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Search string

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If you want to get to a section fast, bring up the search function of your browser/word editor. To activate the search function, press Ctrl F in most programs, including Internet Explorer. Then type the number of the part which you wish to reach. For example, if you want to read about level 9 in the Walkthrough, type 4.9. You could just type the name of the section in the search function and you will get there eventually. You could just type the name of the section in the search function and you will get there eventually.

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When I was about 7-8 years old, my mother was studying at the university and she often had a female friend over so they could study together. Her friend always brought a laptop, a big old machintosh. She let my brother and I play on that computer. She had very few games and one of them was Prince of Persia in black and white. My brother and I played a lot when she was there, I don't remember how long we came or if we even understood the game that much, but we sure did have fun with it. When my mother had her exam we moved away from the area, I didn't play Prince of Persia for several years, but then one day, I found a used Super NES version of the game in a broken box in a smelly game shop. I bought the game for 150 Swedish crowns (about \$15) and took it home. This was surely three years ago.

Now I've made an FAQ for this game, a game which never dies. A real classic which everyone should play. I've tried to include just as much information as possible in this FAQ. A new feature in it is the heavy use of ASCII maps. You can find maps for every level and every section within the levels. In addition to this; two types of Walkthroughs, a very detailed basics section, passwords, descriptions and location for all the enemies and the locations of all the big potions. I really hope you enjoy reading this FAQ.

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## 2.0 Basics, etc.

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Here, you can find some nice information before starting with the actual game. This section is mostly for beginners of video gaming, but also for advanced players who want to know more about Prince of Persia.

=====  
2.1 Brief game information  
=====

System:	Super Nintendo Entertainment System
Publisher:	Konami
Developer:	Brøderbund Software/Arsys Software
Creator:	Jordan Mechner
Origin:	Denmark?/Japan
Players:	1
Genre:	Adventure
Save system:	Password, no battery
Released in Japan:	3rd of July, 1992
	Released in Europe and the U.S as well. Probably within a year later.

In this game you take the role as a young man who must travel through twenty different levels in a dungeon within two hours to save a princess. You must think, plan, jump and battle to be victorious.

=====  
2.2 Story

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Prince of Persia takes place in the old Persia, during the time when the land was grand and prosperous. The sultan is out on an expedition and as the rulers of Persia, he has left his daughter and his grand vizier Jaffar. Jaffar is evil and power hungry. His plans are to take control of whole Persia and become its sole ruler. The only thing that stands in his way is the Princess. Jaffar must marry the Princess, but she loathes Jaffar and has fallen in love with a young adventurer from a foreign country. The adventurer is thrown into the dungeons of the palace and the Princess is given an ultimatum. She has two hours to decide whether she should marry Jaffar or be executed. Now it's up to you, to take the role as the Prince, fight your way through the dungeons and save your Princess within two hours of time.

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### 2.3 Controls, Basics, Overview

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I personally think it's hard to define these three categories and to draw lines between them. Here are everything you need to know before starting. If you think there's something missing, please contact me. Battle strategies are found below this heavy part. These are parts included here:

- Controls
- Controls in battle
- Getting started
- Levels and section; and tiles, floors
- Time limit
- Losing energy, dying
- Run
- Sneak step
- Pits and falls
- Finishing levels
- Passwords
- Jump
- Standing jump
- Standing jump with a grab
- Running jump
- Running jump with a grab
- U-turn -> Jump
- Climb down and hanging
- U-turn -> Hanging
- Slide walls
- Bars, openers and closers
- Loose tiles
- Frog dodge
- Pause and the menu
- Hidden passages
- Mirrors
- Energy replenishing
- Teleports
- Travelators
- Password cheating

Controls

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A:                    Sneak, pick up items, hang from edges

B: Jump forward  
X: Hang from edges  
Y: Display time left  
L: Crouch  
R: Crouch  
Start: Pause the game  
Select: Display the menu  
Up: Jump up, climb edges  
Down: Crouch, climb down from edges  
Left: Run to the left  
Right: Run to the right

#### Controls in battle

-----

A: Attack  
B: Parry  
X: Parry  
Y: Attack  
L: Parry  
R: Parry  
Start: Pause the game  
Select: Display the menu  
Up: Parry  
Down: Remove the sword  
Left/Right: Approach/retire

#### Getting started

-----

Input the cartridge in your Super NES and turn on the power. You will first see a Konami logo and then the title screen will show up. The prologue will follow after a couple of seconds. Press "A" on the Super NES controller to proceed to the starting menu.

In the starting menu you can choose between Game Start, Continue, Training, Best time and Option. Press "A" to choose whatever from the menu and "B" to cancel your selection.

If you choose "Game Start", you will begin from level 1: the beginning.

If you choose "Continue", you can input a password. You will get passwords after each finished level. To begin from the level there after you should input the password you got. Input letters in the passwords by pressing "A" while the cursor is lying above the letter. Move the cursor with the directional pad.

Choose "Training" if you wish to practise a little, before pressing "Game Start". You will go through five training levels and practise the basic element of Prince of Persia there.

Choose Best Time if you wish to see how fast you've completed the levels at best. These times will be erased once you turn off the console. Not if you press Reset though.

Choose "Option" if you wish to change some settings in the game. Here you can choose which actions in the game the buttons should be assigned to. The right row concerns action in battle and the left concerns actions outside of battle.

Press "A" to toggle between the actions. Choose between Stereo sound and Mono sound. If your television has only one speaker you should choose "Mono", if it has two or more you should choose "Stereo". You can also choose the buttons to repeat or not. If you choose them to repeat, it means that the action you've selected will repeat itself if you keep the button pressed. It will only be performed once while holding the button if you've turned off the repeating function. Choose initialise to make all of the settings in the options menu go back to where they were when you started the game.

Levels and sections; and tiles and floors

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Prince of Persia consists of 20 different levels. All of them must be passed to be able to beat the final boss and finish the game. This game doesn't scroll like many others. It contains of sections: a piece of the level which covers the whole television screen. From this section one or more sections are connected. There're slightly more than 20 sections in each level.

Each section is built on three floors which the Prince can move on. Horizontally the section are built upon tiles. There are ten tiles per section. These are often used as landmarks, so you can see how long you must jump and how many steps there are left towards the pit.

Time limit

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You must finish Prince of Persia in under 120 minutes or you won't be able to face Jaffar and save the princess. Press "Y" to display how many minutes you've got left.

Losing energy, dying

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When you start playing you will have three energy units displayed in the lower left corner of the screen. When you've lost all of those, your character dies. When the character dies you will begin from the level entrance and you must redo everything in the level.

Run

---

This is the way to move in this game. Press right or left on the directional pad and the prince will run in that direction. For each press on the pad, you will move one and a half tile ahead. You can of course run continuously. When it comes to pits, the prince will simply run down them if you don't stop him in time.

Sneak step

-----

This move comes in handy when you want to move carefully. With this move you won't simply run into traps or down pits. You will be able to stop before doing something dumb. Hold "A" while pressing left and right to perform the move.

## Pits and falls

-----

A large part about Prince of Persia is to jump over pits so you don't fall down them and hurt yourself or die. If you fall one floor, you will not be hurt, if you fall two floors you will lose one energy unit and if you fall three or more floors you will die and must continue from the level entrance.

## Finishing levels

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To advance from one level to another you must find the level exit. The level exit is often closed and must then be opened. This can be done in two different ways. Either beat a boss or press a switch which looks exactly like the switches that open bars.

## Passwords

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After you've finished a level, you will get a seven figures code. This code can be used to reach the next level when you turn off the machine. Select "Continue" from the starting menu and input the password there. Always keep paper and pen ready while playing. There's no battery back-up in this game. Every time you turn on the game it will always be like turning on the game for the first time.

## Jump

----

There are some different kinds of jumps. First up is the ordinary jump which only helps you get up a floor. Press "up" on the directional pad and the prince will jump right up, just a couple of feet above the ground. If you have a tile right above you and you wish to reach it, this is the way to move.

## Standing jump

-----

This jump is used to get over pits. Stand just before a pit and press "B". You must often use the sneak step to move so you're just standing on the edge of the pit before doing the standing jump. This jump takes you over pits which measure two tiles horizontally. This jump can also be performed by pressing diagonally forwards and up on the directional pad.

## Standing jump with a grab

-----

This method is used to get over three tiles pits with a standing jump. Sneak to the edge of a pit and then press "B" to jump over it. While in the air you must then press and hold "A" until you reach the other side. You will just miss the edge of the opposite side but grab it with your fingers. Keep holding "A" and then press "up" to pull yourself up.

## Running jump

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edge below you. The height down to the edge must be one floor or less or the prince will die. Release "A" to release the grip of the edge and then quickly hold "A" again and you will grab the edge below.

#### Bars, openers and closers

-----

There are lots of bars in Prince of Persia. Some are opened but the great majority are closed. These must be opened by pressing an opener switch which is a tile which is slightly higher than the rest. The bars close in an amount of times that vary from bars to bars. There are also special close switches that close bars when you step on them. Avoid stepping on these switches.

#### Loose tiles

-----

These are found in almost every level. They look exactly like ordinary tiles but they fall if you step on them. If you suspect that there's a loose tile on the floor you're on, you should press "up" and the loose tile(s) will shake. Run over them to make them fall. When you see tiles in the ceiling of a section, jump up to the ceiling to see if there's any loose tile there. To make it fall from that way, you should stand below the tile that shakes and press "up". Then quickly run to the left or right to avoid getting it in your head. You will lose one energy unit if you get it in your head. Loose tiles often neutralise traps like spears traps and deadly shimmers. If it falls on an opener switch, the bars will never close; if it falls on a closer switch, the bars will never open and sometimes block you from reaching the rest of the level.

#### Frog dodge

-----

This must sometimes be used to get under bars that are about to close. Press and hold "down", then press diagonally "forward" and "down". Always hold "down". You will make little frog hops that can take you below bars that are about to close.

#### Pause and the menu

-----

If you press "Start" the game will freeze and the time will stop counting down. The same effect occurs when you press "Select" but a menu will appear as well. The following actions may be chosen from this menu: "Best time", "Password", "Game end" and "Option". When it comes to "Best time" and "Option", these actions are exactly the same as from the starting menu (read above). If you choose "Password", your password will be displayed. This password is exactly the same as you got when you finished the previous level. If you're about to turn off the machine, you should scribble this password down unless you did it, when finishing the previous level. Choose "Game end" to return to the starting menu.

