

Prince of Persia: The Sands of Time FAQ/Walkthrough

by CyricZ

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This walkthrough was originally written for Prince of Persia: The Sands of Time on the GC, but the walkthrough is still applicable to the PS2 version of the game.



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= THE SANDS OF TIME =
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Prince of Persia: The Sands of Time (GCN Version)

A FAQ/Walkthrough by CyricZ

Version 1.2

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1. INTRODUCTION

Hello, and welcome to my FAQ for Prince of Persia: The Sands of Time, the version for the Nintendo GameCube. In this addition to the famed and acclaimed Prince of Persia series, a new story is told. The son of a famed Sultan has decided to prove his quality to his father by stealing a most dangerous treasure, the Dagger of Time. This leads on an exciting and death-defying adventure, where the Prince must use his combat prowess, agility, and wits to correct his mistake of releasing the Sands of Time.

2. FAQ

Q: What is this game?

A: Prince of Persia: The Sands of Time, is the latest addition to the Prince of Persia series, developed by Ubisoft.

Q: How many memory blocks does this game require?

A: The game requires 15 Memory Blocks to save.

Q: What is the rating of this game?

A: This game has been rated T for violent combat, which include mostly small amounts of blood. There are also suggestive themes during a particular cutscene.

Q: Does this game connect to the others in the series?

A: No. This is a standalone story that doesn't have any story connections to the other three games, which is good, because the series wrote itself into a corner in the last game.

Q: How do I unlock Prince of Persia 1?

A: Check the Prince of Persia 1 section in the FAQ.

Q: I beat the game, but no Prince of Persia 1! What's wrong?

A: You're going off incorrect information. Only on the X-BOX version will beating the game get you POP1.

Q: I'm following your instructions, but I can't break down the wall to get POP1! What's wrong?

A: You're playing the PC version, which has no special unlockables at all.

Q: How do I access the secret 3D Prince of Persia level?

A: Check its respective section near the bottom.

Q: What are those weird boxes with light in them? I hit them and I get a musical tone...

A: They unlock stuff in the GBA version of the game. Unfortunately, I don't know exactly what they unlock at this time, nor do I have any real drive to find out. The word is that it's new levels in the GBA game.

3. BASICS

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3A. Displays/Menu =

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Main Menu

Select "Start New Game" to begin the game. You will have control of the Prince. Walk through the curtains into the palace to properly begin the game.

Select "Load Saved Game" to bring up the Load Screen. Select any previously saved game to resume where you last saved.

Select "Options" to access the Options Menu, described later.

Select "Extra Features" to access that menu. There, you can select "Making Of" to see that video, or "Credits". Also, if you unlock it during the course of the game, you can access the original Prince of Persia from this menu.

Options Menu

Sound: Allows you to change the volume of the music, voices, and sound effects.

Display: This allows you to turn the text Tutorials about basic moves on and off.

Camera: Switch between Normal and Inverted, which reverse the C-Stick camera controls.

Controller: Select to view the button functions, and to toggle the Rumble On or Off.

Language: Select to change the text and voice language.

Pause Menu

From here, select "Continue" to resume the game, "Options" to access the Options Menu, or "Quit" to return to the Main Menu.

Main Game Display

Most of the display is in the upper-left corner. The long blue bar is the Prince's health. It decreases when you take damage from an enemy, a trap,

or a fall. When fully depleted, the Prince will die. Drinking water will restore the Prince's health. Finding passages to the secret fountain of the Water of Life will extend your life bar.

When you have the Dagger of Time, you'll see yellow circles below the life bar. These are your Sand Tanks. Using the Power of Revival will decrease the Sand Tanks stock by one. When depleted, you cannot use Revival. Find Sand Clouds to extend your capacity of Sand Tanks. Refill Sand Tanks by defeating enemies with your Dagger of Time.

There are crescents next to your Sand Tanks. These are your Power Tanks, of which you have the same number as Sand Tanks. These are also filled by defeating enemies with the Dagger of Time. You can use these Power Tanks to use the Dagger's special powers of Delay, Restraint, and Haste. At first, it takes sixteen kills to create a Power Tank to match up to a Sand Tank. Afterwards, it only takes two kills to refill it.

Just between your tanks and life bar is the Time Circle. It fills gradually while you play, but doesn't take long. As you use Revival, it gradually goes down. Once depleted, the power of Revival ends and you will resume normal time. If the circle is full when you used Revival, you can rewind a full ten seconds, otherwise you'll be able to rewind less time. Also, when using the powers of Delay and Haste, this circle will turn blue and slowly deplete, measuring the amount of time to use that power.

Once you have Farah on your team, her life bar will also be displayed in combat if she takes damage. It will appear as a bow in the upper right corner of the screen, and deplete as she takes damage. If it empties, she'll die.

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3B. Controls =
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General Controls (non-combat):

Control Stick: Moves the Prince.

A Button: Primary Action Button. If stationary, this is a straight-up jump. If moving, this is an evasive roll. If coming to an edge, this is a running jump. If hanging, swinging, on a ledge, or on a wall, this will cause you to take a jump off your current footing.

B Button: Draws weapons.

X Button: Climbs down a ledge, or drops off if hanging.

Y Button: Draws weapons.

L Button: Invoke some of the Dagger's powers. Holding L will activate Revival. Tapping L will activate Delay.

R Button: Secondary Action Button. If coming upon a wall, this will cause the Prince to run along or up it. This will also allow him to grab movable objects. If on a hanging rope or a horizontal pole, this will start you swinging.

Z Button: First Person View. Use the C-Stick to look around. Tap any other button to exit the view.

C-Stick: Move the camera around when in normal Follow mode.

Control Pad: Press Right to switch to Landscape View, which gives you a good look at the entire area, but isn't very good for moving around in. Use the C-Stick to zoom in and out.

START Button: Pauses the game and brings up the Pause Menu.

Combat Controls:

Control Stick: Moves the Prince. Point towards particular enemies to select them for attack.

A Button: Using this button allows the Prince to perform evasive manuevers. In most circumstances, this is a straight jump, a rolling dodge or a backflip. If pushing the Control Stick towards an enemy, this lets you try to vault over him. If against a wall, this will let you push off the wall to flip over enemies or attack them.

B Button: Swing your sword. Use the Control Stick to select particular enemies.

X Button: Sheathe your weapons.

Y Button: Use the Dagger of Time. Normally, you'll use it to stab. If you connect with an active enemy, you'll invoke the power of Restraint to freeze them in time. If you use it in the direction of a prone enemy, you'll finish them and draw the sand they're composed of into the dagger. Also, you can use it to draw the power out of Sand Clouds.

L Button: Invoke some of the Dagger's powers. Holding L will activate Revival. Tapping L will activate Delay.

R Button: Block with the sword.

Z Button: First Person View. Use the C-Stick to look around. Tap any other button to exit the view.

C-Stick: Move the camera around when in normal Follow mode.

Control Pad: Press Right to switch to Landscape View, which gives you a good look at the entire area, but isn't very good for moving around in. Use the C-Stick to zoom in and out.

START Button: Pauses the game and brings up the Pause Menu.

4. THE ARTIST CURRENTLY KNOWN AS PRINCE

Superman, he isn't, but he's still a superior athlete and combatant, moreso than any of the jokers he'll face in this game. He also has near bottomless stamina for performing his complex acrobatics.

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4A. Movement =
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This is easily the most complex portion of the Prince's repertoire. You wouldn't believe some of the freaky stuff this guy can do.

Walking/Running

The Control Stick will move the Prince. The degree to which you move the stick will determine how fast he moves. There ARE benefits to stepping very slowly.

Rolling

Tap A while running to make the Prince tuck and roll. This can be used to bypass gates that are almost closed, or traps that strike to the mid-section.

Grabbing/Pushing/Pulling

Holding R will cause the Prince to grab things that can be moved. Pull the Control Stick in the direction you want to move the object.

Jumping

When you reach the edge of a platform, press A to perform a standard running leap. Surprisingly, you won't be using this too often, because you'll often find better ways of getting around than a straight jump.

Wall Running

One of the cooler things the Prince can do is run up smooth walls. They do have to be smooth, though. To run-climb up a wall, push the Control Stick directly at the wall and press the R Button. This will allow you to get to higher levels than you normally could. Also, at any time during your run, you can press A to kick straight off the wall, which you can use to grab things like ledges.

Also, you can do what I call a standard wall-run. Have a platform too far away to jump? No fear if there's an attached wall. Just run parallel to the wall and hold R as you get close. You'll travel in an arc along the wall and get much further than you can normally jump. Just like with the run-climb, you can kick off the wall at any point during the run if there's something out in the distance you need to grab.

Wall Jumps

In the same vein as wall-running are the wall jumps. If kicking, jumping, or flipping off from anything, you'll momentarily stick if you hit a wall in your airtime. Pressing A as you hit the wall will allow you to kick off the wall in the opposite direction. If two walls are close enough together, you can use them to scale to a surprisingly large height. Conversely, if two walls are far enough apart, you can use them to safely lower yourself to the ground, if the need arises.

Ledges

A popular staple of the Prince of Persia saga. In this game, you can either hang on ledges or walk along them if you have enough room. Press X to climb down onto a ledge if close enough to the edge, or to drop off a ledge you're currently hanging from. If you press A, you'll climb up onto the ledge you're hanging from. If you press A and push the Control Stick away from the wall, you'll push off it to jump away from the wall.

Ladders

Pretty simple. Walk into them and you'll automatically grab them. Use the Control Stick to climb up or slide down. If the ladder is open on both sides, use Left or Right on the stick to flip around to the other side. You can kick off ladders just like anything else attached to a wall by hitting the

A Button.

Columns

The Prince can attach himself to any thin pillar, tree, stalactite, or thick rope, by hitting A near it if he's on the ground, or just by jumping into it if in the air. On the column, you can use the Control Stick to climb up or down, or to put your back to a certain direction, and the A Button to kick off it. If you're impatient, you can also just hold the Control Stick in the proper direction and press A to immediately leap off in that direction.

Horizontal Poles

These can be flagpoles or posts sticking out of the wall. If they're thin enough to wrap ones hands around, you have an acrobatic instrument. You can shimmy along the pole using the Control Stick, as well as use it to reverse the way you're facing on the pole. Holding R will start you spinning on the pole. Press A at the end of a swing to launch yourself into the air. You don't need to worry about when you release. The game automatically sends you the proper distance or height, and if it looks like you can hit it from a swing, you will. Alternatively, you can press X on a pole to drop off it.

Balance Beams

These appear about halfway through the game. I use the term balance beam to refer to any surface that's about a few inches wide with no wall on either side. Use the Control Stick to edge along the beam. You won't move very fast at all on these things. If you fall off for any reason, you'll automatically attempt to grab the beam, where you can pull yourself back up. Pressing X will drop you manually to one side. Although it's a lousy position, you can actually jump off beams in any direction, with the beam or across it.

Swinging Ropes

Appearing about late in the game, these are suspended thin ropes. Up or Down on the Control Stick will make you climb or slide down. Left and Right will turn you on the rope. Pressing R will start you swinging on the rope. It will generally take you a couple of swings to get enough momentum for a good jump (press A at the apex of a swing), and don't forget to be at the bottom of the rope for maximum distance.

Switches/Levers/Buttons

All over the palace of Azad are weird contraptions. Some are simple buttons on the floor to be stepped on. Some are buttons on the wall, which you have to wall-run to hit. Some are levers that are horizontal bars which you have to hang from to activate. Some are switches that you have to grab and rotate to activate. Some last forever when hit, others revert to their original state in a few seconds. It's up to you to experiment with these things and figure out how to work them.

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4B. Combat =
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Basic Fighting

Much like it was in the old Prince of Persia games, combat is simple, yet requires good reflexes.

Your enemies will set upon you in any number from one at a time to up to four at a time. In the walkthrough, I will describe them in terms of "waves". The way a wave works is that when you defeat an enemy in the wave, the next one automatically pops up, and it keeps going that way until there are none left in reserve in the wave, at which point you can finish off the last ones. Sometimes, you'll face successive waves, whereby once you face off one wave, you'll get a few seconds of a break, then the next one will pop up in force.

The simplest way to defeat your enemies is with just holding the Control Stick in their direction and pressing B, which will slash your sword at them. This will suffice for early enemies, until they get better at blocking your attacks. After that, you may have to employ advanced techniques, which we'll get to. Suffice to say, once an enemy is hunched over on the ground, he's one hit away from defeat, so hit him again to lay him out.

That works fine for normal humans, but soon into the game, you'll face off against Sand Creatures. These cannot be destroyed with normal sword slashes, and you need to use the Dagger of Time to finish them. Once you lay them out prone on the ground, they will lie still for about ten seconds before Sands of Time fill them and revive them. Before that happens, hit the Y Button and push the Control Stick in the enemy's direction to stab them with the Dagger of Time. This will suck the sand they're composed of into the Dagger and they won't be a problem anymore. You can make the stab from some distance away, so don't worry about getting too close first.

When fighting, don't forget to block by holding down the R Button. As blows start raining down on you, you'll want to quickly snap up to block them and save your life (or sands). Don't get too reliant, though, because certain big enemies can break through your block. Also, not all attacks will come in blocking range. If an attack is targeted at your legs, be sure you use the A Button to hop over the attack.

One of the simpler ways to contest your enemies is to use the A Button to dodge their attacks. Enemies are more vulnerable after missing with an attack, as opposed to when the attacks are blocked. Use the dodge to roll around the attacks and strike when your opponent is off-guard.

Once all enemies have been defeated, you will automatically sheathe your weapons. Make sure this happens. If you haven't done it yet, then you haven't defeated all your enemies, so make sure to look for them until they're all gone.

Vaulting

One of the easiest and most useful techniques to pull off is vaulting. To do this, simply get close to an enemy, run towards him, and hit A. You'll start climbing him and flip over. This puts you in a very advantageous position. A few B button presses later can have the enemy down on the floor. Also, you

can use the Dagger (Y Button) following a vault to strike with the Dagger while your enemy is at a disadvantage to freeze them. Several enemies can also be taken out if you Vault, hit B, then Y, which will let you hit the sword in the air, then follow up with finishing them with the Dagger.

Unfortunately, later in the game, you'll find that your enemies will grow wise to your vault and will be able to throw you off quickly. Make sure you know who you're fighting before you attempt a vault.

Rebounding

A lot of people swear by this technique, as it's tough to block against, but it requires a wall. This is a useful technique if that situation ever comes up. Move towards the wall and press A to mount it for a second. At that point, you can press A to flip over all your enemies, much the same as if it were a Vault, or press B to leap off with a drilling sword attack, or press Y to leap off with a drilling dagger attack.

Counterattacking

This is a more complicated manner of fighting, but it's no less valuable. The manual doesn't do a very good job of explaining this. First, hold R to snap up into your block position. Wait until an enemy begins a strike, then just as the enemy's ABOUT to hit, press B or Y. Pressing one of those buttons while holding R will cause you to make a slight advance, and if you block the enemy's hit during that advance, you'll counterattack. If you used B, then you'll slash with your sword, and if you used Y, you'll get the enemy in the sweet spot with the Dagger, automatically finishing it and retrieving the Sand.

Bad Conditions

This refers to combat in less than favorable conditions, such as when you're clinging to a ledge, hanging from a pole, edging along a balance beam, or climbing a ladder. You can fight in most any of these situation, so long as you're not moving (flipping along a pole, or swinging on a rope). Just press B to take out your sword and flail at enemies. Mostly, you'll be facing Bats in these kind of situations, so just wait for them to come to you, because you won't be able to move much, if at all.

