

Prince of Persia: The Forgotten Sands FAQ/Walkthrough

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This walkthrough was originally written for Prince of Persia: The Forgotten Sands on the PSP, but the walkthrough is still applicable to the DS version of the game.

Prince of Persia: The Forgotten Sands

PSP Version Walkthrough by Tanya Huisman AKA Suyeta AKA Twixxie

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Introduction:

This is my first walkthrough and the only reason I'm writing it is because I couldn't find one ANYWHERE when I needed one. I also think many people are confused because I did many searches for the PSP version of this game and ended up reading all about the PS3/Xbox 360/PC version. They are NOTHING alike! The Wii version is it's own and so is the PSP version AND the DS. So there are 4 games with 1 title.. way to go, not confusing at all! So anyway, after finally finding all the elixir crystals myself I decided to share the knowledge.

Legal Crap:

Nobody but me is allowed to make money from MY work. I would never charge money for a walkthrough I wrote unless it has all the bells and whistles.. an official magazine look like Prima's Official Strategy Guides with pictures and cheats and secrets and a huge tear out poster in the middle

of our handsome prince and those amazing baby blues *hint hint Prima* Other than that, I am writing this walkthrough to help my fellow gamers so feel free to spread around just make sure my name's on there. Common Sense stuff blah blah legal mumbo jumbo. If you find any mistakes(not spelling or punctuation related thank you very much Professor Bigbrains) or if I left anything out please let me know and I will give you credit.

You can reach me by email at suyeta@yahoo.com NO SPAM and unless you look like the Prince in this game and can wash my clothes on your abs no a/s/l emails either please. Yes I'm a girl and yes I play games.. get over it :P

I will not be describing all of the cutscenes, if you can't see them for yourself you shouldn't be attempting to play the game. I will not be telling you step by step exactly what to push and when. The main goal of this walkthrough is to let my fellow gamers know where all the elixir crystals are as well as possibly help with a few tricky puzzles, not bore you with instructions my 4 year old would roll her eyes at. You really shouldn't attempt a timed run your first playthrough it's much easier to do the timed runs after you have gotten and spent all the crystals on your combat skills and health bar upgrades. I will point out certain crystals that you will have to come back to. Yes to get everything in the game you will have to play each level twice, some of them 3 times. The main thing to remember for the timed run is that you shouldn't have to collect crystals so skip the extra secret areas and if you fall or die at all just quit and restart. You'll want to get both the timed and the no recall at the same time to get all the blue gems.. I know.. pain but hey it's a fun challenge.

Walkthrough:

The Canyon:

After the cutscene ends go to the right then jump up to the next level. Jump over the first gap then the second then drop down twice collecting crystal #1. Continue to the right and wall run for crystal #2. Continue right and wall run for #3. If you fall here you have to go back to the left to get back up and try the wall run again. Keep going right and jump and grab the tree and climb up for #4 then jump to the left for 4 more. You should have 8 total now. Jump back to the tree and slide down. Continue right and drop down the ledges. Pass the first tree and climb the second then jump to the right collecting #9. Keep going right and jump across to the beam then continue. Drop twice climb once. Run right then jump to the beam then to the next beam collecting #10. Jump to the next ledge and climb down. You can jump across the beams if you want or just drop down and run across. Then jump to the tree, to the beam, to the snow.

(small cutscene introducing you to whirlwinds)

Jump on on the whirlwind and you will see a crystal in the far upper lefthand corner. Keep this one in mind, you will have to come back to get it later when you can speed sand up to get up there and jump left and grab it. Jump and wall run up the wall in front of you and continue right. Drop down and climb up the other side. The next area has a big wall with a bunch of crystals on it.. Fun! Wall run to the right twice for one crystal then walk right for a nice bunch. You should now have 15. Wall run back to the center and slide down and to the left then drop. Wall run to the left for #16 then drop down shimmy left and then drop to the next ledge and wall run back right for #17. Climb up then wall run right then drop twice collecting #18 on your way down. Go to the right and enter the doorway.

(small cutscene)

Wall run right and go through the door. Now you'll come to a pole at the end of the ledge. Jump onto the pole slide down a little bit then jump to the right to grab the crystal then immediately jump off the wall and back to the pole. Slide down a little more and repeat on the left side. Finish sliding and then go through the door to the left. (For timed run just slide down the pole no need to collect crystals you'll already have them) This is fairly simple. Swing across the poles and the beams to the other side collecting more crystals on your way then go through the door. Climb and jump your way up the wall for more crystals then it's swing time again. If you fall here just climb up the wall on the right and swing back across. You should have 28 crystals. If you're not sure how many you have you can check by hitting Select and looking at Upgrades. You can't upgrade anything right now so go through the door.

Walk out on the beam and jump to the other side. See that green slimy stuff? it's bad .. no touchy. Drop down twice then jump over to the handhold on the wall on the right side for #29. Drop down to the next handhold then finish dropping to the floor. YAY it's combat tutorial time. If you hold down the Square button for a little before letting go he does a kind of charged attack that looks pretty cool. Anyway kick the ugly thing's butt and move on. Wall run up to the handhold and then go up to the next then climb up to the beam and jump to the handhold on the right for #30. Continue up then jump left from the beam to the ledge and go through the door. Swing across to the beam then drop down and swing back toward the right landing on a vertical handhold. Slide down and jump across the whirlwinds picking up more crystals as you go. Jump toward the small ledge on the wall under the green slime. Finish dropping down to the floor. You should have 33 crystals now. You will need 60 for your first combat upgrade and yes I recommend upgrading the combat first then the health bar but you can do either one. Go through the door and drop down #34 is in this hallway. Climb up the wall for #35 then go through the door. #36 is waiting for you on the beam but after you get it the beam will drop out from under you. It's ok you wont take any damage. After you land run across the bridge collecting #37. Once you get across the bridge will collapse.. oops can't get back that way.

Go through the door and a part of your ramp will fall just jump over the gap and continue and go stand on the blue stuff. YAY health bar and recalls.. the things you can't spend during your timed runs if you want all the blue diamonds. Take a flying leap to the right to land on the little platform and continue to the right. After the small cutscene there's a crystal right in front of you. Time for a chimney jump. Jump from one wall to the other back and forth until you've collected 2 crystals and gotten to the top. See the crystal up there? Yet another one you can't get until later. You'll need to be able to freeze the sand whirlwind and move it under that crystal then speed it up. For now jump on the whirlwind then chimney jump up to the blue stuff. If you've lost any health or recalls you can push up to drink from this fountain and replenish it. Go through the door and enter the circle for a quick battle where you will learn how to throw your enemies. When that's over continue right for crystal #42. Grab it and keep going for a long cutscene.

End of Level

42/48 crystals for this level

Just press X to confirm and move on to....

Head right wall run twice grabbing 2 crystals on the way. Climb up the wall using the ledges you should have 45 crystals when you reach the top. Jump across the beams grabbing 2 more crystals and go through the door.

(Cutscene)

Step on the button on the floor and then watch the ball on the wall. It will slowly move along the pathway on the wall that is occasionally blocked by bars that retract and come back. The object of this part is to get the ball all the way to the end of the pathway without letting it hit the bars. If it does hit the bars you will have to start over back at the button on the floor. Walk to the right as you go and you will pick up some crystals on your way. Watch the ball and as it nears the bars the bars will retract. Once the bars retract use the R shoulder button to speed the ball along to pass the bars before they come back up. Let go of the R button once the ball is past the last bar on each section so that it won't get to the next bar section before those bars retract. Rinse and repeat until the ball gets to the end and you get another (Cutscene).

After the cutscene we'll be heading right again. Your little sparkly ball fairy thing will circle around the platforms. You can speed them up to make them go faster as you need them to. Jump to the first one when it's closest to you grabbing a crystal in the air on the way. Then drop to hang on the side of the ledge so your feet will grab another crystal. Then come up and jump to the platform. Jump to the next sliding ledge and use the speedup to time the two ledges so that they come close enough to each other for you to jump to the next one. Dangle your feet for the crystal underneath. Jump to the platform then to the next sliding ledge. From here you'll need to use the speed thing to time the wall run so you can land on the next sliding ledge. From there jump over to the last platform. You should now have 60 crystals. Go through the door.

In here there are a couple crystals hanging in the air that you can't get yet. You'll have to come back and freeze the sand whirlwind and move it underneath them then speed it up to get to them. For now move on and get on the whirlwind and speed it up then jump off to the right. Before you go up the whirlwind ladder go to the right to pick up those 2 crystals. Then hop on the first whirlwind and speed it up to jump to the next one. Then speed it up to get to the platform. You can just jump down to the crystal and the whirlwind but the safer route is to speed the whirlwind up first then jump to it then let it go back down to get the crystal then speed it back up to jump to the other side. Repeat on the next side Then on the next side speed up the first whirlwind and let it fall to get the crystal then just jump to the next whirlwind and speed that one up to get across to the platform. Go through the door.

Accelerate the sandflow to push the column onto the button to open the door so you can continue right. Climb up the wall and continue. Accelerate another sandflow to push the column onto a button but this button has a crystal on it so after the door is open push the column out of the way to collect the crystal. Then push the column up against the next wall and use it to climb up. Continue right to what appears to be a dead end. Accelerate the Sandflow until it breaks the wall. Nifty! You can't get those two crystals until you can freeze the sandflow. Go through the door.

Here you can use the analog stick to guide the glowing ball where you want her. Accelerate all the sandflows to push all three buttons to unlock the door then go through.

This pole is slippery so you'll have to jump up once you are on it to get up to get the crystals. Don't forget to jump left back toward the fountain for the one that's a little out from the pole. Don't go down .. nothing down there but death. Just keep climbing up jumping from the pole to the whirlwind then accelerate the whirlwind to get up to the next section of pole. Repeat until you get to the platform at the top. Go through the door and climb up the beams by jumping from beam to wall to beam to wall until you get all the way to the top. If you're having trouble getting up just remember to hold left or right to run up the wall a bit before jumping to the next beam. When you get to the top go left and climb up the wall.

This part is fun. You have to accelerate the sand to push the button to open the door above you so you can chimney jump and wall run your way up. There are times when you have to accelerate the sand WHILE you're still jumping and wall running. So stretch out your finger muscles and give it a go. When you get to the top of the first chimney make sure you jump out wall run up and jump back for that uppermost crystal. This next chimney is the fun one. Happy jumping and watch for crystals on the way up as well. One little tip here. You don't have to keep switching left and right you can just hold left then hit x at the right times to keep climbing and then hold R when you see the shiny ball go up. If you fall too many times you'll just end up at the fountain back by the slippery pole, just climb back up and try again. Once you get to the top and go to the left you should have 104 crystals. Go through the door to end the level.

62/66 crystals for this level.

