

The Prince of Persia: Two Thrones FAQ/Walkthrough

by Karma Hunter

Updated to v2.1 on Dec 19, 2005

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ASCII Art Submitted by PirateoftheFAQs. Thank You!

PRINCE OF PERSIA: THE TWO THRONES
FAQ/WALKTHROUGH
VERSION 2.1 (Created 12/4/2005, Updated 12/19/2005)

2005 Marten "Karma Hunter" Stein

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I. INTRODUCTION (INTR1)

Hi, everyone! Welcome to my FAQ/Walkthrough of the third and final installment of the Prince of Persia: Sands of Time trilogy--Prince of Persia: The Two Thrones, for the Nintendo Gamecube! This is a terrific and challenging game that combines the greatness of the two previous titles to create what is, in my opinion, a masterpiece of gaming.

But I'm not here to wax philosophical about the game, I'm here to help you!
So, without any further adieu, read on to the guide itself!

II. CHARACTERS & CONTROLS (CONT2)

DESCRIPTIONS ARE TAKEN FROM THE GAME MANUAL

The Prince

The Prince of Persia is back from the Island of Time, where he prevented the creation of the Sands of Time and rescued Kaileena, the Empress of Time. He eventually changed his fate and escaped death. He is now sailing to his homeland of Babylon, only to discover it ravaged by war and invaded by a powerful enemy.

Controls

A: Roll/Jump/Action
B: Dagger Attack
C-Stick: Move Camera
X: Pick Up & Throw Weapon/Drop Down
Y: Secondary Weapon Attack/Grab/Speed Kill
Z: Landscape View
L: Rewind/Slowdown
R: Wall Running/Blocking/Swinging
Control Stick: Move Character
Control Pad: First Person Camera

The Dark Prince

The unexpected spreading of the Sands of Time as the Prince returns to Babylon has tainted the Prince and given rise to a deadly Dark Prince, whose spirit gradually possesses him. The Dark Prince is a corrupted version of the Prince: ruthless, reckless, and sadistic.

A: Roll/Jump/Action
B: Dagger Attack
C-Stick: Move Camera
X: Spin Chain/Drop Down
Y: Chain Swing/Chain Attack/Grab/Speed Kill
Z: Landscape View
L: Rewind/Slowdown
R: Wall Running/Blocking/Swinging
Control Stick: Move Character
Control Pad: First Person Camera

III. FREQUENTLY ASKED QUESTIONS (FAQ3)

PLEASE, READ THIS SECTION BEFORE YOU E-MAIL ME

Q: I can't beat Klompa/The Arena Boss/The First Boss/The Ogre!

A: Read my strategy, but if you're having trouble landing the Speed Kill, you may have the glitch (or you're pressing the button too early, TRY WAITING).

Try different combinations of Speed Killing or try to get the timing down without the actual visual cue. If all else fails, you may just have to resort to getting another copy of the game, one that hopefully isn't glitched.

Q: Is there a secret ending for collecting all the Life Upgrades?

A: NO, there is not. As far as I know, all you get for collecting the Life Upgrades is extra health. No alternate ending a la Warrior Within.

Q: I jump and use a shutter, but it doesn't make me go where I need to! How do I do this?!

A: Sometimes, whether by glitch or design, the shutters don't go where you need to go unless you point in the direction you want as you jump. For safety's sake, I always point in the direction I want to go when I use the shutter.

Q: What differences are there between the Gamecube version of this game and the other ones?

A: Aside from the standard differences in graphics, framerate, controller, et cetera? There are a few in the actual game, such as slight alterations to enemy locations that you won't likely notice or miss. More importantly, though, the Gamecube version misses out on a few videos for Sands of Time and Warrior Within in the unlockables. Not exactly a problem if you own the previous games, but a tad disappointing nonetheless.

IV. WALKTHROUGH (WALK4)

This Walkthrough was done using the Hard version of the game as the template. These strategies will work for other versions of the game, however, as they are the same excepting the damage one gives and receives. So, in other words, don't worry. Just follow the walkthrough.

This Walkthrough is also relatively spoiler-free, as I will try not to give away any significant plot points in the actual guide. Names of enemies and bosses are given, however, so if you consider those spoilers, tread cautiously.

A. The Beginning

From where you start, go forward and roll (press A while running) through the hole in the doorway. Turn left and go forward, then turn around when you reach the flaming stone. Climb (press A) the wooden crate to your right, then jump (press A while running) to the stone ahead of you. Jump to the stone after that, then turn left at the wall and jump to the wooden ledge ahead of you. Turn left, and run along the wall (press and hold R while running parallel to the wall) to reach the next wooden ledge. Turn right and run up the wall (press and hold R while running directly toward the wall) to reach a ledge, then shimmy left along the ledge and around the corner. Drop (press X) from the ledge, and head forward to the ladder ahead.

Descend the ladder, head forward and turn right at the wall. Jump onto the column ahead of you (press A) and ascend it. Turn around the column and jump (press A) to the column ahead of you. You can also perform a quick jump (press A while pointing in the direction you want to go), but those not used to the game mechanics may want to wait until attempting these. Ascend the next column and jump back to the column behind you. Turn to the left and jump to the wooden platform. From there, turn right and climb the raised platform, then

move toward the rail on the right to automatically climb over it. Jump to the column in the middle of the room (press the control stick toward the column and press A). From here, turn right and jump to the ledge across from you. Shimmy right along it and drop. Turn around, then run along the wall to reach the ledge across from you. Jump up to the ledge above that, then shimmy left until you reach an opening. Climb up and drop into the next room.

B. The Ramparts

This next room has a water fountain, which you can drink to replenish health and save the game (press R near fountain). You can also drink from any other sources of water to replenish health, though only fountains can save. From where you enter, turn left and head forward to the next corner. Here you will first be introduced to the Landscape Camera. See the flashing gold icon (or 'eyecon') in the lower left corner of the screen? When that appears, you can use the Landscape Camera (press Z). You can use the Landscape Camera to get a large overview of an area, and can also zoom in and out on your character in this view (use the C-Stick).

From here, turn right and ascend the ladder in the next room. Turn right and head through the doorway to activate a cutscene. You will now be introduced to your first enemy, the Guard, as well as the exciting Speed Kill system. To perform a Speed Kill, move behind an enemy without being detected until the screen becomes distorted. When that happens, press the Y button to initiate the Speed Kill. In order to complete the Speed Kill, you must press the B button when the screen flashes and the dagger flares. Failure to match these visual cues will result in failure of the Speed Kill, which results in considerable damage for the Prince. This first Speed Kill is a tutorial, so the time allotted for matching the visual cues and the intervals between them are relatively slowed. A Guard will typically require matching two visual cues in a Speed Kill. Execute the Speed Kill. Use Landscape Camera if you wish. Then, turn right, head over the rail, and jump to the column ahead of that.

Slide down the column and move behind the next Guard, then perform a Speed Kill. After dispatching him, turn to the right and head to the edge of the platform. Run along the left wall to reach the ledge across from you. Shimmy right along to the end of the ledge, then climb up and jump up to the next ledge. Shimmy right to that ledge's end, then drop to the next ledge. Shimmy right to the end of the ledge, then jump across the gap to the right. Descend the ladder quickly, move behind the Guard ahead, and perform a Speed Kill.

From here you will be introduced to the Free-Form Fighting system, which has been relatively unchanged from the previous installment in the Prince of Persia trilogy, Warrior Within. For in-depth strategy with this system, please check the 'Free-Form Fighting' section of this guide.

Head around the pillar and descend the stairway, then turn right and head toward the alleyway. You will now be forced to engage your first Guard in Free-Form Fighting. Vault attacks are effective, particularly the Aerial Landing Slice. After defeating him, turn right and head forward to the next edge. Run along the left wall and jump when you are parallel to the ledge on the right to reach that ledge. Climb up the ledge, then jump up to the next ledge. Shimmy left and climb up after you turn the corner. Turn left and ascend the ladder.

In this next room, look to the ledge above and run up the wall to reach it. Climb over it, and head forward for a cutscene. After it, turn left and reach the edge of the platform. Run along the left wall to the curtain, which the

Prince will automatically slide down. Turn around and head forward to engage in your first major Free-Form Fighting battle with three Guard enemies. Vault attacks are still effective, as are Wall Rebound attacks. If you feel overwhelmed, you can use the Grab Throw to toss as many as you like off the cliff or into the fire.

After defeating them, head forward and turn left into the next room. Ascend the ladder in front of you, then jump backward to the other ladder. Turn around on the ladder, then climb up. Run up the wall on the right and jump at the apex of your run to reach the ledge to the left. Climb up the ledge, then jump to the right to reach the ladder. Climb it to the top. Here you will be introduced to the First Person Camera, which is activated by pressing Up on your D-Pad. Use the C-Stick to look around, then press Up again (or any other button) to return to the normal camera. Head forward off the platform and make a left. Head forward until you reach a door, and climb the ledge to the left of the door. Climb the ledge above that, move forward to the edge of the platform, and you will be introduced to your second type of enemy, the Archer. These enemies are weaker than Guards, but have aggravating arrow attacks. Fortunately, those attacks can be blocked, and they only require matching one visual cue in a Speed Kill. Run along the wall on your left to reach the ledge across from you, then wait until the screen becomes distorted. When it does, execute your Speed Kill (yes, you can start them from anywhere as long as the screen is distorted).

From here, head forward and descend the ladder. If you like, you can just sneak up on the Guard ahead of you and execute a Speed Kill. If that's too daring, you can run up the wall on your right to reach a ledge. Shimmy forward on the ledge to the end, then jump to the left to reach another ledge. Shimmy forward to the end of the ledge, then wait until the screen becomes distorted to perform the Speed Kill. Ahead of you is an Archer, approach him from the right and execute a Speed Kill. Move to the end of the next hallway and ascend the ladder at the end of it. Head forward and drop to the next area.

C. The Harbor District

There is a fountain here, use it if you wish. Head forward to the edge of the wooden platform, then run along the left wall and jump at the end of it to reach the next platform. Move toward the ledge on the left to get on it, then drop to hang on the ledge. Shimmy right along the ledge and around the corner, then climb up at the next platform. Use the beam on the right to reach the next ledge, then move right along the ledge to the next beam. Jump to the beam across from you to reach the next platform, then roll under the hole ahead to reach the next room.

Turn left and you will see a weapon rack, which will give a secondary weapon when broken. Break it if you wish with your dagger, then turn right and get on the beam. Jump forward from the beam to reach a set of beams, one above the other. Drop from the first beam to the second beam, and note that sending the birds flying will arouse the suspicion of the enemies below. Wait until the Archer turns away from you, then execute a Speed Kill on the Guard. After dispatching him, move toward the Archer and Speed Kill him as well. Move forward and run up the wall, jumping at the apex of the run to reach another beam. Jump up to the beam above that one, then move left to the next platform.

Ahead of you is another beam, jump to it. Move to the beam pointing at the center and jump to reach a gap, which the Prince will automatically brace himself in. Move the Control Stick down to slide down, and move it up to climb up. Slide all the way down, and drop to the street below. Two Guards will

attack, dispatch them both however you see fit.

After killing them, turn right and jump to the beam ahead of you. Move along the beam to the right, then jump to the next beam. There is a gap on your left, jump to it and use it to climb up to the next platform. Jump forward to the next beam, then slide down the gap. Turn around in the gap, then execute the Speed Kill on the Guard below. Move forward and head into the next room.

Use the Landscape Camera if you wish, then move to the edge of the platform on the right into the birds. Wait for the guards to resume their initial positions, then jump to the beam ahead of you. Execute the Speed Kill on the Guard from here, then move to the Archer and Speed Kill him as well. Ascend the ladder next to the Archer to reach the next platform.

Move on the beam and jump to the rail across from you--however, do NOT climb over the rail. Wait for the Archer to come to the left, then climb over when he starts to move to the right. Catch up with him and perform a Speed Kill. Roll under the hole ahead of you.

D. The Streets of Babylon

This next area has a fountain, use it if you wish. To the right of it is a wall, run up it to reach the next platform. Use the Landscape Camera if you wish, then run along the right wall and jump at the end of it to reach a beam. Wait until the Guard moves under you and the screen becomes distorted, then perform a Speed Kill. Move up to the Archer, and Speed Kill him as well. Run along the left wall to reach a beam, then jump to the right to reach the next building.

Turn left, and follow the stairway until you reach a dead end. Use the Landscape Camera if you wish, then run up either the left or right wall and jump. Jump again when you hit the wall across from you, and continue this process to ascend to a ledge. Get on the ledge to the right, then jump up to reach another ledge. Move right to reach the next platform, then climb up to reach another.

Get on the beam to your right, then move up the center beam. Jump forward to the next beam, and then again to another. Move right and then jump forward to reach the next beam, and then move left and jump forward to reach yet another beam. Jump forward once more to reach the next platform.

Climb over the rail in front of you and move parallel with the ledge across from you (it's above the blackened wall). Drop down to the ledge below. Use the Landscape Camera to wait until the Guard on the left is turned away, then quickly perform a Speed Kill on the other Guard. Then turn and Speed Kill the aforementioned Guard. Move forward and follow the alleyway until you reach a beam. Move along it and jump to the ledge across from you, then shimmy left along the edge to reach another beam. Climb on it, and jump to the beam parallel to it, then jump from that beam to reach the next platform.

Move forward through the alley until you reach the edge of the platform. Run along the right wall and jump when you are parallel with the beam in the center to reach it. Jump toward the wall on your left or right, and jump off that wall to reach the beam above you. Move forward and jump to the next area.

E. The Palace Balcony

There is a fountain here, use it if you wish. Climb over the railing to your left and drop to the platform below. Move to the edge, then run along the wall on your left, jumping when you are parallel to the rail on the right side. Climb up the rail. Use the Landscape Camera if you wish, then run up the wall next to you to reach a ledge above. Move left along the ledge to reach a beam, and wait for the Archer in the background to move. Then, perform a Speed Kill on the Guard below. Move forward and turn right, but stay behind the brown latticed wall. Use the Landscape Camera to observe the two Archers. Wait until the Guard in the foreground turns to the right, then quickly move up and turn left into the next alcove. Move forward and climb the furniture, then run up the wall and jump to reach a beam. Move right along the beam until you reach its edge, then wait for the screen to become distorted. Execute the Speed Kill on the Archer then, and Speed Kill the other Archer afterward.

From where the last Archer was, there is a raised statue to the left. Climb it, then run up the wall and stab the dagger into the plate (press B). As a note, when using plates remember to let go of all buttons after stabbing, particularly R, as holding them can potentially mess you up. Jump up and stab into the next plate, then jump to the platform across from you.

At the edge of the next platform, run along the left wall and jump when you reach the shutter to propel the Prince to the next platform. There is a pressure plate to the left, step on it to open the door ahead of you. Run through the door before it closes.

In the next room, climb up the table on your right and move to the edge of the platform. Use the Landscape Camera if you wish, then run along the right wall and stab the dagger into the plate when you reach it. Drop to the beam below, then jump across and stab into another plate. From here, perform a Speed Kill on the Guard below.

There is a column to your right, jump to it and ascend. From there, jump to the beam to the right of you, and jump from there to the next platform. Use the Landscape Camera if you wish, then run up the wall ahead of you to reach a ledge. Move right along the ledge until you reach a beam, then move to the end of the beam to reach a gap. Jump to the gap, turn around in it, and then execute a Speed Kill on the Archer below.

After that, turn to the railing and climb over it, then jump to the beam across from you. Wait until the screen becomes distorted, then perform a Speed Kill on the Guard below. Move forward until you reach a doorway on your left barricaded by furniture. Destroy the furniture with your dagger and then wait for the alarmed Guard to move back into position. Use the Landscape Camera if you wish, then move through the doorway and run up the wall ahead to the rail. However, do NOT jump over the rail. Instead, shimmy to the right until you are past the guard, then jump over the rail and execute a Speed Kill.

Turn to the left wall and run up it, stabbing your dagger into the plate above. Jump and stab your dagger into the next plate, then run along the wall (hold R and press the Control Stick) to the left and stab your dagger into the next plate. Run one more time to the left to reach the next platform.

Turn left and move to the table ahead. Climb it and move to its edge. Use the Landscape Camera if you wish, then run along the wall and press Y on the shutter to initiate a Speed Kill on the Archer ahead, remembering to finish the Speed Kill afterward.

Run up the wall on your left and jump to reach a beam. Jump from this beam to

another beam ahead of you, and then jump at the end of this beam to the left to reach a ledge. Climb the ledge and over the railing above it to reach the next platform. Use the Landscape Camera if you wish, then climb on the table ahead, run up the wall, and stab your dagger into the plate. Run along the wall to the right and jump when you are parallel to the beam on the right. Move forward along the beam and turn when you reach a smaller beam on the left. From this beam, jump to the gap ahead of you.

Now, the next Speed Kill. After a bit more testing on this kill, it is easier than I thought, and contrary to my first impressions, error on the designers does not seem to be the issue here. Still, it's a tricky one. To do it EASILY, simply drop down from the gap and quickly Speed Kill the Guard walking away from you, then go back and Speed Kill the Archer.

Now, if you want to do it the 'real' way, or the Guard is too far away from you, here's how you do it. Turn around in the gap, and execute a Speed Kill on the Archer below. Afterward, move forward through the hallway to the table ahead. Run up the wall on the left and jump to the beam above. Move to the beam perpendicular to you and then move right until you reach the end of the beam. Jump to the plate and stab your dagger into it, then run along the wall to the left and stab your dagger into the next plate. Then (now this is the tough part), you will have to jump from the plate to the beam across from you, then press the Control Stick away from the beam as you reach it. Doing this will help to make the Prince maintain balance, any other way will make the Prince slip into a hanging position, where the Guard will see him and mess up the Speed Kill. After doing this, move to the center beam, jump to the gap ahead, use the Landscape Camera if you wish, then turn around and perform the Speed Kill.

Any way you do it, afterward move forward into the next room. Run up the wall on your left and stab the dagger into the plate. Run along the wall to your right to reach a ledge, then shimmy right along to the end of the ledge. Climb up to reach the next level. Head around to the end of the hall, then run up the wall and jump off the pressure plate to open a door and reach the beam. Quickly climb up through the open way before it closes to reach the next area.

F. The Palace

There is a fountain in this area, use it if you wish. To the right there is a hallway full of trap spikes, run quickly over them to avoid being hurt. Follow the hallway until you reach your first spinning blade trap. Run through right after it goes down. The next trap is a panel that flips between a normal state and one filled with spikes. Run onto it right after it turns normal and then run up the wall ahead of you. Climb over the railing to reach the next platform.

Approach the edge of the platform on the right. You will need to run along the wall on the right at the right time to avoid being hit by the blade. Since you will be passing only through where the upper half of the trap, wait until the blade clears that section and then quickly run through, jumping afterward to reach the next platform parallel to you.

Go forward and approach the edge from the right. You will need to run along the wall on the right at the right time to avoid being hit by the wall trap. Wait until right after the wall goes down, then run along the wall, jumping on the shutter at the end to reach the next platform.

In the next hallway, wait until the wall trap ahead of you begins to go down,

then quickly run forward over the trap spikes and run up it and climb to reach the next platform. The next trap is a duo of spinning blades. Wait for both to go down and then quickly run across. At the end of the hall there is a crank. Grab the lever of the crank (press and hold R) and use the Control Stick to move it and open the ceiling above you. Turn around and look to your left, there is a plate switch above you. Run up the wall and stab your dagger into the plate (press B) to pull out the block across from you. Quickly jump to the block and run up the wall to the left to reach a ledge. Climb the ledge and jump to climb into the next area.

G. The Throne Room

There is a fountain here, use it if you wish. From the fountain, head right and climb the statue of the bird. Use the Landscape Camera if you wish, then run up the wall and stab the dagger into the plate. Run along the wall to the right to reach the next platform, then run along the wall to a shutter where you should initiate a Speed Kill for the Archer ahead. Run along the left wall to the next platform.

Use the Landscape Camera if you wish, then run up the wall ahead of you to reach the next platform. Run along the left wall and jump off the shutter to reach a ledge. Climb up the ledge, then jump up and stab the dagger into the plate. Jump across to reach another ledge, then shimmy to the right to a beam. Follow it to the center beam, and then jump across to the gap. Slide down, turn around, and wait for the the screen to become distorted so that you can use a Speed Kill on the Archer. From there, turn left and run up the wall to a ledge. Move to the right, around the corner, then jump up and stab the dagger into the plate. Run to the right and jump when you are parallel with the ledge on the pillar, then move left around the corner and jump to the column. Slide down to the column's midsection and wait.

Observe the archer above. When he turns around, ascend the column and jump to the railing on his platform, then quickly move behind him and do a Speed Kill. After that, turn right and climb over the railing, then jump to the column across from you. Turn to the gap ahead and jump to it, then slide down and turn around.

You will now attempt your first double Speed Kill on these two Guards. This is attemptable when two enemies are close together, and are usually scripted events. A double Speed Kill requires matching with four visual cues, but takes out two enemies at once. To my knowledge, they must always be done from above. Simply initiate the Speed Kill and go from there.

Afterward, turn around and head through the hallway to activate a major cutscene.

You now have the Dagger of Time, and more importantly, your first time power: The Recall. You can rewind time now (press and hold L) to undo your mistakes. Pretty handy, huh? Each rewind consumes one Sand Tank. To refill sand, you must defeat enemies of sand or break containers in the hopes that they may contain sand.

Go forward and turn right, and smash through the barricades. Continue following the hallway, and note that it is crumbling beneath you--so make haste! At the end, run up the wall on the left to reach a pressure plate, then run through the open door afterward.

This floor is crumbling as well, be wary as a section ahead of you will fall

before you get to it. If you mess up, remember: you can rewind your mistakes now. Continue to the end of the hallway, then run up the wall and stab into the plate above. Then run to the left and stab into a plate, then run to the left to reach the next platform. Use the Landscape Camera if you wish, then run along the right wall to the curtain and slide down. Quickly go through the doorway before the floor falls away to reach the next area.

H. The Trapped Hallway

There is a fountain here, use it if you wish. From there, head right and go through the hallway until you reach a two panel traps. Wait for the first one to retract, cross it, and then do the same for the second one. Turn left to find a new type of trap, the spinning bladed columns. There are two here. Stand to the left and wait for the first one to go to the right before crossing past them both.

The next trap is a combination of two panel traps and a bladed column. Take a side, wait for the first panel to go down, make sure the column is not in the way, and then cross them all.

The next trap ahead is a bladed column, then a panel trap, and then another bladed column. Wait for the panel to go down, make sure the columns aren't in the way, and then run past them all.

At the corner on the right is a pressure plate, run up the wall to press it. Then turn around and head through the door before it closes.

Do not step on the floor in the middle or to the right, as it is crumbling. Circle around from the left to reach a column in the upper right corner, and jump to it. Ascend the column and jump to the next column behind you, and then ascend and jump to the column after that. Ascend that column and turn to the left, then jump to the ledge opposite you. Move to the right before the ledge falls, and around the corner to the end, then jump up to the next ledge. Move all the way to the end and then jump to the column opposite you. Then, jump from the column before it crumbles and stab into the plate ahead of you. From there, run right along the wall to the next plate and stab into it, then do the same for the third plate. Then jump to the column opposite that plate, and jump to the one past that. Finally, jump to the left to land on a beam, and jump from the beam to reach the next platform.

Use the Landscape Camera if you wish, then jump to the curtain and slide down. Jump as you almost reach the bottom to avoid death and make it to the gap. Slide down the gap, then drop down to the next area.

I. The Ruined Palace.

There is a fountain here, use it if you wish. From there, go left and follow the hallway to the next set of traps--a bladed column between two panel traps. Simply choose a side, wait for the panel on that side to go down, and run past.

Make a left and face the next set of traps--three panel traps in a row. Wait for the first one to go down and quickly run to pass them all.

Next is a set of three bladed columns. Pick a side, wait for the first one to head away from you and then quickly run past them all. Head forward through

the hallway, taking care to keep ahead of the crumbling floor, and you will eventually emerge in a room. There is a platform across the gap to the right of this room, jump across it to reach it. From there, head forward to the wall at end of the platform, then make a left and run along the right wall to reach the next platform.

