

Princess Prisma : Lost in Subcon

Princess Prisma : Lost in Subcon !

Archive

This document is meant to archive and document the lost Flash game
"Princess Prisma : Lost in Subcon !".

In this game, you play as **Prisma**, the princess of the **Lumina Kingdom**. **King Wart** from **Super Mario Bros. 2** has returned, and has kidnapped **Prisma** in a bid to make her his wife. Unfortunately, **Mario** is too busy to save her! So, it's up to **Princess Prisma** to find her own way out of the 7 floors that make up the towering castle.

* Manifesto URGED me to clarify that the game (SMB2 USA*) was a reskin of another game? A Japan Exclusive called 「Yume Kōjō: Doki Doki Panic!」 I personally don't care though...
(͡ಠ_ಠ)

The gameplay is similar to a point and click adventure style game, you need to recover objects, or combine items in order to solve puzzles. Some segments are timed and can lead to a **Game over** if not completed in the allotted time.

Created in some time around ~2008, with no author to speak of, this fan-game is a total anomaly. It appears to originate from a defunct flash game site, which seems to have vanished with little to no info to be found about it.



Just wanted to say before we begin. I know a lot of kids and some people nowadays are super into lost media stuff and whatnot... Just beware, there might be content that could be no good for you ahead, I will not be held liable for any distress this could cause you. __φ(. . ;)

How'd this all start?

From **extremely** bored beginnings, a few weeks ago while on 4Chan with nothing better to do, I found a thread that was asking for people to submit the most disturbing Flash Game or Movie they'd ever seen. However.. By the time I had gotten there, the discussion had shifted to old Mario Flash stuff.

(Asset on the left taken from the game's .swf*)



☐ Anonymous 01/03/25(Fri)16:33:09 [REDACTED]
Ok [REDACTED] it's time for some old internet nostalgia. The New Year had me thinking about Flash's death, and all the fucked up stuff people were doing with it way back when.
So, tell me what was the most fucked up or scariest flash cartoon or game you saw growing up.

☐ 3 replies omitted. Click here to view.

>> ☐ Anonymous 01/03/25(Fri)16:34:56 [REDACTED]

[REDACTED]
if were talking just scary, that black licorice thing that was on nickelodeons website for a bit 100%. alot of kids got scared by that including me and nick had to take it down

>> ☐ Anonymous 01/03/25(Fri)16:35:40 [REDACTED]

[REDACTED]
Seriously? You got scared by a shitty screamer from Nickelodeon? I was thinking of something ACTUALLY fucked up like The Ugly

>> ☐ Anonymous 01/03/25(Fri)16:36:23 [REDACTED]

[REDACTED]
obviously that happened when i was a kid dumbass

>> ☐ Anonymous 01/03/25(Fri)16:36:32 [REDACTED]

[REDACTED]
Usually when I think of messed up stuff with Flash all those parody vids or those sprite animations of like Sonic or Mario or the whole Smash cast come to mind

>> ☐ Anonymous 01/03/25(Fri)16:37:18 [REDACTED]

File: 1737967977333005.webm (2.21 MB, 1080x608)



[REDACTED]
Does that elsgate shit from a while back count?

>> ☐ Anonymous 01/03/25(Fri)16:38:27 [REDACTED]

[REDACTED] (OP)

Mario Flash Stuff used to be my shit, I remember laughing so hard at [REDACTED] [REDACTED] I miss when you could get away with shit like that
Now everyone has to [REDACTED] about everything, I think the last time something like this was done was Racist Mario

>> ☐ Anonymous 01/03/25(Fri)16:40:23 [REDACTED]

[REDACTED] (OP)

not so much disturbing but that did remind of this one sprite animation where mario and sonic where fighting over a castle [REDACTED] and when I asked my mom [REDACTED] she gave my laptop to my brother

>> ☐ Anonymous 01/03/25(Fri)16:40:02 [REDACTED]

File: [REDACTED] (32 KB, 260x650)



While on the subject, those fucking games that PETA made were the worst I mainly hated the pokemon ones as a kid, I think there were like 3 mario ones too but the pokemon ones were the worst to me since i had the displeasure of finding out that they stuffed actual animal abuse videos into the games to scare the player

>> ☐ Anonymous 01/03/25(Fri)16:41:13 [REDACTED]

[REDACTED]
When I said "tell me your fucked up Flash memories" I didn't mean all this Mario shit, didn't you guys do literally anything else on the Computer? or could your parents not afford a Wii or something?