Weapon Upgrades

You will have three chances during the course of the game to upgrade your weapons. They're part of the story and required. I'll just mention that your second and all subsequent swords will be able to knock down weak walls and rotten wooden doors. Your fourth and final sword will have the power to immediately destroy Sand Creatures in one hit, and some of the weaker ones will be destroyed even if they block your strike.

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4C. Recovery =
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Water

Yep. Simple hydrogen hydroxide has the power to heal wounds in this kooky world. Hey, it's a desert kingdom, so water is certainly the most precious of commodities.

ANY pool of water is more than enough to heal you. Most often than not, these will be in the form of fountains along the walls, so keep an eye out for those. Of course, you'll also sometimes find yourself splashing around in caves or wells, and that water's just as good as any other. Just press and hold R and the Prince will start sipping, gradually recovering his health with each sip.

There will often be water nearby in any combat situation. You're more than welcome to drink during combat, but it takes time that you may not have if you're being sliced up.

The Water of Life

It's said that deep in the Palace of Azad is a mystical fountain said to magically increase the drinker's stamina. There are several ways to this fountain, but they're not always easy to find. Often, these passages to the fountain will be blocked by weak walls, or placed in the out of the way locations that would require searching.

At any rate, finding a passage (marked by a couple of turns and sheer curtains) will teleport you to the fountain, where you can take a drink which will increase your life bar.

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4D. The Sands of Time =

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Not just normal specks of ground, these grains. The Sands of Time are a chaotic force that, when unleashed, corrupt all life around them, turning them to mindless and destructive Sand Creatures.

Of course, harnessed properly, such as in the Dagger of Time, they can be used to control the chaotic ocean of time.

The Power of Revival (Rewind)

Probably the most important power, and the one you'll use the most often. Using this power will consume one Sand Tank. Hold down the L Button to use it.

Revival is used to reverse the flow of time. Hold down the L Button and time, as well as the last several things you've done, will rewind. This can be used to correct a fall, taking damage, getting caught in a trap, or even dying. As long as you have Sand Tanks, you can die and die again, just so long as you remember to reverse the act.

So, hold down the L Button until the Time Circle runs out, or until you feel you've gone far enough back to correct your mistake.

The Power of Restraint (Freeze)

This is a good power for quickly taking an enemy out of the fight. Press Y and aim at a standing enemy to attempt a stab with the Dagger of Time. This power will consume one Power Tank, so make sure you have one filled before trying.

A dagger attack can penetrate defenses a lot more easily than a slashing sword, so this has a good (but not 100%) chance of connecting. When you hit your enemy, they will turn gray and stop moving. This doesn't completely halt them, as they will very slowly recoil from your attack, but they are completely defenseless. Just press B a couple of times in their direction and you'll slice them in half, immediately destroying them. Note, however, that you cannot regain sand after killing something with the ability.

The Power of Delay (Slow Motion)

This power can be a good friend if you're surrounded by bad guys. Tap L once (as opposed to holding it down) and you'll invoke the power for ten seconds. It consumes one Power Tank when used.

When this power is used, everything will occur in slow motion, including you. However, you'll be able to see enemy movements long before they happen, so you'll be able to fight without taking damage with much greater precision. Also, since you're responding so cleanly, some moves may work on enemies that they don't normally work on, such as Vaulting and Countering...

The Power of Haste (Fast Forward)

Note: The game refers to this as "Super Freeze", but the manual calls it "Haste". I say we call it "Haste"...

This is a really cool power that can make short work out of a lot of enemies. It's costly though, using up all your Power Tanks when invoked. To use it, you must have all the Power Tanks you can possibly have (the same number as your current amount of Sand Tanks), and they must all be full, and you must also have full Sand Tanks. Hold down R and press L and you'll activate it.

Once you've used this awesome power, all enemies will be nearly frozen in time, and you'll be immensely accelerated. Just hold the Control Stick in a direction and tap the B Button and you'll immediately rush up and slash your defenseless enemies. Two slashes will immediately destroy one, and you can rush to the next one and keep slashing until the power expires. Even though no more than four enemies ever face you at once, new ones in a wave will keep popping up after you destroy one, even in this situation, so you can end up taking out a good amount of bad guys before it's all over.

One tip for using Haste effectively is to activate the Landscape View (Control Pad). This will allow you to see where enemies pop up so you can quickly zip over and slice them up.

Sand Clouds

These looks like small white swirling clouds on the ground about half your height. Approach them the press Y to stab them with your Dagger. Once you do that you'll absorb their power, completely refilling your Sand Tanks, and any Power Tanks you've already created. Also, if you manage to find eight clouds, you will gain an extra Sand Tank in capacity. I believe there are forty-eight Clouds in the game. Some are right in your path, others are very well-hidden.

Sand Vortex

These are large clouds of sand that appear orange in color. All enemies in an area must be defeated for you to be able to access them. Step into them and you'll use the sands' power.

The Vortex does two things. One will be a vision of the future. You will see yourself performing your combat and acrobatics in the coming area. This may give you hints on how to proceed. Also, you may see things you will not like, such as yourself dying, or a friend betraying you. As Master Yoda says, "Always in motion is the future," and things you see may not always come to pass.

The other thing the Vortex does is allow you to save the game. You'll access the Save Menu, where you can pick one of the three slots to save. You may return to these Vortices at any time to save again, or to repeat the vision you saw.

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4E. Bouncy Sidekick, Farah =

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Soon into your adventure, you'll come across the daughter of the Maharajah that you conquered at the opening of the game. Even though she hates you for sacking her castle and being an instrument to the death of her father, she will stick by you as a teammate, for she wants to correct your mistake of releasing the Sands as much as you do. The Medallion she wears protects her from the twisted effects of the Sands.

When exploring, Farah will act as a second person, who can step on buttons, pull hanging levers, and so on. In addition, she can do some things you can't, such as using her slight frame to squeeze between cracks in the wall, or under low-hanging gates. Unfortunately, there are many things you can do that she cannot, such as wall-running, complex jumps, or pole-swinging, and oftentimes you'll find that half the challenge is finding her a way to move forward so you can both move on.

In combat, Farah will cover you with her bow, shooting her infinite supply of arrows at enemies. She generally fires an arrow every five or so seconds. Make sure you take advantage of this, because an enemy she hits with an arrow will take damage and be unable to defend itself for a short time, allowing you to get the drop on it. She cannot destroy enemies, however, so you'll have to finish off any bad guy she knocks down.

Farah also has her own life bar, represented by a bow, which will appear in the upper-right corner of the screen when she starts taking damage. She'll call out when she gets hurt, and you need to rescue her, because she's not a melee combatant, which will give enemies a chance to merrily hack away at her, and if she dies, the story's over. Of course, you do have the Power of

Revival to restore her, but it's much harder to bail her out of a killing blow, than it is to bail yourself out.

5. A DANGEROUS WORLD

This ancient world is no picnic to be around in. Even without the Sands of Time corrupting everything, you're in constant danger of having a few extra holes than you did before.

Falling

One of the Prince's chief enemies is gravity. Unlike other games that allow long drops with minimal to moderate damage, this game is much more punishing, making even a one-story fall potentially fatal. Naturally, you have the Sands to protect you against such a merciless enemy, but the fact remains that the ground is real hard. If you do end up falling several feet, hit A to roll and possibly lessen the impact.

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5A. Enemies =

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From the highest-ranked guard to the lowliest bug, all life has been tainted by the Sands, and everyone seems to hate you. Here's a list of the different types of enemies you can find. All human Sand Creatures must be destroyed with the Dagger of Time, either by stabbing them on the ground, or using the powers of Restraint or Haste. Animal Sand Creatures and humans do not require the Dagger to defeat.

Humans

In the Maharajah's Palace will be the only time you'll face real humans. They are armed with either swords or spears, and are poor fighters. They will still block your attacks, though. Vaulting works well.

Little Hooks

These are the first enemies you'll face. They're dressed in red and carry small hooks with little reach. They're the most basic of enemies. Use the Vault-Slash-Stab to remove them, or Counter with the Dagger.

Little Staffs

These are the other of the first enemies you'll face. With their bladed staffs, they have a longer reach, but they're no harder to kill. Use the Vault-Slash-Stab against them, or Counter with the Dagger. Countering with the Sword will be blocked.

Dancers

You'll recognize them when you see them. These ladies are armed with twin daggers, with which they like to perform spin maneuvers that can chip away at your health. You can Vault, then slash twice, but they will block a Vault-Slash-Stab. Countering with the Dagger will work, too.

Fat Clubbers

Short, tubby guys with spiked clubs. They're slightly better than the Little Hooks, but only in blocking, as the Vault-Slash-Stab will work, and also Countering with the Dagger.

Chain Whippers

Armed with a length of chain, these guys have a decent reach, and are a bit better at blocking than Little Staffs, but the Vault-Slash-Stab will still work. You can Counter against these guys, but not with the Dagger.

Big Hammers

These large fellas have a huge hammer for a weapon, which has a good reach, cannot be blocked, and can cause some nasty damage. They're also quite good at blocking. Fortunately, the trusty Vault still holds purchase with these guys.

Big Staffs

Okay. Vaulting's over from here on out. These tall blue-clothed guys with double-bladed staffs will be a big pain in the latter half of the game. You can dodge and return their attacks, or you can Counter with the Dagger, but not with the sword.

Big Swords

No Vaulting on these guys either. These guys also wear blue and have nasty swords. They're great at blocking, and will sometimes go for a leg attack instead of a blockable attack. Dodge their strikes and swing after the attack. You can't counter them, but they are vulnerable to wall-jumps.

Scarabs

These famous desert beetles pose a minor threat. A few swipes with the sword will end their snapping, but there tends to be a lot in a group, so fight smart.

Birds

Once part of the Sultan of Azad's menagerie, now a flapping menace. To successfully defend yourself against Birds, hold up in Block until they strike, then slash to dust them in one hit. Countering with the Sword works, but only if you're on open ground, otherwise you could cartwheel right off a ledge.

Bats

These guys show up in flocks of about ten at once. They'll tend to attack you at rather inopportune times, such as when you're climbing, hanging, or edging. When the flock gets close, swipe at them to start taking them out. Don't swipe early, or they won't fly towards you. Once you take a few out, they'll fly out, then swoop back at you, so keep reducing their numbers. Once you destroy all but three or less, the survivors will take off, not to return.

There are also a couple of unique enemies. I'll describe how to defeat them as we come to them.

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5B. Traps =

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The Sultan of Azad is a very nice guy, and he has lots of riches, cool animals, and cute slave girls. Of course, he needs something to protect all this, so he created a super-elaborate defense system of traps to deter anyone planning on storming his palace. Soon into the game, you'll activate this defense system, but will find that you'll be far more in danger from it than the Sand Creatures.

Unlike the old PoP games, traps aren't kill-o-matic. You'll take a decent amount of damage, yes, but the game's a bit more lenient this time around.

Basic Spikes

There's really not much to say about these, other than that they represent a painful end to a fall. They instantly kill you if you drop onto them, but do nothing else but sit there in pits.

Spiked Logs

These traps are vertical logs with spikes on them. They spin, and move horizontally back and forth along a set path. Really, all you have to do is avoid them.

Spike Traps

I also call these floor-spikes. These look like metal plates on the floor with holes in them. If you run across these plates, the spikes will spring

out and damage you. The way to pass them is to walk slowly across the plates.

Buzzsaws

These spinning blades can be found on walls. They spring out when you get close and move back and forth along a track. The sole reason they exist is to disrupt your wall-running acrobatics, so you need to time your movements past them so you don't get sliced and fall. The slice won't kill you, but the fall generally does.

Slicer

These are floor-mounted devices that rise up out of the floor and have a blade that sticks out to the side. This blade quickly slashes halfway around, then quickly the other half around. You can time your run past it to miss the blade, or you can roll under the blade as it passes over you. Both work if you want to avoid damage.

Chomper

These are two bars of spikes that come out of a wall and slam together, just like a set of jaws. Like buzzsaws, they solely exist to keep you off the walls. Time your movements.

Swinging Log

This is a spiked log attached to two arms that swings back and forth laterally. It's generally around to mess with your jumping timing. The best way to pass it is to run under it as it comes towards you, then make your jump or whatever before it comes back.

Sword Slasher

These appear late in the game, and are two large swords on horizontal tracks on top of one another. The swords stick out of the wall, move along the track, then retract. To avoid them, roll under the bottom sword.

6. WALKTHROUGH

All these are separated by the names of the save files you get from each Sand Vortex, in case you're wondering.

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6A. Opening =
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On their way to the Palace of Azad, King Sharaman of Persia, his son the Prince, and a small company of men, pass through India. Seeing the palace of

a Maharajah, they decide that, for honor and glory, they would plunder the palace. You'll witness the attack, as well as hear the counsel of a treacherous Vizier, who points you towards the treasure vaults of the Maharajah. The Prince makes for the vaults just as the doors collapse behind him.

As you get control, you'll find your fellows will get owned by a catapult pretty quickly. Looks like you're not getting in that way. Run into the nearby low rubble to automatically climb up it. Once you reach the highest part, run towards the far edge and press A to jump to the distant pile of rock. Continue your climb up the rocks until you reach the wall. Too high to jump. What you need to do is run towards the wall and hold down the R Button to run up the side. Once on the edge, press A to haul yourself up.

Continue along this wall to the end. At the other side, jump as you did before to cross the wooden platforms suspended over the door below. Jump to the other wall, then enter the nearby doorway. The end of this hall is blocked by debris. Draw your sword with B, then use B again to hack at the furniture blocking your way. Exit the doorway.

As you exit, the camera will take over. It does this quite often during the game as you enter new areas. When it happens, you'll be given a preview of the area, as well as your destination and a possible path to take. This cutaway is only showing you your enemy, though, so run up and engage him. Consult the combat section above for info on fighting, or use the game's tutorials for help.

After defeating him, run into the ladder to start climbing. At the top, you'll find two more enemies: a swordsman and a spearman. Defeat them both and move on through the open doorway. Inside this room is a pool of water. If you're injured, press R to drink water and restore your health. Smash the debris blocking the exit and move on.

Four enemies in this area. Drop down the rocks and face them. Remember to use the Control Stick to pick the enemies to attack, and that blocking works for most attacks in all directions. Once all enemies are dead, move on through the doorway to the next room, then out the other side.

A flying rock will smash the wooden platform in front of you. To get across, you need to perform a wall-run. Run along the wall, then hold R at the end to start running diagonally on it. You'll cross the holes relatively easy. Climb the ladder at the end to reach the top. In the next room is another pool of water if you need it. Further on is another group of four enemies.

Once they're dead, go to the far wall. Press A to jump up and grab the ledge. Now, use the Control Stick to shimmy along it. When you reach the end, press A to climb up. Press A again to jump to the next ledge. Now, move along this one as it goes around the corner. At the end, press X to drop yourself onto the lower ledge. Press X again to hang from it, then edge along this ledge. Press X when you're over the hole and you'll drop onto it.

Inside this room are four enemies. Defeat them. Once they're all out, go to the nearby column. Press A to cling to it. Push Up on the Control Stick to climb, and use Left and Right to move around it. When your back is to the right, press A to kick off and grab the next column. Continue up the columns to the top, then grab the upper ledge. Climb over and pass into the hallway. You'll automatically be prompted to save the game, so do so.