The Dam:

Head to the right for another battle then climb up the vines and continue right. You'll have to jump to get that crystal in the air. Drop down to the vines then continue to the floor. Jump over to some more vines and climb up jumping up to more vines then climb to the top. Go to the right and wall run right for a crystal then climb down the vines and go left for another crystal then return to the ledge below the vines you wall ran to. Drop to the right twice then wall run. From this platform jump over to the vertical handhold and climb up then jump to wall run up and jump off the wall to get that higher crystal. Then jump back to the handhold but this time slide down. Jump to the beam and to the platform. Then jump to the vertical handhold on the left wall and climb up wall run up and jump off for another high crystal then back to the handhold and slide down. Then Drop, slide, drop. Go right for a fun fight. It's fun to jump on this guy's head and throw him off the cliff but you can also just knock him off with a few sword attacks. Don't wall run and slide down the vertical handhold.. just drop off the side. you'll catch a crystal on your way and you won't take much damage. Climb up the wall to the right. Wall run right to the handhold. Wall run right again to the vines. Climb down and go left for more crystals before moving on to the right. Hop on the whirlwind and accelerate on up then jump to the right after you get that crystal and climb up the wall and the vines to the top. Push up to enter the doorway.

Head right and watch the cutscene. Stand in the fountain. You can now upgrade if you wish. You should have 121 crystals. Take this opportunity to upgrade whatever you wish. You can still see the Total crystal count when you load your game. From this point on I will just tell you the crystals that aren't on your direct path and I'll tell you how many crystals you should have at the end.

Once you are finished upgrading head right and jump across the beams

to the other side. Accelerate the trap to get by and jump and run your way up to the opening. Wall run up and jump off the right wall for the higher crystal. Head left, beat up the uglies and continue. Accelerate the Whirlwind and wall run up the left wall and jump off for a crystal landing on the platform. There is a crystal underneath this platform but you will have to come back for it when you can freeze the whirlwind and drag it under them. Hop across the waterfall and roll under the first trap then jump straight up when both traps meet in the middle to grab the crystal then land and roll under the second trap and go through the door.

Push the column onto the button and climb on top of it to chimney jump your way to the first opening that you opened with the button. Push the column onto the button to open one side of the dam. Then go back to the opening and chimney jump your way up to the next opening. Jump over the log, roll under the arrows and jump up into the little cubby hole. Grab the crystal then accelerate the sand flows to push the column down first then onto the button. Time your jump to jump over the arrows then over the log then across to the doorway you just opened. Jump across to the little ledge sticking out and hang.. this part can get tricky. You have to time it just right so you can land on the next ledge and jump across to hang from that ledge to get the crystal and continue down. If you fall don't worry you can come back later and get this one a lot easier with the freeze ability. At the bottom is another fountain. You can drink to replenish any health or recalls and you can upgrade more if you wish. Afterward head right and jump to the vines and climb down. Don't climb all the way down though you want to land on top of the beam when you jump off. If you don't land on top of it and are dangling from it instead you will likely get an arrow to the groin and that's just no good. So try to land on top so you can time your drops just right to keep from getting hit with an arrow. After dropping all the way down you should land on a whirlwind. All this particular whirlwind does is take you back up to the beam you dropped from so move on to the left through the door.

Oh goody a puzzle. Jump to the square platform and it will begin moving. As it moves you'll notice the sandflow that you need to accelerate to open a door. If you don't do it in time the platform will go through the door knocking you off into the green stuff. You'll have to hang down on one side of the platform to get the crystal as the platform moves by. Once you get past the first door there will be two crystals stand on the edge for one then turn around and hang off the other edge for the other. You should be able to get at least the first part of the second sandflow puzzle done before you get to the crystals if not try some multitasking to get the crystals and get the column to the button before you hit the door. When the square platform reaches the end jump up the wall grab the crystal then hit the button to open the door and go through. Oh look where we are this is awfully familiar. Accelerate the trap and go through and hop back across the waterfall and keep heading left. A cutscene will bring you back to the front. Go right now across where the water was before. Fight the big ugly, climb up the wall and go through the door.

Hop on the whirlwind, accelerate up, jump off the wall and swing across the two flagpoles. Climb up the left wall then jump up and off the wall to grab the crystal on your way to more flagpoles. Swing all the way across but when you reach the platform hang off the left side of it and drop you should grab onto a ledge underneath. go to the right. Jump across the poles to the other side and grab the crystal as you step on the button to make the poles drop a little lower. Hang off the left side of the button platform and climb down a bit to get the crystal then climb back up. Jump across the poles collecting crystals as you go. There is one crystal that is set low. Go get the sword and a floor will move out allowing you to walk over and get it. Continue on the path to the right and fight some uglies. Climb back up the right wall and jump across the poles to get back to the ledge you dropped to

from the whirlwind platform you swung to earlier. Hang off the left side of the platform and you can jump to reach the flagpoles you used earlier. Simply follow them up again to land back on the whirlwind platform. Run and jump your way up and then wall run to the left. Climb up the handhold and time yourself to jump up to the vines when the arrows aren't shooting. Climb to the right and go through the door.

Now you have to time your jumps with accelerations to keep from getting knocked off the whirlwinds and into the green stuff. Accelerate the first whirlwind while you're standing on the ledge. As soon as the arrows shoot jump and then let go of the R button to fall down below the arrows and grab a crystal. Then wait for the arrows to shoot again to hold the R button and lift yourself up and then quickly jump to the right. Rinse and repeat for the next set of arrows. The third set of arrows are a little trickier. There are three rows and they each shoot at different times. Stand on the beam and raise the Whirlwind up and hold it there. Wait until the middle arrows shoot out then jump and lower yourself and grab the crystal then wait for the middle arrows to shoot to raise yourself back up and be ready to jump to the right again as soon as the last set of arrows is loosed. Once you're on solid ground head to the right for battle. After the battle go through the doorway to the right to end the level.

52/55 crystals for this level. 53 if you got the one between the arrow traps.

The Road of Destiny

Head right and jump and swing across. Pull the door out then get behind it and push it over the edge. There will be a small cutscene and you now have access to a group of crystals. Just drop down twice then go right to get them. Now go back up and go through the door and use your powers to speed up the blade traps that are blocking two crystals. I have yet to find a way of getting the next two crystals without taking at least a little bit of damage. I usually just wait until the log is swinging away from me then follow it and jump up to grab the second crystal and land on the other side of the blade trap. The log will hit you but you won't take TOO much damage and even if it kills you once you have the crystals you don't have to regain them. Once you have those crystals head up the ramp and roll under 3 gaps if you do it quick enough you can get by without the traps touching you. Go through the door at the end, jump over the blade trap and climb up the wall. This fight is super easy as you can throw most of the enemies onto the blade trap you jumped over and the annoying archer can be pushed off by accelerating the sandflow he's standing in front of. Have fun killing these uglies and move on.

In the next area there is a pole that is moving downward and several crystals on the walls on either side of it. Zig Zag jumping and wall running your way all the way to the top making sure you get all the crystals then ride the pole to the door and jump through. The next cutscene shows where you need to go and how to get there. Jump to the whirlwinds accelerating them and letting them drop as needed to collect the crystals and make your way across. When you step on the blue plate you'll get an extra recall. Confirm it and move on through the door.

The next area can be a little stumping for some people but if you look on the wall to your right there is a ring you can jump up and grab onto which opens a door at the top of this long lovely wall climb section. If you can't see the ring for some reason just run up the wall he'll automatically grab it. I have heard of some people not being able to see it. Fun part is.. the door is timed and there are crystals to collect on your way up but it shouldn't be too much trouble. If you fail simply drop your way down and pull the ring

again. When you get to the top roll through the door and continue. There is no reason to go to the blade trap simply wall run to the switch and hang onto it until the statue is pointing the sandflow at the next wall and accelerate it until the wall breaks. Then wall run over and go through the new opening. Fight some more uglies then go through the doorway.

In the next area you have a huge wall covered in vines to climb. Meanwhile about halfway through one of those annoying archers will be shooting arrows at you. Don't worry.. his aim sucks. You don't need to do any fancy jumping around or anything just hop on the vines and work your way around collecting crystals as you go. As long as you keep moving the archer wont hit you. If at any point you appear stuck just try climbing in a different direction for a step or two then continue on. Once you get past the annoying archer there are some traps on the wall. Again it's not too hard you can wait til the first one shoots then jump your way past all of them. Finish climbing the wall and go through the door at the top.

This part was one of my favorite parts of this game.. Super fun. Once you get past that big huge log it will fall and everything around you and under your feet will begin crumbling. So not only do you have to move fast to get out of there, there's also 9 crystals on the way. This one isn't as hard as the other ones like it further in the game but still fun. Make sure you fill up on your recalls before going under the big log. You'll want to roll under the log at it's furthest right position then be ready to run. I usually just hold down the right D pad during the cutscene. Jump over the gaps by waiting to hit the jump button until his foot hits the edge of the gap. Any sooner and you wont land on the other side and will waste valuable time having to climb up. Jump over 3 gaps then jump across 4 beams. Jump over the next gap and roll under the wall immediately jumping over the next gap and rolling under another wall to jump over another gap. Then roll under two walls in a row and jump over the final gap. Whew! made it. Now go in front of the stairs and push up to end the level.

43/43 Crystals for this level.

Palace Doors : Boss Fight.

Welcome to your first boss fight of the game. The Cutscene shows you a ring on the wall with beams on either side and there's a giant red ugly that wants to squish you with his hands. Run around back and forth dodging away quickly if you see a ring of black smoke under your feet. The black ring shows where ugly is about to hit. If you keep dodging eventually he'll get pissed off and really slam the ground. When he does that it makes a whirlwind that you can hop on and accelerate then jump to one of the beams. Hop across the beams to lure him to one side or the other. Once he's in front of the arrow traps jump to the ring and accelerate the traps to knock him out for a moment. When he puts his head down jump down and tear him up with your sword. You can use big power slashes or well timed small hits that just keep coming but either way just keep attacking until he lifts his head back up then dodge cuz he'll be pissed. Start running back and forth again and repeat the procedure as often as needed until he finally falls down for good. Once you get his health down to about 25 % he'll start hitting the ground multiple times to watch out for that. Otherwise it's rinse and repeat as usual until he falls. Then go touch the bright light which is apparently what 50 Elixir Crystals looks like.

End of level.

Confirm and watch a LOOONG cutscene where the earth was flat.

50/50 crystals for this level.

Ethereal World - Talah

Head right and run up the wall and stand on the ledge. Chimney jump your way up collecting crystals on your way up. Hop across 3 beams and go through the door. You get to move the ball again. Step on the button and learn how to slow down time as well. Speed up and slow down the ball as you go to get it past all the bars and climb up the wall to the top collecting crystals as you go. You can try your hand at multitasking to practice for the timed run if you want or you can speed past one section, freeze, climb up, speed past the next section, freeze, climb up. Either way you'll eventually get the ball to the end and see another cutscene. When that's over you'll be in another area with weird beams that are there and aren't there at the same time. You have to wait til it IS there and freeze it then jump to the beam and keep holding the L and drop yourself down to make your feet grab that crystal then jump to the platform for another one then freeze the next beam and jump to it and collect the crystals above and below. Remember to keep holding L while you are still standing on the beam or it will disappear making you fall to your death. Jump to the next then wait til the next beam is there and freeze it and jump to it just jump straight up to get the crystal above you then dangle for the one below. You don't have to wait you can speed up time to make it appear then freeze it. Jump to the platform. This next section of wall has a square plaque that disappears. Freeze it into existence then wall run across it to the other side. Go through the door.