Now you will engage a single Guard in Free-Form Fighting. Dispatch of him and move forward to the stone block. Jump forward across the pit to reach a ledge, and move left along the ledge to the next platform. Two more Guards will engage you in Free-Form Fighting. Eliminate them. To your right in a hallway is a chest that contains 10 Sand Credits. Sand Credits are used to buy artwork in the Extra Features section of the Main Menu.

Go back out and forward to a ledge ahead. Climb up the ledges to reach the next platform. A Guard will engage you in Free-Form Fighting, get rid of him. After that, turn back the way you came and climb up to the small platform. Go to the edge, jump to the plate across and stab into it. Then jump up and stab into the next plate, then jump up to the ledge. Climb it and move to the left to reach the next platform. Turn to the left and jump to the next platform, then run along the right wall and jump on the shutter to propel yourself to the next ledge. Move left along the ledge to reach the next area.

J. The Royal Chambers

There is a fountain in this area, use it if you wish. Move forward from here to step on the pressure plate and move through the doorway. Follow the stairs all the way down until you trigger a cutscene.

K. The Sewers

There is a fountain in this area, use it if you wish. Move forward to the edge of the platform, and jump forward to grab the bar. You can swing from a bar (press and hold R), swing-jump (press A while swinging), and climb up a bar (press A). Swing-jump to the next bar, and do the same for the next one, and the next one, which will take you to the next platform. Turn left and move to the edge of the platform, then jump forward to then next bar. Shimmy around the bar (use the Control Stick) to the left around the corner, then shimmy up and around the next corner. Then turn around (use the Control Stick) and drop to the next platform.

Go up the stairs to the edge of the platform, then jump forward to the next bar. Climb up the bar, then jump to the ledge ahead of you. Shimmy to the left around the two corners, then drop into the gap. Slide down to the bottom and drop to the floor.

You will now encounter a new type of enemy, one that can only be fought using Free-Form Fighting: the Reptus. These creatures aren't fast, but they are surprisingly strong and very effective defenders. They have a weakness to the light, however, and will be vulnerable when led into it. The easiest way to deal with these enemies is to lead them into the light, and then use the Aerial Landing Slice to quickly kill them. If there is no light to be found, then simple combos seem to work best to bring them down. The Reptus are also the first enemy that gives sand when it is defeated, so make a note of that. After defeating the Reptus, go down the hallway, run up the wall at the end and stab the plate switch ahead of you. From there, drop down to a ledge, and drop again into the gap. Slide down to the bottom of the gap. Jump to the bar

ahead of you, and drop down to the next two bars, followed by dropping to the floor. Drink the water if you need health, then turn around and head forward to the stone ahead.

Use the Landscape Camera if you wish, then turn to the left and run up the wall to a plate to stab into. Jump up from there to another plate to stab into, and then run along the wall to the right to reach a ledge. Shimmy right until you turn a corner, then climb up and move right around the next corner. Line up with the column at the center of the room, and jump to it.

Slide down the column, the door has opened. Head through the door and out to the beam, then jump right to the gap. Slide down the gap and drop down to the floor. From here move forward and until you come to the edge of a pit. Use the Landscape Camera if you wish, then turn to the left and jump to the ledge on the wall ahead. Climb up, move to the right, then jump and climb up to the ledge above. Then move to the right and climb up to the next ledge, followed by jumping to the column in the center of the room.

Jump from the column to the bar on the opposite end, and swing-jump from the bar to the plate on the moving wall when it is completely out. Wait there until the wall is completely out again, then run along the wall to the right to reach the next platform.

Use the Landscape Camera if you wish, then turn left and run along the right wall to reach the next gap. Slide down and drop to the floor, then move to the center of the room to activate what we've all been anticipating...

...THE DARK PRINCE!!!

The Dark Prince has quite a few differences from the standard Prince we know and love, which makes his playable sections into quite a ride. Firstly, he is constantly dying. Every second takes away another bit from his health--and if it reaches the end, he dies. The only way to replenish health is to use sand, which gives full health to the Dark Prince. Fortunately, virtually every container gives sand, and there is never a shortage of enemies to fight the Dark Prince--as we will soon see.

The Dark Prince excels at combat. Read his section in the 'Free-Form Fighting' section for intricate details, but newbies and button-mashers should be content with knowing that by alternatively pressing B and Y over and over again the Dark Prince will tear through almost any and all opponents, needing you only to point him at what to kill.

You begin in the thick of combat, as swarms of Reptus will seek to bring you down. Fight and kill them all--and don't worry, it'll take a while. After defeating all the enemies, head to the center of the room and face the stone with the lion's face emblazoned upon it. Pull out the stone (press and hold the Y button) to open the door behind you, and head through it quickly.

As you might have guessed, platforming is a bit more strenuous thanks to the drain on your life. Fortunately, that's what this guide is for. Head out onto the beam ahead and jump forward to reach the next beam, then jump forward again to reach a column. Descend it to reach the floor, where a group of Reptus are lying in wait. Destroy them all, and move forward out of the room. Make a right and you will see a bar, which you can jump and chain-swing (press Y while jumping) to. Jump and chain-swing across, then get some sand out of the pots on this platform.

From here, move out to the beam and jump forward, chain-swing, then chain-swing again to reach a gap. Slide down and drop to the bottom, where more

Reptus await you. After destroying them, pull out the stone with your chain and then head through the door it opens. From here, run up the wooden wall ahead of you to reach a ledge above. Shimmy left and around the corner, then climb up and jump up to reach the next platform. Grab the sand from the adjacent pots, then turn around.

Run along the right wall to the ladder on the other side, and ascend it to the next platform. Go to the upper left, climb up the platform, and stab the plate switch ahead. After the wall moves out, jump to the bar and swing-jump to the next bar. Climb up the bar, wait for the panel trap ahead of you to retract, and then quickly jump from panel to wall up to the platform above. Go forward, get the sand, and follow the hallway to the platform's edge. Move out to the beam, jump to the gap ahead, and then drop down.

You just touched a pool of the Water of Life. By touching this, you undo the transformation of the Prince into the Dark Prince. Why didn't I tell you this before? In the words of the Dark Prince: "And ruin all the fun?" = P

Head forward and jump up to the ledge on the right. Jump from there to the ledge on the left, then jump and climb to the ledge above you. Move left and line up with the moving wall. Jump and stab into the plate on the wall when it descends to your level, then run to the left at its ascent to reach the next platform. Head forward to reach a room with four Reptus, and kill them all. To the left of the third archway is a plate switch, stab it to open the door ahead. Run through before it closes.

Now you have the opportunity to get your first optional Life Upgrade, which permanently extends your maximum health. If you want it, read on to the next section, otherwise simply skip it--unlike Warrior Within, there is no reward for getting all the Life Upgrades.

LIFE UPGRADE NUMBER ONE *OPTIONAL*

To your left is a curtain. Go through it, and head to the edge of the platform. Jump to reach the next platform, then turn right and jump to another platform. Turn left and move out onto the beam, then jump to the next beam, then the next, and then the next to reach the next platform. Turn right and move out to the end of the next beam, then jump forward to reach another beam. Turn left and jump to reach the final platform, and drink from the fountain ahead to start the Life Upgrade hallway.

Don't bother wasting your sand in this hallway--if you die, you'll be sent back to the beginning with no consequences. Only resort to using sand if it is of the utmost importance in completing the hallway.

You will encounter a pair of spinning blades first. Wait for them to go down, then quickly run past them. Move out onto the beam ahead, and drop into a hang. Shimmy upward until you reach a perpendicular beam, then climb up it. Move back to the center and forward to the edge of the beam. Wait for the two spinning blades to pass, then jump to the next beam. Finally, move as close to the platform as you can without moving from the beam. When the spinning blade ahead goes down, jump forward and head into the light to attain the Life Upgrade.

You will be teleported back to the fountain. From here, simply retrace your steps back to where you came.

END LIFE UPGRADE NUMBER ONE

Ahead is a trap of two spinning blades succeeded by a spike trap. Wait for the blades to pass, then run past them and over the trap floor, then stop. Wait for the second set of blades to pass, then run past those as well to reach the next area.

L. The Tunnels

There is a fountain in this area, use it if you wish. Head forward until you reach the platform's edge, then run along the wall to your left and jump at the end to reach the next platform. Turn left and run along the wall to the right to reach the ladder. Ascend the ladder, then jump to the ledge on the right. Climb up, then look up to be introduced to the newest trap--shooting arrows. Jump up to the next ledge, but remain in a hang. Wait until the arrows shoot, then climb up and jump to the right. Wait for the arrows to shoot again, then climb up and jump and climb to the platform above. From here, turn right and around until you get to the edge of the platform. Jump to the platform ahead, then jump again to reach the next platform with two new enemies--the Sand Archers. The Sand Archers are basically just Archers that give you sand, so quickly Speed Kill one and then the other while their backs are turned.

From here, run up the wall to the ledge above and climb up. Move right, then jump and climb up to the next ledge, and then jump and climb to the next one above it. Shimmy right as far as you can, then drop to the ledge below. It's breaking, so quickly move right and jump back up to a ledge above.

From here, jump to the ledge on the opposite wall and move right. Then jump up to the next ledge, shimmy right, and drop down to the next ledge. This one is also breaking, so quickly move right and jump up to the next ledge at the end. Climb up, and jump across to the ledge on the other side before that ledge breaks as well. Move right as far as you can, then jump and climb up to the next ledge. Move right as far as you can.

Wait for the arrows to fire, then jump and climb up to the ledge above. Move right as far as you can, wait for the arrows to fire, then jump up and shimmy right on the next ledge. Climb up.

The ledges above you are retracting. Wait until they both just go out, then jump and climb up both, move right, and jump and climb to the platform above to activate a cutscene and reach the next area.

M. The Fortress

There is a fountain in this area, use it if you wish. Use the Landscape Camera if you wish, then slide down the gap. You will see two new enemies, and a new object. The object is a sand Gate, and you can get new Sand Powers from them. The gray enemy is a Sand Guard, the sand variant of the standard Guard. The red enemy is a Sand Gate Guard, and is special in three ways. Firstly, it has the ability to call for reinforcements from the Sand Gate. Since you cannot use the Sand Gate until all the enemies around it are defeated, this is not a good thing. Secondly, this enemy requires matching three visual cues to Speed Kill. Thirdly, and perhaps most importantly, is that this enemy has a special secondary weapon. It is a sword that, when equipped, will constantly

regenerate the Prince's Sands of Time! The power of nigh-limitless recall and other tricks are at your fingertips with the weapon. There is the drawback of the sword basically stripping you of your Left Hand in Free-Form Fighting because the durability is so low, and you'll lose the sword whenever you turn into the Dark Prince (which is usually conveniently right after a Sand Gate), but the benefits outweigh the drawbacks so heavily it's simply no contest.

Wait for the Sand Guard to move under you, then execute the Speed Kill. After he goes down, move behind the Sand Gate Guard and execute the Speed Kill. A tip to keep in mind is that now with the recall power, you can rewind Speed Kills if you mess up--be sure to do so if you do.

After killing him, step on the Sand Gate to gain a new Sand Tank. With this, you now have four Sand Tanks to draw upon.

After that, go left and move to the edge of the platform. Wait for the panel trap ahead of you to retract, then run across the wall and jump when alongside the bar to reach the bar. Swing-jump to the next bar, and then swing-jump from there to the next platform with a Sand Archer. Get behind him and quickly Speed Kill him.

Turn to the left, and jump to the hanging chain. Descend the chain to the bottom and wait. Hang there until the two Sand Guards are close together, then execute a double Speed Kill. From there, circle around the building to locate and Speed Kill the Sand Archer. In the alley below is a Sand Chest containing 10 Sand Credits.

Go back to the chain and run up the wall of the small hut next to the chain to its roof. From there, run up the wall and stab into the plate, then jump and stab into the plate above. After that, run left along the wall and stab into the plate, then run along the wall to the left and jump off the shutter, to another shutter, which jumping off will propel you to a ledge. Drop from the ledge, turn around, and run up the wall opposite you to another ledge. Wait for the Sand Guard above to turn around, then jump up, climb over the railing, and execute a Speed Kill on the Sand Guard. Then move forward behind the Sand Archer, and Speed Kill him as well.

There is a crank here, turn it, and then move forward to the narrow edge of the platform. Wait for the panel trap to retract (the first one was deactivated by the crank), and run across the wall to reach the next platform.

What's that? Oh, the Dark Prince is back. Here we go...

The torch on the wall ahead can be chain-swung from, extending the Dark Prince's wall-running ability. Run along the left wall and chain-swing from the torch to make it to the next platform. Jump forward and chain-swing to reach the next platform, then drop down to the Sand Archer below and prepare to do a Speed Kill.

However, the Dark Prince Speed Kills differently from the Prince. Fortunately, while it is different, it is also easier. Initiate the Speed Kill using the Y button, and then press the Y button repeatedly to snap the neck of the unlucky victim. Brutal. >= D

Speed Kill the Sand Archer, then jump back up the ledges to the raised platform above. Use the Landscape Camera if you wish, then run along the left wall, chain-swing on the torch, and jump alongside the chain to reach it. Slide down to the bottom, and Speed Kill the Sand Archer below. Thankfully for the Dark Prince, Speed Kills from chains don't require anything but initiating the kill. How cool is that??? = D

Drop down and head up to the next Sand Archer, and Speed Kill him. Get behind the stone pillar after doing that and wait for the patrolling Sand Guard. When he turns around, sneak up behind him and execute a Speed Kill.

Now, this will herald an infinite amount of incoming enemies. Don't deal with them, instead turn to the column nearest the stone pillar (it has two vases by it), and ascend the column. Jump to the bar ahead, and swing-jump to the next bar and the next bar and the next bar, then swing-jump to the plate switch, stabbing the switch to open the gate.

Drop down, move around to the gate and pass through to reach a pool of the Water of Life. You are the Prince again. Move forward to reach the next sequence.

A CHARIOT SEQUENCE!

The chariot is simple to control. Press left and right on the Control Stick to move the chariot left and right. Press the A button to speed up, however this is a completely unnecessary move. Use it only if you feel daring or suicidal.

The chariot is dangerous, however. If you smash into anything that isn't an enemy, you will die. Period. You can use Recall to rewind time if you die, but you can only do this so many times. So, in short, be careful.

At the beginning, you will be assaulted by another chariot. Don't let it ram you into the wall, and do your best to ram it into a wall instead. Make sure you don't ram into a wall yourself when you do it, though. Eventually he will crash, and you will move on.

There is a juncture up ahead, move right through it. You will be assaulted by two enemies next, one after the other, press the B button to slash them off. At the next juncture head left, then slash off the next enemy that comes. You can go down either path for the next juncture, but be warned that the upper road will be partially blocked by an enemy's cart. Slash the enemy that gets on your cart, then steer through to the climactic ending.

There. That wasn't so bad, was it? Cutscene time.

Head through to the end of the alley. Use the Landscape Camera if you wish, then run up the wall to the ledge, jump and climb up to the ledge above, and move around the corner. Then, jump over to the next ledge, and from there jump and climb up to the platform above. Turn left and climb up the ladder, jump right to a ledge, then jump up to the ledge above. Jump from there to the ladder on the opposite wall, and ascend it to the next platform.

Turn right and head to the end of the alley, then climb over the right rail and jump to the ladder. Ascend the ladder, jump to the ledge on the other side, then move around the corner, jump to the next ladder, and ascend. Jump to the rail on the other side, and climb over to reach the next area.

N. The Lower City

There is a fountain here, save if you wish. Head forward and get on the beam. Use the Landscape Camera if you wish, then jump across to the next beam. Move forward and turn right at the next perpendicular beam, then move to the edge and jump to the ledge. Move right and around the corner, then drop down to the next ledge, then drop again to another ledge. Drop into a hanging mode and

shimmy right until you reach a beam, then move to the edge, and jump across the gap to reach a beam and the next platform. Turn around and move to the edge of the platform from the right, then run along the wall and initiate a Speed Kill on the shutter to eliminate the Sand Guard. Go through the doorway and Speed Kill the next Sand Guard.

Turn around now, and climb over the railing. Use the Landscape Camera if you wish, and drop to stab into the plate below. Wait until your screen is distorted, then perform a Speed Kill on the Sand Guard. Then, quickly move forward and Speed Kill the other Sand Guard. Turn right and move onto the next beam. Jump to the bar and swing-jump across to the gap. Slide down the gap, turn around, and wait. Wait until your screen becomes distorted, then execute the double Speed Kill. Afterward, quickly move up and around the portal behind the Sand Gate Guard, and Speed Kill him. Go to the Sand Portal and you will receive 100 Sand Credits.

Go through the archway to the left, step out into the alley, then go back into the archway and turn your camera toward the alley. Wait for the two Sand Guards to come out into the alley and turn away from you, then come out and approach the Sand Guard on the left, Speed Kill him, then Speed Kill the Sand Guard on the right. Climb up the rubble with the brown canvas on top and then run up the wall and stab into the plate. Then, run along the wall to the right to reach a ledge. Shimmy right and climb over into the next room.

Now for the most frustrating enemy up to this point: the Hunter Hounds. These things are hard to hit, hit even harder, and steal your sand away from you. The easiest way to deal with Hunter Hounds are to play them defensively. Block constantly until you see the Hound try to steal your sand (a big sand cloud appears when they do this), then quickly stab them with your dagger to get an instant kill. Doing this, they become a snap. However, if you don't have any sand, they won't do this. If this is the case, then you will need to resort to standard attacks. The easiest way to kill them normally is to knock them down with preferably a secondary weapon, but the dagger will do. Using Wall Rebound attacks are extremely effective in knocking them over. Then, stab them to kill them. There are two in this section, and yes, you can only combat them with Free-Form Fighting.

Turn left go forward to the edge of the platform, then run along the wall on the right to reach the next platform. Turn left and jump to the next platform. Run up the wall and climb over the railing, then turn to the right and jump to the next platform.

Time to be the Dark Prince. Quickly run forward and chain-swing to the next platform. Quickly run along the platform before it breaks and jump to the bar. Get on top of the bar and jump forward to reach the platform above you, then Speed Kill the Sand Archer. Then, quickly run along the left wall and chain-swing along the torch to reach the next platform. Quickly run and turn left on the platform before it breaks and jump at the edge, then chain-swing to the ladder on the other side. Ascend the ladder to reach the next area.

O. The Lower City Rooftops

You will reach a pool of the Water of Life, and become the Prince again. There is a fountain in this area, use it if you wish. From the fountain, turn right and wait for the Sand Archer on the building across from you to turn around. Then, jump across and Speed Kill him. Below you is another Sand Archer, wait for him to turn away and then descend and Speed Kill him.

Run along the right wall and jump off the shutter to reach another shutter on the opposite wall, then jump again to activate a cutscene. After it, turn right and then left to reach the edge of the platform, then jump across to the next rooftop. Then, run up the wall in front of you and wait for the Sand Archer to turn around. When he does, climb up and Speed Kill him.

Stay behind the vegetated wall and use the Landscape Camera to observe the two Sand Archers on the next rooftop. Wait until they turn around, and then jump across to the very rightmost part of the ledge (you should jump diagonally from the left on your platform to do it), but do NOT climb up. Birds will fly, but if you are on the right enough the two Sand Archers will not see you. Wait for them to turn around, then Speed Kill the one on the left, followed by the one on the right.

Climb up to the next platform to activate a cutscene. Turn toward the building from the cutscene and jump across to the next rooftop. Use the Landscape Camera if you wish, then run along the wall on the right and jump off the shutter to reach a chain. Descend the chain and wait.

Two Sand Archers are here. Wait until the patrolling Sand Archer moves to the left and the other Sand Archer is turned away from you. Then, drop down and Speed Kill the Sand Archer on the left, followed by the Sand Archer on the right. Move through the doorway to the edge of the platform, and jump across to the ledge. Drop down to the next ledge, and then drop again to get down. Head forward through the hallway until you reach a dead end, then run up the on your left and stab the plate. Then jump back to a ledge. Jump up to a ledge above, and jump again to reach the next platform. Run along the wall on your right and stab into the plate, then drop and stab into the plate below. Then, drop to the alley.

Go forward and smash the objects, then run up the wall and stab into the plate. Jump up and stab into the next plate, then run along the wall and stab into the switch. Two doors will open.

Now, from here, you can get another optional Life Upgrade, if you wish.

LIFE UPGRADE NUMBER TWO *OPTIONAL*

Drop from the switch and run into the doorway furthest from you, remembering to roll in order to make it through. Run forward at the edge of the platform and drop to the ledge below. Then drop to the next ledge on the left, followed by another ledge. Then, move to the right and jump across to the ledge on the other side. Then, drop down to the floor. Turn around and follow the hallway, and run up the walls as you get to them. At the end is a fountain, drink from it to start the Life Upgrade hallway.

You will be confronted with two Panel Traps at the beginning. Wait until they both start to go down, then run forward to the beam ahead. Ahead is a set of arrow traps, wait until they fire, then jump to the next set of beams. Quickly move to the center of the cross that the beams make. Wait for the arrows ahead of you to fire, then quickly move to the end of the beam and jump to the next set of beams, quickly climbing up so that you don't get hit. Move left to the next beam, and move forward to the edge. You will now have to deal with sliding ledges. Wait for the lowest ledge to retract and come back, then quickly jump to it. Then, *very* quickly jump to the ledges above as they appear. Run into the light to get the Life Upgrade.

END LIFE UPGRADE NUMBER TWO

Drop from the switch and run into the doorway closest to you to reach the next area.

P. The Arena.

There is a fountain in this area, use it if you wish. In fact, I recommend using it, as a boss fight awaits. Smash the pots on your left if you need some sand, then turn right and head out into the arena to face your first boss.

Boss: Klompa

Wait for the cutscene. Be impressed.

Big guy, isn't he? Don't worry, he's beatable, although he can be a bit irksome if you don't know what you're doing. Klompa has a few basic attacks at the beginning of the battle. When you are close, he will use his grab, which does very little damage on its own (in fact, it will never kill you on its own), but if he throws you into the spikes around the arena, you will suffer massive damage. He also has a one handed pound, a two-handed pound, and a sword strike, all of which can be dodged simply by running.

To beat Klompa, you will need to use the platforms on the arena's edge to ascend to his height. From the beginning, and hug the wall to reach a ramp. Ascend the ramp, and run along the wall to the right to reach a beam. Climb the beam, and then jump to the right to reach the next platform. Ascend the next ramp, then run up the wall and stab into the plate. Then, run to the left to reach the last platform. During all this, Klompa will attempt to hit you, but if you are quick, you needn't worry.

Step out onto the beam, and initiate a Speed Kill. Klompa requires you to match with three visual cues in his Speed Kill. The first one happens when you dive out, the second happens when he has you in his hand, and the third happens when you are on his face.

Run along the edge of the arena to the left until you reach another ramp. Then, run up the ramp and stab into the plate. Then, run along the wall to the right and stab into the next plate, then run along the wall to the right to reach the platform. Ascend the ramp and run up the wall to stab into the plate. Then, run along the wall to the final platform.

Step out onto the beam, and initiate a Speed Kill. Klompa requires again for you to match with three visual cues. The first one happens when you dive out, the second happens when Klompa raises his hand to you, and the third happens when the Prince is on his head.

Now begins the really tricky part of the battle. Klompa gains a few new attacks, most notably his wild sword slashing. If he hits you with this, it's over--a one hit kill. To dodge it, roll forward at him or roll to the side. Do not backflip, as the sword will hit you if you do so. Klompa also has a forward kick, which does moderate damage--but the real threat is that he often follows up this kick with a sword slash, which is then impossible to dodge. He also has a stomp, which does heavy damage, and if he steps on you normally, it will do minor damage. Save your sand for rewinding sword slashes.

To beat him in this state, circle behind him and slash at his legs. Continually slash him there and you will whittle down his health bit by bit. Klompa will try to move away and counterattack, but if you dodge correctly each time, you will eventually bring him down. At the end you will bring down one leg, then the other, and then you will have to complete a final Speed Kill. The cues are three--one on his lower back, one when the Prince is in the air, and the last when the Prince is on the back of the neck. If you miss any of these last three visual cues, Klompa will throw you off and gain back a little health, which you will of course have to take away. Complete the Speed Kill and Klompa will be finished at last.

