

Prince of Persia Potions of Delusion

A puzzling set of replacement levels by Scott Elliott (aka "tacosalad")
<http://home.earthlink.net/~tacosalad/prince/>

Potions of Delusion is basically a sequel to *Potion Puzzles*, which was published in 2005. Each level poses a puzzle to collect a Life Potion while also advancing to the next level. If you can't solve a particular puzzle, just make your way to the next level to try another puzzle.

Potions of Delusion is designed for relaxing game play but still offers bizarre surprises. Novice *Prince of Persia* users will feel comfortable playing, yet experienced players will be challenged to solve them all!

You should encounter a few surprises, even if you're an experienced enthusiast of *Prince of Persia* mods! The puzzles exploit a few tricks and features that I haven't seen in any other mods to date, including two recently-uncovered quirks in prince.exe.

Potions of Delusion only modifies the LEVELS.DAT file, so you can play it as-is or copy the LEVELS.DAT file into your favorite *Prince of Persia* setup. It runs on any supported platform under the MS-DOS emulator at <http://www.dosbox.com/>

You can find more info, troubleshooting and mods for *Prince of Persia* at the Unofficial Website <http://www.popuw.com>

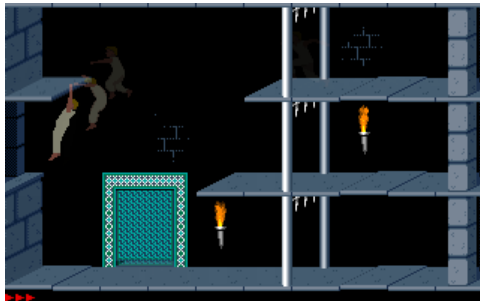
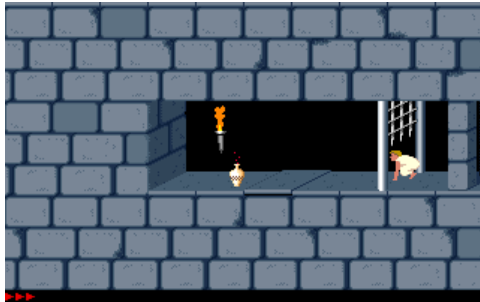
10 January 2013



Level 1 – Listen to the Rising Rhythm

On the first level you need to collect the sword for fighting, and try to collect your first Life Potion...if you can reach it!

These rooms are loaded with gates and switches, so don't overstress yourself trying to figure out every switch that operates every gate. Try to think out-of-the-box and *listen to the rising rhythm*.

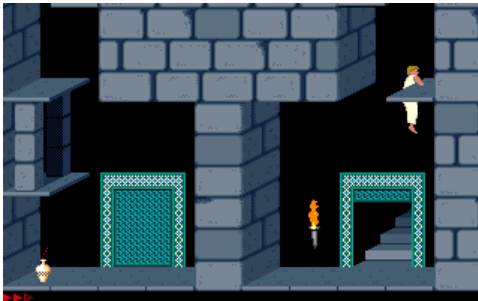


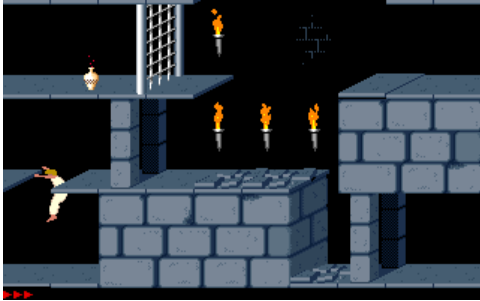


Level 2 – What Goes Up Must Come Down

This is the simplest level in the *Potions of Delusion* set, consisting of a single path from entrance to exit. No gates, no branches, no choices. Just go up over the top and down to the exit.

It should be an opportunity to get some easy Life points to help with the rest of the game. So what's stopping you?