Now, in any other situation, the OP would've been laughed off the board for being such a vindictive dickhead, fortunately for them, I managed to swoop in with something just shocking enough to divert attention away from him. *I doubt he appreciated it though...* (;_ _)

How rude....



While on the subject, those fucking games that PETA made were the worst I mainly hated the pokemon ones think there were like 3 mario ones too but the pokemon ones were the worst to me since i had the displeasure out that they stuffed actual animal abuse videos into the games to scare the player

>> ☐ Anonymous 01/03/25(Fri)16:41:13 [REDACTED]

[REDACTED]
When I said "tell me your fucked up Flash memories" I didn't mean all this Mario shit, didn't you guys do literally anything else on the Computer? or could your parents not afford a Wii or something?

>> ☐ Anonymous 01/03/25(Fri)16:43:23 [REDACTED]

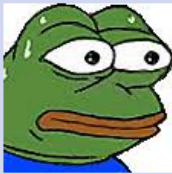
[REDACTED]
Well, all the mario talk actually did remind me of this one really fucked up Mario Flash game I played. It was a point and click game and you were playing as a princess and you had to escape from a castle after being kidnapped. I remember it was weird cus you played AS the princess but they wrote her dialogue to imply that she was aware of the player. i remember the deaths in the game being pretty gory, and my mom yelled at me when she caught me playing it. When I went back to play it behind her back a few days later, the game was frozen on a death screen of the princess' just sitting there rotting. Not sure if the game had some sort of time-limi or not, but that always stuck with me

>> ☐ Anonymous 01/03/25(Fri)16:46:55 [REDACTED]

[REDACTED]
Wait I've never heard of that one wtf

>> ☐ Anonymous 01/03/25(Fri)16:47:35 [REDACTED]

File: [images.jpg](#) (37 KB, 260x650)



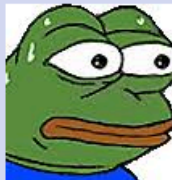
?????

>> ☐ Anonymous 01/03/25(Fri)16:48:59 [REDACTED]

[REDACTED]
Wait I've never heard of that one wtf

>> ☐ Anonymous 01/03/25(Fri)16:47:35 [REDACTED]

File: [images.jpg](#) (37 KB, 260x650)



?????

>> ☐ Anonymous 01/03/25(Fri)16:48:59 [REDACTED]

[REDACTED]
so you were playing as Peach trying to escape Bowser's castle?

>> ☐ Anonymous 01/03/25(Fri)16:49:30 [REDACTED]

[REDACTED]
Dude I was playing Mario Combat and watching Rise of the Mushroom Kingdom and Mario Bros Z wtf were you guys doing

>> ☐ Anonymous 01/03/25(Fri)16:49:52 [REDACTED]

me

[REDACTED]
No no, it wasn't Bowser's castle, it was the frog dude from Mario 2. The whole game had a lot of mario 2 theming, but the princess wasn't Peach, it was one i think they made up and there was a cutscene that showed Mario being a jackass and saying he had no time to rescue her





Manifesto 7:34 PM

Assuming this is the account of the guy who posted the fucked up Mario princess game post on the /v/ board, is this your game?



Te11is 7:35 PM

Im sorry, do i know you???????



Manifesto 7:35 PM

You don't.



Te11is 7:35 PM

How..

How'd you even find this account???



Manifesto 7:36 PM

Digital footprint. I simply looked for other accounts that mentioned a game like this, and it led me here.

The same way I used it to find your game, so I ask again...

Is this your game?



Te11is 7:37 PM

I mean.. yea?????

It looks like it anyway...

Has anyone ever told you that's a bit like... creepy btw....



Manifesto 7:37 PM

Lol.



@Te11is It looks like it anyway...



Manifesto 7:40 PM

It was a bitch and a half to find, I had to follow so many dead links. You'd think that "Kickbit" website in the top-right would be a great lead, but there's little to no trace of it ever existing.

