

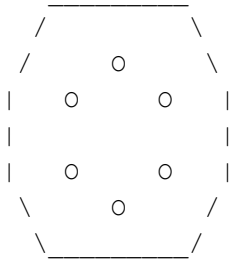
Prince of Persia: Warrior Within FAQ/Walkthrough

by The Lost Gamer

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This walkthrough was originally written for Prince of Persia: Warrior Within on the GC, but the walkthrough is still applicable to the Xbox version of the game.

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Prince of Persia: Warrior Within Walkthrough
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001-General Information

This is a walkthrough for Gamecube game called Prince of Persia: Warrior Within. It's the sequel to Prince of Persia: Sands of Time. You can contact me at ilovecartoonssomuch@yahoo.com, but make the subject blank if you do.

This game is rated "M" for "Mature". That means you can get it only if you're 18 or older. This guide, being a description of how to beat the game, contains descriptions of stuff in the game, and since you have to be 18 to play the game, you probably shouldn't read this guide if you're under 18, just to be safe, due to the descriptions of the naughty things that take place in the game (those of you who are offended by naughty stuff might also want to think about not reading this guide). That's your warning, so don't complain if you're offended or anything, because I warned you.

Thanks to Sxmetro2 for information on a quicker way of getting back to the central hall after getting the last life upgrade.

002-Story

Most of the backstory occurred in Prince of Persia: Sands of Time. It goes like this:

The Persians attack an Indian city under control of the Maharajah. The Persians win, because they have the help of the Vizier, who pulled a Benedict Arnold on the Maharajah.

Prince, our hero who wants honor and glory, decides to try to be the first to the Maharajah's treasure vault, and bring back a treasure to honor his family name with.

The treasure chamber is empty, save for two treasures: the hourglass of time and the dagger of time. He takes the dagger, which can rewind time for about ten seconds.

The Vizier, who wanted the dagger in return for his help, is mad, but King Sharaman lets Prince keep it as it's his first battle. And when Vizier can't get the hourglass (the king wants to give it as a present to the Sultan of Azad), Vizier gets doubly mad.

When they reach the Sultan's palace, Vizier talks about the hourglass. He says that it can only be opened by the Prince's dagger. Prince sticks the dagger in the hourglass, letting the sands loose.

Bad idea. The sands aren't ordinary sand; they are the sands of time. They burst out and change the palace, turning everyone into monstrous sand creatures. Which is what the Vizier wanted, because he's an evil bad guy who wants immortality or something like that.

Prince, luckily, doesn't get turned into a monstrous sand creature, and neither does Farah, the maharajah's daughter. The two of them

work together and fall in love (aw...) on their quest to save the day. Unfortunately, Farah dies near the end. Prince, angrily, stuffs his dagger in the hourglass and uses the sands to rewind time to the beginning of the story.

Once there, Prince sneaks into the Indian city and gives Farah the dagger of time. The Vizier shows up, and Prince fights and defeats him. So everything has changed; now that Vizier is dead, he doesn't trick Prince into letting the sands of time loose, so it's like it didn't happen. Of course, Farah hasn't learned to love the Prince this way, but oh well. At least things are back to normal.

OR SO HE THOUGHT (play ominous music). Prince changed his fate by making it so he never opened the hourglass. Well, you can't change fate. Fate is fighting back.

The Dahaka, a big mean nasty monster that cannot be killed, is on a mission to kill Prince, thus preserving the timeline. Or something like that. Prince isn't exactly spending his time with the Dahaka learning its motives; Prince is getting the hell out of there before he dies. After all, the Dahaka is indestructible.

So after a few years of this (not being able to rest because a giant monster is chasing you) is where the story picks up. Prince's plan is to do another "change time so that didn't happen" trick. He'll go back in time to where the sands of time were created, and stop that from happening.

But he cannot escape his fate. He will die.

Small note that may be of interest: In this game, Prince has Farah's medallion, the one that prevented her from becoming a sand creature in Sands of Time. Prince uses the medallion for all his time/sand powers-related needs.

003-Characters

Prince: The Prince of Persia the main character. He's trying to change his fate and make it so he won't die a horrible death at the hands of some time/sand-related creature, so he can live a normal life.

Shahdee: She has three names: Shahdee (Prince learns this in passing), the woman in black (a section title), and the ever-affectionate Bitch. She's sent by the Empress of Time to kill Prince.

Dahaka: The big nasty monster that cannot be defeated and has been chasing Prince for a while. It cannot pass the water leading to time-warp rooms.

Kaleena: She's a woman who wears red. Prince saves her life, and she helps him (somewhat) on his quest, although she thinks he won't succeed.

Empress of Time: Prince seeks an audience with her, so as to stop the sands of time from being made. She apparently is having trouble

dealing with her fate, just like Prince.

Sandwraith: The Sandwraith is a fellow Prince sees from time to time, but the two never get a chance to talk.

Old Man: He tells Prince about the Island of Time (in a flashback), but is never met in the game.

004-Walkthrough

Start up the game and wait for the main menu to pop up. Select new game to start a new game.

Note for the queasy: if you don't like seeing blood spurt all over the place when battles are fought, select display, then turn blood to off. Now the enemies will collapse into sand rather than spurt blood. That's much nicer, isn't it? If only there was some way to change the voice acting in the game...mine's currently set on "horrible".

The game has three difficulties, easy, normal, and hard.

004a-Pirate Ship

The game starts off in Babylon, which is a cool-looking town. Prince is going through the town, running away from the Dahaka. When it seems he's cornered...

The game switches to Prince on his ship. He's sailing to the island of time or whatever the name of the island where the sands of time were created is. Sailing, sailing, over the deep blue sea...

The weather is stormy. Prince yells some nautical nonsense like "reef the mainsail!" to his men.

Another ship comes by. It has an undead crew and shoots flaming arrows at you. That can mean only one thing...pirates. Yar!

The undead pirates (actually sand creatures, which is indicated by the glowing of Prince's sand medallion) stand and look menacing. Then a woman comes up from their ship.

This woman doesn't feel the need to wear that much clothing. Her name is Shahdee, but Prince prefers to call her "bitch" because she gives him a scar (later on). I'm going to call her "bitch" because I feel like it. If you don't like it, that's too bad, because I already put a disclaimer about naughty things in the "general information" section to save my ass.

Speaking of asses, we get a nice view of hers. She gives Prince and his crew a good looking-over and says, "Kill them." Then the pirates attack.

The game then starts. The pirates are destroying your crew, who apparently suck at fighting. Prince jumps at two pirates and the fight starts.

Press B to swing your sword. Press Y while heading at an enemy to

vault over him. Follow this up with B to hit the enemy, or with X to strangle the enemy (this is slow, and you must press X repeatedly, so I'd recommend using it to finish off the last enemy that is around), or with Y to throw the enemy off in a direction (supposedly indicated by the control stick...if you do nothing with the control stick, you kick the enemy so it goes forward. Try kicking an enemy into those flaming barrels over by you), or with A to jump off from the enemy.

More fighting. Press A to vault over someone, follow up with B to hit the enemy with your sword, follow up with Y to kick the enemy, and follow up with X to slash the enemy, and follow it up with a double X to steal the weapon (cool move).

In addition to this, there is also the back flip (A + control stick in direction opposite of an enemy), or the roll (A + control stick to the side...useful for ducking and getting around to an enemy's unprotected side). You can block with R, and follow this up with B (counter-attack) or Y (counter-kick).

Kill the pirates that attack. If you start moving along the ship, things will explode. Head to the other end of the ship (length-wise) and a cutscene that involves someone falling from the crow's nest and an explosion, which makes Prince falls down below deck.

You're in water. Jeez, what a poor-quality ship; it's leaking. What kind of crappy ship starts leaking, just because it's being attacked by pirates and the crew is getting slaughtered? These guys need higher standards; I remember a day when a ship never leaked, even if the crew was killed by pirates. Anyway, press R to refill any missing health. Say, that's nifty. Go through the ship and you run into some pirates near a pillar. Like the tutorial says, press B and the control stick at a pillar to swing around the pillar with your sword out. Try it because it's cool. You can also do this with Y, except then you swing your body out. Less cool.

Look back at the water you fell it by standing with your back to the pole. Go through the right passage. The other ship rams yours, and Prince makes it back to the deck. Someone tries to attack Bitch, but she kills him easily.

You have to fight pirates now, so you can get to Bitch and kill her for attacking your ship. You can just run past the pirates to get to her, or you can have fun killing the Pirates.

Either way, get to Bitch. She says, "You will never reach our shores alive!" Prince answers with a much more menacing, "For your sake, you'd better hope I don't."

Boss fight time. Right off the bat, she tries to get in a quick hit. Prepare a vault and hit, using A + B + B, immediately.

This fight is no fun. Use R to block, as it blocks all of her attacks. Your attacks involving X do not work on her, because she can't be left weaponless.

When she's at a quarter health, she slices Prince, giving him a scar. "You bitch!" he yells. See, that's where I came up with her name.

She can do the multiple combos in a row thing, which isn't cool. Block this with R. Her combos end with her doing an uppercut with

both hands at the same time, and then a slash downwards with her left sword. Hold R the whole time she does this combo, not mistaking the brief break in the middle as the end of the combo.

I recommend doing vault attacks the whole time, as I like them best. As soon as she has finished a combo, vault attack her then immediately press R to block the combo that follows. Repeat the process, as it's very safe. Slow and steady, that's my overall strategy for beating bosses in this game.

You may get into a sword tangle with her, where both of you push on your swords. Press B repeatedly as fast as you can, as if you were a hummingbird flapping your wings.

When she's down the 1/4 of her health, she takes your sword away and says, "It seems the Empress overestimated your abilities." "The Empress?" Prince asks. Bitch then smacks you around for a while and tosses you overboard. While Prince floats in the water, he remembers why he was there, on a boat, trying to reach the Island of Time. It was because of a conversation with an old man...

The old man says, "The Island of Time...the place where the sands were created, the place from which the maharajah stole the hourglass." Prince asks, "And what if I could reach this island?"

The old man says, "They say the maharajah found portals there, where one could pass backwards through time." Prince says, "Back through time...to the birthplace of the sands...something terrible happened when our army went to the maharajah's palace." The old man says, "You found the sands of time." Prince says, "Worse! I opened them."

The old man says, "Whosoever shall open the sands must die..." Prince says, "I was forced to kill those who I fought beside, those I had loved." The old man says, "But now an unstoppable beast chases you." Prince says, "For the first time in my life, I am afraid."

The old man says, "And you will die." Prince says, "I used the sands themselves to reverse time, making it as if the hourglass was never opened." The old man says, "The beast, the Dahaka is the guardian of the timeline. You were supposed to die, so it will catch you and see to it so that you meet your fate."

Prince says, "It is better to try than to wait here for death." The old man says, "Madness! Even if you reach the island, you'll still have to face the empress of time!" Prince ignores this and says, "I will travel back in time and prevent the sands from ever being made! If there are no sands, the Dahaka will have no quarrel with me!"

The old man says, "Go then, my Prince. But know this: your journey will not end well. You cannot change your fate...no man can."

Prince wakes up on the beach, being attacked by crows. "My swords...gone" he says. He picks up a piece of wood on the beach to use as a weapon.

Lucky for Prince, he's on the Island of Time. So much for "you will never reach our shores alive, huh?" Go across the shore for more crows to fight and to hear Prince say, "My crew...all are lost. I will find the one that did this, and she will pay."

At the other side of the shore are some stairs, adorned by torches. Walk toward the ledge, and Prince automatically climbs it. Oh, by the way, you can now move the camera around by using the C stick.

Go up the stairs. There will be a break in the stairs. Press A to jump over the gap. Then use A to jump to the ledge above, and use A to jump over another gap. You're by a fountain. Use R to drink from the fountain. Fountains give you the opportunity to save your game. Do so.

004b-Wreckage

Go to the ledge to the right of the fountain. Press A to jump onto it. Likewise, press X so you're hanging off of it. Move right along the ledge. At one point, you must drop down with X so you can move past a low-hanging rock. Move right past this rock, then get up with A to be on normal ground.

Walk along this ground, and make a jump over a gap. Time to fight some crows. When they're dead, jump up to ledge above this platform (diagonally opposite from the tree). Climb on this ledge and move left across it.

At the end, press A and the control stick left to jump to the ledge on the other side. Go right across this ledge and jump the ledge above. Move right across this ledge to get back to normal ground. Here you learn to press down on the control pad to see things in landscape view.

The wall that blocks your way is too high to jump to. Hold R while moving towards the wall to R-run up it. Once you've on the wall, keep going along, until you reach the end of the stairs, which is done shortly.

Drop to the platform to the right, if you were on the stairs and looking up. Once there, you want to go right, but there's a big gap that you can't jump.

The solution: R-run. Instead of running directly at the wall, run along the wall at an angle, to R-run across it. It looks so cool. R-run across the gap, then continue going along. You learn that you can go into first-person mode by pressing up on the control pad, and the look around with the C-stick.

You're by some columns. Press A while pointing the control stick at a column to jump on it. Move up or down the column with the control stick, and around the column by moving left/right.

Climb up this column and jump to the next column, then to the next column, then climb up and jump off to the ledge. The game simplifies column jumping, so you can point the control stick in the direction you want Prince to jump and press A, rather than spend time positioning yourself. Unless you like positioning yourself. Either way works.

There's a treasure chest tucked in the corner here. Hit it to unlock some artwork. Um, yay? Move to the torches and switch to landscape view to see a big door. There's a hole in the bottom. Roll through it with A.

Time to fight two enemies. Did I mention when you have an enemy lying on the ground, you can use B to stab him in the chest? No, I didn't. Also, you can use X to pick up a weapon dropped by an enemy and use X again to throw it (hold X so the throw causes more damage).

Or, you can double-weapon. All of your Y attacks will be replaced by swinging the secondary weapon. You'll probably want to do that here, because your main weapon is very weak.

Once the enemies are dead, go along this room/corridor thing. Use A to reach a higher level, and at the gap, R-run along the left wall to cross it (the gap). Climb to the next level, then R-run along the right wall, jumping off at the end (with A) to reach the other side.

Two more enemies to fight. Kill them and go through the open door. Go along this area, R-run up the wall, and continue going along. You reach a gate. When you're at it, you learn you can press Z to see the map, which shows you where you are, when you are, what your goal is, and where the goal is.

Stand on the stones left of the gate, then R-run up the wall. Fall over to reach the other side of the gate. To your side is a locked door. Strange. No matter, go through this room, towards those stairs in the distance.

Crows fly up and Prince sees the fortress entrance, the stairs to which are broken. Dang. Prince says, "Come on, I know you're out there. Show yourself! Where I come, we face our opponents. And if our enemy is un armed, we offer them a sword!" He was speaking to Bitch, and at the last part ("a sword!"), he turns around and hits Bitch, who was trying to sneak up on him, with a sword.

Bitch yells, "Kill him!" and four enemies attack. Prince kills them easily, getting the Spider Sword in the process (by stealing it from an enemy). Bitch runs off, leaving you to deal with four enemies.

Kill them. Remember the door I mentioned a short while ago? It was locked, but Bitch went through it, so it's open now. Go through it, and a fountain is inside. Save your game there.

004c-The Ruined Fortress

Jump across the gap, then turn right and jump across another gap. Turn left and go to the next room, which is big and open. Here you meet the Crow Master, a guy who seems to be made out of crows. He's good at blocking your attacks, but you can easily vault/roll to pass his defenses. And he is quite vulnerable to multiple attacks in a row.

When you defeat him, he flies off somewhere. Turn to face the door you entered this room from. Left of it is a wall you can climb. R-run up it, then R-run and jump off to a platform above.

Go across this platform, and R-run across the wall and jump off at the end to reach a column. Jump from that column to another column, and from that column to where the Crow Master is. Beat him and he flies off again. You see where he is.

R-run in the direction of him to reach a platform, then R-run back to where you were to reach a ledge. Jump to the ledge above (it's above the left part of this ledge), and jump off that ledge to a column. Jump off that column to where the Crow Master is.

Beating him this time kills him for good. Hoo-ray! Since there are walls here, you can try the wall rebound (press B and towards the wall) and wall jump (press A and toward the wall).

See the orange thing on the wall? That's a switch. R-run up the wall to press down on it, opening a door. Go through the door before the switch depresses and the door closes again.

This room looks crappy, huh? R-run across the wall to the banner. At the banner, press A, B or X to slide down it. Four enemies are waiting for you. Luckily, there's a pillar in the middle of this room, so you can just B-swing around it to kill them easily.

There's a big stone pillar in this room, and it is sort of "L" shaped in that the lower part of the "L" faces the pillar in the middle of the room. Climb onto the lower part of that L and then R-run to the top of the pillar. Move left along it to a platform with rubble on it, then climb on the platform.

Kill the enemy waiting for you at the end of the platform. Then R-run along the wall to a ledge. Move left along this ledge (as far as you can go), then drop down a few times to reach the floor.

Go along this hallway, R-running along the right wall to cross a gap. Keep going through the hallway. Some spiky logs pop up, but do nothing. At the end of the hallway is a doorway made of...water? Go past it and walk into the room.

Bitch is here, but she disappears. Prince says, "Madness! What magic is this?" Prince falls under the same magic...the room changes and he lands. Bitch hits you and runs off.

Prince now has recall, the ability to rewind time with the L-button. You can rewind it for ten seconds, or at least that's how long you could in the last game. I've heard that it's been shortened to eight seconds in this game. I haven't timed it.

Save the game at one of the fountains here.

004d-First Steps in the Past

Apparently, the old man was right about the time portals. Now he's in the past, before the sands of time were created. Those portals go forward or backward in time (if you're in the past, you go forward, if you're in the present, you go backward), and are always in these water-doorway rooms. They're all identical, so the same cutscene works for all of those rooms.

Prince says, "It seems I've discovered one of the time-traveling portals the old man spoke of." when you exit the room. Go out of the room, and hey, remember those spiky logs that did nothing? Well, now that you're in the past, they're doing something: moving back and forth. Slip past them and don't get hit (if you do, rewind time with

recall to undo the damage).

Past the spiky logs is the gap in the floor you have to R-run past. There are saws on the walls, now, though. R-run across the right wall when the saw is at the bottom of its run. Kill the enemy on the other side.

Go down the hall here to reach a big room. You get to see where the exit is. Kill the four enemies who are waiting for you inside. Then you want to locate a square pole (there are two in this room; if you're standing in the doorway you entered this room from, it's on your left). Climb up this pole and a ledge to jump to comes into view (if it doesn't, perhaps you have the wrong pole). Jump to the ledge.

Climb onto this ledge, and then onto the ledge above, which is a platform. Get the chest on there for some artwork, then turn left at the corner. R-run to the thingy that is hanging against the wall (directly over the entrance to the room) and Prince holds onto it.

Move left around this thing and climb up, then jump off to reach another corner of this room. Go along this platform, and R-run along the wall at the end. You hit a switch while doing so and end up at a banner. Slide down the banner and go through the exit.

Hey, it's the room where you fought the Crow Master! Go right through it to the exit on the other side. Once inside again, go past three spiky poles (the third one, which is going up and down, requires you to roll (with A) to dodge it).

Then you have two spiky poles blocking your way. The one on the right is faster, so go past the one on the left, past its left side. There's a fountain past those spiky poles, so save your game there.

The next room is the room that leads to the fortress, which you couldn't access in the present. There are shadows here. These guys are annoying. They throw stuff at you (four things in one go, block them and you'll be fine). The annoying thing is that they zoom around so much, so it's hard to catch up to them.

When you do reach one, hit it with your sword and it quickly dies. Throwing a secondary weapon really hard at a shadow also kills it quickly. Luckily, there's a wooden rack that is holding a secondary weapon for your convenience. Don't forget the shadows drop secondary weapons, too.

Kill the two of them and go up the now-unbroken stairs to enter the fortress. Waiting for you at the top is a shadow and four enemies (I need to come up with names for these guys). Kill them, then enter the fortress and go left.

Past the stairs is a spinning knife. You need to go past when the knife is on the other side. Rolling past helps, because you roll under the swathe of the blade.

Past the knife, jump to the ledge against the far wall. Climb up the ledges here as high as you can go, then go right as far as you can go. Drop down two ledges and jump over the spike pit to normal ground (with an enemy). Say, did you know you can toss enemies into spike pits to hurt them? It's true. Might wanna try this out with

the Y + Y throw right here.

Kill the enemy, then go past two spinning blades and turn left to reach the central hall. This is the main room of the fortress, I believe. Kill the enemies who are waiting for you here. Save your game at the fountain by the exit of this room, directly opposite from the entrance.

004e-The Fortress Rebuilt

Jump to the platform in the center of the room. On your right you can see some easily climbable stone platforms that aren't part of this center platform. Climb up all three of them with A to be level with the pillars in the center of the room.

Looking across the room, past the pillars, you can see platforms much like the ones you just climbed up. Jump across the pillars to reach these platforms. Get to the higher of the two platforms (that you can reach) with an R-run (if you landed on the lower platform).

See the balcony above the entrance? R-run along the wall towards it and jump off to reach it. Go past the curtain to reach an enemy. Kill it and keep going.

There are two spiky poles here, as well as two pits. Dodge past the first pole and jump across the pit. Do the same for the second pole and pit. Slide down the ladder here and drop off with X.

Kill the enemy here. You've got spiky poles here, but they're going up and down. To avoid confusion, I'll call them spiky logs when they're going up and down, and spiky poles when they're going left and right.

R-run along the left wall when the spiky logs are at the top of their run to get to the other side of the pit. Get on the ladder and slide down past the spiky logs, trying not to get hurt, obviously. Do this when the spiky logs are at their round black holes (you'll see what I mean).

At the bottom of the ladder, jump off to reach a ledge. Go right along it and jump off to reach a ladder going down. Go down and kill the enemies waiting for you. Enter the hallway.

See the holes on the floor? That's because the floor has spikes. They pop up if you step on the floor. Quickly run down the hall and save your game at the fountain there.

004f-Chasing the Girl in Black

Down the hall you'll see a spiky log and spiked floors. Go down this hall when the spiky log is at the bottom of its run (roll under the spiky log at the end). Turn left at the corner and weave between the three spiky poles to reach a room that Bitch is in. She beats you to the exit.

Prince says, "I best find that woman...she's probably gone for reinforcements." Then the enemies which are crawling around the room, show up.

A new enemy is here, and she is a strong contender for the most annoying enemy. She says stupid stuff and blocks any A-runs over her. Y-vaults work, though. "I'm not here to hurt you..." she likes to say. KILL HER!!! They are so annoying that I want them dead more than I want Bitch dead. Hmmm...I think I'll call them mini-Bitches.

Kill the shadow and enemies and mini-Bitches. It's not an easy fight as there's a lot of them. Try throwing enemies off the platform. I recommend strangling the mini-Bitches, which can be done safely if no other enemies are nearby.