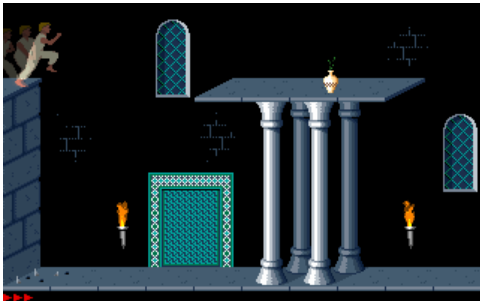
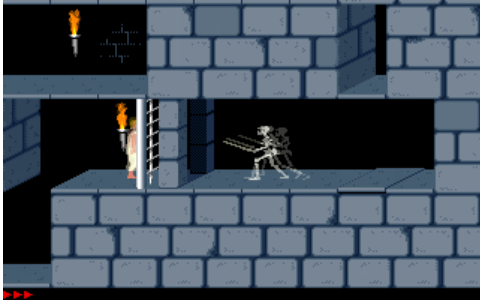




Level 3 – A Dirty Trick

During development this level seemed too arbitrary, too unsolvable.

Ultimately I devised a ruthless twist: when it suddenly gets brutal, you're almost done! Don't fret if it seems too arbitrary, it's just a *dirty trick*.

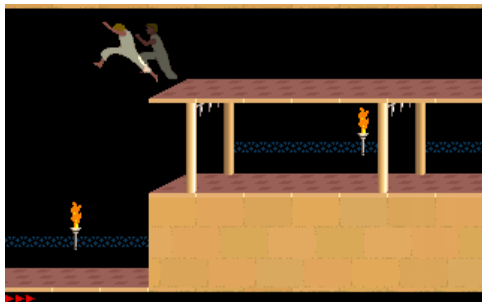
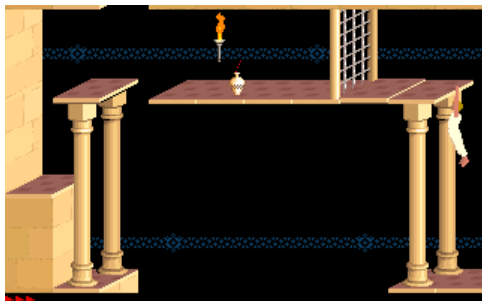




Level 4 – Fluid Nature

Of all the puzzles in *Potions of Delusion* this one might be the most elegant, yet most complex.

The challenge is obvious enough—the prince needs to leap across, but a mirror has already appeared to block his path. Each step you take toward a solution reveals one improbable change after another. In many ways, one particular potion exhibits a *fluid nature*.



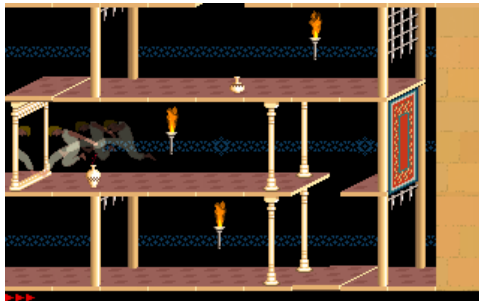
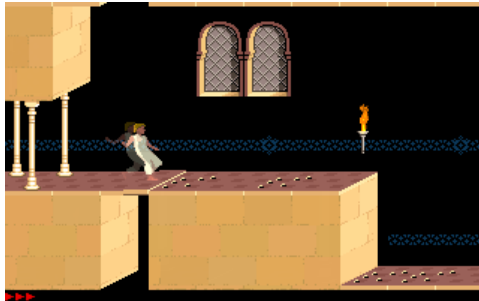


Level 5 – Through the Looking Glass

Here's a strange place.

Guards die before you have an opportunity to fight them.

Most of all, there's that infernal mirror. Should you go straight for the Life Potion, or first confront the mirror? Or maybe search for another way *through the looking glass*?