Well, following enough of that crap eventually lead me to some shitty early-90s website that I guess people used for cheat-codes and secrets, but there was a bunch of made-up shit on there too for whatever reason.

But, that's besides the point, for whatever reason, they were hosting a ton of this Kickbit sites' games on there.

As some sort of memorial for whenever it went offline, it said.



Te11is 7:46 PM

Wait. Kickbit? i don't remember ever going to a site like that?? I remember I played this back in a site named something like....

Coolfreegames4mariokids.com? something like that

Anyways, putting aside the clearly *not* creepy way you've messaged me, please, do elaborate on this... site you've mentioned



@Te11is Wait. Kickbit? i don't remember ever going to a site like that?? I remember I pl...



Manifesto 7:48 PM

I'm sure.

But Flash Games got stolen all the time, the same way Flash Cartoons got reuploaded to YouTube all the time.

I am a teensy tiny bit ashamed to admit it but for the longest time I thought the **Kickbit.com** thing on the top right was graffiti from Prisma ... Mother did always scold me saying that "*only people in jail graffiti*" whenever I drew on the walls...

___ ✕ (• ▽ •)



@Te11is Anyways, putting aside the clearly *not* creepy way you've messaged me, please...



Manifesto 7:50 PM

The site I mentioned is called "HiddenFileWalkthrough", some kind of shit you'd see in the 90s or the 2000s. It's some sort of hub for "gaming news, cheat codes, and rumors" it says. For whatever reason, whoever's behind it is still active and posting things.

What a site like that is doing hosting Flash games is beyond me, and I'm sure diving deep into it would be some lame Internet Mystery dude's wet dream... but honestly, I'm more interested in smaller mysteries, like this game you've described.

I have the game's FLA, and Flash player file and everything, but something is REALLY wrong with it. Like, it has some insane encryption even for the time. I've been chipping away at it a little here and there, but I don't know Flash stuff that well.

I was going to bite the bullet and just play it, but I figured the person who sent me down this rabbit hole would want to be there alongside me.

Maybe we can even document it.



Te11is 7:53 PM

Ok, ok, slow down

This... HiddenFileWalkthrough page sounds like one of those old semi-abandoned pages from way back in the day, as you said, but..... Like, Encryption... On a flash game? and advaced for it's time??? I feel you're pulling my leg man <(_ _ _)>

I was just bored when i made the post, for shits and giggles y'know, if you do have the game, hell, I'd be thrilled to play it but idk if i have the time to waste on some rando trying to troll me (≥_≤)°



Manifesto 8:01 PM

I'm not messing with you, and I'm not really sure if it's hard-encryption, but something is making it a nightmare to crack this damn game open. That's why I want to just sit down and document what's in the game the old fashioned way, rather than my ol reliable hacker method.

Your post simply fascinated me, I have such a big nostalgia for that time period where everyone was making Flash Cartoons and people could take a joke.

That's why I want to uncover this, it's like getting to uncover something you never saw from your childhood! Hell, I bet that's even more the case for you, since you played it.

Here, if you still think I'm joking... this is the real game.



[PrincessPrismaLostInSubcon!.swf](#)

10.04 KB

We can uncover a really cool thing here, so I hope you come around to it.



Te11is 8:07 PM

Something is telling me I shouldn't trust you all that much.. but for the sake of playing this again, I'll bite the bullet

(-_-)

Now.... The part I'm sure a lot of you have been waiting for.....

GAMEPLAY:

(!)

Not long after my little interaction with this weird Manifesto person I decided to risk it and check the .SWF file he had sent me, contrary to everything that told me not to run the risk, the file was... actually clean? not only that! It ran perfectly! EVERYTHING, the title screen, the intro sequence, the cutscene involving Mario and Luigi where he was just plain rude and!....

Something went wrong :(

Ruffle has encountered a major issue whilst trying to display this Flash content.
This isn't supposed to happen, so we'd really appreciate if you could file a bug!

A crash?

Turns out this.... *Friend*.... Of mine just gave me access to the first few parts of the game. When I confronted him about it "***That was the file when I first got it.***" "***Lol.***" is all he had to say.
(# ω)

trying to remain civil with him I, tried convincing him to give me the full game, all he had to say for it was some lame excuse about encryption or whatever, which I felt were all lies, but alas, I bit the bullet once already, whatever other damage could be done by trusting him again?