#### Hidden passages

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At some locations in the game, there are hidden passages. These are walls that

looks just a little different: a crack, a different colour, etc. You can pass this wall, though it looks solid.

## Mirrors

-----

In level 5 there are several mirrors. Almost every mirror is for decoration, but there is one, which shows up when you've pressed the level exit switch in level 5. You must run jump through it to continue. You will lose almost all your energy and a black and white transparent copy of you will come out from the mirror from the other side of it.

## Energy replenishing

-----

Your energy is very vital as you know. You must avoid losing it. There are several ways to replenish it though. There's potions with red bubbles that replenish one energy units and there's big potions that replenishes all your energy and gives you a new energy unit. Pick them up by using "A". When you finish a level you will also get all your energy replenished.

## Teleports

-----

Only available in level 15. Walk into this big portal and you will teleport to another place in the level. The portal is a big frame with white dots flying inside it. It has a sign on top. Two teleports with the same sign lead to each other.

## Travelators

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In some places there're travelators that takes you away. You can't climb up to a travelator and it's very hard to jump from them because it's easy to fall off it.

## Password cheating

-----

This is a very easy cheat. As you know, when you die in a level and you're returned to the entrance the time's flowing. To make the counter go back to where it was when you got into the level at first, you should when you die, press "Select" and choose "Game end". From the starting menu, choose "Continue" and a password will be written. This is the same password as the one you got when you finished the previous level from where you're in. Choose "OK" and you will begin the level with just as much time as you had when you entered the level for the first time.

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## 2.4 Battling

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A very important thing indeed. It requires a proper explanation.

## Attack - Defend

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As written above, you can use "A" or "Y" to attack with your sword and "B", "X", "L", "R" or "up" to defend (parry). I use "A" and "B", but use whatever you find comfortable. Of course, I'm writing about buttons on the controller here.

## Basics

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If you've collect the sable you can face an enemy and then you will auto-magically draw your sable if you stand still. Approach the enemy by pressing the directional pad towards him and retire from the enemy by pressing it away from him. When he moves his sword in an attacking motion, you must press (for example) "B" to parry the attack. If you don't, you will be hit and lose an energy unit. When you get close to the enemy you can attack him by pressing "A" or "Y". Easier enemies will seldom parry your attack and they will be hit and lose an energy unit. The enemies' energy units are displayed in the bottom right corner. When the enemy has lost all his energy units, he dies and you can move on.

## Stop in time

-----

This is very important. When you run towards an enemy you will not draw your sable before you've released the directional pad. If you run into the enemy, he will kill you no matter how many energy units you have. Stop two tiles before the enemy to avoid being injured. If you stop one tile before the enemy, he will not kill you but take away one energy unit from you.

## Defeating easier enemies

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In most cases, you must defeat the enemy. Easier enemies, like guards with three or four energy units can be attacked frequently without being able to parry, but others mostly parry your attacks. Even if the easier guards don't attack often, you should beware that they sometimes do and then you must be ready to parry the attack. Easier as well as harder enemies do just as much damage when they attack. The difference is the frequent of their attack attempts, their ability to parry your attacks and their supply of energy units. My preferred strategy against easier enemies is this. Advance them and then repeatedly press the A and B buttons every other turn: B, A, B, A, B, and so forth. The great thing about this is that you secure a block against an eventual attack and then strike the guard down with the following move. By doing this you can defeat guards in a couple of seconds.

## Defeating tough enemies

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The counter-attack is a very useful method to defeat the tougher enemies with 5-7 energy units and minor bosses. Wait for your enemy to attack, parry it, and immediately attack. Most often this results in hitting the enemy. If you meet a minor boss, press a parry button immediately after an attack to avoid letting the boss turn around the counter-attack on yourself. Guards cannot do

this though, nor skeletons. Sometimes there can be long chains of counter-attacking when you just alternate pushing "A" and "B" all the time. Just keep doing it and you will get your hit. Not when doing this to Jaffar though. If you want to be risky to mediocre enemies you should after the enemy has parried one of your attacks, attack again, and again and you may hit him. It's very easy for the enemy to hit you when doing this, because you're so vulnerable.

#### Defeating baaaaaad enemies

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For the bad enemies, I recommend you not to counter-attack. The politician is very fast to counter a counter-attack and Jaffar can't be beaten with them. The strategy to be used against the really tough baddies is to parry their attacks and then to wait for half a second or slightly more and then attack by yourself. This often results in a hit.

#### The wall

-----

The wall is more powerful than the pen. No, I'm not talking about myself, even though that might be true as well. Heh. If you get a guard towards a wall he is totally defenceless. For each hit you get, the guard will bounce against the wall and then back on you. Just press the attack button repeatedly and the enemy will die in a bit. Even Jaffar with his fat supply of energy bottles is not more powerful than a fly when it comes to walls.

#### Alternative methods to defeat enemies

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Guards hurt themselves on the same things as you do. Push a guard down a pit, into a guillotine, on a spears trap into a pendulum and so forth, that's deadly for him. You can survive a fall of two floors, the enemies can't.

#### Be a pacifist

-----

Seldom a very good idea. If you face an enemy before you've collected your sable, the fellow will very fast approach you and stab you. It doesn't matter how many energy bottles you have, you will die instantly. Never go to a guard without a weapon. During a battle you can press "down" and the prince will put his sword down his side and have the ordinary control scheme. You will then be as vulnerable as if you hadn't collected your weapon at all. You will die after one stab from the guard. To be able to draw your sable again, you must show the enemy your back and then turn around again or leave and reenter the section. Fighting enemies can take time. If you've got the option to avoid the enemy and take another route, it's sometimes better that way.

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#### 2.5 Items

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In the levels there are some different items available. There're mostly potions which have different effects. Pick up the items using "A" or "down".

### Sable

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You can find your sword in the basement of the first level. Once you've picked it up, you can battle guards. If you're not armed when facing a guard, the guard will slay you instantly.

### Potion

-----

A small bottle with red bubbles coming out from it. Replenishes one energy unit. It may look like poison as well.

### Poison

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A small bottle with blue bubbles coming out from it. Removes one energy unit.

### Big potion

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Replenishes all lost energy units and adds a new one. If you collect one on a level and then die, you must collect it again. There are 16 big potions in the game, but you can only have 15 energy units. There will be four waste potions (you have three from the beginning).

### Floater potion

-----

Looks like a big potion but it makes you "blueish" and you won't be hurt by falls. You fall very slowly. The effect lasts a couple of second and it's only available in level 12.

### Upside-down potion

-----

This potion makes the level turn upside down. The floor will be in the ceiling and you will therefore walk upside-down. The effect is reverted by drinking another one of these potions. These are best to avoid since they don't give you anything but a confused mind. It looks like a big potion is only available in level 14.

### Warp potion

-----

Looks like a big potion and only available in level 16. If you drink it you will be warped to another place on the level.

### Instant death potion

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There's only one in the game, in level 18. It looks exactly like a big potion but it kills you instantly.

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## 2.6 Obstacles

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This is what it's mostly about. There are many different traps, some are deadly, some injure you.

### Spears traps

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These are everywhere. When you get near, several spears shoot out from the ground and if you fall on them or run over them, you die. To avoid dying, you must jump over them with a standing jump, hold "A" to sneak through them or take one step at the time, meaning press forward, stop, press forward, etc. This doesn't guarantee you to survive though. This trap can be disabled if you trip a loose tile on it.

### Guillotines

-----

These are also very common. Two pieces of metal blades slamming together when you're on the same floor as they are. Run through these when they slam together and it will be messy. You can time your running through them but it's pretty risky. The safest way to do it is to run towards it and stop before it. Then use "A" to sneak towards it. When you take a very short step, you know that you're just in front of it. Hold "A" and sneak through it when it slams together.

### Crushers

-----

A big piece of weight falls down regularly. You can't sneak under it like the guillotine. Sneak towards it and just when it's pulled up, run under it. Kills you bad.

### Pendulums

-----

A big sharp pendulum slashing down on you. Pass it like the guillotine but be very careful with the timing since it's faster. Kills you.

### Lava

----

Only available in level 10. It forms the floor there. If you fall down it, you die.

### Flame walls

-----

Only available in level 11. Big flames coming up from the floor regularly. Sneak towards it and stop just before it. Then sneak over it just after the

flame's been put out. Kills you.

Spinning log

-----

Only available in level 17. When you get near, a log starts spinning. If it hits you, you'll be pushed backwards and lose an energy unit. To avoid it, you must do frog dodges. Press and hold "down" and then while still holding "down" press the directional pad diagonally forward until you get through the trap.

Deadly shimmer

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A piece of magical shimmer which kills you if you run into it or jump through it. This will be disabled if you trip a loose tile on it. Only available in section 18.

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### 3.0 Quick Walkthrough

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This is the Quick Walkthrough and it's very small and quick. I only list how to reach the end of the level and the solution to the major problems. For all levels you will notice code words. A letter followed by a number. The letter stands for a direction and the number says how many section or screens you should move in that direction. As you may now, this game seldom scrolls. You move between sections in the levels. That is what I mean with sections. The letters then:

D = Down  
L = Left  
R = Right  
U = Up

Lets do a test round. If the walkthrough says:

D1 - R2 - Press switch - U3

This means that you should climb down from the starting point into the section below, then from this section, move two screens to the right. In the section you will appear in, you should press a switch. After you have pressed the switch, you should climb up three sections.

This walkthrough also lists the big potions: the potion which replenishes all your lost energy and give you an additional energy unit. If it says - Intersection - it means that there's a fork in the road. On the row below you will find the two ways to reach the goal.

If you get stuck, I refer to the full walkthrough.

Level 1

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D2 - L5 - D2 - L1 - D2 - R3 - Get sable - L3 - U2 - R1 - U2 - R7

Level 2

-----

L3 - U1 - L8 - U1 - L1 - D1 - U1 - R2

The big potion is found during the way.