A final note--there is a known glitch in this battle, where one of the visual cues will fail to appear. If you follow this specific pattern for the fight, you should not get the glitch. If you do, however, you can still complete the Speed Kill by recognizing exactly when the visual cue is *supposed* to be. They are listed above, of course, for your convenience.

Watch the cutscene with pride.

Q. The Arena Tunnel

Dark Prince Time! Quickly, run along either wall to the opposite platform. Then run up the wall ahead of you to reach the ledge. Move left and wait for the retracting ledge above to come out, then jump back and chain-swing to a ledge on the opposite side. Climb up to the next platform. Follow the hallway until you reach the end of this platform, where you will be confronted with a new trap--a motion crusher. On the opposite end of the pit ahead is a standard crusher, wait for it to start retracting and then quickly run and jump off the edge, then chain-swing to a ledge on the other side. If you're fast enough, the first crusher won't get you. Then, climb the ledge, waiting for the crusher to be safe, and jump up to the next ledge, and then the one after it. Directly above you is a beam, either jump up to it or move left along the ledge and jump from there. Then, jump to the right, wait for the two crushers, and then QUICKLY go to the upper right corner to smash pots for some much needed sand. Then turn left and descend the ladder to the bottom. Use the chain to pull out the block opposite you, then climb up the ladder to the level of the platform, jump to the platform, and quickly run toward and roll through the door.

Phew! Get some more sand here, then run along the wall on the right and chain swing on the torch to make it to a ledge. Move left and jump up to a ledge above, then jump and chain-swing to the opposite ledge. Jump up to a ledge above, then jump right from beam to beam to reach the next platform. Head right through the doorway and turn left to reach a pool of the Water of Life, and become the Prince again.

Go forward and head to your right to activate a cutscene, and reach the next area.

R. The Balconies

There is a fountain here, use it if you wish. The platform ahead of you has two enemies, wait until they turn around. Then, run along the right wall and initiate a Speed Kill to take out the Sand Archer. After that, Speed Kill the Sand Guard. Climb up the block on your left, and use the Landscape Camera. You

have two options here. Either wait for him to move closer to you and then use the shutter to get a Speed Kill, or wait for him to move away from you and then use the shutter to jump to him, then perform a standard Speed Kill. Either way, run along the left wall and use the shutter to get to the next platform. From here, climb over the railing in front of you and then jump to the next platform. Climb over and Speed Kill the Sand Guard. Then climb over the railing that the Sand Guard was facing to the next platform, then run up the wall in front of you and stab into the plate. Then run to the left, and stab into the next plate, then do the same for the third plate. Then, run to the left and jump when you are alongside the chain. Descend the chain and Speed Kill the Sand Guard from there.

Turn around and get on the beam, then move to the edge and jump to the chain in front of you. Descend the chain and wait. Wait until the two Guards are facing away from you and are close together, then execute the double Speed Kill. Look over the railing and you will see a Sand Gate Guard. Wait until he is facing away from you, then climb over the railing, drop, and Speed Kill him. Approach the Sand Gate to receive a new time power: The Eye of the Storm.

The Eye of the Storm is a very useful power. By using it (tap L), you will slow down time for everything but yourself. By doing this you can make combat easier and can get through traps that would otherwise be impassable.

After you get it, go back to the railing you jumped over. Run up the wall and climb over the railing. Follow the path until you are confronted by a gang of enemies. You will now have to use Free-Form Fighting to combat them. There are a total of four enemies, two Sand Guards and two Sand Archers. The same moves as before are effective, but now you can also slow down time to make the battle much easier. So, do that! If you run low on sand, you can always go back down to the street level to get more from the Sand Gate.

Now you will have to get through the door at the bottom by using the pressure plate up here, opposite the door. To make it through, use the Eye of the Storm, then run up and press in the pressure plate. Then, turn around, jump down to the street level, and hurry through the door.

Roll under the wood to reach the next area.

S. The Dark Alley

There is a fountain here, use it if you wish. From there, turn right and go into the light between the two walls. Use the Landscape Camera if you wish, then either one of the weapon racks to clear the way. Run up the wall and jump from wall to wall up to a plate at the top, then stab into the plate. Then run along the wall to the right. Turn right, run up the wall to a ledge, and climb the ladder to the top.

Whooh! What a sight! Go forward and drop to the first rooftop. Birds will fly. Wait for a second, and don't rush the railing or the Sand Archer below will see you. Use the Landscape Camera if you wish, then drop when his back is turned and Speed Kill him. Take care so that the other Sand Archer across the way does not see you when you do it, however. Then, hide behind the railing until the other Sand Archer turns his back. Then jump over to the other building and Speed Kill him.

Afterward, run up the wall in front of you to activate a cutscene.

After the cutscene, hide behind the bushels of grain. Don't get too close to

the railing in front of that, or the Sand Guard ahead will see you. From here, you should barely be able to make out his head. If you can't, use the camera. When he is turned, leap over the railing and Speed Kill him.

From there, run up the wall ahead and stab into the plate. Then run to the left along the wall and stab into the next plate. Then run to the left along the wall to reach the next platform. You will now have to engage a Sand Archer and a Sand Guard in Free-Form Fighting. Engage them normally, keeping in mind that you can toss them off the roof if things get tough.

After they are dealt with, jump to the next rooftop ahead of you. You will now have to engage two more Sand Guards in Free-Form Fighting. You can also use the column in the middle to do Column Attacks, so remember that.

After you are done, a cutscene will appear.

After the cutscene, move through the doorway and turn left at the wall. Go out on the beam and jump to the gap ahead. Slide down the gap, turn around, and jump out to stab into the plate. Then, run along the wall to the right to slide down the curtain. Follow the hallway to the end, then run up the wall on the right to reach the next platform.

Run along the wall on the right to reach the curtain, then jump off the curtain when you are almost at the bottom to reach the next platform, before you fall to your death. Head through the doorway ahead, and turn left to get between the two walls. Use the Landscape Camera if you wish, then run up the wall (don't go all the way in the back of the corridor, or there will be a ceiling to stop you) and jump from wall to wall until you reach a ledge. Shimmy along the ledge to the left until you reach a beam, then go to its edge and jump to the next platform.

Turn right, and run along the wall on your left to make it over the pit. Then ascend the ladder on your left, and ascend the next ladder after that. Turn right, and there will be a cutscene.

T. The Temple Rooftops

There is a fountain here, use it if you wish (it's right behind you, in the darkness, and a little hard to see).

Time for a new type of enemy--the Chameleons! These are mostly like Reptus, the big difference being that Chameleons are invisible until struck. Well, mostly invisible. You can make out their outlines if you're paying attention. They make a very loud, distinctive (and annoying) noise when they are around. You can engage them in Free-Form Fighting combat if you wish, there are five or so.

After you drop down, head forward and around the big stone, circling to the right. On its right side, run up it and stab into the plate. Then, jump up to the ledge and shimmy to the right around one corner and then the other. Jump over to the column from here and ascend it. Then jump to the plate opposite you and stab into it. Then run along the wall to the right and jump off the shutter to activate a cutscene.

From where you start, jump forward to reach the next platform. Careful, there is a Chameleon here. Kill him, then turn your attention toward the bell. We're going to have to pull (hold R and use the Control Stick) this back so you can reach the alcove above you.

After pulling it, run up the wall to reach the alcove. Climb up, then run up the wall and stab into the plate switch to activate a cutscene. Drop out of the alcove, then get on the bell and from it, run along the right wall to reach the platform you first jumped on. Then enter the door before it closes.

Turn right and jump over the pit to the ledge on the other side. Move right and then jump over and stab the plate opposite you. Then, run along the wall to the left to reach a ledge. Move left quickly before the ledge falls and jump opposite you to stab into a plate. Then run along the wall to the right to reach a ledge. Move all the way to the right, then jump and stab into the plate above. Then jump across to the plate switch opposite you and stab into it. Drop to the ledge below and quickly shimmy to the left. Then, climb up the ledge and jump to the ledge on the other side. Then quickly go to the right and jump up to the next ledge before yours disappears.

From here, climb up on the ledge and move to the right. Then, jump up to the next ledge. Shimmy right, then drop down to the next ledge and move right. Then jump to and stab into the plate on the other side. Then run along the wall to the left and jump to the other side. Go forward and run up the wall to reach a ledge, then climb up and jump over to the next room.

More Hunter Hounds. Man, I hate Hunter Hounds. Kill them as you did before. There are five in all. After they're all dead, go to your right and climb the small stone block. Use the Landscape Camera if you wish, then run along the left wall, all the way around the curve until you are alongside the bar, then jump off to the bar. Swing-jump and stab into the plate switch. A platform will raise. Drop and run to the platform, and run up it to reach it. Climb up and run along the left wall, around the curve to reach the next platform.

Then, run along the next left wall, around the curve and jump when you are alongside the bar to reach it. Climb up the bar, turn around, and jump to the wall. Climb the wall, and jump to the next wall in front of you, the one with a big dagger plate on it to reach a ledge. Move right along the ledge to reach a platform, and run up the wall to stab into the the plate. Then, run along the wall to the left and jump at the end to reach another bar. Swing-jump to the beam in front, and then wait. Turn the camera and wait until the Sand Guard at the window turns around, then jump to the platform past that.

Use the Landscape Camera if you wish, then turn around and climb over the narrow railing. From there, jump to the beam, and then jump again to stab into a plate on the wall. Then run along the wall to the left and jump off the shutter to reach another plate, which you should stab into. Then, run along the wall to the left and stab into the next plate.

From here, wait until the two Sand Guards below you get close together, then initiate the double Speed Kill. Then circle around the Sand Gate and Speed Kill the Sand Gate Guard.

Go to the Sand Gate and receive a new Sand Tank. That makes five!

Now, see the bell in this room? Imagine that the window next to the bell is due north. From there, take the bell to the southeast corner of the room. Get on the bell once you're there, and run up the wall to stab into the plate. Then jump up and stab into the next plate, and finally jump up and climb up to activate a cutscene.

Climb over the rail ahead of you and jump to the rail on the other side. Then climb over and turn the crank. After you do that, go back over the rail and drop down. Get on the stone step, and then run up and stab into the plate.

Then run along the wall to the right and stab into the next plate, then do the same for the third plate. Then, jump up to the open wall and climb up, then drop down on the other side.

There are two cranks here--one on the right next to where your partner is, and one to the left. Pull the crank on the left, and then pull the one on the right to activate a cutscene.

After that, pull the crank on the left to activate another cutscene. After that, pull the same crank to activate yet another cutscene.

Oh, and also herald the return of more Hunter Hounds. I hate Hunter Hounds. There are four in all. After defeating them, go back to the wall you originally dropped down from, run up it, and drop back down into the bell tower. Then return to the very first crank you pulled, and pull it again to activate a cutscene.

Push the bell under the plate switch, then get on the bell, run up the wall, and stab into the switch to activate a cutscene. You will need to stab into the switch again after the cutscene, and then climb up to the left and go through the door.

In this room, move along the ledge to the left at the gap. Move along it to the end, then jump across and stab into the plate. Then run along the wall to the left to reach the next platform. Next, run up the wall and stab into the plate, jump up to reach a ledge, and climb it. Then move right around the corner and jump up to another ledge. Move around the next corner, line up with the next small ledge, and jump to it. Then jump to the plate and stab into it. Then run along the wall to the left to reach the next platform. Follow the hallway to reach the next area.

U. The Temple

There is a fountain in this room, use it if you wish. Opposite the fountain is a plate switch, run up the wall and stab it to open the door. Go through and all the way down the stairway to activate a cutscene.

After the cutscene, you will transform into the Dark Prince. Climb over the railing and jump across to the opposite ledge. Drop to the beam below, then climb up and jump to the beam ahead. Wait for the screen to become distorted, then execute a Speed Kill on the Sand Guard below. Kill the Hunter Hound that comes up, then run along the left wall to reach the next platform. Use the Landscape Camera if you wish, then turn right and run along the left wall, and jump when you are alongside the bars, then chain-swing from the first bar to the second bar to the platform at the other end. Then turn to the left and run along the right wall, then jump at the end of the wall to reach a beam. Climb the beam and jump forward to the next beam. Then wait for the screen to become distorted, and then perform a Speed Kill on the Sand Guard below.

Kill the Hunter Hounds that appear (there are two), then look to the stone ahead and use your chain to pull it out of the wall. After you do that, jump to the stone and climb it. Then, run up the wall on the right and jump at the apex of your run to reach the next platform. Turn right through the doorway.

In the next room, drop into a hang off the edge of the platform, and shimmy right along the ledge. Use the chain to pull out the stone, then jump to the stone. From here, turn right and run along the wall, chain-swinging on the two torches and then jumping from the first shutter to the next shutter to finally

reach the next platform.

Go up and Speed Kill the Sand Guard ahead of you, and then double back and Speed Kill the Sand Guard behind you. Finally, kill the Hunter Hound that comes up. Use the Landscape Camera if you wish, then go through the archway and run along the right wall, chain-swing on the torch, and then jump at the end of the wall, and finally chain-swing to the next platform.

From here, turn left and run along the right wall to the gap ahead. Jump and chain-swing to the next gap, then jump forward to reach the next platform. From there, turn left and run along the right wall to reach the next platform.

Now, run up the left wall and jump to reach the next platform. From here, Speed Kill the Sand Guard ahead of you, then double back and Speed Kill the other.

From here, go through the archway and turn right. Use the Landscape Camera if you wish, then run along the right wall to reach a curtain. Slide down the curtain and jump right before you hit the bottom, then chain-swing to the next curtain. Slide all the way down to the floor.

Now you will be forced to fight a number of Reptus. There is also a Sand Chest in here with 10 Sand Credits. Dispatch all the Reptus, then run on the pressure plate to open the door. Go through the door before it closes. The next room also has a pressure plate, step on it and a number of traps will appear. The first is a twirling blade, roll under it to the right. Then run past the two crushers when they retract, and finally roll past the last twirling blade on the right. If you activate the Eye of the Storm for this, it becomes a breeze.

Run through the door at the end to find a pool of the Water of Life. You are now the Prince again.

To your left is a crank. Pull it to drain the water.

A new type of enemy will appear after you drain the water--the Illusion. The Illusions throw blades at you and constantly shift position, occasionally rushing you. To beat them easily, slow down time and then strike them repeatedly with the dagger. To the right of the crank's alcove there is an indented wall with a broken pillar in the foreground. Run up the wall and jump to said column, ascend, and then turn to the right and jump to the next column. From here, jump backward to reach the next platform. Turn to the left and run along the right wall, all the way around the curve, and then jump when you are alongside the bars. Climb up and then jump up to the bar above you, then swing-jump to the next bar.

From here you can get another Life Upgrade, if you so desire.

LIFE UPGRADE NUMBER THREE *OPTIONAL*

From this bar, shimmy to the right and you should see a hole ahead of you. Swing-jump to the hole and climb through. Head forward to the edge of the platform, then run along the left wall to the curtain. Jump at the bottom of the curtain to reach the curtain on the other side, and slide down to the floor. Go forward, make a left, and drink from the fountain to start the Life Upgrade hallway.

Run along the right wall to the shutter ahead, and jump from shutter to

shutter all the way down the hall--there are nine shutters in total. At the end, you will encounter some crumbling columns, each separated by spinning blades. Wait for each blade to go down, and then jump to the next column. Do not hold the A button after the jump, as if you are still holding it at the end of the jump it can cause the column to fall prematurely. After you clear the last one and reach the platform, run into the light to get the Life Upgrade.

To return to the initial room, turn around and head back the way you came, until you reach the end of the hallway. Then run up the wall to the left, step on the pressure plate, and enter the door to reach the room again.

END LIFE UPGRADE NUMBER THREE

Climb the bar and jump to the bar above you, then turn around. Swing-jump to the next bar, and follow that with a swing-jump to the room above. Run through the doorway.

There is a crank in the room, use it to open the next door. Run through to the next room. Use the Landscape Camera if you wish, then run along the right wall to reach the curtain. Jump at the bottom of the curtain to reach the next curtain, and slide all the way to the floor. Turn around and go through the doorway, and use the plate switch ahead of you to open the next door. Run through the door and follow the hallway to the next edge. Run along the right wall over the pit to reach the next platform. Ascend the ladder on your right to reach the next area.

V. The Marketplace

There is a fountain in this area, use it if you wish. Run forward to activate a cutscene. After the cutscene, turn to the left and keep to the right as you run until you reach the edge of the platform. Run along the left wall and jump at the end of the wall to reach the next ledge. Climb up, move right along the ledge around both corners, then jump to the gap on the right.

Slide down the gap and turn around, then jump forward to the beam in front of you. Wait for the Sand Guards below you to get close together, and then execute the double Speed Kill. Turn around and go to the end of the hallway to find a wicker basket. Pull the basket back with you to the pressure plate to open the door at the end of the alley. Run through the door and follow the hallway. At the end, run up the wall, climb up, and move onto the beam ahead.

Use the Landscape Camera if you wish, then move to the edge of the beam and jump to the column ahead. Then, jump to the next column in front of that. Look down and make sure that the patrolling Sand Guard is just turning away from you.

There are two other Sand Creatures here, a Sand Guard and a new type of Sand Creature: the Thrall. The Thrall is lighter colored, has extremely disturbing attire, and takes a whopping five matches of visual cues to Speed Kill. It is also quite resilient, though sustained combinations in Free-Form Fighting will bring it down.

Turn toward the Thrall and execute a Speed Kill on it from above. After killing it, run up the wall opposite the column and stab into the plate, then quickly jump to the column and ascend it. Jump to the other opposite wall and

stab into the plate, then wait for the Sand Guards to get close together. When they are close, execute the double Speed Kill.

Behind you is a wicker basket surrounded by a bunch of objects. Break the objects, then drag the wicker basket away from the wall to the wall on the other side. Climb on the basket and use it to jump up the wall and climb to the next platform. Move onto the beam ahead, jump forward and stab into the plate. From there, run along the wall to the right, jump from the first shutter to the second shutter, and then stab into the next plate. Wait until the two Sand Guards below get close together, then execute the double Speed Kill.

Turn around and go to the end of the alley, run up the wall at the end, and stab into the plate switch to activate the next cutscene.

After the cutscene, push the wicker basket forward onto the pressure plate, then turn around and stand on the next pressure plate to open the door. Quickly roll through the door before it closes.

Follow the alley to the end and ascend the ladder. From there, move forward and run up the wall, then stab into the plate. Jump up to the ledge above from there, then shimmy left around the corner. Climb up the ledge and jump up to the next platform. Move to the edge of the platform, and run along the left wall, jumping on the shutter at the end. This will propel you to a plate, which you should stab into. Run along the wall to the right to reach a ledge, then move right around the corner. Jump and stab into the plate across from you, then run along the wall to the left, jumping at the end to reach a beam.

Jump forward to the next beam, and jump from there to stab into a plate. Run along the wall to the left, and jump from the first shutter to the second shutter to a plate to stab into. From there run left along the wall to reach another beam. Climb up on the beam and move left so that you line up with the plate on the next wall, then jump and stab into it. Run along the wall to the left to reach the next platform, and shimmy left and climb up onto it. Follow the hallway to the next area.

W. The Market District

Go forward and drop off the right edge of the platform. Run along the wall on the right and jump when you are opposite the ledge on the left. Drop into a hang, and move around the corner. Then drop and stab into the plate below, then run along the wall to the right and stab into the plate. Then jump up to the ledge above and move around the corner to activate a cutscene. Climb up, then move to the beam on the right. Jump to the gap and slide down, then turn around. Wait until the patrolling Sand Guard turns away from you, then Speed Kill the Thrall. Quickly climb up the ladder in front of you to reach the next platform. Jump across to the ledge on the next side, then shimmy to the left and around the corner. Drop down to the beam below, then wait until the two Sand Guards are close together. When they are, execute the double Speed Kill.

After that, move to the right and stab the plate switch to open the door. Slow down time and run through the door before it closes.

Head to the end of the hallway and run up the wall to the next platform. Move out to the beam and jump to the next beam. Wait until all the enemies in the background turn their backs to you, then Speed Kill the Sand Guard below you. Immediately and VERY quickly turn to the right, climb up the canvassed rubble,

and run up the wall to stab into the plate. Then, run along the wall to the left and stab into the next plate. Wait until the Sand Guard on the right turns around, then Speed Kill the Sand Guard below you, followed by immediately climbing back on the rubble, running up the wall, and stabbing into the same plate as before. Finally, run along the wall to the left, stab into the plate, and wait for the screen to become distorted--when it does, execute the Speed Kill on the Sand Guard below. Finally, circle around the left side and Speed Kill the Sand Gate Guard. Go to the Sand Gate to receive 150 Sand Credits.

Go forward and pull out the wicker basket on the left to activate a cutscene. Then push the wicker basket to the opposite wall, climb on the basket, run up the wall and stab the plate switch. Then slow down time, and go through the door before it closes. Follow the hallway and ascend the ladder on the right. Go to the next edge of the platform, and run along the wall on the right, and jump from shutter to shutter in order to trigger another cutscene and reach the next area.

X. The Bowery

There is a fountain here, use it if you wish. Go to the edge of the platform and run along the wall to your left, and jump at the end to reach a ledge on the other side. Climb up, jump to the next ledge, then shimmy to the left and climb up to the next platform with a Sand Archer. Speed Kill it quickly.

Climb over the railing and jump to the beam. Climb up and jump to the ledge ahead, then shimmy to the right. Then drop, turn to the right, and head forward to trigger a cutscene.

Now we're the Dark Prince. Oh, man.

Climb over the railing and jump forward, then chain-swing to reach the ledge on the other side. Drop down to the floor, then battle the Illusion enemies here. There is also a chest here with 10 Sand Credits. Kill them all, then climb up the ledge on the right side of the other wall. Jump and climb up to the next ledge, and then jump back and chain-swing to reach a beam. Jump from the beam to the next platform. Go through the door to your right and go forward to the wall. Turn on the Eye of the Storm, then run on the pressure plate and quickly go through the door when it opens.

Turn left, use the Landscape Camera if you wish, and then head forward and over the railing. Drop down to the curtain, and slide down to the floor.

Now we get to fight a new type of enemy. Yippee. -- The Enchantress is a tough cookie. They are impossible to Grab Throw, so don't even try it. In fact, they are immune to all grab moves. They are extremely good defenders, and have no discernable attributes to exploit. However, they are physically weaker than your average Sand Creature. So if you slow down time and then attack them, you will hit them more often and thus kill them more effectively. Still, be prepared to be annoyed by these things. And of course, they can only be engaged in Free-Form Fighting--no Speed Kills for you.

A final note--many Enchantresses do not give Sand. Be very wary as the Dark Prince.

Also, since you are the Dark Prince right now, they're not exactly that tough. Slaughter them. After they are dead, a trio of Illusions will appear, kill them to get some much-needed sand.

Head around the pillar until you see a column, jump on the column, and ascend it. Jump toward the stone pillar to the left to grab a ledge, then shimmy left around the corner. Climb up, then jump and climb up to the next ledge. There is a Sand Archer on the opposing platform, jump to it and Speed Kill him. Next, run along the wall on the right to reach the next platform.

Turn left to see a pair of Enchantresses, kill them both. Then head forward, turn left, and jump to reach the next platform, but do NOT climb over the railing. There is a Sand Archer here--wait until he comes out, then hop over the railing and Speed Kill him as well. Head through the doorway. Go forward and into the upper left alcove. Run up either wall of the alcove and jump from wall to wall to reach the next level. Go through the next doorway.

There is a Sand Archer on the other side of the level, make sure to avoid or block his arrows. Turn the crank on the right side, then run along the left wall, jump, and use the chain-swing to get to the next platform. Go through the door on your left, kill the Sand Archer, and head through the next door and over the rail to reach a pool of the Water of Life.

We are now the Prince again. Huzzah!

Head forward and over the railing. Turn left. You will be confronted with a number of small spinning blades. Stand in the middle, wait until the blades are passing through the center, and then quickly roll past them all.

For the next group of mini-blades, pick either the left side or right side and wait for the row of blades to move away from you, then run toward them and move to the opposite side when the other row of blades passes you, then run toward the end wall.

Run up the wall and stab into the plate, then jump up to the ledge above. Jump up again to reach another ledge, then jump up again to reach the platform above. Move forward to activate the next cutscene.

If you like, turn around and go back to the floor below, then smash the weapon rack to get a secondary weapon for the upcoming boss battle. Then go back up, and run up the wall to reach the next area.