In the center of the room, the columns have small rectangular supports you can climb on. Get on one and jump up to reach a bar (if you reach no such bar, try the other one). Press R to swing on the bar, and left/right to move left/right along the bar (you can't do this while swinging) and up/down to switch direction on the bar (you can do this while swinging).

Swing to the next bar. A platform comes in view. Move along the bars here and swing onto this platform. A thin beam connects this platform to another like it. Go across the beam to this platform.

Kill the enemies on this platform. On the wall parallel to the beam you just crossed is a bar. Jump to it and swing to another bar. Swing from this bar to a wall, then jump off the wall to reach a beam that is broken. Jump left off this beam to a platform.

A mini-Bitch is waiting for you. Get rid of your secondary weapon if you have one, then strangle her with the Y vault + X (repeatedly) move to ensure a slow, painful death.

Look towards the center of the room to see some beams. Flip over the railing so you're hanging off this platform, then jump off at the beams. Climb up them and go across them, then, at the end, jump to a platform with an enemy and a shadow on it. Kill them and pick up a weapon from them.

Flip over the railing here. You'll see a banner leading down. Jump to it and slide down, and near the bottom, jump off to reach a platform just below the one you were just on.

A beam goes off of this platform, leading to another one. A mini-bitch drops onto the beam. Throw your secondary weapon (with X) to kill her, then go across the beam in peace.

The proper way to kill the mini-Bitches on bars is to go towards them. They run at you and then trip you. When this happens, jump to avoid a trip, then hit them. A quick A + B maneuver.

A mini-Bitch waits for you on the platform at the end of the beam. Kill her. On the wall parallel to the beam you crossed is another beam, near the end of this platform. Jump to and on it, then jump away from the corner towards another beam.

Jump in the same direction, towards a wall, and jump off at the wall to reach a beam above. Jump to a platform from this beam, and a shadow and a mini-Bitch wait for you. Kill them.

Look at the beams in the center of the room. Flip over the railing

and then jump to them. A mini-Bitch is on the long beam. Kill her and get on the beam facing the banner on the wall. Jump to pull a lever above (it opens the exit door), then swing towards the banner, slide down it, and exit the room.

Go down the stairs. When they end, look down and there's a banner below you at the edge of the stairs. Hang off this ledge and drop down onto the banner, slide down it, and jump off at the end to reach a beam.

Move down the beam (to the wall) and jump down the hall (away from the stairs) to another beam. Jump to the beam on the opposite side of the room, move against the wall, then jump down the hall again.

From this beam, jump to the hall with the spiked floor. Move quickly past to the safe area past the spikes. Hit the vases and stuff here for some sand, then save at the fountain.

004g-A Damsel in Distress

Enter the doorway. Way above you is the Sandwraith, who is leaving the room. Then you notice that Bitch is fighting a woman in red.

The woman in red says, "You! Help me!" Prince has to consider this, as it was a bad job of voice acting. But then he reflects upon, "It is as they say: The enemy of my enemy is my friend." Just as Bitch is about to kill the woman in red by stepping on her (she is hanging off the ledge), Prince says, "Leave her alone! You and I have unfinished business."

Fight time. This time, you have more room to move about on, so you can move far away from her, then she'll get distracted and try to kill the woman in red again, which is a good time to move in and sneak attack her.

Bitch has the exact same moves as before, so remember the blocking thing I told you. As soon as she does the two swords up at the same time (Rah!) then brings her left sword down, her combo is over. Since there is more room in this fight, you can just go away instead of blocking the combos.

The fight isn't too hard, except that she somehow got more life since the last time you met. But you have the experience of beating her in the last fight and overall fighting experience and the ability to rewind time so if you're killed or hurt badly, you can rewind time so it doesn't happen.

Slow and steady is the strategy again. You can slip in, hit her a few times, then slip out before she counter-attacks, and repeat this until she dies.

If you die, you can use A during the cutscene to fast-forward through it. That's useful.

When you win, Prince stabs her, then helps the girl in red come up. She starts to walk off. Prince says, "Wait! Please...I must speak with you." She turns around and asks, "What do you want from me?" Prince says, "I seek an audience with the Empress."

She laughs a little and says, "The empress meets with no one. Who do you think you are?" Prince informs her, "I am the Prince of Persia." She brushes this aside and says, "I see. Today is a very important day...She cannot be disturbed." Prince angrily says, "I don't think you understand how important this is!"

Bitch, who still isn't dead, leans up and weakly says, "Fool! Don't you know...you cannot change your fate!" She then explodes, turning into sand. Or something like that. It doesn't really make sense.

Prince voice-overs, "You cannot change your fate...was she speaking to me? How could she know my mission?"

Due to the explosion, this place is now turning crappy with stuff falling from the ceiling and stuff like that. Prince calls, "Watch out!" and tosses the woman in red aside. When the dust settles, she is on a platform that Prince is not on.

Prince quotes his last game and says, "Stay there! I will find my way to you!" But this woman is no Farah (boo!). She says, "No, Prince. Leave this place and never return. The empress has no love for the world of men. She will kill you when she learns of your presence."

Now you're all by yourself in this room, and all the characters have gone, including the woman in red, Bitch, and the Sandwraith. Say, were you wondering how Bitch suddenly got more life? Let's find out!

Go to the altar at the edge of this platform and pull it back all the way to open the wall. Go through the opening and down the stairs. Go past the spiky floor and the spiky poles at the end to reach safe ground (go along the right wall as soon as the closer spiky pole is at the left wall).

Now you need to go past a spiky log over spiky floors, ending with a two-bladed spinning knife. Fun! Start running when the log is at the bottom of its run and move along the left wall.

Stay along the left wall. Now you have to get past a buzzsaw to a spiky floor and a two-bladed spinning knife. R-run along the left wall when the buzzsaw is at the bottom of its run. Be careful to go straight and not turn left.

When you're safe, look left to see to spiky logs. Oh boy! When the two of them are at the point where they're closest together, run at them. Roll under the first one as it comes towards you, and roll under the second one if necessary (it shouldn't be).

You end up at the end of this passageway. A weird door. Prince puts his medallion in the door and becomes uh, possessed? Anyway, you have more life now! Sweet! That's how Bitch managed to get more life!

Get back to where you fought Bitch (all the traps have deactivated. I saw some spikes that were up, but that was just a glitch). There's a treasure chest in this altar area.

If you're standing at the altar, looking at where you fought Bitch, you'll see on the left there is some rock you can climb up. Climb up to the top of the rocks here, and jump to the ledge on the wall.

Move right along the ledge and jump to a bar. Turn around so you're facing the ledge you jumped from, then swing and jump to the ledge above.

Move left along this ledge, and jump left to reach a bar. While facing left, swing on the bar and jump off towards the wall, then jump off at the wall to reach the bar above. Then swing/jump to reach the ledge to the left.

There's a rope on the wall. R-run up to reach it. The thing with ropes is that you can climb up or down them, or just hold R and Prince runs back and forth. If you want to R-run off of a rope swing, just press A and Prince R-runs for you. Do this now, R-running off the rope, away from the corner nearest you. Prince runs onto a bar.

Jump off this bar in the direction you were headed to reach a platform. Save your game at the fountain on this platform.

004h-Fate's Dark hand

Break the jars here for some sand. Get to the edge of this platform, the one you didn't jump from. The camera angle switches, showing you a bar below. Drop down to it.

Jump to the other bar, away from the direction of the fountain. Move right along this barrish platform, and get to the end of it, which would be the end sticking out from the column.

Jump to the wall, and towards that ledge hanging off of it. Move left along this ledge and jump off it to reach a bar. Swing on this bar and jump in the same direction as your last jump. Climb onto the platform you land on and walk at the wall.

Jump to the ledge above, and to the ledge above that. Move right along it and climb up onto the platform you come to. Don't worry. The floor here only LOOKS broken. Climb onto those rocks there and R-run up the wall to reach a rope.

Climb up the rope to the top and jump off to reach a lever/bar. You pull it down, closing some doors. Swing back to the rope, climb down it and drop down.

R-run off this platform, towards the corner you haven't been in yet. You R-run across those doors you closed (had they been open, you couldn't have R-runned across them).

R-run up the wall to reach a rope, and R-run off this rope towards that corner I mentioned (the one you haven't been in yet). Once you're there, enter the small circular room to fight off a horde of mini-Bitches. Now you'll really start to hate them for being so hard to kill and having bad dialogue. Since this room is small, wall jumps (B + direction of the wall) seem to be the best way to kill them.

Outside of the room is a switch on the wall nearby some spikes. If you R-run up the wall and hit the switch, the spikes pop up. The spikes hurt enemies, so you can lure them on the spikes and then hit

the switch to harm them.

Once they're dead, R-run up the wall to reach the ledge in this room (use landscape view to see it). Climb to the ledge above that and jump off it to a bar. Swing from that bar to another bar, then turn around and swing to another bar, then swing to a platform.

This room has spikes on the floor. You'll notice there's a ledge on the far end. Run to the wall and R-run up it to reach the ledge. Jump to the ledge above it, and jump off it to a bar.

Turn towards the wall. Swing/jump off towards it and jump off from it to reach the bar above. Turn towards the wall and swing towards it to reach a ledge.

A spiky log is around here. Hang off of this ledge instead of being on top of it. Move left to the edge of this ledge. When the log has passed you while going to the wall, climb up on the ledge, jump to the ledge on the other side of the room, then drop down to avoid being hit by the log.

Move right along this ledge to reach a platform. Climb up onto it and go down the hall. You end up in a room with buzzsaws on the wall. When the buzzsaw is near the top of its run, R-run along the right wall to reach a rope.

Jump from this rope to the rope on the other side of the room. When the buzzsaw is at the top of its run, start R-running along the rope. Then it's easy to time an R-run past the buzzsaw.

Keep going down the hall. You run into four spiky poles. Weave through them (the two closest to the wall don't move) and go down the hall to reach one of those rooms that let you travel through time.

Hey! It's not working! See the four switches on the walls? Light them up in the correct order to get the time portal going. This order is randomly determined, so you're on your own for this.

When you light all four of them up, you can travel back to the future, or more accurately, back to the present. You gain "Eye of the Storm", which is the ability to slow time down for everyone except you. Tap L to turn it on and tap L again to turn it off. It's cool.

Save your game at the fountain here, then exit the room. Floor spikes now accompany the spiky poles. Run along the right wall when closer spiky pole is on the left hand side.

Stand on the ledge and go down it (the ledge is on the left hand side). When you're at the corner, drop to the ledge below. Move all the way right on this ledge, then drop down two ledges. R-run across the wall to another ledge. Drop down to the ledge right of this one, and drop down off of that ledge.

You're in a small area with some pots. Drop out of this area to be in a hallway. Phew, those ledges sucked! Not that they were hard to get past, but hard to describe. Really boring.

There's a switch on the floor, which opens the door on the other side of the room. Try it out, but you can't get to the door in time. So

you'll have to use your new Time-Slowing power! Press L and then hit the switch and run to the door.

Two enemies await you here. Kill them. The switch on the wall opens the door from this side, so just ignore it. Instead, drop down to the area below.

Prince hides behind something as a strange, ugly creature walks nearby. This is the Dahaka, the unstoppable creature that has been hunting Prince. It breaks open the wall and storms off.

R-run along the wall (the one that that doesn't have the thing Prince hid behind by it) to reach a bar. Climb on it, and jump in the same direction you R-ran. You land on another bar.

Walk to the end of the bar (the end not against the wall) and jump to the rope, a jump in the same direction as your last one. R-run with the rope, away from the corner, to reach a bar. Swing from the bar to another bar, and swing from that bar, to a platform in the corner.

Get on the bar sticking off the left edge of this platform. Jump straight ahead off it to reach a bar. Climb up it and walk to the end of the bar (away from the wall). Jump straight forward to grab a ledge of a column.

Move right along the ledge, then jump off it to a banner. Slide down it and jump off to reach a dirty gray bar. Move to the end of the bar (the end not touching the column) and jump straight ahead. You reach another bar that is L-shaped.

Move to the end of the bar (the end not touching the column). Swing forward from this bar to reach a platform. Look around and you'll see a platform in the middle of this big room. Some enemies are on it. Jump to the platform and kill them.

Go to the end of this platform (the side with all the rubble). Climb to the platform to the right of it, and you see a cutscene showing you where to go. There's a column close to the wall here. R-run up the wall and jump off to the column, then to the wall. Jump back and forth between the wall and column until you reach the second ledge on the column.

Move left to the other side of the column and jump off to reach a bar. Jump from this bar towards the wall. Jump up to the ledge and save your game at the fountain.

Turn right (if you're facing the fountain) and go down the hallway. R-run along the right wall to cross a gap in the floor and Prince exits the building.

Prince reflects about how he saw the Dahaka. Specifically, he says, "The Dahaka! It has found me here." Then the Dahaka shows up and walks menacingly and slowly towards you.

Everything turns black and white. I'm not sure why. But I'm pretty sure that you should get away from the Dahaka.

Start running down the balcony. Follow it along the corner. At the end where there is nothing else to the balcony, R-run along the wall. You make it to another balcony, and the Dahaka destroys the wall as

soon as you pass over it.

Keep going along the balcony. Vines might come from nowhere (these are the Dahaka's tentacle things). At the end of this balcony (you don't follow this one along any corners), turn right and R-run along the wall to a flagpole. Don't waste time; swing to another flagpole, then another and then to some normal ground.

Prince looks relatively safe from here, because the Dahaka is far away. Then the Dahaka makes a gigantic leap all the way to where Prince is. Ah! Prince rolls through a hole in the ground to avoid being landed on.

There's a break in the action here. Go down this hallway and break the barrels in your way. Turn right and go up the stairs. At the top of the stairs, turn right and kill the enemy who is waiting for you.

The enemy was protecting an exit to the building. Drop out of the exit. If you look left (with your back to the exit you came out of), there is a flagpole. R-run along the wall and jump off to reach the flagpole. Climb up the flagpole and jump off it to reach a balcony.

Enter the building from here. You're in a room you've been in before, and the exit that leads to the room where you change time is pointed out, in case you forgot where it was.

R-run along the wall (counter-clockwise) to the banner, and slide down to the floor. Remember this place? Climb up the sort of "L" shaped pillar and move along the platform with rubble on it. At the end of the platform, R-run along the wall to a ledge, and climb all the way left along the ledge.

Drop down until you reach the floor. The Dahaka shows up, ready to hurt you. Dang. Hurry up down the hallway, R-running across the wall to avoid a gap in the floor. Keep going and Prince manages to make it to the time-changing room, diving past the water. The Dahaka shoots its tentacles after Prince, but roars in pain when it comes in contact with the water.

"What's this?" Prince asks. "It cannot cross the water...This is certain to come in handy."

Travel back to the past and save at one of the fountains. Now you're going to go to the throne room. Why? The map says so, that's why. Around this time, Prince says, "I have managed to lose the Dahaka...for now. Best I stay alert. It will return. It always does."

004i-A Helping Hand

Exit the room and go down the hallway. Go past the spiky logs to reach the buzzsaws. R-run across the right wall when the saw is at the bottom of its run. Yeah, yeah, you've done all this before.

Go down the hall to reach the big room. Prince sees the Sandwraith. "What kind of beast is this?" he wonders. Sandwraith takes out an axe and throws it at you,

It takes out an axe and throws it at you. Woah! That's...not good. Sandwraith runs off. Hmmm...weird.

Now you have to open the exit to the room again. Climb up a pole (if you're standing in the doorway you entered this room from, it's the one on your left) and jump to the ledge.

Climb up the ledge(s) to the platform. Turn left and go down the platform, then turn left at the corner. Jump to the thingy hanging over the entrance to the room. Drop so you're hanging off it (if you're not already) and move all the way left so you're on the other side of this thing. Climb up and jump off from it to reach another corner of the room.

Get to the end of this platform and R-run along the wall to hit the switch that opens the exit door. Slide down the banner and go through the exit to reach the room where you fought the Crow Master.

The exit is straight across from you, but before going through it, you'll want to get the life upgrade around here. R-run up the wall left of the exit (if you're facing the exit), then R-run and jump off from the wall there.

R-run along the wall, away from the wall you just jumped off of. Kill the enemies who are waiting for you here, and go to the stairs. Go up the stairs. See the grate by the switch on the wall? You need to press a switch to open it.

Go back down the stairs and turn to the right. Hit the barrels there. They obscure a switch. Hit the switch to open the grate, but you can't get to it in time. Try it again, using the "tap L to slow down time" move, and you can make it past the grate in time.

The hall here is full of traps, including spikes, spinning blades and big blocks that come out of the wall. Notice how the blocks will squish you if you're in that area when they come out. R-run across the right wall to reach the corner, timing it so you aren't hit by the big block. All your R-runs here are made against the right wall.

The next bit of hallway has the same sort of problem, except you can't do the R-run due to a nearby spinning blade. Roll past the blade and then do an R-run across the wall (this way you move quickly past the big blocks), timing it so you don't get hurt, of course. The spikes are the least dangerous trap, so it's lucky they're at the end.

The next hallway is the same thing, except it's short to try to mess you up. Roll past the spinning blade and then R-run past the blocks/spikes, but before reaching the end of the wall (which leads straight to another spinning blade), jump off to reach the other wall and quickly roll past the spikes to safety.

You're home free now! Roll under the spinning blade and go across the spikes to reach the door. Prince puts the medallion in and becomes possessed again, which means you've got more life.

Go back through all the now-deactivated traps. At the end, R-run up to left wall to hit the switch there, which opens the door. Roll through it.

You're back in, well, this big area where you fought the Crow Master. R-run up the wall to hit the switch by the entrance you just rolled through. This opens a door nearby. Go through it.

R-run along the wall in a clockwise direction, then slide down the banner. Remember this room? If not, you JUST went through this room; it's the one where the Sandwraith just threw an axe at you.

Anyway, go through this room like you did last time (if you need instructions, they're located above, in this section). Once you go through the exit, go straight across this area to enter another building, with spiky poles at the beginning, waiting for you.

You've been through here before, but in case you forgot how to get through, just dodge past the spiky poles, then roll under the spiky log, and go left past the left spiky pole (which is the slower one, which gives you more time to go past it).

Go through the empty halls here and you reach the big set of stairs that lead to the fortress. Go up them and enter the fortress. At the top of the stairs is a spinning blade.

Roll past the spinning blade and jump to the wall. Climb up it to top, then go right across the ledge. Drop down two ledges, then jump off to reach another hallway. R-run along the wall past the spinning blades. Bleh...it's kind of boring doing this when you've already done it before.

Go through this hallway to reach the central hall. It's just like it was last time, except the big door at the other end is open now. Oh, yay! Go across the main platform and jump to ledge where the door was. Save at the fountain there.

Go up the stairs. Some spiky logs block the next set of stairs; simply go past them when they're at the top of their runs. Roll past the spinning blade at the top of the stairs and turn right.

There are spiky logs going up and down the walls here. R-run across the left wall, timing it so you don't get hit by the spiky logs (just start running when the two spiky logs are at the same level and you'll be fine).

Roll past a spinning blade and go up a flight of stairs...in this next area, spiky logs are activated by you stepping on the gray tile. Do so, and then R-run along the left wall and jump off to reach the area with the spiky logs.

There are two ledges here. Climb onto the top one and move left along it. A spiky log gets in the way. So what you have to do is drop down so you're hanging off this ledge and move left all the way to safety. The problem is the other spiky log might hurt you, so time your run carefully (ie. do it when the other spiky log is to your right).

Okay, almost done, by which I mean, you're almost at the throne room, which the map says you should do. Roll past two spinning blades, go up the stairs, and roll past another spinning blade.

Climb up the ladder and then jump off it to reach some sort of lever thing. Drop down so you're hanging off of it. When the lever thing

reaches the bottom, the door to the throne room opens. Drop down and run at the door, rolling underneath it to get past it before it closes.

Go in this room. The room has an hourglass (not with sand inside, but rocks), a barred door, and a circle of circles on the floor. The woman in red climbs down a ladder and she and Prince have a cutscene.

The woman says, "This is a dangerous place. You should not have come back." Prince says, "I don't have the...luxury. I must see the Empress." She simply says, "Impossible." Prince says, "My mission...it is very urgent. I must see her."

By this time, the woman in red has gone down the ladder and walked up to Prince. She says, "You don't understand. When the last grain falls from this hourglass, the Empress will create the sands of time. No business of yours could be more important than that."

Prince says, "I have come to stop the Empress from creating the sands." She says, "Then yours is a fool's errand. The creation of the sands was foretold in the timeline. It cannot be stopped."

Prince is getting sick of her not bothering to help him. He says, "I just saved your life. Twice. All I'm asking for is some information. Tell me where the sands will be created."

She points out the barred door and says, "In there...But the room has been sealed. You cannot enter." Prince muses, "There must be a way." She says, "Hah! You'd have to do the very fortifications of the castle. An impossible task."

Prince gets a little philosophical on her and says, "When a man is faced with his own death, he finds the impossible less of a barrier. Tell me how." Fortunately for Prince, she does.

"Very well. The gate is controlled by an elaborate clockwork system located inside the mechanical tower. Even assuming you can reach the device and activate it, the machine still needs power. As water passes through the moat, the machine will receive power. But first, you'll have to fill the moat from the supply in the garden tower. Activate both towers and the door will open."

We see the things she talks about. Then she hands Prince a sword and says, "You'll need this. It's more than just a weapon. It also serves to activate a system of bridges which will grant you access to the other towers. It won't make a difference, though..."

"What do you mean?" Prince asks. "Succeed or fail -- the outcome is the same. You will not stop the sands from being created. What is written in the timeline cannot be changed." Like Prince hasn't heard that a thousand times already. Prince says, "Thanks for the...advice."

Prince now has the Serpent sword. Besides being a better sword, it's a key that lets you get into the two tower things that the woman in red mentioned. Basically, you're going to go to the garden-themed tower to get water to go through a moat, then you're going to go to a mechanical-themed tower to get the barred door to the throne room open. Jeez, what a pain.

Get the chest hidden left of the left staircase for some artwork.

Then notice the thing on the floor which is a circle made up of eight circles. Note how two of the circles are lit...this is because you've gotten two life upgrades. Will something special happen if you get all the life upgrades and come here? Duh, of course it will! But what will it be? You'll have to wait and find out.

In the meantime, save your game at one of the fountains here.

004j-The Key and the Lock

There's not much to do here in the hourglass chamber besides go to the barred door and here Prince say, "The throne room is so close...and yet I cannot reach it from here. I'll have to find another way." So exit the room the same way you came in: by pulling on the lever thing by the door.

Time to head back to the central hall, which is where the switch thingy that your new sword activates is. Go down the halls here, rolling past the spinning blades to reach the two spiky logs.

