

# Prince of Persia Revelations FAQ/Walkthrough

by stastheman

Updated to v1.00 on Aug 24, 2006

Game: Prince of Persia: Revelations  
Type of guide: Prince of Persia: Revelations FAQ/Walkthrough  
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Version: 1.0

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Version Changes...1.00

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Version 2.00

Added:

- life upgrades
- Secrets
- Extra features
- Bosses
- moves
- FAQ section

Version 1.0

- Finished main walkthrough

Version 0.42

- Important note added at beginning
- Updated Legal...4.00

Version 0.40

- Finished Section Water and Gardens...3.13
- Partially finished Section The Door is Open...3.14
- Added Section The Towers.. 3.09
- Added Section The Stairs Puzzle (Exclusive)...3.091

Version 0.35:

- Added Section The Water Maiden...3.12
- Added Section Water and Gardens..3.13
- Table of Contents Updated

Version 0.25:

- Added Section Contact Me
- Added Section The Key and the Lock...3.08
- Added LIFE UPGRADE sections
- Added Section Revelations Exclusive Puzzle...3.081
- Added Section The Second Tower...3.11
- Added Section Revelations Exclusive Puzzle...3.111
- Table of Contents corrected

Version 0.15:

- Added Section Chasing the Girl in Black...3.04
- Added Section A Damsel in Distress...3.05
- Added Section Fate's Dark Hand...3.06
- Added Section A Helping Hand...3.07
- Added Section Revelations Exclusive Puzzle...3.071

version 1.0:

- Finished main parts of the walkthrough
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Introduction...2.00

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I'm stastheman and this is my first guide to a prince of persia game.  
This guide was really difficult to write because this game is very long.  
I would like to say that this is the most challenging game for the psp.  
It is much better and longer then the original Warrior Within game.  
The only problems are the loading times and the glitches.  
This Walkthrough is a guide to the new "Prince of Persia: Revelations" on PSP.  
The main walkthrough is complete but I'm missing some of the puzzles.  
Areas marked "Revelations Exclusive Puzzle" in the table of contents shows  
where puzzles that are not in Warrior Within are located. These will also  
be labeled in the actual walkthrough.  
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### Walkthrough...3.00

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At the beginning of the game you find yourself on a boat. Everything at this point is very straight forward so I won't go into great detail about it. Just follow the onscreen tutorials and you should be ok.

### BOSS: Shadhee

Yes, you are already at the first boss in the game. To defeat Shadhee just block her attacks and attempt to counter her attacks. Don't be tempted to attack her because this will usually cause you to take a lot of unneeded damage. Once you get Shadhee's health down to a certian point there will be a cutscene and the prince will call Shadhee something and you will probably agree with him. Eventually when you get Shadhee's health to about 1/4 the prince will lose focus and of course this will cost him.

### Wreckage...3.01

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Ah yes, and finally the game truely begins. And guess what, now you get to beat people with a stick! Start by beating the birds that are attacking you and then continue straight forward to a staircase, while killing any other birds stupid enough to mess with you. Before going up the stairs, go to the left side of them to find an Artwork Chest.

After bashing the chest, continue up the stairs. At the top of the stairs jump the gap and then jump up onto the wall in front of you. Continue forward and jump over the next gap. There is a fountain here, so be sure to save your game for the first time.

Once you have saved climb onto the ledge and shimmy around to the right, follow the in game tutorial to get you to the other side. Jump over the next gap and then jump up on to the ledge to the left. Pull yourself up on to the ledge and then shimmy to the left this time. Following the in game tutorial jump from one ledge to the next, then continue to shimmy to the right and jump onto the ledge above; bringing you to the next cliff.

Run up the wall at the top of the stairs and pull yourself up onto the cliff. Continue up the small flight of stairs and drop down onto the cliff below. Then run along the wall to the next cliff.

TIP: When running along the wall, letting go of the R button will cause you to end your "wall run"; so don't let go of R until you are safely above a

cliff or something else. Keep this in mind because it will help you shorten or lengthen your "wall run" later on in the game.

Continue until you come to a bunch of columns, follow the tutorial and grab the column on the far end. Climb the columns and jump between them until you get to the cliff above.

TIP: When jumping between columns be sure to let go of the thumb stick because having your finger on the thumbstick can cause you to change direction right before a jump and needlessly kill you.

After landing on the cliff, immediately turn to the prince's right; here you will find a chest. Now turn back around and follow the cliff, until you come to a big door on your right. Roll under the door and prepare for a fight. You will immediately realize how weak your big stick really is, don't worry you are getting a sword soon. After disposing of the two badies jump up the ledge in front of you; if you don't see where it is, change your camera.

Run along the left wall to the next ledge, then run along the right wall and jump to make it to the next pair of enemies (if you are not sure when to jump, keep a close eye on the in game tutorial). Continue up on to the next ledge and then up the stairs to the right. The gate is closed but we can still get in! Climb up on the small ledge to your left, then run up the wall to another ledge and hop on over. Continue forward and then there will be a cutscene, YAY, we get a sword AND a stick now!!! Before following the tutorial, I suggest that you do a Triangle, Square attack; so that you knock the opponenets down and don't get yourself killed. Follow the tutorial and practice some duel sword skills, hell ya!

After beating the sand monsters up, go through the now open door and save at the fountain to the left. Congrats, you finished the first chapter.

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### The Ruined Fortress...3.02

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Start by jumping the first gap and then the second gap. Go into the next room...The birds are back, but this time their pissed! Follow the tutorial and beat the crap out of the "Birdman," using a combination of jumps and rolls (be cautious to not fall off the edge). After the birds run away, turn and face the door that you came through and see the wall on the left. Run up that wall then run up the wall now in front of the prince and jump off onto the ledge behind you. Continue a short way; run along the wall and jump to the column (you need to jump when you get to the vines). Jump to the next column, jump down to where "Birdman" is and beat him over the head again.

Run along the wall to a ledge under the "Birdman's" new location. The camera view will change, showing a ledge; run along the same wall to get to the ledge. After landing on the ledge, jump up on to the ledge above you and then jump to the column behind you. From the column, jump down to the Birdman's final resting place; destroy him and then hit the switch on a nearby wall. And go through the door the switch opened nearby.

After killing all the enemies, run up the big column to the left of the small column (small column in the center of the room) and grab a ledge. Shimmy the left side and pull up on to the ledge. At the end of the ledge, run along the wall to get to the other side. Hand from the edge and shimmy to the around to the left. After making it to the end of the ledge, drop into a crevice and then drop to the ground.

Run along the next wall. You will hear a saw, but it is nothing too worry about yet. Continue until the cutscene. Yell with joy, you finally have Recall. Save before leaving the portal room.

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### First Steps into the Past...3.03

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Go through the hallway and make it through the now working traps. If you die, now have Recall to help. In the next room destroy all the enemies and then climb up the column to the left of the door you came through, right if you are facing it. From the column, jump onto the ledge, pull yourself up and bash the chest. Continue to the left and jump to the ledge, shimmy around to the other side and jump to then next balcony. Run along the wall to hit the switch that opens the door and quickly run through before it closes.

You should remember this room because we will be back here for a life upgrade soon. Go into the next hallway and dodge all of the traps. Here are some new badies to kill, kill them and continue up the stairs.

TIP: These enemies can easily be killed in one hit by throwing a weapon at them, throughout the game.

Continue down the hallway and past the razor trap. Then jump to the ledge in front of you. Jump up two ledges and then shimmy to the right. At the end jump down to the bottom ledge and jump across. Kill the enemy with his back turned and then continue through the razor traps.

You are now in the central room, a lot of the rest of the game connects to this room, so you will know it well by the end of the game.

Continue forward until you see a ledge to your left, jump up onto that ledge and then jump up onto the next two. From here jump onto the column in front of you and jump between the columns to get to the ledge on the other side. Climb up onto the ledge, then run along the wall and jump to the balcony. Continue through the traps, JUMPing the gaps. Climb down the ladder and then run along the wall through the next traps. Quickly climb down the next ladder to avoid the traps, jump to the ledge and then jump to the next ladder. Run through thhe spikes and then save, you need it.

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### Chasing the Girl in black...3.04

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Continue through the traps in the hallway, in the next room you will see a cutscene of Shadhee running through a door. Fight off the enemies and get ready to get to the switch. If you like treasure chests, go to the end of the end of the room with door Shadhee went through and run along the wall on the left side, there is a chest on this ledge. In the center of the room you will see a ledge with a pole above it, use the ledge to get to the pole and then swing to the pole above. Then climb around the pole to swing to the balcony. Kill the lone enemy on this balcony and cross the beam.

After carefully crossing the beam, continue to the next balcony and kill the enemies. Jump to the pole, swing to the next pole and then swing into a wall jump off of the wall in front of you. Jump off of the beam on to the balcony, where you will face another enemy. Hang over the side that you didn't come

from and jump to the beams. Cross the beam to the other side and fight of more enemies. Hang off the edge again, except this time jump to the curtain. Before the bottom of the curtain, jump to the balcony and get ready for your first beam fight. There are two things you can do, you can either beam fight or you can throw a weapon at the enemy and kill her that way.

TIP: When fighting on a beam, don't forget that you can jump to dodge the enemy's attack and then land, slashing them in the face.

After crossing and dealing with the woman on the other side, jump to the short beam above you. From there jump to another beam and then wall jump to the beam above. Now jump to the next balcony. Kill the enemy here and take a look at the gate, it seems to be broken and damaged; remember this place because this is the location of the last life upgrade in the game. We will return here later. Hang over the edge and jump to the beams like before and kill the beam enemy, then hang on the switch. If you want a chest, continue on the beams and jump to the next balcony and then come back. If not, go ahead and jump to the curtain and go through the now open door.

Go down the hallway and hang over the edge. Then take the curtain down and then jump to the beam. Jump between the beams to get to the other side and then avoid the spikes. Take the turn and then save before you go through the door.

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#### A Damsel in Distress...3.05

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BOSS: Shadhee

The best way to fight Shadhee is to constantly jump over her and attack her (Use X, Square, Square). At about half health, Shadhee will start dodging attacks. This is when you should try using counter attacks and rolls. When she stops dodging, this is the time to start jumping over her again. Try to watch out for her kick attack which throws you across the room. If you need sands, there are some in the vases at the beginning; if you need another sword there is a weapons rack at the other side of the room.

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#### LIFE UPGRADE...3.051

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After getting seperated from the mysterious woman, immediatley turn around and face the other direction. Go up to the throne looking thing, grab it and pull it forward. Continue through the traps, I would explain how to get past them but it wouldn't help very much. At the end of the hallway you will get your first life upgrade.

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#### END OF UPGRADE

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As you pass the object you moved, on the left side and you will see a chest. Then continue down the stairs and climb the rocks to the prince's left. At the top of the rocks, jump to the ledge on the outer wall and move around to the right side. Jump to the pole and swing up to the ledge above. Jump to the ledge on the left and move around to the left side. Jump to the first pole and then swing/wall jump to the next. Then jump up the ledge on the left side. Run up the wall to grab the rope, swing on it and then wall run to the beam. Jump down to the balcony and save.

Hang off of the edge with no railing and drop down to the broken beam and then jump to the other side. Move to the ledge and go around the right to another beam. Go to the end of the beam and jump to the prince's left, to a ledge. Move to the left side, jump to the pole and swing to the beam. Jump up to the ledge, jump to the crevice and then shimmy to the balcony. Climb up the rocks and then run up the wall to the rope. climb the rope and then jump to the switch, closing the "window" on the wall. Swing back to the rope and drop back down to the rocks. Now run along the wall to the other side. Run up to the rope and use it to get to the ledge in front of you. Go through the door to the right and prepare to fight a lot of enemies.

After the battle, run up the wall on the right side of the door and then jump up to another ledge. Jump to the pole, swing up to the next pole, switch direction and swing to the next. Then swing to the ledge, being careful of the spikes. Run up the wall to grab the ledge, jump up to the next and then jump to the pole. Swing/wall jump to the next pole and then jump to the ledge, being careful not to stand on it. Shimmy to the left and then when the spikes have passed, jump to the other side and run for it. Run along the wall to the rope, jump to the other rope and then run along the wall to the ledge. Pass through the next trap and enter the portal room.

To activate the portal you must hit the switches in the right order, which is different for each portal. You know that a switch is correct if a switch stays depressed, if the switches reset then you must start over with the first switch. Go through the portal to gain a helpful addition to your sand power arsenal, Eye of the Storm. Once on the other side, save.

Start down the hallway, being careful because the traps are still very active. Drop down the series of ledges and when at the bottom, jump to the next ledge. Drop down the next series of ledges, jump on the switch and use Eye of the Storm. With time slowed down run through the door and kill the enemies. Drop off the ledge and watch the cutscene.

Run along the right wall, landing on a branch, then jump to the next branch and then jump to the rope. Use the rope to get to the branch, swing to the next branch and then jump to the destroyed balcony. Walk across the small beam and jump to the branch. Go to the end of the branch and then jump to the small crevice in the pillar ahead. Shimmy around and jump to the curtain, being careful to jump to the branch before getting to the bottom. Get to the end of the branch and jump to the branch across from you. Move to the end of the branch and then swing to the ledge below. Look to your left and then jump to the edge below. Kill off the two enemies that attack you.

Continue forward and jump up to the ledge on the right, there will be a short cinematic showing you what you need to do. Wall jump between the walls until you get to the top crevice. Shimmy to the prince's left and then jump to the branch. Then jump across to then jump to the ledge and climb up, save. Continue to the right and you will encounter the Dahaka.

#### DAHAKA CHASE:

For the chase I will only detail the "puzzle aspects" instead of basic movements, like "go forward."

1. Run along the left wall

2. Jump to the pole and swing between them

After escaping continue and run along the left wall to jump to the column. From there, jump to the ledge. Continue into the next room. Turn to the right and wall run the diagonal wall, the prince will reach a curtain and ride it down to the bottom. You've been in this room before and should recognize it, use the same tactics as before to get through it (The Ruined Fortress...3.02). Now the Dahaka chase will resume.

3. Run along one of the walls, ignoring the sounds of saws (you are in the present and the saws don't work)

After escaping again, jump through the portal and save on the other side.

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A Helping Hand...3.07

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Retrace your steps down the hallway and into the room you were just in. Here you will encounter the mysterious beast again. This room should also be familiar (Chasing the Girl in black...3.04). In the next room is a life upgrade

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LIFE UPGRADE...3.071

.....  
Continue forward, but instead of going through the next door, go to the left and run up the wall to a ledge. Run up the wall again and then jump to the ledge above. Run along the wall and kill the enemies on the next platform. On the other side of the stairs are a few barrels, destroy them to find a switch. Hit the switch, use Eye of the Storm, run up the stairs and roll through the small hole before it closes. Once again, explaining the traps will not help you much, so the best of luck. When leaving, use the switch on the left wall to open the grating.

.....  
END OF UPGRADE  
.....

After the life upgrade, continue forward and destroy the barrels near the nearby door and column to find a chest. Now make your way back down to the bottom of the area by back tracking the way you came. Now go through the open passage way you had seen before, avoiding the traps and saving on the way to the next room.

Recognize this area? Continue up the stairs and make your way back to the central room. Look at First Steps into the Past...3.03, if you need a refresher.

When you make it to the Central Room, continue to the otherside and jump the big gap. Don't worry, you can make it. After you get to the other side, save. Continue down the hallway and past the traps. Be prepared, be very prepared because you are about to encounter the first added puzzle to the game.

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REVELATIONS EXCLUSIVE PUZZLE...3.072

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The "Ladder Ledges":

I will break this puzzle down into steps to make it easier to understand. Try to remember this solution because you will come to this area many times.



1. Climb down the ladder in front of you
2. Go to the far left corner and jump diagonally to the ledge.
3. Hug the wall to the next ladder, drop to a hang and then descend the ladder.
4. Jump to the pole on the prince's left and move around to the right.
5. Swing to the next ladder (it should be visible) and descend
6. Jump to the ledge on the prince's left, I repeat JUMP. If you attempt to run along the wall, you will most likely fall to your doom.
7. Descend the ladder
8. Run along the right wall and jump to the ledge. Descend the ladder and drop down.

#### First Major Puzzle:

First of all, there is a "hidden" save point to your left. It is behind the waterfall. I didn't notice this until my second time through the game when I came back through this room for a second time. Don't worry you only have to do this puzzle once. I will also break this up into parts and steps.

#### PART I

1. Turn right and run along the wall to a pole.
2. Swing from pole to pole and get to the ledge.
3. Go to the left and destroy the two pots for some much needed sand.
4. Run up the right wall (the right wall in landscape view) and jump to the beam above.
5. Jump off the wall to get to the beam above.
6. Walk across the beam, turning right at the split
7. Go straight
8. Turn left (it will try to scare you, just keep moving)
9. Turn left
10. Turn right and kill the enemy
11. Turn right again
12. Go straight
13. Turn left
14. Turn left again
15. Turn right and defeat the enemy
16. Turn left
17. Turn right and defeat the enemy
18. Jump to the beam on the right
19. Jump to the next beam, quickly jump to the next beam and then quickly walk to the end and jump to the ledge.

#### PART II

1. Move all the way to the right side of the ledge and jump up a ledge
2. Jump up another ledge
3. Move to the left, kill any attacking crows and jump up a ledge
4. Continue to the left and drop down a ledge
5. Still to the left until there is a ledge you can jump to and jump up to it
6. Up another ledge
7. To the right and up a ledge
8. Continue around the right and then jump up another two ledges
9. Move around the left and finally jump into the hallway
10. Run up the back wall and jump to get to the ladder
11. Jump between ladders and then jump to the ledge
12. Defeat the enemies

#### PART III

1. Jump across to the ledge
2. Go to the right and jump up two ledges
3. Go to the left and jump up a ledge



5. Hit C2 and then R2
6. Run through the exit

This can be done with the use of Eye of the Storm only once, but if you wish to use it more than once, you can.

#### PART VI

1. Turn the lever on the other side of the door...YAY, shortcut!!!
2. Now go through one of the doors and jump down the curtains and poles that were just shown, until you reach the ledge.
3. Drop down to some ledges that fall apart
4. Keep dropping until you get to "big ledges" that you can stand on
5. Take your time as you drop down the ledges and use Eye of the Storm at the four saw blades. You've made it this far; you don't want to make a deadly mistake
6. Hang off of the edge and drop down the finally curtain.
7. CONGRATS, you made it through the first hard puzzle in the game!