Y. The Brothel

There is a fountain here, use it if you wish. From the fountain, run to the right and we will face our second boss of the game. From observing the credits, I think I have discerned her name, but I could be mistaken. If I am, I apologize, and please contact me if you know this boss' real name.

Boss: Mahasti

There will be a short cutscene. Enjoy it while it lasts.

Mahasti is a boss in the vein of the one-on-one battles found in the previous game, Warrior Within--specifically, that of Shahdee. Mahasti has a myriad of moves. The first and most devastating health-wise is her long combo strike. However, the strike is easily blocked and can be countered as well. But perhaps even more deadly is her kick, which while not very strong physically and also slow, can bypass the block and kick the Prince right off

the rooftop to his doom. Mahasti also has a nasty little habit of blocking most attacks and even countering counter-strikes.

So, what do we do? The most effective move against her in this first state is the Aerial Landing Slash, so use it at will against her. The Counter-Attack is effective too, as well as any slow-motion combinations. Be warned, however, try to save your sand for the upcoming portion of the battle.

Eventually you will lock your blades, a la Warrior Within. Press B repeatedly to drive her back, and continue fighting. Eventually you will lock your blades again, and she will inevitably overpower you. This will force a change into the Dark Prince, heralding the second half of the battle.

As the Dark Prince, now you can easily tear Mahasti to pieces. So, in a very predictable fashion, she will now flee you whenever you approach her. The idea is to chase her around the buildings and activate slow-motion when you see her so that you can get in a lot of hits before she runs away again, and beat her this way. Of course, you'll be dying during this, so in between her buildings are buildings with Illusion enemies. Make sure to kill them each time to both get the sand for slowing time and for replenishing health.

When she gets to critical health, she will jump one last time and you will have to fight her and kill her in one last blade clash. Overpower Mahasti with pressing B rapidly and you will prove the superior warrior.

Not too bad, right?

Z. The Plaza

Hurry on through the doorway at the other end of the rooftops and smash the pot to the right to get some sand. Jump from the edge of the platform to the curtain, then jump at the bottom to reach a ledge. Move right along the ledge past the corner, then jump to reach the next platform. Follow the hallway, smash the pot to get some sand along the way, and at the edge of the platform jump to the ledge across from you. Climb up, jump and climb up to the ledge above, then move right along the corner. Use the Landscape Camera if you wish, then jump and chain-swing to a beam. Jump from the beam forward to the next platform. Smash the objects for sand, then turn to the left and run along the wall to the right, and jump from shutter to shutter to reach a ledge. Shimmy right along the ledge, drop down, then move right to reach the platform. Run along the wall to your left and chain-swing on the torch to reach the next platform.

Turn right and you will be forced to fight a group of Thralls and Reptus in Free-Form Fighting. After defeating them all, head to the upper left corner from where you came in, use the Landscape Camera if you wish, and then run up the wall, jump, and chain-swing to the beam above. Move along the beam to reach the next platform. Turn around, then run along the wall to the right, chain swing from the torch, and jump from shutter to shutter to reach a ledge. Shimmy right along the ledge and around the corner, then jump to the next platform. Smash the objects for sand, then climb into the window. Go right, then left, and use the Landscape Camera if you wish. Then run along the wall to the right, and jump to chain-swing to another ledge. Shimmy right along the ledge, then jump and chain-swing to a suspended chain. Descend the chain to the bottom and Speed Kill the Sand Guard beneath.

Then, drop from the chain and sneak up on the other Sand Guard to Speed Kill him. After that, go to the left and run up the wall to hit the pressure plate.

Run through the open door to your right before it closes.

Now, go forward and hide behind in the alcove on the left just before the alley's corner. Wait there, and eventually a Sand Guard will come, Speed Kill him when he passes you. Then turn left around the corner, roll under the hole, and make another left. Smash the obstacles, make one more left, and turn again through the doorway to reach a pool of the Water of Life.

We are finally the Prince again. Phew.

AA. The Upper City

There is a fountain here, use it if you wish. There is a wooden structure in the upper left corner, climb it to the midsection, and then run along the wall to the left, jumping at the end to reach the next platform. Pull the crank ahead of you, then jump back off to the floor. Pull the wooden structure along the grooves in the floor all the way to the end, then climb to the beam on top of it and jump back to the platform again. Pull the crank back in position, jump back to the beam, and jump to the new gap ahead of you. Climb the gap, turn around, and jump across to the next level of beams. Follow the center beam to the end, then jump to the next gap. Climb the gap, then turn and jump to yet another set of beams. Below are two Sand Guards. Get directly above the one on the left when he is closest to the one on the right, and initiate the double Speed Kill.

Next, push the crank. Run away from it toward the gap and jump to grab the ledge above the newly opened door, wait until the patrolling Sand Guard turns away from you, then drop to his level and Speed Kill him. Go through the door, turn to the left, and run along the wall on the right to the shutter, jumping from shutter to shutter to shutter to reach the next platform. Go through the next doorway to activate a cutscene.

Use the Landscape Camera if you wish, then go to the edge of the platform, run along the left wall, and jump at the end to reach a beam. From there, jump to the suspended chain and descend to the ground. A group of Reptus will attack you. Kill them all, then run up the wall with the pressure plate and go through the door it opens.

In the next alley, go forward and quickly Speed Kill the Sand Guard ahead. Then turn around and run up the left wall to a ledge above, and jump from this ledge across to another. Climb up the ledge and move to the right to reach the next platform. Turn right, then run along the left wall and jump from shutter to a beam, and jump from this beam to the next one. Wait for the Sand Guards below to get very close together, then execute the double Speed Kill.

Go forward, use the Landscape Camera if you wish, then ascend the ladder on the right. Jump left and back again from wall to wall to reach the next platform above. Turn around and face the edge of the platform, and then jump from the wall ahead to the beam above. Then, climb from the base of the beam to the next platform above.

Go to the edge of the platform and run along the wall to your left to a beam, then jump from the beam to a platform. Use the Landscape Camera if you wish, then turn right and move to the ledge ahead of you. Drop from this ledge to the next and the next, then move left to reach the next platform.

Use the Landscape Camera if you wish, then run along the wall to the right and jump from shutter to shutter to a ledge. Move to the right, wait for the

screen to distort, then perform a Speed Kill on the Sand Guard below.

Move up to the wall, turn right, approach the edge of the platform, run along the wall on your left, and jump on the shutter to reach the next platform. Run along the wall on your left and jump at the end to reach a beam. Move out to the end of the beam and wait.

When the two Sand Guards are close together and the Sand Gate Guard is turning away, drop into a hang and execute the double Speed Kill. Then, quickly move forward and Speed Kill the Sand Gate Guard as well. Use the Sand Gate to obtain the Winds of Sand Power, an attack that allows you to knock back enemies with sand (tap L while holding R). Each Winds of Sand attack uses two Sand Tanks.

Move forward to the wall with a pressure plate, and run up it to open the door. Then slow down time and quickly run through the door. Head through the hallway, climb over the railing, and smash the objects ahead to reveal a wicker basket. Drag the basket out of the alcove, to the left, and forward to the wall ahead. Then, climb the basket, run up the wall, and climb over it. Move forward and drop down, then turn right and head to the end of the hall.

Jump up the stone, run up the wall ahead, and stab into the plate. From there, run to the left, jump, and stab into the next plate. Jump up to the ledge, then shimmy right to reach the next area.

AB. The City Gardens

There is a fountain here, use it if you wish. Head through the doorway to the edge of the platform, and jump across to the bar ahead. Swing-jump forward and stab into the plate ahead, then run right along the wall and stab into the next plate. Drop to the ledge, move right around the corner, then climb up and jump to the next ledge. Shimmy to the right until you are above a beam, then drop to the beam, jump across to the next beam, then jump and climb up to the ledge above. Move right around the corner and jump across to the next beam. Then, jump up and stab into the plate, followed by running along the wall to the right and stabbing into the next plate. Then run along the wall to the right to reach a platform. Birds will fly, alarming a Sand Guard above. Wait for him to calm down, then jump up to his level when his back is turned and perform a Speed Kill. Hop over the rail ahead and jump to the bar away from you. From there, swing-jump to the next platform and run off the front edge into a hang. Then, shimmy to the right around the corner and drop down to the next ledge.

From this ledge, jump to the left to the opposite ledge and drop into a hang. Shimmy to the right as far as you can, then climb up and jump over to the tree, which functions as a column. Slide down and jump to the next tree, and jump from tree to tree to tree, finally ending with a jump to the ledge ahead of you. Wait for two Sand Guards to move below the ledge and close to each other, then execute the double Speed Kill over them.

Use the Landscape Camera if you wish.

From there, move around the left side of the stone pillar and Speed Kill the next Sand Guard, and then the one right after him. Go back to that stone pillar run up the wall with the plate switch, and stab into it. Drop and move between the pillar and the wall, and jump from wall to wall back up to the ledge. Retrace your steps back past the trees and to the ledge on the great stone pillar that you jumped to the trees from. Shimmy all the way to the

left, and drop down to the beam below at the end. Jump from this beam to the one on the opposite side, and jump up to the ledge above. Shimmy all the way to the left, then climb up and jump across to a ledge on the left. Shimmy left, then drop and stab into the plate below. Then drop to the floor.

From this platform, turn right and head out onto the beam. Turn right here, and jump from beam to beam until you reach the wall. Move right past the corner, and then jump backward to the bar. Climb up the bar, then jump and climb up the bar above it, and finally turn around and jump toward the wall.

Climb up onto the beam and move up the center one. Jump from it to the tree ahead, then slide down midway and jump to the beam across from you. Use the Landscape Camera if you wish, then jump and stab into the plate across the way. Run along the wall to the right and stab into the next plate, then run to the right to reach a beam. Drop into a hang off the beam, then wait for the Sand Guard farthest away from you to just turn around--when he does, execute a Speed Kill on the Sand Gate Guard. After killing him, quickly run off the platform behind you and drop into a hang. Shimmy to the left behind the statue, then wait for the Sand Guard in the background to turn around. When he does, shimmy left, climb up, and Speed Kill the closest guard, and then quickly go and Speed Kill the last guard.

The Sand Gate is now open. Step on it to claim your prize, the final Sand Tank. Six in all, baby.

Opposite the Sand Gate is a stone pillar, run up it and stab the plate switch. Then head to the tree, ascend it, and jump to the beam at the left when you reach the top. Move forward and jump to the newly risen rooftop, then jump forward to the ledge across from there. Move left, then drop to the beam below and jump to the beam across from there. Then jump and climb up to the above ledge, and move all the way right.

From here, jump to the ledge on the right, and then move right and drop to the ledge below that. Wait until the two Sand Guards are close together and the patrolling one is nearest you, then execute the double Speed Kill. From here, turn right to the edge of the platform. Run along the left wall to the bar, shimmy right, swing-jump to the ledge on the opposite side, and move all the way right. When the two Sand Guards are close together and the patrolling one is closest to you, execute the double Speed Kill. Now, drop down to the floor below you, a cutscene will ensue.

Get ready now, it's time for a miniboss.

Miniboss: Stone Guardian

Seemingly plucked from the lumbering giants in Warrior Within, this semi-boss is another homage to that game. He has many of the moves those enemies had, including the same types of punches, rushes, and even walking style.

Or maybe I'm just going nuts.

Either way, he's a real pushover. Circle behind him, slash at his legs a few times, and he'll fall over. Press B while facing his back and the Prince will get on him, a visual cue will ensue, and matching it will make the Prince begin to ride him through the gardens.

Now comes the real challenge. You'll have to guide this brute through the corridors without crashing--if you do, he'll come tumbling back down on you,

and that's no good. One hit kill. >_<

So navigate him much like the chariot. He can brush off sideswipes, but he can't take a full-on collision. For your information, you will need to:

- Turn right and bash through a door
- Turn left
- Turn right
- Turn right again
- Turn left
- Turn right
- Turn left
- Turn right
- Turn right again
- Turn right yet again
- Turn left
- Turn left again
- Turn right
- Turn right again
- Turn left
- Bash through the door ahead

And that's that. Really easier done than said, actually. After it, ascend the ladder on the right to reach the next area.

AC. The Canal

There is a fountain here, use it if you wish. There is also a Life Upgrade nearby, if you so desire it.

LIFE UPGRADE NUMBER FOUR *OPTIONAL*

From the fountain, turn right and roll through the hole ahead. Turn left and move along the ledge on the right wall. Move all the way left, then drop to the next ledge and continue left, then drop to the platform below.

Turn left at the next platform and move along the ledge on the right wall. Move all the way left and then jump across to the ladder on the other side. Descend the ladder and jump across to the platform, then move forward to find the fountain. Drink from it to start the Life Upgrade hallway.

Go forward and turn left to find your first set of traps, bladed columns combined with spiked floors. Stand to the right, wait until the columns move left and up respectively, then quickly roll past the set of traps.

Make a right and move to the edge of the platform. For the next trap consisting of spinning blades along the wall, wait until the first blade clears the upper half of the trap and then run along the left wall to the opposite platform.

The next trap is a set of bladed columns with a floor of spikes between them. Pick a side to cross on, then simply wait for the first column to move away and run through the set of traps. The last trap is a simple spinning blade, wait for it to go down and then run toward the light to gain the Life Upgrade.

END LIFE UPGRADE NUMBER FOUR

From the fountain, turn left and head forward to the end of the hall. Jump up to the stone platform, use the Landscape Camera if you wish, then run up the left wall and jump from wall to wall to reach the platform high above. Make a left there, and make another to reach the edge.

Run along the wall on the right to reach a ledge on the other side. Then move left, jump to the ladder on the other side, and descend to the bottom. Jump from there to the ledge across from you, move all the way right, then jump back to the bar across the pit. Swing-jump from it to the next area.

AD. The Promenade

There is a fountain here, use it if you wish. Head forward, make a left, and head down the hallway to Speed Kill the Thrall at the end. If that's too risky for you (WTF?), you can always hop on the wooden crate in the alley, jump to the bar above, and swing-jump to the next bar before climbing up it and waiting for the Speed Kill. Either way, just kill the bastard.

Afterward, grab the wicker basket to the right (it's an unusual dull brown), and drag it to the upper left corner of the alley so that it's positioned at the edge of the platform along the right wall. Climb on the basket, run along the right wall, and jump from wall to wall until you grab the platform above. However, do NOT climb the platform. Wait for the Thrall to turn around, then climb up and Speed Kill him.

After dispatching of him, run up the wall with the pressure plate to activate the lowering of the right wall. Turn around, go to the edge of the platform, run along the right wall to the shutter, and jump from it to the ledge ahead. Move right around the corner, then jump and climb up to the next ledge. Next, jump from wall to wall to reach the platform above.

Use the Landscape Camera if you must, then run along the wall to the right and jump from shutter to shutter to reach the next platform. Climb over the rail and head forward to activate a cutscene.

The Dark Prince...again?!? Yes, it's true. Swallow your pride and let's get on with it. Move forward and jump toward the suspended chain. Descend the chain. To deal with the Thrall, either jump down after him and Speed Kill him normally, or wait for him to come back and Speed Kill him from above. Either way, kill him and then dispatch the two Hunter Hounds that appear. To your right just outside the doorway is a plate switch, stab it. Then move to the edge of the platform ahead, run along the right wall while chain-swinging from the torch, and reach the curtain. Jump at the bottom of the curtain, and chain-swing to the next platform.

There are three Enchantresses and a Hunter Hound here, kill them all. Then move to the upper right and stab the plate switch. Use the Landscape Camera if you wish, then run along the wall to the right, chain-swing, and jump from shutter to shutter to shutter to a platform with a Thrall. Kill him quickly.

Turn left, use the Landscape Camera if you wish, then run along the right wall to jump from shutter to shutter to shutter, and chain-swing at the end to reach the next platform. There are two Thralls here and a Hunter Hound, kill them all. Then turn left and run along the right wall to the next

platform.

To the right on the platform is a plate switch, stab it. From there, turn around and climb the beam, and jump from the beam to the newly risen rooftop. Jump from the rooftop to the platform ahead, and then run up the upper left wall on the platform, jumping at the apex of your run to reach the next roof.

Use the Landscape Camera if you wish, then run along the left wall, jump when you are alongside the bar, and chain-swing twice to reach the next platform. Move to the ledge on the right side, drop into a hang, and shimmy to the right. Use the chain to pull out the stone block, jump to it, then run along the wall on the left to a ladder. Descend the ladder, pull out the stone block at the bottom, and jump to the block. Turn left, run along the wall to the right, and jump at the end of the wall to land in a pool of the Water of Life.

We are the Prince again. Finally! ^_^

Turn right and jump up the ledge, then leap over the railing to the next platform. Climb over the railing on the left and jump to the bar ahead. Then, swing-jump from bar to bar until you reach a beam, and head out to the end of the beam and jump to the suspended chain. Descend the chain.

Wait in suspension until the Thrall is below you and the Sand Gate Guard has just turned away, then execute the Speed Kill on him. After killing him, quickly duck behind the wooden edifice and run up it to reach the ledge above. Climb up, then jump and climb over the railing to reach the top of the structure. Use the Landscape Camera to get a view of the Sand Gate Guard on the second level. When he moves close to the edge, run along the wall on the left, jump off the first shutter, and then use the second shutter to initiate a Speed Kill on him. There is a Sand Chest up here, smash it to get 10 Sand Credits. After that, turn left from the crate, run up the stone, and climb it to the top.

Turn around and run along the left wall to reach the beam on the opposite side. Move right and line up with the suspended chain, then jump to it and descend to the bottom. Wait on the chain until the Sand Gate Guard turns away, then do the Speed Kill on the Thrall below you.

After it, quickly run to the left behind the large wall in the center to avoid detection. Run up the wall and climb up to the top, then go right and jump to the beam across the way. Wait for the screen to distort, then perform a Speed Kill on the Sand Gate Guard.

All done. Go to the Sand Gate to receive a prize of 200 Sand Credits.

Circle around left now to find the doorway, and pass through it. Climb over the stone and follow the hallway until you see a hall of crushers with miniature spinning blades suspended above them. To pass them, simply wait for the first crusher to retract and then move down the hallway normally, weaving through the crushers as quickly as possible in order to avoid death. It's not as hard as it sounds.

Continue down the hallway to reach the next area.

AE. The Royal Workshop

There is a fountain here, use it if you wish. From the fountain, turn right and stab the plate switch, then drop to trigger a cutscene.

Time for the biggest puzzle in the game. And yeah, it can be the most annoying as well, if you don't know what you're doing.

From the beginning, run forward toward the statue. There is a column to the left of the statue, jump to it and ascend. Jump to the platform on the left, then run up the wall and jump to reach the bar above. Turn around and shimmy left, then climb up to the platform. From there go left and jump up to the ledge on the left. Shimmy left past the two corners, then jump across to the ledge on the other side. From there, shimmy left and then climb onto the platform.

You can use the Landscape Camera from virtually anywhere in this massive room. This is to help determine the location of the statue, which will eventually be moved all the way to the end of this room.

Ahead and to your right is a crank and a plate switch. The crank controls the direction of the plate switch, and each time the plate switch is used the action the crank determines happens. This plate switch controls the swiveling of the statue, and the crank determines whether it swivels left or right. It's fine where it is right now.

Climb the ladder to the left cross the bridge, and descend the ladder to find the plate switch that controls the lateral movement of the statue. The plate switch makes the action happen, while the crank determines whether the statue moves forward or backward. This is also fine how it is for now. In fact, go ahead and stab the plate switch right now to get a jump start on this puzzle.

Head back to the switch that controls swivel movement and stab that to make the statue turn right now. Then, stab it again to make the rotation 180 degrees.

Go back to the lateral movement switch and stab it again, which will send the statue going down the hallway some more. Then stab it yet again, which will send it going down even farther.

Now, go to the switch that controls swivel movement and stab it again. The statue should turn some more.

Now, go to the crank that controls lateral movement and turn it. Then stab the switch, and the statue should go back a little.

Turn back to the switch that controls swivel movement again and stab it. The statue should be facing forward again.

Then go back to the crank that controls lateral movement and turn it. Then stab the switch, and the statue should move forward some.

Now, go back to the switch that controls swivel movement and stab it again. The statue will turn to the right again.

Head to the switch that controls lateral movement, and stab it. We're nearly there.

Go to the crank now that controls swivel movement and pull it. Then stab the switch that controls swivel movement. The statue should be facing forward.

Finally, go back to the switch that controls lateral movement one more time and stab it to end this area.

AF. The King's Road

Time for another chariot sequence. However, this one is much more demanding.

Weave down the street and slash the first Sand Guard that jumps on the chariot. Another will jump on soon after, slash him as well. A third will jump on after that...well, you know what to do (slash him). After the third Sand Guard a ramp will appear that will take you into a series of caves.

A chariot will appear on the right shortly after you enter the caves. Do not let it force you into the left wall and eventually ram it into the right wall or let it crash itself trying to kill you. A gap is up ahead, remember to avoid the divider between the paths directly after it.

There is a bridge directly after it you must cross, followed by yet another divider to avoid. Continue on and out of the caves, then continue over another ramp and toward another hazard of passages within building walls. Jump the first gap on the left (but not ALL the way to the left) and the second gap on the right (but not ALL the way to the right).

Continue and a cutscene/scripted event will ensue, driving you to the left path and through a wooden door. Continue on undeterred, jumping the next gap on the left and the one after it on the right.

After a few halls barricades will be in your way. Pass the first one on the right, slash the Sand Guard that jumps on your chariot, and pass the next one on the right as well, followed by passing the third one on the left. Slash the Sand Guard that jumps on directly after this, then pass the next barricade on the left, then the next on the right, and then the one after that on the left.

Continue on until you reach the last stretch, where two guards jump on your chariot while you have to weave through stone in the middle, on the left, and then the right. Go on a bit more and the chariot sequence ends. Yay!

...now time for the real fight.

Boss: The Twins

Okay, this is a boss fight with two bosses. The one on the left with the sword I call Blade. The one on the right with the axe I call Axe. Hey, I'm not here to entertain you, I'm here to help you!

Each of them has more than their fair share of standard attack. Axe can swing his weapon surprisingly quickly, has a decent jab and a boot counter. He's also invincible defensively. So, suffice to say, we're going to be focusing our attention more on Blade.

Blade has a few sword combos up his sleeve, along with some devastating lunge attacks. He has power attacks capable of breaking through your block with ease, and will counter any and all forms of unconventional attack.

So, how do you beat these expert duo of cheese techniques? The secret is to constantly attack Blade with your dagger's standard B combos. Doing so will prompt Axe to leap into the air with a chop. If you get hit it's all for nothing, but if you roll out of the way he will get his axe stuck in the ground with comical effect, and you are free to pummel him with dagger combos

to your heart's content...

...with a catch. The real danger lies here, as Blade will be attacking ferociously to protect his partner. You have to attack Axe to win, but doing so leaves you with the risk of suffering serious damage. Stay as far away from Blade as you can when you attack Axe. Rolling around Axe to keep him between you and Blade is effective, and vault over him if you're really in a pinch. When Axe recovers, start smacking Blade again to provoke him into doing the same leaping chop. Dodge, rinse, and repeat.

When you take away about a third of health from Axe, you will get a prompt for a Speed Kill. Match with two visual cues to clear the first phase of the battle and take both enemies down to around half health.

Continue this same pattern. When Axe is nearly out of health, another prompt for a final Speed Kill will commence. Match the two visual cues to finish the two and end the boss battle.

Time for a long, kick-ass cutscene. Watch, enjoy, and get ready for the final stretch of the game.

We start out in this next section as the Dark Prince. Goodie. Thralls and Enchantresses galore will engage you, and you must tear through them all to proceed in the largest mandatory Free-Form Fighting section yet.

After defeating them all, head forward through the door and to the wall ahead. Smash the objects on the left and run up the wall on the left side to grab the ledge. Then shimmy to the right and climb over at the end. Run forward to reach a pool of the Water of Time.

The Prince again. So soon? Head up the stairs, run up the wall, and climb over to reach the next area.

AG. The Palace Entrance

There is a fountain here, use it if you wish. Turn right and head forward to activate a cutscene.

To the left there is a Sand Chest with 10 Sand Credits. To the right there is the edge of the platform; from there run along the wall on the right and jump off the shutter at the end to reach a ledge. Jump across from the ledge to reach a gap, climb the gap, and turn around at the top.

