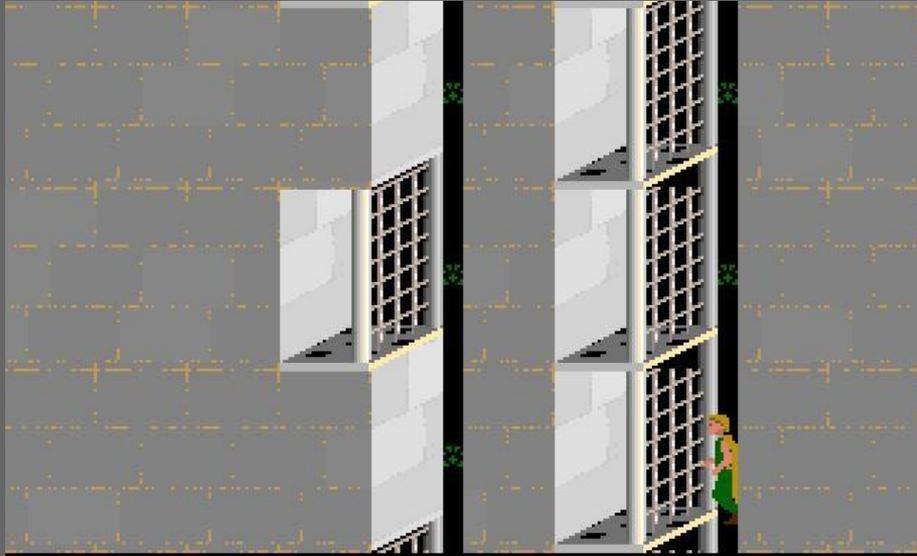
Shadow's adventure.
Your shadow is no longer on the quest for a regular potion. He wants a different type of drink. He is searching up and down for it. And, in the process, he might just help you.

# Level 6: Palace of the Giants; The Giant

The Giant.
From the lands of the Greeks, some giants were placed in the Illusion dungeons. Trained to kill all moving creatures, the giant sees you as an easy target. But, you won't let your swordsmanship let you down, will you?

# Level 7: Illusion of tiles; Gold potions that do not heal.

Gold potions that do not heal. Some will heal and some will not be effective at all. Perhaps you should drink all and see which heals.

Level 8: Jump and teleport; Shadow attempts an ambush.
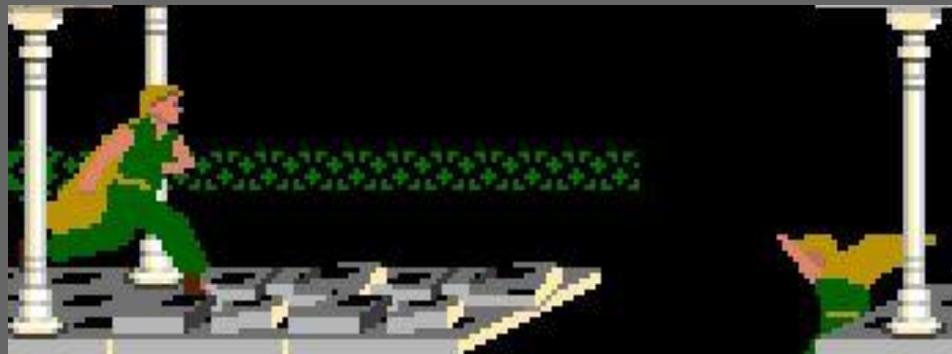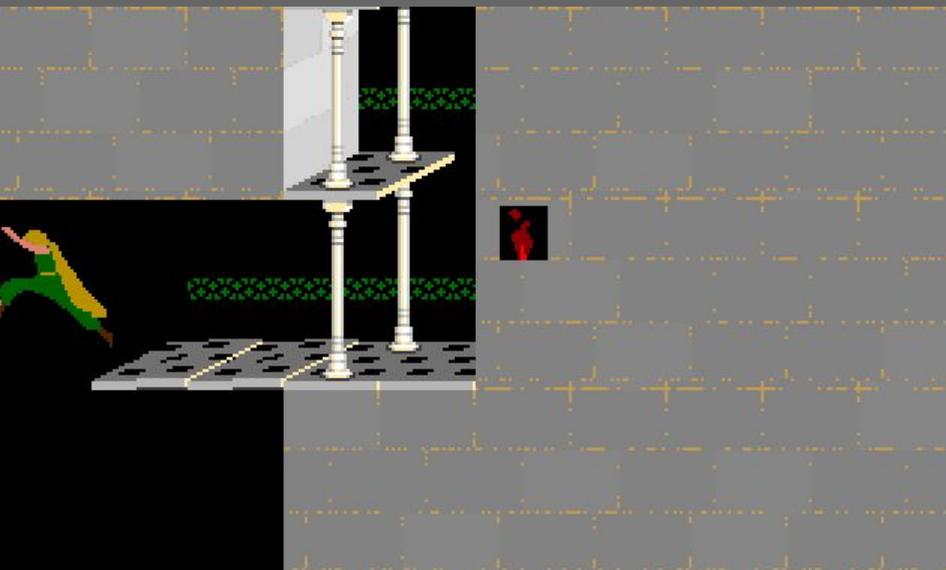
Shadow attempts an ambush. Your shadow is trying to ambush you. He tries to find you but falls.