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6B. The Maharajah's Treasure Vaults =

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This enclosed area first requires a wall-run along the left wall to cross the hole. At the next hole, wall-run along the right wall, and as you pass the opening, press A to kick off the wall to reach the opposite platform. Wall-run across this next gap on the right wall. At the end, you'll have to run straight up the right wall, and press A to kick off it to reach the opposite platform. Continue through the curtains.

You're now in the treasure vaults proper. This section is another obstacle course. If you fall, you can get back up using the nearby column, and there's water on the floor to restore you. Wall-run to camera left, then again at the next platform. Kick off at the end of this run to reach the middle platform. You can see the Dagger of Time through the hole, but you can't reach it. Run up the wall to the left of the hole, then wall-run off to camera left. Wall-run to the left once more and you'll reach the other exit from this room.

As you enter, you'll see spiked poles rise up and start spinning. This is your first official trap. Go to the edge of the platform you're on, and lower yourself down using X. Run between the poles. At the next gap, wall-run on the left wall and you'll reach a thin ledge. Climb up onto it, then edge along. When you reach the end, press A to jump off to the ledge behind you. Do the same at the third ledge. At the end, you'll find more spiked poles. Avoid them, and wall-run up the left wall at the next gap. Kick off at the end to reach the ledge, then edge to wider ground.

In this next wide courtyard, drop down onto the edge in front of you, then onto the lower ledge. There are three levels of ledges here, and, as you proceed along them, pieces will crumble off. You can't die from the crumbling ledges. They're just there to create the path for you. Drop and climb along the ledges until you reach all the way to the left end. At the end, kick off and grab the column. You'll see your quarry high up on the statue, but first you have to safely reach the ground. Jump between the columns all the way along the right side. The last column is low enough to safely drop off from.

At the bottom here, use your skills for running up walls to scale the statue. At its right hand, run up and kick off the wall to grab it. Once you reach the head, you'll have to employ a new tactic. Run up the right side, then kick off the wall, and repeatedly press A as you hit the wall to progressively wall-jump up the sides. At the top, you'll take the Dagger and its powers will be demonstrated.

Now, it's time to leave. Leap off to your right and the floor before you will crumble away. Wall-run the left wall and kick off at the end. Then, do the same for the right wall. Next, avoid the large series of spiked poles. At the end, you can pass the line by running towards them as they move away from you, and ducking into a small alcove to your side before they come back. Drop down to the next area and continue past more poles. Climb up out of the pit, and pass through the curtains to rejoin the rest of your company.

You'll now witness the pivotal cutscene, where we now leave the palace with the giant Hourglass containing the Sands in tow, as well as several slave girls and animals, including a young woman who seems to know what's going on. As you reach the palace of the Sultan of Azad, you'll present your gifts to him. The Vizier who surrendered to you will explain that to use the power of the Sands requires the Dagger, which the Prince will use on the Hourglass. Unfortunately, this releases the Sands, which destroy all around

them, except for the Prince, the Vizier, and the young woman. The Vizier demands the Dagger, but you'll refuse, running off.

You're now in a large hall. The young woman has run behind a closing gate, and you now have to face several Sand Creatures. This group is a mix of Little Hooks and Little Staffs. First, defeat a wave of five of them, then a second wave of nine. Once you've defeated your enemies, you'll automatically step into the nearby Sand Vortex, where you'll be given a vision of the future, and an opportunity to save the game.

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6C. "You Have Unleashed the Sands of Time" =
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A recent rubble collapsing has knocked some stone loose to the right of the gate you saw the girl. Use it to pass the gate, then run up the stairs. Follow the girl as she runs, but a block of rubble will drop in front of your path. You have no choice but to take the nearby doorway to your right.

Head down the broken stairs to the ground floor. That white cloud on the ground is your first SAND CLOUD. Stab it with Y to retrieve it. Get eight and you'll get another Sand Tank. Anyway, to get out of here, go to the corner of the room that's past the left side of the bed. You'll see a horizontal pole above you. Run up the wall under it to grab onto the pole. Make sure you're facing the other pole above you, then hold R to start swinging, after you get some good momentum, press A to flip off it to the next one. In the same way, hold R and press A on the next pole to reach the ledge. Climb up and inch along to the platform. Wall-run to the next platform, then wall-run and kick off to grab the pole. Flip off this pole to reach the balcony.

The path in the next hallway goes left, but first, climb up the rubble to your right to find another SAND CLOUD. Keep moving down the hallway, then turn left at the rubble. Wall-run to grab the pole suspended above the pit. Inch along the pole so that flipping off it will let you hit the next one. Keep flipping for all four poles to reach the other side. Drink from the fountain here, if you need it, then head into the next room.

Wall-run to the pole in front of you, then flip along the poles to the far side of the room. Wall-run to the next set of poles, then press X to drop down each one to the floor.

Time for some combat. You'll face five Light Hooks and Fat Clubbers here. By the time you finish, you should have completed your first Power Tank. Good job. Now, to leave this room, go to the left side (opposite the side you dropped from the poles), and run up to the next set of poles. These poles are situated one on top of the other. To get to them, flip out towards the wall, then wall-jump off it to get enough height to get to the next pole. From that pole, turn around, and flip up to the ledge, then climb up to the hole in the wall and step into the Sand Vortex to save the game.

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6D. "Had I Really Seen Her?" =
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Proceed along the hallway, use the fountain if you need it, and bust down the debris at the end. To your right is another SAND CLOUD. Take it, then move back to the left. Climb up the small rock on the left, then jump off to grab the bar. Inch to the right, then flip to the hole. Start dropping down the rocks, but stop at the nearby hole. Run through the hole into the next

passage. Keep going to the end. Get the feeling you're not in Azad anymore, Toto? Run up to the WATER OF LIFE fountain to take a drink and extend your life bar.

Back in reality, keep dropping down the rocks and jump across. to the other set of rocks at the lowest point. Drop down that pile, then wall-run across the hole and take another SAND CLOUD. Drop down onto the rocks in the preceding hole. Continue along the path and the girl will grab you. She'll introduce herself as Farah, the daughter of the Maharajah, and she says she wants the Dagger. You'll be less than trusting. Soon, you'll be set upon by Scarabs. You'll tell her to run while you fight. Simple sword-blows will take care of Scarabs, no need to retrieve Sand. Beat all eight, then heal up at the nearby fountain if you need it. Continue to the end of the hallway, then turn left and follow this path to another SAND CLOUD. Go back, and take the other exit to a new obstacle course.

Jump straight out to grab the first platform, then turn right through the doorway. You'll witness a cutscene where a bunch of birds carry off the Hourglass. All you can do is wall-run to your left over the collapsed hole. Go back through the doorway to enter the other room. Climb up the nearby column, then hop across the series of columns until the gap gets too wide. After that, jump off to the right to grab the ledges. Drop down, then wall-run across the wall and kick off to reach another column. Slide down and drop off. Take out these two Scarabs and take the SAND CLOUD.

Now, wall-run on the right wall and kick off to reach another column. Jump to the next column and slide down to solid ground. Scale the rubble in the corner, then run up the wall and kick off to grab the pole. Flip over the two poles to the next ledge, then run back the way you came and jump over the gap to the column. Grab the SAND CLOUD on this platform. Now, get back on the columns, and column-hop left as far as you can go, then jump onto the next small platform. Drop and hang from the left side, then inch around the corner. Drop down the ledges to the next platform. Exterminate the Scarabs down here, then wall-run along the right wall to the pole. Flip along the poles and land on the next platform. Few more Scarabs here. After they're gone, run to the railing on your left to flip over it. Jump out to the column and slide down to the bottom of the room.

Combat time. This mix is of Little Hooks and the extremely distracting Dancers. The first wave is five baddies, and the second wave is nine. There are two fountains at opposite faces of the room if you need them. Once they're all down, take the SAND CLOUD down here. If you have all of them up to this point, you'll get a new Sand Tank now. Step into the Vortex down here, as well.

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6E. A Secret Passage =
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Face the Vortex and turn right. See that cabinet? Run up to it and hold R to grab it. Slide it to the left or right to reveal a new path. Run down it, then wall-run on the left wall and kick off to reach another SAND CLOUD. Step on the white button here to open the gate. Head on through. When you get close to the bridge, rubble will bust it away. Wall-run along the right wall and kick off to reach the other end of the bridge. This next button here requires constant pressure to open. Just grab the box nearby using R and move it onto the button. Head through the gate to this next really big room.

To camera left is a pull-handle on the wall. Grab it and pull it all the way out to extend the bridge. Let go, and quickly run and jump across the bridge

as it retracts. You'll get a new friend here, who I like to call the "Excitable Guard". He'll tell you that he needs your help activating the Azad Defense System. What you have to do is move the middle platform around, pick up each of the four axles along the wall, then move them up to the top. There are two cranks nearby. One rotates the platform, and the other raises and lowers it. Don't worry, I'll walk you through it.

First, step on the lit-up "full moon" button near one of the axles to pick it up. Easy enough, eh? Use the rotator crank to go one click clockwise, then use the lifting crank to raise it one level. Go back to the rotator crank and go three clicks counter-clockwise, then drop it down one level. Step on the lit-up "new moon" button to take the second axle. Now, raise it one level, and rotate clockwise two clicks. Raise two levels, and step on the lit-up "half moon" button. Now, rotate one click clockwise and lower one level. Step on the "crescent moon" button to pick up the last axle. Now, raise it up one level, rotate one click counterclockwise, then raise it up one level to finish. The guard is most happy. I can picture him dancing a little jig right now. Now, a new bridge is extended. Cross it, then climb the ladder to your left. Jump up and grab the lever and the defense system will be activated. Everyone's happy, except for the guard, who's now begin killed. His attackers are now after you, so climb on down the ladder and take out the two Little Spears. Step into the Vortex after that.

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6F. The Palace's Defense System =
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Of course, this defense system is gonna cause more problems for you than the Sand Creatures. First, run up the stairs. Watch out for the Spiked Poles, and note the floor-spike traps on the floor (metal plates with holes). Walk across them very slowly to avoid tripping them. Past all this a pull-handle marked by a yellow button. Pull it out to open the gate at the far end, but also to activate all the traps in its way. You have about three minutes to traverse this trapped hallway before the gate shuts again. First, maneuver past the spiked poles. Next, wall-run up the right wall over to the ledge. Climb up on the ledge to avoid the buzzsaw, then edge along it. Kick off to the ledge behind you, then quickly drop down to hang from it to go under the buzzsaw. At the end, climb back up, and kick off to reach solid ground. At the next gap, wall-run along the left wall to grab the ledge. Edge out until the two buzzsaws start coming back at you, then kick off to the ledge behind you. Move to the end of this ledge, then jump back when the saws have passed. Make your way to the end of the ledge, drop down, and head through the gate. If it's too low to run under, roll under it.

Phew. Don't breathe too easy, because you've just entered combat. Ten Fat Clubbers and Little Spears to contend with, here. Once you're done, you'll find that one of the corners of this room has a fountain, another has some rubble in front of a SAND CLOUD, and the last has your next Vortex.

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6G. A Booby-Trapped Courtyard =
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Now, to move ahead, look for a white button on a wall. Run up the wall to step on it, which will raise a platform in the center of the room. Run up that, then jump up to grab the pole above you. Flip off the pole the ruined wall in front of you. From the wall, jump across to the walkway on the side of the area.

You've now sprung a slicer trap. These blades can either be timed to avoid,

or rolled under. Avoid the first one, then wall-run on the left wall and kick off to the next walkway. Avoid the slicer plus four spiked poles here. Opening the gate across the way means jumping out and grabbing the lever suspended above the hole. Flip off the lever through the gate, then hop up on the rubble to your left, and wall-run and kick off towards the ladder. Move left or right to spin around the ladder and climb up it. From this level, wall-run over to the next platform, then hang from the ledge in front of you, then edge around the corner. Climb up, then head to your right. Grab the SAND CLOUD. Climb onto the rocks here, then wall-run over to the hole in the wall. Drop down through the hole and you'll find another passage to the WATER OF LIFE fountain. After finishing there, you'll be teleported back to just before the hole in the wall.

Now, wall-run along the wall to your right to grab the pole. Flip off the two poles to grab the ledge. Move around the corner of the ledge so your back is to the platform, then kick off. From here, wall-run along the right wall, avoiding the buzzsaw. Kick off at the end to what little platform there is, then climb up onto the ledge. From the ledge, kick off to the pole. Turn around on the pole, and flip off to the platform above. From this platform, time your wall-runs to pass two buzzsaws. At the end of the second wall-run, kick off to the platform. Run past the closed gate, then wall-run past the buzzsaw and step on the yellow button to open the gate. Hurry back to gate to pass through it.

Another pull-handle that will start a trap course with a timed door. I knew you'd enjoy that. Pull the handle. Wall-run along either wall to avoid the buzzsaws. Roll to avoid the slicer. Now, run up the wall to hit the white button and immediately kick off to grab the platform that popped out. Climb up that, and the two ledges above it. Kick off to a ledge behind you, then climb up another two ledges. Edge around the corner and kick off to the platform behind you (lemme know if I'm going too fast for you). Now, you have a choice of wall-running along the left over a horizontal buzzsaw, or over to the right over two vertical ones. Neither run is a piece of cake, but pick which one you're more comfortable with, then head through the gate.

You'll have finally made it back to the reception hall you started in. You'll see Farah shooting arrows at a bunch of Sand Creatures, one who happens to be your father. Isn't that lovely? In addition to dear old Daddy, you'll face sixteen of a combination of Little Spears and new Big Spears. Big Spears cannot be Vaulted, but they can be Countered. Your dad, on the other hand, cannot be Vaulted or Countered. You either have to wait for Farah to shoot him, or dodge his attack and strike when you have an opening. He takes a lot of hits, but you should be able to destroy him with little trouble.

After the carnage, you rip off one of your sleeves to tie around a wound. Farah sympathizes with losing a father, while you retort that that wasn't your father. You automatically run to the Vortex, much to Farah's protest.

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6H. Death of a Sand King =
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The two of you will agree to partner up to get to the Hourglass to stop this madness. You'll automatically jump out a window onto a platform surrounding a tower. Heal up at the nearby fountain, then follow Farrah by wall-running across the platforms. Go ahead of her and face the enemies patrolling the garden below. She'll cover you with her bow. The enemies are a combination of Fat Clubbers and Dancers. The first wave has eight, and the second wave has seven. The water in the middle of the room can heal you if you have time. Once they're all taken out, step into the Vortex.

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6I. "I'll Try To Find a Way In" =
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Head up the stairs and take the SAND CLOUD. Move along this walkway, and past the gate. Wall-run over the crumbling walkway and you'll drop on top of a conical roof. Wall-run to the next roof, then wall-run over to the series of poles. Flip across all of them to the next roof, then wall-run back to the right and you'll drop to a wooden slope. Wall-run again to drop to the ground. Rotate the switch here to open the gate below. Bust up the barrels, then hang and drop from the wall down to the walkway below. More combat here, in the form of Little Spears, Fat Clubbers, and Dancers. First wave has seven, and the next has eight. Take the SAND CLOUD here any time you're ready. Once that's done, head into the next Vortex inside.