Level 3

-----

R1 - U1 - R1 - Press switch - L6 - D1 - L1 - R1 - U1 - R1 - Push skeleton  
off the edge - D1 - Push skeleton down the pit - L1 - D1 - R1 - L1 - U1 - L1  
Big potions: R4 - L3 - U1 - R2 - U1 - D1 - L1 - Press switch - L6 - D1 - L1 -  
R1 - U1 - R1 - Push skeleton off the edge - D1 - Push skeleton down the pit -  
L1 - D1 - R1 - L1 - U1 - L1

Level 4

-----

R1 - U1 - R2 - Make ceiling tile fall on switch - L6 - Intersection -  
Quick: D1 - R1 - Make tile fall on switch - L2  
Big potion: L3 - U1 - R1 - Make tiles fall - D2 - R1

Level 5

-----

L4 - Make tile fall on switch - R3 - D1 - R2 - U1 - R4 - D1 - R1 - U1 - L1 -  
Press switch - R1 - Intersection  
Quick: L1 - Jump through mirror - L4  
Big Potion: Do running jump from middle floor over chasm into the wall - R1 - L2  
- Jump through mirror - L4

Level 6

-----

L1 - U1 - L1 - U1 - Make tiles fall down - R3 - Press switch - D1 - R2 - U1 -  
R5  
Big potion: L1 - U1 - L1 - U1 - Make tiles fall down - R3 - Press switch - D1  
- R1 - D1 - L1 (through hidden passage) - U2 - Press switch - D1 - R2 - U1 - R5

Level 7

-----

R2 - U1 - D1 - L1 - U1 - L1 - D1 - L3 - U1 - L3 - Make tiles fall - R1 - U1 -  
Intersection  
Quick: L1  
Big potion: U1 - jump to the ceiling to the extreme left to reach hidden area -  
L1 - R1 - D1 - L1

You can't get the other big potion and you'll see why, during the way.

Level 8

-----

L1 - Press switch - R2 - L2 - U1 - R1 - U1 - L1 - Press switch - R1 - D1 - R1 -  
Press switch - L1 - U1 - L1 - R3 - D1 - Make loose tile fall - R5 - Press  
switch - L1

Big potion: L1 - U2 - L1 (through hidden passage) - R1 - D2 - Press switch -  
R2 - L2 - U1 - R1 - U1 - L1 - Press switch - R1 - D1 - R1 - Press switch - L1  
- U1 - L1 - R3 - D1 - Make loose tile fall - R5 - Press switch - L1

Level 9

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L3 - U1 - L7 - D1

The big potion can be found in the section before the boss enemy. Just search  
around the centre and you will find it. It's invisible to you.

Level 10

-----

L2 - U3 - Intersection

Quick: R1 - U1 - L1 - U1 - R2 - Press switch - L1 - U1 - R1

Big potion: Stand to the extreme left and jump to reach hidden area - L1 - R1 -  
U1 - L1 - U1 - R2 - Press switch - L1 - U1 - R1

Level 11

-----

R3 - D1 - R2 - U1 - L2 - Press switch - R2 (on the lower floor) - D2 (jump  
towards the opposite wall) - R2 - D1 - R2

Big potion: R1 - U1 - R4 - Let loose tile fall - D1 - L2 - Press switch - R2  
(on the lower floor) - D2 (jump towards the opposite wall) - R2 - D1 - R2

Level 12

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R4 - Make tiles fall - R1 - Do a running jump back to the left section's middle  
floor - L4 - Drink floater potion - D2 - R2

The big potion is found during the way.

Level 13

-----

L2 - D1 - R2 - Press switch - L1 - D1 - L1 - Make tile fall on switch - R2 -  
Intersection

Quick: Choose upper path - R1 - U1 - L1 - Get up on high floor - R5 - Get up  
on high floor - L3 - U1 - L1 - Press level exit switch - R1 - D1 - R1 - L1 -  
R1 - Wait 15 sec for mouse - R2 - U1 - L4

Big potion: Choose lower path - R2 - Make tile fall on switch - L1 - U1 - L2  
- U1 - R1 - L1 - D1 - R6 - Get up on high floor - L3 - U1 - L1 - Press level  
exit switch - R1 - D1 - R1 - L1 - R1 - Wait 15 sec for mouse - R2 - U1 - L4

Level 14

-----

L2 - U1 - R3 - U1 - R1 - Go down to the spears and through hidden passage - R1

Big potion - L1 - Press switch - L2 - D1 - L1 - Make tile fall - R1 - U2 - L2  
- Intersection

Quick: D2 - L1 - Press switch - R2

Big potion: L1 - D1 - L1 (Through hidden passage) - D1 - L1 - U1 - R2 - D2 -  
L1 - Press switch - R2

One of the Big potions will be reached during the way.

Level 15

-----

In this level there are teleports. Teleports are referred as "T". "T" may be combined with "L" and "R", which means "Left teleport" and "Right teleport". "LT" means that you should choose the left teleport in the section.

L1 - U1 - R2 - D1 - R1 - T - RT - L1 (through upper path) - Press switch - R1  
- D2 - R1 - T - R1 - U1 - R1 - Press switch - L1 - Intersection

Quick: LT - RT - Press switch - T - LT - D2 - L1 - T - LT - L4 - R2 - Defeat  
your copy - L2 (step over invisible tiles)

Big potion: RT - R1 (through hidden passage) - L1 - T - LT - RT - Press switch  
- T - LT - D2 - L1 - T - LT - L4 - R2 - Defeat your copy - L2 (step over  
invisible tiles)

Level 16

-----

R3 - U1 - L1 - U2 - R1 - Intersection

Quick: U2 - L5

Quick, Warp: D1 - R1 - L3

Big potion: U2 - L2 - D3 - U1 - R1 - RD1 - U1 - R1 - U2 - L5

Big potion, Warp: D1 - R1 - D3 - U1 - R1 - RD1 - U1 - R1 - D1 - R1 - L3

Level 17

-----

L6

Big Potion: L2 - U2 (through hidden passage) - R1 - L1 - D2 - L4

Level 18

-----

L1 - U1 - R1 - Make tiles fall on shimmer and opener - L1 - R3 - U1 - L4 -  
Intersection

Quick: U1 - L1 - R3 - U2 - Press switch - D2 - R2 - U2 - Press switch - D1 -  
U1 - L1

Big potion: L1 - R1 - U1 - L1 - R3 - U2 - Press switch - D2 - R2 - U2 -  
Press switch - D1 - U1 - L1

Level 19

-----

L2 - U2 - R2 (use upper path) - Make tile fall on switch - L2 - D1 - L2 -  
Make tile fall on switch - R2 - U1 - L1 - Make tile fall on switch if you want  
the big potion - U1 - R1 - Make tile fall on switch - L8

The big potion is found on the way.

Level 20

-----

L4

---

#### 4.0 Walkthrough

---

This is the walkthrough. Here you find detailed descriptions of how to clear every level in the game in under two hours. As you might have noticed, the levels in Prince of Persia is divided into sections. One might say screens or rooms. The game doesn't scroll as many other games do, it switches between sections. I've divided the walkthrough into sections to make it easier to understand. I've also made an ASCII map for the section in question so you always know which section I'm referring to. To give a clear overview I've also put all the small ASCII maps together into one large ASCII map showing a whole level. These may be hard to understand but if you look at it for some time and use the legend above it, I'm sure you will find it very helpful. You can find a full legend further below.

For each level you finish you will get a Password. When you turn off your Super NES the game progress will be deleted. If you input the passwords you get, you will begin from the same level you quit from. If you don't want to play a certain level, you can skip it by checking the Passwords section and inputting one of my passwords.

Then I have one major game pointer. If you want to make it as easy as possible to get to Jaffar within the two hours you get; when you die, press "Select" and input the password you received when you finished the previous level. If you're on the first level, choose "Game End" and then restart the game. Reaching Jaffar within two hours is tough when you try to achieve it your first time.

Legend for the ASCII maps

-----

All level walkthroughs have ASCII maps. You can find a full legend to these maps below. All of the level ASCII's have their own legend where only those signs available on that map are explained. The legend below is very confusing. There's really no point in looking at it.

- > = Level entrance when the path goes to the right
- < = Level entrance when the path goes to the left
- \_ = Ordinary tile
- # = Part of the structure
- | = Wall or level edge
- = = Lava
- \* = Teleports + number
- 3 = Guard with three energy units
- 4 = Guard with four energy units
- 5 = Guard with five energy units
- 6 = Guard with six energy units

7 = Guard with seven energy units  
+ = Lethal potion  
A = Pendulum  
B = Bars  
C = Switch that closes bars  
D = Deadly shimmer  
E = Level exit  
F = Poison  
G = Flame wall  
H = Hidden passage  
I = Black skeleton  
J = Brown skeleton  
K = Upside-down potion  
L = Loose tile  
M = Mirror  
N = Mirror which appears after level exit has opened  
O = Switch that opens bars  
P = Potion  
Q = Floater potion  
R = Big potion  
S = Spears trap  
T = Travelator  
U = Crusher  
W = Guillotine  
X = Switch that opens level exit  
Y = Spinning log  
Z = Warp potion

=====

#### 4.1 Level 1

=====

This is the first level in Prince of Persia. You get thrown into the dungeon and must now get to the top of the palace where Jaffar is holding your Princess captive. Your first task is to collect your sable and slay the guard, guarding the path to the upper level.

The first, second and third levels are played in a dungeon like environment. It's a dark and gloomy dungeon where piles of bones and fetters are shattered in thin passages.

Sections: 23

Sections you must pass: 18

Sections you must pass

to get all big potions: -

Max energy thus far: 3

Big potions: 0

Enemies: 2; 3:2

\_ = Ordinary tile  
# = Part of the structure  
| = Wall or level edge  
3 = Guard with three energy units  
B = Bars  
C = Switch that closes bars  
E = Level exit  
L = Loose tile



1

```

Cannot be      _____
opened at - B  _____##|
the moment    |_____#####|
              |#####_L_#|

```

3

3

-

If you go to the right you will discover a guard in section 17. This fellow will strike you down if you come near him unarmed. And you have no weapon so let's go and collect your sable, shall we not? Then go to the left and jump up using "up" on the directional pad to get to the higher floor and section 4.

2

```

4 <-  _____
      #####  ##|
      |_____ -> 17
      |#####|

```

4 + (a,b)

-----

You can take two ways to the next section. I begin with the fastest way. Run towards the pit in the middle. Don't fall down it, then you will die instantly. Stand on the second tile to the right of the pit and jump to the tile just to the left of the pit. Stand on it and the bars will open up. Run into the next section.