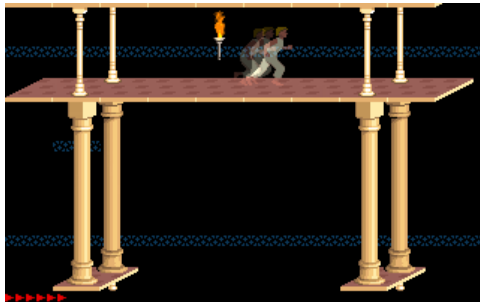
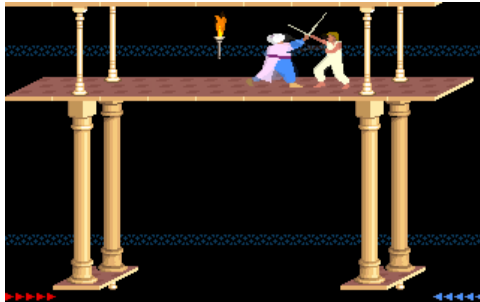


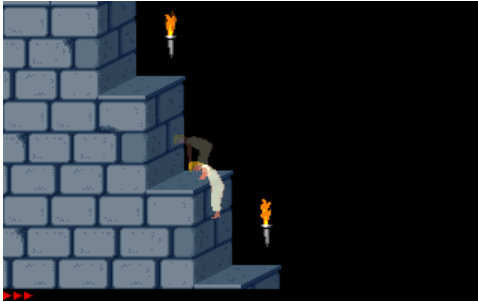


Level 6 – The Man Who Wasn't There

This life potion is easy to find. The gate is easy to open. But that gate closes during the time it takes to reach the potion from the switch that opens the gate.

Solve this riddle by finding the object that had been unseen. Thereafter you may ignore the *man who wasn't there*.





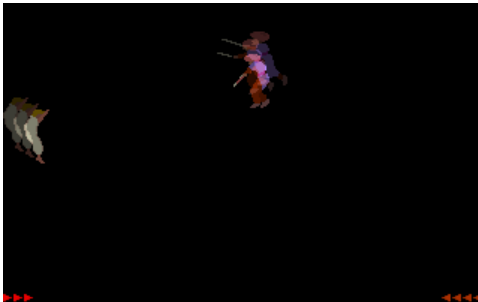
Level 7 – Freaky Trip

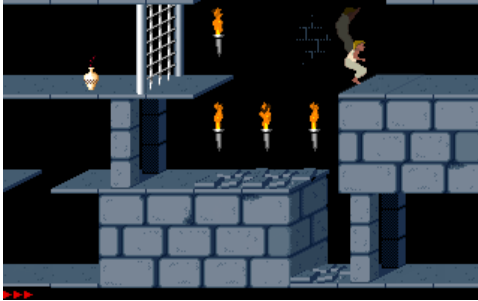
The Life Potion is located at the bottom of a deep chasm with irregular walls. Is there a trick to climbing down? Or is there some other way in?

I regret that this level required a long, tedious climb. But it was thematically necessary for the puzzle, so I tried to minimize any inconvenience by ensuring you can climb all the way up (or down) with a continuous motion.



But watch your step carefully, or you will have a *freaky trip*!



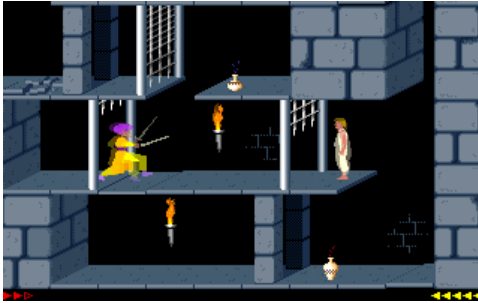


Level 8 - Déjà vu

Oh, is this a repeat of level 3?

The floor plan is the same as level 3, but the method to reach the Life Potion is quite different...and not so brutal.



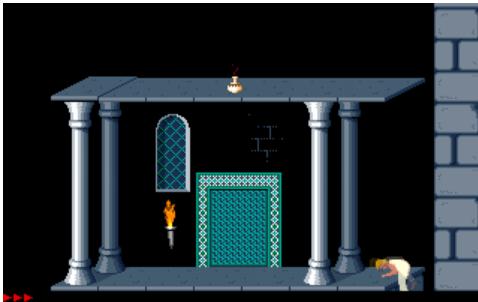
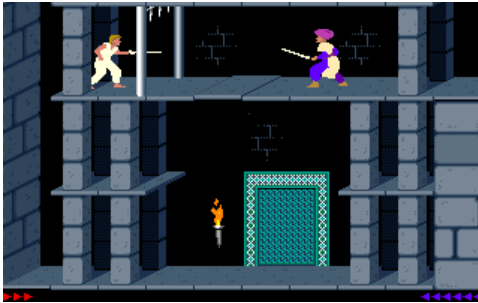