#### The "Ladder Ledges Take Two":

1. Climb up the ladder and jump to the ledge
2. Jump to the next ladder and climb up
3. Jump to the ledge and climb the ladder
4. Jump to the crevice and shimmy to the left
5. Jump to the first pole, swing/wall jump to the next pole and then the next pole.
6. Making sure you are facing towards the bottom of the screen (not the top), have a little faith and swing towards the wall.
7. Shimmy to the left and jump to the ladder, climb up.

.....  
End of Added Puzzle

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Once again, congratulations on a job well done.

Continue forward through the trapped hallway towards our destination. When you come to a big gap, wait for the spikes to be out of the way and run along the left wall and jump to a ledge on the right. Hang before the spikes hit you and climb when it is safe. The rest is simple, hang when the spikes pass under you and then shimmy to the left. Pass the razor traps and climb up the small ladder. Jump to the "switch ledge" behind you and run through the door. Welcome to the Hour Glass Room. Watch the cutscene and YAY a new sword! Be sure to save your game at the nearby fountain and prepare for some back tracking.

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#### The Key and the Lock...3.08

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To get back through the door, run up the left wall and pull down th switch. Get past the traps the same way you did before except in the room with the big gap, you need to shimmy around the lower ledge instead and jump between the ledges in the center of the room.

.....  
Revelations Exclusive Puzzle...3.081

.....  
The "Ladder Ledges Take Two" (In reverse):

1. Climb down the ladder

2. Jump to the crevice on the prince's left
3. Shimmy to the right
4. Jump backwards and keep jumping off the wall until you grab the pole
5. Drop down to the bottom pole and swing to the crevice in the wall
6. Shimmy to the right and dorp to the ledge
7. Climb down the ladder
8. Jump to the next ladder and descend
9. Jump to the ledge and jump to the next ladder, climb down

In this next room you can just walk through the center now, save here if you would like.

The "Ladder Ledges" (In reverse):

1. Go to the back left corner, jump off the wall to reach the ladder and climb up
2. Run along the wall in front of you and jump to the next ledge, climb the ladder
3. Landscape view and jump to the ledge with the ladder, climb the ladder
4. Jump from the ladder to the pole
5. Climb to the right side of the pole
6. Swing to the ladder or ledge (doesn't matter), climb the ladder
7. Shimmy to the prince's left, run along the wall and jump to the last ledge
8. Climb the last ladder

.....  
 End of Added Puzzle  
 .....

Continue through the hallway and traps until you finally make it to the Center Room.

Go to the eye shaped thing at the other end of the room and there will be a cutscene.

.....  
 LIFE UPGRADE...3.082  
 .....

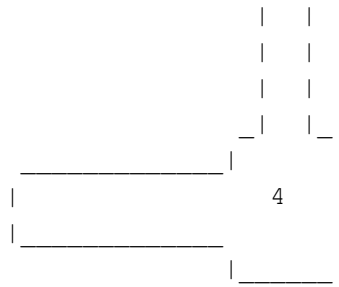
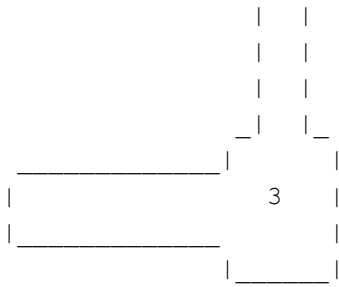
First turn the switch toward the pathway to the Hourglass room. Now go back to the "eye" and face towards the path to the Hourglass room. You should now be able to see the eye, the switch and the path to the Hourglass room (in that order). Drop down to a slightly lower ledge. Now hang off the side of the ledge that is pointing towards the Hourglass Room (wow, important room huh?). Now jump towards the wall and keep wall jumping until your reach the bottom. Drop down on to the lower ledge to the left. Now this part is a little tricky:

1. Run along the wall behind you
2. Jump right before the wall ends
3. Keep wall jumping up to the ledge

Center the view to make things easier and walk forward to the end of the ledge. Now run along the wall to the prince's left; do the same thing you just did before, except this time you are wall jumping until you get to the ledge below instead of above. If you landed on the ledge to the left, then jump to the ledge on the right (if not, ignore this action). Move around the right side and go through the doorway. Now make it past the traps to the upgrade.

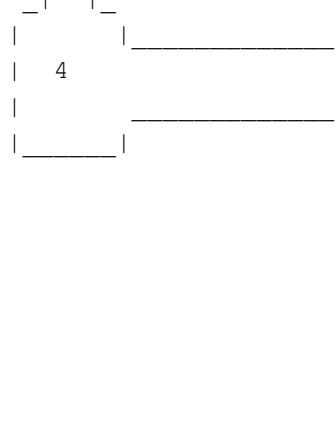
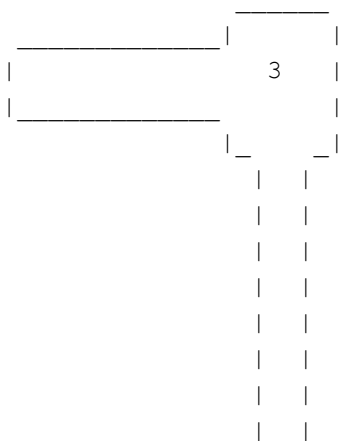
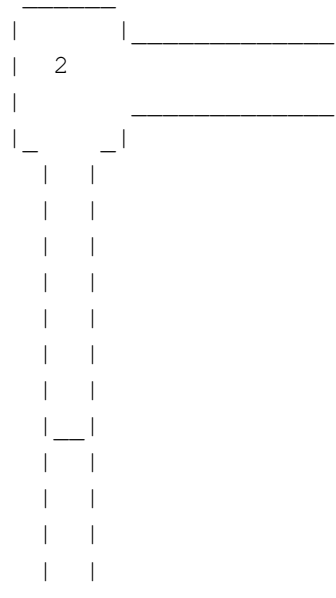
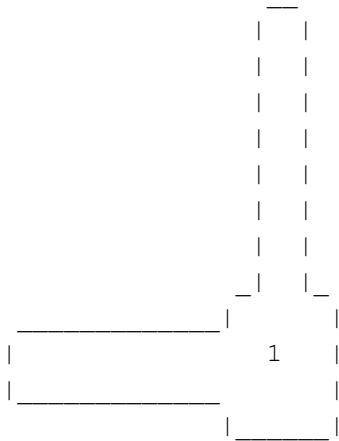
.....  
 END OF UPGRADE  
 .....





After setting the stairs up like this you should be able to climb up to the door using stairs 3 and 1. Once through the door, pull the switch...and holy crap...more doors. Get back down the stairs and save if you would like.

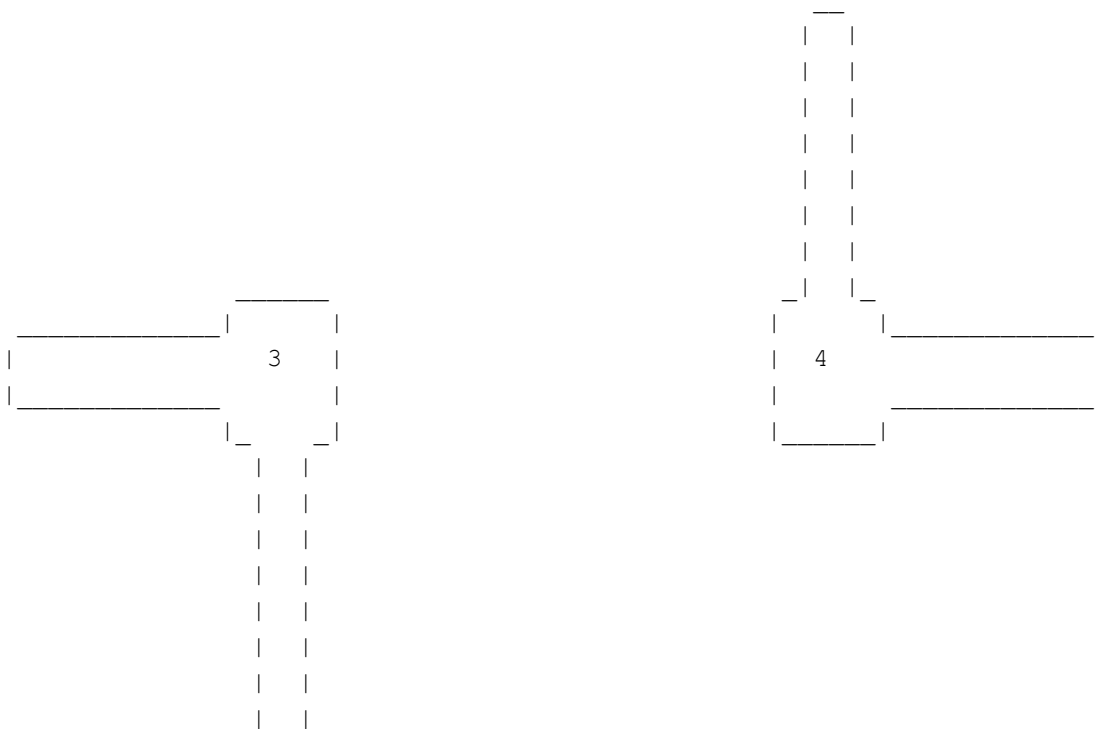
Now get the stairs to look like this:



Climb up stairs 3 and follow the ledge to stairs 1. Go through the doorway and down the hallway. Jump between the walls to get to the top and continue past the traps. Hit the switch on the prince's right and quickly jump the gap and run to the lever. After pulling the lever run back through the still open

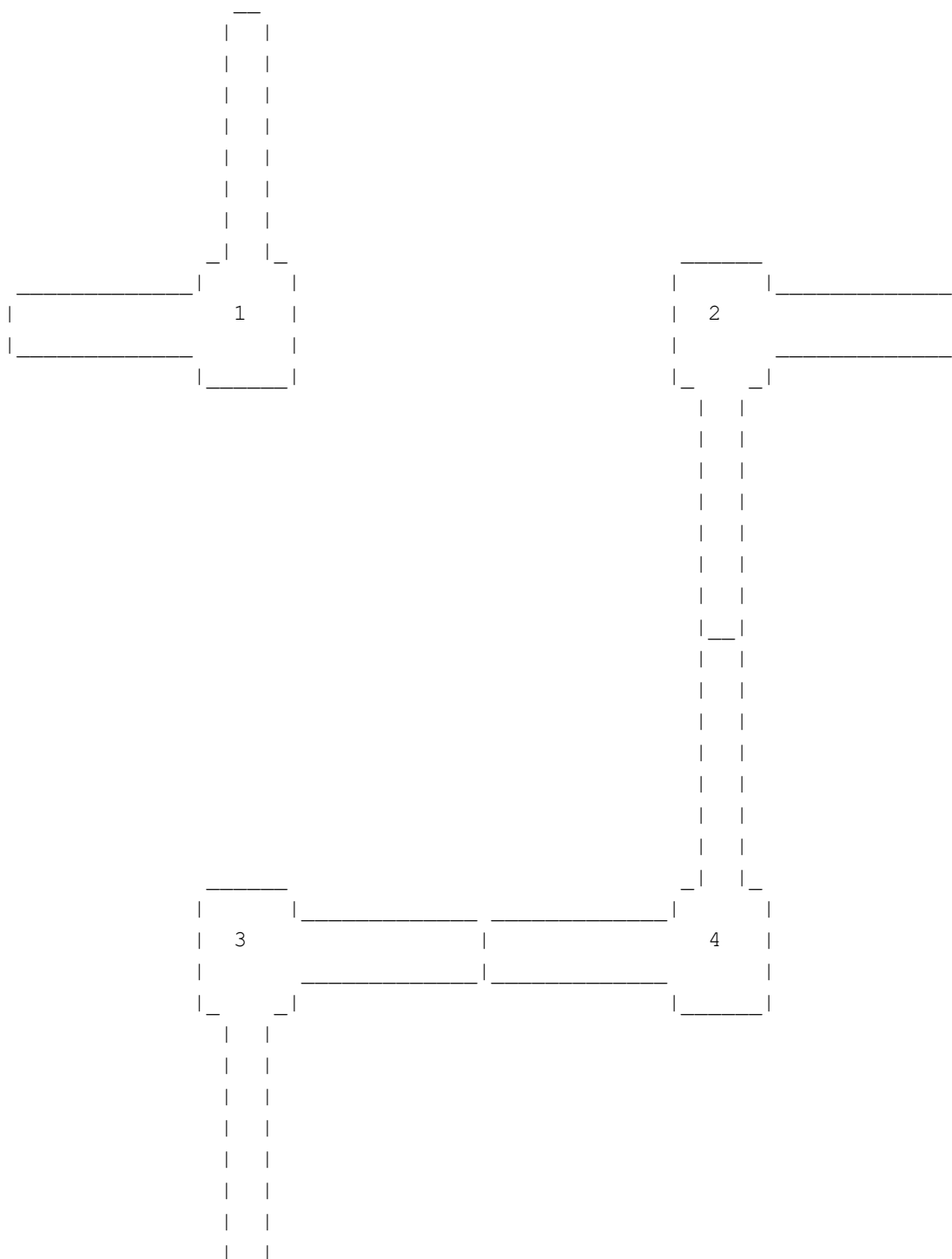
gate and jump over the gap again. If you mess up and get stuck, drop down and follow the doorway in the room back to the stairs room. Run up the wall on the left of the doorway you entered from to get to the ledge and then jump to the next ledge. Go past the switch and pull the lever. Now go back to the beginning of the room. Hit the switch again, run and pull the 1st lever again. Continue on through the doorway. There is a chest in this room, but I have yet to figure out how to get it. Get past the traps and take the ladder down. Continue and drop to the stairs below, don't go through the doorway because there is nothing there. You will be on stairs 2. Continue up stairs 2, drop down to stairs 4 and continue up. Go through the door and go down the hallway. When you get to the edge, run along the right wall to the pole (yes, it is possible to run along the right wall). Swing from pole to pole and finally to a ledge. Take the ledge right and jump across to another ledge. continue in the same direction, this will take you to the other side of the hallway. Rotate the lever and watch the cutscene. You are almost done. Go through the door and jump to the curtain to get down, save if you want.

Now get the stairs to look like this:



Climb up stairs 1 and two and go through the door. At the end of the hallway, jump between the walls to get to a ledge above. In the next room, drop down below and kill the enemies. Now continuously jump between the wall and the right column until you grab hold of the column (this is hard to get right, but can be done). Climb the column up and jump towards the wall, you will grab a ledge. Shimmy to the left and drop to the ledge below. Move to the left and jump to the ledge above. Shimmy to the left and finally drop down on the other side of the room. Continue down the next hallway killing any enemies that attack. Be careful its easy to get turn around in here. When you finally arrive at the doorway with a gap behind it, run along the wall and jump to the ledge. Jump up to the crevice and shimmy all the way to the right side. Drop down to the crevice below, shimmy more to the right and pull yourself up on to the ledge. Continue down the hallway and pull the lever, go through the door and take the stairs down. Follow the ledge all the way to the right end and take the curtain down. Save if you would like to.

The 4th and final configuration of the stairs should look like this:





Climb up stairs 1 and go through the hole in the wall. Go down the ladder and jump to the next while avoiding the trap. Roll to get to the back left corner of the next room (you have to roll because there is a short ledge blocking you). Jump to the ledge above you (be sure to JUMP without pushing any directions). Move to the left, jump to the ledge above and then jump up to the next ledge. Jump up another ledge and finally jump to the top. Like before, hit the switch to pass through the gates and to the door in this area. Go down the hallway avoiding the sword traps. climb down the ladder and then go through the doorway. Drop to stairs 2. Continue up and down the connected stairs and finally through the last doorway. Congratulations, you defeated one of the puzzles that gives everyone the most trouble.

Continue down the hallway, avoid the swords and jump up to the "pole switch." This opens the shortcut past this puzzle. Take the curtains down and continue to the left.

.....  
END OF ADDED PUZZLE  
.....

Continue to the prince's right and down the hallway. Run up the wall at the end of the hallway and continue. Save at the fountain.

Kill the enemies and then find the opening in the railing (not the small balcony). Climb out on to the ledge, drop to the ledge below and drop to a hang. Shimmy to the left and drop down 2 ledges. Drop to a hang, shimmy to the right and drop down to the floor. Continue forward and defeat the mass amount of enemies.

#### BOSS: ROCK GIANT

This guy is actually very easy, but very fun to fight. Rush between his legs and keep cutting the back of them. when he falls down, press X to climb up on his back. From here you can do one of two things:

For a quick kill, use Eye of the Storm and constantly beat his head.

For a more interesting fight don't use Eye of the Storm and keep repeating the steps.

Now kill off the two enemies who still think they can take you on and go through the door. Take a left and hit the switch on the wall. Now use Eye of the Storm and go into what used to be a small hallway and dead end. Run up the metal box and then run up the wall to a ledge. Then jump to the ledge above and save at the fountain ahead.