If you jump up into the ceiling in section 4, you can see a tile that shakes. If you jump up into it, it will fall down on you. Quickly run away after the jump to avoid losing an energy unit. This is an alternate path to section 5. It's completely unnecessary to take this way, unless you've lost two energy units. There is one bottle in the section above the fourth section, this section I call 4a, and one bottle in the section to the left of section 4a. That one is referred to as section 4b. When you've climbed to section 4a, turn to the right to collect the bottle and then to the left to start climbing, use "up" to climb to the uppermost floor. Don't jump over to the guard. Your dear Prince can't handle any east Asian material arts so he will be slain without his sable. Then run to the left and collect the other potion in the upper right corner. Continue to the lower floor and stand on the rightmost tile and fall down to the fifth section.

```

          4b              4a
          |              |
          _____
|#P_____3__B -> 2
|#####_##|#_#####|
|#_____L#|#_____L_P##|
          5 <- B__O_____ -> 3
              |### #####|
              |###SS#####| - 4

```

5 + (a)

-----

Time to continue. You will see two switches that open bars. The upper one opens the bars to the right and the middle one opens the bars to the left. Carefully jump down to the middle floor. Don't push B. Then step on the switch that opens the left bars. See the tile over the pit? This one falls down if you step on it. Stand on the edge of the pit and jump over the pit and the loose tile. Then get over to the leftmost wall and jump up to the open bars. A fall down the pit means death.

5a

```

          _____L_
6 <- B      O__B -> 4
          |__L__O_#|
          |###  #####|
          |###   ###|
          |###   ###| - 5
          |###____###|

```

6 + (a)

-----

The tiles that form a bridge are loose so quickly run over them to the next section. If you need some life go to the lower floor in section 6 and stand on the rightmost tile to drop down into a small room. Then continue to section 7.

```

          _____
7 <- O__LL__B -> 5
          _____###| - 6
          |#####L#|
          |###_P_____|
          |#####| - 6a
          |#####|

```

7 + (a)

-----

Start by standing on the opener to the bars. It's positioned two tiles to the right from the pit in the middle. There's a closer just to the left of the pit. Sneak (the A button) to the edge of the tile just to the right of the pit and then make a regular "B" jump to the other side. You will then be able to reach the bars without touching the closer.

```

          _____
8 <- B
7 - |__C__O__ -> 6
          |#####|
          |#####|
          |###   ##| - 7a
          |##_____|

```

8

-

The bridge on the upper platform consists of loose tiles. Stand on the

closest and get down to the lower area. Jump over the pit using a regular "B" jump. Sneak to the edge of the pit by holding A. Turn around so you have the back towards the pit and then press "down" to get into the next area. If you simply jump down the pit you will lose.

```
      _____
|#OL__ LL__ B -> 7
|#_ ### _##|
|#_  _###|
```

9

9  
-

Just press "down" here and you will climb down one platform after the other. Remember not to jump or fall from here. It'll do you no good.

8

```
      _____
|###_ #####|
|###_ #####|
|###_ #####|
```

10

10  
--

Run to the left. I'm beginning to doubt my section system.

9

```
      _____
|###_ #####|
11 <- _____#####|
|#####|
```

11  
--

Run and sneak towards the edge of the leftmost tile, turn around and climb down.

```
      _____
|##  #####|
|##  _____ -> 10
|##  _#####|
```

12

12  
--

On the higher level, sneak to the other edge of the platform, turn around and press down to climb down. Climb down the next couple of platforms as well.

11

```

  _____
|##  _  ###|
|##  _  ###|
|##  _  ###|

```

13

13 - 16

-----

Four section at once here. Last episode before you get the sable. You shall only climb down the last platforms in section 13. Then run into and through sections 14 and 15. When you get to the last room, drop down and pick up your weapon. Use the A button or down to grab it.

12

```

  _____
|###  _  |         |         |  SABLE  #|
|###  _  |         |         |         #|
|#####|#####|#####|###  _  #|

```

|                    |                    |                    |                    |  
 13                    14                    15                    16

The backtrack (17-3)

-----

Now it's time to backtrack the whole way to the beginning of the level. Simply do as you just did but the other way around. There are some things that is different. In section 8 for example. Jump up to the upper floor, then jump over the gap so you reach the opener in the upper-left corner. Just before the opener, there's a loose tile.

```

  _____
|#OL__LL__B -> 7
|#_  ###  _##|
|#__  __###|

```

9

When you come to section 3, the third room you came to, you must go to the right to advance in the game. Brace yourself for a sword fight.

2

```

4 <-  _____
      #####  ##|
      |         -> 17
      |#####|

```

17

--

It's you in the left corner, it's a simple private soldier in the right. Now you must fight. If you took the way past section 4a you will have seen a soldier already and maybe you have even fought him. If you approach him,

you will automatically draw your sword and this enables you to fight and unables you from letting the soldier slaying you in one chop.

To approach him, move towards him; to retire, move away from him. To parry press up or B, to attack press A. This is really easy so you can practically just go to him and repeatedly press A. But we want to it with a little style and grace, don't we? Approach, if you wish or let him do it. Wait until you see his sword move in an attacking movement. Then you shall instantly parry the attack. This leaves the private very vulnerable and you can attack and hit if you do it directly. In short. When you see his sword move, press B and then directly A. Do this three times and your enemy will come to a better place than this dungeon. Continue to the right.

```

          _____
          |#####|
17 <-   |_____3_   -> 18
          |#####|

```

18  
--

You can find the switch that opens the Level Exit in the upper left corner. Then simply press up when you're in front of the door to escape the first level.

```

          _____
          |X       #|
17 <-   |_____E_#|
          |#####|

```

=====  
4.2 Level 2  
=====

The second level is played in the same environments as the first one. It's not too many differences. Here you run into more guards, there are more long jumps and it's kind of trickier to open the level exit.

Sections: 24  
Sections you must pass: 17  
Sections you must pass  
to get all big potions: 17  
Max energy thus far: 3  
Big potions: 1  
Enemies: 7; 3:4, 4:3

- < = Level entrance
- \_ = Ordinary tile
- # = Part of the structure
- | = Wall or level edge
- 3 = Guard with three energy units
- 4 = Guard with four energy units
- B = Bars
- C = Switch that closes bars
- E = Level exit
- L = Loose tile

O = Switch that opens bars  
P = Potion  
R = Big potion  
S = Spears trap  
X = Switch that opens level exit

```

          7          6          5          3a
          |          |          |          |
/---> B_C_L_O__B          #####          3  2
|   ###_ #####_3_____O_____          ##### / |
|---> _____P_#####_          #####_   _P_#_____
|                                     #_          #####          ##
|                                     4 - ##          _____3_____LL_____<_____##
|                                     ##_#####_#_          #####          #####
|                                     # _____##_____#
|                                     2b - # _3_____ _P_ # - 2a |
|                                     #SS#####SS####_#          1
|
|
|
\_____

```

```

          15          14          17          11a          10b
          |          |          |          |          |
#####          #####          ###          9          8
# _____E_____3          #####          ###          |          |
# _#####_ _####_          #####          _S_____##P__L#_____
# _____X_###_#_____          #####          _____          #####          <--|
# #####_###_          _____4_____          #####_L_____4_____#          |
#S_4_____          #####          #####          _____R_____          #####S_<--/
          ##          #####          10a - #####          ###
|          | 12a - ##          ##### \ |          #####          ## \
16          13          ##_____          #####          12 11          ###_SS###          10

```

1  
-  
Go to the left.

```

          _____
          ##|
2 <-  _____<_____##|
          |#####|

```

2 + (a,b)  
-----

Just in front of you when you enter this section, you will see two loose tiles. Whatever you're going to do, run over the two loose tiles and defeat the guard. I suppose you know how to do, since you must have beaten at least one before. This is a regular three energy units guard. Go to the left when you've defeated him, if you simply wish to carry on with the walkthrough.

If you've lost energy or simply wish to discover everything, you can take the way that's going down, below the path with the guard. In section 2a, go to the right on the upper floor, sneak to the edge, turn around and climb to the next floor. Get the potion with "A" and then move towards the edge before the pit with the spears in it. If you fall down here, you die instantly. Do a "B" jump over the pit and continue into the next section if you feel like doing some sword training.

In section 2b there's a simple guard with three energy units. Beat the guard. If you wish, you can be a little sadistic and push him down to the pit with the spears in here. When he is defeated, remember to carefully sneak to the edge before the spike pit in here and then climb to the platform above and jump into section 3. Remember that you must do the climb to the left.

```

          _____
          |#
          3 <- _3_____ LL_ -> 1
          _____|#_____#|
2b - |# _____#|#_____ #|
      |# _3_____ _P_ #| - 2a
      |#SS#####|#SS####_#|

```

3 + (a) + 4  
 -----

From this section, you can choose between two ways to take. We start with the faster one (It think it's quicker). Locate the ledge in the upper left corner of the screen. Climb it, by standing in front of it, but below it. Then run to the left, into section 4. In section 4, run along the path in the higher part of the screen and then you must get to the other side: to the left portion of the section. Get here by either doing a running jump or an ordinary jump from the edge of the platform. To make a running jump, you must run and press the B button when passing over the tile before the last tile on the path. The easier way is to sneak towards the edge of the path and then making a standing jump with "B". Then you must hold "A" when you have left the edge of the path and you will grab the edge of the opposite side. Terrific. Then just climb to section 5.

Another way to reach section 5. From section three, jump up to the ledge in the upper left corner of the screen. Stand on the right edge of this path and turn so you face the left. Then climb, to the tile above you in the next section. From here, you can see a potion to the right. Grab it if you're low on energy. Then go to the left into section 5.

Sorry for the long description, I just wish to teach about the different jumps.

```

          _____
          |#####|
          5 5 <- _ #####| - 3a is section 3a
          _____|#_ _P_ #|
2b - |#_ _____ #####| - 3
      |## _____ -> section 2
      |##_#####|#####_ #|

```



to attack and then quickly counter-attack. Don't let him stab you into the spears below or there will be a mess. You can actually make him drop onto the spikes, but that wouldn't be nice. To be able to switch side with the guard, you must walk into him. When the guard is defeated, run to the left.

```

          _____
          |#         B -> 7
9 <- 4 _____ #|
          |#####S__ -> 7

```

9  
-

The sixth tile from the right is loose. Step on it and fall down. Run to the left on the lower floor until you get into the next section. When in section 10, grab the big potion here with "A" and then return into section 9. This potion isn't like a regular one, this one refills all of your energy units and gives you a brand new energy unit. You will now have four of them. Remember that if you die on this level, you must collect it again.