The next area you get to freeze sandflows to be able to grab them and use them to move on. Before you go to the right wall run up the wall to your left and jump off to get a crystal. Don't forget you can upgrade at all these fountains now if you have enough crystals for what you want. Move forward and freeze the sandflow to swing across it and wallrun up to the platform. The next part can be annoying. There are two sandflows and if you jump too far before you hit L your little light guide will automatically go to the next sandflow and you'll be freezing the wrong one and fall. So freeze the first one before you take off. Once you've frozen the right sandflow you can swing to a regular flagpole then swing to the next sandflow then swing to a platform. The next part is even funner, there's nothing in between sandflows so you've got to time everything just right so the one you're swinging on doesn't drop you while you're freezing the next one. Luckily they freeze to grabability pretty quickly so freeze, walk, jump/freeze, jump/freeze your way across. The last one you should grab and you can just pull up and walk off of it to the door.

In the next area make sure and wall run off the right wall to get that crystal before dropping down. Down here there is a button, a door, and a whirlwind. The button opens the door but the door shuts the minute you step off of it. Freeze the wirlwind and hold the L button down until you hear a crack of the sand settling into place. Now you should be able to move the block of frozen sand on top of the button allowing you to go through the opened door.

In the next area make sure and use the whirlwind to get up high and grab two crystals before you freeze it and put it on the button. You can also place the whirlwind just right so you can hop on and raise the whirlwind as high as it will go and face the left and just jump straight up to grab a ledge and then climb up for a bunch of crystals. The button raises a platform so you can jump up to it and use it to get to the next platform with the door. Go through the door and wall run and jump off the right wall for a crystal before you drop down. You do want to freeze the sand so you can push it but

you don't need to push it onto the button. Just step on the button and the door will open and stay open. Instead push the frozen sand through the door and up to the green stuff. Use the frozen sand to jump to the beam then wait for the next beam to appear and freeze it then jump to it. Now run up the wall to the platform and enter the door.

In the next area after the fountain you'll get into a battle with a crazy chick that likes to throw knives at you. When she appears in the air there are also beams that appear as well. If you use your new power to freeze her it will also freeze the beams so you can jump up to her and smack her with your sword. It only takes a couple hits to defeat her. Sometimes she will appear on the ground and try to hit you, again just freeze her and slap her she'll eventually go away. After the battle is over and the prince gives us some insight into his taste in women that the ball of light thinks is TMI, continue forward to a little puzzle. Remember that you can guide Navi... I mean your little ball of light to wherever you need her to go with the analog stick. Freeze the whirlwind and speed up the sandflow to push the frozen whirlwind off the ledge. Then jump on the frozen whirlwind and accelerate it up so you can get to the two crystals that were up on the ledge you just pushed the whirlwind from. Nifty. Now refreeze the whirlwind and use it to jump and freeze your way across 3 sandflows to the platform then go through the door.

In the next room jump on the sandflow and accelerate it to give yourself some lift and then jump to the wall on the right. When you run up this wall and touch the bottom it will cause a sandflow to appear. Jump towards it from the top of your wall run and freeze it before you pass through it. Once you get the timing down these aren't that hard. This area will give you enough practice and timed jumps and freezes you'll be a pro by the end. Swing from this frozen sandflow to the wall which you will run up upon landing jump at the top of your wall run to grab a regular pole and swing to the other side to grab a ledge. Climb up on the ledge and wall run up to the next button then jump and freeze and swing, run up, jump, swing, jump, run up.. ahhh platform finally. Go through the door and do the same thing up this set of walls. This one I found very annoying. Sometimes when you accelerate the whirlwind to get up to the wall the ball of light stays there even if you let go of the button and when you go to hit L to freeze the sandflow she freezes the whirlwind instead and you fall. Very annoying but eventually she'll get it right and you can continue up. The main difference between this hall and the last one you did is that this one doesn't have any ledges or regular poles to swing on.. so once you start it's nonstop run, jump, freeze, swing, etc. til you get to the top. At the top make sure you wall run and jump off the right wall to get that crystal before you move on. Go through the door to end the level.

62/62 crystals for this level.

The Halls

Move forward for a quick easy fight then continue on. Jump straight up to the pole sticking out of the ceiling and then jump from there and freeze the sandflow and swing from there to the next pole. Freeze the big line of sand and jump to it. Slide down and accelerate the blade traps so you can grab the one crystal and roll under the crack in the wall for 4 more. Turn around and head back. Accelerate the blade trap back down before you roll back under the crack in the wall. Then freeze it to give you time to accelerate then freeze the next one. Then refreeze the sandpole and climb up to the top jumping to the stairs and going through the door.

The next area may look tricky but it's really not. Just freeze/jump your way across being mindful of the traps though they are timed right if you wait til the first one is heading down before you jump you should be able to just jump and freeze your way across without stopping though you may want to take the time to make sure you are high enough to grab that crystal between the last two sandpoles. Jump and freeze your way across, grab the crystal and go through the door.

In the next area you get another battle. Beat em up then move on. In the next area there's nothing tricky just drop to the beam then drop to the floor and wall run and jump for the crystal. Jump across the green slime pit then wall run and jump to grab another crystal and you should grab onto the beam. Pull up and wall run and jump for the next crystal and beam then pull up and jump to the door and go through.

In the next area roll under the crack in the wall then roll under the saw trap and jump to the flagpole. Freeze the sandflow and jump to it and swing from there to another flagpole. From there freeze the big long sandpole and jump to it and jump to the wall and back for a higher crystal. Then slide down the pole to a platform. From here you'll want to jump and swing across avoiding the moving spiked logs. Best way to do this is jump when the log is low so jump when the first one is low then swing around until the next one is low then freeze and jump etc. there's another sandpole at the end to freeze and another crystal to wall jump for. Once that's done slide down to another fountain. Now go across this set of traps the same way you did the last set only this one has no regular flagpoles, only sandflows. Just remember as long as you have L held down they wont drop you so take your time if need be. Once across go through the door.

Before you start climbing up the poles run to the right for 2 crystals that are just sitting there. Now climb up the pole, jump to the next one grabbing a crystal on the way, climb up and jump back to the first one then climb up that one and jump back to the second pole. You can climb faster by holding UP and hitting X to jump. Keep jumping back and forth and collecting the crystals on the way When you get close to the top you'll see a balcony to the right.. Don't go there. Keep going up eventually you'll run out of pole but there are still walls you can run up. Do so and reach a cluster of crystals. Now to get back down to go to the balcony you need to jump from the crystal platform over to the wall on the left. You will land on a ledge just drop down to the vertical handhold and slide down it until you can jump backwards to grab the pole again. Then climb back up and jump to the balcony you saw earlier and go through the door.

Green room.. eww. Wall run to a beam and wall run from there to a ring switch that will open a door and also cause spinning spike logs to pop out of the walls. The door is timed so try to move quickly but smartly. Wait until the first saw log is high then wall run under it to a handhold in the wall and climb up and to the left. With the double trap you can either wait until they are up or down it doesn't matter you will wall run right in the middle. You can also use your ball chick to speed up or freeze traps but I find that takes more time than it's worth. Wall run to the next crack and shimmy along all the way to the very left end of it then jump upwards to grab a ledge and jump up again to grab a crystal and another vertical handhold. Climb to the top of the handhold and get ready to wall run across 3 more double traps. They are all timed close enough you should be able to run across all three without stopping then roll under the door at the end. If you fail to make it in time it's no big you can either work your way back down the cracks(the traps wont be there if the door is shut) or just dive off and die and start from the bottom. If you choose to work your way back you can just drop from the upside down L shaped crack, you don't have to go all the way back right and down. Anyway

make your way up in time to roll through the door.

When you enter the next area you'll be treated to a cutscene that shows you a magical blade and two buttons on the walls way up high. Not to worry it's not as complicated as it looks. Jump to the first pole and ride it down until you see a crystal and a smaller pole in the middle. If you jump just right you'll grab the crystal and sort of land on the smaller pole then drop down to hug it. Jump the next moving pole on the right and jump up then back to the middle pole to grab the other crystal. Now comes the fun part. Jump to the pole on the right and climb up as fast as you can. You'll have to jump up the pole quickly enough to be able to jump over to the right. You'll land on a platform with a door which is open. So yes you can leave without getting the sword and the crystals but then where's the fun? Time your jump so that you jump to the pole from the platform preferably landing as close to the bottom of that section of pole as possible. This will give you enough room to quickly jump up and be able to jump to the wall and wall run up a bit and jump back to the pole. Keep doing this over and over until you climb high enough to grab onto a handhold in the wall. Accelerate the sandflow to push the button before moving to the left. Jump across the poles collecting crystals along the way then jump to the handhold on the left and accelerate the sandflow to push this button. Once both buttons are pushed the gate will be open and the platform holding the statue with the sword will move out a bit so you can ride the pole down and jump to the platform grabbing the sword. You can equip this sword if you want. Each sword has a different thing it does and every good thing is countered with a downfall you just have to decide which sword is best for your playstyle. I like the one that breaks all their blocks because I never block anyway I just run in swinging so that one was best for me. Anyway equip whatever sword you want or just use the prince's main one it doesn't matter that much. Now just jump to the next pole and jump to the door and go through it.

In the next area you will enter a battle. Before you beat everything up make sure you use the barrier on the right to wall run up and jump to grab 2 crystals. Remember that you can freeze enemies as well as beams and such. After everything is sorry they met you, move on to the right go through the door and the camera will turn around. Now you are greeted by an excruciatingly slow sawblade trap. Accelerate then freeze to move on. Freeze the next sawblade when it's under the ground and move on. Drop over the edge and drop down to the beam then to the next beam. Jump over to the beam on the right then jump up and grab the crevice. From there jump up to grab the beam and pull yourself up then head to the right through the door. Climb up on the balcony railing and jump over to the handhold grabbing a crystal on the way. Freeze the blade when it's hidden and drop down to the next handhold. You'll have to speed the next one up before you can freeze it and drop down. Then jump across to grab another crystal and another handhold on the left. Keep doing the same thing freezing the traps and dropping down and jumping across and repeating until you reach the floor then go through the door.

This area will give you a cutscene showing you what to do. Jump to the beam then go ahead and wall run across to get the crystal then wall run back to the beam so you can jump to the platform and pull the handle on the gear to get it moving. Now jump back to the beam and be ready to time your wall runs. You'll want to make sure that the red handhold will be there when you get to it so that you grab it at the end of your wall run instead of grabbing nothing and falling to the green goo and since the handles are all moving down you're also going to want to wall run to the next part before you drop too low to catch the red handle. From the red handle wall run to the right and pull another handle attached to another gear. This will get the other handle thing moving. You can slow down and speed up the handle things as you go but the challenge is more fun without that. Ride the right side up to about halfway

and you'll see the crystals. When you wall run you will slide down a bit so get slightly above the first crystal before you wall run. Once you get those wall run to the left again for more crystals and you'll grab a vertical handhold. Climb up the handhold to the top and wall run right for more crystals Then wall run to the right to land on a beam and jump to the door.