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#### Clockworks and Gears...3.10

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After saving continue on to the beam, you will begin to hear the prince ranting to himself. Use Eye of the Storm and jump past the big gear. You will see a cutscene, uh oh a new enemy. Kill the enemies, you don't have to fight the new one yet. If you look to the right of the small bridge, you will see platforms with poles going up and down. Jump to the first one, then to the one to the right of it and then to the next one, and finally to the one to the right of the third pole. Jump to the left of the pole onto the vertical platform and then to the platform to the right. Run up the wall and press the switch then wall run to the vertical platform that moved in the cutscene. Hang of the platform and shimmy to the left. Stand up again and jump onto the pole, swing to the platform in front of you and rotate the lever. After you rotated the platform, jump on the pole and swing onto the next pole that's

moving up and down. Wait until it reaches it's highest level and then swing from it. Climb over the railing and now you will encounter the axploding dogs. Kill them, but watch out for the explosions. Once you kill the dogs, jump onto the pole switch, this will raise the big platform in the middle. Go past the bridge and jump the gap. Kill two more of these damn "dogs", and then climb onto the small plank on the left, and jump to the plank on the other side, shimmy to the right, climb onto the ledge on top of you, and then onto the next ledge. Shimmy all the way to the left and then drop down. Kill all the enemies here, hit the artwork chest to your left and then climb the ladder. After you're at the top, jump backwardsgo all the way to the right and jump onto the ledge on the other side. Shimmy to the left and then jump to the pole. On the pole, shimmy to the left again and jump to the rotating vertical platform on the other side. Once the platform turns to the other side, jump onto the platform with another lever and push it. Okay, this part is a little tricky, jump onto the pole, and swing onto the rotating pillar. Wait until the pillar turns all the way to the other side, then jump onto the next pole and swing from it to the platform with a red floor switch. Press the switch, then kill the dog on the wall by throwing a sword at it or by running on the wall and attacking it. Anyway, wall run to the end of the wall and jump onto the new wall opposite of it. Then climb on top of it and jump to the right onto the ledge and jump down. Kill the two dogs and go into the doorway to the right. Run upthe wall and jump to the hanging switch. Once again this will raise the platform in the middle of the room. Go to that platform and kill the two dogs. Jump onto the beam to the left facing the bridge, and jump to the beam across from you while aviding the gear. Jump to the right then climb up on the ledge. Move to the left and then climb that ledge. If you want to get the artwork cheat, then shimmy all the way to the left of that ledge and drop down on that platform. (There's an enemy, a chest, and a few barrels on it). Go past the spinning blade, and climb onto the black block that comes out of the wall. Using it, jump over the spinning blade traps blocking your path. While avoiding the next traps, go down the stairsand climb onto the wardrobe to the left. Climb onto the ledge on top of the wardrobe and shimmy to the right to hit the switch, and then go threw the door. Go down the stairs and save at the fountain.

Go down the hall to reach the mechanical pit, which is another part of the tower. Kill the enemies here and wall 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. wall run up the wall to a rope, and wall 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 or (dogs) 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.

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. after the cutscene wall 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 wall 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 wall run past it, then jump off at the end of your wall 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.

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

Wall 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. 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; wall 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 hallway has two spiky logs. Wall run along the wall past them when they pass each other, then go through the water doorway to reach another time warp room. 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. 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 wall 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 wall 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. wall 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.

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 curtain, and slide down it to land on a platform. Does it look familiar? wall 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. wall run to it when it's down, ride it up, and wall 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 it to refill your life.

Climb out of the water and go through the doorway that was opened by the exploding spike beast. Wall run along the left wall to a rope, and Wall 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.

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.

Kill all of the enemies, then wall 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.

Wall run along the left wall to reach another triangular corner, then wall 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 wall 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.

Kill the enemies, then wall run up the wall on the right with the checkerboard wooden pattern. Wall 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. Wall 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. Wall 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 wall run along the left hand wall to a rope. Run with the rope to the other side of the room and turn left.

Wall run along the right hand wall here to reach a time warp room. Go through the water doorway to safety. Activate the panels, and go to the past. You get a new sand tank for your trouble. Save your game at a fountain here.

Wall 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. Wall run past the first buzzsaw when it passes you, going up. You reach a rope.

Run with the rope, and wall 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 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 wall 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 wall run along the wall to the main part of the Activation Room.

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.

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Life Upgrade!  
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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. wall run along the wall and run to the end of the hallway.

On the next hallway, wall run up the wall (the one you just wall ran along)

and jump off onto a crushing block (you'll have to time this, of course). Wall 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.

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End of life upgrade!  
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Head back to the fountain and save your game. Then jump up to pull down the lever in this room. A platform lowers nearby. Wall 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). Wall run left to the other triangle corner, then wall 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, wall run across it to the lowered platform. When the next portion is down, wall 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 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). Wall run right off it to another triangular corner, and wall 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 wall 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. wall 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. Wall 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. Wall 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 wall 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.

Go back across the bridge, and through the now-open doorway. At the end of it, turn right. Wall run along the left wall, timing it so the spokes of the water wheel don't hit you. Then go up the stairs and Wall 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 Wall 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 curtain 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 curtain sliding awaits you at the end of the hallway. Slide down the curtain, jump off to the next curtain, 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.

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The Second Tower...3.11  
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This time (facing the Hourglass room) turn the switch to the right. Now climb up the ledge closest to you. Run along the wall and then jump to the ledge. Climb around the right, jump to the ledge above and then jump across to the ledge behind you. Again, jump to the ledge above, walk left and then jump to the ledge behind you. Jump up to the ledge. If you want a chest, climb the ledge directly in front of you and jump to the next ledge to get to it. Climb back down and go through the doorway.

Hit the switch at the end of the hallway and go through the next door. Climb down the ladder and drop down. Continue down the hallway and to the right.

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Revelations Exclusive Puzzle...3.111  
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AREA ONE

PART I

1. After the cutscene, go forward, while hugging the right wall
2. Run along the wall to the pole ahead of you
3. Swing from pole to pole and get to the ledge
4. Go through the doorway and down the hallway, killing enemies along the way
5. Through the doorway, turn right and jump to the ledge
6. Continue to the end of the ledge
7. Run along the wall and jump to the next ledge
8. Continue to the end of the ledge
9. Hang off the ledge and drop to the pole below
10. Drop to the pole below and then drop to the beam
11. Jump to the next beam and then the beam after
12. Drop to the pole below
13. Run along the left wall to grab a pole
14. Swing to the ledge below
15. Run along the right wall to get to a beam
16. Get to the last beam and drop to the small ledge below
17. Shimmy to one side and drop to the crevice below
18. Shimmy to the left end
19. Drop down two crevices and shimmy to the left
20. Drop to the beam
21. Drop to the next beam, making sure you are hanging off of the left side
22. Hanging off of the left again, drop to the pole
23. Swing to the pole and then to the column
24. Jump to the next column
25. Climb to the bottom
26. Jump towards the wall, landing on the column support
27. Drop to the ledge below
28. Run along the wall and jump to the next column
29. Climb up, jump to the ledge and save (rub the sweat off your head because we aren't done yet)

PART II

1. Drop off the right onto a small ledge
2. Drop to the crevice
3. Drop down the crevices until at the last one
4. Use Eye of the Storm, drop to the ledge and run along the left wall
5. Run along the left wall again and then drop to the ledge below

6. Then run along the right wall to a safe ledge and catch your breathe
7. Run along the right wall to another breaking ledge
8. Run along the right wall again but this time to a pole
9. Drop to the pole below
10. Drop to the ledge below and run along the left wall
11. Run along the left wall again
12. Run along the left wall again, to a pole
13. Swing to the next pole
14. Drop to the beam
15. Jump to the beam on the right
16. Drop to the small ledge and then to the crevice
17. Shimmy all the way to the right
18. Drop down the crevices until you get to the bottom

#### PART III

1. Hang off the edge and shimmy all the way around and drop to the ledge
2. Run along the wall and then jump to the dead tree
3. Walk up the tree and onto the long right root
4. At the end of the root, jump up to the branch
5. Swing to another branch
6. Then swing to a "tree ledge"
7. Jump to the next ledge
8. Run up the "tree wall" and to another ledge
9. Jump to the crevice in the ceiling and climb it until you automatically drop
10. Follow the tree to another crevice; jumping to this one is a pain, but it is possible. Try facing the camera and jumping to it.
11. Climb to the end of the crevice and drop down to a pole
12. Drop to the next pole and then drop down
13. Defeat the enemies

#### PART IV

1. Run up the side of the 1st pillar to get to a crevice
2. Shimmy around until between the pillars
3. Wall jump between the two until you get to the next ledge
4. Shimmy around and jump to a crevice in another pillar
5. Shimmy around and jump to the column
6. Climb down and jump onto the ledge below
7. Climb up the next column
8. Jump to the stalagtite
9. Climb up and jump to a ledge (it doesn't look like you can jump to it, but when you jump the prince will grab the edge and hang)
10. Jump to the crevice in the ceiling and climb it to the end and drop to the ledge (at this point stuff starts to break)
11. Jump from stalagtite to stalagtite and finally to a ledge
13. Have faith and jump towards the big mark in the wall, you will land on a ledge.
14. Jump to the crevice and shimmy around
15. Jump to the small blue ledge
16. Jump to the next blue ledge (by the way these ledges are here from the stalagmites that fell from the ceiling)
17. Now jump to the big ledge
18. Kill the enemies and save

#### PART V

1. Back track a little and jump down to a blue ledge
2. Jump towards a small ledge directly in front of you and you will grab a pole
3. Swing to the next pole
4. Swing forward to the ledge

If you want a chest:

Go through the doorway, continue down the hallway going straight and running along the right wall to cross the gap. Turn right and get the chest. Now, to get back...looks impossible right? It is actually possible to run along the same wall you used to get to the chest to get back. Go back down the hallway and out the doorway

5. When back outside the doorway jump to the crevice to the prince's right
6. Shimmy around to the left end
7. Jump to the stalagtite
8. Climb up and jump to the crevice
9. Shimmy around to the left end and drop down
10. Then drop to the ledge
11. Run up the wall to get to a big hole in the wall
12. Walk close to the wall and then walk through the connected tree
13. Run to the end of the tree
14. Jump down the hole that was just made
15. Walk to the end of the ledge
16. Jump to the ledge
17. Run across the bridge
18. Kill the creatures
19. Go to the end of the ledge and jump to the tree branch
20. Swing to forward to a branch
21. Jump to another "swinging branch" in front of you
22. Swing to the ledge in front of you
23. Jump onto the mushroom looking ledge to the right
24. Run up the tree to the ledge
25. Continue forward and jump to the stalagtite
26. Climb to the top and jump to the next stalagtite
27. Turn to the other side and jump towards the screen
28. Continue and drop off the other side of the ledge
29. Have a faith and stand on top of the crumbling ledge, you will fall and land on a ledge below
30. Drop down on to the ledge below and run your butt off
31. To the right and up some is a white block sticking out of the wall, run up the wall to the right of it and grab a crevice
32. Shimmy to the left and climb onto the block
33. Run up the wall, hanging from another crevice
34. Shimmy to the right and repeat
35. Shimmy to the right and jump to the stalagtite
36. Climb up and jump to the crevice
37. Shimmy to the right and drop down to another crevice, repeat until you get to the last crevice
38. Use first person view to center yourself with the middle hanging pillar
39. Jump towards the pillar and keep wall jumping until reach a crevice far below.
40. If you want a save and a chest; instead of going through the doorway, go the other direction and go around
41. After saving, go through the doorway
42. Hit the switch to the left inside wall of the doorway
43. There will be a cutscene of you going through the doorway

#### AREA TWO

1. Run along the left wall
2. Run along the right wall
3. Use the rope to get to the pole ahead
4. Swing to the next pole and then to the ledge
5. Wall jump between the two walls to get to the upper ledge
6. Run up the wall to the top

7. Use Eye of the Storm and run along the right wall, hitting the switch
8. Run through the door
9. Kill the enemies and go to the end of the ledge
10. Run along the right wall to the stairway
11. Jump to the pole, swing to the next pole and then swing to the ledge, avoid the razor trap
12. Jump to the next razor trap ledge
13. Avoid the trap
14. Jump to the curtain and jump to the ledge at the bottom
15. Avoid the double razor and jump to the next ledge
16. Avoid the razor and jump to the pole
17. Swing to the ledge and roll under the swords
18. Jump to the next ledge and roll under the swords
19. Use Eye of the Storm, run along the wall and jump to the pole
20. Swing to the pole, swing to the curtain and jump to the ledge
21. Run along the right wall (hitting the switch) and run through the door
22. Run along the wall to the ledge
23. Fight off the enemies
24. Continue along the ledge
25. Jump towards the curtain, the prince will grab a pole above
26. Swing to the curtain and jump to another pole
27. Swing to the curtain
28. Continue up the stairs and past the razor
29. Continue down the hallway and past the traps
30. Jump to the pole to the right of the doorway
31. Swing to the next pole
32. Swing to the ledge
33. Run around the ledge and run along the wall to the rope
34. Swing to the next rope
35. Swing to the curtain and jump to the ledge
36. After the cutscene, hit the switch on the left wall and go through the door
37. Pull the lever, by opening the door this will create a permanent shortcut through the new puzzle.

Congratulations!! You finally finished!!

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End of Added Puzzle

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If you want to check out the shortcut you can, but when you are done come back and continue along the hallway.

If you have no sand or want a chest, avoid hitting the switch and drop down. Continue down the path to the the end. After getting the chest and some sand return the way you came and use the ledges to get back to the switch.

Use Eye of the Storm, hit the switch and run over the metal ground to the next ledge. Go to the end of the ledge. Run up the right wall and jump to the pole above you. Use these poles to get to the switch and use Eye of the Storm again. Get to the next ledge and save. That ends this section.

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The Water Maiden...3.12

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Continue down the hallway and watch the cutscene. Kill off the enemies. If you need a health refill afterwards, then drink the water from the large fountain in the center. Go back to the entrance and face the center fountain. Look to the prince's left and up, you should see a ladder. Run up the wall and jump to get to it and climb up. Defeat birdman and climb up the next ladder (this ladder is just opposite of the ladder you came up). Defeat

birdman again. Look to the right side of the room to find birdman, using first person view may help. Run along the right wall to get to the rope. Using the rope, run some more and then jump to birdman's location. Defeat birdman again this time killing him. Run along the wall, towards the statue, and jump to a pole above it. From here, swing to the door.

Now jump to the ledge you see in front of you and drop to the ledge below. Move around to the left and drop down to an inconspicuous ledge below. Then drop down two more ledges and finally down to the floor. Kill the unsuspecting enemy, I like to use the following move if I have one sword: press and hold triangle until you grab the enemy, then repeatedly tap circle. Run along the wall opposite of the one you came from, grabbing a hard to see ledge. Climb up these ledges, which are exactly the same as the other ones, and save at the top.

Go through the door and watch the cutscene. Pull the lever to close the door behind you and open the next door. Continue to the stairs, killing the next unsuspecting enemy and killing the enemies at the top of the stairs. If you want a chest go back to the top of the stairs and turn to face the room. Then go straight until you hit a pillar and go around the pillar, finding the chest on the otherside.

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LIFE UPGRADE...3.12

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This is kinda hard to explain, go back to the top of the stairs and face towards the room. Turn to the left and go around the pillar stuck in the wall. You should see a hole in the side railing, hang off the side here and drop to the ledge below. Hang down and shimmy around, drop to the ledge below and drop to the ledge. Run along the wall to the next ledge and go through the doorway. Continue down the hallway and climb on to the ledge to your right and drop down to the ledge below. Walk to the left and jump to the next ledge. Drop down a ledge, move to the left and drop down another ledge. Finally drop to the floor and go to the right side of the ledge (the side that sticks out). Jump forward to a pole and swing the the other side. Destroy the pots for sand that you will need for the the traps or you can save these as sand for afterwards, if you already have sand. Now climb to a ledge very similar to the first one you climbed to. These ledges are exactly the same as before except that there is one extra ledge at the bottom. Once again, I will not explain the traps because it won't help at all. You can get back out of this area the same way you came in.

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END OF UPGRADE  
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Once you are back in the room, go to the top of the stairs and face the room (yes, again). If you go into first person view and look at the square pillar in front of you, you should see a ledge. Run up the side of the pillar to get to it. Use Eye of the Storm, run up the side of the box that came out of the ground and run up the wall to a ledge. Pull yourself up and jump to the branch behind you. Follow the branch to the other end and jump to the beam ahead of you. Follow the beam to the ledge and move around the left side. Jump to the pole and swing to the next ledge. Move around the left and follow the beam to the otherside. Move around the left again and out on to the beam. Jump to the pole and swing to the branch. Go to the end of the branch and jump to the rope. From here swing to the pole you can see on the screen and swing to the crevice ahead of you. Shimmy around the right, climb onto the ledge and jump to the beam. Defeat birdman and climb up onto the small ledge behind where birdman used to be. Jump to the crevice, shimmy around the left and climb the ledge. Jump to the ledge and look to your right. Hey, its your



1. Turn lever 1 towards S1
2. Turn lever 2 towards S1
3. Turn lever 3 towards S2
4. Turn lever 4 towards the right wall

Actually I guess that wasn't as hard as I thought it would be, oh well. After you are finished go through the now open exit. Continue to the hole and run up the right wall to a ledge. Move to the left side and jump up to a ledge. Shimmy to the left until you can climb up on to the ledge and then continue to the left end. Jump up to the ledge, jump across to another ledge and then jump up to the next ledge. Jump up to yet another ledge and then finally jump across to the top floor. Continue down the hall to the portal and activate it. Don't forget to save on the other side.

After saving continue forward, the first thing you will notice is that there are now enemies to kill. After killing them, follow the ledges down. You were just here so it should be easy. Just keep in mind that some of the floor at the bottom is missing so you need to go all the way to the right side of the bottom ledge before dropping. Kill the 2 enemies and continue. Kill the next 2 enemies. When entering the gardens you should see a stone block to your left, climb on to it. Run up the wall and jump to a beam. Jump to the beam in front of you, follow it and then jump to the beam in front of you. You are on top of the fountain, follow it around to the right end. Jump to the prince's right and land on the ledge. Defeat the enemy. You should see a spot near where the enemy was, that you can hug the wall and climb out on. Now jump to the ledge above you. Jump to the crevice, shimmy around the left to the ledge. Defeat the 4 enemies, the best thing to do is throw them off the edge. Run along the right wall to a branch and follow the branch to the end. Jump left to a ledge, move to the right and drop down to the branch below. Move to the end and drop to the beam. Follow the beam forward and jump to the ledge in front of you. Jump to the branch above, follow it to the end and jump to the doorway above.

You've been here before, but things are a little different. Jump to the ledge, drop to the one below and move to the left. Drop down three ledges and jump to the branch behind you. Follow the branch to the end and jump up to the crevice. Shimmy around the left, drop to the branch and follow the branch around. Jump to the ledge to the prince's left and jump to the ledge above. The ledges are the same as they are on the other side. Save and then go through the doorway.