Jump up so you're hanging off the ledge on the left wall. Move right along the ledge when the lower spiky log is going right, and as soon as you are right on the upper spiky log, climb up on this ledge. Go right to the end of this ledge, and when the lower spiky log is not in the way, drop so you are hanging off of the ledge below the one you're on now.

Go right along this ledge, all the way. Climb up and jump off from the wall to reach another ledge. Jump to the ledge above this one, and jump to the ledge above that (which you can only hang off of). Move all the way right across this ledge, then drop down to another ledge, and then drop down to the floor.

Go down the stairs and roll past the spinning blade at the bottom of the stairs. R-run along the left wall to get past the spiky logs (start the run when the two spiky logs are level), then roll past a spinning blade and under two spiky logs on your way down the stairs to reach the central hall. Save at the fountain.

Head for the circular metal thing on the other side of the room (if you were to draw a line connecting the two exits to the room, it would go straight through this thing), which is the lock or something like that. Prince sticks in his sword in the lock, making a torch attached to a lever come up.

Four enemies come up. Now that you have a new sword, they die more quickly. Kill them.

Okay, you can use the lever/torch to make various platforms rise and fall in this room. Push the level twice in the same direction (clockwise or counter-clockwise), which makes the platform leading to the water fountain go up. It also makes platforms leading to one of the life upgrade places come up. You might want to save at the fountain again, because, in case you haven't noticed, getting the life upgrades is usually tricky.

All right, if you head from the fountain to the lock, you'll notice a platform lower and to the right of the platform the rock is on. There's more than one such platform; you want the one closest to the

lock. Get on this platform. Drop so you are hanging off this platform, and your back is facing the fountain.

Jump off this platform, and you'll reach a wall. Using A, jump back and forth between these two walls. They're far apart, so Prince is going down while jumping between them. When he's jumped down as far as possible, drop to the platform beneath this one (you can use the down button on the D-pad to see which platform I'm talking about).

R-run along the wall (the jagged one), and at the end (ie. past the second brown vertical line), jump off to another wall. Here, jump back and forth between the walls again, except this time, you're going up.

When you've reached top of the right wall, climb up. If you look around with C, you can see the door you're aiming for. R-run along the wall that leads to the wall the door is on, and at the end, you're going to jump off and again jump back and forth between the walls, going down.

There are ledges at the bottom of these two big column thingys. Jump to the ledge that's by the column by the door if you're not there already, then move right along the ledge to reach the door.

You've got spikes and spiky poles/logs to deal with for the first trap. When the spiky log (that would be the one going up/down) starts going down, start going down the hallway, dodging left/right to avoid hitting the spiky poles.

The next hallway is easier. You've got spiky logs and a spinning blade. When the last spiky log starts going down, go past the spinning blade and R-run along the wall past all three spiky logs. Turn the corner, and get the life upgrade, which still looks pretty freaky.

Leave the halls here and head back to the door. When you exit it, climb onto the platform to your left (if you're standing with your back to the door). Jump off this in the general direction of the lock. Here, jump back and forth between the close-together walls to get all the way up to the platform with the lock on it.

Go to the lever and pull it clockwise to get the platforms leading to the water tower to rise. You can go to either tower now, but seeing as the woman in red indicated that you should do the water thing first, that's the one I decided to do first.

Climb up on the newly-raised platform that's closest to you and move along it to find a smooth wall. R-run along the wall, and then jump off at the end to reach a ledge. Move right along the ledge and jump so you're on the ledge above. Jump across to another ledge, and climb to the ledge above that one. Move left along this ledge, then jump across to another ledge, and jump to the ledge above to reach the top platform.

Before going through the door on this platform, climb up the ledges left of the door to get one of the chests that unlock artwork. Then go through the door and kill the two enemies who are waiting for you.

Go through the hall, rolling past the spinning blades. You go outside. Step on the switch to make platforms appear. Go across the

platforms.

Uh oh, they retract too quickly, and you fall! Keep going across the floor anyway to reach a chest with hidden artwork, and some sand-containing jars. Get them (if you need the sand, that is) and then go back to the switch by climbing up some ledges.

This time, tap "L" before hitting the switch to go in slow-mo. This way there is enough time for you to get across the platforms. You wind up stuck on a wooden platform.

Press down on the D-pad to see some poles. R-run up the solid wall and jump off to reach a pole. Move along the pole so you are facing the switch on the wall. Swing to another pole and then swing to the switch, then let Prince fall down to the platforms that pop up.

As soon as Prince hits the switch, quickly hit "L" to go slow-mo and then race to the end. Depending on the timing, you may have to jump to get around the last corner. If you mess up, you can go back and try again, and there are two more sand-filling jars for you on this side of the wooden platform. You may want to try R-running across the wall, as it's faster than normal running.

Once you make it, save your game at the fountain.

004k-The Water Maiden

Go along the passageway to reach the garden hall, which is a big, gardened area. Prince says, "So Babylon is not the only place in the world to discover the wonder of hanging gardens. Ours, however, do not provide sanctuary to monsters."

Kill the enemies who are waiting for you, who are new enemies, as you might suspect, who are more resistant to your new sword. It's not too tough of a fight, because there's water all around, and you can drink it to refill your health.

Once you're done fighting, head back to the entrance of the room. Hey, there's a ladder near the door! R-run up the column right of the doorway (if you're looking at the doorway), then jump off to reach the ladder. Flip to the other side of the ladder and climb up.

Hey, it's the Crow Master! We haven't seen him for a while, have we? Well, he certainly didn't spend his time away from Prince training, as he is as easy as ever to beat. Beat him and he flies away.

Climb up the ladder here to reach the Crow Master. Gee, he didn't fly too far away, did he? Beat him again, and he flies off again. You can see where he is by looking around in first person view.

Instead of going to the Crow Master, let's get some hidden artwork. Look in the direction of the ladder you just came up to see a platform that is level with the one you're on. Jump to it, then get to the far corner of this platform. R-run right along the wall here to reach a rope.

Continue R-running along the wall, in the direction you were going before, and jump off when you're over the banner. You reach a small area with crows and a hidden artwork chest.

Jump to the banner and slide down it to reach a ledge. Move all the way right along it, then drop down. Get the artwork chest that is hidden in the grass here. Then go back to the platform where you fought the Crow Master for the second time.

Now we're going to finish off the Crow Master. R-run along the wall to a rope, then R-run along the wall in the same direction and jump off to reach the Crow Master. Kill him.

R-run along the wall towards that big statue there, and jump off near the end to reach a bar. Swing from the bar to a doorway and go through it (that's really the only thing you can do from the bar).

This room is pretty boring. Jump across to the ledge, and move left across it. Drop to the ledge below, and move left across it. Then drop down multiple ledges until you reach the floor.

Kill the enemy on the floor that is waiting for you, then get to the opposite side of the room. Now you have to do the same thing, but in reverse. R-run up to the first ledge, then jump up two ledges. Move right along this ledge and jump up to another ledge. Move right along this ledge, then jump up to another ledge, and then jump across to reach the exit.

Save your game at the fountain, and go outside. You'll see where your general destination is for this point. Move the torch counter-clockwise so it faces the door you didn't just come out of, and the door opens. Go through it and go through this area to reach an enemy. Kill him.

Fight time isn't over, though. Go up the stairs, and fight four more of these enemies (officially, they're "raiders", and I guess they're upset because they never win the super bowl). When they're dead, you get to fight four shadows. Yay! You can, if you're sneaky, head back to the fountain for a life refill (rotate the torch to open the door to get to the fountain) and then continue the fight.

Once all the enemies are dead, it's time for a life upgrade. Move so you are standing in the archway that led to this room. Turn left and go along the wall. In the corner, the railing is missing. Go off edge, so you are hanging from where the railing should be.

Drop down so you are hanging off the ledge below and move all the way right along this ledge. Drop to the ledge below and drop off it to a platform. R-run right along the wall to another platform.

Go through the entranceway, and down the hall. At the big gap, get to the end of the ledge against the right wall. Drop to the ledge below, and move left across it. Jump across the room to another ledge, then drop down to the ledge below. Move all the way left along this ledge, then drop down to the ledge below, and drop down from that ledge to the floor.

Turn so you're facing the gap in the floor. See the pole sticking out of the right wall? Jump to it, then swing off it to reach the other side of the room, where there are sand jars if you need them.

More ledge fun. Turn towards the big gap, then get to the end of the ledge against the right wall. Drop to the ledge below, and move left

across it. Jump across the room to another ledge, then drop down to the ledge below. Move all the way left along this ledge, then drop down to the ledge below. Move all the way left along this ledge and drop to the ledge below. Drop from this ledge to the floor.

Now for the trap-filled hallways. The first hallway has a spiked floor, with knives that pop out of the wall and come at you. Go across the floor, and roll to go underneath the knives.

The next hallway has spiked floors, a spiky log, and a spinning blade. Start down the hallway when the spiky log is headed towards you, then roll under it when it comes and roll past the spinning blade.

The next hallway has spiked floors, spiky poles and the walls with knives coming out. Dodge past the spiky poles on either the right or the left, then roll under the knives when they come for you. Start the run when the pole closest to you hits the black circle. As an alternative, you can use the slow-mo power to get through these areas with less trouble.

The last hallway has a spinning blade, spiky log and spiked floors. Roll past the blade and the log when necessary to get to the end, where you can get the life upgrade. It works, and Prince is just as freaky as ever.

Get back to the area where the fight was, by going up the various ledges, which is too boring for me to want to detail. See the big stone column that is facing the archway you entered this area from? Good. Go around this archway to find a hidden artwork chest.

Go back around this archway, and R-run up it to reach one of those levers you used to get into the hourglass chamber. Hang off this lever, start slow-mo by pressing "L", then run to the platform that is slowly going back down, R-run up it to get on top of it, then R-run up the wall to a ledge.

Climb up the ledge and jump away from the wall to reach a branch. Climb all the way down the branch, in the direction of the archway. Jump from this branch to a stone thing coming out of a column.

Go across this thing, so you are left of the column (ie. inside the archway). Jump off to a pole, and swing from the pole to another column. Move left along this thing, across a railing. Hey, you can see a ship in the distance! Cool. Anyway, move all the way along this thing to reach a beam.

Jump off this beam to a pole, and swing off it to reach a branch. Move to the end of the branch (the end furthest from the tree trunk). Jump off from here to reach a rope on the wall.

R-run with the rope in the direction of a pole in the wall (towards the big stone column thing that had the hidden artwork chest behind it). Swing from the pole in the same direction to reach a column.

Move all the way right along this column, then jump off to reach a beam. Go to the platform the beam is hanging off of to meet the Crow Master again. Beat him and he flies off.

If you look up, there is a platform above, but only three columns

supporting it (hmmm...). Climb up the column that is closest to the ship in the distance. Jump to the ledge above, move left along it, then jump to the platform on top.

The switch here opens a door, but you can't get through it (yet) because the door closes too quickly for you to get to it, even if you used slow mo.

Look around for the Crow Master, who is on a platform with a lever. Jump to this platform and fight the Crow Master, then R-run up the wall and jump off to reach the level to pull it down and lower a bridge.

Jump back to the platform with the switch, and go across the recently-lowered bridge. There's a box there. Use R to grab a hold of the box (like you do with levels) and then push or pull the box onto the switch to keep the door opened.

Go back down to where the Crow Master is (where you fought him first) and kill him. Then go along this area, through the now-open doorway to reach a torch/lever, which is your destination point. Hoo-ray! Push it clockwise to let water start flowing freely, not through the moat like you want to (to power the machine that is the second tower), but into the garden hall. Dang. Looks like you have more work to do in this tower.

Drop down to where the water is flowing, and jump up to reach the ledge at the end of the wall. Move left all the way along it, then drop down to reach a platform.

Go onto the beam leading off of this platform. Hey, the doorway on the other side of the platform looks suspicious. When you get the sword that breaks walls, you probably can break through that doorway for something secret. But you can't do it now, so go onto the beam that faces towards the wall with a rope on it.

Jump to the rope and slide down it, then drop off of it. Push the torch/lever clockwise to open the door to let you back inside the fortress.

Save your game at the fountain here.

0041-Water and Gardens

Okay, time to head back to the garden hall. Jump across to the ledge, and move left across it. Drop to the ledge below, and move left across it. Then drop down multiple ledges until you reach the floor.

Kill the enemy on the floor that is waiting for you, then get to the opposite side of the room. Now you have to do the same thing, but in reverse. R-run up to the first ledge, then jump up two ledges. Move right along this ledge and jump up to another ledge. Move right along this ledge, then jump up to another ledge, and then jump across to reach the exit.

No, you're not feeling deja vu, which is a game I wrote a guide for (both Deja Vu One and Two), I repeated those instructions from last time you went through the room, the room is symmetrical (which is a geometric palindrome), so those instructions get you through the room

no matter which end you enter from.

Now you're at the exit, so drop so you're hanging off the ledge that leads to the garden hall. Move left along this ledge, then drop down and slide down the banner to the floor.

Hey, you've got some more enemies to fight! Yay. More importantly, there are four torch/levers here that control the water flowing through this room. Kill the enemies, and then it's torch-movin' time.

There are two big statues in this area. Here's a map of the room, with S for statue and T for torch/lever, and Entranceway being the entranceway to the room (the one with the ladder nearby it).

S S

T T

T T

Entranceway

Note: Map is not to scale.

Using the map to locate the torches, move the upper/left torch clockwise once and move the lower/left torch clockwise twice. Water flows to a statue, and will flow out of the statue's mouth to lower a platform.

Move the two torches on the right clockwise twice so the same thing happens; that is, water flows through to the other statue, and it will flow from the statue's mouth onto a platform, lowering it. This opens an exit to the room, located directly opposite of the entranceway.

Go through the newly-opened exit. You reach a hall with weird black holes in the walls. Are those mouse holes for gigantic mice? I'm not sure what they are...Anyway, at the end of this hall is a bottomless pit.

Simply press down on the D-pad to see some ledges. R-run up to reach the first ledge, then climb up on it. Move left along this ledge and jump to the ledge above.

Move all the way left along this ledge, then climb up it and jump to the ledge above. Crows attack you right about now. Kill them, then jump across to another ledge, then jump up to another ledge, jump up to another ledge, then jump off of the ledge to reach a hallway.

Go down the hall to reach a water doorway, which means you've reached a Time-Warp room. I'm sure the Time Warp Trio is jealous of you. Anyway, activate the time-warp power by pressing the four switches in the correct order. Then travel to the present.

You get a new move, Breath of Fate, which is a ground attack used to hurt enemies, most effective when you're surrounded by more than one enemy. All you have to do is press and hold L while you're blocking with R to use it.

Now that you're back in the future, save your game at a fountain. Exit the room and go down the hall, killing the two enemies who are there along the way. At the end of the hall, jump to the ledge on the other side.

Move all the way left along this ledge and drop to the ledge below. Move all the way right along this ledge and drop to the ledge below. Jump across to another ledge, move right along this ledge, drop to the ledge below, drop so you're hanging off this ledge, move all the way right along this ledge, drop to the ledge below, move all the way right along this ledge and drop to the ledge below. Basically, you're just going down the various ledges until you reach solid ground.

Go through the hall to reach the garden hall. There are five enemies here for you, but some of them don't come to you. Kill the ones who do.

Prince notes that, "It seems the vegetation has taken its toll on this part of the tower...it's completely overgrown."

Locate the stone block in this area. If you're standing on the stairs which lead to the hall that leads to all the ledges you went down (with your back to these stairs), it's against the left-hand wall. It's rectangular and not covered in moss.

Climb on this block, then R-run up the wall and jump off to reach a beam/archway thingy. Climb up it and get to the end of it (the end leading towards the entranceway of this area), and jump off in that direction (towards the entranceway) to reach another beam. Get to the other end of this beam and jump in the same direction.

Walk along this beam, going along the curve. At the end, jump off towards the entranceway to land in the area where you fought a Crow Master. An enemy attacks you.

Drop off so you're hanging off this platform (hanging off on the side leading to the entranceway, not the side you reached this platform from). Move all the way right, then climb up two ledges. Move all the way left along this ledge to reach a platform with enemies on it. Climb up and kill the enemies.

Some of the enemies are new. They're shimmery enemies, and they're basically just mini-Bitches, but mostly invisible. You can throw them and the other enemies off this platform with a Y + Y throw.

When the enemies are dead, R-run along the wall to reach a branch (only one wall to do this off of). Climb on top of the branch and walk to the other end of the branch. Jump off the branch to the ledge on the wall (this jump is made away from the wall the branch you're on touches).

Move to the right end of this ledge and drop down onto a branch. Move to the end of the branch and drop down onto a beam/archway. Go to the end of the archway, traveling towards the statue. At the end of the archway, jump up and onto the platform at the base of the statue (the one the statue used to drop water onto).

Walk towards the statue and jump to the branch that's hanging above you. Climb on it, and get to the other end of the branch. Jump up

to reach the platform that leads to the symmetrical hallway.

Jump to the ledge on the other side of the room, move left along this ledge and drop down to the ledge below. Move left along this ledge and drop down to the ledge below. Move left along this ledge and drop down two ledges.

Jump off of this ledge to a branch. Follow the branch along to the end, then jump up to reach a ledge. Move all the way left along this ledge and drop down onto a branch. Follow the branch all the way along to the end and jump off to reach a ledge on the wall.

Hmmm...isn't it odd that the tree grew in such a manner that it retained the symmetry of this room? And isn't it odd I used symmetry, even though it's not really a word? No matter. Move left along this ledge and jump up two ledges. Move right along this ledge and jump up a ledge. Move right along this ledge, jump up a ledge, then jump across to exit this room. Save at the water fountain.

Go through the entranceway to see that, hey, an entranceway is now open! It leads to the waterworks, which is where you want to go, to get the water going to the moat. So that's our general destination for now.

Kill the enemies who are waiting for you. Since this platform is so small, it's easier to fling the enemies off the platform than it is to fight them (remember, you can fling an enemy with Y + Y + a direction to fling them in).

Once the enemies are dead, drop to the ledge below (directly opposite the doorway). Drop so you're hanging off this ledge, then move right along it. At the end, drop to the platform below. Drop so you're hanging off this platform, and go all the way right across it. Then jump off this ledge to reach a platform. Climb onto this platform and drop to the platform below for another enemy fight, with a raider and two mini-Bitches.

There are two grass-covered platforms connected to and higher than this platform that you're on now. Climb onto the higher one, then onto the ledge against the wall, and onto the ledge above that one.

Move all the way left along this ledge, then climb up. Walk straight forward to climb onto what appears to be part of a broken bridge. At the end, R-run along the wall, and jump off at the end to grab onto a ledge. Climb up the ledge to reach a platform.

There are enemies on the platform, the shimmery ones, but who wants to fight them? Climb onto the small platform left of the ledge you just climbed up, and the enemies are unable to attack you. Climb to the ledge on the wall above this platform (R-run up to reach it, as Prince might be facing the enemies, which means the usual A-jump to reach the ledge will instead be an A-jump at the enemies).

Jump off the ledge to reach a tree trunk. See the branch sticking out of a tree? Jump to it. In case you don't, just move left once along the trunk and then jump off.

Climb on to the branch if you're not on it already, and jump right off it to reach a branch that works as a bar. Swing off it in the

same direction as the jump to this branch, and you reach an archway. Climb on it, and move to the other end of it. Jump off directly ahead to reach a ledge at the bottom of a column.

Move all the way right along this ledge and drop to the platform below. Get on the beam sticking out from this platform, and jump off it to reach a branch. Swing from this branch in the same direction to reach the top of another column.

If you look left, you'll see enemies off in the distance. Jump to the branch in between the platform you're on and the platform they're on, then swing to the platform they're on. Kill the enemies, which are three raiders and a mini-Bitch. You can spin around the stump on this platform to make short work of them.

There are two walls you can R-run off of here; one R-run would be to the right and the other would be to the left. Do the R-run that leads left, which takes you to a beam.

Climb onto the beam and you reach a platform with some sand in jars and a water fountain. Get the sand and save at the fountain. If necessary, quit your game and start it again so the sand jar is back and then break it for more sand. You can repeat this trick as many times as you like, but you really only need to do it until you have all the sand you can hold, which is three things of sand for now.

R-run up the wall right of the fountain (the side of the fountain that doesn't have the sand jars). Get to the end of this beam thing (the end away from the wall) and jump to Prince's left to reach a tree trunk. Here, jump from tree trunk to tree trunk, and at the fourth tree trunk, jump to a branch.

Climb onto the branch and walk along it to a platform, which has some enemies on it. Kill them. R-run left along the wall towards the exit to this place. You reach a ledge. Move left along it and climb up, and go through the exit, which is actually a hallway.

At the gap in the hallway are the big crushing blocks. As soon as they pop out, jump to the first one, then jump to the second one and then jump to the other side of the hall where there's a save fountain. Save your game and exit the hallway.

There are two more crushing blocks to jump on. As soon as they pop out, jump to the first one, then jump to the second one. Then R-run along the left wall to reach a rope. R-run with the rope in the same direction as your last R-run and jump off at the end to reach a tree trunk. See the spiky log? Jump off in the direction of the spiky log (when it is at the bottom of its run, of course, so you don't get hit) to grab a pole.

Slide down the pole and go through the doorway, where you get to fight the Crow Master and one of shimmery enemies. Beat them, and then exit the room, along the beam that sticks out from the exit.

Jump straight ahead to a pole. Climb up it and spin around so Prince is facing the exit he came out of, then jump off to reach a platform. R-run left off this platform to reach another platform, higher than this one. Jump off this platform to reach a pole, in the same place the other pole was relative to the platform. Climb up the pole and jump off to reach a beam leading inside the building.

Fight the two shimmery enemies who are waiting for you inside, then exit the building. Prince looks around and says, "I've found the right place...but at the wrong time. I'll need to return to the past if I want to activate this tower." Crow Master makes a mean face at you from the distance.

Stupid Crow Monster. We'll show him what for. R-run along the wall (the wall with green stuff growing on it) to reach a platform. Jump from this platform to a pole. Jump from this pole to a tree trunk. Now you might think you have to jump to a pole next, but turn around so you are directly opposite that pole to see that you are actually going to jump to a bar. So slide down this trunk and jump off to the bar.

Swing from this bar to a pole. Climb up the pole and jump off in the direction of your last jump to reach a beam. Climb on it and walk to the platform. Get on the other beam on this platform, and jump to the bar. Swing from the bar to the other platform to face off against the mean old crow master.

Unfortunately, you don't get to fight the Crow Master. The Dahaka shows up, grabs the Crow Master, and knocks you to the side.

Even though he throws you aside, the Dahaka is still going to kill you. Time for a big chase sequence. If you don't run fast enough, he'll kill you! But don't worry because you can always try again.

First, R-run left to reach a ladder. Slide down the ladder and jump off it to reach a bar. Quickly swing to another bar and to another bar and to a platform.