Use the Landscape Camera if you wish, then jump across the gap to the next platform. Push the crank to open the door, then head through and turn left.

Use the Landscape Camera if you wish, then turn left again, hang over the edge of the platform, and jump across to the curtain. Jump at the bottom to reach the ledge on the opposite side, then drop into a hang and shimmy to the left to reach the next platform. Run up the wall on the left to reach a ledge. Use the Landscape Camera if you wish, then jump right from wall to wall and climb up to the platform above. There are two Sand Guards you must engage in Free-Form Combat, dispatch of them at will. Afterward, move to the edge of the platform on the left.

Use the Landscape Camera if you wish, then run along the wall on the right and

jump midway to reach the bar in the middle of the room. Swing-jump up to the next bar, and swing-jump from there to stab into the plate ahead of that. Run along the wall to the right from there to reach the next platform.

Turn right and climb over the railing at the end of the platform. Jump and stab into the plate opposite you. Use the Landscape Camera if you wish, then wait for the floor in the background to move into position before you run along the wall to the right. Afterward quickly run up the wooden wall to the right and jump from wall to wall until you make it to stab into the plate above. Run along the wall to the right from here and jump at the end to reach a bar. Climb the bar and jump up to the one above it, then swing-jump from that bar, and from the next bar to reach the next platform.

From here you can access a Life Upgrade, if you desire so.

LIFE UPGRADE NUMBER FIVE *OPTIONAL*

Turn right and hop over the railing facing the elevator. Jump left and stab into the plate, then hop up and stab into the next plate, then hop up and do the same to the third plate. Activate the Eye of the Storm, jump off the right wall up to the pressure plate, and then drop down and stab into the middle plate. Jump to the right and run up through the newly opened door. Go to the end of the hallway and drink the water from the fountain to start the Life Upgrade hallway.

You begin with a miniature spinning blade in the way, followed by a panel trap, and that followed by slower miniature spinning blade. Pick a side, wait for the blade to move when panel about to go down, then run and jump to the next platform. Keep running and jump to the next platform past the mini-blade to clear the set of traps.

Above you is a gauntlet of retracting ledges. Wait for the first one to come out, then run up the wall and climb it. Continue to climb and jump from ledge to ledge until you reach the top platform.

The final set of traps is a hellish combination of dual miniature spinning blades in a criss-cross formation, two alternating panel traps to the sides, and other panel trap at the very end. Move to either the left or right, wait for the panel trap on your respective side to start to descend along with the panel at the very end, then simply run through to the light to get the Life Upgrade.

END LIFE UPGRADE NUMBER FIVE

Turn the crank to open the door ahead. Move through, run up the wall on the right, and stab into the plate. From there, hop up to the next level. Run forward over the railing, jump across and stab into the plate, use the Landscape Camera if you wish, and then run along the wall to the right when the floor is in position. Then run forward and jump to the ledge ahead.

From there, move right as far as you can. Use the Landscape Camera if you wish, then jump from wall to wall up to the next railing; but do NOT climb over. Instead, shimmy to the right and then climb over, and from there Speed Kill the two unaware Sand Guards.

Turn to the left and use the Landscape Camera if you wish. Run along the right

wall and jump midway to reach the bar in the center. From there, swing-jump to the next bar, and swing-jump from there forward to jump from wall to wall up to a higher plate that you should stab into. Run along the wall to the right, to reach a ledge, then move right around the corner. From there jump to the right and hop over the railing to fight a Sand Guard and two Enchantresses.

After killing them, hop over the railing to the right and jump to the elevator in the distance to activate a cutscene.

This next room begins with a fight against a few Enchantresses. Dispose of them and turn the crank once you are through. Use the Landscape Camera if you wish, then use the upper alcove and jump between it from wall to wall when the moving wall above is retracting, then climb up to the platform. The next moving wall to the left has a plate on it, run up the wall and stab into the plate. From there run along the wall to the left when it pushes out and stab into the next plate, then jump up and stab into the plate above that. Then jump up to the next platform.

Use the Landscape Camera if you wish, then run along the left wall and stab into the moving wall's plate when it is out. Wait until it goes back and comes out again, then run along the wall to the right to reach the next platform.

Turn right and run along the wall to your left to the curtain, and jump at the bottom of the curtain to cross to the beam below. Head right to the ledge, move left past the corner, and move to the next beam. Then jump to the gap from there, climb the gap, and turn around. Use the Landscape Camera if you wish, then jump across and stab into the plate on the other side. Run along the wall to the left, jump at the end, and stab into the plate on the other side. Then run along the wall to the right to reach a ledge.

Shimmy right around the corner and then drop down. Go forward through the doorway. Use the Landscape Camera if you wish, then run along the right wall, jump at the end, and stab into the plate on the opposite wall. Then run along the wall to the right and stab into the next plate. Then jump across to the bar, swing-jump and stab into the next plate, and run along the wall to the left when the moving wall is out to reach the next area.

AH. The Hanging Gardens

There is a fountain here, use it if you wish. From there, turn left and go through the doorway to the right. Use the Landscape Camera if you wish, then drop down to the ledge below the doorway and move right around the corner to the end of the ledge. Then jump up to the ledge above it and shimmy right to the next platform. Turn right and go forward for a cutscene.

After the cutscene, turn right and run along the left wall, jumping when you reach the bar parallel to you on your right. Drop down to the gap and slide down. Wait for the Thrall to pass under you as the other Thrall is turning away, then execute a Speed Kill on him. Follow that Speed Kill up by Speed Killing the other Thrall.

After they are both dead, move to the platform's edge. From there, run along the right wall and stab into the plate there. Use the Landscape Camera if you wish, then slow down time when the blocks to the left begin to come out again. After doing that, run along the wall to the left, jump onto the block, and leap from there to the bar ahead. Climb up the bar and jump up to a higher bar, continuing to jump up three and reach a beam above them all. Move along the beam to its end, then leap across to another bar. Swing-jump to the next

platform to trigger a cutscene.

After the cutscene, run along the wall to your left to the ledge on the other side. Drop down twice to get into the gap, then slide down and turn around. Use the Landscape Camera if you wish, then wait until the screen becomes distorted. When it does, execute a Speed Kill on the Sand Gate Guard below. After that, quickly turn around and leap over the right railing to avoid being seen.

Keep a close eye on the Thrall. When he turns toward his railing, climb back up and quickly perform a Speed Kill on the other Sand Gate Guard. After that, perform a Speed Kill on the Thrall to wrap things up.

Touch the Sand Gate to gain your final sand power in the game: The Sand Storm. By using it (holding R and pressing + holding L) you can obliterate all enemies in an area. After this a cutscene will ensue

After the cutscene, head directly over the railing perpendicular to the Sand Gate. From there, jump and stab into the plate on the other wall, then hop up and stab into the next plate. Wait for the moving wall to push out, then run along the wall to the left and jump from wall to wall up to the first ledge. Wait for the wall to push out again, then jump from wall to wall up to the second ledge. Shimmy left around the corner and climb up, then jump up to the next ledge. Shimmy left all the way to the gap and drop down.

Use the Landscape Camera if you wish, then slide down and face up. Wait for the two Thralls to approach the center, then Speed Kill the upper one when the screen distorts on his way back. After he's finished, turn around and Speed Kill the other Sand Thrall.

From there, make a right and go to the edge of the platform. Run along the wall on the right to make it to a ledge on the other side. Climb up, move around the corner, and jump to the bar. Swing-jump to the ledge above, then shimmy right all the way to the edge. Finally, jump off the ledge to reach the next platform and the next area.

AI. The Structure's Mind

There is a fountain here, use it if you wish. From the fountain, go left and move out on the beam. Jump to the gap across the pit. To pass the spinning blades, get as close to them as possible, then hold down when you see the last of the blade pass through the gap. There are two, so be careful. At the bottom of the gap, drop to the floor and turn around.

The next set of traps consist of a horizontal bladed column, a vertical bladed column, and an arrow trap. Wait for the arrows to fire and the first column to ascend simultaneously, then quickly run through and use your better judgement to avoid the last column. Next come a set of three spinning blades. Watch each one individually, and roll through right after they pass to beat each one.

Now comes the next big puzzle, though not nearly as aggravating as the last.

From the entrance to the room, head to the room's center and look to the left relative to the entrance. That direction is 'North'. Hence, the platform in front of you is the North platform, the one to the left is the West platform, and the one to the right is the East platform. Use the Landscape Camera if you wish, then follow the instructions.

Firstly, go to the North platform and pull the crank once. You will raise one floor. Run off the platform to reach the ground again.

Now go to the East platform, and pull the crank once. You will raise one floor. Run off the platform to reach the ground again. Now, pull the crank on the West platform. You will raise one floor. Now, run off the platform to reach the ground again.

Now, go where the East platform used to be. Stand on the raised part of the floor to the left of where the platform was, then run along the right wall to a pillar of ledges. Climb up to the third ledge, turn around, and then jump back to a metal platform, and jump from that to the East platform. Pull the crank to reach the second level.

From there, run along the right wall to the pillar of ledges, shimmy left around the corner, and then drop down three ledges. Jump to the metal platform away from you, then jump to the North platform after that. Pull the crank to reach the second level.

Turn left, and run along the right wall to reach the other pillar of ledges. Shimmy to the left, drop down three ledges, then jump away to the metal platform. From there, just jump to the West platform. Pull the crank to reach the second level.

Now all three elevators are at the second level. That's it. Puzzle solved. watch the cutscene, then run to the pillar of ledges and use it to descend all the way to the ground. From there, exit through the south archway to trigger a cutscene.

AJ. The Well of Ancestors

Well, well, well, we seem to be the Dark Prince. Doesn't seem like this'll ever stop, does it? <<

Go forward and turn right to the edge of the platform. Run along the right wall and chain-swing along the torch to reach the next platform. From there run along the right wall and chain-swing along the torch to reach a beam. Use the Landscape Camera if you wish, then move along the beam to the left, jump, and chain-swing to the suspended chain. Descend the chain, drop to the beam, pull yourself up, and move forward before the beam falls. Turn right at the small beam and jump to the next platform.

From there, run along the left wall and chain-swing along the torch to reach the next platform. Head through the door and break the pottery for some much needed sand.

Come back out, turn left, and jump to the beams from the platform. Drop from the higher beam to the lower to the next platform. Turn around and run along the right wall, chain-swinging from one torch to the second as you go to the next platform. There, continue running along the right wall and chain-swing from the torch to get to the next platform. Jump down to the platform below and enter the door.

There isn't much in here but enemies, but you need those for sand. Kill them all, then go back out and go right.

Run along the right wall to the next platform, then go forward and drop down into the gap ahead. Slide down and drop to the floor below, and take out the

enemies as they come for some more precious sand. After killing them, turn around and head toward the edge of the platform. Run, jump, and chain-swing along twice to reach the next platform.

From there, turn left and run along the right wall, chain-swinging on two torches along the way to a beam at the end. Then, drop down to a beam below that beam, followed by a platform. Use the Landscape Camera if you wish, then run along the left wall and chain-swing along four torches to a new platform.

Head forward, jump from the edge, and chain-swing to the other side. Turn right at the next doorway and dispatch the next group of enemies, then turn right and head left along the ledge near the wall. Drop from the ledge down to the platform below, and run along the right wall to reach the next platform.

Now head down the ramp and run along the wall to the next platform, and then run along the another wall to yet another platform. Turn left and you will face a group of Illusions in Free-Form Combat. After killing them, step out onto the beam in the center and jump to the gap ahead. Slide down and drop to the floor. Turn around, make a right, and head through the doorway. There is some pottery up ahead, smash it for more sands. Turn left and approach the edge of the next platform from the left side. Wait for the mini-blades to reach the lowest point of their descent, then run along the left wall to a ledge. Quickly drop into a hang and shimmy right and around the corner. Drop to the ledge below, climb up, move left, and jump to the rail across from you. Shimmy right as far as you can, then wait for the mini-blade to just reach the left side before dropping down to the next ledge. Move to your right and climb up the platform.

Turn left to see the next trap set--a trio of spinning blades. Wait on the left for the first one to pass, then roll through to clear the entire set. Destroy the pottery and get the sands up ahead, then make a right at the next corner.

Jump forward and chain-swing to the next platform, then quickly turn right and jump on the ledge above before the platform crumbles. Shimmy right along the ledge to the end, then jump across to another ledge. Drop down through three more ledges, and move to the right to get on the next platform. Go forward from here to the next set of traps--a vertical spinning blade followed by two horizontal spinning blades. Wait at the left or right for the first blade to pass and then roll quickly past that blade and to the middle so as to dodge the horizontal blades.

Smash the pottery ahead to get more sand. Use the Landscape Camera if you wish, then observe the next set of traps: two panel traps followed by a multitude of arrow hazards. Wait for the sound of the arrows and the panels to go down, then quickly rush across, run along the left wall, and jump off the shutter at the end to reach a ledge. Climb up it, move right, jump and climb up to the next ledge, move right, jump to the ledge across from you, and move around the corner all the way to the right. Wait for the blade below to pass your half of the hazard, then quickly drop down and roll forward to avoid it. The next blade on the left has a ledge above it, wait for it to pass and then run up the wall to grab that ledge. Move right from there to the end, and then use the chain to pull out the stone behind you. Jump to the stone, then turn left and jump forward to the next ledge. Shimmy all the way to the right and drop to the platform, then quickly roll past the blades when they pass to complete this hellish section once and for all.

Your reward is one of the most memorable cutscenes in the whole trilogy. Enjoy.

You are...the Prince? Cool. And you are now armed with The King's Sword. What does it do? Try it on the enemies dumb enough to attack you here.

Cool, right? Here's the tradeoff. From here on, no more other secondary weapons. The sword is it. No more throwing weapons, obviously, or anything like that. The thing is, of course, that you don't NEED any of those things, because this baby is a ONE HIT KILL FOR ALL ENEMIES! From now on, combat will be a breeze--so much so that I won't presume to babysit you through it.

That being said, take out the enemies here and smash the wall ahead (press and hold Y) to enter the next area.

AK. The Well of Ancestors (cont.)

There is a fountain here, use it if you wish. There are Chameleon enemies in this next section as well, so be on your guard. Head forward and hug the left wall until the platform ends, then run along the left wall to reach the next platform. Turn right and follow the path to the end, then jump across to the next platform ahead. Make a right and circle around the path until the platform ends, then run along the left wall to reach a new platform. Run to the end of that platform, then run along the left wall to reach another platform. Turn right until you reach an alcove, then either run up the left or right wall and jump from wall to wall until you reach the top.

From here, head forward, turn left, and jump across to the next platform. Then turn right and run along the left wall to the next platform. From here turn right and jump across to the next platform, and then jump to the platform in front of that. Turn left and jump to the next platform, then turn left and jump to that next platform. Jump from that platform forward to the next, and then turn right and jump forward to yet another platform. Circle around to the edge of the platform closest to the upper wall, then face right and run along the left wall to the next platform. Finally, jump forward to the next platform and the next area.

AL. The Labyrinth

There is a fountain here, use it if you wish. From it, turn right and step on the pressure plate, which will open the door ahead of you. Head forward through the hallway until you reach a pit, then turn right, and run up the wall to a ledge. Shimmy left along the ledge, drop down to the next one and move left, jump to the one across from you and move right, and then drop to the next one and move right again. Keep dropping and moving right until you move around the corner, then climb up to a ledge and then again to a new platform. Head forward over the pressure plate and through the door.

Go to the edge of the platform and jump to the bar. Swing-jump to the next bar, then shimmy to the left and swing-jump to the small bar. Drop from the highest bar to the middle to the lowest, then shimmy right to swing-jump to the next small bar. Swing-jump from that to reach the next platform. Move forward and run up the walls as you proceed forward, then run up the big wall and grab the ledge at the top. Climb it and the two above it, then jump backward to another bar. Shimmy to the right, climb up the bar, jump forward, and stab into the plate. From there, run to the left along the wall and stab into the plate. Then jump opposite the wall to a bar up high, and swing-jump to stab into the next plate. Then run along the wall to the left and stab into the next plate, and then jump to the small bar and swing-jump up to reach the

next platform.

In front of you is a cracked wall just begging to be broken down. Show it some mercy and grant its wish. After destroying the wall, jump to the next platform and the next area.

AM. The Underground Cave

There is a fountain here, use it if you wish. Run around the stone pillar to find a Sand Chest with 10 Sand Credits. From the fountain, turn right and jump to the next platform. Smash the wall ahead and turn right.

You will see a stationary bladed column on the right and a moving bladed column on the left. Stand on the left, wait for the bladed column on the left to start moving to the right, and jump to the next platform, followed by quickly jumping to the platform after that. Turn right and run up the wall to the ledge above. Climb up the ledge and jump and climb to the ledge above that one, then shimmy right to reach the next platform. Go forward, turn left, and smash the wall.

Go out and turn left. Run along the wall to the left to reach a gap on the other side. Climb the gap to the top to reach the next platform. Across to the right is a wall with another plate, jump and stab into it. Then drop down to the bar below. From the bar, swing-jump forward to reach another ledge.

From this ledge, jump and climb up to another above. Then jump left and jump from wall to wall up the chasm to reach the next platform. Turn right and stab into the plate switch. Wait for the two blocks to start moving outward, then slow down time, run along the right wall, jump when you are alongside the blocks, and jump from the first block to the second block to the platform at the end.

Ahead of you on the platform is a plate switch, stab into it. Drop and get on the beam to the left, then jump to the ledge on the pillar across from you. Move left around the corner, then drop down two ledges. Move left around the next corner, then jump to the next platform across from you. Smash the wall and move into the next room.

Go forward and run up the wall, stabbing into the plate at the top. From there, hop up and stab into the plate above that. Then run along the wall to your left, stab into the next plate, and then jump across and stab into the plate on the opposite wall. Then run along the wall to the right to stab into the next plate, drop and stab to the plate below it, and jump to the opposite side to stab into the last plate. Run along the wall to the left to reach the next platform. Smash the wall ahead and move into the next room.

Turn right and head toward the wall. Run up the wall facing you and jump from wall to wall to reach the next platform. Climb up the stone block in front of you and run along the wall to your left to reach a bar. Shimmy so that you are lined up with the gap ahead, then swing-jump to the next bar, and swing-jump from there to the gap. Slide down the gap and drop to the floor.

Head to the wall in front of you and turn right at the edge of the platform. Jump and stab into the plate across from you, then hop up to the ledge above from there. Move left around the corner, jump and stab into the plate above, and then hop up and stab into the plate above that one. Hop to the ledge above that and shimmy right to reach the next platform.

Move out on the beam connected with the platform. Jump forward to the column in the middle. Turn left and jump to the next column. From there turn and jump to the platform in front of you. Head through the passageway, turn right, smash through the wall, and go into the next room.

Run along the wall to the right and stab into the plate when you come to it. From there, run along the wall to your left and jump at the end to reach the next ledge. Shimmy right around the corner, climb up, then jump and climb to the two ledges above you. From there, jump across to the beam opposite you.

Head out to the edge of the beam and jump to the gap across from you. Climb the gap to the top to reach the next platform. Use the Landscape Camera if you wish and then head forward to jump from wall to wall in the small chasm ahead of you. Turn right and you will be confronted with four spinning bladed columns.

Wait for the first column to start going up and the two in the middle to start going up with it, then roll under the first column, and keep rolling forward to reach the end intact. Turn left at the next corner and you'll encounter a crusher in between two sets of dual miniature blades. Wait for the crusher to fully retract, stand on the right, and run as the first two blades move away from you. Climb the crusher as it pushes out, and jump from there over the next two. Turn left and head up the stairway.

Run up the wall in front of you and stab into the plate above, then hop up and stab into the plate above that. From there, run along the wall to your right to reach the next area.

AN. The Royal Kitchen

There is a fountain here, use it if you wish. To the right of the fountain is a plate switch, stab into it to open the secret door to the next area.

From where you enter, turn right and go up the stairs. Follow them up, turn left, and go to the wall at the end of the way. Run up the wall and stab into the plate above. Hop up from there and stab into the next plate higher than it. Run along the wall to the left and jump when you reach the end to make it to a beam. Move forward along the beam, turn right, then jump and stab into the plate on the opposite wall. From there run along the wall to the left to make it to a bar. Shimmy along the bar to the left and swing-jump to the next platform. Turn left and go to the beam connected to the platform.

Move out on the beam, turn to the right, and jump to stab into the plate on the wall. From there, run along the wall to the left and jump at the end to reach the next beam. Move to the end of the beam ahead and jump to the plate ahead and stab into it. Run along the wall to the left to activate a pressure plate and open the door below. Run through it to the next area.

AO. The Secret Passage

There is a fountain here, use it if you wish. From there, follow the stairs through the hallway. At the end you will come to the platform's edge, jump to the bar ahead from there. Shimmy left, then swing-jump to the next bar. From there swing-jump to the ledge ahead. Above that ledge is a retracting ledge, wait until it moves out fully to jump and climb up it, then quickly jump and climb up to the ledge above that one. Jump up from there to the next platform.

Turn left and run up the wall to reach a new hallway. Follow it to reach the next area.

AP. The Lower Tower

There is a fountain here, use it if you wish. From here move through the archway outside. Turn left and climb the raised platform ahead of you. Move to the platform's edge, and run along the wall to the left to reach a bar. Swing-jump from the bar to reach the next platform. Turn left and run up the wall to a ledge above. Jump and climb up to the next ledge from there, then move right and jump up the next two ledges to reach the next platform.

From the platform's edge, run along the wall to the right to reach a bar. Shimmy left along the bar to its end, then swing-jump forward to the gap. Slide down the gap and drop down to the floor. Turn around and move out on the beam.

To the right is a bar, jump to it and then swing-jump ahead to reach the next platform. Use the Landscape Camera if you wish, then circle around and push the crank on the opposite side of the platform. From there, turn back and look at the narrow wooden wall facing the cliff. Run up it to reach the next ledge.

Climb up, move left, then jump back to reach a beam. Ahead is another beam, jump to it and move to the next platform. From here move out to the next beam.

Turn left and jump out to the beam above that, then turn right and jump to reach another beam and the platform above. Turn the crank, then turn right from the wooden wall and jump to the beam. From there turn back to where you jumped from and jump again to reach a higher beam. Move right along the beam out to a smaller beam, then face the elevator and jump in its direction to reach a final beam. Drop down to the platform below.

The elevator here has a stone, pull it out and push it against the stone wall. From there run up and stab into the plate above. Run along the wall to the right and stab into the next plate as well, then run along the wall to the right and jump to the column when you are alongside it. Slide down and jump back toward the wall to stab into another plate, then run along the wall to the right and stab into the next plate. From there, run along the wall to the right to reach a bar. Swing-jump from this bar to the next one, then turn around and swing-jump to the next one. Swing-jump once more to reach the next platform.

Run along the platform and jump to the next bar ahead. Turn around, climb up the bar, and jump forward to reach the next platform. Run along the platform and turn left at the end to reach the next room.

You will be confronted with a mini-spinning blade followed by a panel trap. Wait for the panel trap to start going down and make sure that the mini-blade is out of the way, then run along the wall past them, and jump from shutter to shutter to reach the next platform. Next you will find a two panel traps on opposite sides in between four mini-blades. Wait for the panel trap to go down and then run along the panel to clear the entire set.

Turn right to find a next set of traps--three blades on either side with two panel traps on the floor. Simply time your way past the two panel traps as they come and continue on. Turn right, jump forward, and stab into the plate. From here run along the wall to the left and jump from shutter to shutter to

stab into the next plate. Hop up and stab into the one above it, then do the same for the highest one. Run along the wall to the left to reach the next area.

AQ. The Middle Tower

There is a fountain here, use it if you wish. To the left is a plate switch, stab it to open the door on the right. Run and roll through the door before it closes to reach the outer level. Turn right and run up the wall on the right to stab into the plate above. Hop up and stab into the plate above that one, then run along the wall to the right to reach the next platform. Turn left and run up the wall to stab into the next plate, then hop up and stab into the plate above that one. Run to the left and stab into the next plate, then run along the wall to the left and jump on the shutter to reach a column. Jump from the column to reach the platform.