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6J. Climbing the Tower =
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Climb up the small rubble in the back of the room, then run up the wall to the ledge. Inch around the ledge, then kick back to the poles. Flip up this long series of poles with a wall-jump thrown in for good measure. At the top, you can head to the right for a fountain behind a pile of debris, or you can skip it and wall-run past the buzzsaw to the left for a passage to the WATER OF LIFE fountain, which is quite better. Anyway, once you're done, climb up the ladder here to the next platform. Avoiding the buzzsaws, wall-run around the outside of this area, hitting a yellow button as you run. Quickly make your way back and pass through the gate. Wall-run over the pit of spikes, then head down the stairs and step on the button, letting Farah back in. Head up the stairs and Farah will squeeze through a crack and pull a lever to open the gate. Head through to the next room, which is a big warehouse.

Go down the ramp and wall-run and kick off to the lever. That will move the ramps, giving Farah access to another lever. Now, drop down, avoiding the chomper, and run up the ramp to the doorway. Grab the pull-handle to open a gate and set off a relatively small number of traps. Pass the floor-spikes and spiked logs and run through the gate. Now, wall-run over the spike pit and you'll find you're back at the beginning of the warehouse. Run down the ramp to Farah, then to the left ramp. Wall-run over the platform with the chomper, then quickly wall-run again to the left and you'll grab the ramp. Run up and grab the lever. Now, it'll be a repeated run of you pulling a lever, then Farah, then you wall-running to the next lever. There's no real danger, just wall-run to the next one. Eventually, you'll make it to the bottom. Jump to a pile of crates, then drop to the ground floor and face your enemies.

If you have the GBA version of this game, there's a special box you can find while running along the walls. Just before the second-to-last lever is pulled, you'll be wall-running to the corner, and will be roughly level with a platform above the exit door. Don't pull the lever there, wall-run past it and down the ramp to the box with light. If you have the GBA game connected using a connector cable, bask the box open to open a new area in the GBA game.

There are Little Spears and Big Hammers here. Big Hammers cannot be blocked, but they can be Vaulted. The first wave has eight enemies, and the second has seven. Defeat them, then climb up on a pile of crates to take a SAND CLOUD. There are also two fountains to drink from here. Now, to get back up to the Vortex. On one pile of crates and behind another are two movable boxes,

marked by circular symbols. Push them over to the two buttons on the floor of the warehouse to raise some platforms. Climb up the lower platform and step into the Vortex.

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6K. The Warehouse =
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Now, climb up the other platform you raised and step on the yellow button to open the gate. Head through and hop over the spike pits in this next corridor. Once you get outside, the Prince will note that you're in the zoo, now. To your right is a SAND CLOUD. Further ahead are several enemies. You'll face a combination of four Big Hammers and Little Spears. If you want, wait to take the Cloud until after you take out the bad guys with Haste. Take them out and step into the Vortex in front of the kitty statue.

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6L. The Sultan's Zoo =
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Climb up the nearby dirt wall and then climb onto the tree as if it were a column. Jump off at the top, then drop down to the lower platform, and run out and grab the tree branch as if it were a pole. Flip over to the top of the wall, and drop down. Hit the yellow button to let Farah in. You'll notice some Birds. These guys aren't friendly. Either counterattack them, or block their attacks and strike soon afterward.

Once they're all dusted, enter the small shed and pull the box out to reveal a crack for Farah to crawl through. She'll pull a lever which will open the menagerie. Enter. Inside, find a low pole and jump up onto it. Hit the wall and bounce back to the pole above. Flip over the next two poles and to the platform. Run around the platform and jump out to the pole perpendicular to the others. Flip across to the other platform, then use the next set of poles to flip up to the next set. Now, run around the platform and find the ladder to climb up. Wall-run along to the left to the next platform, then wall-run again to the pole. Edge along the pole to the middle of the room, then flip to the next platform. Jump through the broken window to be out of the cage.

Next, run up the stone wall and kick off to grab the tree branch pole. Flip off it to the top of the menagerie. Rotate the switch up here, and you'll open a gate. Now, jump off towards the Vortex.

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6M. Atop a Bird Cage =
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Hang off the right side of the stone you're on and drop down to the rocks below. Keep dropping down and you'll reach a pole. Turn around and flip over to the next pole, and then to the platform. Don't go left yet, but at the end you'll find a high lever. You have to run up and kick off the wall to grab it. This creates a ladder for Farah. Head inside the passage.

In a room off to your left will be several Scarabs. Destroy them, then note the rather high lever. Climb up onto the higher stone platform, then wall-run to within range of the lever and kick off to it. It will open the gate in front of you. Enter and grab the SAND CLOUD, then pull the box to reveal a crack for Farah. She'll open the gate further on down the slope, so go through that. Time for another trap corridor. Pull the handle and head down the ramp. Watch out for floor-spikes, and roll under the slicers. Hop over the gap, then wall-run past the buzzsaws, then carefully step over the floor-

spikes and through the gate.

Now, hop across the broken bridge and enter the Vortex.

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6N. Cliffs and Waterfall =
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Head back across the broken bridge, then wall-run to the left to the trees. Climb up them, then hop off at the platform. Fight off the Birds, then wall-run over to the ledge. Inch around the corner, then jump back to the tree. Slide down, then grab the SAND CLOUD down here. Hop back onto the tree, then use it to hop to the next one. Climb up and hop to the next tree, then up to the platform with the waterfall. Fight off the Birds here and heal using the water, then inch along the ledge ahead of you, drop down and hop across the broken bridge. Rotate the switch to open the gate, then wall-run to the left, kicking off to grab the tree. Slide down and jump to the next tree, then to solid ground. Pass through this small cave and wall-run over to the gate. Pass through.

Down these next few hallways are naught but some Scarabs and a fountain. Proceed and you'll find a hole in the wall, leading to the baths, and combat. A mixture of Dancers and Chain Whippers greet you here. First you'll face eight, then thirteen. As these are the baths, water is just up the stairs in the next area, as well as the Vortex.

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6O. The Baths =
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Now, you can see a lot of platforms and ladders and such here, but you can't do anything yet. Don't worry, we'll get back to it. First, go up to the top of the room. Pull the vase away from the wall so Farah will take the crack route, then move it onto the button to hold a gate open. Now, head through, and avoid the swinging log. Drop down the ledges to the lower floor, then leap across the spikes. Use the wall-jump to make it up the other side, then run out before the other spiked log can hit you. Face off against these Chain Whippers and Dancers. First a wave of four, then another wave of four, then a wave of eleven. Once all done, heal up and hit the Vortex.

=====
6P. "There's Something Glowing Up There" =
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Move to the middle button and Farah will hold it down for you. Next, push the statue against the button on the left wall, then run up the wall and hit the button on the right wall. This will open all the gates leading to the switch off in the left side of the room. Run through the gates before the first one closes, grab the SAND CLOUD, and turn the switch, which will drain the water.

Now, you need to activate two high-up levers, one on each side of the room. At the wall near the entrance you'll see a ledge, run up the wall and grab it, then leap to the pipes hanging above. Now, you won't be able to flip all the way there, so when you can't, look for columns further out in the room. Use them to get back to the pipes and to the lever. Do this for both levers and the drain will open near the entrance. Push the nearby block down the drain to drop it into the lower room.

Head back to the first bath room, past the swinging log, and push the block

down the small waterfall. Then, push the block up against the broken ladder, then climb up and grab the SAND CLOUD. Now, run up the wall further to reach the window up here. Drop and hang off the other side, then drop down to the next ledge. Climb up and make your way along this platform, then back through the hole in the wall to another ledge. Jump from this ledge to the column in the middle of the room, then to the ledge on the wall ahead of you. Climb up, then hang from the ledge above and edge to the right through the hole and back into the first room. Move along the ledges to the corner, then hang from that ledge and move around the corner, kick off and flip off the pole. Wall-run to get to the other corner, then wall-run again to find another window. Walk through, then run up the back wall and jump off to hit the pole. Flip over to the other side, where there's a ledge. Edge over to the walkway and move on. Break the barrels, step on the yellow button, and avoid the slicers as you make your way to the next room, where you'll fight Chain Whippers and Dancers, twelve of them. Step into the Vortex after you've beaten them.

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6Q. Above the Baths =
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Head up the stairs to the next area. Take the dresser nearby and move it towards the edge of the platform. Hop on, then jump up and grab the pole above you. Flip over to the columns in the center of the room. Column-hop all the way to the other side of the room. Grab the SAND CLOUD over here, then head over to the other opening. Wall-run on the left wall and FINALLY, you'll reach the SECOND SWORD.

Now, you have the power of basticating, so wall-run back over and knock down the wooden door. Head down the stairs and look for a weak wall on your right. Bust it down and you'll find a passage to the WATER OF LIFE fountain. Continue down the stairs and bust down the other door and you're back in the original room. Now, head for the other side of the room and knock down the wall. You'll head down a flight of stairs into some REALLY old ruins. First, pull the loose block away from the wall to reveal Farah's way out, then move the block towards the obvious groove in the wall. Climb onto the block, run up the wall and kick off to grab the pole.

Flip over the poles to land on a solitary platform. Leap over to the other nearby platform, then hang down and inch along the ledge. Drop down to the lowest ledge, and move to the end of it, then wall-jump all the way up to another ledge. Inch all the way along the ledge, then jump up to the ledge above, stand on it, and jump back onto the platform behind you. Grab the SAND CLOUD. Now, Farah will mention a ledge below you. Hang off the platform and drop down to the ledge. Inch around and kick off to the platform behind you. Inch along these ledges, climbing up as necessary, and you'll reach Farah.

Up in this room is a rotator switch. Turn it ninety degrees to open the gate. You can turn it a further ninety degress. Now, why could you do that? Run up to the wall that the switch is pointing to and hack it down, even though it doesn't look weak. You will have UNLOCKED PRINCE OF PERSIA 1. The switch, pointing in that direction, opens the gate. If you want, you can go through the gate, which will immediately jump you into PoP1, and the only way to get back is to reload your last saved game, and you can save right here. If you don't want to play PoP1 now, you can always go to the menu and do it from there.

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6R. A Long Buried Secret =
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If you don't unlock PoPl, you won't have a save under that name. Look at the above paragraph if you're looking at this for the first time. For the sake of the walkthrough, we'll continue on with the rotator switch pointed at the first gate.

Head through and slay all the Scarabs in this area. Move the stone away from the wall to reveal a crack for Farah. She'll crawl through and find a switch to reveal some platforms for you. Wall-run and kick off to make your way along all these, then follow her up the ladder.

In this next room, you'll face Big Spears and Little Hooks. First a wave of four, then five, then twelve. Be sure to use your Counters well. After you're done, step into the Vortex.

=====
6S. Daybreak =
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Break down the weak wall and continue on. Drink from the fountain along the way. The switch to open this next gate is just beyond that debris. Quickly follow Farrah into the mess hall. Time to take out a bunch of Big Staffs and new Big Swords. Fight a wave of eight, then seven. After that, you can hit a new Vortex.

=====
6T. A Soldier's Mess Hall =
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I know you're looking for it. The Fountain is down the short flight of stairs. You'll probably need it after that last fight.

Okay. Climb up on top of the debris in this lower area. Climb to the high point near the wall and wall-run over to the pole off to your right. Flip to the next pole, then to the corner ledge. Move around to the right side, then climb up and jump to the pole off to your right. Flip across to the far ledge, climb up, and move over to the SAND CLOUD. Now, go back over to the left and push off the ledge to the pole on your left. Flip over to the enclosed area, then wall-run once you reach the end of it to reach a platform with a pressure plate. Step on it and proceed through the door.

You're outside now, facing a raised drawbridge. Run to the left of the drawbridge, and when you get to the end of the path, leap off to the poles in the distance. Flip to the next one, then flip-wall-jump to the pole above you. Turn around and flip to the platform ahead of you. Wall-climb up to the spiked poles above you. Navigate this little pole maze off to your left. Soon, you'll face floor-spikes in addition to the poles. Tiptoe across them, then move past the poles, then tiptoe immediately once you reach the next floor-spikes. Proceed to find a hanging-wall-climb-jump-off lever. Grab it and the door back into the mess hall will open.

Farah will call for you, so head down the stairs to your left and jump-grab the hanging lever in the lower landing to move a ladder to give her access. Go back to the other side of the door you just came through to find a gate not entirely shut. She'll crawl under it and step on the switch. Grab the SAND CLOUD here, and then grab the hanging-wall-climb-jump-off lever here to lower the drawbridge. Head back outside the way you came in. You'll find the two of you can drop down to drawbridge level using a raised scaffolding. Cross the drawbridge.

You'll face the tall order of fourteen guards here, combination heavy staff, heavy sword. The fountain is on the near side of the drawbridge if you need it. Once all are down, hit the Vortex.

=====
6U. The Drawbridge =
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Cross the drawbridge and enter the next room. Rotate the switch to open the gate. Climb up the near stairs, but ignore the hanging switch at the top, it can't be pulled. Instead, about halfway up, wall-run onto the lowest pole, and flip up the series of poles to the next landing, and grab the lever up here. You'll rotate the middle bridge halfway to Farah. Try to pull it again (and fail) and she'll pull hers to move it over to her. Now, grab it again and it'll turn once more, allowing her to move on and find another lever that raises the bridge a level.

Climb up the rubble and up to the ledge. Mind the buzzsaw and climb up the next ledge. Jump off the ledge to the bridge behind you. Then, turn around and leap to the hole. Climb outside and marvel as the Prince tugs a loose sleeve off. Drop down to the lower ledge, and bust up the barrels off to your right to allow you to wall-run to the pole. Flip to the ledge then head back into the tower. Grab the hanging-wall-climb-jump-off lever and you'll rotate the bridge. Move to the end of it and Farah will grab her lever. Leap to the ledges and push off, grabbing the ladder. Climb up and head off to the left of the gate. Wall-run and grab the lever to move a ladder. Head back to the gate, and Farah will crawl through a hole and open it.

Head to the bridge and you'll tango with nine Birds. Farah will cover you. Once you cross the bridge, it'll break into crumbs. Farah will mention that the switch to open the gate is broken, so it looks like you need another route. Step into the Vortex to get a hint.

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6V. A Broken Bridge =
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There's a Fountain around the right of the scaffolding if you need it, and a SAND CLOUD around to the left. Climb down the part of the bridge that just broke off and lower yourself to a pipe. Shimmy to the right and leap off to the column behind you. Jump to the next column, then to the lower ledge. Shimmy all the way around the far side of the ledge. Now, you have to get down, and to do so safely, you need to wall jump down the walls.

Don't relax once you reach the bottom, because it's crumbling away as we speak. Quickly run to the left, wall-climb up the wooden wall and jump off onto the pole. Flip up to the ledge on your left. Farah will shout things at you, and you can drop down the other side of this wooden tower to a ledge. Shimmy around and push off to the column behind you. Grab the SAND CLOUD.

Now, grab the other column here, climb up, and jump off the ledge to the left of Farah. Shimmy around, and drop off to the lower ledge. Farah will mention that she's moving on ahead, and to meet back up at the baths. After she leaves, the Prince goes into a quick tirade about her and women in general. All you have to do is carefully use the Control Stick to maneuver across the thin wall. Once on the other side, move along the ledge to the right. There's a Fountain here, if you need it. Don't worry about the Birds in this area, just wall-run the wall to camera left, then jump off and grab the pole. Flip across the series of poles to the Vortex.