In the next area freeze the trap then freeze the sandpole and jump to it. Climb all the way up and you'll see the crystals. Freeze and jump to the sandflow then freeze and jump to the next sandpole on the right grabbing the crystals on your way. Slide down the right pole to the bottom and wait for the sawlog to be up to jump to the platform and go through the next door. Head to the right and enter another battle. When the battle is over push up to go through the door and end the level.

73/73 Crystals for this level.

The Courtyard

First thing you are faced with some scary looking traps. Combined floorblade traps with sawblade traps. FUN. I just run accross them if you time it right you can actually get across without getting hit. Start running and just keep running until you find yourself in a battle, if your timing was right on the startoff you'll make it across everything without taking any damage. After the battle walk up to the door on the right. It's locked and there's no way on this side of the door to unlock it. When you get close enough to the door the camera will pan over showing your little glowing ball friend circling a sandpole on the other side. Hold R to accelerate that and it will push a button unlocking the door. Nifty. Now go to the right but don't go through the door yet. First, freeze the sandpole that pushed your button for you and climb up. Then jump to a wood pole to your right and climb up then jump to another wood pole on your left. From there jump to the left to a flagpole and swing and jump to grap a small ledge and jump on up from there to get on a platform. Walk left and pick up four crystals then walk back. Drop down to the small ledge then jump back to the flagpole then back to the wood pole. From there just jump back to that other wood pole, slide down, jump back to the frozen sandpole and slide down then go through the door on the right.

In the next area don't try to climb up just yet. First go all the way to the right for a couple crystals when you try to come back some uglies will break through a wall. Once they are beaten go to the left and freeze the sandflow. Use it to swing up to the beam then turn around and freeze the next sandflow and use it to reach the ledge. Once on the ledge run up the left wall to reach a ring to pull to open the door on the other side. The door is timed so be ready to run and jump to the beam then freeze, jump, freeze, jump, freeze, jump across the 3 sandflows then jump to the door and roll through it. I have yet to not need to roll through this door no matter how fast I go. When you roll through the door you will end up grabbing the edge on the other side. Drop down to the beam and a cutscene takes over causing the beam to fall out from under you and a big armored baddie to break through the wall. These guys look tough but they are slow as christmas and if you hit em enough times or hard enough their armor falls apart then they are easy as pie. Once you beat him another cutscene will leave you hugging a vine covered wall. Jump up to the vines and start climbing. Partway up one of those annoying archers will show up and start trying to shoot you. Don't worry about it, as before.. He might hit the broad side of a barn but he can't hit the broad side of a moving barn. Just keep moving and climb your way up. When you get to the top of the first vines you'll have to jump to run up and grab the next vines and grab a crystal on the way. You have a new archer behind you but they are all the same. Get to the top of these vines then wall run to the right for the next ones and

the crystal and a new archer. Climb to the top of these then jump one last time to reach the ledge at the top. The Prince will automatically run through the door and into the next area.

In this area you can just run across the bottom set of traps jumping and rolling as needed

OR

You can freeze the sandpole and climb up for a crystal that is on the side of the upper platform then work your way across jumping over gaps and arrow traps to freeze a sandflow and use it to reach a balcony with 4 crystals on it and then freeze the sandpole to slide down and drop to the floor and go through the door.

The next room is a big room with nothing but a sandpole and a cracked floor. Accelerate the Sandpole until it crashes through the floor then freeze it and slide down. Drop onto the blade trap but move to the side to get off of it quickly. Going to the left you'll see a crystal on the wall but don't go for it yet unless you wanna die. If you go far enough left your little ball chick will fly over and circle a sandflow. Accelerate it until the door breaks down then you can jump into the next little room and push the button to open the door back on the other side. There's nothing else in here so go ahead and cross back over and go through the door.

The next room gives you a cutscene showing you what needs to be done but just in case you blinked and missed it, what you need to do is freeze each whirlwind then accelerate the sandflow next to it to push it out to the end of the little pathway. Then when you jump to the frozen whirlwind the camera will pan up and you can accelerate the sand up there to push the door down and close off the sandflow on the bottom which unlocks a lock on the door. Do this three times then jump to the ledge and drop down and go through the door.

The next area has a big gap with ledges on both walls and crystals. Drop your way down the left side then jump to the beam and then to the right wall and climb your way up and go through the door. The next area has some spears sticking out of the wall and some spikey looking debris blocking your way. The debris is bad.. no touchy. Jump to the spear sticking out of the wall and turn around and jump off of it toward the crystal. Then jump back onto it and jump to the next one and turn around and jump toward another crystal. Now you can jump from one spear to the next until you can jump over the debris and land by more debris. There is a crack on the bottom of the debris you can roll under to keep moving and go through the door.

The next area has a big swinging spiked log and a precarious looking ledge. Best way to do this is wait until the log is swinging toward you and roll under it and run to the end of the ledge and jump. You'll land on a beam sticking out of the wall picking up a crystal on the way. After you land the skinny ledge you used to get here will disappear. The door is locked you have to drop down to the next beam then to the next until you see some green stuff with a whirlwind in the middle of it. Accelerate the whirlwind to bring it up to your level so you can safely jump to it. Then let it fall back down and accelerate the trap then freeze it so you can get past it to push the button to open the door. Now jump back to the whirlwind then accelerate it up to jump back to the beam then work your way back up to the door you just unlocked.

In the next area drop to hang from the ledge then drop down to the whirlwind. If it makes you feel better you can accelerate the whirlwind to bring it up but there's no need you will land on it. After you land on it and get the crystal accelerate it just a little bit and jump to the left wall grabbing the crystal and hitting the ring switch that gives you a beam to jump to on the other side. Jump back to the whirlwind then jump to the next. You'll

need to accelerate this whirlwind to get up to the beam but don't accelerate too much or you'll jump over the crystal instead of grabbing it. Once you have the crystal and are on the beam jump and run up to the top of the platform. Then walk out on the beam and freeze the sandflow and jump to it. then drop down to the floor and go through the door.

Oh GOODY! Now you get to do the door lock puzzle you did before only this time there's added traps.. FUN! Yeah I died a few times on this one. To start out go ahead and freeze the whirlwind and push it to the end then you should be able to guide ball chick to circle the swinging spike log and freeze it out in front of you so you can jump to the whirlwind and accelerate the sand to push the wall thing down to block the sandflow to unlock a lock on the door. Once you have that part done make sure and accelerate the whirlwind you're standing on for a crystal. Then unfreeze the log trap and jump over it to the middle wall. From here you can safely take your time to freeze the next whirlwind and repeat the whole process. This one you don't have to unfreeze the trap though you can just accelerate the whirlwind all the way, grab the crystal and jump from this height to land by the door and go on through. Run down the steps and across the way to get into another battle with the armored turtle guy and another big ugly then hit up to climb the stairs through the doorway and end the level.

48/48 crystals for this level.

The Living Quarters

This room is easier than it looks. Just wait for the spinning spikepole to be on one side or the other and walk past it then wait for the swinging log in the middle to be going away from you and jump to the first beam. Then wait til the swinging log is coming back toward you and jump over it to the second beam then jump to the wall freeze the trap and climb on up. The next set of spinning spike poles is easy as well. Wait until the first one is up against the wall then just run across. They will all be moving up against the wall in time for you to just run by all of them jump in the middle to get the crystal, it hides well in all that yellow and go through the door.

In the next room drop to hang over the ledge and freeze the trap when it's in the corner so you can drop down to the next little ledge and hang from it to freeze the next trap etc. to the bottom. Jump across to the beam on your right from the bottom ledge and wait for the spinning spikelog to move up or down and jump to the next beam. Repeat and jump from the last beam to the wall but don't pull up yet. Hang there and wait to freeze the trap so you can safely climb up and jump up to the next ledge. Repeat and climb up. This set of spinning spikelogs is harder than the previous ones plus there's a tricky crystal to get. I haven't found a way to do this without taking a little damage. But you can wait until the first one is in front of you and moving toward the wall then start running and jump to get the crystal then run out. I always get hit by at least one log but then I can go through the door and move on.

In the next room roll under the trap then follow the next one and jump over it as it's coming back toward you. Do the same with the next trap and roll under the final trap. Then look up and jump to the pole. Climb up the pole and jump to the wall to the right to get the crystals immediately jumping back to the pole to continue climbing. At the top jump to the balcony railing and then jump to the next balcony railing grabbing a crystal on the way. Wait for the log to go down then jump over it to the next railing and repeat to the end. Stand on the last railing and jump toward the left wall. You'll grab a vertical handhold. Climb on up, freeze the trap and jump up to the next

handhold. Climb up that one and jump backwards freezing the sandflow. Swing from that to the next pole then jump to the next sandflow freezing it etc. and so on to the end. Go through the door and get into another battle. Once that's done go through the door and drink from the fountain in the next room to replenish the health and recalls you've probably used by now. When you jump to the pole some of the ceiling will collapse. This doesn't mean it's going to fall apart on you just take your time and pick your way across gathering the crystals, freezing the sand and avoiding the arrows and go through the door at the end.

In the next room we get a cutscene. Jump out to the first sandflow freezing it as you jump then wait for the trap to go in the wall to jump and freeze the next one. Then swing from there to a platform with blade traps on it. Just run across those to the other side and stop and watch the moving traps that are making the wooden poles harder to navigate. If you watch you'll see the pattern and be able to figure out how to get across. But there's a crystal up there too. So you want to wait until the first one is moving upward then jump to the pole then jump up then jump to the other pole then jump up and back to the left pole then slide down and jump back to the right pole immediately jumping to the wall. Freeze the traps and drop down then navigate another set of poles with traps and get another crystal. This one's a bit easier since the crystal is level so you just have to jump straight across. Wait for the trap to be going up then jump, jump, jump. You should land on a platform with a rolling log trap and you should have gotten your crystal. Roll under the log as it's headed toward you and run to the edge of the ledge. Freeze the sandflow and jump to it then jump to the beam. Then freeze the next sandflow and jump to it then to the ledge on the wall. Freeze the traps and drop down to the ledge then jump out to the beam on the right. Then freeze and swing across 2 sandflows and land on another platform with another log trap. Same as before just roll under it as it's coming toward you and go to the edge. This next set of poles with traps has 2 crystals high up. Wait until the first trap is going down and jump to grab the pole above it and immediately jump up the pole and grab the crystal then jump to the right pole for the 2nd crystal then slide down a bit and jump to the wall to let the trap go above you and jump back to the pole and slide down and drop to the floor. Go stand on the blue stuff and go through the door.

In the next room just time your jumps right. Wait for the log to swing away from you and jump to the beam then freeze the sandflow and jump over the log to swing on the beam until the next log is moving away from you to jump to the next beam. Keep this up until you swing from a frozen sandflow to a platform and go through the door.