Head to the other side of the platform and turn the crank. From there head to the edge and jump to the beam on that opposite side. Move along the beam's corner, then hop up to reach the next beam. Move around that beam's corner and jump right to reach the next platform.

Go to the other side of the platform, get the stone from the elevator, and bring it to the other elevator. Push it in, then turn the crank on this level. Turn around and hop over the railing, then jump from there to a bar. Climb up and jump to the bar above, then jump and climb that to the third one. Turn around and swing-jump to reach the next platform.

Use the Landscape Camera if you wish, then grab the stone block from the elevator and bring it to the other elevator on the other side of the platform. After doing that, turn to the left and run up the wall to the ledge above. Move right to reach the next platform. Run along the wall to the left and jump when you reach the elevator to grab it. Get in it, then turn back to the left and jump out to the beam ahead. Use it to get to the next platform.

Go to the chasm ahead and jump from wall to wall up it until you grab a ledge. Climb the ledge, then move around one corner. Jump from here to the beam ahead. Move to the edge of the beam and jump to reach the last platform. Look to the right, run up the wall, and stab into the plate above. Run to the left to reach a bar, then swing-jump to the next bar, and then to the next platform. Use the Landscape Camera if you wish, then jump forward to reach the next platform.

You can now get the final Life Upgrade, if you like.

LIFE UPGRADE NUMBER SIX *OPTIONAL*

Turn around and drop down to the beam below. Drop from that beam to another beam below that, and jump back from there to a beam behind you. Use that to enter the secret hallway. Follow the hallway down, then run up the wall and leap from ledge to ledge in order to ascend. At the end you will reach a platform with a fountain, drink from it to start the final Life Upgrade hallway.

Ahead there is a stationary horizontal spinning blade trap, followed by a panel trap. Stand on the right, wait for the panel to start going down, then go forth to roll under the blade and run past the panel to clear the set.

The next set of traps has a spinning blade followed by a chasm of panel traps. Wait until the spinning blade passes the upper half of the trap and the panels begin to go down, then run along the wall past the blade and jump from panel to panel up to the next platform at the end.

The next set of traps is a simple set of two spinning blades. Wait for the first blade to clear the upper *third* of the trap, then QUICKLY run along the left wall past them both. Keep running as far as you can go, then jump at the very end to reach a beam. Follow the beam and jump down to the next set of beams. Turn left and jump to reach the final platform, and the final set of traps. Easily pass them by running along either the left or the right wall. Head into the light, and the final Life Upgrade is yours.

END LIFE UPGRADE NUMBER SIX *OPTIONAL*

Go through the doorway on the right to reach the next hallway of traps. Wait for the two panel traps to start moving down, then run along the left wall past them and jump off the shutter at the end to stab into a plate. Jump up and stab into the top plate if you aren't already there, then run along the wall to the left when the miniature blade is going down and jump off the shutter to another shutter to stab into another plate. Two more mini-blades are obstructing you, wait until they're both on their way down before running along the wall to your left to the next platform.

Turn left. Wait until the first mini-blade is on its way down, then run along the right wall to the end and jump from shutter to shutter to shutter to stab into a plate at the end. Jump from here to reach the next platform. Turn left around the next corner to see a horizontal blade followed by a panel trap. Wait for the trap to go down, then roll under the blade and run all the way to the edge of the platform. Jump to the other side and stab into the plate, then hop up and stab into each of the four plates upward until you finally hop up to the next platform. Go through the doorway.

Go forward to the edge of the platform, and run along the right wall to the bar ahead. From here, swing-jump to the next bar, and from there swing-jump to the ledge ahead. Move left to reach the next platform. Go through the doorway, turn left, and run along the wall to the left to reach a platform on the other side. Run up the wall on the left and climb over to reach another platform.

Follow the platform up the ramp and jump to the middle section. Use the Landscape Camera if you wish, then push the block here into the elevator. Jump over the right railing from the elevator and jump from there to the next platform. Then turn left and jump forward to the platform above. Head to the end of the platform and jump back toward the middle section to reach a bar. Swing-jump forward to reach the platform and push the crank. Turn left, walk across to the beam's end, and jump to the other side. Run up the wall and jump over the railing to reach the next platform.

Turn left and follow the platform to the end. Jump up here to the beam above, then jump forward at the end of the beam to reach the next platform. Pull the block out of the first elevator and push it into the second.

Go back to the first elevator and jump to the second elevator from it. Then, turn right and jump to the next platform. Turn right and jump to the beam ahead. Climb up, and jump up to the ledge above, and jump to the ledge above that one. Shimmy all the way left, and then jump to the column on the opposite side. Ascend the column, look to the right to see a plate, and jump out to

reach the platform. Face the wall and run up to stab into the plate, then run along the wall to the left, jump off the shutter, and stab into the next plate. Then run along the wall to the left, stab into the plate, then drop and stab into the lower plate, then drop to the ledge below, then drop to the platform below. Go left through the doorway and turn to the wall on the right. Run up and stab into the plate, then jump up and stab into the next plate, then run along the wall to the left and stab into that plate, then run along the wall to the left one more time to stab into the last plate. Then, drop to the beam below. Go to the end of the beam and jump to the next set of beams, then go right and drop to the platform. Move onto the next beam and drop to the set of beams below it. Move to the end of this beam, then jump out to the next beam. Then, drop to the platform below. There is a platform on the other side, jump to it. Then, run up the wall stab into the plate, and hop up and stab into the second and third plates as well. Then run along the wall to the left, jump from the shutter to reach a column. Ascend the column, then jump to the ledge behind you. Move to the right to reach the next platform and the next area.

AR. The Upper Tower

There is a fountain here, use it if you wish. To the left of the fountain is the edge of the platform, run along the right side and stab into the plate at the end. Then, run along the wall to the left to reach a ledge. Move left around the corner, then jump left and keep jumping from wall to wall to reach the next ledge. Climb up, move left around the corner, and then jump to the plate and stab into it on the other side. Hop up and stab into the plate above, then hop up to the platform above. Go through the doorway and out to the next beam. Jump from there to the bar ahead, then shimmy right and swing-jump to the next bar. Then climb the bar, shimmy right, and jump to the ledge ahead. Climb up.

When the retracting ledge to the left pushes out, immediately go left and keep going around the corner. Jump up when the next retracting ledge pushes out, and then jump again to the next ledge. Climb up, and move to the right, then jump up to reach the next platform. Go forward to the wall ahead. Run up to the retracting ledge, then quickly jump backward from the right to reach a bar. Swing-jump from here to the next bar, then swing-jump to the platform ahead. Go forward and follow the hallway to reach the next area, and the final save point before the last boss.

AS. The Terrace

There is a fountain here, use it if you wish. Head up the stairway and make a right up the next set of stairs. Turn left and follow the walkway to the pressure plate. Run up and press it in, then turn around and head back down the stairs and through the door ahead. Follow the hallway to the end of the platform. Jump across to the next platform, and then climb up and continue on. To the left is a breakable wall, smash it down. Head down the hallway to the elevator at the end. Time for the last boss of the game.

You ready? Short cutscene, then battle time.

Boss: Zervan (The Vizier)

The first part of the battle has you facing off against Zervan in a wide open area with Free-Form Fighting. Use your best combos to damage him while dodging his attacks with rolling and backflips. After he takes a beating, he will float into the air and send a piece of debris at you, roll away from it to avoid damage. Continue using combinations on him until he floats up again, this time he will throw two pieces of debris at you. Repeat the process and he will throw three pieces of debris at you. Do this one more time to end Zervan's first phase.

The second phase is much more difficult. Large stones are floating around the arena that you must avoid, as well as Zervan's sand projectiles. To damage Zervan, avoid these obstacles and run up the pillars behind him--he will often move, though, so be on guard--and initiate a Speed Kill at the top. The first one will cut his wing, the second will cut another wing, and the third will initiate the final section of the battle. Each Speed Kill will require the matching of three visual cues, so keep that in mind.

Finally, Zervan will bring down the entire arena to create floating platforms, fly up high, and take pot shots at you with sand projectiles. Look to the lowest platform on the ground, and run up the pillar and jump to reach it. Jump forward from there to reach the next platform, then turn left and jump to reach a bar. Climb atop the bar (this is so if you get hit you won't fall to your death), turn around, shimmy right, and jump forward to the next platform. Turn left and jump to the another platform, then jump to the bar and swing-jump to the next platform. Turn right and jump to the next platform, then jump forward and pull up to the platform ahead of that. After that jump to the next platform, turn right and jump to the bar, and swing jump to the next platform. Run up the wall and jump from wall to wall to climb up to the next platform, then jump forward one more time to reach the very last platform. Step out toward Zervan, and jump toward him. Press B when the dagger flares to finish this fight and Zervan once and for all.

Cutscene. It's finally over...huh?

AT. The Mental Realm

You come face to face with the Dark Prince. Slash him repeatedly to make the sun go down, and keep slashing to enter the Mental Realm proper.

Don't worry, you can't die here. If you fall, you'll just return to where you last were.

Turn right and jump to the platform ahead, then jump from that to the next platform. Run along the left wall to reach the Dark Prince, and slash him. Jump to the next platform, then jump to the one after that and wait for it to grow closer to the Dark Prince's platform. Slash him. Step out to the beam and jump to the next one, then drop to the beam below and walk to the next platform. Jump to the next platform and the scenery will change. Don't be fooled, keep going and jump the platform over the bridge to reach the Dark Prince. Slash him. Stand on the platform as it rotates and jump to the platform as it appears. Then walk along the beam to the next platform and jump to the Dark Prince. Slash him. Walk out to the beam on the right and jump to the next beam, and then jump out again. The scenery will change again temporarily. When you come to, jump to the platform ahead, then jump again, then jump one more time to reach the Dark Prince. Slash him. Turn right and jump to change the scenery again. Jump forward to reach a stairway, follow it up, then jump to the Dark Prince's platform. Slash him. Turn right, jump to the next platform, and then jump to the next platform. After you do that, jump

back to the platform before you, and then jump to the platform you just jumped from. That will extend the platform, allowing you to jump to the Dark Prince. Do so, and slash him. Turn left, jump to the moving platform, and jump as it approaches the next platform to reach it. Run along the right wall to reach the Dark Prince, and slash him. Walk out to the next beam, wait until the rotating beam aligns with you, then jump to it. Walk to its end, wait until it aligns with the next beam, and then leap forward.

The scenery will change. Run forward. After the scenery changes one last time, run forward up the stairway to end the game.

And...that's it! Enjoy the final cutscene, and pat yourself on the back. You just beat Prince of Persia: The Two Thrones!

END OF WALKTHROUGH

V. FREE-FORM FIGHTING SYSTEM (FREE5)

This section of the guide is intended to help players master the Free-Form Fighting system in this game. First introduced in Prince of Persia: Warrior Within, it is a complex system that encourages creativity in battle.

For when you are forced to fight, or just don't want to bother with those dumb Speed Kills, here's the section for you!

A. MOVE LIST (Prince)

DAGGER ATTACK TECHNIQUES

Right Hand

-Triple Slash (B, B, B)

Description: The Prince slashes three times with the dagger, landing moderate damage with each slash.

Analysis: This is the bread and butter of fighting. When all else fails, go with this. Each slash is not particularly strong on its own, but together the damage adds up. The system wouldn't make sense without this.

However, many enemies are too fast for it, and others are adept at blocking it. Using Eye of the Storm evens the odds against more stubborn foes.

Recommended against: Everything

Rating: 7.5/10

-Furious Slash (B, B, B, B)

Description: The Prince slashes four times with the dagger, landing moderate damage with the first three slashes and landing major damage with the fourth.

Analysis: This is the standard combination with a twist. The final slash is very powerful, but it has a short range and faster enemies will easily dodge it and counter. It's more effective against stationary creatures or when using the Eye of the Storm. Optimally use it when the enemy has its back against the

wall so that the last slash is unavoidable.

Recommended against: Everything

Rating: 7/10

-Asha's Fury (B When Enemy is Prone)

Description: The Prince plunges his dagger into a prone opponent, inflicting massive damage.

Analysis: A great finisher for one-on-one encounters, but in groups it can prove to be a liability as others can hurt you while you are using it. Still, powerful, and very useful against weaker enemies.

Recommended against: Reptus

Rating: 7/10

-Dagger Charge Attack (Press and Hold B)

Description: The Prince pulls back his dagger, gathers strength, and brings it down for a massive blow.

Analysis: It's slow, it's not powerful enough, and you'll get hit using it more often than you'll hit. It can break blocks, but ultimately a novelty move at best.

Recommended against: Reptus, if you must

Rating: 1.5/10

Left Hand

-Grab (Y)

Description: The Prince will flip over the enemy and grab them for a short time or will simply grab them if their backs are turned.

Analysis: Basically only useful for buying time or chaining into the much better grab moves. Still, a staple.

Recommended against: Everything but Enchantresses, Illusions, and Hunter Hounds

Rating: 6.5/10

-Grab Slice (Y, B)

Description: The Prince will grab the enemy and slice them across the middle. Alternatively, the Prince will flip over the enemy and immediately slice at their neck.

Analysis: Going from a grab to a slice is nice, but the real gem comes from merely tapping Y and then pressing B, which will make the Prince slice at the enemy's neck. Weaker enemies will be decapitated instantly. Either way, this is a great move. Use it. Abuse it.

Recommended against: Everything but Enchantresses, Illusions, and Hunter Hounds

Rating: 8.5/10

-Grab Throw (Y, Y)

Description: The Prince will toss the enemy in the direction the Control Stick is facing.

Analysis: THIS IS IT. The broken move. By using it, you can toss any enemy that you can grab to their death and out of your life. If there are no cliffs around it's still useful, as it will keep them down for a short while. And besides, a game like Prince of Persia has TONS of cliffs. = D

Recommended against: Everything but Enchantresses, Illusions, and Hunter Hounds

Rating: 10/10

-Steal Weapon Kill (Y, X)

Description: If the enemy is weak, the Prince will take their weapon and kill them with it.

Analysis: This does marginal damage against the strong, but when they are weak it just defines the word 'bloodbath'. Or sandbath, whatever. Great move.

Recommended against: Everything but Enchantresses, Illusions, and Hunter Hounds

Rating: 9/10

Acrobatic Attacks

-Aerial Slash (A, B [Toward Enemy])

Description: The Prince leaps over an enemy and slashes once.

Analysis: Not the most useful move on its own, but very effective if chained with Y after the slash for a sweeping kick. More importantly, chains into one of the best moves, the Aerial Landing Slice.

Recommended against: Everything

Rating: 7/10

-Aerial Landing Slice (A, B, B [Toward Enemy])

Description: The Prince leaps over an enemy, slashes once, then comes down again with a devastating chop.

Analysis: This is one of the greats. It goes uncontested by nearly every enemy save Reptus, and is even effective against a boss. Nice damage, and while slightly inaccurate at times, well worth keeping in your repertoire.

Recommended against: Everything

Rating: 9.75/10

-Aerial Kick Attack (A, Y [Toward Enemy])

Description: The Prince leaps over an enemy and kicks them once in the face.

Analysis: This is okay on its own, but better if chained into a B for a variant of the Aerial Landing Slice that has slightly less damage, but hits more often in my experience. It can also chain into the very useful Aerial Landing Kick Sweep. A great move overall.

Recommended against: Everything

Rating: 8/10

-Aerial Landing Kick Sweep

Description: The Prince leaps over an enemy, kicks them in the face, then performs another sweep kick as he lands to knock the enemy down.

Analysis: Another fantastic move. While this move isn't as strong as the Aerial Landing Slice, it is still a good finisher and has an added bonus--it knocks the enemy down, allowing you to either use Asha's Fury or simply buy some time. Either way, a gem.

Recommended against: Everything

Rating: 9.5/10

-Aerial Slice (A, X [Toward Enemy])

Description: The Prince leaps over an enemy and slices once.

Analysis: Not the greatest of moves. Can't be chained into a B or a Y, only useful for chaining into the much more useful Aerial Steal Weapon.

Recommended against: Everything, if you must use it

Rating: 3/10

-Aerial Steal Weapon (A, X, X [Toward Enemy])

Description: The Prince leaps over an enemy, slices once, then rams his dagger into the enemy. If the enemy is weak enough, the Prince takes their weapon away and instantly kills them.

Analysis: MUCH better than the Aerial Slice, and a terrific move overall. Unfortunately it has the pitfalls of not being able to work on enemies that cannot be grabbed, so be wary. Still, not much satisfies the thrill of the kill like this.

Recommended against: Everything but Enchantresses, Illusions, and Hunter Hounds

Rating: 8.75/10

-Aerial Weapon Throw (X [In Air])

Description: The Prince leaps into the air and throws his weapon at the enemy, impaling them with it.

Analysis: Can be done alone like a standard throw, but more appropriately the variant of the Aerial Steal Weapon for when you already have a weapon in hand. The best way to get rid of a weapon when it's almost broken, and a great finisher as well.

Recommended against: Reptus

Rating: 8.5/10

DEFENSIVE TECHNIQUES

Dagger Defense

-Block (R)

Description: The Prince raises his weapon(s) and uses them to block incoming attacks, preventing damage.

Analysis: It's the block. It'll save your ass. Use it, remember to keep holding it down. Not perfect, however--too many hits will cause the block to break, and there are unblockable moves (most are rather slow, however).

Recommended against: EVERYTHING

Rating: 9.5/10

-Counter Attack (R + B [When Enemy Strikes])

Description: The Prince blocks an incoming attack and counters with his own attack consisting of a kick followed by a dagger slash.

Analysis: Great maneuver for those more comfortable on the defensive. The timing can be tricky at first, but ultimately an extremely effective move, especially when cornered, and a finisher to boot.

Recommended against: Sand Archers and Reptus

Rating: 8/10

-Counter Double Slice (R + Y [When Enemy Strikes])

Description: If holding a secondary weapon, The Prince blocks an incoming attack and counters with his own attack consisting of a dagger slice followed by a slice of his secondary weapon. If without a secondary weapon, The Prince blocks an incoming attack and counters with his own attack consisting of a kick followed by another kick.

Analysis: The best of both worlds. On the one hand, without a secondary weapon the move functions much like the Aerial Landing Kick Sweep, as it's not as strong as the Counter Attack, but can either finish enemies or knock them down depending on their health. But with a secondary weapon it becomes basically a better version of the Counter Attack, and is 'bad' then only because it wears down your secondary weapon. Nine times out of ten, this is the counter you want to use.

Recommended against: Sand Archers and Reptus

Rating: 9.25/10

MOVEMENT TECHNIQUES

Acrobatic

-Jump Slash (A, B)

Description: The Prince jumps in the air and slashes his dagger once.

Analysis: Not a great move. Or even a very good one. Basically a high dodge and a poor attack rolled into one. Too little enemies attack low, and the damage is far too poor. Use it if you want to dodge low attacks and impress your friends, not for winning battles.

Recommended against: If you must, Enchantresses

Rating: 1.25/10

-Jump Kick (A, Y)

Description: The Prince jumps in the air and kicks once.

Analysis: In my opinion, the worst move in the game. It can knock back on occasion, but other than that the same drawbacks of the Jump Slash rolled into an even weaker package. Avoid.

Recommended against: If you must, Sand Guards

Rating: 1/10

-Wall Jump to Acrobatics (A [Toward Wall])

Description: The Prince leaps backward off a wall to Acrobatic Attacks.

Analysis: An alternative way of using Acrobatic Attacks against enemies. On the one hand, it reduces the likelihood of being hit by an enemy in a full-frontal assault, but it tends to be less accurate. An all-around good move worth using.

Recommended against: Everything

Rating: 7/10

-Wall Dive Attack (B [Toward Wall])

Description: The Prince rebounds off a wall and dives in the opposite direction, hitting anything in his way with the dagger.

Analysis: The best most accurate standard wall finisher around. Good damage, not much blocks it, all-around goodness. Plus, it can go through multiple enemies.

Recommended against: Thralls, Enchantresses

Rating: 8/10

-Wall Spinkick (Y [Toward Wall])

Description: The Prince rebounds off a wall and springs in the opposite direction, slashing with the dagger and spin kicking along with it. If he is carrying a secondary weapon, he will slash with that as well.

Analysis: Not the knockdown move like you'd expect, but a more powerful but less accurate version of the Wall Dive Attack, amplified when carrying another weapon. Still, the first version's powerful enough, and if you miss you end up paying.

Recommended against: Thralls, Enchantresses

Rating: 7.5/10

-Wallrun Slash (B [While Running Along Wall])

Description: The Prince slashes his dagger while running along a wall.

Analysis: A decent move while avoiding combat, but not nearly as useful as in Warrior Within due to a lack of enemies along walls. A novelty.

Recommended against: Illusions

Rating: 2.5/10

-Angel Drop (B [While Running Up Wall])

Description: The Prince runs up a wall, backflips off and lands while cutting upward with his weapons.

Analysis: Terrific finisher. Great on its own, and even better when chained into its own finisher.

Recommended against: Everything

Rating: 8.75/10

-Angel Drop Finish (B, B [While Running Up Wall])

Description: The Prince runs up a wall, backflips off and lands while cutting upward with his weapons, then slashes down again with his weapons.

Analysis: The perfect finisher for single enemies, to the point of being nearly broken. Each slash is tremendously powerful, can finish enemies even at mid health, and nearly impossible to block.

Recommended against: Everything

Rating: 9.25/10

-Bladewhirl Attack (Y [While Running Up Wall])

Description: The Prince runs up a wall, backflips off and spins on his way down, cutting and slashing with his weapons in a spiral motion as he hits the floor.

Analysis: If the Angel Drop Finish is perfect for single enemies, the Bladewhirl Attack is the pinnacle of mob finishing combat. It is ridiculously powerful, and for all intents and purposes IS broken, except it could stand to be a bit more accurate. Still, abuse as needed.

Recommended against: EVERYTHING

Rating: 9.75/10

-Column Shredder (B [While Facing Column])

Description: The Prince spins around a column and carves his dagger around it, hitting any enemies in his path.

Analysis: Great mid-level attack, though not as great a finisher as other moves. Use it, don't abuse it.

Recommended against: Thralls

Rating: 6.25/10

-Column Spinkick (Y [While Facing Column])

Description: The Prince spins and kicks around a column and finishes with diving out with his dagger to slash.

Analysis: The Column Shredder does better consistent damage, but the potential damage of the Column Spinkick is better, plus it has knockdown ability.

Recommended against: Reptus

Rating: 6.75/10

-Charge Weapon Throw (X [Hold With Secondary Weapon])

Description: The Prince pulls back his secondary weapon and winds up his strength. When the button is released or after a long enough time the Prince throws the weapon, with greater damage depending on the length of time the button is held.

Analysis: The most powerful way to get rid of a weapon, but during hectic battles the propensity to miss and/or get hit is drastically higher. Reserve for finishing protracted battles.

Recommended against: Anything, really

Rating: 6.5/10

-Stand Up Attack (B [When Prone])

Description: The Prince, when lying on the ground, springs up and slashes with the dagger.

Analysis: If you have to get up, you have one of two choices. This is the worst of the two in terms of effects, but has a greater range.

Recommended against: Everything

Rating: 6.75/10

-Stand Up Spinwheel (Y [When Prone])

Description: The Prince, when lying on the ground, spins his legs to get up

and slashes with his weapons.

Analysis: Recommended. Let enemies get close after you're down, and let this fly. Stylish, too.

Recommended against: Everything

Rating: 7.25/10

DOUBLE WEAPON COMBOS

Right Hand

-Triple Slash (B, B, B)

Description: The Prince slashes three times with the dagger, landing moderate damage with each slash.

Analysis: Identical to the original Triple Slash, only done with a secondary weapon in the other hand. Same strengths and weaknesses.

Recommended against: Everything

Rating: 7.5/10

-Furious Slash (B, B, B, B)

Description: The Prince slashes four times with the dagger, landing moderate damage with the first three slashes and landing major damage with the fourth.

Analysis: Identical to the original Furious Slash, only done with a secondary weapon in the other hand. Same strengths and weaknesses.

Recommended against: Everything

Rating: 7/10

-Rage of Darius (B, B, Y, Y, Y)

Description: The Prince slashes twice with the dagger, spins around with both weapons, then slashes twice with his secondary weapon.

Analysis: A great opening in cutting swaths through groups of enemies, or in narrow hallways. Basically a forward moving combination, which can work either for or against you depending on the situation.