After some time, he progressively sent me screencaps of the game, according to him the *COMPLETE* game seems intact for the most part. Save for the fact that it runs rather laggy at times, sometimes it can take Prisma a second or two to go where he's clicked. He's not sure if it may be something with his system or flatout something wrong with such an old game that was meant to be played on a browser being used on a completely different ecosystem, but, overall? he didn't seem particularly concerned if there were or weren't problems.... He was just there for his own reasons (-_-)

(As much as i would love to have the gameplay footage manifesto has sent, Google Docs is REALLY dumb and doesn't allow for video embedding. Whenever you see one of these, please click it to see the game!) (> ____ <)



I know it must sound so cliché but... Just... Wow, seeing this all again? hearing this music, watching Prisma do her silly little things again? It brought back a wave of memories I thought I had long lost. I remembered SO much that I was even able to guide Manifesto past the first puzzle. Anyways!!! enough of myself, onto gameplay.

Basically...

you have to push the bed near the chandelier, Letting Prisma stand on it, which lets her grab that weirdly placed rope.

Afterwards, you need to head over to the dresser. This is the part that's super unclear. There's like.... A hanger in there?? and you need to combine it with the rope to make a weird makeshift hook to use on the door.



** I remember it made me super mad as a kid... It makes 0 sense whatsoever, I would love to have a chat with the person who made this puzzle.... (°‿°✚)*

Like it would make a ton more sense to have her somehow pick the lock with that hanger????? I'm getting sidetracked.



I just have to point out though, most of these things flew over my like... 8-9 year old self?? Like, the rope?? The hanger and whatnot?? The person who wrote these jokes must've thought they were the winner of the internet's funniest user of 2008 award....

(~~xx~~, ~~xx~~)

Anyways....

With that, we've got Prisma out of the prison cell! I remember that she mentions that **"getting the door open is the first of many steps"** to getting out of Wart's castle. But of course, Manifesto failed to take a Screenshot of that...



Once outside her cell, we walk into a torture room. The basic gist of this puzzle is to obtain a Vanish Cap from the locked room above Prisma by getting a key from the skeleton. As I mentioned above, Manifesto has been... Weird to say the least, and has given me little to no screenshots, overall? He didn't..... really show me much of the puzzle. In fact, most of the first floor remains undocumented for this same reason. He said it's due to the first floor being a **"short and boring"** tutorial... I seriously can't stand him at times....

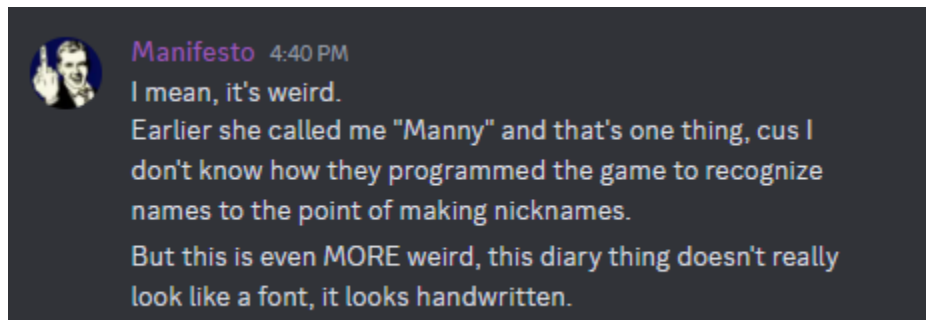
Anyway.....

When you beat a floor, you get a short little cutscene involving Prisma writing in a diary.