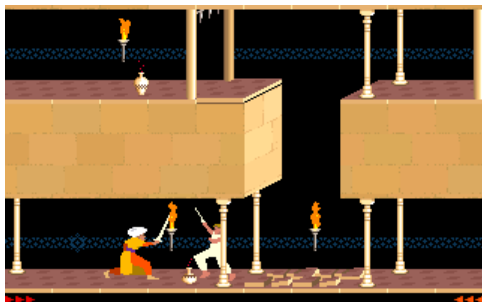
Level 9 – Time Balm

It's a puzzle of ingenuity and surprise.

Of those three gates, one must be closed and two must be open.

The first may be closed by a switch on the floor. The second will shut when you drink the blue brew. But the third slams shut at unfortunate times.





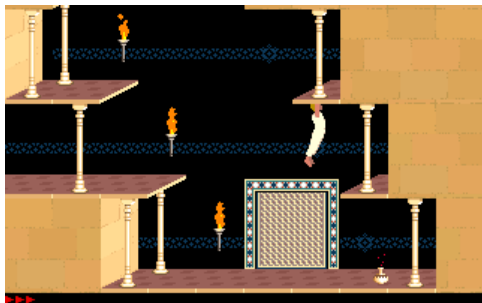
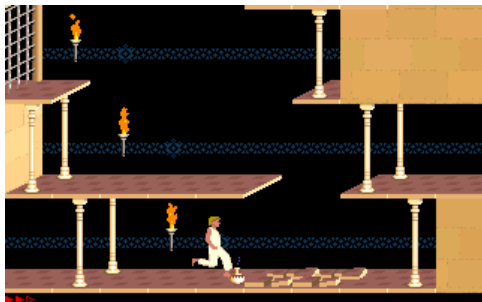
Level 10 – You Must Be Doing it Wrong

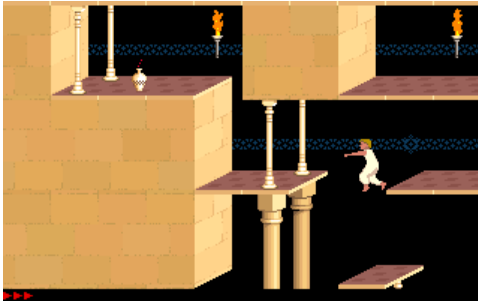
Just two gates: one always-open and another always-shut.

Or is one always-shut and another always-open?

Can you open one gate without closing the second? Or is there a way to reopen the second after it shuts?

If at first you don't succeed *you must be doing it wrong.*

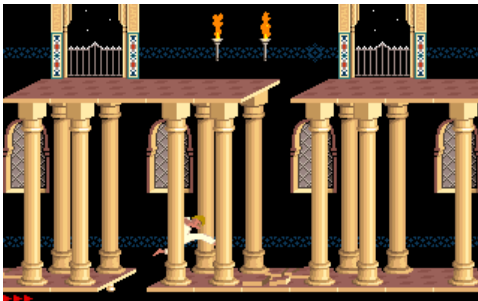
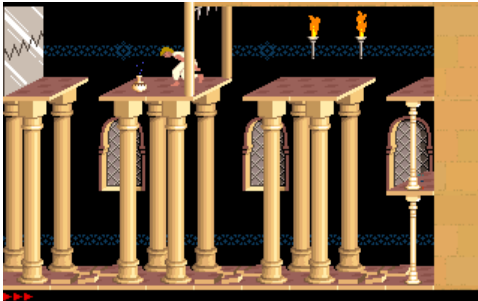


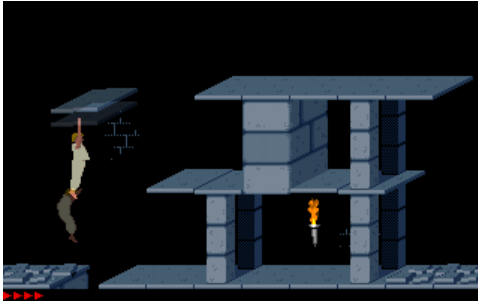


Level 11 – Acrobatics

Here's a challenge for agile players.