In section 9, climb to the upper floor and get to the left.

```

          _____
10 <-  _____ #####|
          |##_L_____ -> 8
10 <-  _____ #####|

```

10 + (a,b)  
-----

If you need a potion, you can enter 10a. The second tile to the right in the ceiling. Jump up into it and then quickly run to the right to avoid loosing another unit. Climb up into 10a and get the potion. Then get back down. Go to the edge of the path and jump to the other side. Now run to the left.

```

          _____
          |#####  ###|
          |#####  ###| - 10a
          |##P_L##|
          |_____ -> 9
11 <-  |_____  ###| - 10
          |#####  _R_|
          |#####  ###|
          |#####  ###| - 10b
          |###_SS###|

```

11 + (a)  
-----

Another battle with the "tougher" type of guard. Defeat him like the one before. Run to the of left his slain corpse if you don't give the tiny behind of a small mammal what's above you.

If you do care, climb to the upper floor in section 11, then climb up to section 11a. Climb to the right. Just in front of you, you will have a bunch of spikes. Run over these and you're dead, sneak (by holding "A")

and you'll be quite alright. To the right lies section 10a, this is only a blind alley. Don't try to jump up to the guard. You may be pushed down in an instant. But you might make it if you repeatedly press A just after you've gotten up. If you make it, then run to the left into section 17 and run through this section as well. Follow the walkthrough from section 14 then.

```

          _____
          |#####|
17 <-  _____3  #| - 11a
          |###  _S___ -> 10a
          |###____
12 <-  _____4_____ -> 10
          |#####| - 11

```

12 + (a)  
-----

Now it's time for one of those "three tiles jumps" again. You must either make a running jump or a standing jump with a grab at the end. When you've done the jump. Jump up the higher ledge if you wish to continue with the walkthrough or select the middle ledge if you wish to have some fun with a gun... I mean guard. If you choose to climb up a ledge, you will only get to a blind alley in section 17.

```

          _____
13 <-  _____|#####|
13 <-  _____ -> 11
          |##  #####|
          |##  #####|
          |##  #####| - 12a
          |##____#####|

```

13  
--

If you come to this section from the upper floor, simply run to the left. Then climb to the section above. Climb there to the left. You will continue with the main objective then.

If you wish to have some battle training you've come from the middle floor. Run to the left into section 16. There's guard in this section which you can defeat. Beware the spears in here.

```

          14  14
          _____
          |##  #_____ -> 12
          |##  _____ -> 12
16 <-  _____#####|

```

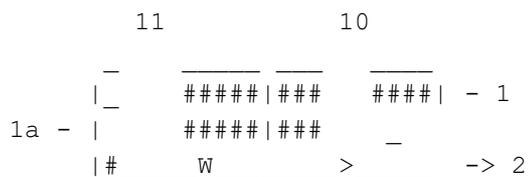
14  
--

If you reach this section from the thirteenth, from below, make a sneak step (holding "A") to the left, turn around and climb up to the middle floor. If you fall down, you die. When on the middle floor, do a running jump or a standing jump with a grab over the pit and then run to the left.





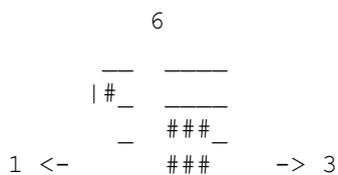
-----  
 To get into section 2 you must go to the right. If you go to the left, you'll find not much of interest. You can practise passing through a guillotine in here if you wish.



2  
 -

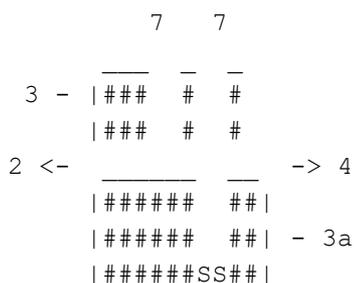
To get two big potion, follow the walkthrough. To just finish the level, climb to section 6 above section 2 and then go to the left into section 10. Scroll down and follow the walkthrough from there.

If you wish to get both of these big potions for two additional energy units, climb up the closest tile in section 2 and then to the one above. Do a "B" jump to the right and then run to the edge of this platform. Then carefully climb down this platform and go to the right into section 3.



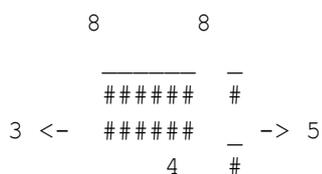
3 + (a)  
 -----

Run to the pit in the middle and carefully sneak to the edge of it. Press B and you'll jump over it. Go into section 4.



4  
 -

A guard will attack you when you enter this section. Stab him four times and parry his attacks. Go to the right and climb into section 5 when he is defeated.



5

-

When you step on the floor of this section, a brown skeleton will arise and battle you with his sword. His battle style is rather sophisticated for being undead, I think. He behaves pretty similar to the guard with four energy units, but he attacks more frequently. As soon as you attack him with success he will fall into a pile of bones. After a couple of seconds he will revive again.

Start with attacking him and when he's down, go to the big potion and pick it up. Turn around either before or just after you've picked it up or the skeleton will revive and stab you in the back. Just after you've drunk the big potion, it will revive and you must "kill" it again. Then quickly run back into section 4 before he gets a chance to attack you again.

```

      _____
      |#           #|
4 <-  _           #|
      |#_____RJ_#|

```

Now simply run back into the second section and get up on the platform here. Then climb up onto the platform and stand on the very right edge of it, facing left. Climb up to section 6.

```

      _   _____
      |#_   _____
      -   ###_
1 <-  _____###_  -> 3

```

6

-

Climb up to the upper floor and stand on the right edge. Hold "A" and move to find the perfect position. Then make a simple "B" jump into the right section: section 7. This trail leads you (later) to another big potion. If you don't wish to have another big potion, run into section 10 instead of 7.

```

10 <-  _____  -> 7
      |##  ###_
      |#_  ###_
           2      2

```

7

-

Run to the very right side of the platform which you're currently standing on. Then press "B" to jump to the middle platform and "B" again to jump to the platform with the opener on top. Ignore the opener for now. Be sure to stand on the right edge of this platform and then jump to the right. You will land in section 8.

```

6 <-  _____  -> 8
      _   _   0

```

```
|### # #  
|### # #
```

3 3

8

-

Run to the middle of this platform and jump here to make a tile in the ceiling fall down. Remember to quickly run to any side to avoid it. Then jump up into the above section.

9

```
          L  
-----  
7 <-  ----- #|  
        ##### #|  
        ##### #|
```

4 4

9

-

Now run to the right and climb up to the middle floor. Now there's a mean task. Hold "A" and move towards the first guillotine. When you can't move anymore without climbing into the guillotine stop and pay attention. Just when they slam together, hold A and press left. You will be fine. Make an "A" step towards the next scissor and you will be just in front of it. Repeat the process for this one and the last and then jump up to the big potion and grab it. Then do the exact same thing but from the other side to get out from here.

When you've left section 9 and you're in section 8, go to the left side of it and jump into section 7 and stay put on the opener.

```
-----  
|# R_#####|  
|#_WWW_ #|  
|###_L_ #|
```

8

The jump combo (7-11)

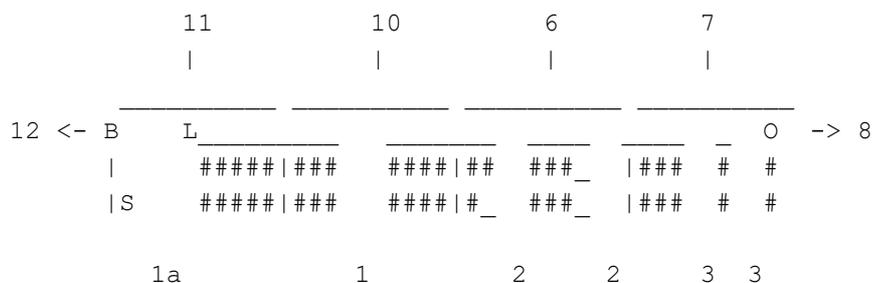
-----

It might be worth practising this jump and locating all ledges before attempting it, because if you miss one single jump, you die.

If you've followed this walkthrough, you should be standing on the opener switch in section 7. Look at the map and see the path which you should take to get from the opener to the right, all the way to the bars on the left part of the map. Except the two first jumps, all of the jumps must be running jumps or you will not make it in time before the bars are closed. All of the steps are explained below and everything must be done very quickly.

- When on the opener, sneak to the left part of the platform and press B to get to the middle platform.

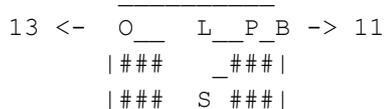
- Then quickly press B again to get to the main path.
  - You're still in section 7. Now press "left" and don't release until you've finished the whole task. Press B when you're just on the second platform from the left and you will make the first jump into section 6.
- To finish the following running jumps, you must hold "left" all the time and press "B" while running over the tile that's two tiles from the edge. (the tile which is before the outermost tile)
- When in section 6, do a running jump to the left portion of the screen. Run into section 10.
  - Run over the path here and do the running jump over the gap. Continue into section 11.
  - You only have one chance in here. Don't hesitate. The last tile here is loose. If it falls down and you don't make the jump you've lost. Run over the path and press "B" when you're on the last tile before the loose one. When you leave the loose tile while jumping for the bars, hold "A" until you reach the bars' edge and you will grab it. Then quickly climb up and get into section 12.



12  
--

When you've entered this section, you can't return to the other parts of level 3. If you lose now, you will begin from this place. Cheap, isn't it? Grab the potion here if you need some energy replenishing. Now you shall head for the switch that opens the level exit. The tile in the middle of this section is loose. If you step on it, it will fall down and destroy the spears trap.

You shall go to the left, into the thirteenth section. You can also go to the section below, but you will get here later if you wish. Do a running jump where you do your take off from the loose tile. Press "B" when you're on the tile before the loose one. Run into section 13 but don't stop when you've just entered the section because there will be two loose tiles near the beginning. Remember to step on the switch in section 12 before you run into the next one.



17a

13  
--

When you have entered the thirteenth section, go straight over the floor, and get into the bars. If they are not opened get back to section 12 and press the switch over there. Remember not to fall down when you walk on the loose tiles in the beginning of the section. (section 13)

```

      _____
14 <- B____LL -> 12
      | _____I_
      | #####_
      17      17

```

14  
--

The two tiles in the middle that form a bridge over the pit are loose. Run over these to the other side of the section. Start your climbing down to the next section. The above potion is poison and hurt you by one energy unit. The one below is real. Here you can see the difference between them. Blue potion = bad, Red potion = good.

```

      _____
|#_OLL____B -> 13
|#F__ #####|
|#P__ #####|
      15

```

15  
--

Run to the left.

```

      14
      _____
16 <- _____|
      |#####|
16 <- ___###___ -> 17
      18  18

```

16  
--

Go to the left and press the level exit opener.

```

      _____
|_X_____ -> 15
|##      ##|
|##_E_____ -> 15

```

The backtrack (16-13)  
-----

Now it's time to go back some sections. You shall head for section 13, the

section where there are bars in the upper left corner. Nothing that's strange, so I don't think you need a walkthrough. Remember that you must press the switch in section 14 that opens the bars to section 13.