Recommended against: Thralls

Rating: 7.75/10

-Azad's Furious Retaliation (B, B, Y, Y, B, B)

Description: The Prince slashes twice with the dagger, spins around with both weapons, slashes once with his secondary weapon, again with the dagger, then performs a leaping spinkick before ending with an upward dagger slice

Analysis: The king of forward moving combinations, and ends with a great finisher as well. The drawbacks can be even more severe, however, so be

cautious in using it. Still, when appropriate, abuse.

Recommended against: Thralls

Rating: 8/10

-Mithra's Vengeance (B, B, B, Y, Y)

Description: The Prince slashes three times with the dagger, then spins upside down on one hand while twirling his secondary weapon, and finishes with a secondary weapon slash.

Analysis: A flashy, but surprisingly more defensive combination. Use it to drive enemies back when your health is low and decimation is key.

Recommended against: Sand Guards, Chameleons

Rating: 7.5/10

Left Hand

-Misery Gale (Y, Y, Y)

Description: The Prince slashes three times with his secondary weapon.

Analysis: The basic combination, only for secondary weapons. More effective than the dagger, but has a tendency to wear the weapons down quickly--so be cautious.

Recommended against: Everything

Rating: 7/10

-Furious Oblivion Twister (Y, B, B, B)

Description: The Prince slashes once with his secondary weapon, then swings around 360 degrees slashing both weapons, ending with two powerful upward dagger slices.

Analysis: FANTASTIC for mob clearing *and* finishing, this combination can seemingly do it all. Not many drawbacks, although it doesn't rack up the damage one might like on isolate enemies. Use as a pack clearer.

Recommended against: Enchantresses, Reptus, Chameleons

Rating: 8.5/10

-Harassing Cyclone (Y, B, B, Y, Y)

Description: The Prince slashes twice with the dagger, spins around with both weapons, slices upward once with the dagger, then spins upside down on one hand while twirling his secondary weapon, and finishes with a secondary weapon slash.

Analysis: The other mob decimating combination, losing a more effective finisher, but gaining much more damage and defensive capabilities, making it overall the better of the two combinations. Sick.

Recommended against: Enchantresses, Reptus, Chameleons

Rating: 9/10

-Furious Tempest of Agony (Y, Y, B, B, B)

Description: The Prince slashes twice with his secondary weapon, hops up and slashes with both weapons in a twirl, and finishes with two powerful upward dagger slices.

Analysis: One of the combinations of choice against single enemies, this combination can easily rack up the damage, and has a great finisher.

Recommended against: Sand Guards, Sand Archers, Thralls

Rating: 8/10

-Tormenting Typhoon (Y, Y, B, B, Y, Y)

Description: The Prince slashes twice with his secondary weapon, hops up and slashes with both weapons in a twirl, slices upward with the dagger, then spins upside down on one hand while twirling his secondary weapon and finishes with a secondary weapon slash.

Analysis: The other combination of choice against single enemies, this one being the more defensive one. It's really a tossup between the two due to the differing nature of single enemy fighting.

Recommended against: Sand Guards, Sand Archers, Thralls

Rating: 8/10

-Left Weapon Charge Attack (Y [Hold With Secondary Weapon])

Description: The Prince pulls back his secondary weapon, gathers strength, and brings it down for a massive blow.

Analysis: Just like the Dagger Charge Attack, it's slow, doesn't do enough damage, and leaves you wide open to attack. A bit better in strength, but hurts the durability of the weapon as a result. And ultimately, just not worth it, although you can use it to break walls in the latter stages of the game, so it is necessary to know.

Recommended against: Reptus, if you must

Rating: 2.5/10

SANDS OF TIME POWERS

Abilities

-Recall (L [Hold])

Description: The Prince rewinds time for as long as the button is pressed or the Sand gauge lasts.

Analysis: The trademark move of the Sands of Time trilogy, and ultimately the best move in the game. Rewind your mistakes, cheat death, all that jazz, once

for each Sand Tank you possess. The ultimate move.

Recommended against: ANYTHING AND EVERYTHING

Rating: 10/10

-Eye of the Storm (L [Tap])

Description: The Prince slows down time for everything but himself for as long as the Sand gauge lasts.

Analysis: A fantastic move, which can be used to either pass obstacles more easily or slow enemies' attacks and reaction times, making combat a breeze, for the cost of a single Sand Tank per use. Just a hair under the recall in terms of effectiveness.

Recommended against: Everything

Rating: 9.75/10

-Winds of Sand (L while holding R)

Description: The Prince charges Sand and unleashes it, knocking down all enemies in the vicinity and inflicting damage.

Analysis: Good to use in a pinch, though the cost of two Sand Tanks per usage and the overall effectiveness leave much to be desired--and if you're in that much trouble, the Recall is likely a better move. Decent, but hardly essential, and you lose it after gaining the Sand Storm.

Recommended against: Hunter Hounds

Rating: 4.5/10

-Sand Storm (L while holding R)

Description: The Prince charges Sand and unleashes it, killing all enemies in the vicinity.

Analysis: Brutally powerful and effective, but the cost of four Sand Tanks per usage is hard to swallow. And by the time you get it, it becomes largely obsolete. Use if you MUST have all the enemies dead RIGHT NOW, but otherwise more a novelty.

Recommended against: Everything

Rating: 5.75/10

B. MOVE LIST (Dark Prince)

DAGGER ATTACK TECHNIQUES

Daggertail Attacks

-Grab and Pull (Y [Hold])

Description: The Dark Prince throws his daggertail forward, piercing an enemy and bringing it to him.

Analysis: A decent setup for enemies that try to scurry away or for finishing a last foe, but the Dark Prince loses health too quickly for this to be a staple move.

Recommended against: Thrall, Enchantresses

Rating: 5/10

-Grab and Pull Slash (Y [Hold], B)

Description: The Dark Prince throws his daggertail forward, pierces an enemy and brings it to him, then slashes with the dagger.

Analysis: Great finisher for single enemies, but again, as the Dark Prince the luxury for using this move is not often there.

Recommended against: Thralls, Enchantresses

Rating: 6.25/10

-Chain Grab and Pull Slash (Y [Hold], Y)

Description: The Dark Prince throws his daggertail forward, pierces an enemy and brings it to him, then thrusts forward with the daggertail.

Analysis: A good finisher, and knocks back, but suffers from the same problems as the Grab and Pull Slash. Not quite a novelty, but hardly the best move.

Recommended against: Thralls, Enchantresses

Rating: 6/10

-Hurricane (X [Tap Slowly])

Description: The Dark Prince spins the daggertail in a circle, forcing back all enemies.

Analysis: A terrific defensive move, but this hardly comes into play as the Dark Prince, who is all about offense. Use sparingly or not at all.

Recommended against: Sand Guards

Rating: 4/10

-Hurricane of Agony (X [Tap Quickly])

Description: The Dark Prince spins the daggertail more quickly in a circle, forcing back all enemies.

Analysis: An even better defensive move, which sacrifices a tiny amount of range for more frequent spins. But...why do it?

Recommended against: Sand Guards

Rating: 4.5/10

-Hurricane of Torment (X [Tap], Y)

Description: The Dark Prince spins the daggertail in a circle, then lashes out

with a powerful attack.

Analysis: This is actually a decent finisher out of the Hurricane. Use it if you like against single enemies, if variety's your thing.

Recommended against: Illusions

Rating: 6/10

-Hurricane of Anger (X [Tap], B)

Description: The Dark Prince spins the daggertail in a circle, then leaps and lashes out with a powerful attack.

Analysis: Another decent finisher out of the Hurricane, slightly less accurate but with slightly more range. Use if you like against single enemies.

Recommended against: Illusions

Rating: 6/10

-Asha's Torment (Y When Enemy is Prone)

Description: The Prince plunges his dagger into a prone opponent, inflicting massive damage.

Analysis: A great finisher for one-on-one encounters, but in groups it can prove to be a liability as others can hurt you while you are using it. Still, powerful, and very useful against weaker enemies. Basically Asha's Fury on a different button.

Recommended against: Reptus

Rating: 7/10

Dagger Attacks

-Triple Slash (B, B, B)

Description: The Dark Prince slashes three times with the dagger, landing moderate damage with each slash.

Analysis: This is the bread and butter of fighting. When all else fails, go with this. Each slash is not particularly strong on its own, but together the damage adds up. The system wouldn't make sense without this. However, many enemies are too fast for it, and others are adept at blocking it. Using Eye of the Storm evens the odds against more stubborn foes. And it is often not fast enough for the Dark Prince. Stick to daggertail combinations.

Recommended against: Everything

Rating: 5/10

-Furious Slash (B, B, B, B)

Description: The Dark Prince slashes four times with the dagger, landing moderate damage with the first three slashes and landing major damage with the fourth.

Analysis: This is the standard combination with a twist. The final slash is very powerful, but it has a short range and faster enemies will easily dodge it and counter. It's more effective against stationary creatures or when using the Eye of the Storm. Optimally use it when the enemy has its back against a wall so that the last slash is unavoidable. Again, however, being the Dark Prince makes this move undesirable in light of the other moves he has. The last slash is good for finishing, but use sparingly.

Recommended against: Everything

Rating: 5/10

-Dagger Charge Attack (Press and Hold B)

Description: The Dark Prince pulls back his dagger, gathers strength, and brings it down for a massive blow.

Analysis: It's slow, it's not powerful enough, and you'll get hit using it more often than you'll hit. It can break blocks, but ultimately a novelty move at best.

Recommended against: Reptus, if you must

Rating: 1.5/10

Acrobatic Attacks

-Aerial Slash (A, B [Toward Enemy])

Description: The Dark Prince leaps over an enemy and slashes once.

Analysis: Not the most useful move on its own, but very effective if chained with Y after the slash for a sweeping kick. More importantly, chains into one of the best moves, the Aerial Landing Slice.

Recommended against: Everything

Rating: 7/10

-Aerial Landing Slice (A, B, B [Toward Enemy])

Description: The Dark Prince leaps over an enemy, slashes once, then comes down again with a devastating chop.

Analysis: This is one of the greats. It goes uncontested by nearly every enemy save Reptus, and is even effective against a boss. Nice damage, and while slightly inaccurate at times, well worth keeping in your repertoire.

Recommended against: Everything

Rating: 9.75/10

-Aerial Kick Attack (A, Y [Toward Enemy])

Description: The Dark Prince leaps over an enemy and kicks them once in the face.

Analysis: This is okay on its own, but better if chained into a B for a variant of the Aerial Landing Slice that has slightly less damage, but hits more often in my experience. It can also chain into the very useful Aerial Landing Kick Sweep. A great move overall.

Recommended against: Everything

Rating: 8/10

-Aerial Landing Kick Sweep

Description: The Dark Prince leaps over an enemy, kicks them in the face, then performs another sweep kick as he lands to knock the enemy down.

Analysis: Another fantastic move. While this move isn't as strong as the Aerial Landing Slice, it is still a good finisher and has an added bonus--it knocks the enemy down, allowing you to either use Asha's Fury or simply buy some time. Either way, a gem.

Recommended against: Everything

Rating: 9.5/10

DEFENSIVE TECHNIQUES

Dagger Defense

-Block (R)

Description: The Dark Prince raises his daggertail and uses it to block incoming attacks, preventing damage.

Analysis: It's the block. It'll save your ass. Use it, remember to keep holding it down. Not perfect, however--too many hits will cause the block to break, and there are unblockable moves (most are rather slow, however).

Recommended against: EVERYTHING

Rating: 9.5/10

-Counter Attack (R + B [When Enemy Strikes])

Description: The Dark Prince blocks an incoming attack and counters with his own attack consisting of a kick followed by a dagger slash.

Analysis: Great maneuver for those more comfortable on the defensive. The timing can be tricky at first, but ultimately an extremely effective move, especially when cornered, and a finisher to boot.

Recommended against: Sand Archers and Reptus

Rating: 8/10

Daggertail Defense

-Daggertail Counter Attack (R + Y [When Enemy Strikes])

Description: The Dark Prince blocks an incoming attack and counter with his own attack consisting of a kick followed by a daggertail slash.

Analysis: Basically another version of the Counter Attack, less likely to land but more powerful.

Recommended against: Sand Archers and Reptus

Rating: 8/10

MOVEMENT TECHNIQUES

Acrobatic

-Jump Kick (A, Y)

Description: The Dark Prince jumps in the air and kicks.

Analysis: Likely the Dark Prince's worst move, can finish and knock down the weakest of enemies, but not much else. Avoid.

Recommended against: If you must, Chameleons

Rating: 2/10

-Wall Whiplash (Y [Toward Wall])

Description: The Dark Prince rebounds off a wall and dives, slashing everything in his path.

Analysis: Good rebound finisher--not the best, but worth the time if you're unable to run up a wall. Recommended.

Recommended against: Sand Guards

Rating: 7.75/10

-Wallrun Slash (B [While Running Along Wall])

Description: The Dark Prince slashes his dagger while running along a wall.

Analysis: A decent move while avoiding combat, but not nearly as useful as in Warrior Within due to a lack of enemies along walls. A novelty.

Recommended against: Illusions

Rating: 2.5/10

-Tailspin Angel Drop (Y [While Running Up Wall])

Description: The Dark Prince runs up a wall, backflips off and lands while cutting circularly with his daggertail.

Analysis: Terrific finisher. Great on its own, and even better when chained into its own finisher.

Recommended against: Everything

Rating: 8.75/10

-Tailspin Angel Kill (Y, Y [While Running Up Wall])

Description: The Dark Prince runs up a wall, backflips off and lands while cutting circularly with his daggertail twice.

Analysis: The perfect finisher for single enemies, to the point of being nearly broken. Each slash is tremendously powerful, can finish enemies even at mid health, and nearly impossible to block.

Recommended against: Everything

Rating: 9.25/10

-Column Daggertail Spin (Y [Toward Column])

Description: The Dark Prince lashes his daggertail at a column, and runs around it, dragging the chain and hitting any enemies between him and the column for as long as the button is pressed or until a set time has expired.

Analysis: Pure decimation for mobs, though it is difficult to set up for it at first. Still, the rewards are well worth the wait. Plus, it just looks cool.

Recommended against: Everything

Rating: 8.25/10

-Stand Up Bird Sweep (B [When Prone])

Description: The Dark Prince, when lying on the ground, springs up and slashes with the dagger.

Analysis: If you have to get up, you have one of two choices. This is the worst of the two in terms of effects, but has a greater range.

Recommended against: Everything

Rating: 6.75/10

-Stand Up Hurricane Sweep (Y [When Prone])

Description: The Dark Prince, when lying on the ground, swings the daggertail around and then springs up.

Analysis: Not **quite** the range of the Stand Up Bird Sweep, but likely the better of the two. The Dark Prince stays down as he attacks, reducing the likelihood of taking damage again, and does it in a circular motion, thus increasing the probability of landing the hit. Also knocks down enemies. Highly recommended.

Recommended against: Everything

Rating: 7.5/10

DAGGERTAIL COMBOS

Daggertail Combos

-Breeze of Anguish (Y, Y, Y)

Description: The Dark Prince swings the daggertail thrice for three devastating high attacks.

Analysis: The beginning of the highly effective daggertail combos, short and sweet. Not with the best finisher, but brief and does great damage. Use it on single enemies or tiny packs.

Recommended against: Sand Archers

Rating: 7/10

-Winds of Torment (Y, B, B)

Description: The Dark Prince swings the daggertail twice for two high attacks, swings it again in a low attack, and finishes by flipping forward and leaping with a final vertical chop.

Analysis: Probably the best short combination against a single enemy. The finisher is absolutely brutal.

Recommended against: Thralls

Rating: 8.25/10

-Blast of Sorrow (B, Y, Y, Y)

Description: The Dark Prince slashes with the dagger, swings the daggertail twice in two high attacks, swings it behind him in a low attack, then spins around for a finishing attack.

Analysis: A well-rounded combination that works well on single enemies or packs. Good finisher, good damage, good range, and effective defensively as well. A total package.

Recommended against: Everything

Rating: 8/10

-Whirlwind of Pain (B, Y, Y, B, B)

Description: The Dark Prince slashes with the dagger, swings the daggertail twice in two high attacks, then cuts upward with the daggertail followed by a finishing leaping chop with the daggertail.

Analysis: Brutal. Tears single enemies to pieces, and works wonders in narrow spaces. Not as effective in open territory.

Recommended against: Sand Archers, Thralls, Reptus

Rating: 8.5/10

-Storm of Anger (Y, Y, B, B, B)

Description: The Dark Prince swings the daggertail twice in three high attacks, then twirls it again for a fourth attack, and leaps forward for a fifth finishing attack.

Analysis: Pure daggertail damage, and well-balanced to boot. Kind of hard to hit with the finisher, though.

Recommended against: Sand Guards

Rating: 7.75/10

-Storm of Remorse (B, B, Y, Y, Y)

Description: The Dark Prince slashes twice with the dagger, then swings the daggertail forward in three low attacks.

Analysis: Not the best in damage, but makes up for it in knockdowns. Use in a pinch.

Recommended against: Reptus, Chameleons

Rating: 8/10

-Twister of Pentinence (B, B, Y, Y, B, B)

Description: The Dark Prince slashes twice with the dagger, then swings the daggertail forward in two low attacks, followed by a leaping daggertail finisher.

Analysis: Like the Storm of Remorse, but trades a knockdown for a finisher. Recommended of the two.

Recommended against: Reptus, Chameleons

Rating: 8.25/10

-Plague Tornado (Y, Y, Y, B, B)

Description: The Dark Prince swings the daggertail for three high attacks, then slices upward with the daggertail, followed by a downward slice with the daggertail.

Analysis: The combination of finishers. Use it to clear weaker enemies quickly.

Recommended against: Sand Guards, Chameleons

Rating: 8.5/10

-Oblivion Tornado (Y, Y, B, B, Y, Y)

Description: The Dark Prince swings the daggertail for six devastating attacks, finishing with a kick.

Analysis: For pure damage, this is the best combination out of them all. Absolutely brutal through every slash, good for single enemies and packs, and the only drawback being a finisher that could stand to be a bit more powerful. Still, a worthy combination for any situation.

Recommended against: Everything

Rating: 9/10

-Typhoon of Torment (Y, B, Y, B, Y, B)

Description: The Dark Prince swings the daggertail for five devastating attacks, followed by a sixth brutal finisher.

Analysis: Nearly as good as Oblivion Tornado in damage, and makes up for it with a whopper of a finisher. The best combination the Dark Prince has.

Recommended against: EVERYTHING

Rating: 9.5/10

SANDS OF TIME POWERS

Abilities

-Recall (L [Hold])

Description: The Dark Prince rewinds time for as long as the button is pressed or the Sand gauge lasts.

Analysis: The trademark move of the Sands of Time trilogy, and ultimately the best move in the game. Rewind your mistakes, cheat death, all that jazz, once for each Sand Tank you possess. The ultimate move.

Recommended against: ANYTHING AND EVERYTHING

Rating: 10/10

-Eye of the Storm (L [Tap])

Description: The Dark Prince slows down time for everything but himself for as long as the Sand gauge lasts.

Analysis: A fantastic move, which can be used to either pass obstacles more easily or slow enemies' attacks and reaction times, making combat a breeze, for the cost of a single Sand Tank per use. Just a hair under the recall in terms of effectiveness.

Recommended against: Everything

Rating: 9.75/10

-Winds of Sand (L while holding R)

Description: The Dark Prince charges Sand and unleashes it, knocking down all enemies in the vicinity and inflicting damage.

Analysis: Good to use in a pinch, though the cost of two Sand Tanks per usage and the overall effectiveness leave much to be desired--and if you're in that much trouble, the Recall is likely a better move. Decent, but hardly essential, and you lose it after gaining the Sand Storm.

Recommended against: Hunter Hounds

Rating: 4.5/10

-Sand Storm (L while holding R)

Description: The Dark Prince charges Sand and unleashes it, killing all enemies in the vicinity.

Analysis: Brutally powerful and effective, but the cost of four Sand Tanks per usage is hard to swallow. However, the Dark Prince benefits a lot from this move if you're low on health and need it very quickly. Unfortunately, by the time you get it, there's just not many opportunities to use it.

Recommended against: Everything

Rating: 7.5/10

C. Weapons

This section gives a brief overview of the numerous secondary weapons, and gives advice on when and how to appropriately utilize them.

-Swords

The most balanced of the weapons, swords are average in almost every regard, and can be used in almost any situation. When all else fails, go with these.

*Sand Gate Guard Sword (Special Sword)

The Sand Gate Guard Sword is nothing great in attack and not durable at all, but the sword is invaluable due to the fact that while you possess it, it will continually regenerate your Sand Tanks. Perhaps the most useful secondary weapon in the game.

*King's Sword (Special Sword)

Once you get this sword, you won't be able to pick up any others--but that's fine. Infinite durability, and an instant kill to all conventional enemies make this the most powerful sword in the game, and makes combat merely an afterthought after acquiring it.

-Axes

Stronger but slower weapons, these are to be used against the more durable enemies.

-Maces

Very powerful weapons that also get a knockdown, but painfully slow (for the Prince, anyway) and not the best weapons for combinations. Good for clearing out large groups or defensive strategies, however.

-Daggers

Very weak and not durable at all, these weapons have their strength in being thrown. These are the most powerful weapons in throwing, and can easily take down the mightiest of enemies before they even get to you.

VI. ENEMIES (ENEM6)

A. Guard

-The Guard is the first enemy you will face in the game, and is the standard template for the most common enemies in the game. Tall and brutish in gray armor, they utilize standard battle tactics with a single melee weapon.

-Guards can be Speed Killed.

-To deal with the Guard as the Prince, the easiest thing to do is simply what seems appropriate. They are susceptible to most any attack, so use what you have at your disposal to take them down. If there is a wall nearby, use rebound attacks to take them down. If they are in the middle of an open space, use vaults to your advantage. If they are against a corner, exploit multiple-hitting combinations. If they're alone, use grab attacks. And if they're near a cliff, toss them off. They are dangerous, however, despite their lack of defensive strengths--be on your guard and ready to block at any given moment, and use rolls to stay out of their range when on the defensive.

-To deal with the Guard as the Dark Prince, use combinations as appropriate. For large groups of enemies, either use combinations to decimate mobs or short combinations to take each individual enemy as quickly as possible. Keeping the pressure on usually makes short work of them.

B. Archer

-The Archer is the second enemy you will face in the game, and is the template for the second most common enemies there are. They are slender, wear ornate headdresses, and use a bow and arrow to engage opponents.

-Archers can be Speed Killed.

-Archers can be nasty at first as the Prince, especially if you don't know what you're doing. When facing packs of enemies, it's always recommended to get the Archer out of the way first, as they'll take very dangerous potshots at you while you fight other types of enemies. The block is very effective against Archers, and is the recommended method to deflect arrows and get in close to engage in close-range combat. At closer range Archers will attack instead with their bow as a blunt instrument, but it's slow and easy to avoid/block. They are very tough defensively against conventional attacks, but most advanced combinations, rebound, or vault attacks will dispatch of them pretty easily.

-As the Dark Prince Archers are also particularly aggravating, as all his power is still susceptible to the arrow attacks they can launch. Get in close and lay down your best single-enemy combinations to take out an Archer as soon as you can, then deal with any other enemies at your leisure.

C. Sand Guard

-The Sand Guard is the corrupted version of the Guard, and is basically identical to this enemy in every way. It is the most common enemy you will likely encounter over the course of the game, and appears just like a Guard, only colored golden to show the corruption of the Sands of Time.

-Sand Guards can be Speed Killed.

-To deal with the Sand Guard as the Prince, the easiest thing to do is simply what seems appropriate. They are susceptible to most any attack, so use what

you have at your disposal to take them down. If there is a wall nearby, use rebound attacks to take them down. If they are in the middle of an open space, use vaults to your advantage. If they are against a corner, exploit multiple-hitting combinations. If they're alone, use grab attacks. And if they're near a cliff, toss them off. They are dangerous, however, despite their lack of defensive strengths--be on your guard and ready to block at any given moment, and use rolls to stay out of their range when on the defensive.

-To deal with the Guard as the Dark Prince, use combinations as appropriate. For large groups of enemies, either use combinations to decimate mobs or short combinations to take each individual enemy as quickly as possible. Keeping the pressure on usually makes short work of them.