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6W. "I'll Meet You at the Baths" =
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Okay, drop down the ledge you're on, and you'll find more thin balance-beam walls like the one you just passed. You have to navigate these. Don't worry if you lose your footing, you'll grab the wall and be able to haul yourself back up. You also have to make several jumps to walls further off. Once you reach the center, the Birds will attack. There are six, but they're not that hard to take out, even in your position. Continue along the beams, jumping gaps, and eventually, you'll reach a hanging lever. Grab it to produce a ladder and raise a gate. Take the ladder down and find the SAND CLOUD down here, then enter the gate and pull the other lever. This will release a bunch of Scarabs, so mow them down.

Pull the lever in a small room nearby. That opens the gate, but it's for running under (why would it be, you have a hole to the side). What you have to do is run all the way back up the balance beam course to the beginning, then wall-run across the raised gate to a SAND CLOUD. Grab the lever here to drop a ladder on the other side. Wall-run over the exit to the other side. This area has a pressure plate to open the exit gate, but first, bust down the barrels and the weak wall behind it to uncover another passage to the WATER OF LIFE fountain. Once done there, step on the plate, slide down the ladder, and pass through the now open exit to a cavern. Bash down the wall and proceed further. The Prince will talk to himself some more.

Cross the balance beam, and bust up the items to clear the way to drop down to the lower ledge. Climb down this series of ledges and drop to the stream below you. Take out the ten or so Scarabs and grab the SAND CLOUD. Now, climb up the stone and cross the balance beam. Drop down another series of ledges to a platform. Jump across the waterfall to another platform, then cross the balance beam. Watch out for the Bats that will swarm you. Use your sword to swat them away.

Once on the other side, wall-run across the wall to the left. Don't worry, you'll reach the other platform safely. Shimmy out along the ledge, swatting at more Bats (who make a habit of picking the most inopportune times to bug you), then go to the end of the ledge. Push off and jump behind the waterfall to the platform, then onto the next balance beam. Cross it, then wall-run over to the Vortex.

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6X. Waterfall =
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Cross the balance beam, then enter the passage and bust down the wall. In this next area are wooden platforms on the walls. You have to wall-run between each of them quickly, because they collapse. Once you reach the other side, you'll find a pool of water. Drink from it if wounded, then bust down the far wall. There are more collapsing platforms in this next area, and it ends in a ledge. Once on it, more Bats will show up. Deal with them, then move along the ledge. Hop up to the next one, and be ready for a painful run. Push off onto the hanging stalactite (which, naturally, collapses), then immediately jump to the wooden platform, then wall-run off it and leap off the wall to the next two stalactites, after which, you'll hit a ledge, where you can catch your breath.

Climb up, edge across and push off to the next stalactite. Jump across this series, and you'll end up at the next Vortex.

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6Y. A Cavern of Ladders =
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More stalactites, aren't you happy? At the end of this run is a SAND CLOUD. Next, you'll see a large bunch of wooden platforms (that DON'T collapse). There are actually two ways down, but both involve wall-running into a ladder. At that point, you can either go up or down. I suggest up, as your path will take you across a glowing box you can break (which unlocks a new area in the GBA version of the game, IF you have it connected to your GameCube). Take wall-runs and ladders over to find a ladder descending to the bottom. Drop off and head to the far passage.

Bust down the wall to enter a large well (you can tell by the buckets hanging from ropes. To the Prince's left is a small pile of stones that are dry, and you can use those to wall-climb up to the ledge, then jump out onto the nearby rope. Turn on it, and swing towards the Vortex.

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6Z. An Underground Reservoir =
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From here, climb up on the ledges. You now have to maneuver these metal supports like ledges and balance beams. Cross to the middle of the room, then over to a pillar with a broken top. Climb up onto the pillar to reach the next level of supports. From the middle of the support, jump onto the bucket across from you, then swing to the far wall. Move along these supports and you'll soon get in range of another bucket. Jump to this bucket, then turn to face camera right, and get a couple of good swings before you make the leap to the next bucket. Now, turn right and swing to the orange corridor.

Ahh, buzzsaws and choppers. Climb up the ledge on the right and use it to get to the far side, avoiding certain death. Be sure to grab the SAND CLOUD in the lower area, then leave by the upper door.

Grab the lever in this room to open a drain and release a bunch of Bats. Deal with them, then get ready to descend the pipe lined with slicers. Keep dropping, and remember you're most safe when hanging, not standing. Down in this area, push the box out to the main well, then take out the Bats harrassing you. Push the box over to the nearby SAND CLOUD, then climb up and grab it. Now, climb up the ledges here and cross to camera right, over the enclosure you just left. Make your way out on the beam and jump onto the bucket. Swing across two buckets, then turn left and you're at the last one.

Don't climb out just yet, though. See that orange corridor nearby? Swing into it. There's a SAND CLOUD that's a short wall-run away (over a chopper), and wall-climbing will get you in range of some hanging pipes. Flip across them to the high platform and bust the wall down to reveal the way to the WATER OF LIFE fountain again. Now, you can go back to the bucket and climb up the rope.

It's clobberin' time. First, seven guys, a mix of Fat Clubbers, Big Staffs, and Big Swords. After that, the same mix, only with fifteen guys. Good luck. There's a pool just inside that door on the far end if you can get to it. After eviscerating everyone, grab the SAND CLOUD, heal up, and step into the Vortex.

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6AA. Out of the Well =
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Head through past the pool and enter the next room. Now, for a little rope trick. Hop onto the rope suspended over the spike pit. Swing towards the white switch on the wall and release to hit it, only make sure you push off the instant you hit it to jump back onto the rope. Next, turn to camera left and do the same thing for the yellow button, only be quick, because the drawbridge will stay down, but the gate won't stay up long, so quickly swing back after you hit the yellow switch and run through.

Grab the SAND CLOUD here, then pull the yellow handle all the way out to set another trap set in motion. Now, wait until the swinging log is on a come-back, then run across the white button and under the log. The white button will extend a bridge you can immediately jump to. Land on it, then wall-run up the right wall past the buzzsaw. Jump off the wall once over solid ground to avoid the spikes, then run up the stairs, and roll under the slicers to reach the end, and Farah.

As well as combat. In a mix of Dancers, Chain Whippers, and Big Staffs, you'll first face eleven enemies, then another nine afterwards. After the fight, heal up at the pool in the center of the room and hit the Vortex.

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6BB. The Sultan's Harem =
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Move through the curtains on the left wall (facing the Vortex) and break down the weak wall, then the next weak wall. In this next area, grab the nearby SAND CLOUD, then grab the high lever. This opens a gate next to the Vortex, so run all the way back to it, watching Farah run by through another gate as you do. In this collapsed passage, wall-run the left side, then leap across to the right and grab another SAND CLOUD.

Break down some more walls and you'll finally meet back up with Farah, who will help you deal with fifteen of the mix you've been fighting, then another eight, then another four. Phew. There's a pool in the middle of the room around the corner. After defeating all these bad guys, you'll automatically step into the Vortex.

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6CC. "What Did You Call Me?" =
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After a rather interesting development, you'll need to move the nearby statue, exposing a crack for Farah to crawl through. She'll open the nearby gate. Head through and rotate the switch to open the next gate. Head on down the next hallway. There's more combat here, in the form of Little Staffs and Big Staffs. First six, then eight, then nine, then seven. Must we go on? Step into the Vortex.

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6DD. The Hall of Learning =
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Now, head back the way you came and rotate the light-reflecting mirror so it faces into the library. Now, follow the light beam and push around each mirror so that it reflects the light. You'll have to knock down a wall to get all of them. Once you light up the mark on the middle structure, it will raise. Climb as high as you can on the structure, then leap out towards the

gate to grab the crumbling wall. Balance along it and jump to the far wall, where there are ledges. Wall-run over to the next platform, then push off the ledge to the pole. Flip over to the platform. Farah will find a lever which reveals another light-up symbol.

There's a button on one of the pillars. Run-climb up the wall to tap it, which pushes out a section of wall on the bookcases. Run up the left wall, then wall-jump using that new section to reach the top. Now, wall-run over to the right to reach a new platform. Wall-run to the right again and jump off to grab a ladder. Climb up. At the top of this platform, you'll see balance beams above you, as well as a SAND CLOUD in front of you. Run up the opposite wall and kick off to grab them. Move and jump across carefully. After that, you'll wall-run past a series of four buzzsaws. Once you cross, hack up the far wall to reveal another passage to the WATER OF LIFE fountain. Don't worry about the crystal in this area.

Wall-run back across, then across the balance beam to the middle of the room. Rotate the mirror so that it points to the side opposite where you came from (there are mirrors over there). You can't go that way, though, so turn right and take the remaining balance beam. Manuever to the left post and jump off the platform. Use the wall and the poles to flip up to the top one, then manuever to the far end and flip over to the other balance beam. Climb up and jump off that beam over to the side that just broke off. Step carefully to the beam over the platform and drop down. Now, move the two mirrors so that the light beam hits the crystal at the far end. Once that happens, the light will shine on the second level.

To head down, wall-run across the nearest wall to a ledge. Move along the ledges, hop across the platforms, wall-run again, and you'll end up at the second vertical mirror again. If you haven't turned it, turn it now to the far end to extend some platforms. Jump across the platforms to Farah and she'll mention she saw one more symbol. You can use this opportunity to hop down and grab that elusive SAND CLOUD on top of the lower bookshelves. You'll have to hop back up to that spot, though.

Anyway, from the third platform that rolled out when you hit the second light-up symbol, you can reach a rope. Jump to it, swing to the next one, then leap off to the ledges opposite you. Some will crumble, but there's a clear path to climb up, and then you can hop onto a ladder. Climb up it, then bash down three walls in a row. One room has a mirror, the next a lever (grab it to extend two platforms over to the highest set of mirrors) and the last has a crystal. Move the nearest mirror out of those rooms, then head over the platforms you just extended. Now, move the mirror pointing the light beam to the right out of the way, and head down and take the mirror pointing left and put it in its place. Go back and put the newest mirror in the light's path and line it up so it hits the crystal.

Now, you may head down. Of course, that's easier said than done. From the large platform with the two mirrors, wall-run, and ledge grab all the way over to the second vertical mirror (just like you went to get to the platforms the second symbol), only this time, the platforms aren't there. Simply go to the edge near the poles and you'll hop over the side. Drop down onto the bookcase and you can kiss blessed terra firma. Not only that, but head into the gate you opened and you'll pick up the THIRD SWORD. Grab the handle behind it and you'll open the gate. After all you've been through, running over and rolling through a slowly dropping gate should be child's play.

Proceed through the halls and you'll end up in combat. Fifteen Little Staffs and Big Staffs to contend with. Once that's done, head to the next Vortex.

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6EE. Observatory =
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While you were in the Vortex, Farah found another switch. Get on the stair platform and she'll press it. Jump across to the platform. Take the SAND CLOUD on your left, then head to the series of poles on the right. Flip up them and you'll reach a blue switch. Rotate it to move the blue lights. Make it so that the pole sticking out of the big light is lined up with the opposite platform. Swing straight across, stick to the middle column, and flip to the other side. Now, rotate the red light. Make it so that the pole lines up with the platform that is now to your right (it has a white button). Swing to the middle column, then flip to the lever. It will spin the lights into the proper alignment. Now, flip to the button to extend two platforms that go to your left. These don't stay long, so get moving and wall-run back over to the blue switch. Don't bother touching anything; just flip to the center column, and this time to the right, to the other lever. It will open the gate. To get down, just grab onto the ropes, and slide down, hopping from rope to rope when you hit counterweights. Run through the gate once you reach the bottom.

Ha ha. Why don't you just take the crack? Farah will take off and open the far gate, leaving you to deal with Trap Land. To your left are some spiked logs and a fountain. To the right are sword-slashers (roll under them), and a swinging log across a gap. Jump the gap after the log passes you.

In the next area are floor-spikes and sword-slashers. Step across the first row of spikes, then quickly step on the yellow button when you get an opening. You have about ten seconds, so head through the gate.

Another pull-handle. Pull it out to open the gate and activate the sword-slashers. Roll under them, watch the rubble, and get through the gate. Farah will be behind a gate, leaving you to deal with the Big Swords that cropped up. There are five, and there's water right where you start, so use it. Once they're all history, step into the Vortex.

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6FF. Hall of Learning Courtyards =
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Climb up the ladder in one of the corners, then push off it to the nearby balance beam. Climb up, and jump across, and tango with the three Birds up here. Once they're out, jump over to the next balance beam, then to the rope. Swing on the rope to the left onto another balance beam, then hop to the pole, and flip to the far platform. Wall-run over to the balance beam on the far end, then jump over to the pole. Flip up to the upper platform and take out the last two Birds. Then, wall-run to the next balance beam, and leap onto the rope. Swing to the next rope, then leap out in the same direction to the ledge. Wall-run over to the right to reach a lower ledge. Drop down from there and you'll find a rotator switch. Spin it to let Farah loose. Now, to avoid the spikekeys, flip over the right wall and inch along the outside. Flip back and enter the latest trap corridor (all the while being entertained by the Prince's dirty thoughts).

Wall-run down the left wall to the first slicer. Might want to just leap off the wall to avoid getting hit. Roll past the next few slicers and take out the Scarabs occupying the ground floor, then grab the SAND CLOUD. Head out the door to find Farah again.

If you have the GBA version of this game connected via the link cable, go back to the room Farah was in to find the third and final glowing box. Break it open to open a new area in the GBA version.

These next few hallways are just some simple spike jumps and Scarab killing. Once you leave these halls, you'll see the Tower of Dawn not too far away. Hop across the gap and take out these Little Hooks and Big Swords, about fifteen in all, I think. Hop into the Vortex after you're done.

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6GG. On the Ramparts =
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Now, before moving on, hop down the outside of the broken wall. Down here you'll find a SAND CLOUD at one end, a pool of water in the middle, and another SAND CLOUD at the other end. Climb back up and head to the gate. Farah will crawl through and move on. Hop over the left wall onto the pole, then flip to the balance beam. Climb up, edge around, then jump off the other one to the other wall. You'll move ahead, and oops, crumbling floor you didn't see. Aiiieeee!

Now, shirtless and greased up, it's time to tackle the dungeon. Climb down the ladder, the wall-run four times around the room, each time hitting switches that extend your landing ground. You'll take a lift down to the next floor and do it again four times. On the next floor, you now have to jump off the wall after you hit the switch. Instead of hitting a last switch, you'll hit a pole to take you to a ladder down to the lift. For the final floor, you have to swing off a pole to hit the platform, and do it quickly. If you work up a good rhythm, it shouldn't take too many tries.

When finally on the ground floor, you'll immediately wish you weren't, because it's fightin' time again. Little Hooks and Big Hammers are your foes here. First a wave of five, then a wave of seven, then ten. Once they're all sufficiently owned, hit the Vortex.

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6HH. A Prisoner Seeking an Escape =
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Around the far end is a SAND CLOUD and a fountain, as well as a yellow button behind some debris. Back the way you came was a small cage that will substitute for a box. Move it onto the button and continue through the gate.

In this corridor, hit the wall on your right to find another passage to the WATER OF LIFE fountain. Once done there, you'll need to hit the yellow button near the sword-slashers to open the gate. Run up the wall to hit it just as the slashers pass, then quickly run through the gate before they come back.