Level 9: Turn right then left.
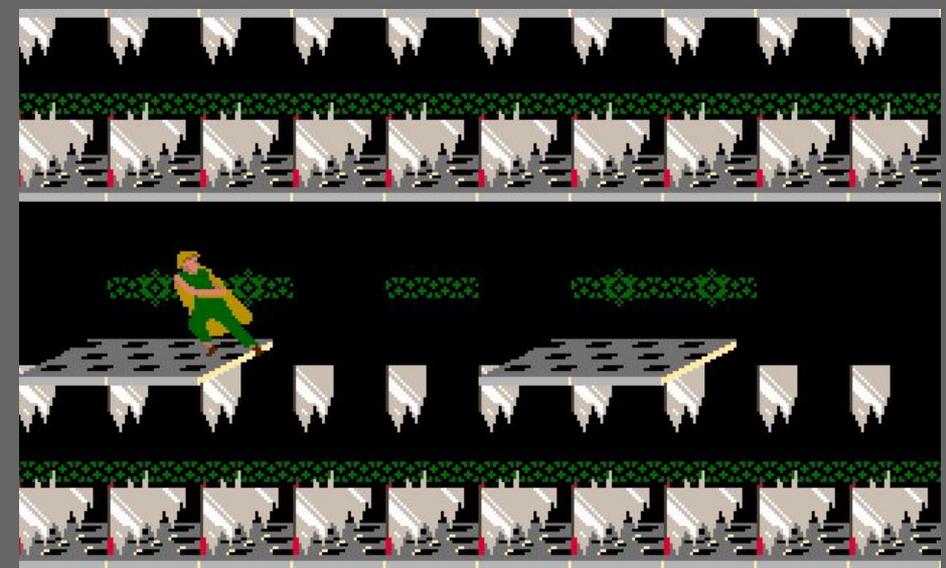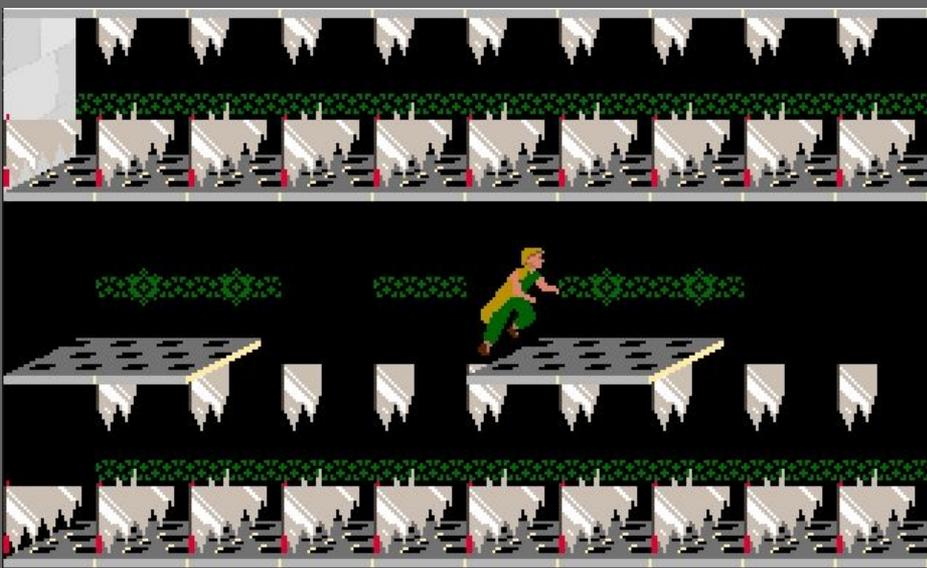
Right then left. This level will require you to explore and be cunning.