D. Sand Archer

-The Sand Archer is the corrupted version of the Archer, and is basically identical to this enemy in every way. It appears just like an Archer, only colored golden to show the corruption of the Sands of Time.

-Sand Archers can be Speed Killed.

-Sand Archers can be nasty at first as the Prince, especially if you don't know what you're doing. When facing packs of enemies, it's always recommended to get the Sand Archer out of the way first, as they'll take very dangerous potshots at you while you fight other types of enemies. The block is very effective against Archers, and is the recommended method to deflect arrows and get in close to engage in close-range combat. At closer range Sand Archers will attack instead with their bow as a blunt instrument, but it's slow and easy to avoid/block. They are very tough defensively against conventional attacks, but most advanced combinations, rebound, or vault attacks will dispatch of them pretty easily.

-As the Dark Prince Sand Archers are also particularly aggravating, as all his power is still susceptible to the arrow attacks they can launch. Get in close and lay down your best single-enemy combinations to take out an Archer as soon as you can, then deal with any other enemies at your leisure.

E. Reptus

-The Reptus is an enemy found in the darker places of the game, usually as the Dark Prince. It has green skin, is small, and usually uses an axe or other blunt instrument as a weapon.

-Reptus cannot be Speed Killed.

-As the Prince, the Reptus can either be the hardest enemy in the game or the easiest enemy. If you lead Reptus into the light, they are utterly decimated--the Aerial Landing Slice, Grab Slice, and Asha's Fury will kill them all instantly, just to name a few moves. But when you are forced to engage them in the dark, they are nearly invincible defensively--their stamina goes through the roof, and they block nearly all incoming attacks. In this form, rebound attacks are usually the way to go, as well as grab attacks. Slowing down time is also a good way to get any other attacks in. Give Reptus your full focus as the Prince if you have to engage them without light.

-Reptus are still dangerous to the Dark Prince, but far easier to dispatch.

The best daggertail combinations will make short work of them, so abuse them to your heart's content. Other methods will work as well, but you often do not have the luxury...mostly because you're the Dark Prince at the time.

F. Chameleon

-The Chameleon is a grayish enemy similar in size to the Reptus, and usually attacks with daggers. However, it is initially cloaked in stealth camouflage, making only its outline visible in the environment.

-Chameleons cannot be Speed Killed.

-As the Prince, Chameleons are easy--once you locate them. Once you do, you'll find that their low health, lack of defense, and pitiful movement capabilities make it a snap to destroy them with any moderately damaging attack. However, their first strike capability makes them a decent threat. They signal their approach with a loud and high-pitched noise, so if you hear that, make sure to either go into a block and wait for them to strike, or attack their outlines before they attack you.

-As the Dark Prince, Chameleons are about the same as the Prince--there is actually little advantage to being the Dark Prince, mostly because Chameleons are so weak. Just use the same advice as the Prince--counter them accordingly, use whatever decent attacks you like to mop them up as they come.

G. Hunter Hound

-The Hunter Hound is a gray four-legged beast with a very distinctive howl. It attacks with either melee swipes, charges, or by siphoning sand from your Sand Tanks.

-Hunter Hounds cannot be Speed Killed.

-As the Prince, Hunter Hounds can be tricky to deal with. The easiest way to deal with Hunter Hounds are to play them defensively. Block constantly until you see the Hound try to steal your sand (a big sand cloud appears when they do this), then quickly stab them with your dagger to get an instant kill. Doing this, they become a snap. However, if you don't have any sand, they won't do this. If this is the case, then you will need to resort to standard attacks. The easiest way to kill them normally is to knock them down with preferably a secondary weapon, but the dagger will do. Using Wall Rebound attacks are extremely effective in knocking them over. Then, simply use Asha's Fury to end them.

-As the Dark Prince, the same rule applies. Try to stab them while they steal your sand, but if you can't, use low hitting daggertail combinations to sweep them off their feet and then use Asha's Fury.

-Man, I hate Hunter Hounds.

H. Illusion

-The Illusion is a pale and wraith-like enemy that attacks by throwing multiple projectiles and darting about the screen.

-Illusions cannot be Speed Killed.

-As the Prince, Illusions merely need to be caught and subdued. The easiest way to do this is to slow down time and then attack them either with standard combinations or vault attacks to bring them down swiftly. If you're caught without sand, just try to catch up with them and hammer with vault attacks.

-As the Dark Prince, the same rule applies, only you can still use your daggertail combinations on the Illusion even without sand--just use the range of the weapon to your advantage.

I. Enchantress

-The Enchantress is a small and nimble enemy that uses dual blades in combat. It is a female, wears a tiny dress, as well as a mask.

-Enchantresses cannot be Speed Killed.

-As the Prince, the best way to take out Enchantresses is to wait until they have stopped moving, then close in and use combinations or vaulting to bring them down. When available, use your best wall rebound attacks, as those are effective at any time. They're physically weak, so concentrate on getting past the defenses and getting a good blow in.

-As the Dark Prince, as usual, it boils down to using your best combinations, but it's also important to note that using the daggertail to pull them in and slash is extremely effective individually as well.

J. Thrall

-The Thrall is a very large and bulky enemy that wears a metal mask and is adorned with trinkets of steel, and usually uses bulky weapons like maces in combat.

-Thralls can be Speed Killed.

-As the Prince, Thralls can be a pain. Not quite as defensively competent as Reptus, but very good nonetheless, and without that helpful weakness to light. Wall rebound attacks are going to be the choice methods to eliminate Thralls, though ideally you're going to want to get them in a corner and brutalize them with combinations. They're slow, so you may want to consider a more slow-paced strategy or simply abandon the fight altogether.

-As the Dark Prince, Thralls are still tough, but can be dealt with much more easily. Rip through them with combinations, slowing down time if the battle gets to hectic. You likely won't have the luxury to abandon the fight, so use the best rebound attacks you have if your health starts to dwindle.

VII. BOSS STRATEGIES (BOSS7)

A. Klompa (1st Boss)

Location: The Arena

Wait for the cutscene. Be impressed.

Big guy, isn't he? Don't worry, he's beatable, although he can be a bit irksome if you don't know what you're doing. Klompa has a few basic attacks at the beginning of the battle. When you are close, he will use his grab, which does very little damage on its own (in fact, it will never kill you on its own), but if he throws you into the spikes around the arena, you will suffer massive damage. He also has a one handed pound, a two-handed pound, and a sword strike, all of which can be dodged simply by running.

To beat Klompa, you will need to use the platforms on the arena's edge to ascend to his height. From the beginning, and hug the wall to reach a ramp. Ascend the ramp, and run along the wall to the right to reach a beam. Climb the beam, and then jump to the right to reach the next platform. Ascend the next ramp, then run up the wall and stab into the plate. Then, run to the left to reach the last platform. During all this, Klompa will attempt to hit you, but if you are quick, you needn't worry.

Step out onto the beam, and initiate a Speed Kill. Klompa requires you to match with three visual cues in his Speed Kill. The first one happens when you dive out, the second happens when he has you in his hand, and the third happens when you are on his face.

Run along the edge of the arena to the left until you reach another ramp. Then, run up the ramp and stab into the plate. Then, run along the wall to the right and stab into the next plate, then run along the wall to the right to reach the platform. Ascend the ramp and run up the wall to stab into the plate. Then, run along the wall to the final platform.

Step out onto the beam, and initiate a Speed Kill. Klompa requires again for you to match with three visual cues. The first one happens when you dive out, the second happens when Klompa raises his hand to you, and the third happens when the Prince is on his head.

Now begins the really tricky part of the battle. Klompa gains a few new attacks, most notably his wild sword slashing. If he hits you with this, it's over--a one hit kill. To dodge it, roll forward at him or roll to the side. Do not backflip, as the sword will hit you if you do so. Klompa also has a forward kick, which does moderate damage--but the real threat is that he often follows up this kick with a sword slash, which is then impossible to dodge. He also has a stomp, which does heavy damage, and if he steps on you normally, it will do minor damage. Save your sand for rewinding sword slashes.

To beat him in this state, circle behind him and slash at his legs. Continually slash him there and you will whittle down his health bit by bit. Klompa will try to move away and counterattack, but if you dodge correctly each time, you will eventually bring him down. At the end you will bring down one leg, then the other, and then you will have to complete a final Speed Kill. The cues are three--one on his lower back, one when the Prince is in the air, and the last when the Prince is on the back of the neck. If you miss any of these last three visual cues, Klompa will throw you off and gain back a little health, which you will of course have to take away. Complete the Speed Kill and Klompa will be finished at last.

A final note--there is a known glitch in this battle, where one of the visual cues will fail to appear. If you follow this specific pattern for the fight, you should not get the glitch. If you do, however, you can still complete the Speed Kill by recognizing exactly when the visual cue is *supposed* to be. They are listed above, of course, for your convenience.

B. Mahasti (2nd Boss)

Location: The Brothel

Mahasti is a boss in the vein of the one-on-one battles found in the previous game, Warrior Within--specifically, that of Shahdee. Mahasti has a myriad of moves. The first and most devastating health-wise is her long combo strike. However, the strike is easily blocked and can be countered as well. But perhaps even more deadly is her kick, which while not very strong physically and also slow, can bypass the block and kick the Prince right off the rooftop to his doom. Mahasti also has a nasty little habit of blocking most attacks and even countering counter-strikes.

So, what do we do? The most effective move against her in this first state is the Aerial Landing Slash, so use it at will against her. The Counter-Attack is effective too, as well as any slow-motion combinations. Be warned, however, try to save your sand for the upcoming portion of the battle.

Eventually you will lock your blades, a la Warrior Within. Press B rapidly to drive her back, and continue fighting. Eventually you will lock your blades again, and she will inevitably overpower you. This will force a change into the Dark Prince, heralding the second half of the battle.

As the Dark Prince, now you can easily tear Mahasti to pieces. So, in a very predictable fashion, she will now flee you whenever you approach her. The idea is to chase her around the buildings and activate slow-motion when you see her so that you can get in a lot of hits before she runs away again, and beat her this way. Of course, you'll be dying during this, so in between her buildings are buildings with Illusion enemies. Make sure to kill them each time to both get the sand for slowing time and for replenishing health.

When she gets to critical health, she will jump one last time and you will have to fight her and kill her in one last blade clash. Overpower Mahasti with pressing B rapidly and you will prove the superior warrior.

C. Stone Guardian (Miniboss)

Seemingly plucked from the lumbering giants in Warrior Within, this semi-boss is another homage to that game. He has many of the moves those enemies had, including the same types of punches, rushes, and even walking style.

Or maybe I'm just going nuts.

Either way, he's a real pushover. Circle behind him, slash at his legs a few times, and he'll fall over. Press B while facing his back and the Prince will get on him, a visual cue will ensue, and matching it will make the Prince begin to ride him through the gardens.

Now comes the real challenge. You'll have to guide this brute through the corridors without crashing--if you do, he'll come tumbling back down on you, and that's no good. One hit kill. >_<

So navigate him much like the chariot. He can brush off sideswipes, but he can't take a full-on collision. For your information, you will need to:

-Turn right and bash through a door
-Turn left
-Turn right
-Turn right again
-Turn left
-Turn right
-Turn left
-Turn right
-Turn right again
-Turn right yet again
-Turn left
-Turn left again
-Turn right
-Turn right again
-Turn left
-Bash through the door ahead

And that's that. Really easier done than said, actually.

D. Lieutenants Blade and Axe (3rd Boss)

Okay, this is a boss fight with two bosses. The one on the left with the sword I call Blade. The one on the right with the axe I call Axe. Hey, I'm not here to entertain you, I'm here to help you!

Each of them has more than their fair share of standard attack. Axe can swing his weapon surprisingly quickly, has a decent jab and a boot counter. He's also invincible defensively. So, suffice to say, we're going to be focusing our attention more on Blade.

Blade has a few sword combos up his sleeve, along with some devastating lunge attacks. He has power attacks capable of breaking through your block with ease, and will counter any and all forms of unconventional attack.

So, how do you beat these expert duo of cheese techniques? The secret is to constantly attack Blade with your dagger's standard B combos. Doing so will prompt Axe to leap into the air with a chop. If you get hit it's all for nothing, but if you roll out of the way he will get his axe stuck in the ground with comical effect, and you are free to pummel him with dagger combos to your heart's content...

...with a catch. The real danger lies here, as Blade will be attacking ferociously to protect his partner. You have to attack Axe to win, but doing so leaves you with the risk of suffering serious damage. Stay as far away from Blade as you can when you attack Axe. Rolling around Axe to keep him between you and Blade is effective, and vault over him if you're really in a pinch. When Axe recovers, start smacking Blade again to provoke him into doing the same leaping chop. Dodge, rinse, and repeat.

When you take away about a third of health from Axe, you will get a prompt for a Speed Kill. Match with two visual cues to clear the first phase of the battle and take both enemies down to around half health.

Continue this same pattern. When Axe is nearly out of health, another prompt for a final Speed Kill will commence. Match the two visual cues to finish the two and end the boss battle.

E. Zervan (The Vizier, 4th Boss)

The first part of the battle has you facing off against Zervan in a wide open area with Free-Form Fighting. Use your best combos to damage him while dodging his attacks with rolling and backflips. After he takes a beating, he will float into the air and send a piece of debris at you, roll away from it to avoid damage. Continue using combinations on him until he floats up again, this time he will throw two pieces of debris at you. Repeat the process and he will throw three pieces of debris at you. Do this one more time to end Zervan's first phase.

The second phase is much more difficult. Large stones are floating around the arena that you must avoid, as well as Zervan's sand projectiles. To damage Zervan, avoid these obstacles and run up the pillars behind him--he will often move, though, so be on guard--and initiate a Speed Kill at the top. The first one will cut his wing, the second will cut another wing, and the third will initiate the final section of the battle. Each Speed Kill will require the matching of three visual cues, so keep that in mind.

Finally, Zervan will bring down the entire arena to create floating platforms, fly up high, and take pot shots at you with sand projectiles. Look to the lowest platform on the ground, and run up the pillar and jump to reach it. Jump forward from there to reach the next platform, then turn left and jump to reach a bar. Climb atop the bar (this is so if you get hit you won't fall to your death), turn around, shimmy right, and jump forward to the next platform. Turn left and jump to the another platform, then jump to the bar and swing-jump to the next platform. Turn right and jump to the next platform, then jump forward and pull up to the platform ahead of that. After that jump to the next platform, turn right and jump to the bar, and swing jump to the next platform. Run up the wall and jump from wall to wall to climb up to the next platform, then jump forward one more time to reach the very last platform. Step out toward Zervan, and jump toward him. Press B when the dagger flares to finish this fight and Zervan once and for all.

VIII. LIFE UPGRADES (LIFE8)

As a note, I must tell you that getting all the Life Upgrades does not give you anything other than extended health, to my knowledge. That means no alternate ending a la Warrior Within, sorry.

A. LIFE UPGRADE NUMBER ONE

Chapter Found: The Sewers

After touching your first pool of Water of Life and turning back from the Dark Prince into the Prince, continue through the level until you open a door. Go through it. To the right will be a series of traps and a fountain that continues through the level.

To your left is a curtain, which leads to the Life Upgrade. Go through it, and head to the edge of the platform. Jump to reach the next platform, then turn right and jump to another platform. Turn left and move out onto the beam, then jump to the next beam, then the next, and then the next to reach the next platform. Turn right and move out to the end of the next beam, then jump forward to reach another beam. Turn left and jump to reach the final platform,

and drink from the fountain ahead to start the Life Upgrade hallway.

Don't bother wasting your sand in this hallway--if you die, you'll be sent back to the beginning with no consequences. Only resort to using sand if it is of the utmost importance in completing the hallway.

You will encounter a pair of spinning blades first. Wait for them to go down, then quickly run past them. Move out onto the beam ahead, and drop into a hang. Shimmy upward until you reach a perpendicular beam, then climb up it. Move back to the center and forward to the edge of the beam. Wait for the two spinning blades to pass, then jump to the next beam. Finally, move as close to the platform as you can without moving from the beam. When the spinning blade ahead goes down, jump forward and head into the light to attain the Life Upgrade.

B. LIFE UPGRADE NUMBER TWO

Chapter Found: The Lower City Rooftops

Right before the hallway that leads to the first boss (Klomp), there is a plate that opens two doors. The one closer to you leads to the boss, the farther one leads to the Life Upgrade.

Drop from the switch and run into the doorway farthest from you, remembering to roll in order to make it through. Run forward at the edge of the platform and drop to the ledge below. Then drop to the next ledge on the left, followed by another ledge. Then, move to the right and jump across to the ledge on the other side. Then, drop down to the floor. Turn around and follow the hallway, and run up the walls as you get to them. At the end is a fountain, drink from it to start the Life Upgrade hallway.

You will be confronted with two Panel Traps at the beginning. Wait until they both start to go down, then run forward to the beam ahead. Ahead is a set of arrow traps, wait until they fire, then jump to the next set of beams. Quickly move to the center of the cross that the beams make. Wait for the arrows ahead of you to fire, then quickly move to the end of the beam and jump to the next set of beams, quickly climbing up so that you don't get hit. Move left to the next beam, and move forward to the edge. You will now have to deal with sliding ledges. Wait for the lowest ledge to retract and come back, then quickly jump to it. Then, *very* quickly jump to the ledges above as they appear. Run into the light to get the Life Upgrade.

C. LIFE UPGRADE NUMBER THREE

Chapter Found: The Temple

After turning back from the Dark Prince into the Prince, in the tower where Zervan (The Vizier) fled from you, climb the tower until you reach the third bard.

From this bar, shimmy to the right and you should see a hole ahead of you. Swing-jump to the hole and climb through. Head forward to the edge of the platform, then run along the left wall to the curtain. Jump at the bottom of the curtain to reach the curtain on the other side, and slide down to the floor. Go forward, make a left, and drink from the fountain to start the Life Upgrade hallway.

Run along the right wall to the shutter ahead, and jump from shutter to shutter all the way down the hall--there are nine shutters in total. At the end, you will encounter some crumbling columns, each separated by spinning blades. Wait for each blade to go down, and then jump to the next column. Do not hold the A button after the jump, as if you are still holding it at the end of the jump it can cause the column to fall prematurely. After you clear the last one and reach the platform, run into the light to get the Life Upgrade.

To return to the initial room, turn around and head back the way you came, until you reach the end of the hallway. Then run up the wall to the left, step on the pressure plate, and enter the door to reach the room again.

D. LIFE UPGRADE NUMBER FOUR

Chapter Found: The Canal

After dealing with the Stone Guardian miniboss, there is a fountain.

From the fountain, turn right and roll through the hole ahead. Turn left and move along the ledge on the right wall. Move all the way left, then drop to the next ledge and continue left, then drop to the platform below.

Turn left at the next platform and move along the ledge on the right wall. Move all the way left and then jump across to the ladder on the other side. Descend the ladder and jump across to the platform, then move forward to find the fountain. Drink from it to start the Life Upgrade hallway.

Go forward and turn left to find your first set of traps, bladed columns combined with spiked floors. Stand to the right, wait until the columns move left and up respectively, then quickly roll past the set of traps.

Make a right and move to the edge of the platform. For the next trap consisting of spinning blades along the wall, wait until the first blade clears the upper half of the trap and then run along the left wall to the opposite platform.

The next trap is a set of bladed columns with a floor of spikes between them. Pick a side to cross on, then simply wait for the first column to move away and run through the set of traps. The last trap is a simple spinning blade, wait for it to go down and then run toward the light to gain the Life Upgrade.

E. LIFE UPGRADE NUMBER FIVE

Chapter Found: The Palace Entrance

In the large room with the elevator, climb the room until you reach a second crank.

Turn right and hop over the railing facing the elevator. Jump left and stab into the plate, then hop up and stab into the next plate, then hop up and do the same to the third plate. Activate the Eye of the Storm, jump off the right wall up to the pressure plate, and then drop down and stab into the middle plate. Jump to the right and run up through the newly opened door. Go to the end of the hallway and drink the water from the fountain to start the Life

Upgrade hallway.

You begin with a miniature spinning blade in the way, followed by a panel trap, and that followed by slower miniature spinning blade. Pick a side, wait for the blade to move when panel about to go down, then run and jump to the next platform. Keep running and jump to the next platform past the mini-blade to clear the set of traps.

Above you is a gauntlet of retracting ledges. Wait for the first one to come out, then run up the wall and climb it. Continue to climb and jump from ledge to ledge until you reach the top platform.

The final set of traps is a hellish combination of dual miniature spinning blades in a criss-cross formation, two alternating panel traps to the sides, and other panel trap at the very end. Move to either the left or right, wait for the panel trap on your respective side to start to descend along with the panel at the very end, then simply run through to the light to get the Life Upgrade.

F. LIFE UPGRADE NUMBER SIX

Chapter found: The Middle Tower

Climb the outside of the tower until you reach a platform with a doorway.

Turn around and drop down to the beam below. Drop from that beam to another beam below that, and jump back from there to a beam behind you. Use that to enter the secret hallway. Follow the hallway down, then run up the wall and leap from ledge to ledge in order to ascend. At the end you will reach a platform with a fountain, drink from it to start the final Life Upgrade hallway.

Ahead there is a stationary horizontal spinning blade trap, followed by a panel trap. Stand on the right, wait for the panel to start going down, then go forth to roll under the blade and run past the panel to clear the set.

The next set of traps has a spinning blade followed by a chasm of panel traps. Wait until the spinning blade passes the upper half of the trap and the panels begin to go down, then run along the wall past the blade and jump from panel to panel up to the next platform at the end.

The next set of traps is a simple set of two spinning blades. Wait for the first blade to clear the upper *third* of the trap, then QUICKLY run along the left wall past them both. Keep running as far as you can go, then jump at the very end to reach a beam. Follow the beam and jump down to the next set of beams. Turn left and jump to reach the final platform, and the final set of traps. Easily pass them by running along either the left or the right wall. Head into the light, and the final Life Upgrade is yours.

IX. SECRETS (SECT9)

So far, all of the 'secrets' I know are only codes. But I'm happy to share those with you!

-To unlock the Baby Toy of Death, enter this code on the Pause Screen: L, L, R, R, X, Y, Y, X, U, D

-To unlock the Telephone of Sorrow, enter this code on the Pause Screen: R, L, R, L, D, D, U, U, X, Y, X, X, Y, Y

-To unlock the Chainsaw, enter this code on the Pause Screen: U, U, D, D, L, R, L, R, X, Y, X, Y

-To unlock the Swordfish, enter this code on the Pause Screen: U, D, U, D, L, R, L, R, X, Y, X, Y

X. CREDITS (CRED10)

Version History

1.0 (Dec 4, 2005)--Walkthrough Section Completed.

1.25 (Dec 7, 2005)--The Prince's Free-Form Fighting Section Updated, Errant 'Secret' Removed, FAQ reformatted, Walkthrough revised.

1.5 (Dec 7, 2005)--Free-Form Fighting Section Completed, Characters & Controls Section Completed, Life Upgrade Section Completed. First complete version of guide.

1.75 (Dec 10, 2005)--Added missing move to Free-Form Fighting Section, Added Enemies Section, Boss Strategies Section, and general FAQ to guide. Entire guide polished.

1.8 (Dec 11, 2005)--Fixed slight error in Table of Contents, added ASCII art

1.85 (Dec 13, 2005)--Changed answer in FAQ, Added Sand Gate Guard Sword Info to Walkthrough; fixed slight error in Free-Form Fighting Sand Moves, many thanks to ShadoKnight89 for the correction.

1.9 (Dec 14, 2005)--Added more ASCII art. Now it's a *real* FAQ!

2.0 (Dec 15, 2005)--Cleaned up guide some more, changed some terminology to make guide more consistent with the game, added Weapons to Free-Form Fighting Section.

2.1 (Dec 19, 2005)--Finally located official names of all enemies, adjusted guide to reflect this.

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If you'd like to e-mail me to tell me about any stupid mistakes of mine or just want to compliment me, you can reach me at:

karmahunter@gmail.com

Don't e-mail me spam, frivolous things, or things that are already in the guide please. = D

Thanks to CJayC, for making GameFAQs.

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And last of all, thanks to Ubisoft and Jordan Mechner, for the excellence that is Prince of Persia.

Y'all come back now, y'hear!!!

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