\(o'▽`o)/



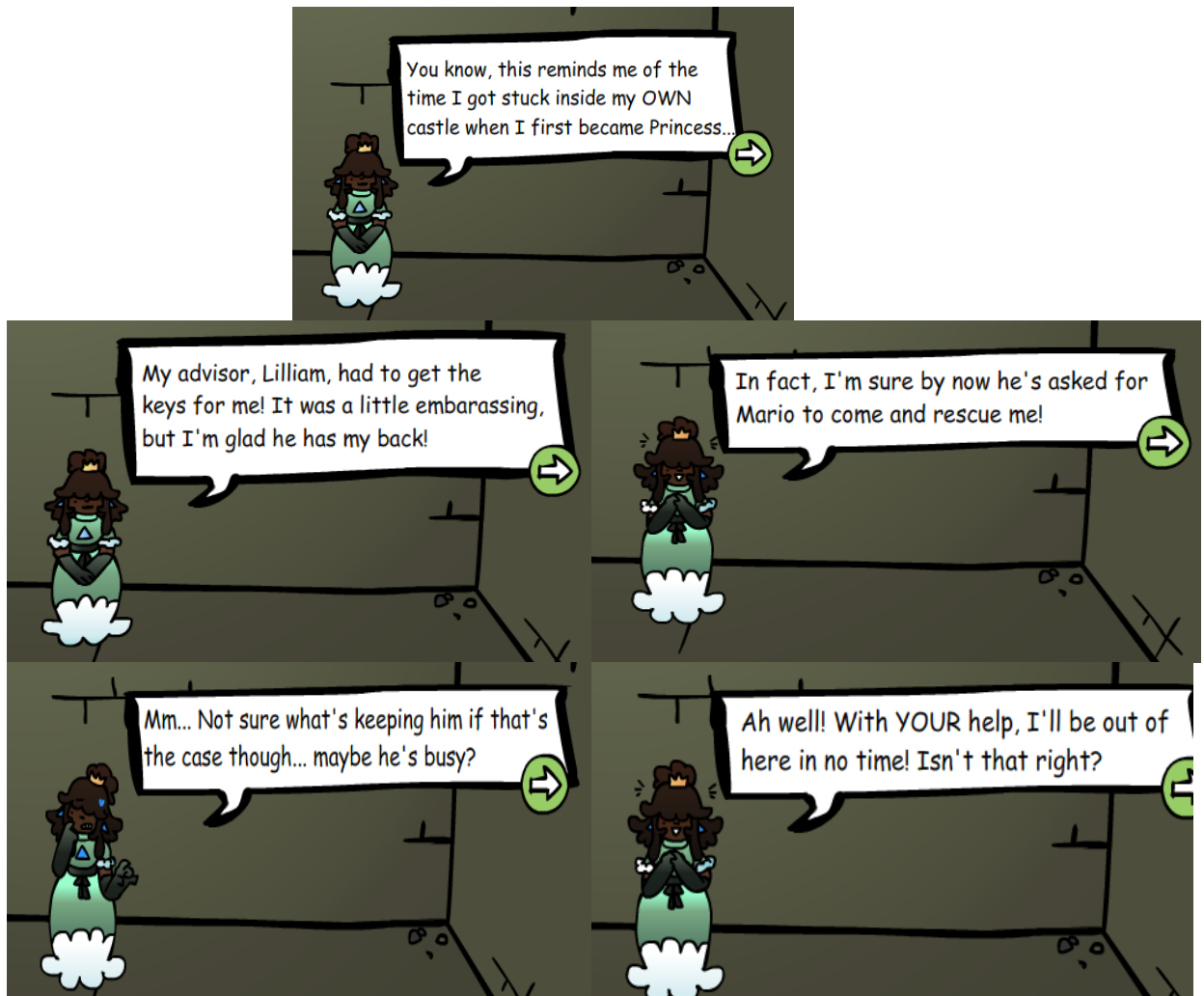
I do have to say though, from this weird new website it came from to the file being impossible to open, and now Prisma is doing weird name stuff like this? There's evidently something really off about this game, something that I'm guessing flew over my head as a kid. Manifesto isn't convinced though, he thinks it's just some elaborate tricks done in Flash. If you ask me, I think he's just trying to be stoic by remaining hard headed. *And being an overall idiot..*



And yes....To you more attentive readers, we are on a server now... I made it so I wouldn't have to wait on Manifesto to decide to send me something.

Continuing on the Prisma subject, Manifesto noted that there's some kind of mechanic that kicks in whenever the player doesn't move or do anything for a bit (*Idle animations I'm guessing?*).