Level 10: A mysterious prisoner; the Shadow clone.


The Shadow clone. You've seen this fighter before and encountered him at other times. Don't be afraid to kill him in battle. Do what you must.

# Level 11: Back in the palace; The transparent Shadows.
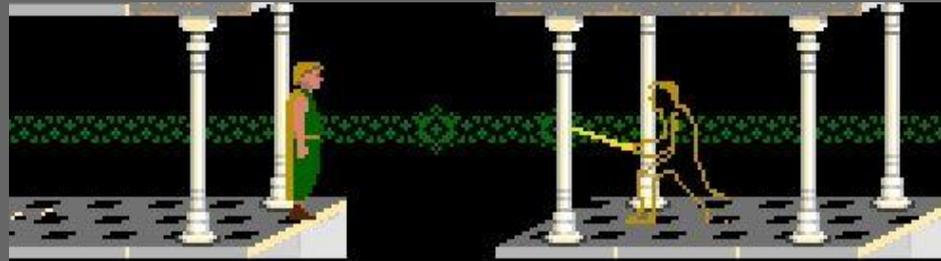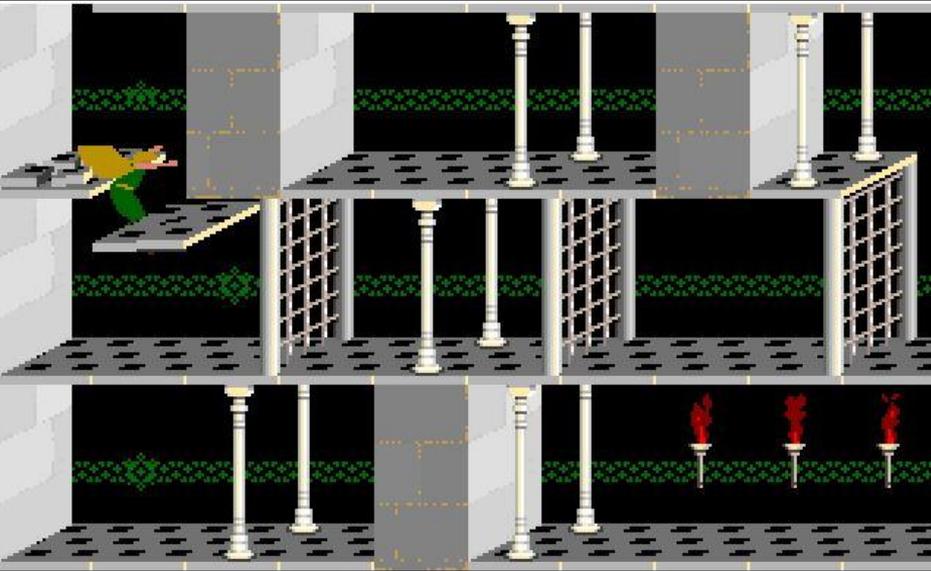
The transparent Shadows. Yet another Shadow-looking enemy has threatened you and your quest. Though a hollow being, this one seems immortal.