Climb onto the next platform (go towards the wall) and head towards the corner. The floor breaks off, so R-run along the wall and you enter the building. R-run along the same wall at a gap in the floor, and at the next gap in floor, you guessed it, R-run along the wall, and you reach an exit.

Go out the exit, and R-run right along the wall to reach a ladder. Slide down the ladder and R-run left along the wall to reach an entrance to the building, directly below the exit you just came out of.

Break the barrels in your way (don't worry about breaking both, just break a barrel so you can get through because the Dahaka is still chasing you. Run forward and R-run up to the next platform. Turn the corner and R-run up either wall at the gap.

A barrel is in your way, so move towards the center of the room past the barrel and climb up and continue running. Break a barrel blocking your exit and run through the hallway.

After you make your first left turn of the hallway (when the walls stop being the same distance apart), R-run along the right wall to a rope, and continue the R-run to a platform on the opposite side.

The Dahaka gets made and breaks a wall, but the chase isn't over yet. Go down the hall and jump at the end to reach a ladder. Slide down the ladder and fall off at the end.

Run down the hall to reach a warp room. Get through the water and the Dahaka's plans of killing you are foiled. Hit the four switches in the right order, then travel back to the past.

You get a new sand tank, which is nice. More importantly, you're in the past, and if you remember, Prince found the right place at the wrong time. So now that you're at the right time, it's time to get back to the right place.

But first, save your game, because you probably don't want to do that big Dahaka chase again. Besides, there will be more chases to come.

Exit the room and head down the hallway. Two raiders are waiting for you. Climb up the ladder at the end of the hallway, then jump off to reach another ladder (this would be the ladder you slid down). Climb up to the top and jump off it.

Hey, Crow Master is back! Didn't the Dahaka kill him? Well, that was in the present, and now you're in the past, so it's okay for him to still be alive! Beat him to change that.

R-run along one of the walls to a rope, and R-run with the rope to a platform. You see your destination. Start heading right, and flip over the rail to your right. Jump off it to a bar, then swing from the bar to another bar, then swing from the bar to a platform with two raiders on it.

Kill the raiders and go through the exit to this platform, which is a boring hallway. The exit of the hallways is closed off, except for a levered door, so climb up the ladder, jump off, depress the lever and then quickly go through the door.

Go through the hallway, which has two raiders in it, then exit the room. You're back outside. Go along the ledge to the right, and at the end, jump up two ledges. Move right along this ledge and pull yourself onto the platform. Climb up the ladder to reach a platform.

You need to R-run left past the three buzzsaws. Start the R-run when the buzzsaw furthest from you is at the top of its run. Go inside the building. You've got more buzzsaws to deal with. R-run along the right wall when the buzzsaw closest to you starts going up, and jump off at the end to reach a fountain. Save your game.

R-run up the wall here and climb up. Go through the doorway to reach the garden waterworks. Yay! We're where we're supposed to be now, right? Right. All we have to do get the water flowing through the moat, and we're done with this tower!

The door shuts behind you. Kill the enemies, which are a pair of raiders and a pair of shimmery enemies on each side of the room. Kill them, and get the hidden artwork chest, near a corner of this room (directly opposite the door).

Now you have a puzzle to get the water going, but it's not too hard.

Turn the torch/lever twice in the same direction (either direction) and two things will point left now. Approach the taller of these two things (it has a thing you can climb up on at the bottom). R-run up it.

Walk onto the beam that is facing left, and jump off it to a pole. Climb up the pole and jump off it towards the crack in the wall. Move left along this, and drop down. Then R-run along left along the wall to a rope. R-run with the rope to reach a torch/lever.

Move the lever clockwise once, and two things point in that direction (the smaller one points straight at a tree). Get on the beam leading off this platform and jump forward to a platform. Get on the long beam leading off this platform, and jump off it to an archway.

Get on the other side of the archway (yes, this room is symmetrical as well), and jump from the beam on that side to the long beam of a platform. Jump off the right beam of this platform towards a lever.

Move the lever twice in any direction so two things point at the wall with circles (pipes) coming out of it. R-run left along the wall to a rope, then R-run with the rope to the circular alcove in the corner of this room.

R-run up to the ledge on this alcove, and move left across it. Jump off from it to reach a pole, then jump left off the pole to the long beam of a platform.

Jump from the long beam right at the wall with the circle/pipe. Climb up and get the hidden artwork chest. Drop down to the tiled floor and roll underneath the door.

You reach a torch. Push it clockwise, and water starts to flow. Yay! But you're not done yet! Boo! See, the platforms you moved were part of the water flow path, so you need to move them back into their proper places to get water to the moat.

But let's get a life upgrade first, okay? Climb onto the platform with plants, then R-run up the wall to see a higher platform. Climb up to it, and climb to the platform higher than that. Then go through the entranceway to find the trap-filled hallways.

Um, these trap-filled hallways are...lame. Not a lot of effort put into this one. The first hallway has spiked floors and a spiky log. That's it. Start going through when the spiky log is at the top of its run, and you'll be fine.

The next hallway has spiky floors and three spiked logs, which are running the same way. Start running when the spiky log closest to you is at the bottom of its run.

That's all the traps, so go get the life upgrade, and it is still way freaky. Now exit the hallway and get back to the torch/lever you pulled to get water flowing. Roll under the doorway again, and climb up to the platform above.

While over the circular pipe, jump to the platform with the long beam. Notice how water comes out of the long beam, so whatever direction the beam points it, that's the direction water flows.

You're going to basically retrace your steps to get back to the ground here. Jump to the pole, to the ledge in the wall, move right along the ledge, drop down, R-run right along the wall to a rope, R-run with the rope to a torch/lever.

Move the lever twice in the same direction (either direction), which gets water flowing into a pipe on the floor, so now water comes out of the small thing, but the small thing is not dropping water onto the pipe by it. Oh, gee, what a shame.

Get onto the beam and jump to a platform. Jump from the long beam on this platform to the archway. Hey, did you notice that if water was going into the platform you just jumped out of, it would flow out into the pipe leading to the moat?

Get to the other side of the archway, and some enemies come in. Get on the beam on the other side of the archway and jump forward to the platform. Jump from the left beam of this platform (towards the tree) to reach a platform with a lever/torch.

You might think you should pull the lever/torch, but it's facing the same direction as the torch opposite on the other side of the room, so it's okay. R-run along the wall to a rope, and R-run with the rope to the circular alcove in the corner.

R-run up to the ledge on the right side of the alcove, and move right along it, then jump off it to reach a column. Slide down the pole, and jump off onto a platform thing with water flowing out of it (flowing out of the wrong side, oh no!).

Kill the enemies who are waiting for you (four raiders, a shimmer), and move the torch/lever in the center of the room twice in either direction. Water will now flow freely through the pipes to the moat. We see a locked door and a chest, but we can't get to it yet. More importantly, we see that one of the bars on the door to the throne room is unlocked.

Now that we're done here, exit the room and drop down to the fountain below and save your game.

004m-The Second Tower

R-run up to get back on the platform above, then R-run along the left wall to a small circular platform in the corner. R-run along the wall past the buzzsaws when the buzzsaw closest to you is at the bottom of its run.

You reach an exit to the building, guarded by two raiders. Boy, these guys don't know when to give up, do they? Kill them and the two shimmer enemies who follow, then exit the building.

You need to R-run past those three buzzsaws again. Start the R-run when the buzzsaw closest to you has just passed being level with your platform, going down. Then slide down the ladder and drop so you're hanging off this platform. Move left across it, then drop to the ledge below.

Drop to the ledge below this one, and move left to an entrance to the building. Kill the raider who is waiting for you, then enter the hallway.

The door is one of the doors controlled by a lever, so climb up the ladder, jump off to a lever, depress it, and quickly get through the door before it closes.

Go through the hallway and kill the raiders at the end. Flip over the railway, and jump off to a pole. Swing from this pole to another pole, and swing from that pole to another railway. Flip over it, and you get to see the way to the entranceway (you're in the garden hall, in case you didn't know).

Kill the raiders who are waiting for you, and get to the area directly opposite this in the room (it's the only place here where there is partial railing, that is, there's railing, but it is not complete).

R-run along the left wall, using the break in the railing to do so. You R-run to a rope, R-run with the rope to a platform with a raider on it. Kill the raider and get the hidden artwork chest.

There's a symbol on the wall; R-run up the wall to light it, which makes a platform come out of a wall. R-run back along the wall to the rope and R-run with the rope (don't waste time by running back towards the switch and then to the platform that comes out of the wall again) to where the platform that is out of the wall is.

Run this platform and R-run up it. Then R-run up the wall and jump off to reach a pole. Move all the way to the end of this pole, the end that is touching the wall.

Swing towards the ledge on the wall, and climb up it. Move all the way to the other side of this ledge, then jump across to another ledge. Move all the way to the other side of this ledge, and jump across to another ledge. Move all the way to the other side of this ledge and drop down to the floor.

Slide down the ladder here, which must have been newly installed. Drop off this platform to the platform below, which has the Crow Master on it.

Climb down the ladder going off this platform and drop to the ground. Go through the entranceway to this room, which is the exit you're nearby and start heading down the halls. Save at the fountain if you want to, and continue going down the halls, past the area with the retractable floors you had to go slow-mo across.

When you're back inside, roll past the spinning blades to meet some enemies. These old enemies are so easy to kill now, compared to the raiders. Then go through the exit to reach the central hall.

The woman in red is waiting for you. Cut-scene time!

She says, "Oh...it's you." Prince notes that, "You seem surprised to see me..." She says, "Surprised only that you insist on prolonging the inevitable."

Prince asks, "Why...did do you help me? Over anyone else? How should I react? These things happen to other people...they don't happen at all, in fact." Okay, not really. All he says is "Why...did you help me?"

The woman says, "I...don't know. I guess half because you remind me of the Empress, or who I wish she could be." "What do you mean?" Prince asks. She says, "Like you, she knows her own fate. She's

seen it in the timeline. But where you fight it, she has submitted. She accepts it. They say knowledge is power, but I say it is a poison. Knowing the date and manner of her own death torments her. The closer it draws, the greater her pain."

Prince asks, "And you wish she would fight her fate, like me?" The woman says, "Maybe it would give her something to live for."

There is a pause, and Prince says, "You said there was only half the reason. What's the other half?" She says, "I have known my whole life that what is written in the timeline cannot be changes. Yet something inside me wants you to succeed."

Prince asks, "And do you think I will?" She says, "No. But I admire you for trying." She gives Prince a new sword.

"Thank you," he says. As she turns away, he says, "Your name...I haven't even asked you your name. I've been so..." She interrupts and says, "It's Kaileena. You should go. The hourglass is more than half empty...You should go. You haven't much time."

So now we know her name (Kaileena) and that she thinks you should go, seeing as she repeated that twice (although I think that might have just been my copy of the game messing up).

You have the lion sword, you can hold B for charged attacks. Sweet. Turn the lever/torch in the center of the room twice in any direction so it is now over the gear drawn on the floor.

Jump to the platform with the fountain on it, and R-run left off this platform and jump off at the end to reach another platform. Then R-run along the right wall to a ledge.

Jump to the ledge above (if you landed on the lower ledge), then move left along this ledge and climb to the ledge above. Move to the left end of this ledge (moving towards Kaileena) and jump off to a platform.

R-run up the wall here to reach another platform and jump to the doorway. This is a hallway with a lever activated door. Pull the lever down, then tap L to start going in slow-mo, then roll past the spinning blades and under the door.

Once past the door, R-run along the wall to get to the wall with candles (directly opposite the door). Jump back and forth between the two walls here to get to the platform above.

There are two buzzsaws in front of a ladder. The buzzsaws move back and forth, but pause for a moment when they reach the sides of the room. During one of these pauses, run past the buzzsaws to the ladder.

Climb up the ladder to the top, and move left along the ledge until you're over the buzzsaws, then jump off the ledge onto a platform. Move past two crushing blocks (which is easy) to make it to a fountain. Save your game here.

Go down the stairs and kill the three enemies here, who are way too easy now. At the end of the room, there is a ledge that is against the wall. Walk all the way along this ledge, and drop so you're

hanging from the ledge below.

Shimmy all the way left along this ledge, and drop down two ledges. Drop so you're hanging from this ledge, move right along it, and then drop to the floor.

Kill the ten enemies who are waiting for you in this open area here, and a big bad guy comes out. This guy is known as a brute. Besides from being big and nasty, he's got heavy armor, which makes him hard to kill.

Brute likes to stomp around and smash things. Fortunately, he's not too fast, so you can roll around him to avoid getting hit.

To defeat Brute, you want to hit the back of its legs, which are not too well-protected. After you hit its legs enough, it collapses onto one knee. Run up its back by pressing A while running towards it.

Now that you're on Brute's back, start pressing B to whack at its helmet. If you do this enough times, you break the helmet and Prince stabs his sword into Brute's head, killing it. A good plan is to use slow motion so you can get in as many hits as possible.

When Prince is on Brute, it will try to throw you off by grabbing you with one arm. When it starts to grab for you, quickly stop hitting Brute and move to the other side (ie. away from the arm) so it doesn't grab you.

Killing Brute opens a door and releases two more of the lame enemies to fight you. Kill them and go through the door. Inside is another door, which is shut, strangely. Get the hidden artwork chest that is to the right of the stairs leading to this door.

Head left past the door down the halls here, and you find a switch on a wall. R-run up the wall to activate the switch, which raises a platform. R-run up the platform, then R-run up the wall to a ledge. Climb on this ledge, move left along it, then climb to the platform above, which has a fountain on it. Save your game at the fountain.

004n-Clockwork and Gears

The exit to the room is right across from the fountain, on a beam leading out of the room. Prince says, "I've never seen such a large clockwork mechanism like this before. It is as if the entire tower was some tremendous machine. But to what purpose? I wonder..."

There's some sort of revolving thing blocking your way, but jump ahead anyway. If it blocks your way, you drop back onto the beam, so try and jump again.

Once you make it, you get a random look at this place, and some enemies realize you exist. Hurry up and kill the three of them.

Directly opposite of the beam you jumped to are some poles that are moving up and down, along with the clockworks. Jump to the first pole, and when it is down, jump right to another pole. Jump right to another pole, when that pole is down.

When the pole is up, jump right to another pole, and jump from that

pole to the wall. Prince lands on some wooden thing. Jump right off of it to a platform with an enemy on it.

Kill the enemy, then R-run up the wall to activate a switch, which moves the wooden thing to the left. R-run along the wall to the wooden thing, then drop so you're hanging off of it. Move left to the other side of the wooden thing, then climb up and jump off it, before it moves back to where it originally was.

When you jump off the wooden thing, you reach a bar. Swing from the bar to the corner of the room, where there is a torch/lever. Push the lever counter-clockwise, which moves the position of the bar. Jump to the bar, and swing on it.

A bar that moves up and down is ahead of you. When it is down, jump to it, then ride it up, and when it is up, jump off to a wooden railway. Flip over the railway to a platform.

A new enemy, the Spike Beast, is waiting for you. These are strange beasts that pounce on Prince. It takes about three hits to kill them. When they are about to die, they glow orange/yellow. When they do die, they don't die in the normal fashion, but instead explode, which hurts you. Get away from them when they explode.

Kill the three spike beasts, then jump up to grab the lever that is hanging over the doorway. This lifts the platform in the middle of the room up to your level. Jump to this platform and fight three more spike beasts.

On the upper/left corner of this platform (if your back is to the doorway where the lever you just pulled was) is an incomplete beam. Jump/climb up it, and get to the end of the beam closest to the pole. Then jump towards the wall.

You land on a beam sticking out of a strange structure. Climb up on it and move towards the structure, then move right along the ledge. Jump to the ledge above, and then jump so you're hanging off the ledge above. Move all the way left along this ledge, that's right, all the way, then drop down and you barely avoid plunging to your death by grabbing onto the end of this platform.

Climb onto the platform, and kill the enemy waiting for you. Get the hidden artwork chest, then climb up the ladder that is against the wall. At the top of the ladder, move right so you're hanging off the top of this strange structure, then climb up it.

Move along this strange structure to the end, ignoring the beam that sticks out to the left. Then jump towards the wall, at the ledge. Drop so you're hanging off the ledge, then move left to the end of the ledge, climb up, then jump off from the wall to a bar.

Move along the bar so you're against the wall. See the rotating thing in the corner? It stops for a bit halfway every rotation. Swing to it when it's stopped to reach the ledge on it. Stay on it while it rotates, and jump off when it stops again to reach the corner of the room, which has a torch/lever.

Push the lever clockwise once to change the rotation of some gears. Jump from this platform to a bar (it is in the direction opposite of the one the lever is pointing at). See the rotating gears? Jump to

them when they're not moving.

Ride the gears left, and on the other side (or at the second stop in the rotation), jump to a bar and swing from the bar to the corner. Step on the switch on the floor, which makes some wooden thing come towards you.

R-run left along the wall (the wall you didn't come to the corner from) towards the wooden thing and jump off at the end where you kill the spike beast. You don't have to worry about the spike beast, because Prince holds out his sword while running in a manner so that it is impossible not to kill the spike beast.

Wait a while, and the wooden thing moves back to the left. Jump towards the wall to reach a ledge, move left along the ledge and then drop down to a platform with two spike beasts on it.

Kill the spike beasts and go through the doorway to a room with a lever inside. Break the containers for sand, then R-run up the back wall and jump off to reach the lever. Pulling it raises the platform in the middle of the room to your level, again.

Get to this platform, where there are three spike beasts waiting for you. Kill them, then climb up onto the full beam that goes between two of the corners of this platform. Go onto the beam that sticks out from this beam, and jump past the rotating thing to another beam. Since it doesn't matter if you mess up the jump 'cause you land back on the beam, feel free to do the jump as many times as necessary before you make it. You can use slow-mo to help you if you need to.

Once you jump past the rotating thing, jump right to another beam. Get to the end of the beam that is against the wall and jump up to the ledge above. Move left along this ledge and jump so you are hanging off the ledge above.

Move all the way left along this ledge, past the doorway and then drop down to reach a platform with an enemy, a hidden artwork chest and two sand containers. Kill the enemy and get the sand and artwork chest. Climb back onto the ledge and move right along it, then at the doorway, climb up and go through it.

Traps ahoy! Roll past the spinning blade, and look down the next hallway. There's a crushing block in front of two spiky logs. Note how there's a ledge on the wall the crushing block is crushing into. Climb onto this ledge, timing it so you aren't crushed.

Climb to the ledge above and move right across it. At the end, drop down to the floor and move past a crushing block to a corner that leads to another hallway.

Two spiky poles are blocking your way onward. Move along the left wall past them when the pole further from you hits the rightmost part of its run.

Go down the stairs, moving past the two spiky logs when they're at the top of their runs. At the bottom of the stairs, climb up the cabinet thing against the left wall and jump to the ledge above. Move right along the ledge to hit a switch that opens a door. Drop down and go through the door.

Go down the hall to reach a fountain. Save your game and keep going down the hall to reach the mechanical pit, which is another part of the tower, I guess. The more powerful enemies make a comeback, but they are quite susceptible to your sword's new charged attack power. Kill the three of them.

R-run up the wall to hit a switch, which raises a platform, which then goes down too quickly for you to get on it. Activate slow-mo, then activate the switch and get on the platform that comes up. R-run up the wall to a rope, and R-run left with the rope to reach a platform.

Go across the bridge and kill the two enemies who are waiting for you. Head to the left and kill the two spike beasts there, then go through the archway to find some more hallway traps.

First off are is a very low spiky log in front of a crushing block. Watch these for a while to see that there is a time when the spiky log is at the top of its run, while the crushing block is retracting. When this happens, roll under the spiky log and run past the crushing block. This is kind of hard to do.

Next are two spiky logs above some stairs. When the first spiky log is going up, roll twice down the stairs. In the corner is a spinning blade. Time carefully and go past it to reach a hallway with a crushing block. Again, time carefully and go past it. Step on the switch to open a door, then go through.

This room is empty except for some empty pots. Climb the ladder on the opposite side of the room, and jump off at the top to reach a platform with a hidden artwork chest on it. Wait, I went through all that work for a hidden artwork chest, not a life upgrade?! Lame.

Jump back to the ladder and slide down, then step on the switch to open the door. Time to go back through the traps. Slip past the crushing block and spinning blade when the time is right, and roll under the two spiky logs while you're going up the stairs.

To get past the final traps, climb onto the crushing thing and jump over the spiky log. Time this so the spiky log is at the bottom of its run.

You're probably low on life now, so when you get past the archway, just go straight off the end of the platform here, and drop to the platform below, by the fountain. Go to the fountain to refill your life, then get back up to the bridge.

This time, go right instead of left. Way up above, Prince notices the Sandwraith is hanging around. "What do you want from me?" he asks. The Sandwraith doesn't answer, but instead runs off.

R-run along the wall to reach a platform. There's a water wheel in this wall, so time it so you don't run into a spoke of the water wheel when you R-run along the wall (which would mess you up).

Kill the enemies here so you can get some sand. The next water wheel is fast, so use slow-mo to R-run past it, then jump off at the end of your R-run to grab onto a pole. Climb to the bottom of the pole and jump to reach the pole near the corner.

Jump off to the pole to your right, then jump to the pole right of that. Jump from this pole to a small room in the corner with a torch/lever. Push it clockwise to make a platform in the distance go up and down continuously.

R-run along the wall to the platform when it is down, and ride it up. When it is at the top, R-run in the direction opposite of your last R-run to reach two close-together walls. Jump from wall to wall (there is no break in between your R-run and the jumping) to reach the top of them, and climb onto top of the left wall.

Get to the end of this platform, killing the spike beast that is waiting for you. Break the hidden artwork chest at the end of this platform, then turn around and go back to the two close-together walls. Jump over the gap into the small room there.

A Brute shows up. Kill it, then grab a secondary weapon from one of the secondary weapon stands (in case you don't have a secondary weapon already). Get the artwork chest that's hiding behind a wall there, then exit through the doorway to this room that has a retractable gate at the top of it (the gate is already retracted, thanks to the Sandwraith, I believe).

R-run along the wall here, and Prince kills the spike beast waiting for him with the secondary weapon, so you get to a rope with no trouble. Run towards the corner and jump off to reach a small pit of water (where all the water for the water wheels you went past earlier comes from). Take a drink of the water to refill your life.

Flip over the railing to the main part of the waterway. Roll under the paddles that swing towards you, and move along the waterway. At the middle part of the waterway, flip over the railing to reach a lever. Jump up to pull it down and open a door.

Get back on the waterway and keep going past the paddles to the end, where a pole is hanging out from the wall. Jump up to grab ahold of it, then swing away from the waterway to reach another pole. Swing on this one in the same direction to reach the platform with the door you just opened.

Kill the enemies waiting for you, and go through the doorway to find more traps. Dang. Run along the left hand wall over the spiked floor (you also avoid a spiky pole, which is on the right hand side). Turn right and go past another spiked floor.