Defeat the enemies and hang off the only edge that is straight. Drop to the visible ledge below. Hang down and shimmy to the right. Drop to the ledge below, there is one there. Hang down and shimmy around the right and jump across. Kill the enemies and then run up the wall next to the ledge you came from, you should grab a ledge. Climb up and then climb to the ledge above. Jump to the crevice and shimmy around the left. Climb up two ledges and climb on to the broken bridge. Run along the wall and jump to the crevice. Shimmy to the left and climb up. Kill off all the enemies and then return to where you climbed onto the ledge. Climb on to the small ledge and then jump up to the ledge above. Jump to the tree behind you, climb up it and then leap to the branch. Jump up to the next branch and then swing to the thin ledge ahead. Walk to the end and then jump to the crevice. Shimmy all the way around the right and drop to the ledge below. Now walk out on to the beam and jump to the branch. Swing to the ledge above, turn to your left and jump to the next branch. Swing to the ledge and defeat the enemies. Run along the wall behind the small column and you should land on a beam. Get to the ledge, turn right and save.

Run up the wall to your right and then jump to the tree (it doesn't look like



you can make it, but you can). Jump from one tree to the next until you reach the last one. Now jump to the branch and follow it to the ledge. Kill the enemy and walk around the small ledge on your left. Run along the right wall to the crevice on the other side of the gap and shimmy to the right and climb on to the ledge. Go into the hallway and use Eye of the Storm, so that you can use the crushers to get to the other side. Be sure to save again.

Use Eye of the Storm to get past the next crushers, except this time run along the wall from the 2nd crusher. From the rope, swing towards the spikes and jump to the tree right before you hit them. Use the tree to jump to the column and drop down to the ledge. Go through the doorway, kill the enemies and then go through the next doorway. Climb out onto the beam and jump to the tree. Jump to the ledge ahead and then run along the wall to the left. From this ledge jump to the column, climb up and jump to the beam. Go into the room and beat the enemies, exit through the next doorway. Watch the cutscene; look, its your friend birdman!!!

Run along the wall to a ledge and from here jump to a column. Now jump to the tree, but don't jump to the next column (if you have trouble finding the tree use first person view or landscape view). Instead, slide down and jump to a pole that you should easily see from landscape view. Swing to the broken column and jump the beam. Get on to the ledge and look ahead; we are almost to birdman. Go out on to the next beam, jump to the pole and swing to birdman. Uh-oh, its the Dahaka...RUN FOR YOUR LIVES!!!

#### DAHAKA CHASE:

Once again, I will only detail the not so obvious parts of the chase, like go down the hallway (when in doubt, run along the wall). I actually suggest you do the chase without my help because the movements are obvious and it will be much more exciting.

1. Run along the wall, to the ladder
2. Jump to the pole and swing from pole to pole
3. Run along the wall, as the ground breaks below
4. Run along the wall to the ledge
5. Run along the wall to the doorway
6. Run along the wall to the ladder
7. Again, run along the wall to the doorway
8. Run up the wall to th ledge
9. Run along the wall to the ledge and quickly shimmy past the barrel and climb up
10. When at the end of the hallway, turn the left corner and run along the wall to a rope
11. Swing to the ledge
12. Take the ladders down

Whew, safe at last. go through the portal and save on the other side.

Go down the hallway, kill the two enemies and climb up the ladders. Once on the top ledge, defeat birdman. Run along either wall to a rope and then swing to the next ledge. Watch the cutscene, if you look below you will notice that you are in the fountain room again. Go to the right, the direction the cutscene showed you. Hang of the railing, jump to the pole, swing to the next pole and then finally swing to the balcony. Kill the enemies who are patiently waiting for death. Go through the doorway, down the hallway and climb up the ladder. Jump backwards to a weight switch and then go through the door. Once you are through the hallway turn left and climb on to the ledge. This is probably second nature to you by now, but move to the right and jump to the ledge above. Then jump to the crevice and shimmy to the right

and climb up. Climb up the ladder and use Eye of the Storm to get past the saws. Run along the wall past the next saws and jump before you reach the other wall. Save again.

Run up the right wall and jump to the ledge above. Everyone say YAY, puzzle time!! Go to the center lever and point it in the opposite direction. While turning it, you should see a chest in the top left corner of the screen; get it if you want. If you go to landscape view, you should see a small stone block below one of the "rotating pillars." Climb on to this block. Then run up the pillar to get to the top. Go out on to the beam and jump to the column. Climb up, turn right and jump to the crevice. Shimmy left, drop down and run along the wall to a rope. Swing to the ledge with a lever. Turn this lever clockwise once and then jump to the pillar you just rotated. Walk out on to the long beam and jump to the ledge ahead of you. Follow it to the right side of the room. Use the beams to get to the next pillar. Turn right and get to the next lever. Point this lever in the opposite direction. Run along the wall to the rope and swing to the ledge (you will notice that both sides are almost exact mirrors). Get up to the crevice, jump to the column and then to the pillar. Walk out on to the beam and jump to the ledge. Get the chest if you want. Then roll under the grating on the left. Turn the lever until water flows, have a drink if you need it.

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LIFE UPGRADE...3.131

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Climb up on to one of the small ledges behind the switch. Now run up the wall and you should grab a ledge. Climb up, jump to the next ledge and enter through the doorway. Get through the traps, which I once again won't explain to you. When finished come back to this room.

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END OF UPGRADE

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Roll back through the grating and jump back to the pillar. Back track your way to the last lever. Point it in the opposite direction, the way it was before you turned it (pointed towards the screen). Then back track to the next switch. Leave this switch as is. Now finally back track your way to the ground, and kill the foolish enemies waiting for you. Point the center switch to the right and watch the cutscene. One of the locks is now open. If you decided to do this tower first, like me, then follow the 1st paragraph of the next section and then go to section 3.09. If this is your second tower, then continue like normal.

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The Door is Open...3.14

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Now back track the way you came, drop down and save. Climb back up, but this time turn around and run along the wall to a ledge ahead of you. Run along the wall past the saws. Everything else is the same as before, if you need to refresh you or memory look back a little in this section. When you get to the door, climb up the ladder and jump to the switch. Once you are to the balcony again, kill the two enemies and use the poles to swing across to the middle. This time go around the left, run along the wall to the rope and swing to the balcony. Kill the enemy and get the chest if you would like to. hit the switch and then use Eye of the Storm. Make your way back and climb on to the new ledge. Run up the wall and jump to the pole. Move around the right side and swing to the ledge. Go around the right side of the ledge and drop down. Run up the wall and jump to the switch. This switch may already be

activated (it was for me and this hadn't happened to me until my second time playing). Drop down and run up to the right ledge. Move around to the right and jump to the next ledge. Move around to the right again and drop down. Climb down the ladder, jump across the gap and climb down the next ladder. You should recognize this area and even recognize birdman. I just ignore him here, but you can fight him if you want. Climb down the next ladder, drink the water if you want and go through the doorway. Save at the fountain, this area should look very familiar. Drop down and continue to the end. Climb up the ledges and then repeat. Go through the shortcut door on your left, you should now find yourself in the central hall. If this was your first tower, then there will be a cutscene and after watching go to section 3.09. If this is your second tower then continue normally.

Go back to the hourglass 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. Wall 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 wall 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.

Watch the cutscene and then save your game. head through the now open door leading to the throne room.

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Boss fight: Kaileena ...3.15  
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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 jump over her and do two sword 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 recommend that you pick up the swords they leave behind and throw them at Kaileena to hurt her, and pick up any sand they leave.

When you get Kaileena down to half of her health, everytime 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 kill her, you are then given the option to save the game. Do so.

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#### The long way home...3.16

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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. Hmmmm...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.

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You Cannot Change Your Fate...3.17

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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.

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A Throne and a Mask...3.18

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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 too 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 continues 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.

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### The Face of Time...3.19

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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.

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### A Second Chance...3.19

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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 attacks 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 "down" 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.

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#### The Path of the Sandwraith...3.20

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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-moving. 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.

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Mirrored Fates...3.21

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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.

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The Race to the Throne...3.22

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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 (use 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.

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### The Death of a Prince...3.23

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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.

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#### The Warrior Within...3.24

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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.

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Boss fight: Kaileena...3.25  
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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.

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Boss fight: Dahaka...3.26  
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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 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.

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Life Upgrades Overview  
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[1st Life Upgrade] - Fortress Entrance - 8 o'clock  
[2nd Life Upgrade] - Sacrificial Altar - 4 o'clock  
[3rd Life Upgrade] - Central Hall - 7 o'clock  
[4th Life Upgrade] - Garden Hall - 2 o'clock  
[5th Life Upgrade] - Garden Waterworks - 1 o'clock  
[6th Life Upgrade] - Activation Room - 12 o'clock  
[7th Life Upgrade] - Prison - 11 o'clock  
[8th Life Upgrade] - Library - 10 o'clock  
[9th Life Upgrade] - Southern Passage - 5 o'clock

\*\*\*\*\*  
[Part B: Backtracking for Life Upgrades]  
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So you didn't use my FAQ from the beginning, and just before you reach the final boss, you realized you aren't in the path for the alternative ending. What's missing you ask? Life Upgrades for the [Water Sword]! In order to get the [Water Sword], you must get all the life upgrades. There are some Life Upgrades that are inaccessible at this point, so I hope you got them before here. These unattainable last minute life upgrades (along with last possible moment to get them) are as followed:

- [Second Life Upgrade] - Sacrificial Altar - Past, accessible prior to  
[Part 6: What is written in the timeline can be changed!]  
Segment 8 - Central Hall - Past
- [Fourth Life Upgrade] - Garden Hall - Past, accessible prior to  
[Part 6: What is written in the timeline can be changed!]  
Segment 8 - Central Hall - Past
- [Sixth Life Upgrade] - Activation Room - Past, accessible prior to  
[Part 6: What is written in the timeline can be changed!]  
Segment 8 - Central Hall - Past

If you know how to get to these life upgrades AND get back to the [Central Hall], email me with the details. Remember, you MUST be able to get back to [Central Hall], or else it's pointless.

\*\*\*\*\* I M P O R T A N T N O T E \*\*\*\*\*  
\*\*\*\*\* I M P O R T A N T N O T E \*\*\*\*\*

Read the walkthrough concerning the life upgrade you want to get THOROUGHLY!! first before you jump in to do it. If you read something about breaking walls, make sure you have either [Scorpion Sword] or [Water Sword]. If you read that I've encountered problems with getting the life upgrades, make sure you're willing to spend the time to do it.

\*\*\*\*\* I M P O R T A N T   N O T E \*\*\*\*\*  
\*\*\*\*\* I M P O R T A N T   N O T E \*\*\*\*\*

#####

1. [First Life Upgrade]

#####

Jump across the chasm toward the other entrance to [Central Hall]. Straight out and you should 2x rotating blades and a guard beyond. Pass that, jump across the pit to the [ledge] and hop up to shimmy left. Jump back across the pit and avoid the rotating blade. Down the steps, and through bunch of enemies. Down the stairs, all the way to the bottom.

Turn left, pass [Fountain] and 2x spiked columns, 1 spike column, 2x spiked columns to the courtyard. Turn right, and wall-run up the ledge, then wall-run up and jump across to top platform. Wall-run on LEFT WALL across, and dispatch guards.

At the stair steps, instead of going up, there should be a small area to the left of the stair with barrels and button. Break the barrel, and activate the button. This is going to be really hard, and requires you to be REALLY fast (or you can come back later after you get Eye of the Storm). You need to run up the wall of the stair step and hop over the railing (so you don't need to go around). As you are going up the stairs, hug the left wall, and use wall run -- this makes you run faster. When you reach the top, run for the little rat hole quick as you can, and roll -- hope you make it in. You can do it, I did it.

Another method of making it, is by using roll ALL the way. Activate the button then jump over the railing of the step. Soon as you land, start rolling up the steps and don't stop jamming on the roll button until you are through the rat hole! <<- Benjamin H>>

Trap 1 - [Bar Smasher, Rotating Blade, Floor spikes] When the bar is retracting, wall run on the right.

Trap 2 - [2x Bar smasher, rotating blade, floor spike] When the bars are retracting, roll under the blade, and run.

Trap 3 - [Bar Smasher, 2x rotating blade, floor spike] When bars are retracting, wall run past the blade, then jump across to get on top of the bar smasher. As it retracts, jump and land into the corner safe from the last rotating blade. Roll through the last blade, and get your health.

Retrace your step. You can run across the spikes on the floor. Wall run up and activate the button. Roll through the rat hole. Go down the stairway, run toward where the poles are, then drop down. Move on through to the next room where the moving rotating vertical spikes are. Avoid the first set of spike by walking around them. Roll under the second spike. Move around the third set, and you should be at a fountain.

Move through and then go up the stairs toward the fortress. (I didn't kill them again, and just ran through).

Up the stairs, and you should see [spinning blade], roll under it and jump across to the ledge. Jump up on the ledges until you are hanging off the very top one and shimmy across. Drop down until you are standing on the bottom ledge, and jump across. Avoid the [spinning blades] and keep moving. You should now be back in the [Central Hall].

#####  
2. [Second Life Upgrade]  
#####

\*\*\*\*\* I M P O R T A N T   N O T E \*\*\*\*\*  
Seems like the game won't let me jump on the broken wall near the end of the backtracking from [The Warrior Within] save game. From playing the game repeatedly and from different save games, I noticed that while on the column's ledge before jumping onto the broken wall, there is a [wood plank lattice] that you can shimmy onto that is NOT present in prior save games (before the mask). This is probably why you can't jump on the broken wall, because the path has changed to seal you in. So, if you are starting from the very end, I don't know how to get back to the [Central Hall] after getting the [Second Life Upgrade], email me if you do. The last possible moment that I know of to get this [Life Upgrade] is [Part 6, Segment 6] of the main walkthrough.  
\*\*\*\*\* I M P O R T A N T   N O T E \*\*\*\*\*

At [Central Hall], go to the [lever] in the central platform. And turn it until it's pointing at 6 o'clock (12 o'clock is pointing the Fountain). Turn back to facing toward the [Fountain] and wall-run up the platform to the left. climb up on the ledges on your left until you reach the top. You should now face a bunch of columns. Jump across poles until you reach the opposite side platforms.

On the platform, wall run up one level, and you should be on the same level as the balcony with a red curtain. Wall-run on LEFT WALL, then jump across to the balcony. Go through and you should see [rotating spike column] then a chasm, then another [rotating spike column] then another chasm. Once you cross all that, you'd come to a ladder.

You should now be at a huge chasm, with two rotating spike columns. Wall run across when you get the timing down. You should be at another ladder, with three criss-crossing spike columns. Go down when you get the timing down (it looks harder than it is). At the bottom of the ladder (don't drop down), jump across to the ledge, shimmy around and jump onto the ladder then go all the way down. Pass the spike floor, then the [Fountain] then the spiked floor with rotating spike column. You should come up to another set of rotating spike columns. Move around them, easy enough. Get through the next room, slaughtering everything in your path if you like.

Go down the steps, and hang off the ledge. Use the curtain, then jump off onto the beam. From beam, jump to next beam. Jump across to next beam. Jump to next beam. Jump onto the walkway, and run to avoid the spike trap. Pass the [Fountain] and into the next room.

Don't bother going up the steps, instead, from the doorway, hop up the rock platform on your left. Jump across the chasm to the [ledge] on the column. Climb up, jump up, climb up, jump up then climb up to reach the top. Shimmy to the right and around all the way to the other side, then jump across the chasm to the next column's [ledge]. Shimmy around the corner of the [ledge] until you can jump onto the shiny circular platform. Jump across and climb up.

Look to your left, then go up the steps to what looks like a big throne with blood all over. Pull the throne to reveal a hidden doorway in the back.

First trap - Spiked floor with two rotating spike columns. Timing -- stay in the middle of the path, and predict where the columns will go toward the end of your trip. Then, avoid.

Second trap - Spiked floor with rotating spike column and rotating blade. Start running when the column is hitting the bottom. As soon as you pass the

column, start running on the wall, this should get you through the rotating blade.

Third trap - Wall blade, spiked floor, and rotating blade. Start running across the wall when the blade is going down just above your height. When you land, try to roll to avoid the blade.

Fourth trap - Spiked floor, moving rotating spiked columns. Run toward the spike column as it moves toward you. Roll under and keep running.

As you exit the life upgrade area and back to where you fought Shahdee. Look to your left, and you should see rock steps that you can climb on. Get on, and jump across to a ledge. Shimmy to your right, and then jump on the [bar]. Swing up to the next ledge and then jump across moving left. Shimmy around, and jump on another [bar] going left still. Swing up, wall jump up to the [bar] above. Turn around, and swing up on platform.

Run up the wall, and get on the rope. Swing across and land on the [beam]. Jump across, and pass the [Fountain] then move right toward the broken bridge. Hang off, and drop down to a small beam below. Jump across and shimmy over to the right. Now, jump across to the column to the north with a ledge. Shimmy around, then jump across to the [bar]. Swing up and land on another beam. Jump up onto the wall to get up twice. Shimmy around to get on a platform.

Run around the rock steps, then wall-run on LEFT WALL across to next platform. Run up wall and grab rope. Swing over, and land on platform. Go through the doorway.

To the right of the doorway, are ledges you can wall run up and grab a hold onto. Jump up twice, and you should see a [bar]. Swing up on the bars, until you reach room above with spike trap on floor.

Run up the wall to the ledge, then keep going up until you can see two bars. Jump onto the [bar], then swing up and jump off wall to get onto the [bar] above. Then swing up onto the NORTH wall (not toward the entrance from whence you came) and you should grab onto a ledge. Shimmy around to the left. Pull up and jump across when the spinning spike column is on the far end.

In the next part, wall-run on RIGHT WALL, when the blade is on the top to grab rope. Jump across to the other rope then swing across when time is right. You can stop swinging on the rope and RESWING at anytime to get new timing. The next set of traps, spinning columns, should be easy.

Go through the [Time Portal] then go back from where you came. Avoid the traps, should be easy. Jump across to the [ledge], shimmy right then drop down. Wall-run on LEFT WALL, to the other ledge, drop down all the way. [Slow Time] then walk on button, slow time down, go on through the gate and kill a few guards. Drop down and you should see a familiar room.

From where you stand, wall run across (on the wall where the portcullis is, should be behind you) to reach a beam. Jump across to next beam. Shimmy to the end, then turn to look at the wall. Should see a [rope]. Jump across, swing on the [rope] then run off to get on the [bar]. Swing over to the next bar, then to the platform. On the platform, walk out onto the little protruding plank, then jump out onto the [iron beam]. Walk out to the end of the beam, then jump across to the column to hang on the ledge. Shimmy around the ledge, and jump across to go down the curtain. At the end of the curtain, jump off to land on a [beam]. Walk to the end of the beam, and jump off onto a [bar]. Shimmy around, and you should see a platform that might seem too far away. Swing and jump onto it anyway. From the platform, jump down again to the final

bottom platform and if you want, kill the enemies.