Level 12: The puzzle of gates; flying swords.
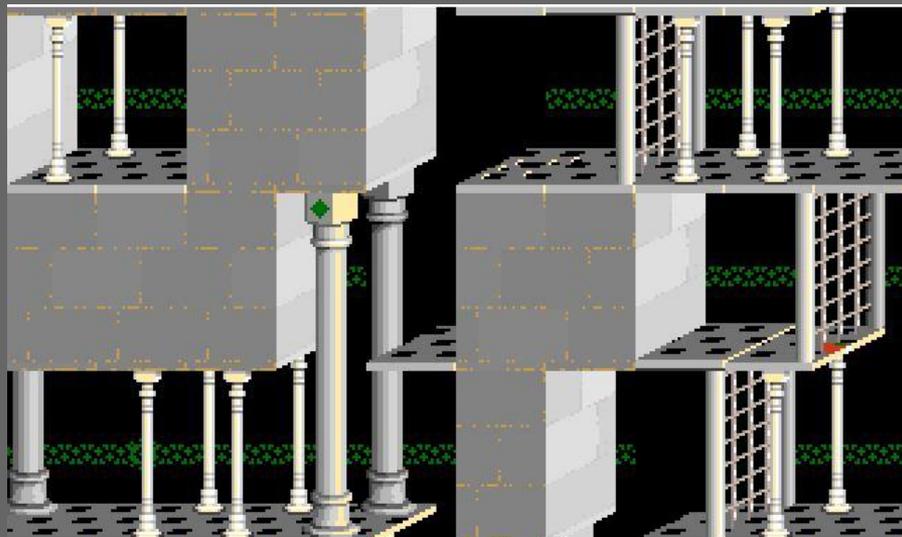
Flying Swords. Is your sword any match for the flying swords? Fight and find out.

Level 13: The Showdown; The Merchant Prisoner.
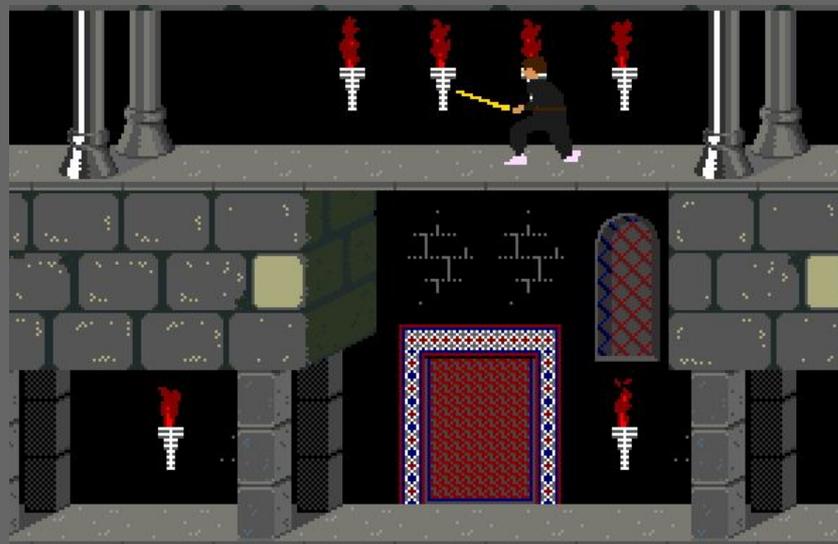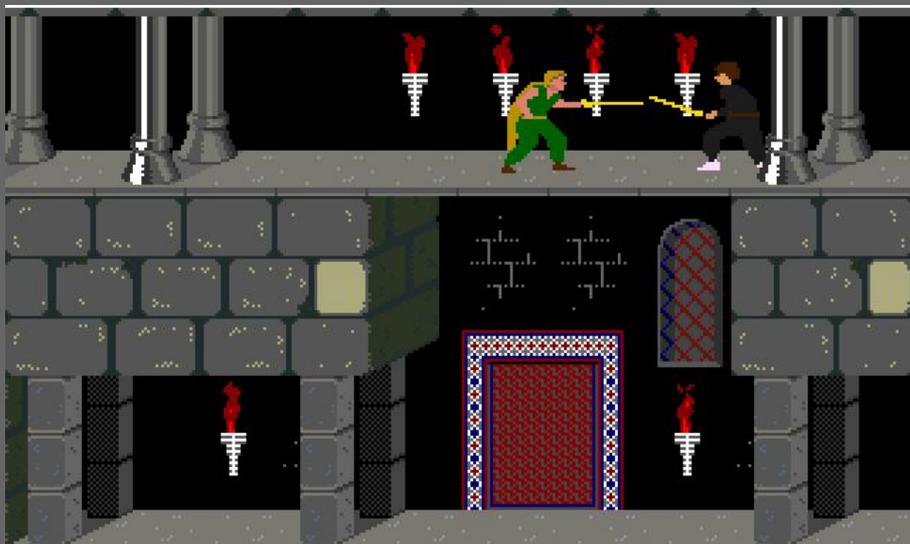
The Merchant Prisoner. The fiercest fighter of them all, he is waiting to defeat you.