Turn left and the hallway floor goes away. There are buzzsaws on the wall here; R-run past the first buzzsaw when it passes you, heading up. You reach a rope, run off it past the second buzzsaw when it passes you, heading down (this happens every third swing or so).

The next hall has a spiky pole, crushing block and spiky pole that go slow, so you can simply go on past them without much trouble. Past them is a crushing block and a spiky log that doesn't move. Climb on the crushing block and jump forward over the spiky log. Then dodge past the next crushing block and spiky pole to finish the hallway.

The next (and last, yay!) hallway has two spiky logs. R-run along the wall past them when they pass each other, then go through the water doorway to reach another time warp room. Cool! Set off the four switches in the right order to get to the present.

You learn a move called "Ravages of Time", which lets you win fights easily. Block with R, then tap L to use it. Unfortunately, you won't get to do so any time soon. Save your game, then go back to the trap-filled halls.

One of the two spiky logs is now broken, so R-run along the wall past them when they pass each other, when the non-broken spiky log is heading upwards. Turn left. The spiky log in this hall now completely blocks your way. Climb onto the crushing block, then R-run along the left wall to pass over it (keep moving when the run is over, though, to avoid the second crushing block).

Dodge past the next two spiky poles and crushing block, which is no big problem and turn right to reach the hallway with a buzzsaw. R-run along the left wall past the buzzsaw to reach a rope. Don't run on the rope, but instead jump off to a ledge on the other side of the wall.

Drop so you are hanging off of this ledge, then move left across it to the other end of the hall. Go past the two easy hallways here to reach the mechanical pit again.

It appears the door you have to go through is the one that had the secret chest inside (the one that was extremely well protected). And you're as far away from it as possible! Yay!!! Kill the enemies here, then hang on the end of this platform (do this before the spike beasts come, as they don't harm you when you're hanging off the end of this platform).

Locate the banner, and slide down it to land on a platform. Does it look familiar? R-run towards the corner, timing it so the slow-moving water wheel doesn't impede your progress. Jump off at the end of the R-run to reach a pole.

Jump from pole to pole here, and then jump to the torch/lever. The platform you activated in the past is still going up and down continuously. R-run to it when it's down, ride it up, and R-run to the two close-together walls. Jump from wall to wall, and get on top of the right wall to enter the room where you fought a Brute.

Hmmm...the exit is boarded up. Who did that, I wonder? Kill the various enemies here to get spike beasts to show up. Have one of them explode by the boarded-up exit to blow away all the boards.

You're probably hurting by now, so it's time to refill your life. Head up the stairs in this room to see a small hallway. Drop down to find the floor is full of water. Drink from to refill your life. Notice that there's a blueish crack in one of the walls, almost as if there is a hidden item hiding there...

Hidden item or not, we can't break walls by ourselves yet, so climb out of the water and go through the doorway that was opened by the exploding spike beast. R-run along the left wall to a rope, and R-run with it to the corner. Jump off near the end to reach the waterway.

Flip over the railing to be in the waterway. Roll under the paddle, and jump across the gap in the waterway. Roll under the next paddle to reach the middle part of the waterway. Jump to the platform where

the lever was (and where an enemy is).

Drop off the right hand side of this platform to land on a ledge. Move right along the ledge, then drop down two ledges to another platform with an enemy on it. This is where the bridge was. Kill the enemy, and jump over the gap in the bridge (or, towards the waterway if you don't remember the bridge).

Kill the enemy here, and jump over the gap in the floor. Head to the doorway and go through it. The traps are broken, and a Shadow is waiting for you. Kill it and go through the hallway.

The spiky logs over the stairs on the next hallway aren't working too well, so roll under them easily. Go down the next empty hall and step on the switch to open the door.

Go through the door. Hey, this room is working now! There are enemies here, but you don't have to fight them if you don't want to. Climb up the ladder on the opposite side of the wall.

Jump off when the hole in the rotating ceiling comes around, and you reach the next level of this rotating room. R-run up the left wall and jump up until you're standing on the wooden ledge.

There's a wooden ledge on the pole in the center of the room. Jump to that ledge when you can. Then jump to the ledge on the right wall and climb to the wooden ledge.

Jump to the wooden ledge onto the rotating pole in the center of the room when you can. Jump to the ledge above that, and move left or right so you're on the other side of the spinning pole. Jump up to the ledge through the hole in the floor, and move right, then climb up to the next level of the rotating room.

R-run up the right wall and jump to the grate. Jump off it to the ledge on the pole in the middle of the room when you can. Jump to ledge on the left hand wall when you can, and jump up so you're hanging off of the grate.

Jump to the ledge on the pole in the middle of the room. Jump to the switch to open the door, and jump back off of it to the pole in the middle of the room. Then jump through the now-open doorway to get out of this boring room.

There's a fountain here, so save your game. Go up the stairs to the small room. Kill the enemies here, and spike beasts show up. Use them to blow up the wall on the right, the wall that is not solid. When you do, Prince goes through to the Mechanical Tower's Activation Room. All right! All we need to do is start the tower and...oh, crap. Everything's broken.

Prince says, "This machine...it must activate the mechanical tower. I need to find a portal and hope that whatever disaster befell this place has not yet come to pass!" Prince conveniently notices the exit that leads to a portal.

You're on a stone platform. Head to the wall and jump back and forth between the two stone walls to reach a platform with enemies, and what appears to be a broken weight (you know, like the kind that hang off of cuckoo clocks that you have to reset every day or so). Sadly,

the Mini-Bitches are back. Damn!

Kill all of the enemies, then R-run up the wall to the right (the one with a wooden checkerboard pattern). Turn around and jump onto the big stone weight.

Look around to see what looks like yellowish trees growing through the wall. Jump to them to reach some ledges. Climb up them to the top, where you reach a triangular corner.

R-run along the left wall to reach another triangular corner, then R-run along the left wall again to reach a ladder. Climb up the ladder and kill the enemies who are waiting for you.

Flip over the only railing in this area here and drop to the ledge below. Move all the way left along this ledge, then jump off to a platform.

Mini-Bitches drop down, but you don't want to fight them, do you? Just get to the ladder (facing the ledge you just jumped from) and climb down it. Flip around on the ladder and jump to the bar, timing it so the moving clock gear doesn't block you.

Jump left, to the platform there. R-run along the right hand wall, timing it so the buzzsaws don't hurt you. Using slow-mo is the easiest way to do this, but if you're out of sand, you can do it when the closest buzzsaw is going down to reach a rope.

Run to the corner, and jump off at the end to reach a ledge. Climb up it, then R-run along the wall to a corner of the activation room. Climb down the ladder and drop to the floor. Kill the enemies who are here, waiting for you. Try out the new Ravages of Time move (R, then tap L) during this fight. Holy crap! Prince becomes a killing machine with this move!

Kill the enemies, then R-run up the wall on the right with the checkerboard wooden pattern. R-run up the wall here to a ledge for you to hang off of.

Move all the way left along this ledge, then jump off to another ledge. Drop down to the ledge below, and move all the way left along this ledge. Drop down again to reach the platform with the exit that Prince noticed earlier.

As Prince heads towards the doorway, the Dahaka shows up. NOOOO!!! R-run along the left wall, then along the right hand wall to a rope, and run along the wall with the rope. Then make an extreme left turn through a conveniently-placed wall of water.

The Dahaka doesn't leave, though. R-run up the wall to press the switch, which makes a wall pop out. Jump back and forth between the two walls, and go through the hallway on top of the wall on the left.

Kill the enemies who are waiting for you, or just run past them and jump off the end of this platform to another one just like it. The Dahaka resumes its chase. Run down the hallway, and R-run along the left hand wall to a rope. Run with the rope to the other side of the room and turn left.

R-run along the right hand wall here to reach a time warp room. Yes!

Go through the water doorway to safety. Activate the panels, and go to the past. You get a new sand tank for your trouble, yes! Save your game at a fountain here.

Okay, there can't be THAT much left to do (guess again). R-run along the left wall when the spiky log passes you while going down. That way, when you reach the other end of the hallway, you pass the spiky pole there.

Move past the spinning blade, and roll through the hole in the wall. Roll past the spinning blade in the corner to reach the hallway with buzzsaws. R-run past the first buzzsaw when it passes you, going up. You reach a rope.

Run with the rope, and R-run along the wall past the second buzzsaw while it is going up. Kill the spike beasts here, and roll through the hole in the wall. At the end of the platform here, jump across the gap to the other side of the room where some enemies are waiting.

Kill the enemies (is it just me, or are they getting harder to beat?) and get to the end of this hallway. This is where you jumped between the two walls, but now they're not close together. Jump back and forth between them anyway, with the result of you landing on the ground.

Kill the enemies waiting for you, then R-run along the left wall to a rope. Run with the rope to an area with MORE enemies to fight. You can step on the switch to activate the spikes, which will kill the enemies if they step on them.

Kill the enemies, then R-run along the wall to the main part of the Activation Room. The Prince says, "Excellent. It seems to be in much better condition this time around. Now how do I get it working?"

There's a Brute in this room, who throws Spike Beasts at you, which explode when they land. What a pain. A bigger pain is the three enemies who you have to fight. Kill them.

Now, the game focuses on a doorway that's in bad shape. What you have to do is hang around here, until the Brute throws a Spike Beast there, then dodge. The explosion should open the door, which leads to a room with a switch and a fountain. Save your game here.

Time for a life extension. Head to the left of the big doorway of this room. You'll notice the wall is somewhat cracked. Have the Brute blow it up with a Spike Beast, and then enter the hallway.

Move past the two crushing blocks in this hallway with ease. The next hallway has a spiked floor and spiky logs. You can use slow-mo here to good effect (or not). Start running when the spiky log by you is at the bottom of its run, then roll under it and the other spiky logs when you get to them.

The next hallway has an assortment of crushing blocks. Climb onto the first crushing block, and onto the second one. R-run along the wall and run to the end of the hallway.

On the next hallway, R-run up the wall (the one you just R-ran along) and jump off onto a crushing block (you'll have to time this, of course). R-run along the right hand wall then, and you reach the end

of the hallway, where Prince puts his medallion in the door, becomes possessed, and gains the life upgrade.

Head back to the fountain and save your game. Then jump up to pull down the lever in this room. A platform lowers nearby. R-run along the wall, past a water wheel (time it so you don't get hit by a spoke; you may need to use slow-mo to do this) to get to the platform. From it, climb up to the next platform.

Fall off the other end of the platform to an area with some enemies. Kill them, then climb up the ladder. Jump off the ladder to the stone weight, which is still working now. The Brute throws a Spike Beast at the stone weight, breaking it. So that's how they got destroyed in the present. Hm.

Move along the weight and jump off to reach a triangle corner, like the ones you were in earlier (the same one you were in earlier, as a matter of fact). R-run left to the other triangle corner, then R-run left again to the ladder.

Climb up the ladder, and go up the stairs. Rotate the torch/lever a full rotation to move a gear away from the wall and lower a platform. Note the wall here: it has portions that move up and down. When the one close to you is down, R-run across it to the lowered platform. When the next portion is down, R-run across it to reach the corner.

There are gears below. Drop to them. The gears rotate, so if you stay on one too long, you'll hit the wall and get crushed. So drop to a gear below that, and ride it to the right. Before you get crushed by the wall, drop down to the pole below you.

Swing from pole to pole and swing off the last pole to just barely grab onto the ledge in the corner. Move right along it, then jump off to a pole. Drop to the pole below, and swing off it away from the wall (towards a second weight).

Drop to the platform under the weight. Kill the enemies there, then climb up the ladder. Jump off it to the weight, and wait (ha ha!) for the Brute to break it by throwing a Spike Beast at you.

Then move along the weight and jump off towards the triangular corner (not the one above the ladder). R-run right off it to another triangular corner, and R-run right off that to a ladder. Climb up it and rotate the lever/torch a full rotation.

Another gear pops out of the wall, with a platform. Kill the spike beasts who show up, then R-run along the wall, when the moving parts of the wall are down so you can run across them. You reach a corner, which has another torch/lever.

Pull this torch/lever a full rotation, to make another gear pop out. R-run to it, then flip through the window in the wall here. Get the hidden artwork chest, then jump off to the platform on the right. Kill the enemy waiting for you and go down the ladder.

At the bottom of the ladder, drop down. R-run along the left wall here, and hang off this platform. Move all the way right along this platform, and drop down. R-run along the left wall here to reach a platform with a hidden artwork chest.

You're right near the Brute, in case you didn't notice. Drop down to the floor, and you're right back where you started, except there's a bridge leading to the Brute now. Where did that come from? No matter, walk across it and the Brute comes to fight you.

Kill the Brute like the other ones, you know, using slow-mo when you're on its head to kill it as fast as possible. When it dies, the platform you're on rises, letting you reach the area where the Brute threw his unending supply of Spike Beasts.

Head to the wall with gears. R-run up the right wall and jump off to reach a pole. Swing off the pole away from the wall to reach a bar. Jump from this bar to a pole, timing it so the clock gear doesn't get in the way.

Swing from the pole to the wall, then jump off the wall to another pole. Swing from the pole to a bar. Move to the right end of the bar, then jump to the ladder, timing it so the gear doesn't get in your way.

Flip to the other side of the ladder, then climb up it. There's a lever to pull on this platform, so R-run up the wall and jump off to get it. A bridge appears leading to the middle of the room. Go across the bridge and kill the Spike Beasts there. Push the torch/lever all the way to get the clock gears moving.

Yay! You activated the tower, opening the door! Check the map to see that your new objective is to go to the hourglass chamber, where you will beat the game! (Ignore the fact that there is a lot of unexplored area left, I'm SURE that it doesn't mean you aren't close to beating the game).

Prince says, "I feel my time runs short! While I rush about activating towers, no doubt the Empress is busy creating the sands!"

Go back across the bridge, and through the now-open doorway. At the end of it, turn right. R-run along the left wall, timing it so the spokes of the water wheel don't hit you. Then go up the stairs and R-run along the right wall, timing it so the spokes of the water wheel don't hit you. Jump off at the end of your R-run to reach a staircase.

Go down the stairs here, and kill the enemies waiting for you at the bottom. Then get to the end of this hallway, and hang off the ledge.

Drop and slide down the banner below. At the end, jump off and slide down another banner. At the end of that, jump off and slide down a third banner to the ground. Go down the stairs and reach another hallway.

More banner sliding awaits you at the end of the hallway. Slide down the banner, jump off to the next banner, then slide down it to the ground.

You're back near the bottom of the mechanical tower. Head to the big main room, and jump to the platform in the middle of the room. Slide down the ladder here, and drop to the platform below.

Get on the beam leading off of this platform, the one that is right by the big rotating thing that I talked about at the beginning of

this section. Jump from the beam towards the rotating thing, in hopes that you will jump past it to another beam (keep trying this jump until you make it).

Save your game at the fountain, and breathe a sigh of relief, because we are finally going to start the next section.

004o-The Door is Open

Head right, and drop to the ledge below. Drop from this ledge to the floor, and head through the halls here to where you fought your first Brute.

The Brute is back, apparently, so kill it. Break all the jars here for sand, then go the area to the left. R-run up the wall to a ledge, then move left along the ledge and climb up a few ledges. Move right along this ledge, then climb up to the ledge above. Move right along this ledge to a platform with some of the old enemies on it. Remember these guys? They're super easy to kill now. Kill them and then head up the staircase.

Save your game at the fountain at the top of the stairs. Move past the two crushing blocks in the hallway. Jump to the ledge on the far wall and move right along it to reach the ladder. Slide down the ladder (not all the way) and jump off it (you jump over the buzzsaws).

R-run along the right wall here to a banner, then slide down it. Pull the lever in this room, then activate slow-mo and get through the door before it closes. Get past the spinning blades and head to the main hall. Jump to the rock facing the doorway.

Drop down to the rock on your left, and drop to the rock right of that. You're on the main platform now, and a cutscene ensues.

The Dahaka shows up. Prince says, "The Dahaka! It has learned to find me in the past!" The Dahaka isn't alone, though. The Sandwraith also shows up, blocking your exit, the jerk!

"I don't have time for this!" Prince says, and dodges past the Sandwraith. The Dahaka eats the Sandwraith instead of the Prince, and then goes away. Weird.

Jump to the platform where the Dahaka landed (the one with the water fountain on it) and save your game at the water fountain.

004p-The Empress

It's time to get to the hourglass room, which you've done from here before. I'm going to copy/paste my instructions from then, okay? Okay.

Go up the stairs. Some spiky logs block the next set of stairs; simply go past them when they're at the top of their runs. Roll past the spinning blade at the top of the stairs and turn right.

There are spiky logs going up and down the walls here. R-run across the left wall, timing it so you don't get hit by the spiky logs (just

start running when the two spiky logs are at the same level and you'll be fine).

Roll past a spinning blade and go up a flight of stairs...in this next area, spiky logs are activated by you stepping on the gray tile. Do so, and then R-run along the left wall and jump off to reach the area with the spiky logs.

There are two ledges here. Climb onto the top one and move left along it. A spiky log gets in the way. So what you have to do is drop down so you're hanging off this ledge and move left all the way to safety. The problem is the other spiky log might hurt you, so time your run carefully (ie. do it when the other spiky log is to your right).

Okay, almost done. Roll past two spinning blades, go up the stairs, and roll past another spinning blade.

Climb up the ladder and then jump off it to reach some sort of lever thing. Drop down so you're hanging off of it. When the lever thing reaches the bottom, the door to the throne room opens. Drop down and run at the door, rolling underneath it to get past it before it closes.

Prince heads to the hourglass. Kaileena walks up to be beside him. "Time is running low," he says. "You ready?"

As they move away, Prince says, "I've been thinking Kaileena...there is little for you on this island. And there will be less still once I've stood before your mistress. Come with me to Babylon! You'll have a chance to begin a new life, free from the evils of this place!"

Kaileena looks somewhat sad as she says, "I am sorry, Prince, but I cannot take you up on your offer." She walks off, presumably to take lessons on how to lose her accent, while Prince stares menacingly at her.

Okay, that was weird. Save your game here, then head through the now open door leading to the throne room. It's empty, except for Kaileena. "Where is the Empress? Where are the sands?" Prince asks.

Kaileena pulls a lever, making a door fall behind Prince, blocking the exit. "What are you doing?" Prince asks. "You've trapped us in here!"

Kaileena says, "I am sorry, Prince. But only one of us can cheat fate today!" She then grabs a pair of dual blades, and it dawns on Prince. "You...ARE the Empress!" he says.

Kaileena then gets mean. "I told you to leave," she says. "And yet you kept coming back. I began to wonder. If you could change your fate, perhaps I could change mine!"

Now you start a boss fight, against Kaileena. It's not too hard, luckily. She has two basic attacks: rising into the air and reappearing behind you, and then kicking you in the back. To dodge this, do a back flip (or a roll). The other move is to wave her swords around a lot. She stops waving her swords around after her last swing of the sword, near Prince's ankles.

All you have to do is run at her when she's not swinging her swords, and do an A vault over her, followed by two B-hits, then backing away and waiting for her to do another round of sword swinging before doing that attack again. It's slow, but dependable.

The main benefit of this strategy is that you avoid the big problem with Kaileena: she does unfair amounts of damage. That's the way it has to be in this game, because you can block all of her attacks, so the fight can't be hard because you have to dodge her attacks, so it has to be hard because she does way too much damage than she should.

So stick with my plan of action, which involves as little contact with her as possible. You can speed things up by making things slow-mo when you attack her, but that tends to result in her blocking your attacks.

When she loses a quarter of her life, she floats into the air on a cloud of sand and summons two creatures to kill you. They don't attack often, and you kill them by vaulting over them and hitting them a few times. Take advantage of this lull in the action to find and open the two hidden artwork chests in this room.

The fight resumes when you kill the two summoned creatures, and I recomend that you pick up the swords they leave behind and throw them at Kaileena to hurt her. Did I mention the summoned creatures leave sand behind when you kill them? No? Well, they leave sand behind when you kill them.

When you get Kaileena down to half of her health, she says, "I had hoped the Dahaka would kill you...I had hoped Shahdee would keep you from the island, or that the towers would finish you off...I even cursed the sword I gave you and yet you DID NOT DIE!!!"

Prince kicks her to the floor and asks, "Why would you do this?" She says, "I already told you...I have foreseen my future: to die at your hands. But like you, I've decided to change it!" The fight then resumes.

From now on, when Kaileena does her kick attack, she does it multiple times in a row, so be prepared to dodge as long as she hasn't landed on the ground yet. When she is down to one-fourth health, she summons the two creatures again.

When you finish her, Prince says, "I mean you no harm, Kaileena...but I must finish this!" The two of them collide, and she comes off the worse.

"You are a FOOL, Prince," she says. "No matter what you do, you still fail! Just as I have tried, and I just as I have failed!" She then falls to her side and dies.

"I am sorry, Kaileena," Prince says. Kaileena then explodes in a burst of sand (um...okay...) and the throne room falls to pieces. Prince realizes, "I must return to the present!" You are then given the option to save the game. Do so.

004q-The Long Way Home

Prince is outside of the castle, heading home. "Despite all the

warnings that I would fail, I have vanquished the Empress and prevented the creation of the sands of time," he thinks. "I have defeated the Dahaka, and fate itself!"

Prince looks around. Nothing is there. "It's time to find a way off this rock," he says.

Some familiar footsteps approach. It's the Dahaka! "No! No no no!" Prince says, as the Dahaka picks him up, and throws him inside the island.

Time to start running. Head down the hallway, and jump over the gap in the floor. At the next two gaps, R-run along the left wall to get across. At the next gap, jump to the bar and swing forward to another bar. Swing forward from this bar to the other end of the gap.

The floor breaks ahead of you. R-run along the left wall, and you hit a now-revealed switch, opening a now-revealed door. You reach a rope, R-run with it away from the Dahaka, towards the door. Roll under the door, which is too small for the Dahaka to get through.

Prince now has some quiet time. "What is this?!" he asks. "I saw the Empress die! She never created the sands! There should be no Dahaka..." Debris falls from the ceiling, as the Dahaka tries to enter, and then it stops. "...And yet it still pursues me," Prince continues. "What has gone wrong?" Prince remembers Kaileena's death, particularly her exploding into sand. Sand...did she explode into the Sands of Time or something? I guess that must be it, because that means since Prince killed her, he sorta created the Sands of Time!

Prince is now depressed. "I am...the architect of my own destruction," he says, slumping to the ground. "So this is it. What is written in the timeline cannot be changed." Meanwhile, the Dahaka pounds on the ceiling.

"Come for me, then!" Prince angrily tells the Dahaka. The Dahaka then goes away for some reason. Prince is left alone to be a Gloomy Gus. "In my quest to destroy the sands of time, I have been the one to create them," he says.