At the far end of the platform, there should be a crumbling wall. To the right of the wall, should be a ledge. Get up on the ledge, then you'd need to do wall-to-wall jumps to go up between the column and the wall. At the very top on the column, shimmy around the ledge, and you should see a [bar]. Jump off onto the bar, then [jump onto the broken wall]\* and into the hallway.

From the hallway's [Fountain], turn left and go through the hole in the wall. Go right and you should see an open area that look a dead end. Turn around and look to your right, you should see a rock platform that you can hop on. At the top of the two small rock platform, wall-run up the wall and you should grab onto the ledge. Shimmy around the corners, and to the right. At the end, get up on the platform then wall-run on LEFT WALL. Run past a bunch of flag poles and at the end, jump down on the platform below then roll through the rat hole.

Go straight, up a set of steps, then drop down to a platform. To your right, should be a [pole]. Wall-run on LEFT WALL, jump across to [pole]. Climb up then jump to platform. Go in the doorway and turn left. Leap over the railing on the right, and drop down to platform below. Wall-run on the LEFT WALL, and hang onto the [ledge] at the end. Shimmy around the corners then to the left and drop down. Run forward, wall-run on RIGHT WALL, through the corridors, to the [Time Portal] and go through.

Go back from where you came. Avoid the 2x spiked columns, wall-run on wall avoiding saw blades. In the room, look left and climb up on the pole and jump across to the ledge on a column. Jump up and shimmy across onto the platform with a broken box (you do remember this room, right?) Jump over onto the ledge above the entrance, shimmy around, and jump across to the next platform. Run around, wall run to hit the button, and use the curtain to get down.

Go out the door, past the courtyard, pass the 2x spike columns, 1x spike columns, and 2x spike columns, pass the fountain, up the long stairs into the fortress.

Go past the rotating blade trap, jump across pit onto the ledge, up the ledges, shimmy across, down the ledges, across the chasm, past the twin rotating blade. We are now back at the [Central Hall].

#####  
3. [Third Life Upgrade]  
#####

From the [Central Hall], jump across and turn the [lever] until it's pointing at the [Fountain]. Run toward the exit (the one without the water fountain), and on the right side, you should see a little depression. Go down and hang off of the depression. Jump across and you'd start a wall-to-wall jump that'd slowly descend you. At the bottom, jump down to the platform below.

Here is a tough part, you are going to wall run toward the direction of the exit, and BEFORE you reach the end (if you reach it, you'd jump backward, causing you to die), you need to jump across and start wall-to-wall jump upward. A cue to start jumping is when the Prince seems to hit a bump on the wall.

In the next part, you'd be doing the same again. Wall run across, and start wall-to-wall jump before you reach the end. This will descend you. Go through the doorway. Don't die, else you'd have to do it ALL OVER.

Trap 1 - [4 rotating spiked column with floor spike] Start running when the one column going up and down is reaching the bottom.

Trap 2 - [Rotating blade, three rotating spiked columns] This one is very exciting. As the one spike column is going away from you, roll, and wall run across. Soon as you cross the one spiked column, just let go of all buttons and drop down. Hope you don't get hit!

On your way back, there're spiked floor, but you can run through them, no problem. As you reach back at the [Central Hall], go left, and jump across the chasm. Then wall-to-wall jump back up to where you were.

#####  
4. [Fourth Life Upgrade]  
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\*\*\*\*\* I M P O R T A N T N O T E \*\*\*\*\*  
The [gate] is closed leading to the life upgrade. It's the [gate] that you jump off the bar into a room where you have to climb down and climb back up (it's marked in brackets in here. It is my belief that the last possible moment that I know of to get this [Life Upgrade] is [Part 6, Segment 6] of the main walkthrough. If you know an alternative way to get to the life upgrade at the very end, please email me.

\*\*\*\*\* I M P O R T A N T N O T E \*\*\*\*\*

From the [Central Hall], turn the lever till it's pointing at 3 o'clock position (12 o'clock points to [Fountain]).

Turn around facing toward the [Fountain] then look right to see a [ledge]. Get on top then go around the corner. Wall-run on the LEFT WALL. Jump across and you'd be on a ledge. Shimmy around, jump up, jump across, jump up, shimmy over, jump across, jump up, and you'd be at the entrance to the [Water Tower].

Roll under the trap, and when you hit the button, immediately [Slow Time] and run fast as you can across the timed floor. In the next section, wall run up the right wall and jump onto bar overhead. Swing across and activate the switch.

Soon as you hit the switch, activate [Slow Time] and run across the timed floor again. Go pass the [Fountain] into the courtyard. Look to the left and run up the wall and jump back to get a hold of the ladder.

On the top of the ladder, RavenMan awaits you. Ignore him and go up the next set of ladders. At this platform, go to the end of the wall with the rope. Wall run on the RIGHT WALL, grab onto the rope, run of the [rope], then jump across to the platform. On this platform, wall run toward the huge statue next to red curtain, jump across at the end to get a hold of the bar. [Swing up and into the next room over]\*.

Jump across to the ledge, and let yourself all the way down. At the very bottom, go to the other end of the room, and pull yourself all the way to the top again. You'd come to a fountain.

In the next room, pull on the lever to open the door. You can fight them all, or ignore them. Soon as you run past the first guard, and go up into a garden like area with tree, run to your left and into the corner. You should see an opening on the fence. Drop down there and you'd see a ledge below you. Drop down there and shimmy around and drop down until you reach platform. Wall run on LEFT WALL across.



In the next room, just lower yourself by jumping across from ledge to ledge. It's not hard. Once you are at the bottom, jump to the [bar] and swing over to the opposite end of the room. Go to the left side of the room, and go down on the ledge again until you reach another floor down.

Trap 1 - [Horizontal Blade, Floor Spikes] - Run across, and roll when you know the blades are coming.

Trap 2 - [Horizontal rotating spike column, rotating blade, and floor spike] - Run across when the spike column is coming, roll under. Then roll under the blade.

Trap 3 - [Spike columns, floor spikes, horizontal blade] - Run past the spike columns, and then roll under the horizontal blades.

Trap 4 - [Rotating blade, floor spikes, rotating spike column] - Roll past the blade, and roll under the column as it comes toward you.

Go back the way you came. Jump up on ledge, jump up, jump up, jump across, shimmy, jump up, etc, jump on [bar] swing across, jump up, shimmy, jump up, etc. Out the area, wall-run on RIGHT WALL, wall-run up to the ledge, climb up, jump + climb up, and shimmy around and get back onto the main platform. Run down to the [gate], turn [lever] and go through.

Climb down the ledges till the bottom, and climb back up all the way on the other side of the room. Hang over the edge, and shimmy left. Drop down onto the curtain, and go all the way down. Head out of the courtyard, pass the [Fountain], jump down, run to the end, jump up on the ledge, jump up on platform. Jump down on the next section, run to the end, jump up on the ledge, jump up on the platform with a button. Avoid the 2x rotating blades, dispatch the enemies, and go back out into the [Central Hall].

#####  
5. [Fifth Life Upgrade]  
#####

From the [Central Hall], turn the lever till it's pointing at 3 o'clock position (12 o'clock points to [Fountain]).

Turn around facing toward the [Fountain] then look right to see a [ledge]. Get on top then go around the corner. Wall-run on the LEFT WALL. Jump across and you'd be on a ledge. Shimmy around, jump up, jump across, jump up, shimmy over, jump across, jump up, and you'd be at the entrance to the [Water Tower].

Roll under the trap, and when you hit the button, immediately [Slow Time] and run fast as you can across the timed floor. In the next section, wall run up the right wall and jump onto bar overhead. Swing across and activate the switch. Soon as you hit the switch, activate [Slow Time] and run across the timed floor again. Go pass the [Fountain] into the courtyard. Look to the left and run up the wall and jump back to get a hold of the ladder.

On the top of the ladder, RavenMan awaits you. Ignore him and go up the next set of ladders. At this platform, turn about and jump across to the other platform. Go up the [ladder] and at the top of the platform, jump across to the [bar] that seems too far away. Swing over to the platform. Jump over the railing and from hanging position, jump onto the [bar]. Swing over to the next [bar] then over to the [platform].

Run into the corridor on the left, and you'd see a [ladder]. Get on the [ladder] then jump across to the [switch]. Open the [gate] run through. At

the end, you'd see a couple enemies waiting (best to kill them or throw them off into the abyss). Now, out on the platform, face to the left. Wall run on the LEFT WALL onto ledges. Climb up on the ledge twice and then shimmy onto platform. Get on the ladder and climb up.

Wall run on the RIGHT WALL back toward the entrance. Time your run so you won't get sliced through. Go into the corridor. You'd now wall run on the RIGHT WALL pass two wall blades, and jump across the chasm at the end of wall run. You'd be rewarded with a fountain when you make it across.

Wall run up and go into the big open area. Go into the middle and make sure the [lever] is at 9 o'clock position (12 is where the main big [lever] is all the way at the top). Go to the top left block and you should see that it has a little stepping stone right before it. Get on the stepping stone, then wall run up onto the top of the block.

Walk off the block onto a plank, then jump toward the [pole]. Shimmy upward and turn right to see a [ledge] to the north. Jump off onto the ledge then shimmy around the corner toward left. Get off the ledge, and wall run on the Prince's RIGHT WALL (Prince Perspective) and grab hold onto a [rope]. Keep going and run off the rope and you'd find yourself at a lever. Make sure the [lever] is pointing to 6 o'clock with the long extension of the block facing out toward a platform to the 6 o'clock. Walk onto the [plank] then jump across to the [plank] of the [block]. Now walk on the [long extension plank] and jump onto the next platform.

Once landed, walk forward, then turn left and run across the platform. At the end, you'd see a plank on your left. Walk on the plank, and jump across to [block]. On the [block] turn right and jump across to another [lever].

The lever is at 6 o'clock position initially, turn it until it's at the 12 o'clock position with both block's long extension pointing at 12 o'clock position. Walk toward 12 o'clock, and wall run on your RIGHT WALL onto a [rope] Keep going and run off the rope onto a corner area with ledge. Jump up on the ledge and shimmy around the corner to the end. Jump off the ledge onto the [pole]. Turn right and jump off the pole onto the [block]. Walk on the long [plank] and jump onto the platform to 12 o'clock. Jump down into the small depression and roll under the gate.

Jump up from the platform onto ledge above, and jump up again to see door way with railing. Go in.

Trap 1 - [Spiked floor, rotating spike column] - Time your run. Start running when spiked column is coming down. Roll if you need to.

Trap 2 - [Spiked floor, 3 rotating spike columns] - Again, time your run. Start running when the first column is half way going up. Easy enough.

Retrace your steps after getting [Fifth Life Upgrade] and back to the [lever]. Roll under the gate, and then back out into the open area.

Jump across to the block where you came from. Onto the [pole] and back on the [ledge]. Shimmy around the corner, and drop down. Wall run on the LEFT WALL (Prince perspective) and onto the [rope]. Run off the [rope] and onto the [lever] platform. Turn the [lever] until it's back to the 6 o'clock position.

Jump off the lever platform via the [plank] to the [block] then jump from the [long plank] onto the sky bridge. Turn right and run to the end and then jump back on the [block]. Turn left and jump from the [plank] onto the [lever] platform. Wall run on the LEFT WALL, grab onto the [rope] and run off to the

corner. Jump up onto the [ledge] on the wall and shimmy around until the end. Jump off onto the [pole]. Turn left, and shimmy down a bit to jump off onto [block]. Climb down the block easy. Exit the room from where you first came in, [gate] at around 2 o'clock position of the room.

Wall-run on the LEFT WALL into the corner. Wall-run on the LEFT WALL again, pass the blades. Go outside, wall-run on the LEFT WALL past the blades.

On the platform, go down the [ladder]. Wall run on the RIGHT WALL (Prince perspective). You'd drop down and hang on the ledge. Get up on the platform, and get into the corridor. Climb up the [ladder] jump across to activate [switch]. Run through the [gate] and go through some twist and turns to get back on the balcony with 2 enemies. Leap over railing and hang off then jump over to the [bar]. Jump again to another [bar] and again to the platform.

Run to the end of the platform. Turn left and you'd see a wall with [rope]. Wall-run on the LEFT WALL, grab onto the [rope] then run off the rope. Run up the wall to activate the button. Go back to where you came by wall-run on the RIGHT WALL (Prince Perspective) back onto the [rope] then run off the [rope] onto the platform. Now climb on the protruding block, and then wall-run up then jump before reaching apex to grab onto a [bar]. Shimmy on the [bar] toward the north where a ledge is. Swing off the [bar] onto the [ledge]. Shimmy on the ledge around the corner, and then climb down from the ledge. Wall-run up the wall and jump off the wall to get on the [hanging switch]. Get off the switch (not sure if the switch did anything, but better safe than sorry), then wall run up to climb up on the ledge to the right. Shimmy around the corner then Jump across to the opposite ledge. Shimmy around the corners, and climb down.

Go into the hole with the [ladder] and climb down. On the platform, go left and jump across to climb down the [ladder] to where the RavenMan is. You'd find another set of [ladder] going down. Climb down, then go through the corridor on the left of the [ladder] back toward [Central Hall]. There is a [Fountain] to the right, save if you like.

Jump down, run to the end, jump up on the ledge, jump up on platform. Jump down on the next section, run to the end, jump up on the ledge, jump up on the platform with a button. Avoid the 2x rotating blades, dispatch the enemies, and go back out into the [Central Hall].

Go to the lever, and turn it until it's facing the 9 o'clock position (with the Fountain) as the 12 o'clock position. Go save, and prepare for the [Mechanical Tower].

#####  
6. [Sixth Life Upgrade]  
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\*\*\*\*\* I M P O R T A N T   N O T E \*\*\*\*\*  
[12/11/04]

The [gate] is closed leading to the [Time Portal] required to get to the main clock room. When you are here with the mask and races back to the throne room, the [gate] is forcibly closed and you have to go down the [curtain] to return to the [Central Hall], the spot is marked in brackets in the next section.

After meeting this failure, I went back from [Part 6, Segment 8] to try this again. The [gate] that's closed previously, is open, and I went through to the very end, meeting the Bomb Giant. It no longer throws any bomb, and there is no platform between it and the Prince. No matter what I tried, I cannot get to where the Bomb Giant to take the short cut route out. Boy, I was frustrated

until I thought about going back in time and just retrace my steps. Well, that ended in failure too.

It is my belief that if you didn't get this life upgrade when you're supposed to (before fighting the Bomb Giant the first time, you're SOL). If you know an alternative way to get to the life upgrade after that point in the game, please email me.

[12/14/04]

jhaines from GameFAQs said my version is glitched. So, I played the PC version through today and see that the bridge does exist while the Bomb Giant is gone.

So the life upgrade is accessible from [Part 6, Segment 8], but not from the very end [The Warrior Within]

[12/28/04]

You'd need the [Scorpion Sword] or [Water Sword] to break open the wall. If you don't have either, come back when you do. You have time! <<-GB>>

If you read the note for [12/11/04], my problem is with the glitched Xbox and that backtracking won't work without the bridge. Chad W, emailed me to provide a solution to the problem, but, unfortunately, I cannot get it to work (though it shows promise, so maybe I just suck). So, for those of you facing the glitched version, the walk through now has a fork to provide you with a possible way to get through and back to the [Central Hall].

\*\*\*\*\* I M P O R T A N T   N O T E \*\*\*\*\*

Go to the lever, and turn it until it's facing the 9 o'clock position (with the Fountain) as the 12 o'clock position. From the fountain, look on the other side of the entrance and you should see a weapon's rack. Destroy that. [Wall run] on the RIGHT WALL from there, and jump across to reach the platform. On the platform, wall run on the RIGHT WALL and you'd find yourself hanging on a ledge at the end. Jump up, shimmy, jump up, jump up. Now, jump across the chasm to reach platform. Wall run up, and get up on the top of the platform. Look to your left, jump across to reach the clock tower entrance.

Jump on the switch, [Slow Time] and run through the [gate]. At the next hallway, jump across the chasm then run to the end and do wall-to-wall jumps. At the top, pass the trap blades and go up the [ladder].

At the top of the ladder, shimmy off the ladder and around the ledge until you are opposite of the platform. Jump across. Avoid the thrusting bars and pass the [Fountain]. Head downstairs and get past the guards heading straight against the wall to your right. Keep going out and you'd be hugging the ledge on the right wall. Shimmy out then climb down to the ledge below. Hang from the ledge, then shimmy to the left then drop down twice until you can hang and shimmy to the right toward a platform landing area. Go through the gate into room.

In the room, turn left and you should see button on wall next to some waterfalls. Activate the button by wall-run up. A [block] will come out of the wall to your right. Run up the [block] then run up the wall to hang on a wooden ledge. Climb up on the ledge then jump to climb up on the platform pass the [fountain] on the right and into the main room on the left.

[Slow Time] and jump through the gear wheel. Climb on the [ladder] to the top. Look to the right and climb on the [beam]. Jump across to the opposite side onto the [plank] and shimmy to the right and climb up to the top. Shimmy back over to the left, and drop down to the room below. Climb up the [ladder] and

shimmy to the half way and get on the protruding plank. Jump across to the platform and three exploding dogs will attack.

Climb down and look to the left to the spinning gear. Climb up on the [beam] and jump across to the [plank] sticking out of the wall. Jump to the [plank] on the right, and jump + climb up to the ledge above. Shimmy to the left and jump + climb on the next ledge. Shimmy left and enter the corridor.

Roll under the blade or run past it, but be careful, a smashing bar is very close to the left of the rotating blade. When the smashing bar is fully extended, jump up on top of the bar, and wall-run on RIGHT WALL, past the twin spinning spike columns. Get past the next bar and you'd be faced with two spinning spiked columns again. Get past them, and run down the steps past two more spinning spike columns. Jump up on the ledge to your left, and jump up against to shimmy around the corner to activate the [button]. Drop down and run through the [gate]. Go down the steps and you'd meet up with a [fountain].