Prisma will begin talking to the player and tell them stories or short little phrases, to try and win back your attention if you're looking at something else, I'm guessing... What Manifesto showed me was Prisma comparing her current situation to a time in which she got locked inside of her castle, Which i found very funny. As a very hyperactive kid I never really took the time to NOT do anything, so I guess I'll have to add this to my ever growing list of things I missed... (`□`)



She goes on to promise to show the player her kingdom once she's out of this castle, she talks about how her subjects and her advisor are "Lumens" which are sort of like Toads, but have flowers on their heads instead of mushrooms.

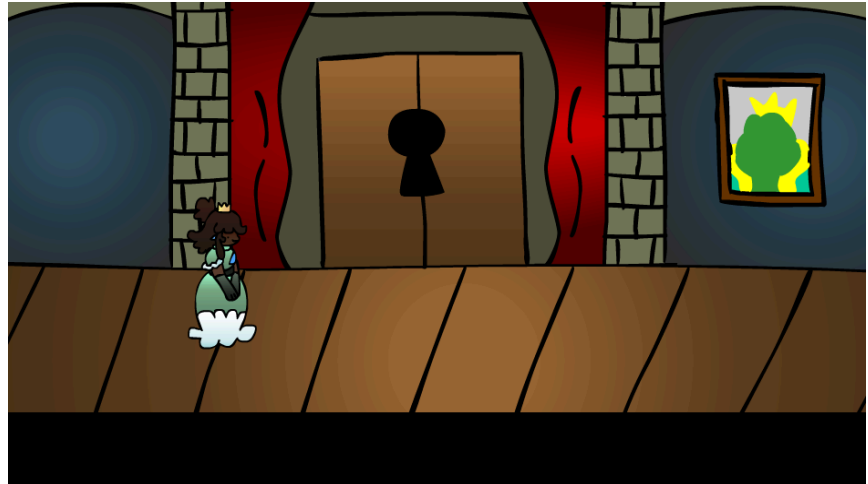
Manifesto said he hates when she does this as her dialogue is long, and he says it "slows down the game", but personally? I find it a little charming, and a bit strange. Someone clearly spent a long time coming up with all these little tidbits of lore for their Mario OC, but it's confusing they'd introduce it in the same game that opens with Mario calling Luigi a "useless asshole".

Either way, it's onto the second floor.

Floor 2

Floor 2 is just basically a big hallway with this one door at the center of it, the puzzle you need to solve builds up to getting the key to open it.

Before we started the puzzle, I asked Manifesto to sit still for a second to see if we'd get any more Prisma dialogue, and despite his... *complaints*, we did get something!



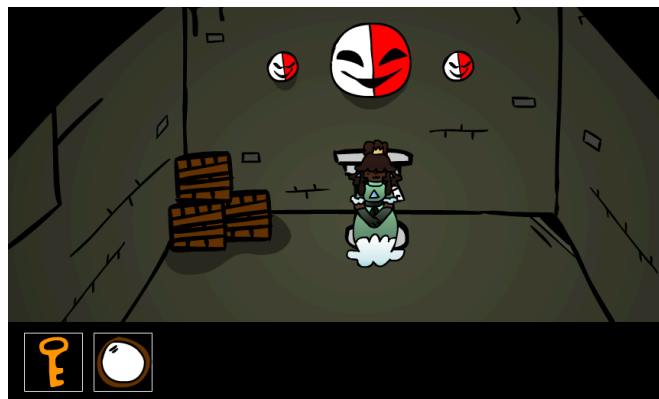
Omg? Yuri? IN MY game? More likely than I could think... He he.. </> /</>

I sort of get the vibe that Prisma doesn't have a lot of real friends outside of her kingdom.. I do really feel bad for her, it really hits close to home, i wasn't much different from her when i was younger..

Anyhow, Manifesto wasn't moved, surprisingly, I know.. He kind of just snapped at me about "SLOWInG hIm DoWn." I kind of get the impression he's trying to rush through the game, because a couple of minutes passed and he was already moved on to a puzzle near the end of the floor involving getting a key from a Phanto. (ノ°Д°)ノ へ/(.□. \)



Unfortunately yet unsurprisingly... Manifesto fell for the trap, and got his first game over, Poor Prisma... I don't remember the deaths being this silly?? I thought it was just a bit cutesy. Although, thanks to this, he seemed somewhat interested in showing me footage/screencaps once more.