For some reason, the writing on the wall lights up, and Prince reads it. "Let all who read this know the courage and valor of those who fought and fell for the maharajah. We sought the power of the sands of time. Most found death, myself among them...but the mask of the wraith gave me a second change, to travel back in time and change my fate."

"This mural shows the impossible!" Prince says. "But the mask of the wraith gave me a second chance, to travel back in time and change my fate," Prince rereads. "There may still be hope," he says.

The Dahaka starts pounding on the wall. Prince, now that he's figured out what to do next (get the mask of the wraith so he can travel back in time and change his fate), yells, "You had your chance to take me! You won't get another!"

You regain control of the Prince now. Get the hidden artwork chest in this room and then head down the hallway that the stairs lead to.

At the end of the hallway, the Dahaka shows up again.

Trun left and R-run along the right wall, and jump off at the end of your run. Break the barrels blocking your way, and R-run along the wall at the end of this platform to reach a bar.

Swing from bar to bar here, and after the third one you reach a high platform. R-run along the right wall to the rope that you can see, then R-run from the rope away from the Dahaka, jumping off at the end of your run.

Run down this platform and break the barrel against the right wall that is in your way. R-run along the wall and jump off near the corner to reach a platform. Run to the end of the platform and jump off towards the level.

Prince pulls the lever by landing on it, and it creates a waterfall. Yes! Swing forward through the water to safety. Hey, the Dahaka doesn't go away! He still hangs around. Odd...

R-run right, to the platform with a big...block? Pull it out, and the platform lowers. Prince notices some more blocks like that, and stairs leading to an exit.

Drop to the ground. Hey, this is the same chamber you were in a little while ago! The one with the walls that talked about the mask of the wraith. Only the tomb is elevated, now. Hm.

Head back up the stairs. You have to turn right instead of going straight due to some rubble. R-run along the left wall over the gap and the Dahaka comes back! Oh, so THAT'S why it didn't go away; it still wants to kill you!

R-run along the left wall and jump off to reach a pole with a lantern on it. Swing from this to another pole, and from that pole to a platform. Jump across the next gap between the two platforms and go right. Jump to the lever to release another waterfall, and swing through the waterfall to safety.

The Dahaka doesn't go away again, which probably means it will chase you again. No matter. To the left of the waterfall (if you're facing the waterfall) is the block you need to pull.

R-run up to the ledge left of the waterfall. Move left along it, then jump up two ledges. Move left along this ledge, then drop down to be on the platform with the block. Pull it out, and the platform you're on lowers. Hmm...it looks like the tomb goes higher when you do this. I'll bet it goes even higher when you pull the third block.

Head up the stairs again, and go to the right. R-run along the gap and the Dahaka comes by again. R-run along the left wall and swing across the two poles to the platform again. Jump the gap between the next two platforms, and this time head left.

Roll through the hole in the rubble and run down the hallway. R-run along the right wall to a rope, R-run off of the rope to a bar and swing from the bar to a platform. Turn left around the corner, and you're by some walls that are close together. Jump from wall to wall upwards until you're on top of one of them.

The Dahaka is still chasing you, so run away. Roll through the hole in some more rubble, and jump up from wall to wall again. At the top, R-run along the right wall. Run from the rope you come to, and run from the next rope you come to. Swing from the bar you come to, and swing from the next bar to a platform.

Jump over the next gap, then R-run along the left wall and jump off to grab onto a banner. Slide down it, then go right around the corner, rolling through the hole in the rubble.

R-run along the left wall and jump off to a platform. Run down this platform, turning the corner and rolling through the hole in the rubble. The lever! Jump to it to make a waterfall and swing through it for safety.

Phew! That was quite a chase! R-run up the wall to the ledge that is left of the waterfall and move across it to the platform with the third block. Pull it out and the tomb gets as high as it can. Ledges then appear on the tomb, and we see an exit.

Well, what are we waiting for? Let's get out of here and, what's our objective again? Find the mask of the wraith, right! The map screen says you want to leave the island, but it's lying.

Drop to the floor. There are two sides of the tomb that have ledges for you to climb onto from the floor. Climb the side that is not directly opposite of the stairs, and climb up the ledges to the top of the tomb.

See the waterfall? Jump towards it to reach a bar, then swing from the bar through the waterfall. The Dahaka shows up, again, to be thwarted by the waterfall. It finally goes away.

Get the hidden artwork chest in this hallway and save your game at the fountain.

004r-You Cannot Change Your Fate

You cannot change your fate...You know, it's funny. The back of the box the game comes in says "One fate...a million ways to defy it". And yet the game is always talking about how it is impossible to change your fate.

Anyway, head down the hallway and turn right at the corner. R-run along the right wall to a bar. Walk along the bar to a platform with two enemies on it. Kill them. It's not so easy, because Prince's sword is now a little stub. You're better off tossing them into the bottomless pits around here. Or, just use Y-attacks in general while fighting.

After you kill them, R-run along the left wall to a bar, and move from the bar to a platform with two enemies on it. Kill them, then drop so you're hanging off the end of this platform. Move left along the ledge, moving across the wall and onto a bar.

Climb onto the bar and jump forward towards another bar. Head on the right part of the bar and jump to the next bar. Move along this bar to a platform with four enemies. No fair! Prince's sword sucks! Smack them around with a secondary weapon or something.

Find the ladder hanging on the left wall, and R-run up to it. Climb up the ladder, and at the top, jump off to another ladder. Climb up this ladder, and jump off to a ledge. Move right along this ledge and get up. Prince is now in a new area.

Checking the map, it says that Prince is now in...prison? Why does the Island of Time have a prison? No matter. More importantly, the map says that your new objective is to get to the throne room in the past.

Prince sees a sword, and says, "A sword...now how do I reach it?" We'll find out soon enough, but for now you should save your game at the fountain.

004s-A Throne and a Mask

Head down the hallway, and you've got more enemies to fight, including the newest, toughest mini-Bitch. Oh, joy. Let's not fight them, okay? Just go right and head through the doorway to the bar.

Climb out on the bar. Take the first left, and one of the mini-Bitches tries to trip you. Just do a A + B attack to stop her. Head down the bar, and another one appears. Kill it, and head down the bar to a platform.

Head down the bar coming off of this platform. At then, part of it falls off, so you have to jump forward to another bar. Head straight down the bar to a platform, and a mini-Bitch drops onto a platform nearby.

R-run to the mini-Bitch. Press B in the middle of your run to hit the mini-Bitch, because she runs at you. Then R-run left along the wall to a big door. R-run left again, to a banner. Slide down it, then jump off at the bottom to reach another banner. Slide down this one, and Prince lands on the ground.

Now Prince is at the new sword we saw. The Dahaka shows up and knocks it aside. DAMN! Run down the hall and turn left, going down the stairs. Turn right at the bottom, and R-run along the left wall.

Run down the hallway, dodging the barrels in the way. Turn right and go down some more stairs. Turn left at the bottom, and R-run along the right wall. Hey, a time-warp room! Go into the warp room to get rid of the Dahaka.

Activate the switches and go back to the past. You get a new power: the wind of fate! It's the same as the breath of fate (press and hold L while blocking with R), but it's more powerful.

Save your game at the fountain, then exit the time-warp room. Let's see if the new sword is still around in the past. Uh oh, there are traps in the past. Dang.

R-run along the left wall when the spiky poles are moving towards you, and go up the stairs to your right. Roll under the spinning blade in the way and go up the stairs to the left.

There are a lot of buzzsaws on the stairs here. They're in pairs,

and not to hard to get past. All you have to do is move forward along the right wall when the buzzsaw farther from you moves left. Get past the buzzsaws, and the next area has a spiky log and crushing block.

Hang off the end of the platform here. Jump to the crushing block, then hang off the other side of the crushing block. Jump from here to the other side of the gap. Time this so the spiky log doesn't hit you.

Head up the stairs here, and at the top, move diagonally up and left past the buzzsaws. Then turn to look at the spiky poles. The one on the left moves left and right, and when it is left, there's enough room for you to pass. So run through the spiky poles when the one on the left is left (and when the buzzsaws aren't there to hit you, of course).

Step on the switch on the floor to open the door. Head inside to the new sword. It's the Scorpion Sword, able to break through walls! No more using Spike Beasts to blow up walls. Prince says, "Good, good, this should make things easier."

Head through the only exit to this room to find that it is not an exit at all. Instead, it's a little trap thing. A bunch of enemies jump down through the ceiling. Kill all fourteen of them (it's easier than it used to be) and a doorway opens.

Go through this door to a hallway. Go down it, and move past the spiky pole when it is on the left part of its run. Roll under the spiky log when it is at the top of its run to reach...a dead end.

Or is it? Use the charged attack (hold onto B) to break the wall. In this room, there is a switch that opens a door as long as something is on it. Well, you can't go through the door and stay on the switch at the same time. So instead, pull the torch/lever at the top of the stairs there.

Enemies come into the room, new ones that are harder to kill. Spin around the poles in the middle of the room to take care of them. Kill them to open a door with a hidden artwork chest inside.

Head through the open door with a crate inside, then pull it out with R and put it on the switch. Go through the door that opens and jump to the ladder. Slide down it to find some enemies. Kill them.

There are some moving blades coming out of the walls here. Use slow-mo to slow them down, then roll past them. Then roll past a spinning blade.

Next, there are spinning blades coupled with buzzsaws. Dodge past when the buzzsaws are on the other side, of course, and you end up near another breakable wall. Break it.

In this room, stepping on the switch makes spikes pop up of a certain area. Interesting. Pull the torch/lever to let enemies in. You can try to kill them with the spikes if you want.

Head into the room on the right and R-run up the wall to activate the switch. This opens the door to the room, but you can't get through it. So instead, activate slow-mo and then hit the switch and get

through the door.

Kill the enemies in here, swinging around the pole if you want to. Get the hidden artwork chest in one of the small rooms and push the torch in the small corridor. It shuts the way behind you, and opens the way ahead of you.

Save your game at the fountain, then R-run along the wall here. Jump back and forth between the two close-together walls and at the top, you reach the room where you got the Scorpion Sword.

A Brute (called Thrall because it's a boss) comes out. This guy reacts faster than the other Brutes, so you have to dodge more often. When you hurt it enough, it bends down and you can climb on its back. Immediately use slow-mo and beat the crap out of it. When slow-mo stops, start it again immediately, and that's enough to kill Thrall.

A ladder falls down from the ceiling. Climb up it (it's in the big room that Thrall entered from) and jump off at the top. Get the hidden artwork chest in this room, then R-run up the wall to activate the switch, and go through the door.

Kill the enemies who are waiting for you. There are two breakable walls here. One is covered with boards, and the other is just weak stones. Break them both. There's a switch on the wall past one of them.

Go in slow-mo, then R-run up the wall to activate the switch. Run to the other wall you broke and go through the now-open door. This is a hallway heading to a life upgrade. Head up the stairs, rolling past the spiky logs when they're at the top of their run.

Turn left. The next hallway has a spiked floor, moving blades, and two spiky poles at the end. When the two spiky poles are at the left part of their run, run through, rolling under the moving blades when they come for you, and exiting through the doorway right of the spiky poles.

The next hallway is the same as the last with a different spiky pole setup. When the spiky poles are moving away from you, start your run (rolling under the moving blades) and dodge into the safe area left of the spiky poles.

Look around, and you'll see stairs, with spiky poles on either side. Dodge past the spiky poles to get to the stairs. Roll under the two spiky logs on the stairs, and at the top, turn left. Get to the wall for the life upgrade. As you might expect, Prince still looks possessed when this happens because his pupils disappear.

Head back through the empty hallways, and at the end, step on the switch to open the door and head back to the big room with columns surrounding a hole in the middle of the floor.

Go through the big open door (on one of the shorter sides of the room) and follow through the room. Hey, it's a dead end! No place to go but up. R-run up the wall (near one of the corners) and jump off to reach a beam.

Jump at the wall to a ledge. Jump off the ledge to a beam. Jump from the beam towards the other wall to a ledge. Jump off the wall

from this ledge to a beam. Walk along this ledge to a room with a water fountain. Save your game.

You might not like this, but there's more beams to climb. R-run up the wall opposite of the fountain and jump off to a beam. Move down the beam to the side with a beam above it. Jump to the wall and off it to land on this beam.

Jump to the other beam, and head to the other side of the beam. Jump to the wall and back again to reach another beam. Head off this beam to a room. Head through it and kill the mini-Bitches in your way.

You're in the library, and you see your far-off destination as Prince says, "Kaileena's library. What knowledge must be contained within! I suspect there is much she could have taught me, had things gone another way."

For a library, it's rather dangerous. The tough bad guys are everywhere. It's a wonder that the toughest bad guys come last, when Kaileena could have better protected her palace by sending them first.

Anyway, go through the area and kill the bad guys. Notice that there are two small rooms with torches. Move the torch in the room that is farther away from where you entered the library. It opens a door, letting more enemies in. Kill the enemies and head through the open door.

In this room is a level that is a ledge you must pull. Pull it, then push the torch back in place and go through the open door before it closes (you may want to use slow-mo).

Climb up the ladder and kill the mini-Bitches there. Get the secret chest, and go through the walkway on the side of this area. Kill the mini-Bitches who show up to hurt you.

Kill the enemies at the end of this area, then pull out the two bookshelves. Jump up between the two of them, and get on top of the one not touching two walls. R-run along the wall to a bar, flip around, and swing from the bar to a beam.

Jump to the next beam, and move to the other end of this beam. Jump to the bar on the right, swing from it to another bar, and swing from that bar to the wall, where Prince grabs a ledge.

Drop to the ledge below, move right, and jump the ledges to a beam. Move right along it, and then to the end of it. Drop down onto some rubble. Drop to the floor and get the hidden artwork chest, then head out the doorway.

Go to the left, to the corner, and jump to the ledge above, and the ledge above that. Jump off to land on a railing. Move to the other side of the railing, killing the mini-Bitch who tries to trip you.

Jump to the second circular railing. Move to the other side of this railing, and jump to the wall with ledges on it. Drop down a ledge, and then drop so you're hanging off this ledge. Move right along the ledge, then climb up some ledges to reach a life upgrade hallway.

Drop to the floor, and head through the doorway on your left. Turn

left to see a hallway leading down. A spiky log is at the bottom of it, with a spinning blade behind it, so R-run along the left wall, over the spiky log, and jump off at the end, jumping over the spinning blade.

On the next staircase, simply roll under the spiky log to get past it. On the floor of this room are spiky poles, buzzsaws, and spikes. When the buzzsaws are heading towards you, and are level with the spiky poles, start your run through this area.

For the next staircase, there are two spiky logs you have to deal with. R-run past the first one, and immediately stop the R-run to avoid running into the second one. Then all you have to do is go up to the weird wall for the life upgrade.

Head back through all those traps to the room with the closed golden doorway. To get out of here, R-run up the wall to a ledge, jump up to another ledge, and jump away from the wall to a beam. Go across the beam to the doorway.

You're back in the library. Drop so you're hanging off the lowest of the ledges here, then move left across it. Jump to the highest ledge here and jump off to reach the circular railing.

Move all the way left to the other end of the railing. Jump off from the railing to the platform. Walk across the beam going off of this platform. A mini-Bitch tries to trip you, so kill her.

Walk onto the beam leading off of the one that you're on, and jump off it into an archway. Walk down the beam that leads off of this platform, and jump to the next beam. Get to the end of this beam, then jump across some beams to a doorway.

Go through the doorway and drop down. Save your game at the fountain while Prince says, "These diversions are costing me time. Best I hurry to the throne room...and the mask."

Go down the hallway and R-run along the right wall to a bar sticking out of the wall. Swing to the next bar when the spiky log is not in the way. Swing from this bar to a platform and turn left.

You have to R-run along the right wall to get to the next platform, but there's the slight problem of a mini-Bitch being in the way. When you do the R-run, the mini-Bitch runs at you, so press B while doing the R-run to kill her.

Climb up the stairs, then R-run along the left wall over a pit. A spike beast attacks you, and it's really easy to kill it with your new sword. Go up the stairs again and break through the doorway to reach the mechanical tower.

Fortunately, it's easy to get through here. Go to the end of the bridge and jump up to reach the platform in the middle of the room. Get on the beam heading off of this platform and jump past those big spinning gears to reach a fountain.

Head right, and drop to the floor. This is the area where you fought your first Brute. Head to other side of it, and climb up the wall like last time. Kill the enemies waiting for you, then head up the stairs.

Go left, dodging the crushing blocks. Jump to the ledge on the other side of the wall, and move right along it to a ladder. Climb down the ladder and jump off near the end to avoid the buzzsaws. Then R-run along the right wall and slide down the banner.

Pull the lever down, then activate slow-mo and go through the doorway. Head past the spinning blades to reach the central hall. Drop down to the floor, then jump to the doorway that leads to the throne room. Save your game at the fountain.

Before heading to the throne room, let's get the last life upgrade. Now, the last life upgrade is a little bit out of the way, but if you get it, you get a special sword and ending to the game, so it's probably worth it. Just in case you don't feel that way, simply skip through this next part of the guide until you reach the paragraph that begins with "START READING HERE IF YOU SKIPPED THE LAST LIFE UPGRADE".

Okay, jump to the platform in the middle of the room, then move the torch/lever so it faces opposite of the doorway, which is the position it was originally in.

Climb up the stone platforms close to the doorway that leads to the throne, which gets you level with the pillars in the center of the room. Jump across the pillars to the stone platforms at the other side of the room. Climb up them.

Get to the balcony by R-running along the wall and jumping off at the end. Go through the curtain, and jump across the pits while dodging the spiky poles. Climb down the ladder and drop to the floor.

R-run along the left wall when the spiky logs are at the top of their run to get to the other side of the pit. Get on the ladder and slide down when the spiky logs are at their round black holes to avoid getting hurt.

At the bottom of the ladder, jump off to reach a ledge. Go right along it and jump off to reach a ladder going down. Go down the ladder to reach a spiked floor. Run down it, then run across the next spiked floor when the spiky log is at the bottom of its run (you have to roll underneath it).

Turn left at the corner and weave between the three spiky poles to reach a room the room that the mini-Bitches first appeared in. Kill the enemies here, then climb onto a bar above a column. Swing from it to another bar, then move along the bar and swing from it to a platform.

See the doorway here? You're looking for a doorway that can be broken, but that's not the one. Go across the beam to another doorway, which is also not the one. Jump to the bar sticking out of the wall that's parallel to the beam you just crossed. Swing from this bar to another bar, then swing to a wall and jump off the wall to reach a beam. Jump from the beam to a doorway.

Nope, this isn't the right doorway either. Darn. Kill the mini-Bitch, then flip over the railing and jump to the beams in the middle of the room. Go across the beams and jump to a platform with a doorway, which isn't the right one.

Flip over the railing here, then jump to the banner and slide down it. At the bottom, jump off to another doorway. Go across the beam leading off this platform for yet another doorway. Don't worry, the next doorway is the one we're looking for.

On the wall parallel to the beam you crossed is another beam, near the end of this platform. Jump to and on it, then jump away from the corner towards another beam. Jump to the wall, then jump off it to another beam. Jump from this beam to the platform with the doorway.

Kill the enemies waiting for you, then break the doorway. Get the hidden artwork chest in here, then push the box against the wall with the candles on it. Climb on the box, then R-run up the wall and jump off it, and off the wall you jump to to reach a platform.

Use slow-mo and activate the switch, then head through the doorway. Dodge past the quick spiky poles for the first hallway. At the next hallway, start running when the spiky logs are at the black circles, and jump across when you reach the spiky log area.

At the next hallway, go across when the spiky log is at the bottom of its run, then roll under it when you're nearby. The next hallway requires you to weave past three spiky poles by going through the middle when that one is going away from you, then going left/right when the poles there can't hurt you.

At the next hallway, you just need to go across and roll under the spiky log, then get past the spinning blade to reach the last life upgrade. Now your life bar is completely full! Great!

Go back through the halls, and at the end, the door is closed. Climb on the stone block there and R-run up the wall the door is on, and drop down on the other side. Then go through the hallway and drop to where the box is.

Jump to the beams in the middle of the room, and kill the mini-Bitch there. Then jump to the banner and slide down. Now, instead of going down the stairs, turn around and leave the room the way you came in.

I messed up my game here, so I can't give you detailed instructions on how to get back to the balcony, but that should be no problem because you just went through all the traps.

When you reach the balcony, R-run up the column on the right side of the balcony, then move right across it to the other side of the column. Then simply drop down the half-hidden ledges here to reach the floor of the central hall. Go to the fountain.

START READING HERE IF YOU SKIPPED THE LAST LIFE UPGRADE. You're at the fountain in the central hall here, hoping to get to the throne room. I'm just going to copy/paste my instructions of how to get to there from here, okay?

Go up the stairs. Some spiky logs block the next set of stairs; simply go past them when they're at the top of their runs. Roll past the spinning blade at the top of the stairs and turn right.

There are spiky logs going up and down the walls here. R-run across the left wall, timing it so you don't get hit by the spiky logs (just start running when the two spiky logs are at the same level and

you'll be fine).

Roll past a spinning blade and go up a flight of stairs...in this next area, spiky logs are activated by you stepping on the gray tile. Do so, and then R-run along the left wall and jump off to reach the area with the spiky logs.

There are two ledges here. Climb onto the top one and move left along it. A spiky log gets in the way. So what you have to do is drop down so you're hanging off this ledge and move left all the way to safety. The problem is the other spiky log might hurt you, so time your run carefully (ie. do it when the other spiky log is to your right).

Okay, almost done. Roll past two spinning blades, go up the stairs, and roll past another spinning blade.

Climb up the ladder and then jump off it to reach some sort of lever thing. Drop down so you're hanging off of it. When the lever thing reaches the bottom, the door to the throne room opens. Drop down and run at the door, rolling underneath it to get past it before it closes.

If you got the life upgrade, the water sword is here. If you walk up to the sword, Prince picks it up, saying, "Good, good, this should make things easier," Prince says. It's the water sword, which is stronger than your other sword, and gives you a special ending to the game.

If you want to see both endings to the game, you should probably hold off on getting the water sword. Just leave it in the middle of the room for now.

Do what you want to with the water sword, and then head into the open doorway that's left of the hourglass (if you're facing it), near the bottom of the stairs. Inside is a torch/lever.

There are traps in this room. R-run along the left wall when the buzzsaws are at the bottom of their run to make it past them. BUT, do you see the spiky log behind the buzzsaws? That spiky log hits everything on the platform there. So make the R-run when the buzzsaws are down and the spiky log is up, then hang off the platform.

When the spiky log goes up again, climb on the platform and jump from it in the same direction as your last R-run to reach the end of this room. Turn right and head up the incline to reach the throne room.

Prince enters the throne room, and thinks about things. He says, "The sands of time...after all I've done to be rid of them, still they haunt me. Even if I am to find the mask of the wraith, fate will find a way to reclaim me. I will only be given a second chance...to fail." Prince steps up to the throne. "I am overlooking something! I must think this through."