You can preview the path to the Life Potion. But you can only get there by engaging in skillful *acrobatics*.





Level 12 – Lateral Thinking

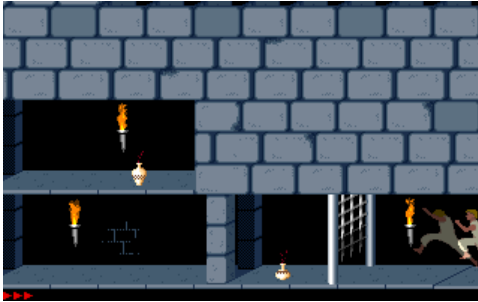
A multi-part puzzle.

Does the prince need to climb atop the freestanding structure? How?

Can he leap across to the gate? Can he leap to the potion?

Or is there a better way?



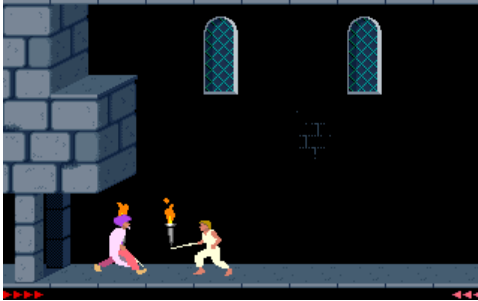


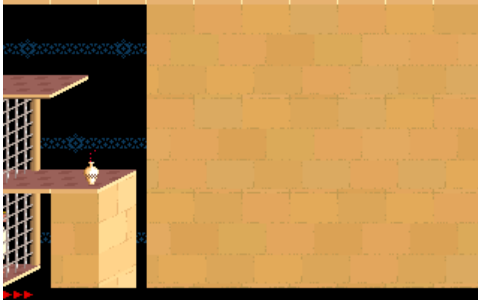
Level “13” - Grand Slam

One gate shuts itself when you enter the room. Slam!

More gates shut when you approach them. Slam! Slam!

Can you find a way past the gates? Slam! Slam! Slam!





Level "14" - Pascal's Wager

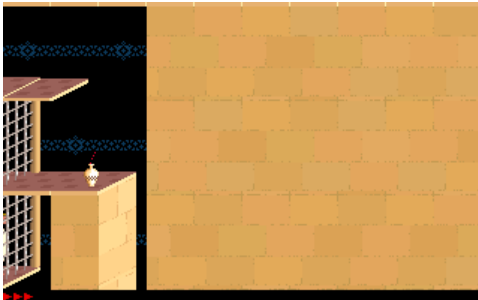
These blue potions are irritatingly capricious!

Sometimes the lower potion opens the upper gate. Sometimes the upper potion shuts the lower gate. And sometimes the lower potion just shuts the lower gate! Can you get the upper potion to open the upper gate?

Or is there another way, somewhere?



Sketch yourself a quadrant diagram and try to solve it like *Pascal's Wager*.



(THIS PAGE MAY CONTAIN SPOILERS)

For Developers...

If you'd like to customize *Prince of Persia* with your own ideas, please join the modding community at <http://forum.princed.org>

I hope *Potions of Delusion* may inspire creativity or teach you to apply new techniques for fresh new puzzles and challenges.

	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10	Level 11	Level 12	Level 13 (Jaffar)	Level 14 (Rescue)
<i>Level-specific events</i>	x		x	x	x			x				x	x	
<i>Blue potion actions</i>	x				x				x	x	x			x
<i>Tile-change events</i>				x								x		
<i>Broken room links</i>		x				x	x							x
<i>Cascade events from one trigger</i>									x	x	x		x	x

Level-specific events are actions that can occur only on specific levels, such as the skeleton that suddenly awakens on level 3.

Cascade events enable a single trigger action to activate multiple actions of different types, such as the blue potion on level 11 that both closes a gate and starts a chomper.