This is another fun room where the room is falling apart so you have to speed through it as well as try to get all the crystals on your way. Don't worry about the traps and don't wait for a cutscene just as soon as you start in this room run to the right and jump on the poles and jump across each pole as fast as you can grabbing all the crystals as you go. when you land on solid land don't stop.. keep moving and jumping from breaking platform to breaking platform and go through the door. The crumbling continues on the other side so don't stop just jump to the poles and keep jumping across as quickly as you can. Jump to the platform and jump to the poles you may have to jump UP every once in a while but for the most part just hold down Right and keep spamming the jump button you should be able to get to the other side with all the crystals. Go through the door and take a breather.. you're safe at last.

The next room shows you a door with 3 locks on it. Go through the next door that's not locked. There is a fountain and 4 doors. You only have to do the first 3 to unlock the big door back in the previous room but you do need

to do all 4 for the crystals. Use the fountain if you want and then stand in front of the first door and hit UP.

You'll come to the first puzzle room. Freeze the trap and climb up to the handhold then wait for the trap on the pole to go down then wall run up and jump to the pole immediately jumping up the pole until you can't climb up anymore than jump to the wall and run up and jump back to the pole and then jump up to the top of the pole as fast as you can and jump to get the crystal then jump left to the flagpole then freeze and jump to the sandflow. Then jump to the next pole then accelerate the whirlwind and jump to it. Accelerate it all the way to the top and jump left to the handhold then wall run up to push the button. Drop down to the floor blade traps and run left. Wall run and jump off the left wall to get the two crystals in the air. You may want to freeze the floor trap first so you don't land on spikes. Push up to go through the door and don't ask me how that's the same door you went in earlier it just is.

Go through the second door. In this room go to the left and jump to the handhold. Freeze traps and drop down to the last handhold then jump from there to the beam. Wait for the trap to be down and jump over it to the next beam. Jump from there to swing on the bar and jump again to another beam picking up a crystal on the way. Wait for the trap then jump over it to another beam with a crystal on it then jump to the handhold on the wall. As usual with these just freeze trap and drop down to the ledge at the bottom ledge hang off the side of it before you jump for the flagpole then jump to the next one then jump to the wall and run up and push the button. To get down jump back to the flagpole and wait and drop from it to the ground directly underneath it. And go through the door.

Go through the third door and get ready to climb some vines. Jump over to the vines grabbing a crystal on the way then freeze the trap and drop down. Climb all the way over to the left and freeze the trap when it's all the way to the right of it's path. CLIMB down don't just hit the O or you'll drop down past more traps that may knock you off and send you plunging to your death. Continue down then drop to grab the pole and climb down it. Drop from the pole to the column below and accelerate the sandflow to push the column with you on it onto the button. If you need to you can hang off the side of the column to keep from getting hit by arrows. Once the column is on the button hop up and jump over to the platform with the moving spinning spike log and jump from there to the flagpole then to the wall then drop down and go through the door.

Go through the 4th and final door. You can just jump from whirlwind to whirlwind and make it to the top but you wouldn't get all the crystals that way. Hop on the first whirlwind and accelerate it to bring you up. This should allow you to grab the crystal as you jump to the next whirlwind. Repeat this process all the way to the top. There's nothing else in this room it was just some easy crystals. Go through the door. Once back out in the hallway go left and through the door to get into a battle. These enemies may seem to take forever to kill but just keep pummeling them and they'll disappear eventually. I find the easiest and fastest way to kill pretty much everything in this game is to level up your combat skills at least until you get Charged Attack. With this you can attack once and freeze your enemy while you keep holding down Square to charge up your attack.. if you charge it up all the way while the enemy is standing there frozen you can let loose for a VERY powerful attack. The trick is to just keep coming at em with it so their little healthbar doesn't regen. Anyway finish the uglies off and push UP to go through the doors you just unlocked and finish the level.

56/56 crystals for this level.

The Throne Room - Boss Battle #2

Welcome to your second boss battle of the game. This guy is relatively easy though it is sometimes hard to beat him without taking ANY damage and the timed run is just.. well it's crazy. He will throw a spear at you that acts like a boomerang. After he throws it dodge and hit L so that he will freeze and the returning spear will hit him. He will get pissed and float in the flowing sand. Freeze the sand and he'll get all confused and come after you on your platform. Lure him under one of the traps and hit R to speed up the sand and force the trap onto his head. And that's the rest of the battle. Rinse and Repeat. It will take using every one of the traps to defeat him. Once he's dead go gather your 50 crystal cluster to end the level and then watch a cutscene.

50/50 crystals for this level.

Ethereal World - Najmah

Here we have another set of 4 doors to go through to open the 4 locks on the other door. You do need to do all 4 doors to continue so no shortcuts for timed runs here.

Go through the first door and run to the right for a crystal. Then go left and climb up. Chimney jump your way up to the top then wall run and jump to the ditzy pole that can't decide if it exists or not. Don't forget to freeze it into existence. Now make your way up swinging from one frozen pole to the wall then to the next frozen pole. You can time these so that the next pole is always in existence when you jump but you gotta be quick and don't forget to freeze. Make your way to the top getting all the crystals on your way then jump to the ring which will make the wall turn around you need to jump off pretty quickly and accelerate the whirlwind so you land on it safely. Then jump to the button on the wall and back to the whirlwind. You may have to accelerate the whirlwind again to catch you so you don't overshoot it. Once that's done you'll be standing on a whirlwind and the button made a sandflow.. convenient. Now freeze the whirlwind and accelerate the sandflow to push you and the frozen block over the edge. When you land, accelerate the whirlwind again then jump to the button and back again accelerating the whirlwind to catch you so you don't overshoot. Freeze the whirlwind and push it off with the sandflow. This time you'll land at the bottom so don't worry about accelerating the whirlwind again. Just jump to the button and back again you should land on the pathway behind the whirlwind and watch a block move out of your way. Go through and hit the button on the floor that was hidden by the block and watch the lock release on the door. Then move forward and go back through the door.

Go through the 2nd door and go right for a crystal then go left. Hang off the left side and freeze the floor trap before dropping down for the crystals. Jump to the pole and freeze the next trap then drop down and run for the crystals. Continue across the traps freezing them and picking up the crystals. Once you have them jump to the beam. Look up and freeze the arrow trap before wall running and jumping to the next beam. Freeze the next arrow trap before jumping up to the next beam. Climb up on it and jump over to the ring switch. This will pan the camera around allowing you to speed up some sand to push a button to unlock the next lock. Once that is done work your way back to the door you came in. Freeze the arrows, jump to the beam, freeze the next arrows, drop down jump to the pole freeze the last floor trap jump to it and climb up the wall and go through the door.

Go through the 3rd door go left for a crystal then go right. These poles are moving just time your jump right to jump across. You can slow these down and speed them up while you are on them. Use that ability to get all the crystals on your way around. Jump to the first one then jump to the next one before the first gets all the way over. Then slow it down and climb up on it to get the next crystal. Then ride on top of it and speed up and slow down as needed to get through the next part. There will be sheets of that green stuff moving upward in your path. Your head and toes cannot even touch the green stuff or you are knocked off and die. Once you get through there just ride the pole to the end of it's path and jump to the next one. Climb on top of it as well and ride it to gather the crystals. You will see more crystals on the wall but don't worry about them just yet. Jump up to the beam and then wall run up from the beam and jump off the wall to get the crystal on your way to touch the button. After you touch the button the beam you were on will move up and down. Jump over to the ledge then drop onto the beam when it reaches the top of it's path. Then just ride it down and drop off when it hits the bottom and go left and through the door.

Go through the 4th and final door and go left for a crystal then go right. There are gears on top of a moving wall. You can speed up or slow down the gears as needed. Wait until the wall is closest to you and start a wall run. Immediately hold down the R to speed the wall up so you can reach the ledge on the other side. Jump to the wall and then wall run up and jump off to get the higher up crystal. Then jump back to the wall and drop your way down to the floor. Same as before only this time there's a swinging log in the way. Freeze the log at it's lowest point then wait for the wall to come back to you. When it's almost back to you switch to the gears and jump and speed the wall up to make it to the other side. Get over the whirlwind and push the button to unlock the door. Then get on the whirlwind and ride it up and jump on the beam then climb on up and go through the door.

Go through the now unlocked door and use the fountain if you wish. Hang over the edge and drop down. As you drop down you'll see the green goo recede eventually showing a floor. However this doesn't stay that way, the green goo will rise again so use your time wisely. Jump off and grab the crystal then jump back on. When the goo rises you can get on the whirlwind and rise it up to stay out of the goo it won't rise that far and you'll be safe. Use the intervals when the goo is low to freeze the whirlwind and move it closer to the other side. Eventually you'll be at the next wall and you can ride the whirlwind up and climb up the right wall. Don't forget to grab those two crystals before climbing up the wall. Climb up the wall and go through the doorway to fight another one of those "Wild Women" Once she's dead continue forward to another ball maze. The only thing different here is you have to jump to the next platform to move forward as you're speeding up and slowing down the ball and taking it through the maze. Get the ball to the end and jump to the last platform for a cutscene. Once that's over run to the right and run up the big long circular stairs and keep running up more stairs until the level ends. If you take your time you can listen to the conversation between the Prince and ball chick. If you don't care just run forward the whole time and it'll cut them off to end the level.

63/63 crystals for this level.

Confirm and now you can go back to the other levels and get the crystals you couldn't get before. You don't have to beat the game first you can do it now. You just can't go to the Ethereal Worlds yet.

So let's Revisit:

The Canyon

Go to that first whirlwind we saw and hop on and raise it all the way up and jump off to the left for one. Then go through until you get to the second one I pointed out before with the whirlwind that's next to the wall and the crystal is out of reach. Freeze the whirlwind and pull it over underneath that crystal then ride it up and jump left for a bunch hiding up there. Now get back down and push the whirlwind back where it's supposed to be then finish the level as normal. It should now say 48/48
Confirm and go to

The Dam

Go all the way through to the whirlwind I pointed out before after you get to the river and jump across the waterfall. Freeze it and pull it through the door then hop on and ride up collecting the crystals. Then continue on. After you close the damn and go through the doorway that opens is the part with the arrow traps and you had to drop down to the ledges. If you didn't get the crystal before you can get it now by freezing the traps to make it easier. Finish out the level and it should now read 55/55

You should now have all crystals for all levels except the Ethereal Worlds.
Let's move on
to...

The Prisons

Starting out head right and freeze the sandpole. Jump on and slide down and jump to the wall on the right to get the crystal then jump back and climb back up and jump to the platform on the right. Then jump to the wall with the small ledge and drop from there to the pole then freeze the sandflow and jump to it swinging around and jumping to the wall on the right with the ledge. Climb up and jump and climb your way up this wall making sure to freeze the traps where needed. Eventually you wont jump up to anything anymore. Jump and at the top of your wallrun up jump backwards to the beam behind you as soon as you do freeze the arrow trap and climb up before another arrow trap below knocks you off. Then jump to the wall on the left and run up and jump again to reach another beam. jump off this one to the left and hit a button on the wall that will turn the wall around. Jump off and freeze the sandflow and jump from there to reach a cluster of crystals. Then jump back swinging from the frozen sand back to the wall pushing the button again to turn the wall back around so you can jump back to the beam then jump to the platform with the door and go through.