When you enter section 13 you must get down to the platform in the middle where there's a pile of bones. This pile of bones will come to life and become a black skeleton. It will only arise once you've pressed the switch that opens the level exit. The difference between this skeleton and the one we faced before is that this one will never fall, it will only be pushed. It fights similar to the brown skeleton so there's no need to fear. What you must do is to attack him until he is pushed down the platform. Don't be too close to the edge or he might push you down, even if you parry.

When he is down you shall follow, but you must do it with more style. Go to the right edge of the platform and carefully climb down to the section below: section 17.

```

          _____
          |#_OLL___B___LL -> 12
14 - |#___####|___I_ - 13
          |#___####|#####_
|_X_____####|
|##      ##|#####|17      17
|##_E_____###___ -> 17
  |         |
  16        15 18  18

```

17 + (a,b)  
-----

When you enter (if you've followed all the steps so far) the skeleton will be waiting here. Now attack it until it steps on the loose tile over the pit on the left side of the place. You must get rid of it, right. When you get to section 17, the skeleton will be standing on the same place here, and it doesn't matter from which side of the platform you pushed him down from in section 13.

If you wish to have a potion in a pretty hard to get place, you can go to the right. You will be in 17a, climb down to the section below: 17b and collect the potion here. Then get back to section 17.

If you carefully climb down the pit in section 17, you will come directly to section 19. But I will explain the other way around. You will lose energy if you climb down the pit.

```

          13      13      12
          _____
          |#####_ |###_####|
17 - |_L_____###| - 17a
15 <- _######|#____###|
          |#_#####|
          19      |#___P_##| - 17b
          |#S_#####|

```

15 and 18  
-----

When you've entered section 15 in the bottom right corner, simply get to

section 18 below it. Fall down here and go right into section 19.

```

14
16 <- _____####| - 15
      |#####|
16 <-  _###_ -> 17
      |#_###_##|
18 - |#_##_ -> 19
      |###O_B_ -> 19

```

19  
--

When you've entered section 19, you will see the persistent skeleton being crushed by a crusher. You must pass this crusher. To do this, move towards it and stop in front of it. When it's on the ground, press "B" and you will get over it. Then get down on the lower floor and press the opener switch. Then get into section 18 from this way and go through the open bars. Then climb up to the fifteenth section.

```

15 15 17
|#_###_##|#######|
18 - |#_##_C_#| - 19
      |###O_B_O_#|

```

Final rush 15 and 18  
-----

When in the bottom left corner of section 15, just go to the left. The level exit in the next section: section 16 should be open. Go over there and press "up".

```

14
|_X_____####|
|##      |#####|
|##_E_____###_ -> 17

```

18 18

=====  
4.4 Level 4  
=====

The fourth level introduces a new type of environment. It's got more style than the first type. This one is brown and it's not as dull and dark. The pattern are more constant and not as broken. This is more of a basement than a dungeon. This level requires a little more thinking from the player.

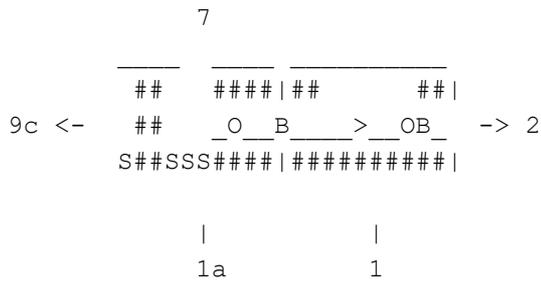
Sections: 24  
Sections you must pass: 12  
Sections you must pass  
to get all big potions: 16  
Max energy thus far: 6



1 + (a)

-----

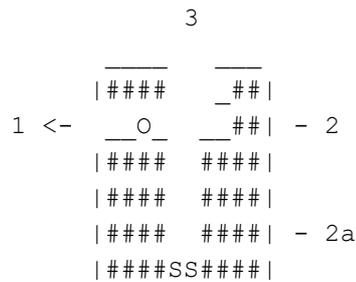
In the starting area there's an opener switch to the right of the entrance. This one opens both of the bars doors. If you go to the left you will find a dead-end. If you go to the right you will find section 2.



2 + (a)

-----

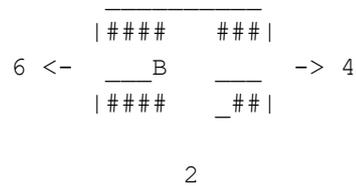
The opener switch in here opens the bars into section 1. Either do a running jump over the pit here or do a standing jump over it from the edge. If you fall down, you will lose. Climb up to the section 3.



3

-

The trail goes to the left, but bars are covering the way here. Go to the right to open these bars. Into section 4 that is.



4 + (a,b,c)

-----

When you come to section 4, jump over the pit to the middle platform. Don't do a running jump or you may very well fall down in the right pit if you're not quick with turning and grabbing edges. Then jump up to the higher floor and jump up to the ceiling to see which tile that's loose. When you find it, you can climb up to the above section and then to the right so you can collect a potion for energy replenishing.

When you're back in section 4, run to the right and you will get into section



6

-

It's time to get through one of these guillotines and on the other side there's a guard with four energy units. Swell. I recommend you to first sneak towards the guillotine and when it looks like you can't sneak no more, stop. Then hold "A" and press left, just after the guillotine has slammed together. Then we have the guard. Defeat him like usual, but always keep the battle in the middle of the section. Just before the bars, there is a closer that shuts the bars down if anyone steps on it. If you slay the guard on the closer, you will not be able to gain further progress. Then you must kill yourself or retype the password. If you go back to much, you may end up in two halves because of the guillotine. When you've slain the guard, get back to the opener of the bars, which is located to the right of the guillotine. Then jump over the closer before the bars or you must redo the process. Anyway, go to the left.

```

      _____
      |#####|
7 <-  _BC_4__WO  -> 3
      |#####|

```

7

-

Neat background, isn't it? Walk to the edge of the path and make a regular jump over to the platform on the lower floor. A loose tile will fall down behind you once you've jumped to the platform. Don't worry. The left most tile is also loose. Sneak to the edge of the left stable platform and then make a standing jump and hold "A" and you will get into the next section.

```

      _____
      |      ##|
8 <-  |      |  -> 7
      L__L  ####|

```

1a

8

-

Now you will grab a tile and see yourself in section 9a. Get up to the next section: section 8. Get there and defeat the guard. An ordinary 4 energy units guard that is. Get into the left section.

```

      _____
      |#
9 <-  _4_____  -> 7
      |#####_

```

9c

9 + (a,b,c) + 16

-----

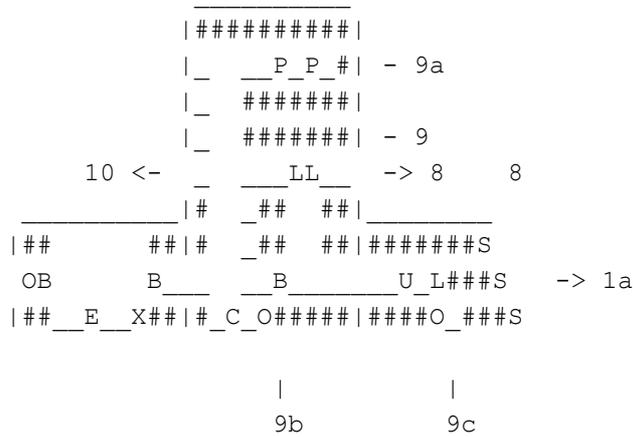
Now there's a major intersection. If you wish to grab the big potion and then

finish the course, go to the left part of this section and go into section 10. Then continue your reading in the section 10 walkthrough. If you've lost some energy units you can get to the section above section 9 to get two potions. If you want to finish this level in a haste, climb to the section below:  
section 9b.

Once in section 9b, get to the lower floor and to the right to press a switch which opens the bars in the middle of the section. From the opener, sneak one step to the left and then make a "B" jump over the closer. Climb to the middle floor by climbing to the left. Then get through the open bars and continue to the right into section 9c.

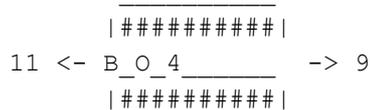
Now be careful, because there's a crusher in here. It repeatedly falls down. Sneak to the edge of it, and when it's just about to rise, press "B" and get under it. Step on the rightmost tile which is loose and let it fall on the opener which opens the bars in section 16, which lies to the left of section 9b.

Get back into section 9b, by passing the crusher in the same way as before. Then continue to the left, into section 16. Drop down on the lower floor and press the switch in the bottom right corner, which opens the level exit.



10  
--

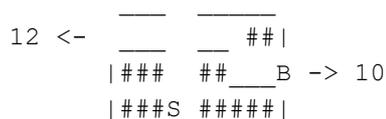
Go defeat the guard with four energy units, press the opener and enter through the bars. Piece a cake.



11  
--

Go to the left exit of this section. Be sure to not fall down on the spears or the pit.

14



12  
--

Run towards the pit with the spears traps. Stand on the edge and turn around. Start climbing to the upper section using (of course) "up".

13

```

      _____
|###  _____ -> 11
|###  #####|
|###SS#####|

```

13  
--

Run to the right.

```

      _____
|#####|
|###  _____ -> 14
|###  _#####|

```

12

14  
--

The two tiles that form the bridge over the pit are loose. It's very important that you run over these and make them fall. Then get the big potion.

```

      _____
|#####|
13 <-  ___ LL_R_ ##|
|###  #####|

```

11

A fall (14 - 11)  
-----

From section 14. Jump over the pit so you're on the left side of it. Then climb down it by facing left when you're on the edge and pressing down. When you leave the edge, hold "A" and you will grab the edge in section 11. Then release "A" again and you will land on the now destroyed spears trap totally unharmed. Then climb down to section 15, don't fall down. When you've left this section for 15, there will be no return to the rest of the area... but there aren't anything left to get anyway.

```

      _____
|#####|
13 <-  ___ LL_R_ ##| - 14
|###  #####|
12 <-  ___  _ ##|

```

```
11 - |###  ##__B ->10
      |###S #####|
```

15

15  
--

Go to the right in here and you'll get to the last section.

```
11
  _____
 |#####|
 |#_____ 16
 |#####|
```

16  
--

If you get here from the left, you will have pressed the opener switch and you can get down to the lower floor. To the absolute right you have the level exit switch. Press it and exit.

```
      _____
 |##      ##|
15 <- OB      B_ -> 9b
 |##__E__X##|
```

=====  
4.5 Level 5  
=====

Same environment as in the fourth level, but this time mirrors are introduced. Very much focus has been laid on switches and opening bars and be ready for a surprise near the end.