Prince heads up to Kaileena's throne. "This wall. It looks similar to the ones I saw on my way back from the prison." Prince leans against the wall and taps his sword against it. "It worked earlier," he says.

Break the wall with B, and Prince enters a time-warp room, where he

continue to think about his situation. He says, "What if...what if Kaileena didn't die in the past, but in the present? The sands will still be created, but the Maharajah would fail to find them! They'd never be brought to his palace, and I'd never release them! The Dahaka will have no business with me! My goal is clear, then. Use the mask to force Kaileena into the present where I can kill her. It is simple! Or sounds simple..."

Set off the four switches, then go to the past. You get a new sand tank for your trouble. All right! That's all six of them! Now save your game at the fountain.

004t-The Face of Time

Okay, the map tells us that we're in the right time, and in the right place to find the mask of the wraith. Great. Head to the throne room, which has become a mess of caverns.

There are a load of wolves here, which are new enemies. They're just like spike beasts, except they don't explode when dying, and it takes several hits to kill them (unless you have the water sword, in which case it takes only three hits to kill them).

Kill the wolves. If you press down on the D-pad, you should see a platform in the upper/right corner with a wolf on it. Kill it, then R-run along the wall to a platform. Climb onto the higher platform, then R-run along the wall, press B as you do so to knock a wolf (that somehow has the ability to stand on walls) out of your way. At the end of the R-run, jump off to a platform.

R-run up the wall behind the platform to reach a ledge. Move left along this ledge, then jump off it to reach a doorway. Walk through the hallway, and you fall into a pit of water. Drink from it to restore your health. There's a groove on one of the walls of this pit. Jump to it, then shimmy right and climb onto the platform.

Hmmm...very interesting how the game has set it up so you can't go back to the room you were just in. No matter. Continue down the hall and jump off to reach a room with a big platform in the middle. This is a boss fight room, where the last two boss fights of the game are fought. Neither of them is now, though, so just go across this big platform.

At the other end of the platform, some shadows and wolves show up. You can kill them and jump off the platform, or just jump off the platform and to hell with them. Once on the platform, save your game at the fountain.

You can see the Mask of the Wraith from here, but the doorway is closed. Looks like we'll have to take the long way there. Roll under the door, and R-run along the wall over the pit of spikes. A couple of wolves show up here.

Go through this area, and you'll find a switch on the floor. Step on it, and a platform pops out of the wall ahead. R-run to this platform, then R-run along the wall again, jumping off at the end to reach a pole.

Climb up this pole, then jump up between the wall and the pole to get

on top of the platform the pole is hanging off of. Move along this skinny platform to the wall, then jump left to a bar. Swing from this bar to a switch on the wall, then jump off from the switch to the bar.

Swing from the bar back to the skinny platform, then go down the platform and jump off to a platform that just popped out of the wall. R-run along the wall off this platform to a bar. Swing from this bar to a switch on the wall, and jump off this switch to another bar.

Swing from this bar to a platform that popped out of the wall, and R-run along the wall to reach another skinny platform. From here, jump to the wall to hit a switch, then jump off the switch to get back to where you were. Go to the other side of this platform, and jump off it to the platform that popped out of the wall. R-run along the wall in the direction of your last jump, and you make it to a bar.

Swing from this bar to the corner, and jump off the corner to reach a banner. Slide down it, and before the end, jump off to reach a platform with some wolves on it, and a broken wall. Kill the wolves, then break the wall and R-run along either wall over the gap in the floor.

Step onto the "balcony" here to reach the boss fight room again. R-run left along the wall to reach a platform. Shimmy left across it, climb up, go left over the coffin-esque block, then hang off the platform again and shimmy left to the end of it.

Jump off the wall and enter the doorway. R-run along the left wall over the gap and go through this area. At the end is a little hole in the wall with a banner. Hang off the ledge opposite the banner, then jump to the banner and slide down.

Hey, you found the Mask of the Wraith! Prince grabs it, and puts it on. That wasn't such a smart idea, because it's hurting the Prince. Changing him. Turning him into...the sandwraith.

"I have become that...THING!" Price says to himself. "It wasn't trying to kill me, but warn me! Warn me of Kaileena's betrayal, of my own role in creating the sands." Prince then has a flashback of the "The Door is Open" section, where the Dahaka kills the Sandwraith.

Prince says, "And in the end, it died. I died. The mask is part of me now. And if the Maharah's tale is true, it will remain this way until my other self perishes. Only then can I remove the mask."

Now that you're the sandwraith, this means a few things. Number one is that your mission is to return to the central hall (where you saw sandwraith killed in the flashback). Number two is that now you don't have to worry about using up sands of time, because your sand tanks automatically regenerate, allowing you to pull off several sand attacks in a row with ease. Number three is that your life will now slowly deplete until it reaches one-fourth (no!), just to make it so you'll have to move more quickly.

Wolves show up here, but you can get rid of them easily with the time move where you press R and tap L, and Prince attacks at super-fast speed. When the wolves are done, get to the end of this area (where

the ground breaks off). R-run up the wall and jump off to reach a bar over the broken ground.

Swing from this bar to another one, then move left along this bar. Swing from this bar to the wall and jump off to a column (which is why you wanted to be on the left part of the bar...it's closer to the column).

Jump from the column to a wall with ledges. Move right along the ledge and drop to the ledge below. Move right along this ledge and drop down to the ledge below. Move right along this ledge, and jump off to a skinny platform.

Jump to the main platform, and roll past the spiky logs. At the next hole in the floor, R-run along the left wall when the spiky log is moving away from you, and jump off at the end to reach a platform. Shimmy to the other side of this platform, and climb up when the spiky log isn't around.

Go through the doorway, and hang off it. Move right to a platform sticking out of the wall. Jump right to another such platform when the buzzsaw is not in danger of cutting you as you do so. Hanging off the platform you jump to will prevent the buzzsaw from hurting you.

Climb on this platform and jump to the next platform hanging off of the wall. Shimmy right along it, out of reach of the buzzsaws, then climb up it. You reach a short hallway with two moving blades. Weave through the blades (go left past the ones on the right, and go right past the ones on the left) to reach a time warp room.

Hit the switches in order, then go back to the past. Thanks to the mask of the wraith, the past you go to is the past before Prince has reached the island, instead of the past after Kaileena is killed (the one you came from).

You learn a new sand power, cyclone of fate, which is just an upgraded version of the winds of fate. Save your game at a fountain here.

004u-A Second Chance

Prince starts raving to himself. "Up 'til now, I have allowed the Dahaka to control me. To fill me with fear, fear of my capture, my destruction, the loss of my family and friends! Now the creature fills me with rage! I will destroy Kaileena in the present, and I will be free!"

Head out of the room, where the moving blades are still working. Weave through the blades and go onto the beam. Both of the buzzsaws are working now. When they're not in the way, jump to the next beam and hang from it. The next time the buzzsaws are out of the way, activate slow-mo, jump to the next beam, and jump to the ledge on the other side of the room.

Hang from this ledge, then move right along it, and climb back up at the doorway. Use slow-mo and roll under the spiky log, and R-run up the wall. Jump to the other side of the room, where you will have to alternate climbing on the ledge and hanging from it to get to the

other side of the ledge. You could also use slow-mo to help you out here.

At the other side of the ledge, drop to the floor. Roll under the spiky logs, and jump over the pit. Get the hidden artwork chest in this room, and save your game.

Jump to the big platform in the next room. Remember how I said you'd have two boss fights in here? Well, this is the first one. A big flying monster called a griffin shows up, ready to kick some Sandwraith ass.

The Griffin is a tough enemy, because it regains its health in the same way you regain sand tanks, and it can attack from pretty much all sides (ie. there's no weak point).

The best way to attack the Griffin is with your new cyclone of fate attack, combined with slow-mo so the Griffin won't counter-attack. Simply slow-mo when you're at a distance, then run in and do a cyclone of fate (press R, then hold L for a while) to get rid of a huge chunk (by my estimate, about one-fourth) of the Griffin's health.

Of course, this attack takes up sand quickly, which is the downside of this strategy. To take up time for you to regenerate sand, you should attack it from the side, and roll under its counter-attacks, which you can see coming.

The other strategy for fighting the Griffin, which some people find easier, is to activate slow-mo and then attack the Griffin's back legs. This works just as well.

Once the Griffin is down a one-third of its health, it takes off to the skies and will fly-charge at you, which you can easily dodge by rolling to the side when he swoops. Unfortunately, the main point of these attacks is not to hurt you, but to give the Griffin enough time to heal itself. It fly-charges a second time when it is down to a third of its health.

When the Griffin lands, it uses a new attack where it pounds the ground with its front legs to make shockwaves. You have to jump over them to avoid getting hurt.

Once you kill the Griffin, jump to the platform with the door (the one without banners over the torches). R-run up the right pillar to a ledge. Move to the other side of the pillar and jump off to a ledge. Jump back and forth between the walls here to reach a platform.

R-run towards the pillar you R-ran up. Shimmy left, then climb onto the platform, climb over the coffin, hang from the platform and shimmy along it (you did this to find the mask of the wraith earlier). Jump off to the platform and enter the doorway.

R-run along the right wall here, and jump off at the end to reach a bar. Swing from the bar to a banner, slide down it, and jump off at the end to reach another bar. Swing from this bar to a banner and slide all the way down it.

You land on a ledge. Shimmy left across it to reach a hallway with moving blades. R-run along the left wall over the pit when the

blades are out of the way (you can use slow-mo to help you with this) and R-run up to hang from the platform above. Move left or right, then climb onto this platform when the buzzsaw won't hit you (again, slow-mo can help you).

When the spiky log is going up, R-run up the wall behind it and climb up. For the next spiky log, R-run up the wall in a corner of this room and jump off over the spiky log. This takes you to...the gardens, for some reason. Even though technically you're there before Prince activated this tower, it's already activated (weird).

Walk along the top of the fence and jump to the other fence. Walk along the top of this to the platform. Go down the incline, and get the hidden artwork chest, then go up to the top of the incline.

Step on the switch and go through the one-way door. You might remember how you couldn't get through this door back when you activated the tower. Go through the exit on the right and drop down to reach the save fountain.

Time to redo stuff from the "The Second Tower" section. R-run up to get back on the platform above, then R-run along the left wall to a small circular platform in the corner. R-run along the wall past the buzzsaws when the buzzsaw closest to you is at the bottom of its run.

You reach an exit to the building, where there are three buzzsaws. Start R-running past them when the buzzsaw closest to you has just passed being level with your platform, going down. Then slide down the ladder and drop so you're hanging off this platform. Move left across it, then drop to the ledge below.

Drop to the ledge below this one, and move left to an entrance. Go inside the building to reach a door controlled by a lever, like the door to the throne room. Climb up the ladder, jump off it to the lever, depress it, then slow-mo time and get through the door before it closes.

Go through the hallway and kill the raiders at the end. Flip over the railway, and jump off to a pole. Swing from this pole to another pole, and swing from that pole to another railway. Flip over it, and you can see the door you want to reach.

Get to the area with the partial railing, and R-run along the left wall, using the break in the railing to do so. You R-run to a rope, R-run with the rope to a platform with a switch on the wall.

R-run up the wall to light the switch, which makes a platform come out of a wall. R-run back along the wall to the rope and R-run with the rope (don't waste time by running back towards the switch and then to the platform that comes out of the wall again) to where the platform that is out of the wall is.

Run this platform and R-run up it. Then R-run up the wall and jump off to reach a pole. Move all the way to the end of this pole, the end that is touching the wall.

Swing towards the ledge on the wall, and climb up it. Move all the way to the other side of this ledge, then jump across to another ledge. Move all the way to the other side of this ledge, and jump across to another ledge. Move all the way to the other side of this

ledge and drop down to the floor.

Slide down the ladder here, and drop off this platform to the platform below, which has the Crow Master on it. Ignore him and just slide down the ladder leading off of this platform to reach the ground. Go through the exit you landed in front of and through the area with the retractable floors.

When you're back inside, roll past the spinning blades and head to the central hall, where a cutscene occurs. Prince looks out at the area...there's no way for him out of this area, because the platforms leading to the gardens haven't been activated yet.

Prince is about to turn away when Kaileena arrives, strutting her stuff as usual. She says, "Too soon..."

Bitch shows up and says, "His ship approaches. It is just as the timeline foretold. I am sorry, Empress." Kaileena eagerly asks, "You have done as I said?" Bitch replies, "The crew is assembled and the ship is ready."

Kaileena says, "Then go now. I have activated the island's portals. You will travel to his time, engage him at sea, and kill them. Kill them all!" Bitch mock-bows and says, "As you wish." Kaileena says, "I do not appreciate your tone!" Bitch says, "You know you cannot change the timeline! You cannot escape your fate, yet you send me on this doomed mission!"

Kaileena menacingly says, "If you fail and he reaches the island, you will find death...at my hand. Now go!"

As Bitch leaves, Prince thinks to himself, "It is odd...Kaileena and I are not so different. Each hoping to change our fate. A shame that one of us will have to die."

This explains the stuff Bitch said right before she died about how you cannot change your fate, and Prince wondered how she knew about his mission. She wasn't talking to Prince; she was talking to Kaileena.

Well, nothing left to do now but repeat stuff you did in earlier sections. Thank goodness I can copy/paste my instructions I used earlier. Turn around and go through the hall, rolling past the spinning blades. You go outside. Step on the switch to make platforms appear. Go across the platforms.

Uh oh, they retract too quickly, and you fall! Try again, and use slow-mo to give you enough time to go across the platforms. You wind up stuck on a wooden platform.

Press down on the D-pad to see some poles. R-run up the solid wall and jump off to reach a pole. Move along the pole so you are facing the switch on the wall. Swing to another pole and then swing to the switch, then let Prince fall down to the platforms that pop up.

As soon as Prince hits the switch, quickly hit "L" to go slow-mo and then race to the end. Depending on the timing, you may have to jump to get around the last corner. Save your game at the fountain.

Go along the passageway to reach the garden hall. R-run up the wall and jump off to reach the ladder you recently went down. Climb up it, kill the crow master, and climb up the ladder on this platform. Kill the crow master again, and jump to the platform on the right, which has another ladder you recently went down.

Climb up the ladder, and R-run along the wall to the right to reach a bar. Swing from this bar to the platform in the middle of the room. In the middle of this platform, R-run along the left wall to a rope, and R-run with the rope to reach the crow master.

Kill him, then go along this passage. Jump to a ladder, then slide down it, then jump off to another ladder and slide down it. Go through these halls to reach a time-warp room. Go to the present and save your game. We should be able to get to the central hall now.

Head through the passage, and Prince says, "I must find my way back to the throne room!" The area around Prince turns black and white, and the Dahaka attacks. Prince tries to escape, but the Dahaka grabs him and tosses him through a doorway that...hmmmm...apparently was built sometime between the past and the present.

The doorway led to a well, so Prince falls to the bottom where there is water. Ha ha! The Dahaka can't stand water! The Dahaka sees that Prince is in water, so it leaves, presumably to hunt the other Prince.

Drink the water to refill your health. Since Prince isn't good at climbing when he's in water, we can't climb back up to the doorway. Instead, he'll have to go through the well. Walk through the hallway, rolling under the spiky logs and spinning blades (if you get hurt, simply drink from the water on the floor).

Past the spinning blades, climb onto the platform. R-run along the left wall, pressing B in the middle of your run to kill the mini-Bitch who runs at you during your run. Go through the entranceway, and kill the enemies who are waiting for you, all facing the wrong direction.

R-run along the longer wall to a rope, then run with the rope to a platform on the other side of the room. R-run along the next wall, and slide down the banner. Jump off at the end to reach a platform.

Jump from here to the platform in the middle of the room. Go to the end of this platform (the side with all the rubble). Climb to the platform to the right of it, and jump back and forth between the column and the wall here until you reach the second ledge of the column.

Move left all the way to the other side of the column, and climb onto the beam there. Climb onto it, then walk along the beams to reach the pillar with no support underneath it. Use an A + B combo to kill the mini-Bitch who attacks you on the beam.

Jump to the ledge above, and to the ledge above that one. Then jump off the pillar to grab a bar. Swing from it to a ledge, move left along the ledge, and jump off to a platform with the little box on it (if you remember, Prince hid behind this box the first time the

Dahaka appeared).

Climb on this box, then R-run up the wall, and jump between the walls here (two jumps) to be on top of the platform. Activate slow-mo here, then activate the switch and go through the door. Go through this hall, and climb up the area on the left.

R-run up the wall to your left to reach a ledge. Climb onto the ledge above this one, and climb onto the ledge left of that one. R-run along the wall to the other side of the room, then climb up two ledges, move all the way left along the ledge, climb up a ledge and move all the way left along the ledge to reach normal ground.

Activate slow-mo here and go through the spiky floor area to reach a time warp room. Go back to the past and save your game. Leave the room and get through the spiky pole trap by slipping past the middle spiky pole when it's at the black hole part of its run.

R-run along the right wall when the buzzsaw passes you going up, and jump to the rope on the other side of the room. Get past the next buzzsaw with slow-mo, and keep going through the hallway. At the spiky log, go onto the ledge on the right and drop down a few ledges to reach the floor. Hang off the edge here, and drop down some more ledges to reach another floor.

Hey, you're in the room where you killed Bitch. Flip over to the other side of the railing here, and jump towards the rope. Kill the mini-Bitches here, then head along this area to reach the water fountain. Ah...this room is much easier to go through now that you're here before it gets wrecked. Save your game here.

Keep heading through this area, going towards the corner you haven't been in yet. Step on the switch on the floor to make a platform appear. Head to the platform, and a cutscene occurs.

Prince is going to the platform, when he notices that Bitch and Kaileena are in the room. Bitch looks worried. She says, "I tried my best, Empress. He was too strong a fighter."

Kaileena coolly says, "He reached the island." Bitch says, "Worse... he followed me through a portal. He is here, now, in our time." Kaileena then smacks Bitch to the ground. She shouts, "How dare you stand before me and admit failure? You should have DIED to protect me!"

Bitch gets up and shouts back at Kaileena. "I'll not give my life for this foolishness! If you want to try to change the timeline, you can do it yourself!" Bitch then tries to kill Kaileena. While they struggle, Kaileena grunts, "After...everything I've done...how dare you..."

The other Prince shows up, while the current Prince thinks "I already know how this ends," and takes off. Dammit, why didn't Prince stay? Now instead of having an opportunity to warn his other self about Kaileena's betrayal, he has to take a LONG detour to get back inside the fortress.

There are two spiky logs in your way here. R-run along the wall past them when the higher spiky log is around the top of its run. Then R-run along the right wall when the spiky log is at the black hole

part of its run to reach a rope. Climb up the rope and jump to another one, then R-run with the rope along the wall, going past the buzzsaws by using slow-mo.

For the next buzzsaws, start R-running past them when they're level with each other, with the middle one going down. Jump off at the end of your R-run to avoid a spinning blade. R-run past the last two buzzsaws when they're at the ends of their runs, and save your game at the water fountain there.

Roll under the hole in the wall. Kill the enemies here, preferably with some sort of sand attack, and have sand beast blow up the bad wall here. Hang off the ledge, and drop to the banner below. While sliding down, activate slow-mo and jump off near the end to reach a bar. Drop to the bar below (before this bar breaks off) and swing from this bar to a mast.

Make a clockwise turn on this mast, and jump to the next mast. Make a counter-clockwise turn on this mast, and jump to the next one. Make a counter-clockwise turn on this mast and jump to a platform with enemies on it. The reason why you did this is slow-mo was because the masts fall shortly after you touch them.

Kill the enemies here (you can use a Y-attack to throw them off the cliff). R-run up the bloody wall and jump off at the top to reach a branch. Swing from the branch towards the wall to be on top of it.

Move to the wall here, and R-run along it to a rope. Run with the rope to a banner, and slide down the banner, jumping off at the end to reach a branch. Swing from the branch to a bar, and swing from the bar to a wall, and jump back and forth between the walls here until you reach the platform above.

Kill the enemies here and get the secret artwork chest. Press down on the D-pad to see the banner below. Drop to the ledge this banner is hanging from. This next part involves a lot of jumping across the falling masts, so you'll want to use slow-mo a lot.

Slide down the banner and jump off at the end to grab a bar. Immediately swing on it to the wall and jump off the wall to another bar, which you should immediately swing off of to reach a mast.

Move clockwise once on this mast, then jump to the next mast. Move clockwise twice on this mast, then jump to the next one. Move clockwise once on this mast, jump off to the wall and landing on a collapsing walkway. Run down the walkway, around the corner, and jump off at the end to reach another walkway.

This walkway is also collapsing. Head to the end of it, then R-run along the wall and jump off at the end to reach a bar. Swing from the bar to another collapsing walkway. Get to the end of this walkway, R-run up the wall and jump off to reach another walkway.

If you haven't already, do slow-mo here and R-run along the wall, swinging your sword in mid-run to kill the mini-Bitch who attacks you in the middle of your run. Get the secret artwork chest and break through the wall here to get to some solid ground (you can't get the secret artwork chest if you're not in slow-mo, because in normal speed, there's only time to break through the wall).

The buzzsaws here are fast-mothing. When they're farthest apart from each other, activate slow-mo and R-run along the wall, swinging your sword in the middle of the run to kill the mini-Bitch who attacks you.

Roll past the spinning blade (or simply walk past it if you're still in slow-mo). At the end are three buzzsaws going up and down. When they're at the bottom of their run, activate slow-mo, R-run up the wall and jump back and forth between the two walls here (one of which has the buzzsaws on it).

Climb onto the platform above, and turn the corner. You have more buzzsaws here. Use slow-mo and run through the buzzsaws by going across the middle when they're not in the way.

R-run along the left wall and jump off at the end to reach a ledge. Hang off this ledge, then move down it. Activate slow-mo when the buzzsaws aren't there to hurt you, then climb on the ledge and jump to the ledge on the other side of the room.

Move through the empty halls, and Prince ends up in an open room that is divided in two by a large wall that you can see through. Prince rips out an axe from the wall, while the other Prince shows up and looks at you curiously.

A mini-Bitch sneaks up behind the other Prince. Prince throws the axe at the mini-Bitch, killing her, and freaking out the other Prince. Prince then realizes, "I had saved my own life, and I did not even know it." He then runs off and hides.

Go back in the room Prince ran out of and get the hidden artwork chest, then go to the doorway Prince was hiding in. Jump to the pole, then jump to the next pole, and jump to the doorway. Head to the water fountain and save your game.

004w-Mirrored Fates

Head down the hall, and R-run past the two spiky logs when they pass each other. Jump off at the end to reach a platform. Weave past two spiky poles in the next hallway (easy) to reach some enemies. Kill them, and for the next three hallways, simply roll under the moving blades while going through.