In here you'll have to accelerate the whirlwind and jump to it then raise it up and jump and freeze the sandpole then jump and raise the next whirlwind up. Then hold it up there and wait for the log to swing away from you and jump to the first beam then jump over the log to the next beam. Then jump and freeze the sandpole and slide down a little. Then wait for the log to swing away from you and jump to the whirlwind then raise the whirlwind up and the log will pass right under you. Then jump and freeze the next sandpole and jump from there to the platform with the door and go through.

In the next area jump and freeze the first sandpole then climb all the way to the top quickly to keep the arrows from knocking you off. Then jump and freeze the next two poles and jump to the platform. You have to wait for the wood part of this floor to be sticking up rather than the spikes. It's not hard and remember you can freeze em if need be. Get across them and through the door. Climb up on the balcony and jump and freeze the sandpole

then jump to the wood pole. Slide down a bit then jump and freeze the sand pole collecting the crystal on the way. Slide down the pole and jump to another wood pole. From there jump and freeze another sand pole and slide down and jump to another wood pole then to another sand pole. Slide all the way to the floor and go left. Work your way past the slow traps and grab the crystals on the way as well as the cluster of crystals at the end. Watch out for the arrow trap near the cluster of crystals and work your way back and go through the door.

Swat the bugs by either using the Bullet Attack if you have it yet or by freezing them when they attack you and giving them a good slap. They go down easy so you should be moving forward rather quickly. In the next room you have some of those traps with wood on one side and spikes on the other but instead of floor they are wall. Wait until they are both wood and wall run across them grabbing onto a ledge just below a moving spike log. shimmy right and freeze the trap on your right when it is furthest away from you allowing you to shimmy right some more and climb up on the ledge to walk the rest of the way to solid ground. Jump to the wall then run up and jump back for a crystal. Then jump back to the handhold in the wall and drop down until you're hanging onto a handhold just above some green goo. Jump and freeze your way across staying low to get all the crystals. At the end slide down the frozen sand and jump to the wall and back for one crystal then jump to the wood pole grabbing another crystal. Then jump to the whirlwind, you may have to accelerate it to make it safely, then raise it up and jump to the next wood pole. Then jump and freeze another sand pole and jump from there to the balcony with the blue stuff. Go through the door.

In this room you have a lot of freezing and jumping and trap dodging to do. Wait until the first blade goes into the wall then jump and freeze to the first sand then keep going and doing that sliding up and down the poles as needed to get all the crystals on your way over. You can see them all easily. On the other side climb up the platforms and pull the ring to make the platform jut out. Then wall run up and jump and freeze the sandflow. Jump towards the wall and back for one crystal then jump towards the moving platform for another. If you did it quickly enough you should land on the platform and climb up. If not you'll have to pull the ring again. Once you get up there go through the door and enter a battle that has to be won quickly or the spiked ceiling will crush you. Not to worry these guys really aren't that hard. Beat them and continue to the next room. In here freeze jump to the whirlwind and raise it up to see more crystals up in the air. You'll have to freeze the whirlwind and move it until the camera pans then get up and raise it for the middle crystal then freeze it and move it to the button for the other crystal. The arrows are a bother but not much more. The button unlocks the door so grab the crystal and go through it.

In the next room freeze the big sand pole in the middle of the room and jump to it then slide down it slowly jumping to the sides as needed for crystals and watch out for the arrow traps. stop your sliding in between them so you don't get knocked off. At the bottom wait for the floor trap to be wood up before you drop down and quickly move to the left for a crystal then go right across the two traps to another long sand pole. Freeze it then jump to it and climb up a little and jump to the wall and back for a crystal. Then slide down slowly avoiding the traps again jumping to the wall and back for a crystal. Then slide all the way to the bottom and drop to the whirlwind. Jump to the right to land on a little wall and wait for the floor to be wood side up to jump down and run over it and go through the door.

In the next area grab a drink from the fountain and upgrade if you wish. Then wait and time the arrow to jump and freeze to the sand pole then repeat across. On the last one wait until the trap on the platform ahead is

wood side up then jump to it but don't climb up yet. Wait til it goes back to being wood side up and freeze it. Then climb up and freeze the wood pole and watch the traps and collect crystals on the way to the right get past that and go through the door.

In the next area wait until the trap in the wall is wood side out then hang and drop to the beam at the bottom. Then move forward when the swinging log does and jump over it on it's way back to get to the next beam then wait for the wall to be wood side out to climb up and over. Here use the whirlwind to carry you up to each crystal. Freeze it, move it, ride it up, freeze it, move it, ride it up etc. until you have all the crystals up there. Be careful not to raise yourself up too high or you'll take a lot of damage. Be careful of the arrows as well. It's best to raise the whirlwind first before you get back on it so it'll carry you up beyond the arrows quickly. Go through the door and in the next room step on a button and swat some bugs then push the column onto the button and go through the door that opens to end the level.

62/62 for this level.

The Treasure Rooms

Speed up the first spiked column and go past it freeze the next column and hang off the side before jumping to the other side of the little pit so you can grab the crystal on your way over. Then roll under the wall and continue past the crushing trap for a quick easy battle. The bugs can be annoying but one good hit and they are down. Continue to the right through the door and move right for a small cutscene. Hang over the edge for a crystal and drop down. Jump to the small round pillar and quickly jump and freeze to swing from the sandflow then jump and freeze to the next sandflow. From here jump to the next pillar but let it sink enough to grab the crystals hiding beneath it. As soon as you grab the last crystal jump to the next pillar and hold right. He will run up and grab the edge and pull himself up. Repeat on the next two pillars to collect all the crystals then freeze the long sandflow and jump to walk on top of it over to the platform with the big sawblade trap and a button. Jump to hang off the side of the platform but don't pull yourself up until you speed up and freeze the sawblade trap. Push the button and see the door get unlocked then head back. Hang over the edge and freeze the sandflow again and walk across it to the small round pillar. Quickly hop from that pillar to the one on the left and immediately turn around and hop twice to end up grabbing the ledge on the wall just above the last pillar. Climb your way up the wall freezing the trap on your way. Once up top speed up and freeze the sawblad trap then go forward and jump in the air just in front of the arrow trap to grab a crystal on your way through the door.

In the next room you have Sandfalls to freeze making a wide platform for yourself to jump to. Freeze the first and jump over to the cage then hang off the right side and freeze the sandfall underneath you so you can drop and walk left and grab a crystal and step on the button that gives you two sandflows to freeze and climb up. It's easiest to jump to the first and wall run to the next then jump to grab the regular flagpole to the left. Then swing from there and freeze the next sandfall and make sure you jump in the middle of this sandfall to grab a crystal that is sort of in the air. The next two sandfalls have a log trap swinging between them. Just time your jump to jump over the log as it heads back toward you and don't forget to freeze the sandfall you're jumping toward. Then wall run up to the tiny beam sticking out of the wall. Jump toward the top of the log swing then turn around and jump back to the beam to grab a crystal. Then jump back and swing

to the right and freeze the sandfall then jump from there to the next pole and from there to another sandfall you'll have to freeze but this is the last one for this room. Climb on up and head through the door.

The next room is nothing special just drop your way down the beams then jump over and jump up the beams making sure to jump off the wall for a crystal about halfway up. Then go through the door at the top. In the next room. Freeze the sandfall, speed up the trap, jump across, then freeze each trap then stand under it while you wait for the next trap to go up so you can freeze it. Jump to get the crystals you will see under a few of the traps. Once all the way across go through the door. In the next area you get to do battle again. Once they are beaten head forward to see a wooden block with a crystal on top of it. Run up and grab the crystal then jump to the handhold and then to the ring switch. Pulling the ring will make wood block move out away from the wall. Freeze it there and jump to it. Then freeze the sandfall and jump up to it. Then jump to the wood pole and climb all the way up and freeze the sand pole and jump to it then freeze the next sand pole and jump to it then slide down it so that when you jump to the platform with the floor spikes on it you wont get impaled but hang off the edge instead. Freeze the trap and climb on up to gather your crystals then jump your way back to the wood block and the ring switch. This time freeze the block and then go through the doorway it was blocking earlier.

In this room there's a colorful little puzzle. As soon as you step on the switch the statue in the middle that has sand moving up and down and flowing out of it will begin to move around in a circle. There are 4 corners with colored glyphs on them and there are 4 colored glyphs on the floor in front of you. What you want to do here is make sure your light ball is circling around the central part of the statue so that when the sandflow is pointing to the right color you can freeze the statue then flick your analog stick and accelerate the sand flow making the sand go into the pot and that colored button on the floor disappear. You'll have to do this in order from left to right. So if your buttons are Green, Purple, Red, Blue. You'll have to push the sand into the green pot first then the Purple pot. etc. This puzzle is easy as long as you remember to use your stick to move the chick. Once that is complete you'll move on to the next room.

In here freeze the first trap wait half a second then run past the next two as they are up and heading back down. If you time it right you wont get hit. Here you will enter a battle. FUN you get to throw more enemies into traps! Just don't try to jump on and throw the ones that are standing RIGHT next to the traps or you'll get hit too. Either swat at them until they fall back into it or lure them out a bit before you jump on their heads. At some point in the battle you're going to want to freeze the blade traps on the right and jump off one of the enemies toward the barrier wall and jump off that wall back across the traps. This will net you a decent amount of crystals and may take you several tries to get right. It's all about timing but you'll get it eventually just keep trying. You may take damage and die many times but the fountain is in this room so it's no biggy and once you have the crystals you don't have to worry about them again. When you go past the second set of traps you'll get a cutscene.

Edit Thanks to Dmitry for this tip:

Before you jump down into the pit make sure you go back and drink from the fountain. This way no matter how many times you die in the next crazy section you wont have to fight the uglies again. Even if you run out of recalls you'll come back to the fountain with uglies already dead :) Good tip!

Once that's over jump across the gap to grab a crystal and then a vertical handhold. Slide all the way down and jump across to the other side. Keep going

like that, slide, jump, slide, jump until you reach the bottom and land on a beam. Drop down to the next beam but prepare yourself before you drop down to the floor. This next section is one of those quick-hop-like-a-bunny-cuz-the-world-is-falling-apart-under-your-feet kind of places.

There are seventeen crystals in here and the only way I found to get them all is just to purposefully die everytime you miss one. Yes that means a lot of death and after a few you have to start back at the fountain but that's ok that's the fun room where you can take out your frustrations from the collapsing room on the uglies and finding new and interesting ways to kill them with the traps.

Start holding right as soon as you land from the beam and jump as quickly as you can across the beams to the section of wall with 2 handholds on it. Then jump to get up this part then run across it and jump to the next beam and the beam after that then jump up to the pole. You may have to jump up once or twice before you can jump to the platform then run across it then to the next pole then to the platform after that. Then quickly hop across the next two poles to a long platform. Run across this long platform quickly, jumping for the crystals if needed. Then hop across two poles to another platform. From here you'll be jumping from one platform to another one higher up and will be wall running a bit to reach the top of each one. Just keep holding down Right on the D pad and jumping as quick as you can until you have to hop across two last poles. When you jump from the last pole you will be safe at last!