Errors

In addition to making many changes to Prince.exe's hex-code, I even changed the names of overflow errors that occur during the game. Below and continued on the next page is a list of changed errors, why they occur in respect to this mod, and where they occur.
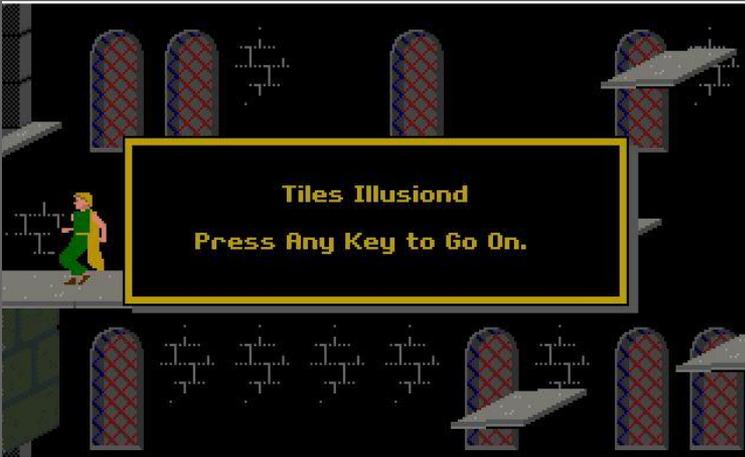
Tiles Illusiond. This is an error that comes when too many tiles are falling in the same room.
Location(s): **Level** 7, *Rooms 13, and, in some cases 11.*

Broken Illusion. Error that comes when too many potions are on the same screen. Don't be afraid of this error. Just keep on running or climbing up.
Location(s): **Level 8** *Rooms 3 and 4*; **Level 12**, *Room 16*

Illsion Error. A minor error, sometimes comes when leaving certain rooms with a large number of objects. It takes short to get rid of.
Location(s): Multiple parts of the game. May occur in **Levels 8, 7, and 12** at some points.
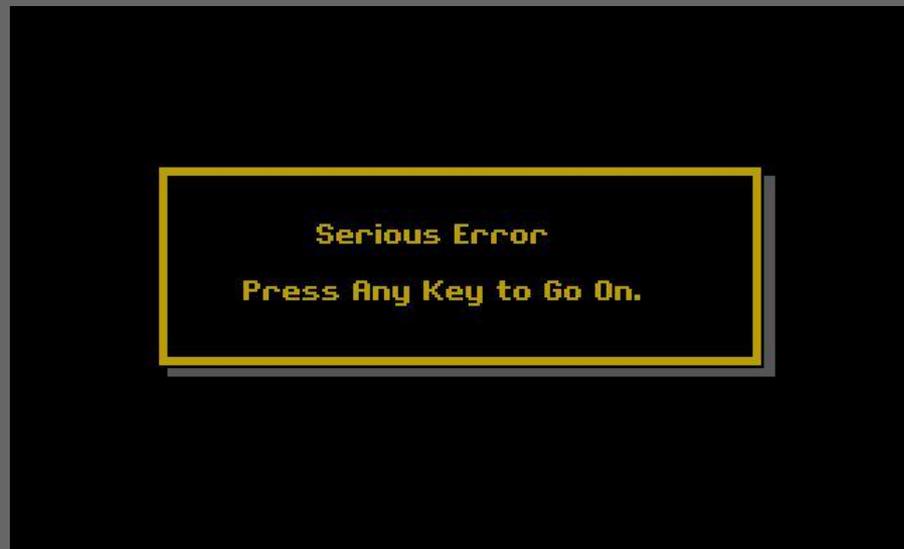
Serious Error. This error's name says it all. It's serious. So serious the game freezes.
Location(s): Nowhere.

Other Overflow errors that haven't been changed are unmentioned here.

This ends the Escape From Illusion simple "Guide to the Game".
I hope you enjoyed playing despite the many bugs and at times frustrating levels.