Go down another set of steps, and you'd meet up with some enemies. I recommend tossing them off to the abyss. Activate [Slow Time] then wall-run up to activate the wall [button]. Jump up on the [block] and then wall-run up to the [rope] above. Wall-run off the [rope] and get on to the catwalk above. Here, you'd meet two more enemies, toss them off and keep going straight then to the right.

Run to the end of the catwalk and you'd see a huge spinning gear with axels that you'd have to pass through while wall-running. Wall-run on the LEFT WALL and avoid the axel by going just as it leaves enough room for you. Land on the platform, and toss more enemies off into the abyss. Now, you're facing a faster spinning gear. [Slow Time] if you need it, and wall-run on the LEFT WALL. Jump off at the end of the run to a [pole]. Jump across to the next [pole] on the left, then jump to [pole] on the right, then jump to [pole] on right again. Jump forward into platform with [lever] lit with fire.

Jump onto the [platform] and look back toward the [lever] platform. At the apex of the elevator [platform] wall-run on RIGHT WALL, and jump off before reaching the end to do wall-to-wall jumps up to the top. You should now be in a big room with a fireplace.

Go through the doorway with exploding dog waiting for you on the wall. Wall-run on LEFT WALL, slash the dog, and grab onto the [rope]. Wall-run off the rope then jump across to the platform with pool of water. Drink up if you need it. When ready, look at the spinning contraption and notice that there are alternating holes on the bottom of each gate. Roll through the [gates] until you reach the other end.

Jump up on the [bar] and swing to the next [bar], then swing onto the platform. Toss off the few enemies, and [go through the gate]\*.

Trap 1 - [Spinning spike column, spiked floor] Run through.

Trap 2 - [spiked floor] easy enough.

Trap 3 - [Chasm with wall blades] Wall-run on the RIGHT WALL onto [rope]. When time is right, wall-run off the rope and onto the platform.

Trap 4 - [Spinning spike column, smashing bar] Avoid the column and run through the smashing bar.

Trap 5 - [2x Smashing bar, 2x spinning spike column] Jump up on the column when it's extended, and wall-run on LEFT WALL past the spike column. Avoid the last

spinning column and the smashing bar.

Trap 6 - [2x spinning spike column] Wall-run on LEFT WALL when the opportunity presents itself.

Go through the [Time Portal] and retrace your steps through the traps.

Trap 1 - [2x spinning spike column] Wall-run on RIGHT WALL when opportunity comes.

Trap 2 - [2x Smashing bar, 2x spike column] Jump up on the smashing bar just as it fully extends itself. Wall-run on LEFT WALL immediately, at end of the run, jump across to land on top of the smashing bar to avoid being smashed.

Trap 3 - [2x spike column, smashing bar] Walk past them.

Trap 4 - [Chasm, wall blade] Wall-run on LEFT WALL when opportunity comes. Grab onto the [rope] then stop running back and forth on the rope. Jump off the rope to the ledge on your right. Shimmy across, and climb down to shimmy the rest of the way on to the platform.

Trap 5 - [Spiked floor, spiked column, spiked floor] - Just run past, easy enough.

You'd come back out into a big room with 2 guards waiting. Hang off the side and go to where the [curtain] is, drop off and fall to the bottom platform.

You'd now wall-run on the LEFT WALL past the spinning axel, and jump across to [pole]. Jump onto the next few [poles] until you reach the end with the platform. Jump onto the elevator [platform]. Wall-run on the RIGHT WALL, and before reaching the end, jump across to do wall-to-wall jump up until you reach the big room with bunch of enemies waiting. Kill them all. Run out through the door to the far right and wall-run on LEFT WALL onto [rope] then run-off [rope] into platform with pooled water.

Run ahead and go through the gate by rolling under. Jump over chasm then roll under gate. The camera angle shows you where you need to go. Jump across the broken bridge, dispatch the guard. Climb down the platform on the right side, and drop down onto ledges until you reach the bottom platform. Dispatch guard again.

Jump across the [broken bridge] and kill another guard. Turn to your left, and jump across the waterfall to the platform waiting beyond. Go through the doorway shown in the cut scene earlier.

Move through the corridor, avoiding a few simple traps until you get to a [button]. Go through the [gate] after activating the [button] and dispatch all guards and exploding dog within.

Climb up on the [ladder] till you reach very top, and you'd see an opening on the spinning contraption that you can jump onto from the [ladder]. Once on top of the rotating platform, wall-run up the left wall onto a ledge and climb up, then jump-up + climb up. You should see a ledge being rotated around the axel, jump on the [ledge].

Once the [ledge] rotates you around to the other side, jump off onto the ledge on the wall and raise yourself to the top level. Now jump back across to the spinning ledge. Jump up, and shimmy around until you can climb up and stand on top of the ledge. Jump up again to reach the ledge above, and shimmy around until you can get up on the platform.

Wall-run up the ledge on the right (water cascade down) and get up on that ledge. Jump across to the ledge on the spinning axel. Jump across to the left wall ledge and climb up to the top-most level. As you are hanging off the ledge under the button, jump across to the ledges on the spinning axel, notice that ONE ledge is missing from the 4 side -- so be careful. As you stand on top of the ledge, get ready to jump across to hit the [button], and jump right back to the ledge. The [gate] will now open. [Slow Time] if you can get it very well. Fountain awaits you on the other side.

Get up the step and into the next room. Dispatch the guards, and then exploding dogs will come. Jump out of the room and onto a broken platform then turn left and jump up on the rock steps and move forward until you are between two close walls. Do wall-to-wall jumps up until the platform above. Here, you'd be attacked by a few guard and ninja girl. From where you jumped up, on the right is a railing. Wall-run up the railing and stand on top of the platform. Jump back across to the [block] that was in the center of the room, then jump across to the ledges on the wall. Climb up to the top and you'd be at a corner platform.

Wall-run on the RIGHT WALL and get to the next corner platform. Wall-run on the RIGHT WALL again, to get to the [ladder]. Climb up and you'd find yourself in a room. Kill what guards are here, and go up the small steps. On the right are piles of rock, on left is a railing. Leap over the railing and drop down one level to the next ledge (cut in the wall). Shimmy around the corner, and jump across to the wooden platform attached to stone platform.

Ninja girls will pop out, but you can ignore them and find the [ladder] leading down on the right of where you landed. The ladder is attached on the side of the platform, so you can't see it unless you are hanging off the side of the platform. Go down the [ladder] and you'd see a wooden [beam] and a pendulum swinging back and forth. When time is right, jump across onto the [beam], then across onto the platform.

In the room, wall-run on the RIGHT wall past the wall blades. It's best to run when the first blade is going down. You'd catch onto [rope], run off the [rope] then near the end of the run, jump across onto platform's ledge. Raise yourself up and you'd find yourself in a corner again.

Wall-run on the RIGHT WALL (Prince perspective) and you'd be hanging off ledge. Get down on ledge until you're standing on rock platform with [ladder] attached. Go down the [ladder] and on the next platform, throw everyone off into the abyss. When you are ready, wall-run up the railing on the left and climb up onto the platform.

Wall-run up the wall to grab a hold of the ledge, then shimmy around the corner. Jump across to the ledge, and drop down to the ledge below. Shimmy around and drop down onto the platform. Run forward and turn right into the entrance way. Wall-run on LEFT WALL. Run forward then turn left. Wall-run on the RIGHT WALL, grab onto [rope] and run off [rope]. Turn and you should see curtain of water.

Wall-run up to activate button, then do wall-to-wall jump up to the platform above. Dispatch the enemies here. Run forward, jump across, turn left. Wall-run on LEFT WALL, grab onto [rope] run off [rope]. Camera perspective change, run down, turn right. Wall-run on RIGHT WALL, run forward and go into [Time Portal] room. Go through the [Time Portal] into the past and exit the [Time Portal] room, and you'd be greeted with fully functional traps.

Trap 1 - [2x Rotating Spike Column, Chasm] Wall run when the spike is going

down.

Trap 2 - [2x Rotating blades] Avoid the blade by walking past then rolling into the hole. Then roll under the next blade.

Trap 3 - [Chasm, Wall blades] I would again, recommend wall-run on RIGHT WALL when the first blade is going down. Second blade will be somewhat hard, as it's hard to time the swing with the blade. I recommend [Slow Time].

Kill the exploding dog, and roll under the huge cog in the way. Jump across the chasm, and toss the guards into the abyss. Run around the corner, then hang off the platform. Jump across, then do wall-to-wall jump to lower yourself to the bottom.

Kill more guards and dog, then wall-run on LEFT WALL catching the [rope] then run off [rope] onto the platform. You can use the [button] here to activate the spike traps that'd kill the guard.

Wall-run on the LEFT WALL toward the clockwork contraptions. Once you reach the huge room, turn left and use your sword to bash open the weak wall. Run in for some traps and the [Sixth Life Upgrade].

Trap 1 - [2x Smashing Bar] Easily avoided

Trap 2 - [Spiked floor, 3x rotating spike column] Start running forward when the spiked column is going up then roll under it. Roll under the horizontal spiked column, then roll under ANOTHER spiked column.

Trap 3 - [4x Smashing Bar, 2x rotating spike column] Climb on top of the first smashing bar, then climb up on the next smashing bar. Wall-run on RIGHT WALL, past the rotating spike columns and all. Roll to avoid the last smash bar.

Trap 4 - [2x Smashing Bar, 2x rotating spike column] Wall-run up then jump backward onto the smashing bar as it's coming up. Jump to the next smashing bar and jump across the rotating spike columns.

Congratulations on your life upgrade. Now backtrack out to the big open area. With the bridge and where the Bomb Giant used to be.

If you're playing the XBOX version, and the bridge isn't there. You can try this alternative method to get to the opposite side with the bomb Giant. I've tried it, and failed miserably, but you can give it a shot.

```
#####  
Method 1  
#####
```

-- Original Email --

"go around the room past the levers that don't turn anymore, then drop onto the raised bridge from a beam where u swing 2 some more beams normally. then walk 2wards where the end where the bomb giant is (sometimes hes there, sometimes hes not, jus retry if hes not there.) from a corner (has 2 b a section where you can hang off) jump 2wards the giant and if you hit him right you don't die from the fall. kill the giant jump 2 the beam, etc..." <<-chad W>>

(I'm going to paraphrase him and add some stuff)

Use the FAQ below to get to where the [Life Upgrade] is and make sure the Bomb Giant is there (if not, reload). Grab the [Life Upgrade] first then return to the [Fountain]



Run-up the wall on your right to activate the switch for a platform. You'd want to [Slow Time]. Run out of room, then wall-run on RIGHT WALL past the spinning axel onto the activated [platform]. Climb up onto the platform, and then drop down into room below to kill some guards. Smash the barrels next to a [ladder] then climb up the [ladder]. Jump off the [ladder] onto the block. Wait till the Bomb Giant toss some dogs at you and the block will drop down.

Shimmy around the block, and at 3 o'clock (the ladder is 12 o'clock) of the [block] should be a corner area that you can jump into. Once at the corner, wall-run on RIGHT WALL onto the next corner. Wall-run on RIGHT WALL onto the ladder. Climb all the way up, and you'd find yourself at a [lever].

Get out onto the walkway on the left, wall-run on LEFT WALL when the smashing stone is lowering. You'd land on the axel of the cog wheel in the middle. Wall-run on RIGHT WALL and you'd grab hold onto ledge at end. Shimmy all the way to the right, then drop down to the first cog wheel edge that spins around. Drop yourself down to the next level below when the cog wheels matches up. Soon as you drop down, when you are spinned till right next to wall, jump off/drop onto [bar] that's waiting for you. Drop down onto the \*\*\* GLITCHED PLATFORM \*\*\*

At this platform, you'd see that the platform is not really square, but rather a octagon shaped with an edge toward the Bomb Giant that you can walk off and kill yourself and two slanting edges that you can HANG off of. well, you have to jump from the two slanting edges TOWARD the Bomb Giant. Bounce OFF the Bomb Giant, and attempt to survive the fall in way that I cannot figure out. I keep dying, but... this method seems promising, so I'm including it.

If you DO succeed, email me =) Anyway, continue on with the rest of the walk through to get back to the [Central Hall].

#####  
Method 2  
#####

Cross the bridge. (Isn't it a lot easier if your version isn't glitched?)

#####

Proceed toward the clock mechanism. Head to the right side. Wall-run up then jump back to reach a [bar]. Swing up to [beam]. Stand on beam then jump to [bar] on left. Swing to wall, jump back to reach higher [bar]. Swing up onto [beam]. Jump across to [ladder]. Climb all the way up.

Go through the doorway to the left. Wall-run on LEFT WALL past the spokes of the wheel. This might be a tad bit difficult. Start running when the spoke is just disappearing.

Now, wall-run on RIGHT WALL past the spoke of another wheel. You'd have to jump across at the end of the wall-run. Start running when you have just enough room to get by.

Go down the steps, and doggies will ambush. Kill them, then hang off the ledge at the end to see red curtain. Drop down and grab hold of the curtain to slide down. As you approach the end of the curtain, jump across to reach another curtain. Jump again for the third curtain, and go all the way down.

Go down the steps again, and you'd see more curtains as you hang off of this ledge. Do the same thing as above.

Run out, and you'd see the huge spinning cog wheel from before. Jump across to the platform, and go down the ladder. Go on the plank, and jump across through the spinning wheel, to the other side where [fountain].

Hang down the platform on the right, then drop down to ledge below and drop again to the ground. Run to the left and back outside to see Iron Giant running for you again. Kill him or ignore him.

Now, keep running forward and toward the left. To the left of the closed [gate] is a small alleyway (it's where you first came in from). Wall-run up and you should reach a ledge at the end of the alleyway. Shimmy to the left and climb up all the way until you need to shimmy to the right. Climb up all the way, then shimmy to the right again.

Get up on the platform. Run forward and you'd see [fountain] to your right. Keep going past the two smashing bars. Jump across the chasm to reach the ledge. Shimmy around to the [ladder]. Jump off at the last few feet to avoid the spinning blades. Wall-run on RIGHT WALL to catch the curtain and go all the way down. Wall-run up to hang on the [switch] to open the [gate]. [Slow Time] then jump across the chasm and through the gate. Avoid the two rotating blades.

Jump across the chasm to the platform across. Jump down to the left, then jump down again and finally back into [Central Hall].

#####  
7. [Seventh Life Upgrade]  
#####

Go to the lever, and turn it until it's facing the 9 o'clock position (with the Fountain) as the 12 o'clock position. From the fountain, look on the other side of the entrance and you should see a weapon's rack. Destroy that. [Wall run] on the RIGHT WALL from there, and jump across to reach the platform. On the platform, wall run on the RIGHT WALL and you'd find yourself hanging on a ledge at the end. Jump up, shimmy, jump up, jump up. Now, jump across the chasm to reach platform. Wall run up, and get up on the top of the platform. Look to your left, jump across to reach the clock tower entrance.

Jump on the switch, [Slow Time] and run through the [gate]. At the next hallway, jump across the chasm then run to the end and do wall-to-wall jumps. At the top, pass the trap blades and go up the [ladder].

At the top of the ladder, shimmy off the ladder and around the ledge until you are opposite of the platform. Jump across. Avoid the thrusting bars and pass the [Fountain]. Head downstairs and get past the guards heading straight against the wall to your right. Keep going out and you'd be hugging the ledge on the right wall. Shimmy out then climb down to the ledge below. Hang from the ledge, then shimmy to the left then drop down twice until you can hang and shimmy to the right toward a platform landing area. Go through the gate into room.

In the room, turn left and you should see button on wall next to some waterfalls. Activate the button by wall-run up. A [block] will come out of the wall to your right. Run up the [block] then run up the wall to hang on a wooden ledge. Climb up on the ledge then jump to climb up on the platform pass the [fountain] on the right and into the main room on the left.

[Slow Time] and jump through the gear wheel. Walk off the plank, then turn left, jump onto a little bridge to go into a circular box area with a doorway.

Go down the steps, kill an exploding dog, Wall-run on RIGHT WALL, then wall-run on LEFT WALL. This is where it gets tricky.

If you wall-run on LEFT WALL, you'd fall to death because there's no ledge to catch onto. If you wall-run on the RIGHT WALL, you'd meet the same fate if you keep going. However, if you wall-run on LEFT WALL, stop running a bit, and you'd catch hold of the [bar]. If you wall-run on RIGHT WALL, jump across at the [bar] and you'd catch it too.

Swing off the [bar] and you'd see [Fountain]. This also looks to be a dead-end, but, if you wall-run up the right wall right beside the [Fountain], and jump back, you'd hit a [bar] and be able to swing up to the platform above. Jump across all the [beams], then turn left to jump across to another [beam]. Walk onto the small platform, and jump down. Go through the walkway on your and proceed to the middle of the walkway. You should leap over the railing on your right and drop down from there. To your right, should be room with [lever], and more to the left is the entrance way. Go through that entrance.

At the end, drop down onto the beams until you reach the bottom with [Fountain]. Go to the other side, and walk out onto [beam] that leads down. Drop down to the [beam] under. Drop another level down, then finally to the bottom. Turn about, and exit out into an open hall that allows you to see the platform below. To your right, is a weak wall, bash it open. To the left, is another weak wall, bash it open.

[Slow Time] then wall-run up to activate the [button]. Run to the other room you bashed open, and get through the gate. This is the [Seventh Life Upgrade]!

Trap 1 - [2x Spike Column] - Run through, roll if you need to.

Trap 2 - [Horizontal blade, spiked floor, 2x spiked column] Start running through when you know the blade is coming and roll under the blade. Depending on your luck, go either right or left against the spike columns. If left, hide in the corner until time is right to run out and into the right side. It'd be tough, use roll.

Trap 3 - [Horizontal blade, spiked floor, spiked columns] Start running when you see the spiked columns are coming toward you about to turn around. Roll under the blade and hope for the best. When you're at the end, wait for the spike columns to clear and run in between the two stationary spike columns.

Trap 4 - [Spiked columns] Go up the steps under the spiked columns carefully!

Congratulation on the [Seventh Life Upgrade].

Go back the way you came, activate the [button] and run through. Take a left through the doorway and wall-run up the LEFT WALL and jump onto the [wood lattice walkway] above. Walk forward and jump onto the next [beam]. Climb up, and jump into the wall [ledge]. Climb up and jump back onto the [beam]. Climb up and jump into the [ledge] above the doorway. Climb up, and jump back onto the [beam] walkway. Climb up and walk into the platform with the [Fountain].