Go to the right and you'll see another sword "The Final Saber" as he calls it. Drop your way down to the floor and go right a bit to start a battle. Once the battle's done go left for a crystal then freeze the sand pole and wall run up and jump to grab it. Climb it to the top and jump to the right. You may need to push UP to go behind he wall and then right to get the sword. Once you grab the sword go right for a couple crystals, touch the button, ride the lift down and go through the door to end the level.

71/71 crystals for this level.

The Furnace

This part is easy though it's disheartening to hear the Prince whine cuz he doesn't wanna go down. The pattern for this tube is jump, drop, slide, freeze, drop, drop, jump, slide, freeze, drop, drop, jump, slide, etc. all the way down to the floor. In the next room you'll get into a battle. Once you beat all the baddies on this side you'll notice some annoying jerk is shooting at you from accross the room. Wall run over there and show him where he can stick his arrows. Then continue into the next room and hit Square to spark the machine then accelerate the sand to break the floor then freeze it and slide down. Drop to the floor and go to the right. Jump to the wood pole and slide down then jump to the right and slide down the crevice then trop to the next crevice and slide down it and finally drop to the floor for a battle. Once these guys are dead you can go to the left to continue or you can hop over to the right for some crystals first then go through the door.

In the next room there's a bunch of chains with weights on them moving up or down. This is going to be a test of your jump up and over quickness. There are several crystals in here so be sure to get them all. Jump to the first chain and ride it down but jump to the right before you hit the green slime. You'll hit a wall and wall run up a bit grabbing a crystal on your way then jump back to the chain. If you're not too good with changing directions you can just jump and wall run and jump and wall run.

Otherwise jump, wall run, jump back to chain, jump up chain, jump to wall etc. to get back up to the next crystal which is hanging in the air between this chain and the next on on your left. As soon as you land on the next chain jump up then over to the next chain then up an over up and over until you reach the left wall. Here you'll have to jump, wall run up, jump back, jump to the wall, run up, jump back over and over until you make your way to the top and grab all the crystals then land on the platform. You should have gotten a total of 10 crystals in all that mess. From the platform jump to the right to grab a ledge accompanied by 4 moving sawblades. Shimmy to the right and freeze the one on the bottom when it's furthest away from you. Then you can safely shimmy over and pull yourself up in between the two top traps. Then freeze the top trap to your right when it's furthest from you and walk over and drop down between the two bottom traps. You might notice the crystals there. Just speed up the upper trap to move it out of your way and freeze the lower right trap so you can shimmy over and pull up to grab the crystal. Then walk over to the right and and jump towards the door. You'll grab a pole and swing on it before jumping to the door.

In the next room smack the metal again to send the spark. Then hang off the edge and drop to the beam below. Then hang from the beam and drop to the floor. Head to the right and it's time to play skip rope with a big spiked log. Actually there are a number of ways you could play this trap out I just found the skip rope strategy to be the most fun and the easiest for me. Walk close to the edge and freeze the arrow trap. Keep holding L and follow the log as it swings to the right until you're standing on a button. The button will SLOWLY open the door to the right. So you wanna keep the arrow trap frozen and keep jumping over the log until the door is open enough for you to run and roll through it before it closes. Continue through the next room and on into the room with the fountain. Jump to the pole and climb UP first and jump over to the left to get the crystals then jump back on the pole and slide down and drop to the floor. Go to the right and jump up to grab the ring which will raise the bridge. Once it's up freeze it and run across through the door. Jump down and either jump over or roll under the arrows depending on their height til you get to the end. Freeze the arrow traps and jump to the wall for the crystal and slide down then freeze the traps and drop your way to the floor. Jump up to the next platform and be ready for tricky timing on traps and crystals. Wait until the log is rolling away from you then run across the floor trap, continue running forward. Roll under the log trap as it heads back to you and jump up for the crystal then jump over the next log on it's way toward you to grab the next crystal hovering over the floor trap then make sure you keep going forward until you're safe from floor traps. Then jump up to the doorway and go through and keep going forward. Preferably you will make it to the next fountain before the bridges drop forcing you to go all the way back to the ring. Upgrade and drink if you want then go through the door.

In the next room you'll get into a battle with an annoying archer guy in the background shooting at you. Freeze him when he's on the leftmost pillar and use the sandflow to push him off then kill the other guys. You'll get another archer on the platforms at some point in the battle just repeat to knock him off and move on. Once the enemies are all gone move forward. To the next room and send another spark. Jump up the beams and climb the wall to the right for a crystal before jumping over the gap and continuing to the left. In this room there is a vase sliding up and down with sand pouring out of it. You may not be able to see it but there are two buttons opposite of the vases. Freeze the vase at it's lowest point and accelerate the sand to push the button but don't let go.. Keep holding R or the poles will disappear with you on them. Jump across the poles to the other side and jump to land on the weird step looking walls. Climb up and then move the vase to the uppermost position and freeze it then accelerate the sand to hold the next button in

place. Now jump toward the left wall and run up then jump toward the right to run up and jump off this wall and grab onto a handhold on the left. Climb up to hang from the top ledge of this platform and jump to the pole. You may have to jump back toward the handhold to get the crystal. Then just work your way across the poles. When you jump from the last pole you'll have to freeze a sandfall to land on then jump to the whirlwind. Accelerate the whirlwind and wall jump to the right and freeze the sand pole so you can grab onto it and climb up. Climb high enough to grab the crystal in the air on your way down to the floor. Move left and fight a couple armored guys then continue left and send the last spark. Go through the door.

In the next area walk out on the beam then jump to swing on the pole. Then jump to the wall and jump again to the metal plate inside the hot room. This ends the level.

56/56 crystals for this level.

The Royal Quarters

Starting out go right and wait for the log to be moving away from you and jump up to the whirlwind immediately raising it up. Then jump up to the beam and jump again to reach one of the moving beams. Hang from it until it moves to the right then climb on top of it and ride it over to the left where you'll see a hidden blue alcove with some crystals in it. Gather the crystals then jump back to the moving beams. Don't forget to hang from the beam until it reaches the right side. If you try to ride on top the spinning spikes in the middle will knock you off. Once it reaches the right side climb up on the beam and jump to the pole. Swing from there to land on a beam above a bunch of quick moving spinning spiked log traps. This isn't that hard to navigate you don't even have to freeze anything. Wait until the traps just moved and quickly double drop down to the next beam. Repeat all the way to the floor then head through the door.

In this room simply push the column under the traps. The column will keep the traps from crushing you and will also help you reach the crystals in between. For the last stretch of traps that are all close together just keep holding Right and push the column all the way to the end then climb over it and go through the door.

The next part is a little trickier than the last rotating beam place you went through. Jump up to the beam and ride it to the left then climb on top of it and ride to the top. Then jump up to the next beam and be ready to very quickly jump on top of the beam and freeze the sandflow in the center and jump to it. The tricky part is you also have to time it right so you don't just jump right into the spinning blade thing. It may take a few tries but eventually you'll be hanging from the frozen sand. Don't try to jump right away or you may miss the beam as it's moving. Jump as soon as the beams make another move then jump to the next beam. Immediately freeze the sandflow in the center of this ring and try to jump or drop to it as soon as the blade trap isn't there. Then once you're safe hanging from the frozen sand wait until the beams have moved and double drop down to the next spinning beam thing. Ride this beam to the ground and jump to the floor. Don't forget to ride on top but drop to hang when it reaches the left. Once on the floor go left for a crystal then go through the door on the right.

In here you'll get to do another battle with 2 crushing traps to throw enemies under. You can speed up and freeze these traps as needed. I recommend throwing the big uglies under them and speeding them up when you're sure you aren't under them too. Then when the last one is the annoying archer

freeze the trap on the right so it doesn't come down on you while you shove the arrows someplace uncomfortable.. like in the back of a volkswagon. Once all are dead continue forward and hang from the edge and drop down the hole. You'll land on a whirlwind in some green slime with an arrow trap shooting your way. Freeze the whirlwind and use the sandflow to push it off to the next section with you on it. You can hang off the sides of the frozen whirlwind for a safe spot from the arrow traps. On the way down one of the frozen whirlwinds will have a log trap. Simply move up to it and wait for it to move then continue under it. You can hang off the edge for these as well. Work your way to the bottom and jump off the ice block finally. Don't forget to jump and grab that crystal in the air before going through the door.

In the next area you'll get into a battle. The battle lasts until you move the whirlwind in the background over to the side. To do so Freeze the whirlwind then stand on the button in the center. You'll have to alternate standing on the button with fighting off the uglies and dodge the arrows shooting at you from the back wall until a cutscene ends the battle and gives you a way to move forward. Unfreeze and raise the whirlwind up to jump to the next platform and go through the door.

In the next room wait until the log is moving away and jump to the whirlwind raising it immediately. When the log comes back it will pass under you with no harm. Do the same with the next log. Wait till it's moving away then jump to the whirlwind. Keep doing this all the way to the top. Jump from the raised whirlwind over to the pole and swing from there to a beam. Jump from this beam over to the right. You'll grab the crystal and land on another beam. Then drop your way down the beams to the floor and go through the door. To get through the next part you'll want to freeze the sandfall, jump to it as the log is swinging away. Stand in the middle of the frozen sandfall and jump over the log when it swings back. Then freeze and jump to the next sandfall with the same timing on the log as it's going away from you. Once you start you should be able to follow the pattern and the rythm of the logs to make your way across and go through the door.

The next area is another race to get across before everything falls with you on it. From the start just keep pushing right and hitting jump at the right times. When you first start you'll want to jump to the hanging poles as soon as you can then jump up, over, over, up, over, over over. Then run across and and up and jump off the wall to grab a beam. Jump from the beam over to a handhold on the right then jump up the wall and off of it to the left for another beam. Then jump to the left to reach a handhold, immediately jump up and to the right for another beam. Then jump from there to the ramp on your left immediately jumping from there to a hanging pole. Then it's up over over up over over over you'll end up on another platform where you'll want to immediately run left and keep holding left as you jump up the wall. At the top of this section you'll jump to a beam behind you immediately freezing the sandflow and jumping to it then to the next beam then from there to the poles hanging from the ceiling. Jump across those as quickly as you can only jumping up on the last one twice to jump over to the platform and through the door. The chaos continues on the other side but you can take a breather if you want the stuff doesn't start falling apart until you move. When you're ready move to the right and jump across the 3 beams then jump up to the rotating beams and ride one up to the top. Remember to hang or climb up as needed to avoid the spinning spiked log. Keep riding the beams and jumping to the next one at the top of the circle until you get to the top one then ride it all the way over to the right and jump off to grab the crystal. If you miss it you can jump to get it, if you fall in the green stuff you'll just respawn right back on the ledge if you have recalls left. The chaos ensues on the other side of this door too but it doesn't start until you freeze and jump to the first sandflow. Then just jump and freeze

your way across to jump on the whirlwind and raise it up and wall run up and jump and freeze to grab the sand pole then climb up it and jump and freeze to the sandflow on the left then jump to the beam then to the next whirlwind. Raise it up and jump and freeze to the sandflow on the right then jump to the next pole and to the whirlwind and raise it up. Keep following that pattern as quickly as you can to reach the top before the green stuff does. Once at the top go right for a battle. Don't worry, you don't have to rush anymore, the green stuff stopped at this platform. Beat up the uglies and push up to go through the door to end the level.