So. Let the **REAL** master tell you how it actually goes **B)** :

The actual solution involves having a mirror from one of the bedrooms in your inventory. This will deflect the laser and destroy the large Phanto, knocking one of the smaller ones off, which Prisma can then pick up. Prisma goes "Kind of creepy, but makes for a good mask I guess."

It's a bummer Manifesto skipped through so much of Floor 2 though... I wanted to see more Prisma dialogue :/, Thankfully, right before entering the door and heading to Floor 3, Prisma had something to say to us.



Manifesto showed me this lovely string of words :D
But... only because he found them corny....

(͡_͡)

Yea, you can imagine, i'll just save whatever i have to say, you get the idea by now.
Nevertheless, we've made it to Floor 3. Sooner than I thought or would've liked, but here we are
nonetheless

Floor 3



Floor 3 is apparently when Wart becomes aware that Prisma has escaped her cell. New dangers come in the form of “enemies” now blocking Prisma’s path from time to time, this is where the game stops being so cartoony and starts getting... Dark

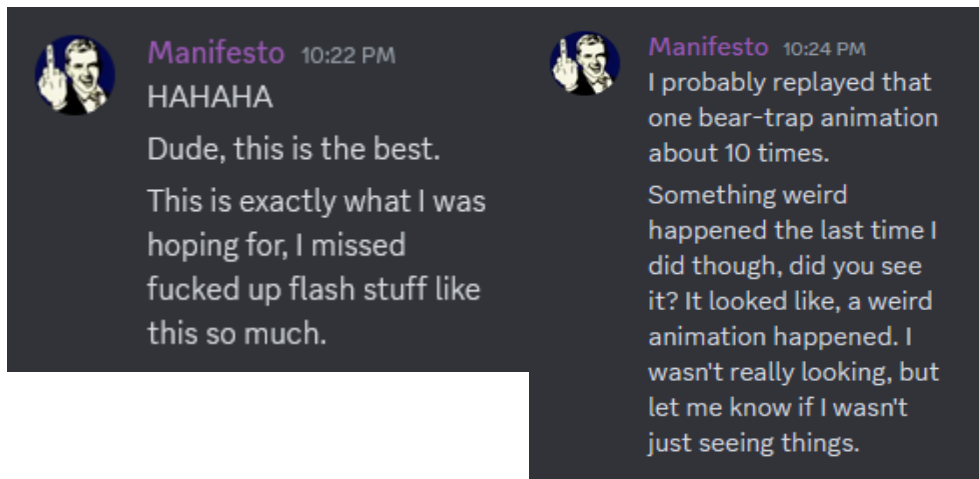
Unfortunately, as always, Floor 3 screencaps are still **REALLY** scarce, I have no clue whatever Manifesto is doing, as I said, it’s like he’s rushing through the FUCKING game. And like, pardon my fucking french but I’m not even sure if he reads this document with how much I am shitting on him, he isn’t helping at ALL, like, is he even aware the damn thing exists??? Does he think I’m just doing this for fun??? Like I’ve got nothing better to do?? I mean, he’s the most excited I’ve ever seen him on **this** floor, cus now the game has started to get gory like I said in my greentext.



Whatever.

The basics of the puzzle in the image above are that you need to attach a vine to the chain over in order to swing across the croc-infested river, this is tied to Wart summoning random “nightmarish” things in order to goad Prisma into turning around. Despite everything Prisma makes it clear to us that she’s too determined to give up.

I can’t lie, I really, REALLY do not enjoy seeing this stuff, but that was the only image he gave me. I’m guessing this is all due to **this** resurfacing some old childhood emotions, i was a massive scaredy cat when I was younger, anything and everything would get a good scare out of me, or perhaps, it’s just because I’ve grown to like Prisma again, i have no clue, but i’d seriously rather not dwell on all this. I’m evidently not nearly as hyped as he is, and I don’t want to post everything he’s sending me here. It’s honestly all just FAR too much for me.



Now that we’re at the point where Prisma can die gruesomely, he keeps going out of his way to trigger them, and he seems to get some sick kind of pleasure from seeing this all happen, i don’t and i hope i will NEVER understand how he finds this anything other than shocking.