Go to the other end of the room to run-up wall and jump across to the [beam] walkway above. Walk to the right, jump to the wall, and jump back to [beam] above. Climb up and jump to [beam] to the right. Shimmy to the right, and wall-jump up to the [beam] above. Climb up and you're back in the library.

Hop through the little stone bench, run past the first [lever] on the left (you might have to twist the [lever] twice to open up the next section), past the [gate] and into the room with the second [lever]. Turn the [lever] to reveal

the next room. Kill the new enemies, then in the room, you should find a [wall switch]. Hang on it, and listen to the clicking sound. When the clicking stops with a big click, [Slow Time] and run back to the [lever]. Turn it, then run to the [gate] and through.

Climb on the [ladder] and go all the way up. Kill the two ninja girl. Turn right, and run into a narrow walk way that opens up to a circular area. Turn right, run to next circular area, turn left, kill enemies. Run through into another section of the library, turn left, and run to the end. There is a [pull-switch] at the end, pull both of them out and bookcases will appear (they should be pulled out already).

Wall-to-wall jump up the two book cases, and get on the top. Wall-run on the LEFT WALL, and grab onto the [bar]. Turn around, and swing up to the [beam]. Jump to the next [beam] and walk out to see bars on the Prince's left. Jump on the [bar], and swing to the next. Swing off to the wall with [ledge] then climb up until you reach the [beam] on top, then shimmy over to the right. Climb up onto the beam, shimmy in and drop down onto the rock platform and get out of the doorway going left (prince perspective). Now shimmy over to the right, and jump up on the next ledge. Jump across to the circular [beam] and get up on top.

Walk around and defeat the ninja girl. Walk until you can jump to the right onto the next set of circular [beam]. Walk left around the circular [beam] until you reach the end, and jump across to a small [platform]. Walk across the beam, and you'd be challenged by ninja girl.

Walk out onto the [plank] extension toward the next archway, then jump off into next area. You'd be on another set of [beam] now, walk forward. If you want to get the artwork box below, feel free. Just move the box to corner, so you can wall-run up and jump back onto the beam again.

Anyway, keep going through the [beams]. Drop down into the next area and you'd find a [Fountain].

Run through the corridor and you'd find a spike column, and a [bar] at the end. Wall-run on RIGHT WALL onto the [bar] and swing to the next [bar] when the spiked column isn't around. Swing up to the platform. Turn left, and you'd find ninja girl on the opposite end. Wall-run on the RIGHT WALL. Run up the steps, then wall-run on the LEFT WALL to next platform.

Kill the exploding dog, and go up the step to bash through the door. Walk out on the walkway and jump onto the platform. Get on the plank, and jump across the spinning cog. Go down the platform to the right of the [Fountain] and climb down all the way. Run out of the room and kill the Iron Giant. Run to the left alleyway. Run up the wall, shimmy to the left and climb up. Shimmy to the right, climb up, then shimmy right and go into the room.

Run through the room, past the [Fountain] on the right, and pass the 2x smashing bar. Jump off to the ledge across, shimmy to the right and go down the [ladder]. Jump off the [ladder] across the saw blades. Wall-run on RIGHT WALL down the curtain. Wall-run up on the [switch] and [Slow Time] to run through the [gate]. Duck under the two rotating blade, and you'd find yourself back at [Central Hall].

#####  
8. [Eighth Life Upgrade]  
#####

Go to the lever, and turn it until it's facing the 9 o'clock position (with the

Fountain) as the 12 o'clock position. From the fountain, look on the other side of the entrance and you should see a weapon's rack. Destroy that. [Wall run] on the RIGHT WALL from there, and jump across to reach the platform. On the platform, wall run on the RIGHT WALL and you'd find yourself hanging on a ledge at the end. Jump up, shimmy, jump up, jump up. Now, jump across the chasm to reach platform. Wall run up, and get up on the top of the platform. Look to your left, jump across to reach the clock tower entrance.

Jump on the switch, [Slow Time] and run through the [gate]. At the next hallway, jump across the chasm then run to the end and do wall-to-wall jumps. At the top, pass the trap blades and go up the [ladder].

At the top of the ladder, shimmy off the ladder and around the ledge until you are opposite of the platform. Jump across. Avoid the thrusting bars and pass the [Fountain]. Head downstairs and get past the guards heading straight against the wall to your right. Keep going out and you'd be hugging the ledge on the right wall. Shimmy out then climb down to the ledge below. Hang from the ledge, then shimmy to the left then drop down twice until you can hang and shimmy to the right toward a platform landing area. Go through the gate into room.

In the room, turn left and you should see button on wall next to some waterfalls. Activate the button by wall-run up. A [block] will come out of the wall to your right. Run up the [block] then run up the wall to hang on a wooden ledge. Climb up on the ledge then jump to climb up on the platform pass the [fountain] on the right and into the main room on the left.

[Slow Time] and jump through the gear wheel. Walk off the plank, then turn left, jump onto a little bridge to go into a circular box area with a doorway. Go down the steps, kill an exploding dog, Wall-run on RIGHT WALL, then wall-run on LEFT WALL. This is where it gets tricky.

If you wall-run on LEFT WALL, you'd fall to death because there's no ledge to catch onto. If you wall-run on the RIGHT WALL, you'd meet the same fate if you keep going. However, if you wall-run on LEFT WALL, stop running a bit, and you'd catch hold of the [bar]. If you wall-run on RIGHT WALL, jump across at the [bar] and you'd catch it too.

Swing off the [bar] and you'd see [Fountain]. This also looks to be a dead-end, but, if you wall-run up the right wall right beside the [Fountain], and jump back, you'd hit a [bar] and be able to swing up to the platform above. Jump across all the [beams], then turn left to jump across to another [beam]. Walk onto the small platform, and jump across onto the [beam]. Walk onto the beam, then onto platform. Jump across to the circular [beam], then walk to the end of the [beam]. Jump to the wall with [ledge]. Climb down and fall to the bottom ledge, shimmy to the right under the window and climb up into a doorway. Welcome to the [Eighth Life Upgrade]

You'd first walk onto a beam, jump to the wall with [ledge] and climb all the way down. Run past the steps, and into the doorway. Turn right, and you'd see traps.

Trap 1 - [Spike Column, rotating blade] Wall-run on LEFT WALL, then jump off across the rotating blade.

Trap 2 - [3x Spike Column, 3x floor saw blade, Spiked Floor] Roll under the spike column, and stop! Don't step on the spiked floor just yet. Run when the saw blades are coming towards you, and get past the spiked columns.

Trap 3 - [2x Spike Column] Wall-run on the LEFT WALL, and jump across soon as

you pass the ground spike column to avoid running into the sky spike column.

Congratulation on the [Eighth Life Upgrade]!

Go back the way you came until you reach the wall with ledges. Climb all the way up, jump back across to the [beam] and walk back out. Climb down the ledges and shimmy across. Climb back up and jump back onto the circular [beam]. Walk around the circular [beam] until you reach the end, and jump across to a small [platform]. Walk across the beam, and you'd be challenged by ninja girl. Walk out onto the [plank] extension toward the next archway, then jump off into next area. You'd be on another set of [beam] now, walk forward. If you want to get the artwork box below, feel free. Just move the box to corner, so you can wall-run up and jump back onto the beam again.

Anyway, keep going through the [beams]. Drop down into the next area and you'd find a [Fountain].

Run through the corridor and you'd find a spike column, and a [bar] at the end. Wall-run on RIGHT WALL onto the [bar] and swing to the next [bar] when the spiked column isn't around. Swing up to the platform. Turn left, and you'd find ninja girl on the opposite end. Wall-run on the RIGHT WALL. Run up the steps, then wall-run on the LEFT WALL to next platform.

Kill the exploding dog, and go up the step to bash through the door. Walk out on the walkway and jump onto the platform. Get on the plank, and jump across the spinning cog. Go down the platform to the right of the [Fountain] and climb down all the way. Run out of the room and kill the Iron Giant. Run to the left alleyway. Run up the wall, shimmy to the left and climb up. Shimmy to the right, climb up, then shimmy right and go into the room.

Run through the room, past the [Fountain] on the right, and pass the 2x smashing bar. Jump off to the ledge across, shimmy to the right and go down the [ladder]. Jump off the [ladder] across the saw blades. Wall-run on RIGHT WALL down the curtain. Wall-run up on the [switch] and [Slow Time] to run through the [gate]. Duck under the two rotating blade, and you'd find yourself back at [Central Hall].

#####  
9. [Ninth Life Upgrade]  
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From the [Central Hall], turn the [lever] until it's at 6 o'clock position (12 o'clock is the fountain). Turn around toward the fountain, and climb up on the left ledge. Climb all the way to the top, and jump on the [pole]. Go across the [pole] until you reach the opposite platform. Climb up, then wall-run on the LEFT WALL, and jump across to the balcony. Kill the one enemy.

Jump across the chasm when spiked column is away. Jump across again then go down the [ladder]. Wall-run across the spiked columns. Go down the [ladder] when time is right. Jump across to the [ledge] and shimmy around to jump onto the other [ladder]. Go down, and kill enemies. Pass the spiked trap, pass the fountain, pass the spiked column and floor trap, pass the spiked columns. Go into the big hall room, and jump up on the block on the right with [bar].

Swing up, shimmy right, swing on platform. Get on [beam] go across, jump on [bar]. Swing on next [bar], jump on wall and back to [beam] above. Climb up, jump on platform. Leap over railing, jump on [skybeam], shimmy over and jump on the next platform. Kill the guard and shadow, leap over railing then jump onto curtain. Leap off curtain onto platform. Walk across beam onto platform.

Jump on [beam], climb up, jump on next [beam]], jump off to wall, jump back to [beam] above. Jump across to platform, kill enemies then BASH the metal bars. Pull the block out and against the wall on the right. Climb on block, wall-run up and wall-to-wall jump up to platform above.

Wall-run up to activate [switch], then [Slow Time] to run through gate.

Trap 1 - [2x Fast Spike Columns] Run through them.

Trap 2 - [2x Spike column, chasm, trapped floor] When the spiked column comes together and is parting again, start running and jump across.

Trap 3 - [1x Rotating Blade, 1x Spiked Column, trapped floor] When the column is coming down, start running and roll under.

Trap 4 - [3x Spiked Columns] When all three spiked columns are coming towards you, and away, run after them, take the right and run through soon as the 2 escorting spiked column turn the other way.

Trap 5 - [1x Rotating blade, spiked column, trapped floor] Same as before, when the spiked column is coming down, start running.

Trap 6 - [Rotating Blade] - Easy enough.

Congratulation on your [Ninth Life Upgrade].

Run back all the way and then get on the little stepping stone on the corner. Run-up the wall, and get on top of the [gate]. Drop down, and you'd be back at the big hall room.

Leap over the railing, and jump on the [wood lattice beams]. Ninja girl will challenge you. Kill her then walk on the [plank] extending out to the curtain. Jump to the curtain and slide all the way down. Turn around, and go back the way you came in from.

Past the 3x spiked column, pass the spiked column + trapped floor. Pass the [Fountain], pass the trapped floor. Kill the two guards, and go up the [ladder]. Jump across to the ledge, shimmy around and jump on [ladder]. Climb up pass the spiked columns. Wall-run past the spiked column. Kill the guard. Go up the [ladder] on the right.

Jump across the chasm. Avoid the spiked column. Jump across another chasm and avoid another spiked column. Go all the way into the [Central Hall]. Jump up on the column on the left, and shimmy around to drop down on the ledge below. Drop down until you reach the bottom, then hang off the ledge and shimmy onto the central platform.

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Secrets...5.00  
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Secret swords:

In this game, there is five hidden swords. I will list how to get each one of them.

Hockey Stick Weapon

First you'll need the Scorpion Sword. When you return to the Central Hall

during the Throne and the Mask stage of the game, rotate the lever so that the ground level gap is covered. Then head down the path you took to get the Life Upgrade earlier but this time rather than going in to door turn right and break the part of the wall with sand coming down. The Hockey Stick is in the weapons rack.

#### Pink Flamingo Weapon

To get this weapon you'll need a sword that can break walls. In the Garden Hall (Present), starting from the middle passageway at the very top of the hall, do a wall run to the rope, then a wall run to the central platform. Turn left and walk directly through the wall of rubble in front of you. You'll turn around and grab the platform you were just standing on. From here, jump across the gap to the next platform. To your left you'll see another platform with a switch. Make your way there, hit the switch, then return to the platform you were just on. There will now be a block you can climb on. From the top of the block, do a vertical wall run + jump to reach the beam above you. Walk along the beam to the right, then jump to the ledge on the far wall. Follow the ledge around to an alcove. Drop into the alcove and break the rear wall on the right-hand side to expose a weapon rack. Break the rack and you'll be able to pick up the Pink Flamingo, an unbreakable secondary weapon that does moderate damage and knocks all regular enemies to the ground with one hit.

#### Rayman Glove Weapon

In the main tomb in the Catacombs, going through the exit triggers a Dahaka chase. On the 2nd and 3rd chases through this exit, you'll come to a branch in the passageway. If you turn left at the branch, there's a weapon rack hiding immediately to your left. Break the rack and you can pick up the Rayman Glove, an unbreakable secondary weapon that does minimal damage, but knocks all regular enemies to the ground with one hit.

#### Teddy Bear Weapon

To get this weapon you'll need a sword that can break walls. In the Mechanical Pit (Present), go to the room with the fireplace at the top of the pit, where you once fought a Brute. At the back of the room there's a passageway that bends to the right and dead-ends at a water pit. Drop into the pit and you should see a section of wall with light shining through it. Break this wall to expose a weapon rack. Break the rack and you'll be able to pick up the Teddy Bear, an unbreakable secondary weapon that does minimal damage, but restores some health to you every time you hit an enemy with it.

#### Yellow Glowing Sword

To get this weapon you'll need a sword that can break walls. In the Mystic Caves, after you get past the first gate that you had to unlock, you'll reach a passage that's divided by a pit with a switch on the floor. Drop into the pit, and at one end you'll see a breakable section of wall. Break this wall to expose a weapon rack. Break the rack and you'll be able to pick up the Glowing Sword, an unbreakable secondary weapon that does a ridiculous amount of damage, but will gradually cause increasing damage to you each time you use it.





walkthrough.

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1 (#02)	18 (#44)	4 (#12)	16 (#39)	7 (#17)
6 (#16)	9 (#25)	10 (#28)	8 (#22)	20 (#48)
5 (#14)	14 (#37)	15 (#38)	13 (#35)	17 (#42)
3 (#10)	2 (#07)	11 (#30)	19 (#45)	12 (#32)

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#### Artwork - Environments

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The first number stands for when the picture appears in the particular gallery and the number in the ( ) stands for the number that it is on the walkthrough.

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1 (#01)	27 (#46)	2 (#03)	3 (#04)	12 (#19)
7 (#09)	6 (#08)	19 (#29)	4 (#05)	5 (#06)
24 (#40)	8 (#11)	11 (#18)	9 (#13)	25 (#41)
10 (#15)	26 (#43)	13 (#20)	14 (#21)	15 (#23)
16 (#24)	17 (#26)	18 (#27)	20 (#31)	21 (#33)
22 (#34)	23 (#36)	28 (#47)	29 (#49)	30 (#50)

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#### Artwork - Illustrations

You get these once you complete the game with the "Water Sword Ending" (This is only a guess because I didn't collect all artwork or weapons and I still have illustrations full from just completing the game with the "Water Sword".

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#1	#2	#3	#4	#5
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1	2	9	6	12
_____	_____	_____	_____	_____
17	3	8	7	13
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15	14	11	5	14
_____	_____	_____	_____	_____
16	4	10		
_____	_____	_____		

- 1 = Buyasta
- 2 = Zarich
- 3 = Kerena
- 4 = Dena
- 5 = Rustam
- 6 = Spenta
- 7 = Fravashis
- 8 = Camros
- 9 = Haoma
- 10 = Asman
- 11 = Srosh
- 12 = Yasht
- 13 = Tasan

- 14? = Mainyu
- 14? = Agas
- 15? = Asto
- 16? = Mahre
- 17? = Vanant

Weapons - Axes

1	5	8	10	13
_____	_____	_____	_____	_____
12	4	9	11	6
_____	_____	_____	_____	_____
3	2	7	14	
_____	_____	_____	_____	

- 1 = Airyaman (YOU can get it on the ship from the Minions)
- 2 = Ahura
- 3 = Mainyu
- 4 = Ahura
- 5 = Allatum
- 6 = Ereta
- 7 = Bahram
- 8 = Natat
- 9 = Drvaspa
- 10 = Apaosa
- 11 = Apam
- 12 = Vidatu
- 13 = Vahishta
- 14 = Spentas

## Weapons - Maces

1	2	4	3	8
6	5	7		

1 = Peris

2 = Zend

3 = Sraosa

4 = Vata

5 = YIma

6 = Baga

7 = Izha

8 = Menog

## Weapons - Daggers

1	4	6	2	3
5				

1 = Khara

2 = Armaiti

3 = Yazata

4 = Indra

5 = Vahishta

6 = Abathur

## Weapons - Miscellaneous

2	1	4	3	5

1 = Glove (Area: Catacombs - (Present) On a weapons rack during Dahaka Chases #8 and 9)

2 = Teddy Bear (Area: Mechanical Pit - (Present) On a weapons rack behind a cracked wall with light coming out of it inside the pit behind the Big Fireplace Room in the Present)

3 = Hockey Stick (Area: Central Hall (Past) Face the Handle/Lever towards the fountain and head to where the doorway of Life upgrade #3 is at and smash through the wall to the right of that doorway)

4 = Pink Flamingo (Area: Garden Hall - (Present) On a weapons rack behind a lower brownish design on the wall of a ledge. You get to it by using the block that comes out of the wall with a button.

5 = Yellowish Green Glowing Sword (Area: Mystic Caves - (Past) After you have went through the first locked gate drop down into the pit in this small room where the button for the next gate is at. Break open the cracked wall near that button to find this on a weapons rack.

Here's a guide on how and where to find the artwork cheats.

The character and environment pictures are listed by their position in the gallery grid. The chest for each picture is identified by the region and era in which it appears, as well as the specific location within that region.