Sections: 20  
Sections you must pass: 16  
Sections you must pass  
to get all big potions: 17  
Max energy thus far: 7  
Big potions: 1  
Enemies: 2; 4:2

< = Level entrance  
\_ = Ordinary tile  
# = Part of the structure  
| = Wall or level edge  
4 = Guard with four energy units  
B = Bars  
C = Switch that closes bars  
E = Level exit  
H = Hidden passage  
L = Loose tile  
M = Mirror



section below, but you'll get here later, so get to the left when you've opened the bars.

```

      _____
      |         |
3 <- B   _____ O_B -> 1
      |__O_   ###|

```

6

3  
-

Locate the opener very close to the entrance of section 3. The two tiles over the pit in the left part of the section are loose. The tile before these tiles is a closer to the bars to the left. Press the opener and do a running jump, over the closer and into section 4.

If you happen to fall down with the loose tiles it's not so bad. When you come down into that section: section 6a, just run to the left into section 4a and then jump up a section and you will be in section 4.

```

      _____
      |         |
4 <- BLLC_____O_B -> 2
      | #####|

```

6a

4 + (a+b)  
-----

When you've entered section 4, locate the loose tiles in here: one is three tiles from the right and one is two tiles from the left. Run over both, or at least the left one and the bars to the left section will open. Enter and continue.

```

      _____
5 <- B   _____ | - 4
      |_L_____L_B -> 3
      |# _____ ##|
      |#O_ _____ B -> 6a
      |###  #####| - 4a
      |###  #####|
      |###  #####|
      |###  #####| - 4b
      |###SSS#####|

```

5  
-

There's loose tile three tiles from the left wall on the top floor in here. You must step on this one, so it falls on the opener which is below it. There's another loose tile just before the guillotine. Sneak towards the edge of the tile just before the loose one and get ready to jump through the guillotine. Press "B" exactly when the guillotine is about to slam together and you will jump right through unharmed and in one piece. Run over the tile and then sneak

towards the guillotine. Stop before it and then sneak through at the right moment. If you really need the potion, you can get it, if not, backtrack to the fourth section.

```

      _____
|#_L_WL_B -> 4
|### ##_#|
|#P_O_W_#|

```

The backtrack (5-2)

-----

Bars in the sixth section has opened so you must head over there. First, you must backtrack to the second section. When you're in the fifth section, you must go to the right. Jump over the pits and sneak into the third section. Jump over the pit here and then get into section 2. Drop down into section 6.

```

      _____
|#_L_WL_B | | |
5 - |### ##_#|_L_ L_BLLC_O_B O_B -> 1
|#P_O_W_#|#_###|_#####|_O_###|
      |#_B -> 6a
      / |### #####| - 4a | | 6
4 |### #####| 3 2
      |### #####|
      |### #####| - 4b
      |###SSS#####|

```

6 + (a)

-----

If you've followed the walkthrough 'till now, the bars in this section should be opened. If you wish to go to the left: into section 6a, you can fight a guard. Then get to the right: into section 7.

```

      3                2
4a <- BOB 4 B -> 7
      |## #####|#####|
      |##SS#####|#####|

```

7

-

Get the potion in here if you need it. You should not simply jump over the pit, because then you may be slain by the guillotine. Jump down into the pit with the potion and then climb up to the lethal trap. Advance towards the guard, quickly. Don't wait for him to come to you or he may push you into the guillotine. When he's defeated, press the opener switch and get to the right.

```

      _____
6 <-  W_O4B -> 8
      |P_#####|
      |#####|

```

-

Get down on the middle floor and then jump over the pit with the spears traps.  
Climb to the section above.

9

```

      _____
7 <- B_O ##  _##|
      |##____ _##|
      |#####SS###|

```

9

-

Here's the level exit, but it's not yet opened. Go to the right immediately.

```

      _____
1 <- B_E_     #|
      |####_   -> 10

```

8

10

--

Run through this section.

```

      _____
9 <- |         -> 11
      |

```

11

--

Defeat the guard and then get into the section to the right.

```

      _____
10 <- _____4_ -> 12

```

12

--

The mirror in here is only for decorative purposes. Next to it there's a  
potion which you can take if you wish. Continue to the right. Be careful with  
the loose tile here.

```

      _____
11 <- |MP_____##|
      |#####_L_ -> 13

```

13

--

Just CLIMB down to the section below, don't fall or you'll be wasted.

```
          _____ -> 16
          |#    N_____
12 <-    |_____ ##M X
          |###_ #####|
```

14

--

Get the potion next to the mirror if you wish. If not, jump over the pit and go through the open bars to the right.

```
          13
          _____
          |###_ _____B -> 15
          |M_P_ #####|
          |#####SS#####|
```

15

--

Run to the edge, before the pit here, turn around and go to the section above.

```
          16
          _____
14 <-    |_____ #|
          |##### #|
          |#####SSSS#|
```

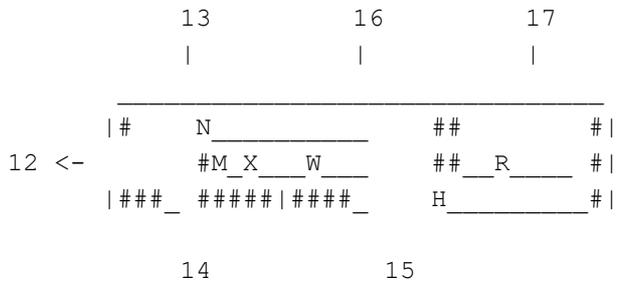
16 - 17 - 13 - 9

-----

First we should get a big potion in section 17 which reader Tyrant brought to my attention. Thanks Douglas! It's a little tricky to receive actually. =) In section 16 you can in the bottom right corner see a differently animated wall. This one isn't solid and here is where you get the big potion. Get to the middle floor and sneak past the guillotine. Get into the section to the left (13) and press the switch here to open the level exit. Now you are to run back into section 16 and, without stopping, do a running jump over the chasm into the hidden section 17. Pick up the big potion here and you will feel stronger. After that you are supposed to jump back into section 16. This can be dangerous since you can't see where the chasm begins and it has to be a running jump or you'll die. Just make sure you know where the chasm begins and you'll make it and land unhurt in section 15.

Get back into section 16 and climb to the top floor. Get back into section 13 from here. What's this?! If you've pressed the level exit you'll notice it's a new mirror that separates the way for you. What you must do, is a running jump through it. If it doesn't work, it just means you have done the jump too close to the mirror. Do the jump further away from it and you will make it. When you've gone through it another version of you will come out from it on the other side. It's transparent and will short there after leave. Might he cause you trouble in the future? And the plot gets deeper. Ooooh! Then just continue to the left

until you come to the level exit. Very straight-forward.

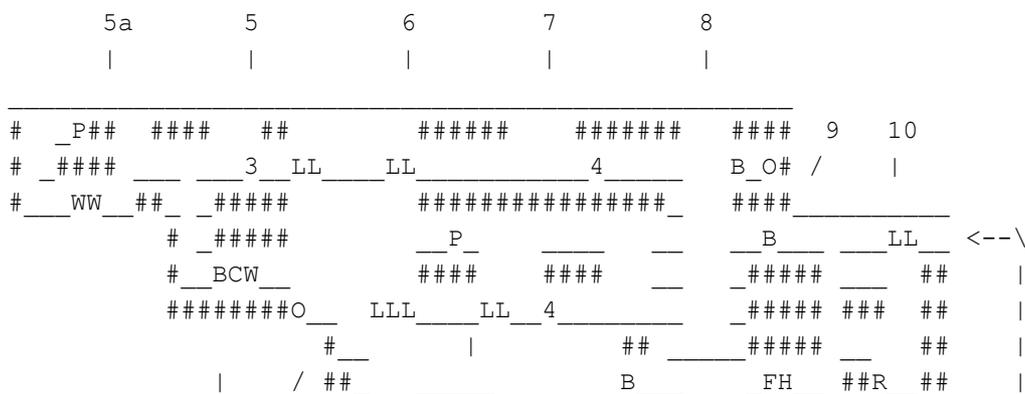


=====  
 4.6 Level 6  
 =====

It's the last level in the brownish stone environment. This course is more maze like than the ones before and this time you get to fight a boss.

- Sections: 23
- Sections you must pass: 17
- Sections you must pass to get all big potions: 19
- Max energy thus far: 8
- Big potions: 1
- Enemies: 4; 3:1, 4:2, Boss:1

- < = Level entrance
- \_ = Ordinary tile
- # = Part of the structure
- | = Wall or level edge
- 3 = Guard with three energy units
- 4 = Guard with four energy units
- B = Bars
- C = Switch that closes bars
- E = Level exit
- F = Poison
- H = Hidden passage
- L = Loose tile
- O = Switch that opens bars
- P = Potion
- R = Big potion
- S = Spears trap
- W = Guillotine
- X = Switch that opens level exit





```

      _____
      _P_ -> 9a
      ####|
4 <-  _ LLL_____ -> 9a

```

4  
-

Press the opener in the right part of this section and then get onto the platform. You will see a guillotine and some bars which you just opened. There's a closer between the guillotine and the bars so you can't sneak through the guillotine as usual. You must make a jump through. Press "B" just when the evil machinery is about to slam together and you will be unharmed. Continue up one section.

```

      5
      _____
|#_#####
|# B_W_ -> 3
|#####O_

```

5 + (a)  
-----

Climb directly up to the guard and then approach him instantly, don't attack, just press right until you've swapped side with him. Don't worry. He's so lame he can't attack you instantly. Then just stab him so he falls down the pit. If you go to the left, into section 5a, you can get a potion. This is often unnecessary and time consuming so I recommend you to stay off it and instead quickly run over to the right, into section 6. The two last tiles in section 5 are loose, so don't stop on them. Be sure to make them fall, because one of them will fall on an opener switch which opens bars further ahead.

```

      _____
|#_P## #|### ##
|#_#### _____3_LL -> 6
|#_WW_##|_#####
      4      4