Just... One thing, before you go on watching this next footage, at first i couldn’t believe my eyes, i thought Manifesto was just trying to mess with me or was trying to get me to watch another one of those deaths he found oh so entertaining. It was real. It’s one of those “Blink and you’ll miss it” things, please, pay REAL close attention to Prisma right after the game over screen.





I really REALLY don't like the way this sprite looks, and I don't like whatever it's implying...Manifesto was the one who pointed this out to me, he thought it was hilarious that they'd "*add her looking disheveled as an easter egg*" however, i don't really think nor feel that this was all that he's chalking it up to be, I asked him to take it easy with all the deaths.. I don't think he took me seriously, like at all. All he told me was that I should stop being so "sensitive".



Manifesto Yesterday at 11:04 PM

Relax man.

This game has all sorts of other weird things about it, it having a small little easter egg to mess with you for doing something fucked up isn't out of the question.

It'd probably be MORE believable than 90% of the other shit we just saw.

It's some shit you'd see in a game like Postal.



Manifesto Yesterday at 11:06 PM

I agree with you though, I'll stop with all the intentional deaths.

Mainly cus it's getting boring.

You know... one thing that stuck with me was your description of the game locking up after the player spent enough time away from it. (edited)

I've tried messing with my PCs clock, but nothing happens.

How many real life days would you say it took before you went back to the game?

It is impossible to live life without regrets, and I hate to admit it, but I should've kept my mouth shut. I KNEW he would try and rush to *this* ending, I just thought at the very least he'd want to play the game to completion before doing it.

He promised me that he'd restart the game afterward so it'd be like nothing ever happened, and then we'd just keep documenting stuff. But that didn't ease any of my nerves.

I told him what I remembered, I got grounded for a few days and I wasn't able to touch the game for roughly 2 weeks, just like I mentioned in the greentext. He rather abruptly cut our conversation short and just went "*See you in 15 days then*" and vanished. Though, not before leaving me with one final diary entry.



He can say it's just a messed up easter-egg all he wants, but I know now that that's clearly not the case.



It's been 15 days since we last spoke, and Manifesto finally decided to message me back. According to him, he hadn't opened nor touched the game within that time. Sure enough, his instance of the game was locked... with the same ending that I got all those years ago.



As... Creepy as ever i must say... (. ´_5` .)

To say I wasn't thrilled to see that screen again would be an understatement. I could barely bring myself to even look at it when uploading it here. so many forgotten memories unearthed, I was not only really upset at the fact the chance to investigate just WHAT is wrong with this game was gone, but Manifesto's clear disregard about it.

Manifesto isn't sure what the hell's going on, but the game is irreversibly locked. (´皿`#)
Something like that shouldn't even remotely be possible anymore, especially considering it's running off the PC and not within a browser...

It was one thing for this "abandoned" ending to freeze the game up, but something even more unsettling happened when Manifesto tried to do a fresh install.



So, somehow, the game burns itself into your computer and won't let you undo what you did in the game if you abandon Prisma. For once, Manifesto finally agrees with me that something is extremely wrong with this damn game. I just wish it didn't take THIS for him to believe me.

I think we all agree, this can't be how the story ends. I can't allow it to.

Initially, Manifesto and I were going to use **MY** computer to continue this investigation and documentation... but we realized that if we messed up again, we wouldn't get a second chance. And all would be for nothing, That's why we're asking everyone for help.

If you have any experience with this game, any experience with Flash Games, or have ANY advice for us, please contact lostinsubconhelp@gmail.com

CREDITS

CREDITS:

MetalDeeds - Flash Animation, Coding, BG Artist, minor character artist, concept and puzzle creator, unfortunately played the character of Manifesto.

TipsyCinna - Prisma Sprite Creator, Animation, Document Assets, OST Composer, Prisma Designer, concept creator.

BootlegBean - Document formatting assistance, advisor, played and shaped the character of Te11is.

Some music and sound effects are obviously from official Mario sources, the theme used for Mario Bros cutscenes is some old beat from Limewire that predates even all of our births so I dunno who to credit for that.

Thanks for reading. :) I hope we meet again Soon
<3