Now, you're in the torture chamber. Grab the SAND CLOUD here. There are two pull-handles here. They each close a section of the wall-crusher. Quickly pull both of them to leave a small enough space to wall-jump up the crusher and to the top. From there, run-climb the wall and jump onto the beam behind you. When you climb up, you'll find you released some Bats, so take them out. Jump across the Balance Beam to the next one. Here, you'll see two yellow buttons on opposite walls. Bounce off the walls to hit each of them, which will close the other crusher. Wall-jump up that one, then run-climb up the wall and kick off to reach the next balance beam. Jump up to the poles, then flip up to the next balance beam. Jump across to the large pole in the middle of the room, then flip across to another SAND CLOUD.

In this part, you have to continually, run-climb onto buttons, kick off to the platforms they make, then repeat, about six times. At the top is a balance beam, which leads to a ladder. Continue climbing up ladders, kicking off, then flipping off poles onto new ladders, and you'll soon be free.

And you'll find Farah quite busy. This round of combat will pit you against a titanic twenty-five count wave of Big Hammers and Big Swords. Fight smart and survive these odds. Once they're all dust in the wind, head up the staircase to find a fountain, then further up to where you originally fell to find a SAND CLOUD. Lastly, step into the Vortex.

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6II. "At Last We're Here!" =
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You'll regain consciousness after a somewhat disturbing vision, and act a little defensive towards Farah. Anyway, time to enter the Tower. Your first button to press is up the stairs a bit. That will raise a block nearby. Quickly run up it, and then wall-run to the left to reach a platform with the next white button. Run-climb the wall to step on it and raise another block. Climb that block and wall-run to the right to reach a platform with a box. Push the box off the platform and under the yellow button on the wall. Run-climb up the wall to hit it and pass the gate. Take the SAND CLOUD right behind it.

Crossing the bridge to the tower, you'll find several Birds don't want you to enter. Take them out and proceed in. There's your last SAND CLOUD just as you walk in, so grab it and proceed. Hit the rather obvious weak wall ahead of you to once again take the trip to the WATER OF LIFE fountain, then to the main room.

The room will lift up the tower, and you'll be set upon by its contingent of bad guys. Big Hammers, Big Swords, and Big Staffs, all looking to make you pay for trespassing. I honestly lost count on the number of these guys, but my best estimate is about thirty, maybe more. Don't forget to use your Haste power to make short work of several of them. There are fountains on either side of the throne area, but those won't do you any good if Farah goes down. Remember that you can vault Big Hammers, but not the others.

So, if you survive this mess, you'll reach the top. There's a level near the white insignia, so grab it to open up the way to a lift. Ride the lift and you'll reach the treasury. Step into the Vortex here to have that lousy vision again...

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6JJ. The Hourglass =
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Proceed up the path. Farah will tell you to climb on top of the Hourglass. To do this, jump onto the ledge above the entrance door from here, then wall-run up the side of the room, from platform to platform. At the last, kick off the wall onto a pole, then flip on top of the hourglass.

Watch the FMV cutscene. I won't spoil what happens here, or subsequently...

Okay, head down the ramp and the loooooong flight of stairs. Once you reach the bottom, you'll hear Farah, but you won't be able to see her. There are a bunch of exits out of there, but they all lead back to the entrance. There is a trick, though. Walk in front of each door. In front of one of

them, you'll hear splashing water. That's your cue. Enter that door, and you'll emerge from another. Keep listening for the splashing water, and you'll eventually make it through the last door to one interesting cutscene...

After this point, you'll lose the Dagger of Time, so you'll have NO SANDS to use. Keep that in mind as you make your moves...

Anyway, you'll come to in the tomb you first fell in, sans weaponry, but you will find Farah's Medallion. And, oh teacakes, you have bad guys bearing down upon you. Just run past them and into the next room. You'll see something on the plinth in front of you, but there's a force field blocking it. To remove this force field, you need to activate the light-up switch on the opposite face. To do this, push the mirror that reflects the beam to the right in front of the main beam, then move the one that will bend it back left in its path. Adjust that mirror so that it hits one of the pillars on the back wall. Those pillars are mirrors also, and will end up pointing the beam back your way. Now, head to the other side of the room, and move the mirror that will reflect the light into its path, then the last one, so that the light bounces onto the light-up switch, removing the force field. Step up to the plinth and take the FINAL SWORD. Mean-looking piece of weaponry isn't it?

Now, break down the wooden door and head outside. Wall-run towards the pole, then use all the poles to flip up to the platform with all the enemies. Engage them. Liking this sword yet? There's really no need to count, here. Once all enemies are dust, step into the Vortex.

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6KK. "Farah! Come Back!" =
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Drop down the ledge on your right. Drop down to the ledges, then edge your way over to the left. When you can't go any further, drop down to the beam below you. Edge forward, then hop up to the bar and flip up to solid ground. Break down the door in front of you for the final WATER OF LIFE passage. Getting out is a bit tricky, and requires you to pull the lever above you, then flip from it to a bar, then wall-jump off the trapdoor you just opened.

Scale the ledges up the wall. When you reach the top, you'll find a fountain. Head to the left and run-climb the wall and hop back to the beam. Climb up the beam and jump over to the pole. Shift along the pole to the left edge and flip over to the beam. From the beam, take out the attacking Bats, then move to the end, and jump over to the column. Slide down and head through the door.

Now, wall-run the left wall, then kick off and wall-jump up to the ledge. From this vantage point, run up the left wall, then kick off and wall-jump to the top. From here, you'll see Farah run through a crack in the wall. Take on the enemies here. There's a fountain nearby if you need it. Once all are down, use the Vortex.

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6LL. Climbing the Tower of Dawn =
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Run-climb up the right wall, then grab the pole. Flip up to the beam above you using the wall, then shimmy along the beam. Jump up to the ledge, then move along the beam to the part that sticks out. Jump over to the left, then move along that beam to the part facing the column. Jump to it, then to the next column to your right. Climb up that column, then kick off it in the

direction of the wall. Kick off the wall and you're up.

Run along the path, and along the ledge to your left, swatting the Bats that show up. Drop down at the end of the ledge, then climb up to the little alley. Wall-jump up it to the ledge and move along it, swatting Bats. At the end, move out onto the banner and jump to the next one. Move along the ledge all the way onto the metal part. Drop from the metal beam to the pole below you, then move along that all the way to the other end, where you basically have the same stuff, just going the other way, and another flock of Bats. At the end, wall-jump up the alley on this side to reach another ledge. Edge around and climb up to the other ledge. Kick off to the other side. Make your way around these crumbling ledges, then at the end, kick off to a series of poles. After flipping through them, edge around a broken tower, then drop and grab onto that edge on the outside. Make your way over to the alley and this time wall-jump down it.

At the bottom, step on the yellow switch. This will open a gate and also crumble the bridge. Wall-run to get across. Next, climb the ladders in this tower, jumping from one to the next. Watch out for the Bat swarm here. Once you get to the top, you have another fight on your hands. Once they're all gone, use the fountain off to your right if you wish, and climb the rocks to your left. Hit the Vortex.

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6MM. The Setting Sun =
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Now, climb back up the rocks you just got off, and grab the column here. Climb up it and jump to the poles. Swing quickly to the next pole because the first crumbles. This creates your way up, though. Manuever around the second pole past the turn, then flip to the ledge. Climb up it, then kick off to the beam. Step along the beam to the far end, then wall-run past two platforms. Step out onto this beam and step all the way to the ruined tower. Wall-jump up the inside of this tower to the top.

To the right is a path to a fountain. To the left is the way forward. Wall-run to the left to the next platform, then out towards the tower. Take out the Bat swarm, and then step out onto the beam. Cross it. Take out the Bats here, too. After that, wall-run again to the left to another platform, then wall-run one more time, and kick off the wall onto the column. Climb it, then jump off onto the tower. Climb the tower's column. At the top, jump off to grab the pole. Flip off the pole to grab the wall. Climb up. Proceed along to the right and wall-run. Kick off and grab the ladder. Climb it, then jump off to the column. Climb up the column, then jump off to the opening.

Watch the cutscene.

You're now facing a whole bunch of Big Swords. The best way to get the drop on them is with Rebounding off the walls. Now that you have the Dagger of Time back, you can use it, but the sands have been emptied. Since your sword dusts enemies in one hit, you'll have to rely on your enemies to hit each other, which they will. At that point, you can use the Dagger to draw the sand into it. You won't fill your Power Tanks, but at least you'll still have your Rewind power. Once all the Big Swords are down, you'll automatically enter the Vortex.

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6NN. Honor and Glory =
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Did you watch the cutscene? Good. Now, you have some understanding of the premise of this whole "story". Time's Ocean has brought you back to the point of your failing and allowed you a second chance, but the Vizier doesn't seem to like that version of the story, and wants a piece of you.

The Vizier's a formidable duelist, but he's not foolish. He'll protect himself behind the curtains and send a shade of himself out to fight you. All you need to do is hit the Vizier repeatedly, which is easier said than done, but dodging when he attacks will give you a good opening. Since you have a fully-powered Dagger, use Haste to make quick work of one of the shades. Defeat three of the Vizier's shades and he'll be vulnerable. Strike him through the curtains to knock him outside. After that, he'll taunt you some more, so finish him however you wish, and it's over! Congratulations! You prevented a catastrophic event by making sure it never happened in the first place!

7. GAME LISTS

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7A. Sand Clouds =
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There are forty-eight of these, giving you a maximum of ten Sand Tanks. I start by marking the "stanza" that they occur in, denoted by the last Vortex you passed through.

- 1) "You Have Unleashed the Sands of Time"
In the very first guest room, drop down to the floor and pick it up.
- 2) "You Have Unleashed the Sands of Time"
Just after you leave the first guest room, climb up the rubble to the right.
- 3) "Had I Really Seen Her?"
Just after the debris at the beginning of this stanza, turn right.
- 4) "Had I Really Seen Her?"
After you drop down the pile of rocks to the floor below, this is right across the hole down to the next floor.
- 5) "Had I Really Seen Her?"
After beating your first bunch of Scarabs, turn left at the end of the hallway. Follow it all the way to the end.
- 6) "Had I Really Seen Her?"
In the guest room in this area, you'll find this on the second floor near some Scarabs, at the bottom of a column ride.
- 7) "Had I Really Seen Her?"
In the guest room in this area, you'll find this on the top floor in the far left corner after flipping up some poles.
- 8) "Had I Really Seen Her?"
In the guest room in this area, you'll find this on the ground floor.
- 9) A Secret Passage
Just after entering the passage, you'll find this after a wall-run.
- 10) The Palace's Defense System

After you first "trap corridor", you'll find the cloud in the open area where you had some combat.

11) A Booby-Trapped Courtyard

After the first slicers you face, you'll climb a ladder and edge around a ledge. The cloud's there.

12) "I'll Try To Find a Way In"

On the stairs after you get the Vortex (you may get it before you get the Vortex, but it's not perfectly visible).

13) "I'll Try To Find a Way In"

After turning a switch to open a gate, you'll drop down ledges to it and combat. The cloud is opposite the gate on the platform.

14) Climbing the Tower

On the bottom floor of the warehouse, on top of some crates.

15) The Warehouse

As soon as you enter the zoo, you'll find this just next to the stairs.

16) Atop a Bird Cage

On top of a rock, just before pulling a box for Farah.

17) Cliffs and Waterfall

After climbing trees and fighting a couple of Birds, slide down the next tree to find this one.

18) "There's Something Glowing Up There"

Directly in the path of the switch to drain the water (you pressed three switches to open the gates there).

19) "There's Something Glowing Up There"

Back in the first bath room, right in your path after you push a block so that you can climb up a ladder.

20) Above the Baths

On the floor just before you run to the second sword.

21) Above the Baths

Once you get to the ancient basement, this will be in your path as you go platform and ledge hopping.

22) A Soldier's Mess Hall

While you climb up the mess hall, this is a little off the beaten path, but only a ledge edging away.

23) A Soldier's Mess Hall

Right in your path just after Farah crawls under a gate to open it for you.

24) A Broken Bridge

After stepping into the Vortex for this stanza, head around to the left.

25) A Broken Bridge

While you bounce around the tower, you'll find this in your path after jumping onto a column.

26) "I'll Meet You at the Baths"

In the area with ruined walls that are like balance beams, this is on the ground floor.

27) "I'll Meet You at the Baths"

In the area with ruined walls that are like balance beams, make your way to the platform above and to the left of the exit door. There's a lever here, as well as the cloud.

28) "I'll Meet You at the Baths"

After entering underground river, this is right in the first body of water.

29) A Cavern of Ladders

After a whole bunch of stalactites, right in your path.

30) An Underground Reservoir

Once you enter the well, you'll swing on ropes and ledges and enter an orange corridor. At the end, near a window, is the cloud.

31) An Underground Reservoir

After getting a box into the well, push it into the ledge that has this cloud.

32) An Underground Reservoir

Just before climbing out of the well, swing into a nearby orange corridor. The cloud's at the end of it.

33) An Underground Reservoir

Just after leaving the well, you'll find the cloud in the combat area.

34) Out of the Well

Just after performing the trick where you hit switches and bounce back onto a rope.

35) The Sultan's Harem

Just after finding Farah, this Cloud is in your path, after breaking down two walls, and before a lever.

36) The Sultan's Harem

Not too long after the last one, after some wall-running.

37) The Hall of Learning

Just as soon as you reach the third floor, right in your path.

38) The Hall of Learning

On top of a bookcase on the first floor, which you'll have to drop down on from the second floor, near where Farah ends up.

39) Observatory

Just after you get raised up by the stairs platform, hop over to the platform and grab the cloud to your left.

40) Hall of Learning Courtyards

After opening a gate for Farah, you'll descend some stairs guarded by slicers and with Scarabs at the bottom. The cloud's down here.

41) On the Ramparts

Just after hitting the Vortex for this stanza, drop down the outside of the wall to a garden area. Head to the left to find the cloud.

42) On the Ramparts

Just after hitting the Vortex for this stanza, drop down the outside of the wall to a garden area. Head to the right to find the cloud.

43) A Prisoner Seeking an Escape

At the bottom of the first room.

44) A Prisoner Seeking an Escape

In plain sight in the torture chamber.

45) A Prisoner Seeking an Escape

In your path above the second wall-crusher.

46) A Prisoner Seeking an Escape

After you escape the prison, go to the spot where you originally fell.

47) "At Last We're Here"

Just before entering the Tower of Dawn, right in your path.

48) "At Last We're Here"

Just after you enter the Tower of Dawn, in plain sight on your right.

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7B. Water of Life =

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So far, I've found TEN passages to the fountain with the Water of Life. Like the Sand Clouds, I'll first mark the save file you hit before coming upon this.

1) "Had I Really Seen Her?"

The first time you start dropping down rocks, you'll notice a hole in the wall on your left. That's the path.

2) A Booby-Trapped Courtyard

Soon after your very first slicer blades, you'll come upon a ladder to climb. At the top, you'll find a Sand Cloud. Behind it is a hole in the wall high up. Run up to it.

3) Climbing the Tower

After the long series of poles in the beginning of this stanza, wall-run past the buzzsaw to the passage.

4) Above the Baths

Right after you get your second sword, bust down the first door, then a weak wall just down the stairs.

5) "I'll Meet You at the Baths"

In the area with a bunch of ruined walls that make balance beams (has a few Birds, too), you'll progress as normal until you reach the yellow button that opens the gate out of here. Near that button is the weak wall, behind some barrels.