At the end of the third hallway, drop and hang from the ledge. When the buzzsaw below you is out of the way, drop to the ledge below. Drop to the ledge below that, and when the buzzsaw below you is out of the way, drop to the ledge below you, and drop from that ledge to the floor.

To get past the spiky logs/buzzsaws, use slow-mo and R-run along the left wall. Then head through the doorway to reach a big room. Prince sees that the exit platform is inaccessible, and says, "If I cannot reach the platform, perhaps I can bring the platform to me!"

In this room are a lot of enemies waiting for you, along with some traps you can kill the enemies in, like the spinning blades and a switch on a pillar that you can R-run onto and activate, which makes spikes come out of the floor. Kill the enemies, then get the two hidden artwork chests in this room. Then climb the ladder in this

room (on the side of the room opposite of the doorway you entered the room from).

Alternately, forget fighting and just go to the ladder and climb up it.

R-run along the left wall here, avoiding the buzzsaw, to reach a bar. Swing from this bar to the next bar. Move to the side of this bar that's away from the wall, then swing to the next platform. Move the lever on this platform clockwise once to move the pipes on the ceiling.

Go across the beam leading off of this platform to reach another platform. Move the switch on this platform counter-clockwise once to move some more pipes. Then jump to the pole (by the entrance to this room) and jump off it to a platform with a hidden artwork chest.

Drop down to the floor here, and go back to the ladder. Climb up it again, and move the switch clockwise twice to connect all the pipes, filling some big pots with hot red material and brining the platform to Prince, like he wanted to. All you have to do is climb down to the floor, and climb up the debris in the back of the room to get to the doorway Prince has to go through. Save your game at the fountain.

It's trap time again! The left wall has moving blades on it. When the blades pop inside the wall, start slow-mo, R-run along the wall, and jump off at the end. The next trap is harder. What you have to do here is R-run up the wall and jump off to avoid being hit by the spiky log, if you can do it. (I couldn't)

Climb up the ladder past the spiky log. You can see two buzzsaws on the wall behind you. When they're apart from each other, jump off the ladder and climb on the ledge. Move right along this ledge, then jump up three ledges when the buzzsaw is out of the way, and jump off at the top (you could use slow-mo to ensure you won't get hit).

Move the lever/torch to open the way ahead of you. R-run up the left wall to a ledge, and jump off the ledge to reach a beam on the ceiling. Get to the end of this beam. Two spiky logs are ahead of you. You'll notice they pass each other twice in their runs, once when moving towards each other and once when moving away from each other. When they pass each other while moving away from each other, jump ahead to the next beam.

Walk to the end of this beam, and look down. See the spiky log below you? When it's not at the black hole part of its run, drop down and hang off the ledge. Jump to the ledge across from you, and drop down the ledges (which is hard to do without getting hurt, so you might want to use slow-mo).

The next hall has moving blades. You want to roll under them, then R-run up the left wall (directly next to the pillar on the left wall) and jump off to grab a beam. Jump from this beam to a ledge, which Prince smoothly flips himself over.

Walk along this area to a doorway, then hang off the edge of the doorway and slide down the banner to the floor. Hey, you're back in jail! Kill the enemies waiting for you, then go through the big open

door and follow through the room.

Go through the big open door (on one of the shorter sides of the room) and follow through the room. R-run up the wall (near one of the corners) and jump off to reach a beam. Jump at the wall to a ledge. Jump off the ledge to a beam. Jump from the beam towards the other wall to a ledge. Jump off the wall from this ledge to a beam. Walk along this ledge to a room with a water fountain. Save your game.

R-run up the wall opposite of the fountain and jump off to a beam. Move down the beam to the side with a beam above it. Jump to the wall and off it to land on this beam. Jump to the other beam, and head to the other side of the beam. Jump to the wall and back again to reach another beam. Head off this beam to a room. Head through it and kill the mini-Bitches in your way. Break the boarded wall, then kill the enemies here.

Enter the small room, then move the torch in there twice. Move the torch in the other small room in this area, and depress the switch in the room that opens (you've done this before, which is why I'm not going into detail). Use slow-mo, then push the torch again and go through the exit door.

Climb up the ladder here and go through the walkways, which are fortunately empty. You reach the two bookshelves that you pulled out. Jump up between the two of them, and get on top of the one not touching two walls. R-run along the wall to a bar, flip around, and swing from the bar to a beam.

Jump to the next beam, and move to the other end of this beam. Jump to the bar on the right, swing from it to another bar, and swing from that bar to the wall, where Prince grabs a ledge. Drop down the ledges and move right.

The Dahaka shows up, breaking the doorway for no apparent reason. It doesn't see you, luckily, so you can avoid it. Move back left and climb up the ledges (be on the right part of the ledges, because one of them is broken off on the left). You reach the beams on the ceiling.

Move along this beam, then jump to the next beam. Move along this beam, and jump to the next beam, and jump from that beam to the wall which has a ledge on it. Drop down from the ledge to the floor.

Dahaka notices you. Prince taunts it by saying, "Just try and catch me!" The chase is on, but as Prince's confidence reveals, this one won't be difficult. R-run along the left wall, then R-run along the left wall again and jump off at the end.

Jump forward at the gap to reach a bar. Swing off it to cross the gap and run to the wall. R-run up the wall to a small hole and go through it. Prince will land on the floor and head across a bridge with the Dahaka in tow.

The Dahaka is too heavy, and the bridge collapses. As the Dahaka falls, it tries to take Prince down with it, but Prince knocks the Dahaka's tendrils aside and yells, "Die, you bastard!"

Save your game at the fountain here. Go through this foggy area, jumping over the gap in the floor. Move forward, and Prince says,

"I can barely see through this. Best watch my back. Who knows what may be lurking in the mist."

You can kill all the enemies here by going into slow-mo, then using cyclone of fate (do this twice). Head through the doorway and kill the shadow. Go through the foggy hallway here, where Prince says, "I can't see a damn thing!"

At the end of the hall, R-run along the right wall to get a secret chest. R-run back across the wall, then drop down a few ledges to reach the next area. Kill the enemies here, then R-run along the left wall, swinging your sword in mid-run to kill the wolf who's just hanging there on the wall, and jump off at the end to reach a platform.

Jump back and forth between the wall here until you reach the top of the right wall. Jump to a platform from this one (you jump in between the two blue lamps). Go down this platform, and jump up to the ledge above. Shimmy to the right and pull yourself up.

Prince sees a door and says, "That door! The switch that opens it has to be around here somewhere! If only I could see through this fog!" Prince also sees stalactites (which you want to go to) and then some wolves attack.

Move along the path towards the stalactites, killing the wolves along the way and making sure not to fall off the platform (you can't see the sides of the platform due to the fog). The correct path to take is right at the first branch and left at the second.

When you reach the end of the path, R-run along the left wall, then jump off at the end to grab the stalactite. Jump to the next stalactite, then jump to the platform.

Drop to the platform below with a switch on it. Hit the switch to open the door. Hit slow-mo, then climb back up the ledge and R-run along the wall and jump off to a stalactite. Jump across the stalactites here to reach the area in front of the door. Head through the door before it closes, and if you're not fast enough, try again.

Drop to the floor here, where there's a switch. Hit the switch and go through the door that opens. Kill the enemies here, then head through the halls. There are two sets of buzzsaws here that are hidden by the fog, so move carefully.

At the end of the hallway, R-run along the left wall to get to a ledge. Shimmy to the right, and jump to the ledge on the other side of the room. Shimmy left along this ledge, and jump to the ledge above. Jump off this ledge to the ledge on the other side of the room.

Shimmy right along this ledge, and jump off at the end. Head through the halls here, R-running along the right walls to get across the two gaps. You end up reaching a fountain, so save your game here.

You're in the mechanical tower again. Good, it's not too hard to get to the throne room from here. Turn around the corner and R-run along the left wall to a rope.

Climb up the rope, and jump off to a ledge on the other side of the room. Move all the way down the ledge, then jump off to reach a rope. R-run with this rope and jump off at the end to reach a ledge. Climb up the ledge.

Remember this room here? It's where you fought a brute. There's only one door here that's open, so jump over the gap past the doorway and go across the bridge. At the end, jump up and pull the lever down, opening the retractable door in the room you just left.

Head for the room, and the other Prince sees you. He calls, "What do you want from me?" Prince ignores him and goes into the room and thinks, "My other self still works to activate the towers. There is ample time to return to the throne room and await the opening of the door."

Prince then gets attacked by a brute and is knocked out for an indeterminate period of time, which conveniently gives the other Prince enough time to activate the towers. Prince says, "The towers! I...HE has activated them! Am I too late?"

Prince drops to the floor and says, "I have come too far to fail!" We need to get to the throne room as soon as possible.

Head through the doorway with the retractable door, then R-run along the left wall to a rope (don't worry about the spike beast; you kill it automatically). Run with the rope and jump off to reach a water-filled platform. Here you have to get to the other side of this water machine by rolling under the holes, just like last time.

At the other side, jump up to grab the pole, then swing across the poles to get to the platform. You see the exit you want to go through. Hang off this platform, and slide down the banner to the floor. Kill the enemies on this platform.

Go to the corner of this area, and R-run past the spokes of a waterwheel to be under the water machine. Go along this area to the other side of the room, then drop to the floor and go up the stairs to a fountain. Save your game here.

004x-The Race to the Throne

Go up the stairs here, then R-run up the wall to hit the switch, which opens the door. Go through the door, which closes quickly, and go up the stairs, rolling under the spiky logs when they're at the top of their runs.

At the two spiky poles, simply go slow-mo and move past them, then go around the corner, past a crushing block. R-run up the right wall to a ledge, then jump to the ledge above that one, and shimmy all the way left along it.

Drop to the ledge below, and then drop to the floor when the crushing block isn't going to hit you. Roll under the spinning blade and head onto the ledge outside the doorway.

Move right along this ledge, and drop to the ledge below. Move right along this ledge, and drop to the bar below (it's at the corner of the wall, not the end of this ledge). Jump left to another bar, and

jump through the big rotating fan thing (uses slow-mo to do this) to reach the center of the room.

You see where the exit is. Kill the spike beasts here, then jump up to the small beam coming off of one of the corners of this platform. Jump from this beam towards the structure against the wall.

Hang on the outside of this structure, and move right along it. Drop down to the ledge below when you're above the part of the ledge that has a crisscross pattern instead of normal wood siding. Drop down the ledges here and move left along the bottom one to a beam. Jump from this beam to the middle of the room.

Slide down the ladder here, and jump across two beams, going through the big rotating fan thing. Save your game at the fountain, then head right and drop to the ledge below. Drop from this ledge to the floor, and head through the halls here to where you fought your first Brute.

The Brute is back, so kill it again, then leave this area by climbing up the ledges like last time. If you can't remember, then go into the small area to the left, r-run up the wall to a ledge, move left along the ledge and climb up a few ledges. Move right along this ledge, then climb up to the ledge above. Move right along this ledge a platform.

Kill the enemies here if they're there, then save your game at the fountain at the top of the stairs. Move past the two crushing blocks in the hallway. Jump to the ledge on the far wall and move right along it to reach the ladder. Slide down the ladder (not all the way) and jump off it (you jump over the buzzsaws).

R-run along the right wall here to a banner, then slide down it. Pull the lever in this room, then activate slow-mo and get through the door before it closes. Get past the spinning blades and head to the main hall.

A cutscene ensues. Prince thinks, "Tell me I am not too late," as he jumps to the area in the middle of the central hall. He sees the other Prince and thinks, "All is happening as before." By this, he's referring to the cutscene in the "The Door is Open" section.

The Dahaka shows up like before, and the other Prince tries to get away from the Dahaka. Prince thinks, "I must not let him pass!" and backflips out of the way, letting the Dahaka kill the other Prince.

The Dahaka is happy that it got to kill the Prince, and goes away, as Prince says, "I am sorry," which must be a super-big consolation to his now-dead other self. Prince then notices, "The mask. It's loose."

Prince takes off the mask (if you remember, he was unable to take it off because his other self was still alive), and stops being the Sandwraith. Now he's the Prince of Persia again. Good. He leaves the mask of the wraith on the floor, as if it's not important at all.

Jump to the platform with the fountain on it, and save your game.

If you haven't gotten all the last life upgrade yet (the one that was out of the way), you'll probably want to. I told you how to get it in the "A Throne and a Mask" section.

From here, you have to get to the hourglass room, which you've done before. Again, I'm going to copy/paste my previous instructions on how to get to that room.

Go up the stairs. Some spiky logs block the next set of stairs; simply go past them when they're at the top of their runs. Roll past the spinning blade at the top of the stairs and turn right.

There are spiky logs going up and down the walls here. R-run across the left wall, timing it so you don't get hit by the spiky logs (just start running when the two spiky logs are at the same level and you'll be fine).

Roll past a spinning blade and go up a flight of stairs...in this next area, spiky logs are activated by you stepping on the gray tile. Do so, and then R-run along the left wall and jump off to reach the area with the spiky logs.

There are two ledges here. Climb onto the top one and move left along it. A spiky log gets in the way. So what you have to do is drop down so you're hanging off this ledge and move left all the way to safety. The problem is the other spiky log might hurt you, so time your run carefully (ie. do it when the other spiky log is to your right).

Okay, almost done. Roll past two spinning blades, go up the stairs, and roll past another spinning blade.

Climb up the ladder and then jump off it to reach some sort of lever thing. Drop down so you're hanging off of it. When the lever thing reaches the bottom, the door to the throne room opens. Drop down and run at the door, rolling underneath it to get past it before it closes.

Once inside, Prince goes to the hourglass, and does the exact same things he did last time. Kaileena walks up to be beside him, and he says, "Time is running low. You ready?"

As they move away, Prince says, "I've been thinking Kaileena...there is little for you on this island. And there will be less still once I've stood before your mistress. Come with me to Babylon! You'll have a chance to begin a new life, free from the evils of this place!"

Kaileena looks somewhat sad as she says, "I am sorry, Prince, but I cannot take you up on your offer." She walks off, while Prince stares menacingly at her. Save your game here.

004z-The Warrior Within

Now, as I've said before, this game has two different endings, depending on whether or not you get the water sword. You can only get the water sword if you have all of the life upgrades, which I told you how to get over the course of the guide.

If you want to see both endings to the game, you should get the water sword, and save your game in a different save file, then complete the game from both save files. Okay?

Now head to the throne room. Prince walks straight to Kaileena's throne, grabbing her swords so she can't use them. He turns towards Kaileena and says, "It doesn't have to end this way!" He then throws her swords aside and says, "Come with me...into the present."

Kaileena asks, "So you can kill me in your own time instead of mine?" Dang...she figured out the plan. She uses her magical sand powers to get her swords to come to her, and says, "I am sorry, Prince, but only one of us can cheat fate today."

Kaileena moves to fight, but Prince climbs on her throne and breaks the wall behind it. Kaileena follows Prince, and starts to fight. Prince grabs her by the shoulders and says, "Kaileena...Empress...listen!"

Kaileena struggles to throw Prince off, and says, "No, YOU listen. The timeline has said you will kill me, but I will change the timeline!" Prince pushes her back against the wall and walks off towards the time-warp room.

Prince does a quick Y + Y move and throws Kaileena into the swirling sand, sending her forward in time. Follow her to the present, then save your game. NOTE: Do not save before going to the present, because there's a glitch in the game that screws you up if you save in the past, forcing you to start the game from the beginning again.

Kaileena is waiting for you in the boss fight room (where you fought the Griffin). Exit the time-warp room, then head through the throne room.

If you press down on the D-pad, you should see a platform in the upper/right corner that you can R-run up to. Do so, then R-run along the wall to a platform. Climb onto the higher platform, then R-run along the wall, and jump off at the end to reach a platform.

R-run up the wall behind the platform to reach a ledge. Move left along this ledge, then jump off it to reach a doorway. Walk through the hallway, and you fall into a pit of water. Drink from it to restore your health. There's a groove on one of the walls of this pit. Jump to it, then shimmy right and climb onto the platform.

Head to the boss room. Prince does a fancy flip onto the platform where Kaileena is, and says, "I know what you've seen, what you think you've seen in the timeline."

Kaileena says, "Then you know I have no choice." Prince implores, "There is always a choice, Kaileena!" Kaileena says, "Then I choose to live, and for you to die!"

If you have the water sword, the cutscene continues for a little while longer.

Prince says, "Stand down! I do not want to kill you!" Kaileena says, "Even if you do not want to kill me, you will. The timeline demands it." Prince says, "No, Kaileena. You can change your fate. I have done so. A terrible beast was destined to take my life, but I

have freed myself from--"

The Dahaka shows up, interrupting the conversation. "What is that thing?" Kaileena asks.

Prince says, "No, no! How is this possible? I stopped Kaileena from dying in the past! There are no sands in the hourglass!" Prince runs up to the Dahaka, but it casts him aside. Prince realizes, "It is Kaileena who does not belong in the timeline. The beast is after her now. In bringing her here, I've sentenced her to death."

Now, the SMART thing to do would be to stay out of things, but Prince decides to help Kaileena because he's semi-fond of her due to a combination of her cleavage, and the fact that they're somewhat similar in their quests to change the timeline.

Prince cries, "This is all YOUR fault!" as he hits the Dahaka. The Dahaka is injured because Prince has the water sword (remember how it can't go past water?). Prince says, "Could this be? This sword...it seems to protect me from the Dahaka. Perhaps the beast is not so invincible after all..."

The boss fight then starts, either between Prince and Kaileena, or Prince and the Dahaka.

Kaileena

Kaileena is somehow stronger in the present than in the past. As soon as the cutscene is over, roll aside to avoid the cheap hits that Kaileena tries to get in, just like Bitch did in her fight.

The fight with Kaileena is just like the last one, except that you can't block her attacks. This means that to avoid being hit, you'll have to either hang off the side of this platform, or just back away from her.

Of course, I recommend the same strategy as before; just running up to her and doing an A-vault and two B-hits, then backing off while Kaileena tries to attack you with a combo (the last move is swinging the sword at ankle height), and repeating this over and over again.

Of course, remember that sometimes Kaileena rises into the air and tries to kick you from behind. All you have to do is roll or backflip out of the way. Kaileena does this a couple times, but you know when she's stopped because she lands on the ground.

When she's down to three-fourths of her health, Prince and Kaileena start circling each other. Prince says, "Don't you see? We CAN change our fate! This isn't what happened the first time we fought!"

Kaileena, confused, asks "The first time...?" "That's what I've been trying to tell you! If you'd just let me explain--" Kaileena interrupts and says, "No more words, Prince. If you've only things to say, and nothing to show, then let us finish this!"

Prince passionately says, "I'm sorry," for some reason, and the fight resumes.

Here, Kaileena rises into the air, just like Prince does when he gets

life upgrades. She sends tornadoes after you, which swirl around the fight area in oval-esque patterns, chasing you. Roll out of the way to avoid them (they hurt if they touch you) and when they're gone, pick up the sand that they leave behind.

The fight then resumes, and when Kaileena is at half her life, she does a sword push competition with Prince, one of the ones where you have to push B super-fast. Then she sends more tornadoes out at you, and the fight resumes again.

When Kaileena is at one-fourth of her life, she shouts, "I will kill you!" Wow...that sounded bad. Prince says, "I do not want to hurt you, Kaileena, but I cannot allow that to happen!" Kaileena then sends out her sand tornadoes again.

When the sand tornadoes are gone, kill Kaileena to see the game's ending, where Prince kills Kaileena. The Dahaka then shows up and engulfs Kaileena and Prince's amulet, thus preventing the sands of time from ever existing. Prince has changed his fate! Yay! Then he goes home and sees that someone has conquered Babylon in his absence, which is a story continued in Prince of Persia: The Two Thrones.

Dahaka

The Dahaka is tough. Plan on redoing this fight many times in a row until you finally win.

The Dahaka's attacks are its tentacles. If you're far away, it shoots tentacles out of the ground (run in a circle to avoid them), and if you're nearby, it shoots tentacles out of its stomach (roll to avoid them). Fortunately, there's sand on this platform that regenerates, so you will be able to use your sand powers a lot.

What you'll want to do is get close to the Dahaka, and then start hitting it. You can use slow-mo to get in a lot of hits, or just use Ravages of Time (tap L while holding R). If you're not using sand powers at all, you can get in three hits, but then the Dahaka punches you, so that strategy would be get in three hits, then roll either left or right (depending on which arm the Dahaka punches you with, because it's ambidextrous) away from his punching arm, and then repeating this several times in a row. Be warned that you have to be right next to the Dahaka for this to work; if you roll too far away from the Dahaka, it will shoot tentacles at you instead of punching you, messing up this strategy.

Another strategy for fighting the Dahaka (the one I prefer) is this: Finding the sweet spot between the Dahaka's tentacles. You know how the Dahaka shoots tentacles out of the ground if you're far away, but shoots them out of its stomach if you're close? Apparently, there's an invisible line that, if you cross it, determines what kind of tentacles the Dahaka shoots out.

If you stand at the edge of this invisible line (you'll have to experiment before you find where it is), you will be in perfect safety. The Dahaka shoots stomach-tentacles at you, but never hits you because you are too far away. In other words, you need to find the sweet spot that you can stand in without being hit.

When you're in this spot, activate slow-mo, and as soon as the

tentacles from the stomach pass by you, run up to the Dahaka, hit it a few times, then run away, out of reach of the stomach tentacles. Then repeat that over and over again until you kill the Dahaka. It's relatively safe to do this way, because you don't spend much time close to the Dahaka and you and you will have plenty of sand (usually) to rewind when you get hit, but the downside is it takes longer than other techniques.

When the Dahaka has lost a third of its life, Kaileena decides to help you out and fire sand at the Dahaka, which knocks it to the side of the platform. You can then attack the Dahaka without mercy, using a Ravages of Time to get him down to one-third of its health. You can also avoid hitting the Dahaka, and just going around refilling your sand tanks.

After a while, the Dahaka jumps back on the platform, with its life refilled. WHAT THE HELL??? It starts jumping around the platform like Little Bunny Foo Foo, snatching all the sands that are there, which makes Ravages of Time less effective. And, of course, it likes to land on you, which hurts, so keep moving the whole time during this part of the fight.

Eventually, the Dahaka gets tired of jumping around, and goes back to hitting you with the tendrils popping out of the ground. You can take advantage of this to run around in circles far away from the Dahaka, where you can gather sand in safety until your sand tanks are all full. Then, continue the fight.

When you have him down to a third of his health, Kaileena knocks him off the platform again. Kaileena, if you want to help, DO THAT ALL THE TIME. Sheesh. Anyway, you can use Ravages of Time now to take his health down to nothing, hopefully.

The Dahaka will then jump back on the platform again, with his life refilled. Again, WHAT THE HELL??? Use the same strategy as before to kill the Dahaka and beat the game to see the ending.

005-Credits

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