47/47 crystals for this level.

The Sanctuary

The last level before the final boss fight. Head right and you'll reach a room with these circular things behind some bars. To be able to get all the crystals you'll want to get the first two right and fail the third. The first one is the one in the middle and it controls the door that is blocking a group of crystals at the top of this area. The second one to the left seems to control the traps in this place. Getting it right will make them stop moving. The third one controls the lock on the door to your right. If you get it right you will miss some crystals in the pit it drops you in when you fail so fail the 3rd on purpose. It will drop you down through a trapdoor. Go left and jump to the wall on the left and then drop down to the floor. As you near the floor trap it will go off and take forever going back down so speed it up and freeze it then roll under the rail and run and roll under the next rail and then run and jump to the wall to climb up. You should be able to make it to the wall before the other floor traps hit you. Then chimney jump all the way up to find yourself in that room that you would have been in if you'd gotten the third one right and unlocked the door.. and missed out on 2 crystals. Freeze the sand pole and climb up. Then freeze and jump across the 3 sandflows to the room with the crystals then freeze and jump your way back and slide down the frozen sand pole. Don't slide all the way to the ground, stay up high enough so you can jump over the trap and go through the door.

Run up the wall to grab the ring and then climb up to the top. The trap thing seems to extend to this room as well so just hop across the whirlwinds. About halfway across there will be stationary traps in your way so to get across this part you'll have to raise the whirlwind up then jump and raise the next one up at the same time and keep going like that to the other side and go through the door before it closes. On the other side roll under the first wall then go right to battle a couple armored guys. Jump and grab either of the rings on this side of the walls you can roll under and it will make a big spiked thing drop down. Freeze it then hop down and roll under the wall and climb up the outside of it to get on top of the spiked thingy then let go of L and ride the platform up. Go left for the crystals then go right and speed up the sand til it breaks the floor then freeze it and slide down and go through the door.

The traps are stationary out here too lucky you. Freeze the sand and jump to it then slide down and jump to a whirlwind. Raise it up and jump and freeze to the next sand pole then slide down and jump to the next whirlwind. Raise it up and jump and freeze to the next pole then stay up high and jump to the upper doorway and go in for some crystals. Then just hang and drop to the lower doorway and go in and through the door.

Drink, upgrade whatever you want at this fountain. When you move forward the floor will start crumbling you'll need to run forward and roll

under the door to end up hanging off a handhold on the other side. Go to the right and wall run to a handhold then shimmy right and climb up. Jump up, shimmy right, wall run right, shimmy right, drop, shimmy right and before you get a chance to drop to the next thing some archers will show up. Just keep moving and you'll be fine. Drop, shimmy right, slide down, wall run right, climb up, shimmy right, climb up and jump to end up in the next area at another fountain.

Go right for a battle then go through the next door. The camera will pan up and show you dropping through the floor to land on a beam. Quickly jump across the beams before they fall and you will crash through to another area. In here you want to run over and hang off the edge then drop for the ring which will open a timed door. Jump to the first whirlwind and raise it up and watch the arrow traps as you jump to the pole and raise the next whirlwind so you can land on it safely and keep it raised to jump to the next. Eventually you'll jump to a whirlwind that doesn't have a pole in front of it. This whirlwind you don't have to raise just jump across the poles to the whirlwind on the other side being careful not to get hit by the arrows then raise the last whirlwind and jump to the right and go through the door. If you didn't make it in time just work your way back to pull the ring and try again.

Once you make it through the door and to the next area hop onto the whirlwind and raise it up then jump to the beam and jump up the next few beams to the top. Jump to the wall and climb up then go and wall run up to push the button. Freeze the sand and climb up then jump over and jump over the gap then freeze the sand and jump your way across the sand poles until you jump to a beam by a button. Run up and push the button then drop down to the beam below then to the floor. Run left and freeze the sand and jump to it and climb up then jump left and hang and drop your way down to the floor again. Stand on the whirlwind and raise it up so you can grab the crystal then freeze the whirlwind and get off and push. Push the frozen block all the way to the left wall then unfreeze it and hop on and raise it up so you can hit that higher button. Drop down and refreeze the whirlwind and then push it all the way to the right and put it on the button on the floor then go through the door. Go all the way up the spiral steps into the next room and continue to the right to a cutscene.

End of level.

50/50 crystals for this level.

Ethereal World - Ahihud

The final level. Take a breather, get a drink and a snack, go to the bathroom, take a nap and come back to play this level nice and refreshed. It's a doozy!

The very first part is another race against destruction with all kinds of stuff falling around you and under you. Run right and jump across the beams and try to make it to the pole and jump up it and to the right then run over to the right. He will knock some platforms away and you'll have to jump and land on a beam below. Wall run to the right to another beam then to the right again to a platform. Keep running right and jump across to a long platform that will fall apart as you move forward. Time it right and jump for the poles sticking out to your right. Jump to the next one then turn around and jump to the next one then jump to the pole to the left then jump up and to the right to land on a beam then jump to the next beam then jump to the next platform then roll under the wall jump to the right then back to the left and wait for the platform you just jumped from to fall then drop down to the remaining

beam and walk to the end of it and jump to the next platform then jump and wall run your way up then go to the right jump on the walls across then jump to the next crumbling platform then run and jump your way across the final stretch and go through the door. WHEW! that was fun!

In the next room the power of acceleration is returned to you. It was taken away when your glowy chick opened the portal all dramatically and seemed to fade. Use the returned power to defeat the crazy chick then move on through the door. On the other side hang over the edge and drop down to the beam then walk and jump to the next beam then climb your way up the beams and wall jump off the left wall to grab a crystal and land on the top platform and go through the door.

In the next area you have a fountain, use it if you wish then move right. Wall run to middle section then accelerate the gears to wall run to the next platform. In the next room you get a cutscene and realize the boss is trying to drown you in green goo. Run over to the whirlwind and raise it up then jump to the pole and climb up then jump to the left whirlwind and raise it up then jump to the wall then jump up and jump off the wall to reach the next whirlwind and raise it up then jump to the ledge in the wall on the left and climb up. Then jump to the right and get on the whirlwind and raise it up. This part gets tricky. You have to jump off of the sand you are currently accelerating to the wall then immediately let go of the whirlwind and start accelerating a new sandflow to push the wall at you so you can chimney jump your way up. Good thing is I noticed you don't have to let go everytime. Once you are accelerating a piece of wall you can just keep holding R and right and just time your jumps from there and jump your way to the top. Climb up on the wall and use R to push the wall over to the right until you can jump off and reach a pole and swing from it to the next one then to the platform. Start holding R as soon as you get over there and then run up the wall and jump to a beam then jump from there to run up the other wall and jump to a pole and swing from there to grab the wall and pull up then jump up to a beam and pull up. Hold R and start swing across the poles as quickly as you can to reach the other side and go through the door.

It's time to get your freeze ray back. Freeze the crazy chick and smack her around til she goes away then go through the door. Hang over the edge and drop down to the beam then freeze the trap to let you jump across. As soon as you land on the next beam jump quickly before it falls and climb up and go through the door. It's puzzle time. Go down the steps and grab the crystal and then go into the door behind it to come out the door below. Grab the crystal and push the button and watch the spikes go up. Once they are all the way up push L to freeze the sandflow below which will hold the spikes up so you can run in and push the other button on the floor. Go back up and head right and go through the next door. Push the button and this time hold R to push the button up to your level then run over and touch it. Now head back up to the colorful sand puzzle. This one is just like ones you've done before only there are two buttons and two sandflows. Just like the other one you need to light up all the colors in order. Green and red are on the left and blue and purple are on the right. SO let's say the sequence is green, blue, purple, green, red, purple. Stand on the left button and freeze when the sand is pointed at the green then speed up the sandflow to make it reach the hole and make the green button on the bottom disappear. Then go to the right button and make it point at the blue then freeze it and accelerate the flow to make that button disappear. So forth and so on. Once you have all that done you've really pissed the boss off now. Go through the door on your right

Freeze and jump your way across the sandfalls and flows then wall run and freeze and jump to the sand pole. Repeat on the other side and keep climbing up until you can jump to a door and go through. Then go forward and

wall run to a beam then jump up to the handhold above it and climb up. Jump up to the horizontal one and head left. Freeze the trap and wall run to a beam then jump up and climb the crack in the wall then jump up to the beam. If you go right the wall will just break so go left. Jump to the pole then to the beam then up to the next beam then right to the next beam then wall run to the crack in the middle. Climb up and freeze the trap so you can jump up and climb some more. Then wallrun to a beam then jump up to the next and up to the next beam. Now swing your way across all this collecting the crystals as you go then jump to the big long pole and climb up then jump right and go in here for another power. When you're done go right and through the door and jump to the pole then climb up and jump to the left and hop to the center. Jump up then jump to the beam on either side it doesn't matter which side you choose. Jump up to the whirlwind and hop on for a ride. You get another one of those sections where you have to jump then hold R and jump all the way up. Once you get to the top jump to the right and then jump straight up and walk on the stage for a cutscene.

After the cutscene the boss will be in the middle of some things with rings on them. You want to accelerate the rings to get them to the top of the towers. I got the first one up then just started switching and holding R then let go, switch, hold R. If you keep all three rings up there long enough there will be an explosion then the boss gets cheasy and flies out away from your reach and throws fireballs at you. Just keep running around and dodging his fireballs until he stops and comes to your level and then freeze him and hack away at him. You won't get very many hits before he flies away. Just keep it up and eventually he will fall and a big cluster of crystals will float down for you to grab. Watch the cutscene.
End of level.

End of Game

101/101 crystals for this level.

You can now go back and replay the Ethereal World levels you might have missed some crystals in. There should only be one left. Lanya. Now that you have freeze and speed you can go back and get some crystals you couldn't get before. The first whirlwind she tells you to speed up. Freeze it and pull it back as far to the left as you can get it then hop on and accelerate and jump to the left for those crystals. The next area is where you have to use a sandflow to break the wall. After you climb up to the wall freeze the sandflow and jump on top of it and then jump for the crystals. Finish the level out and it should say 66/66

Congratulations you have completed Prince of Persia: The Forgotten Sands for the PSP and gotten all the crystals. You can now upgrade everything to max and replay levels for the time gems and the no recall gems. Have fun!

Credits

Thanks to Dmitry for the tip in the Treasure Rooms :)

ME. This was a lone venture. I wrote this all by my lonesome with no help other than playing the game. I couldn't find any walkthroughs or guides or tips or ANYTHING for this game.

Special Thanks

My special thanks goes to my kids for bringing me lots of tea and sandwiches and for being such good troopers while I tied myself up with this project.

I also send special thanks to other gamers who write walkthroughs. I would never have beaten half the games I have and I wouldn't have near the amount of trophies I've gotten without you. Now if only one of you guys with the sexy voices would try an idea I had for walkthroughs... Audio! cuz who wants to pause and read every 5 mins when you can just have a voice telling you what to do :P

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