6) An Underground Reservoir

Just before you leave the well by climbing up the rope, there's a nearby orange corridor. Swing into it. Climb up onto the poles then flip over to the high wall, which is breakable.

7) The Hall of Learning

This is on the third floor, near the crystal that points light downwards. Bust up the wall right behind it.

8) A Prisoner Seeking an Escape

Just after you exit the first big room of the prison, look for this weak

wall in the corridor beyond, before the sword-slashers.

9) "At Last We're Here"

This passage is just before the big elevator fight in the Tower of Dawn. The wall should be pretty obvious.

10) "Farah! Come Back!"

The final passage is below you right after you hit the Vortex. Drop down the ledge to your right, then make your way around the ledges and beam below you. Flip up to the door. Use the lever, a bar, and a wall-jump off the trapdoor to leave.

8. PRINCE OF PERSIA 1

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8A. Unlocking PoP1 =

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It's not that hard to explain. Soon after you get your first new sword, you'll head into an ancient basement with a lot of open space. Near the end of that run, you'll find yourself at a switch that rotates. Rotating it ninety degrees will open the gate in front of you, but you can rotate it another ninety degrees. Hit the wall it'll point at three times to knock it down. That will officially unlock PoP1. At that point, you can continue through the now-open gate and play right away (you'll be prompted to save first, because you can't go back), or you could just continue on as normal and access the game from the main menu.

YOU CANNOT unlock this game in the PC version of Sands of Time. Just a heads up there.

Also, the X-BOX version of the game is set up differently. Knocking the wall down will give you Prince of Persia 2. Beating the game will give you this game. I'm not going to make a POP2 walkthrough, so don't even bother asking.

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8B. Menus =

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Press START or A at the title screen to bring up the Main Menu:

Start Game: Begin the game at Level 1, 60 Minutes left on the clock.

Enter Code: Press Up or Down to change the letter of each of the six letters in the code.

Controls: Select to view the controls in the game.

Sound: Select to turn the sound or music on or off.

Quit Game: Select to go to the PoP:SoT main menu.

Press START during gameplay to pause the game and access the Pause Menu:

Continue: Return to the game.

Restart: Go back to the beginning of this level, losing what time you spent in the last run of the level.

Sound: Select to turn the sound or music on or off.

Quit: Select to go back to the PoP main menu.

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8C. Controls and Moves =

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Controls:

Control Pad: Left and Right move you in those direction. Down will cause you to duck. Up will make you jump.

A Button: Jump button, block when sword is drawn.

B Button: Use to carefully step, hang, or stab with your sword.

Y Button: Display the time left and your last code.

START Button: Access the Pause Menu.

Running

Pressing Left or Right on the Control Pad will make you run. This is, naturally, the fastest way to travel, but also the most dangerous. You're vulnerable to traps, falling, guards, anything.

Careful Steps

Holding B, then pressing Left or Right on the Control Pad will make you step forwards very carefully. Use it to step past traps, or to edge close to ledges to make jumps.

Crouching

Hold Down to crouch. Press Left and Right while down to shift along the floor. This can be used when up against a closing gate to shuffle under it.

Climbing Up or Down Ledges

Press Up or A to jump straight up. If under a ledge, keep holding Up or A to climb all the way up. In the same way, hold Down when facing away from a ledge to climb down it. While making the climb either up or down, hold B and you'll hang from the ledge.

Jumping

Just pressing Up or A will make you jump straight up, which is only useful for grabbing ledges.

Pressing Up or A, and then Left or Right immediately afterwards will allow you to make a Standing Jump, which will allow you to cross a gap two spaces wide with no problem, or hang from a gap three spaces wide.

Getting a running start, then pressing Up or A will allow you to make a Running Leap, which can cross a gap three spaces wide, or hanging from a gap four spaces wide.

Dropping and Falling

When running off a ledge, you can safely drop a floor with no problem. Two floors will cost you a bottle of health, and three or more will kill you.

Dropping from a ledge lessens the impact by a floor, allowing you to drop two floors without penalty, three with a bottle lost, and four will kill you.

Combat

Once you find a sword in the first level, you'll be able to fend off your enemies. Once you find an enemy and draw level with it, stop and you'll automatically draw your sword.

You and your enemy will be within reach of each other when your sword tips touch. Press B to strike, and press A to block. Both of you are capable of blocking and counterstriking, so just keep hitting and blocking until you connect. Once your enemy goes down, you'll automatically put away your sword.

Pressure Plates

These raised tiles control the many gates in the palace. There are basically two kinds.

The first kind is raised off the floor and is quite obvious, and they all open gates. After about five or so seconds, the gate will start closing slowly, so get through before it closes completely.

The second kind is tougher to spot, as your only hint will be a smaller width on the floor, and they close gates in an instant.

Gates close on their own, but they can be held open. One of the more common ways to do this is to look for a falling tile above the plate, then knocking it down onto the plate, which will keep constant pressure on the plate. In addition, you can use the bodies of fallen enemies on plates to hold them down.

Potions

You start the game with three life bottles of health, and you'll find potions scattered about the palace to affect it.

Life Potion: This is a small bottle with red steam drifting out of it. Drink to restore one life bottle.

Extend Potion: This is a large gold bottle. Drink it to restore all your life and add an extra life bottle onto your total.

Poison: This looks just like a Life Potion. Drink it to lose one life bottle.

Floater:

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8D. Enemies and Traps =
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Guards

Normal humans stationed about the palace. Engage them with standard blocking and stabbing techniques. Once you deplete their health, they'll die. You can knock them off edges and into traps to kill them as well. They'll start with three life bottles, but will have more later on.

Skeletons

Magically animated bones. They fight just like guards, but cannot be killed with normal sword stabs. You can only knock them back. If you can knock them off the edge of a ledge into a hole, you'll get them out of your hair.

Guard Captain

Truthfully, this pudgy guy ain't much. He's a slightly better fighter than other guards, but that's about it.

Reflection

Created by jumping through a magic mirror, this piece of you will hound you throughout the game. At one point, he'll finally go against you sword to sword. Every time you hit him, you'll only lose one of your own life bottles, so, instead, put away your sword (press Down) and run into him to be reunited.

Jaffar

He's the best swordsman in the game. He can keep up a large combo of block-attack-block-attack up, so just keep up along with him and you'll eventually get a stab through. Six bottles later, he'll be a dead duck.

Falling Tiles

You can't pick these out just by looking. If you run across them, they'll vibrate for a second, then drop. That's enough time to run across them. Falling tiles are always thin and have no large stone below them, but not all thin tiles will fall. Jumping up and landing will jostle the falling tiles in your area to identify them.

In addition, you can knock down falling tiles that are above you. Jump up and hit the ceiling and you'll jostle all the falling tiles in that ceiling. Hit the tile itself and it will drop... onto you. Quickly run forward to move out of the way of the falling tile, which will take away a life bottle if it hits.

Spike Traps

You can see these by several holes in the floor. If you get close, the spikes will spring up. You can carefully step through spikes, or lower yourself into them from a floor above, and you can also jump over them with a running leap. However, you cannot run through them, fall down onto them, or walk into them while in combat or you're a pincushion. The trap will immediately kill you.

Slicer Traps

These are clearly identifiable as blades in the floor and ceiling. Standing on the same level will start them up. They will kill you if they close on you. You can get by them by using careful steps, running, or jumping. Just be sure you time it right. If you carefully step up to it, you'll take a short step just out of range, then you can step through when time allows.

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8E. Walkthrough =

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Level 1

Well, here you are: the dungeon. Drop down a level, then run across the lower right of the room to dislodge a falling tile. Lower yourself down through the hole (don't fall through), and drop to the ground in the next room. Run to the left and climb up the wall to reach the next screen.

Jump across the hole in this room and step on the pressure plate to open the gate. Run through. The pressure plate on the other side opens the same gate, but now you want to lower yourself to the floor below you and step on the plate to your right. This will open the gate to your left. Hop across the gap (mind the falling tile on the other side) and run through. In this next room, run across the falling tiles and drop a level and run to the next room.

In this room, there are two pressure plates, the obvious one, which opens the gate, and one that closes the gate, which is just after the obvious falling tile in the middle of the room. Step on the first one, then run and leap over the next two to get to the next room.

Hop across the gap over the spikes in this next room and proceed to the left, across the falling tiles. In the last room, lower yourself down to the lowest level and grab the SWORD. Feels good to be armed, doesn't it? Now, climb back up and make your way back along all the screens to the very second screen, the one where you dropped out of your cell. Proceed one more screen to the right, then duel with the guard. Once he's dead, go one more screen to the right. Jump up on the high platform to the left to open the exit, then walk through.

Level 2

Run straight to your left, then continue in the next screen across the two falling tiles. Stop and duel the guard, then continue the left. There's a falling tile above the lowest area. You can ride it down and grab the Life Potion if you need it, or just continue on, carefully stepping past the spike

trap. Climb up to the higher of the two platforms, and run to the left. Keep running on the next screen, then leap across to the far ledge. Climb up the ledges.

At the top go left one screen and engage the guard, then step on the pressure plate to open the gate. Go through. Run to the left and you'll step across another pressure plate, as well as a falling tile. You can lower yourself down that hole and grab the Life Potion, or just proceed left. Either way, go left. If you took the higher passage, drop down one level. If you took the lower passage, mind the spike trap and climb up a level. Fight the guard here, then move left one screen.

There are two bottles here. The right one is a Life Potion, and the left one is Poison. There's a closer plate just to the left of the gate, but you won't need to go back, unless you're jonesing for potions. Proceed to the left.

In this next room, there's a loose tile above you that you can knock down. Climb up if you need two Life Potions, otherwise make a standing jump over the gap and fight the guard (don't leap or you may end up too close to him when you start the fight). Proceed to the left.

The path branches here. Go up one screen. In this room, carefully step up to the spike traps, climb up the ledge, and grab the EXTEND POTION. Lower yourself back down so the spikes don't kill you, then lower one screen back to the junction. Go left this time.

In this next room, either jump over or carefully step past the spike trap, then continue. Jump across the gap, then climb up. The path branches here again. You can go up, then right, where you'll face another guard, but who wants that? Instead, go left. It seems like a dead end, but jump up to knock down a loose tile. Climb up one screen. In this next room, get some running room, then leap across to the left and hit the pressure plate to open the exit. Jump back across (a standing jump will leave you safely hanging on the other side), then run to the right one screen. Run into the exit.

Level 3

Run one screen to the right. Climb up the left side of the room, hop across the gap, then get lined up with the ledges on the right, and start climbing up one screen. Climb up to the top of this next screen. Turn to the right, then make a standing jump off the screen to the right and you'll find another platform. Make standing jumps to the next two platforms. The second platform is the pressure plate you need, but ignore it for now and keep jumping to the right to the next screen.

In the ceiling above you is a breakable tile to knock down. Climb up the hole and run to the right one screen. Keep running, and you'll be timed properly to jump past the slicers, then climb up and grab the EXTEND POTION. Head back down out of this secret area.

Now, hop back to the pressure plate, then make standing jumps back to the longer platform. Make a running leap off that one to the left. Keep running to the left, leaping across gaps, then at the end of a falling tile jump and you'll grab the gate. Pull yourself up. Grab the Life Potion in this next room if you need it. Run to the left. This is a CHECKPOINT.

Keep running and you'll pass a falling tile and drop one floor. Climb up the left side to grab the pressure plate to open the nearby gate. Pass through

into the next room. In this room, carefully move past the slicer, then drop down the ledges below you (just running off them will be fine) and drop into the next room. At the right end, step on the pressure plate to open the exit below you. Retrace your steps back up to the slicer, and use the pressure plate to the left of it to open the gate. Run back to the room on the right.

You'll find that the bag of bones you passed isn't too happy about you leaving, and will attack. Remember, you can't kill Skeletons, only knock them back. Keep knocking this one off the ledge, then climb all the way down where he fell off and engage him again. Push him to the left onto the falling tile and he'll drop down and out of your hair forever. Leap across the gap, then run to the left and head through the exit.

You'll be treated to a cutscene of the Princess in repose. Enchanting.

Level 4

The plate to your right opens the gate to your left. Head through. Drop off the platform at the end to hit the plate to open the door to your left. Head through. Step on the plate in this next room to open the next gate. Jump over the closer plate (just before the thin tiles) and head through. Run across the whole platform in this next section, including the two falling tiles, which will land on plates down below to hold open gates. Head through the gate on the left. Carefully avoid the slicer and take the EXTEND POTION.

Head back three rooms to the right, avoiding the holes you created. Climb down the lowest platform to reach a new room. Head to the right. Drop down and take the Life Potion if you need it, otherwise continue on. In the next room is another Life Potion. Step past the slicer here and engage the guard. Continue on.

Climb up the ledge in the next room. Jump across to the right and move to the next room. Watch out for spikes in the room and head on. Engage the guard here. Note the exit door right next to you. The plate is elsewhere. Head to the right. The Life Potion is uncovered by a falling plate you'll run over. Keep moving right. Climb up to the higher level and go on. In the next room, drop down to the level with the slicer and step past it. Hit the pressure plate, then retrace your steps. You may be mildly surprised to find a mirror right in your path that wasn't there before. Get a running start and leap through it. You may feel as if you've left something behind. I'm sure THAT won't come back to haunt you. Continue back to the left and take the exit out of the level.

Level 5

Hit the nearby pressure plate to open the gate to your right. Head through. Climb up and take out the guard, then climb up to the right. In the next room, leave to the right, stepping on the plate that raises the gate in the next room. Head through. Now, drop down and head through the gate. Climb up and step past the two slicers, then continue across the plates and up toward the potion. Before you can get there, someone else will decide he wants it. Hate him, yet? Continue back to the left, then go left another screen.

Hang down and drop off the right side of this hole, to lower yourself to a

floor below. Take the Life Potion if you need it. Jump across to the left, then defeat the guard in the next screen. Drop down onto the plate and pass through the gate. Defeat the guard, then proceed further to the left, jumping across the gap. Cross the falling tile, then defeat the guard, and continue further to the left, stepping on the plate you were fighting over to raise the gate. Jump across the gap and head through, then step on the plate to open the exit.

Level 6

A pretty short level. Hit the plate to your right, then go back left. Proceed along several paths to the left, avoiding spikes and gaps, then cross a falling tile and you'll face off against the Politician. He's basically a slightly better guard. Take him out and continue on to the next room. Cross the gap and head to the next room, which is a pit. You'll see Mr. Mirror. Leap across to him and he'll close the gate in front of you, so you'll fall to the next level (jerk)...

Level 7

Immediately hold B to grab the nearby ledge. Pull yourself up. Jump across to the right, then move to the next room. Kill the guard and pass through the slicer. Jump over the thin tiles in the next room so they don't drop on the closer switch, then move on.

In this dead end, jump up to loosen a falling tile. Climb up the hole it makes, then pass through the slicer. Face off against the next guard. Keep going right after defeating the guard and drop down a floor (grab the Life Potion if you want it). Head to the right, stepping on the plate to open the gate ahead of you. Pass through, then step on the next plate and make a running leap over the closing panel and the spikes beyond. Once past that, drop down to the next ledge. Head through the first gate, then jump over the closer switch, and head through the second gate, and leap over the gap. Step on the plate here to open the gate. Head through.