## 2. CHARACTERS

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### First Row

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- #1: Beach (Present), to the right after scaling the columns.
- #2: Cliff (Past), on the platform next to the water wheel and waterfall.
- #3: Garden (Past), over the railing in the far right corner of the courtyard, in the alcove below.
- #4: Southern Passage (Past), in the main room on the top floor, on the platform to the left of the hanging pole switch, through a breakable gate and to the left. Near the entrance to a life upgrade.
- #5: Garden Hall (Past), right branch, top floor, on the platform with the wall switch.

### Second Row

-----

- #1: Garden Waterworks (Past), on the platform right before the room with the main lever and the life upgrade.
- #2: Mechanical Pit (Past), top floor, in the passage behind the fireplace room.
- #3: Activation Room (Past), top floor, through the archway after setting the third gear in place.
- #4: Mechanical Tower (Past), top floor, on the platform to the left of the exit.
- #5: Foundry (Past), bottom floor, in the middle of the right-hand side of the room when facing the exit. Behind a pillar.

### Third Row

-----

- #1: Garden Waterworks (Present), in an alcove that you reach if you keep jumping left from the white tree trunk instead of heading directly for the Crowmaster.
- #2: Library (Past), top floor, through the destroyed archway and to the left.
- #3: Library (Past), in the pit underneath the beams right after you exit the area.
- #4: Prison (Past), in the room at the top of the ladder after you defeat the Brute boss.
- #5: Sacred Caves (Past), right by the first drinking fountain.

### Fourth Row

-----

- #1: Central Hall (Past), in the passageway to the Water Tower, at the end of the first pit underneath the retractable floor.
- #2: Sacrificial Altar (Past), hidden on the right-hand side of the altar dais.
- #3: Throne Room (Past), on the left side of the stone griffin nearest to the right side of the throne.
- #4: Cliff (Past), on the left side of the crumbling platform at the end of the area, right before a breakable wall.
- #5: Catacombs (Present), right by the first drinking fountain.

## 3. ENVIRONMENTS

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#### First Row

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- #1: Beach (Present), left of the stairs.
- #2: Fortress Entrance (Past), in the small room where the Sand Wraith throws the axe at the Prince.
- #3: Fortress Entrance (Past), right in front of you as you climb to the 2nd floor of the main room.
- #4: Fortress Entrance (Past), outside and upstairs near the entrance to the life upgrade, behind some barrels.
- #5: Central Hall (Past), on the rock columns to the right of the door to the Mechanical Tower.

#### Second Row

-----

- #1: Central Hall (Past), to the left of the door to the Garden Tower.
- #2: Hourglass Chamber (Past), to the left of the staircases.
- #3: Throne Room (Past), on the left side of the stone griffin furthest from the left side of the throne.
- #4: Southern Passage (Past), in the main room, wall run to the left from the exit door below the tapestry, then turn left.
- #5: Southern Passage (Past), in the main room on the top floor, on the platform to the right of the hanging pole switch that opens the exit door.

#### Third Row

-----

- #1: Sacrificial Altar (Past), at the base of the stairs, on your right as you enter the room.
- #2: Garden Hall (Past), left branch, bottom floor, to the left of the pool.
- #3: Garden Hall (Past), left branch, 2nd floor platform.
- #4: Garden (Past), in the courtyard behind the pillar with the pull switch.
- #5: Garden (Past), behind a breakable wall above the entrance. Can be reached from the water lever by walking in the water trough, shimmying around a ledge, and crossing a beam.

#### Fourth Row

-----

- #1: Garden Waterworks (Past), in the far right corner of the courtyard.
- #2: Garden Waterworks (Past), at the end of the suspended walkway that ends in a waterfall.
- #3: Mechanical Tower (Past), to the right of the stairs immediately after you cross the bridge and enter the tower.
- #4: Mechanical Tower (Past), 2nd floor, in the room to the right that juts out of the wall and looks like a bay window.
- #5: Mechanical Pit (Past), 2nd floor, take the left-hand path from the bridge and follow it back to a room with a large gear. The chest is on top of the gear.

#### Fifth Row

-----

- #1: Mechanical Pit (Past), top floor, next to the hanging pole switch near the fireplace room.
- #2: Activation Room (Past), on a platform above you and to the left as soon as you enter the main room.
- #3: Activation Room (Past), on the platform with the first counterweight, behind a breakable wooden door.
- #4: Catacombs (Present), bottom floor, on the opposite side of the room from the stairs.
- #5: Prison (Past), in the room past the first breakable wall, in an alcove opposite the floor switch.

Sixth Row

- 
- #1: Prison (Past), in the second room past the second breakable wall (the one with a short column in the middle), in the right-hand alcove.
  - #2: Library (Past), 2nd floor, to your left after you climb the ladder.
  - #3: Foundry (Past), bottom floor, in the first alcove on the left as you enter the room.
  - #4: Foundry (Past), 2nd floor, on the platform on the opposite end of the room from the exit, behind some machinery.
  - #5: Mystic Caves (Past), on the other side of the gap after fighting the first Silhouette in the area.

4. ILLUSTRATIONS

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To unlock the entire illustration gallery, collect all 9 life upgrades and the special item that they unlock in the Hourglass Room, then win the game and save.

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Bosses...7.00

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This is a small walkthrough on how to beat each boss that you encounter in the game.

Shahdee and Shahdee 2  
Difficulty: 8/10  
Your weapons: Spider Sword

This is one truly evil woman... First she hijacks your boat, kills your crew and then cuts you across the face and leaves you to die. Well what are you waiting for? KILL HER!!

Strategy: This is one of the most frustrating bosses in the game. Not because she is hard but that it takes too long to kill her. I truly regretted not having more Sand powers when I fought her. Hit and run is the preferred method of handling Shahdee. When you are close to her mash B and Prince will charge in hacking her but watch out when she starts to block. It's your cue to start blocking and dodging. Shahdee will begin this long string of combos and only get back in attacking after she yells, stick her swords in the air and slices one more time. When she is open, go up to her and do the landing slice on her and follow up with more slices. She'll block, attack, and then you block and you attack...rinse and repeat until she dies. However, she has one unblockable attack when she kicks you. When that happens or whenever she does a considerable amount of damage, rewind time. Seeing as its your only Sand power I suggest you take advantage of it. And one more thing, if you leave Shahdee alone for even a few seconds, she will go back to stepping on Kaileena and if she falls, it's Game Over for you.

Link006 says: A tough battle from the very beginning of the game. Block a lot and use your combos to beat her. After you lock swords with her, you can usually get a good combo on her then so take advantage.

\*\*\*\*\*

Empress/Kaileena I  
Difficulty: 7/10  
Your weapons: Lion Sword



Well after activating two towers, countless Dahaka chases, and getting past those damned traps, the Prince has access into the Empress' room. Oh what's that? Kaileena is the Empress? WELL DUH PRINCE! I swear...who couldn't tell Kaileena was the Empress of Time? Anyway...off to kill her then.

Strategy: This is not as hard as most people will think. There are plenty of Sand just lying around and for some reason, the Empress will just let you walk around gathering them. Anyway...do that if you run out of Sand. For killing her, I found a really simple/cheap way to do it. Whenever she is not doing combos or is open, go up to her and do the landing slice and right after the second slice is complete slow time down. Keep mashing the attack buttons because in those eight seconds of slow time, Kaileena will keep flinching and can do nothing to stop your attack. Kaileena can teleport right behind you and kick you from behind at any given time so whenever you hear that "poof" sound roll away. Also, it is best that you backflip or roll away when she is attacking as those combos can do an insane amount of damage. Rewind if you receive too much of a beating. At about 2/3 and 1/3 health left, she will summon some monsters. Each will die with two landing slices but alternate between the two because after you attack one, it will start to block. Those monsters are actually a gift...easy to kill, an extra sword and one Sand each. Keep up the landing slice and slow time and eventually she will die and you'll be rewarded with a Dahaka chase... What fun...

Link006 says: I've read a lot of really complicated strategies for defeating the Empress of Time and they do work but most of them overlook the best strategy for defeating her... aerals. You know that little trick of running and jumping over them and slashing them from behind (Run towards her, press A to jump over her and B twice to slash)? It actually works! You can do this a lot and she will never stop you (although she may start attacking as you begin your jump but this was rare). Otherwise, use your combos after she finishes one of hers. Block when she does her spin kick. Really not a bad battle. Similar strategy applies to the second time.

\*\*\*\*\*

Giant Golem

Difficulty: 4/10

Your weapons: Scorpion Sword

You finally get the Scorpion Sword and right after you get it, a big amount of bandit-like enemies come out. You kill them all and more traps and enemies are out to get you. You get back to the room where you got the sword and voila! A boss... This sword really attracts the life-threatening things to you don't it...?

Strategy: You fought this before. This is basically the same, just with a boss meter on the bottom of the screen. Slow time if you want, attack the legs and wait for it to be on its knees. Climb aboard, slow time if you can and attack the head, watch out for its hands however, it can still grab you even when time is slowed down. See which way it's hands are gonna come from and move to the other side, sometimes it quickly grabs with its other hand so go to the other side to avoid the hand. Continuing attacking its head until it dies. That wasn't that hard right? A warning though, if it catches you and throws you away, it will regain some health, making your previous efforts worthless.

\*\*\*\*\*

Griffin

Difficulty: 5/10

Your weapons: Scorpion Sword

You are the Sand Wraith now...woot! Your first and only boss to fight as the Wraith is a Griffin. Now let's see...Griffin...noun...A fabulous beast with the head and wings of an eagle and the body of a lion. Fabulous...that's not what I would use to describe it but what the hell...it's gonna die anyway.

Strategy: The Griffin has only one vulnerable spot, the back of its legs. How do I say this...EYE OF THE STORM SPAM!!! Get behind it, slow time down, and keep slashing its legs. Whenever it is about to attack roll away. Everytime you get rid of 1/3 of its life, it will fly and dive at you. Just roll sideways to get out of its way. Eventually it will land again and then you can continue killing it. If you get hit, rewind time. You're the Sand Wraith, you keep generating Sand so why not take advantage of that ability?

\*\*\*\*\*

Empress/Kaileena II

Difficulty: 9/10

Your weapons: Scorpion Sword

Did you fail to collect all the Life Upgrades? Well too bad, fight the Empress again.

Strategy: She is way harder than the first time you fought her. No idea why or how. Right after the cutscene she will get in a few cheap first hits. Roll or backflip away, don't try blocking, she has found a way to get past it. Use the same method you used when you fought her the first time. If you see an opening landing slice, slow down time, and mash B and/or Y. There will be about two cutscenes in the battle and whenever Kaileena has 2/3 and 1/3 life left she will summon things to get you. And no, not the same things she summoned the first time. If I could give these things a name I would call them Sandstorms of Time. You can't attack them or block them but they can deal you a lot of damage. All you can do is roll away, but make sure they don't go over the edge of the platform or else you won't get sand from them. Eventually they will die down and give you one Sand each. Keep attacking her and when she dies, yell out in joy or mourn that you never did her...whatever suits you.

\*\*\*\*\*

Dahaka

Difficulty: 9/10

Your weapons: Water Sword

AHH!!! The Dahaka!!! RUN!!! Hey...where's the crappy lightning? Oh lookie...your sword is glowing blue. You got the Water Sword now so go kill the Dahaka!!! Make it pay for making you run away all those times!

Strategy: Use the Ravages of Time on this fool... The Dahaka is the only boss that the Ravages do the most damage to. Keep slashing this fool and then Kaileena will finally make herself useful and blast the Dahaka to make it dangle from the edge of the platform. Gather as much of the Sands lying around but don't waste your time getting them all or else the Dahaka will pull itself up. Go right up to its face and use...you guessed it...RAVAGES OF TIME! When it pulls itself up, I noticed that it recovered itself. Dunno how it did that...does that mean it can only die when its dangling on the edge? Anyway... it will start to use some of its more powerful attack after it hung on the edge for the first time. Its tentacle things will come out of its chest and sweep around and they will also come out of the ground to hurt you. Roll to dodge both of those attacks. Use either Eye of the Storm or Ravages of Time to

damage it because it will jump to avoid your attacks now. When you did enough damage, Kaileena will blast it to the edge again and you can use Ravages of Time to finish it off.

Did you beat it? Finally beat the Dahaka? Well then...sit tight to view the alternate ending or go jump in joy before viewing it. Get yourself a beer or something, you deserve it after beating this horror.

-----  
Moves...8.00  
-----

You can see all these techniques in the start menu.

#### Single Weapon Techniques

##### Right hand

Square - single slash  
Square+Square - double slash  
Square+Square+Square - triple slash  
Square+Square+Square+Square - furious slash  
Square (enemy on ground) - Asha's Fury  
Square (hold) - Right sword charge combo

##### Left hand

Triangle - grab  
Triangle(hold) - Human Shield  
Triangle+X - Grab to manning  
Triangle+Square - grab slice  
Triangle+Triangle - grab throw  
Triangle+O (repeatedly) - Strangulation  
Triangle+O (weak enemy) - kill and steal weapon

##### Acrobatics

X(toward enemy)+X - rebound off enemy  
X(toward enemy)+Square - aerial slash  
X(toward enemy)+Square+Square - aerial landing slice  
X(toward enemy)+Triangle - aerial kick Attack  
X(toward enemy)+O - aerial slash  
X(toward enemy)+O+O - landing steal weapon

##### Other

R(hold) - block  
R(hold)+Square - counter attack (VERY USEFUL)  
R(hold)+Triangle - counter kick  
O - pick up weapon

#### Double Weapon Techniques

##### Right hand:

Square - Single slash  
Square+Square - Double slash  
Square+Square+Square - Triple slash  
Square+Square+Square+Square - Furious slash  
Square+Triangle - Orontes' Grudge  
Square+triangle+Triangle - Zoroaster's Ire  
Square+Square+Triangle - Ptolemaio's Anger  
Square+Square+Triangle+Triangle - Wrath of Cyrus  
Square+Square+Triangle+Triangle+Triangle - Rage of Darius

Square+Square+Triangle+Triangle+Square - Azad's Retaliation  
Square - Single slash  
Square+Square+Square+Triangle - Ahriman's Revenge  
Square+Square+Square+Triangle+Triangle - Mithra's Vengeance  
(Enemy on ground) Square - Asha's Fury  
(Hold) Square - Right sword charge attack

#### Left hand:

Triangle - Breeze of Anguish  
Triangle+Triangle - Blast of Sorrow  
Triangle+Triangle+Triangle - Misery Gale  
Triangle+Square - Whirlwind of Pain  
Triangle+Square+Square - Oblivion Twister  
Triangle+Square+Square+Square - Furious Oblivion Twister  
Triangle+Square+Square+Triangle - Plague Tornado  
Triangle+Square+Square+Triangle+Triangle - Harassing Cyclone  
Triangle+Triangle+Square - Storm of Remorse  
Triangle+Triangle+Square+Square - Tempest of Agony  
Triangle+Triangle+Square+Square+Square - Furious Tempest of Agony  
Triangle+Triangle+Square+Square+Triangle - Hurricane of Penitence  
Triangle+Triangle+Square+Square+Triangle+Triangle - Tormenting Typhoon  
(Hold) Triangle (With Sword) - Sword Charge attack  
(Hold) Triangle (With Axe) Axe charge attack  
(Hold) Triangle (With Mace) Mace charge attack  
(Hold) Triangle (With Dagger) Dagger charge attack

#### Acrobatics:

(Towrd enemy) X+X - Rebound from enemy  
(Towrd enemy) X+Square - Aerial Slash  
(Towrd enemy) X+Square+Square - Aerial Landing Slice  
(Towrd enemy) X+Triangle - Aerial kick attack  
(Towrd enemy) X+O - Aerial weapon throw

#### Other:

(Hold) R - Block  
(Hold) R+Square - Counter Attack  
(Hold) R+Triangle - Counter Double Slice  
O - Weapon throw  
(Hold) O - Charge weapon throw

#### Movement Techniques

X - jump  
X+Square - jump slash  
X+Triangle - jump kick  
X(direction) - roll  
X(direction)+Square - roll and pierce attack  
(Toward wall) X - Wall jump to acrobatics  
(Toward wall) Square - Wall dive attack  
(Toward wall) Triangle - Wall Spinkick  
Square(run up wall) - Angel Drop  
Square(run up wall)+Square - Angel Drop Finish  
Triangle (run up wall) - bladewhirl attack  
Square (toward column) - Column Shredder (  
Triangle (toward column) - Column Spinkick

Down on D-pad(hold) - Recall

Down on D-pad(tap) - Eye of the Storm

R(hold)Down on D-pad(hold) - Breath / Wind / Cyclone of Fate (ground attack,

1/2/3 sand slots)

R(hold)Down on D-pad(tap) - Ravages of Time (insta-kill, 2 sand slots)

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Frequently asked questions...9.00

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If you have any questions, please E-mail me and I will post them here.

Q: can you not back track at any point in the game to get life upgrades?

A: In some cases you can, but if you want to backtrack for life upgrades, be sure that you can return to the central hall. Here's a list of those upgrades that you can't backtrack at the end of the game to get:

- [Second Life Upgrade] - Sacrificial Altar - Past, accessible prior to  
[Part 6: What is written in the timeline can be changed!]  
Segment 8 - Central Hall - Past
- [Fourth Life Upgrade] - Garden Hall - Past, accessible prior to  
[Part 6: What is written in the timeline can be changed!]  
Segment 8 - Central Hall - Past
- [Sixth Life Upgrade] - Activation Room - Past, accessible prior to  
[Part 6: What is written in the timeline can be changed!]  
Segment 8 - Central Hall - Past

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Credits...10.00

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Thanks to:

me: for making this guide and typing it all in three days, I ROCK!!!

www.gamefaqs.com: for letting me post this guide and help the world.

Ubisoft: for making such a great game series.

YuGiOhFm2002 / YuGiOhAngel: For letting me use their artwork descriptions.

Morph.: For letting me use his life upgrades list.

Heatmon930: For letting me use his boss FAQ.

jhaines: For letting me use his Artwork FAQ.

shadow adventure: For helping me with the secrets.

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Contact...12.00

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If you have any questions or concerns about this guide or about the game itself you can email me at [gamehelpplanet@yahoo.com](mailto:gamehelpplanet@yahoo.com)

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