Climb up onto the higher platform and take the hit from the guard. He'll jump down and the two of you can fight on equal ground. Take him out, then climb up onto the higher platform. Run to the left, across the falling tiles, then drop down to the lower path. Drop down again and step past the slicers. Continue on to the next room. Open the gate, then leap across the closer switch so that the next gate doesn't close on you. Continue along the passage to the end, where's there a potion with green vapor. That's the Floater Potion. Drink it and float down to the ground. The plate to the left opens the gate, and the plate beyond it opens the exit. You can go to the exit, or continue to the right for an EXTEND POTION.

If you try to make the run for the potion, you may have to continue along the path down here and retrace your steps back up to higher ground. If that happens, go all the way to the right until you find a pit at the right edge, then jump across and climb up, and you're back to familiar territory, but with no Floater, so just lower yourself down from the ledge (you'll survive).

Anyway, once you're done, head to the exit to see a cutscene with the Princess chatting with her new friend. She's craaaaaazy...

Level 8

To the right is Poison, so don't drink it. Climb up and go to the left. Defeat the guard, then step on the plate. Jump across at the edge and grab the ledge. Pull yourself up and head to the next room. There's a Life Potion below you. Jump across to the left, then lower yourself down a screen.

Proceed right past the slicer, then the two spikes, then the closed exit, then two more spikes. Keep going past a room with a hole above you, then a room with a guard above you, then some more spikes, then a guard (kill him), then some more spikes and a Life Potion above, then another hole, then you'll finally reach the end. Leap across and climb up the three tiles, then jump back across. You can continue climbing up for a Life Potion, otherwise move left one screen CAREFULLY.

There's a guard just as you cross here, and you'll probably take a hit from him, but fight him anyway. The plate here opens three gates ahead of you. Get a running start, and leap across to the first gate, then keep running and you'll pass two slicers. Keep running past the second one and get ready for a gap to jump over just before the third gate. Once through, stop and take a breather.

You can jump the right ledge and grab the Life Potion, then head back down and get a running start to cross the gap (and the falling tile). In the next room, step past the slicer and take down the guard, then back up past the slicer and hit the plate to open the gate. If you're quick, you may be able to open the gate and take down the guard before it closes. You have to jump past the gate, though, because there's a closing plate right before it.

In the next room, jump across the gap from the plate and proceed. Step past the two slicers, then you'll find the plate to open the exit. Carefully step back to the right so the slicers don't kill you, then continue on.

Oh yeah, the gate that close behind us...

Hmmm...

Wait he for several seconds. Awwww! How cute! Mighty Mouse will slide in and give you a hand, so drop down the ledge, and make your way back to the left (mind the spikes) and head to the exit.

And now a mouse-petting cutscene, and back to the action...

Level 9

Run left, step on the plate, then move past the slicer and through the gate, watching out for the closing plate right in front of it. Climb up in the next room. Jump to the right, then keep moving to the right past the (closed) exit. Step past the slicer and defeat the guard in the next room, then climb up the ledges, taking the Life Potion if needed. At the top, you can climb up and run across the platform, dropping tiles behind you. Take out the guard in the next room, then jump across to the plate at the far right corner.

Now, jump back, then run and jump all the way back to the gate on your left. Make one final jump through the gate so you don't hit the closing plate, and you'll reach the next room.

Hop across and climb down to the next room. Head left, then run across the falling tile so that it drops on the plate below. Head back right, then climb up to the top.

At the top. Hop across the gap to the pressure plate, then back through the gate. Defeat the guard on the bridge in the next room (after passing the falling tile), then move on. In the next room, jump across the gap, then climb up to the top. Proceed to the left. Take a running leap across the gap and you'll grab the plate to open the gate. Drop down and run on through. Cross the gap in the next room, hop up the ledge, then pound the tiles above you to knock them down. The potion here is supposed to be a screen-flipper, but I guess they couldn't pull it off in emulation, so it does nothing. Anyway, head left and grab the EXTEND POTION, then head back and drop down the ledges. Drop down a screen, then keep lowering yourself another screen.

Down here, step past the slicer to hit the plate for the gate on your left. Quickly get through the gate and hit the other plate for the gate on the right. Get out quick, because if it closes on you, you're trapped forever.

Step past the slicer in the next room, then continue on and face the guard. Once he's down, head right some more. You'll find a plate on this ledge, which will open the exit below. Lower yourself down to it and leave.

Level 10

Drop down to the left, then head right and hit the plate to open the two lower gates. Head through the right one, and keep running over the falling tile. Engage the guard. Once he's down, continue on, over another falling tile, then another plate to open the gate. Now, you have to get up above, but the guard's in a very bad location to climb up to. Here's what you do.

Head right a screen and hit the plate to open the gate. Climb up and immediately start running, then quickly leap over the two closing plates. If you do it properly fast enough, you'll miss the slicers. Once through and in the next room, climb up to the top, but don't bother with the guard. Instead, face left, go out as close to the ledge as you can, and jump up to hit the loose tile. Climb up the new hole, then run all the way to the left, ignoring all the falling tiles. At the end, you'll drop a safe distance away from that badly-placed guard and can fight him on your terms. Once he's down, head back left.

Hit the two pressure plates to open gates to your left. Keep moving left on this level. Eventually, you'll hit a guard. Once you defeat him, there's seems to be no way to open the gate, but hit the loose tile on the far left (right next to the gate), and you'll reveal the way to the plate just above. Once it's open, continue left. Hit the plate up here to open the exit, then drop down and fight the guard. Once he's dead, exit.

Level 11

First thing to note is that, for the first few rooms, almost the ENTIRE ceiling is loose tile. Climb up and run to the right. Leap over the gap. Now, see those two pillars that act as background? They also hold up a solid tile. Knock down the tile to the right of that, and climb up. Now, run all the way to the left and you'll fall down onto the EXTEND POTION you saw just

a few seconds ago. Now, make your way back to the right, and go another room to the right.

Now, you'll see a slicer, and a guard. Ignore both. Knock down the tile to the left of the slicer and climb up, and run across all the way to the right. What you did is drop tiles on a whole bunch of closing plates, allowing you to lower yourself down, hit the plate on the far left, and run through the gate with impunity. Once through, keep running to go through a second gate, then to the next room.

Climb up, quickly cross the two falling tiles, then stop so you can pull your sword out quickly to fight the guard. Once he's dead, get a running start and make a leap of faith over to the right. Regardless of the crap that ensues next, keep holding B. Once the commotion dies down, climb up and proceed to the right. Climb up and fight the guard. Continue to the right to find the plate that opens the exit. Head back to the left and exit.

Level 12

Head a screen to the right, then climb up on the right side of the tower in the next room. Climb up to the top level with the spike trap. Step onto the spike trap, then before you leave the tile with the spikes, run to the left over the falling tiles. Make a leap at the end, then climb up a screen to the middle level, then run to the wall, turn around, and take a running leap across the gap, then keep running and make two more leaps.

You're now in a room with a (non-moving) skeleton. Climb up and knock the tile loose above you, and climb up. Go to the left and jump across the gap. Climb up and run left, leaping across the gap at the end. Climb up past the gate, then hit the plate up here. Hey, a sword that you can't reach!

Climb back down and go through the gate, and then turn around and get a running start and leap off to the right. Keep running right until you reach the end of the floor, then climb up. Above you are loose plates. Knock down the one furthest to the right that you can reach, then climb up to the right, then step three tiles to the right (the last one is a faller). Turn left, and leap across the gap and keep running all the way to the wall.

Climb up, and cross the first two thin tiles, which are the only ones that fall, then stop and be ready to face the reason that the sword disappeared. Yes, you Mr. Mirror wants a piece of you. Don't hit yourself. Just put away your sword (press Down) and he'll do the same. Run into him and BOOM, you're back together.

Run to the left and keep running, even over the hole, where tiles will just appear, thanks to your reflection being with you. Hop over the hole at the end, then head to the next room. Wait for all the tiles to fall, then keep running to the left. Wait for the next bunch of tiles to fall, then go to the left. Climb up the ledges to find the exit. It's not open, though. Jump over the gap to the right, then run to the next screen.

Oh look. Jaffar wants a piece of you. Run across the first thin tile, which falls, then fight. Jaffar fights better than everyone else, so be sure to continually block-attack-block-attack until you get him. He's hardly perfect, so keep up the attacks and he'll fall. Head back to the left. Hop across the gaps and you'll find the exit open. Head through.

Now, just hit the plate to the right, then run all the way to the left,

opening gates as you go, and soon you'll be in the arms of the Princess, with the mouse comin' by to watch you two make out. Hooray!

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8F. Passwords =
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Here are some passwords to use in the Codes section. They should leave you in pretty good shape to finish the game from there.

- Level 2: GWSNRC (58 Minutes Left, 3 Bottles)
- Level 3: TGBQVC (54 Minutes Left, 4 Bottles)
- Level 4: GRJSZC (50 Minutes Left, 5 Bottles)
- Level 5: XNDQED (47 Minutes Left, 6 Bottles)
- Level 6: ITMUBD (43 Minutes Left, 6 Bottles)
- Level 7: FJELBD (42 Minutes Left, 6 Bottles)
- Level 8: OHBSED (37 Minutes Left, 7 Bottles)
- Level 9: ZMKWBD (33 Minutes Left, 7 Bottles)
- Level 10: MXSYFD (29 Minutes Left, 8 Bottles)
- Level 11: XCCDDD (25 Minutes Left, 8 Bottles)
- Level 12: SLHWID (23 Minutes Left, 9 Bottles)

9. PRINCE OF PERSIA 1 - SECRET 3D LEVEL

Here's how to unlock the first level of Prince of Persia, constructed using the Sands of Time engine:

Go to "Start A New Game" on the Main Menu. The camera will go to the Prince out on the balcony. Don't enter the curtains. Instead, plug a second controller into Slot #4. Hold down B on that fourth controller. Now, enter the following button sequence into the first controller:

A, B, Y, X, Y, A, B, X

If you entered this code at a reasonable pace (doesn't have to be super-fast), you'll go to the Dagger loading screen and will enter the level.

This level is set up almost exactly like the very first Prince of Persia 1 level. If you want to know how to get around, just go to the POP1 walkthrough, but it's pretty simple. There are several differences to the level, however:

1. The most obvious one: The control scheme is still Sands-of-Time-style. You can run up walls, etc.
2. The second-most obvious one: You have a small amount of 3D movement. This isn't particularly useful to know, but the fact exists.
3. Spikes are of the SOT variety, carefully walk, or you'll get poked.
4. The sword is on a plinth, instead of on the ground, and you do the same old sword-getting animation from SOT.
5. There are no potions, and no way to restore any health lost.
6. There is no guard near the "end" of the level, and as such, the sword is more or less useless...

7. I use "end" in quotations, because you cannot actually beat the level. You can open the exit gate, but going through it just takes you to a room. This room contains a large picture of the game developers on the back wall, as well as several cases of "POP" (a joke on the name of the game), and several stands of Penguin caffeinated mints.

8. After getting the sword, I climbed up the left side of the room, and once I reached the next screen, I saw a flash of light in the upper-left corner. I've tried to climb or jump through the wall, but to no avail. If anyone figures out what the deal is with that, lemme know...

10. GLITCHES

As I've said, this game is fantastic, but it's not perfect. There are occasions where you can do things that the team wasn't planning and can ruin your game. I've run into (and have been told about) a few glitches that can really mess the fun you'll have.

The bottom line for all these glitches is simply to save in alternating slots, as the solution is generally not to simply restore a save, but to restore an OLDER save...

However, these ARE rare occurrences, mind you, so don't go through expecting to be tripped up by glitches every few hours...

Issue: The game froze and I hear a high buzzing sound.

Explanation: This can happen in a few places, and mostly stems from overloading stuff like the sprite count. This can happen in other games, too...

Solution: Turn the Power off and on. Restore a save.

Issue: Farah won't move or say anything. I need her to do something!

Explanation: Don't really know why, but it could be her code messing up from doing something she shouldn't...

Solution: Whack her a few times. She'll get ticked and fire an arrow at you, but will be reset and will do whatever she was supposed to do.

Issue: The stairway in the observatory will not raise at all. She says she's stepping on the switch, but nothing's happening.

Explanation: This actually tends to be rather common. I think it's largely due to the lousy placement of the Sand Vortex nearby. I think if you save in the Vortex after Farah gets into position, or if you restart the game after saving there, you'll mess it up.

Solution: Just don't use that Vortex at all, to be safe. If it's already happened, load an earlier save.

Issue: I've reloaded a game in the Mess Hall, but there's no Farah. If I reach a part where she's supposed to talk, I get a Game Over...

Explanation: I really have none for this, just lousy programming, is all I can think of.

Solution: Load an earlier save.

Issue: I've reached the last Vortex, but the final cutscene and fight doesn't happen...

Explanation: You ended the fight against all the Big Swords while standing in the Vortex.

Solution: If you saved there, loading will get you to the final fight, without the cutscene. If you didn't save there, load an earlier save.

11. STANDARD GUIDE STUFF

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11A. Legal =
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This FAQ was made 100% by me, and is Copyright © 2003 Scott "CyricZ" Zdankiewicz. You may not take it in whole or in part and claim it as your own. You may not alter it in any way, even if you ask me first, and that includes putting it in HTML format. Please don't post this on your site unless you have express consent by me. I've put a lot of time into this. Give me some credit...

Currently, the following sites have permission to post my FAQ:

- www.gamefaqs.com
- www.gamewinners.com
- www.ign.com
- www.cheatcc.com

I'm not going to allow people with small personal sites to post this FAQ. They may post the link on GameFAQs with all the Prince of Persia guides, but, trying to keep updates, well, updated, I'll only allow large committed sites that I trust.

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11B. E-mail Guidelines =
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If you wish to e-mail me, be sure to follow these guidelines...

- Make ABSOLUTELY sure I haven't already answered your question in the guide.
- Make sure it has something to do with Prince of Persia. I don't want spam, chain letters, offers for friendship. Compliment me on the FAQ all you want, though...
- Make sure you say Prince of Persia, specifically Sands of Time at one point in your e-mail. I have more than one Prince of Persia FAQ, and asking a generic question such as "How do I beat the last level?" doesn't tell me much.

- Spell correctly and use proper grammar, please. If I can't understand your e-mail, it'll go to the junk pile...

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11C. Credits =
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CJayC, Al Amaloo, and IGN for having this on their sites.

UbiSoft for reviving this fantastic series, and giving it a worthy addition.

Konstantin Riabitsev, for finding the tenth Water of Life passage.

Thanks to Jason Merrill for a lot of good information.

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11D. Version Updates =
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Version 0.8 - 10/24/03 - Walkthrough and most everything else is complete. I'm missing two Sand Clouds, I think. Once I find those, I'll work on the PoPl walkthrough.

Version 0.9 - 10/28/03 - Turns out I found them already, just didn't document them. Haven't found any new Water of Life passages, so I'll assume we're all good for those.

Version 1.0 - 10/30/03 - Prince of Persia 1 section is complete. Tenth Water of Life passage input.

Version 1.1 - 12/30/03 - EGM just reported how to access the secret 3D POP1 level, so it's up.

Version 1.2 - 1/11/04 - Added some info on the GBA-GCN connectivity. I may get the GBA version, so I MAY get more detailed info on what actually happens with those glowing boxes...

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11E. The Final Word =
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I'll say it again, this is what sequels are all about; updating to match the technology of the day, while still keeping to the traditions. Bravo.

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