```

6  
-

There are two loose tiles here, so just keep running and I will not matter.

```

      _____
      ####|
5 <-  _____LL_____ -> 7
      ####|
      3

```

7  
-

Time to fight a persistent guard again. KILL him! Mwahaha! :) Continue to the right.

```

      _____
      |##   ####|
6 <-  _____ 4  -> 8
      |#####|

```

8  
-

The bars should be opened here if you've followed the walkthrough until now. Jump over to the opener switch just to the right of the bars. Press it and then run over to the edge of this platform. Turn around so you face right and then press down to climb down. Exactly when you've left the platform, press "A" and fall into the next section.

```

      _____
      |###   ####|
7 <-  _____  B_O#|
      |##_   ####|

```

9

9 + (a)  
-----

You will fall into this place while holding A and you will land next to the bars gate that is about to close. Quickly run to the right. If you wish, you can go to the left first. Here's a guard to defeat and some loose tiles. A pretty unnecessary area. Either way, you shall continue to the right: into section 10.

```

      8
      _____
3 <-  _____  B_  -> 10
      |   #####  _  |
9 -  |   #####  _  |
3 <-  LL_4_____  _###| - 9
      1           12

```

10  
--

Now it's time to head for the big potion. It's located in section 11, below the section you're currently in. You can't fall down any hole and not in any way. First climb down to the floor in the middle. If you're OK with loosing an energy unit, you can climb down the right pit. Remember to press down so you really climb down the edge, or you will die. If you wish to climb down the left pit, you must also CLIMB DOWN, and then you must hold "A". You will grip the section below.

```

      _____
9 <-  _____ LL_  -> 13
      |##  _____  ##|
      |## #####  ##|

```

11 11

11  
--

Either way you got here, get the big potion. Another energy unit for you. But how are you going to get up again. A mystery to be solved. The wall in the left part of the section on the middle floor is not solid. You can walk straight through it. It's marked with "H" on the ASCII map. Get up on the high floor and then jump to the left at the same time as you hold "A" and you will grip the edge just above the spikes. You miss: you die. Get through the wall.

```
          10  10
          ____  ____
          |##  _  ##|
12 <- H__ ##R__##|
          |##S#####|
```

12  
--

To be quick, do a running jump over the spears and hold "A" to grip the left edge. To be careful, climb down to the spears, and then sneak through the area. Either way, get up to section 9, the section above.

```
          9
          ____  ____
          |#  _____###|
1 <- B__      _FH| -> 11
          |###SSSS###|
```

The backtrack (12 - 9 - 8 - 10)  
-----

From section 12, jump up to section 9 above. Then continue one section further above. Jump over the pit and press the opener. This is in section 8. Then get down to section 9 and enter the right bars. Run over the floor in section 10 and watch out for the loose tiles, covering the pit. Run into section 13.

```
          _____
          |###  #####|
7 <-   _   B_O#| - 8
          |##_  #####|_____
9 -   _   _B_____LL_ -> 13
9a <-   _   _###|##  _  ##| - 10
          _   _###|##  ##  ##|
          |#  _____###|
1 <- B__      _FH| -> 11
          |###SSSS###| - 12
```

13  
--

The second tile in the ceiling from the left is loose. Jump up into it and make it drop down. Remember to run away to avoid being hurt.



19 + (a)

-----

Get into the level exit. If you fall down to the section below, you will die, but see a path that goes to the right. You can't live through this fall, but yet again it seems to be something there. What do I know?

```

          _____
                    #|
18 <-  LLL__E__#| - 19
          #####|
          #####|
18a <-  #####| - 19a
          _____ -> ???

```

=====

#### 4.7 Level 7

=====

There's a new environment in this level. It's grey and slightly more luxurious than the last one. This level is pretty complex with lots of bars to open and keep track of. You can bet that your annoying copy will get you in trouble.

Sections: 24

Sections you must pass: 15

Sections you must pass

to get all big potions: 17

Max energy thus far: 9

Big potions: 2, but one you can't get

Enemies: 3; 5:3

- > = Level entrance
- \_ = Ordinary tile
- # = Part of the structure
- | = Wall or level edge
- 5 = Guard with five energy units
- B = Bars
- C = Switch that closes bars
- E = Level exit
- H = Hidden passage
- L = Loose tile
- O = Switch that opens bars
- P = Potion
- R = Big potion
- S = Spears trap
- W = Guillotine
- X = Switch that opens level exit

```

          _____
          ##### 6      5
7b - ##### |      |
          L__PP_###
          O_L_ |      |      |      |      #
7a -#_ |_____B_____B_____OB OB_____# - 4
          #_CB_ |      | #####_###_#_#
          _5_B_____PB_____L_O_____#_#
/-----> ___O_ |      |      |      |      #

```



Jump over the pit and climb up onto the highest floor in the right part of the section. Then climb up onto the above section. Climb to the right or you won't get up.

```

          4 4
          _____
2 <-    _____ #__ #|
2 <-    _____ #|
          |##SSS#####|

```

4  
-

It's time to get down to the third section again but from another way. Go to the left part of the section and climb down here instead.

```

          _____
5 <- B  |          #|
          |##_ # __#|
          3 3

```

5 + 3-2  
-----

When you've arrived to section 3 from section 4, go to the left into section 2. You should be on the upper floor of the section. Press the opener which opens bars in the above section. The tile which is above the pit in section 2 is loose. Climb up to the section above, but not while standing on the loose tile. Stand on the tile before the loose one. If you moved fast enough you will be able to pass below the bars in section 5 which is above section 2. Then continue to the left.

```

6 <-    _____ | | - 5
6 <-    _____ OB OB| 4 4
          |#####_#|____ _
1 <-    _____ L_O_____ #__ #|
1 <-    _____ _____ #| - 3
1 <-    _____ ##|##SSS#####|
          | 2a
          2

```

6  
-

Sneak to the edge of the tile before the pit. Then do a standing jump and hold "A" while in the air to grab the opposite edge. Then release the grip of the edge so you fall into section 1 below.

```

          _____
7a <- B  |          | -> 5
          |          | -> 5

```

1 and 7 + (a,b)

-----

When you've fallen down to section 1, you will be on the highest floor of the section. To the left you will see open bars. Enter through those and you will be in section 7. Start off by defeating the guard. It's good if you avoid to push him to the below level, because this will not hurt him and you must defeat him either way. If you wish to discover some more or you want to have two potions, you can go to sections 7a and b. Skip the next text section if you simply want to continue in the main track.

To reach section 7a, climb to the section above 7. You must jump where the guard was standing at first. When in section 7a, you will see bars and a closer just after the bars. The closer closes the bars. You must step on it either way. Don't worry, you won't be trapped. The tile which is just above the closer is loose, so this one you must get down. Jump up to the tile just above you and jump up into the loose tile by looking to the right and pressing up. Then climb up to the opener you see in the top left corner of the section. When standing on the opener, press up and the loose tile will fall into your head. Press right fast and you won't get hurt. Then climb up into the section above: section 7b. Here are two potions. When you've drunk these, get back down into section 7a and move to the rightmost part of this section. You will get into section 6. From section 6, carefully climb down into section 1 and from there, go left into section 7, while being on the highest floor.

From section 7. If you defeated the guard, get down on the middle floor of the section and press the opener there. Then get into section 8 to the left. If you didn't defeat the guard and he is standing on the opener, do a running jump or a standing jump over the guards head, turn around and then battle him to his death. Continue into section 8.

```

          _____
          |#####|
7b -    |#####|
          |L__PP_###|
          |O_L_    |
7a -    |#_ |_____B -> 6
          |#_CB_    |____
          |   _5_ B    _PB_ -> 2
8 <-   B__O_ |    | |
          |#####OB_OBO ___>__BOB -> 2

          |          |
          7          1

```

8

-

Continue to the left.

```

          _____
          |          |
9 <-   _____O_B -> 7
          |#####|

```

9 + (a)

-----

Don't run too fast into this section or you will be slain. Attack the guard in here until he falls down the pit. On the floor below you can grab a potion. In the section below you can get another potion, but then you must cross a guillotine. When you are finished with the potion collecting, jump over the pit in section 9 and climb up to section 10.

10

```
  _  _
|#_
|#_  _5_____ -> 8
|##  _P####| - 9
|##  _WP_##|
|##  #####| - 9a
|##SS#####|
```

10

--

Jump over the cliff and grab the potion if you wish. Then get into section 11 to the left.

```
  _
|##  #####|
11 <-  _  _P_#|
|##  #####|
```

9

11

--

In the highest point of this section, there's an opener for the bars to the left. Climb up to the opener and then jump down to the bars. Keep "A" pressed while jumping. Exit through the bars.

```
  _
|##  _O####|
12 <- B_ _##  _ -> 10
|##  _###|
```

12 and 13 + (a,b)

-----

When you enter section 12, run to the left into section 13. The fourth and fifth tiles in this room are loose because the fifth one will fall on an opener which opens the left most bars. First you must press the opener in section 13 to open the first bars. When you have entered the left most bars, you must press the closer and the bars will close and unable you to backtrack in the level. In this section, you find a big potion, but it will be drunk by your black and white copy. I doubt it's possible to get it. Climb to the top floor of the section, carefully pass the guillotine and go to the right. You will be back in section 12 and you can climb up to section 14.

```

      _____
|#  W  RB_____####|
13 -|#  #####_____B -> 11
|#C_B_LL_BO_____####| - 12
|#####  ###|
|#####  ###| - 13a
|#####  ###|
|#####  ###|
|#####  ###| - 13b
|#####O_###|

```

14, 15 + (a), 16

-----

In the right part of this section you will see the switch that opens the level exit. You have the exit to the left, but first we should get a very well hidden, but easy to get, big potion which good reader Tyrant informed me about. Thanks! Okay get up one section to the fifteenth and you'll notice a differently coloured part of the ceiling to the left. Just hug the wall to the left on the middle floor and press up. You'll see the prince climb up into something appear-ly solid. Then just go to the left and you'll get into section 16 where you can get a nice juicy potion.

Now get back to the right into section 15 again. To the right of section 15 you have 15a which is actually pretty useless. You can get four healing potions if you want to. If you do, read on, if you're smart, I mean you don't, just get back down into section 14 and then AVOID the closer before the bars. Then head into the final section (17). So you want them four healing potions cause you're afraid of the last guard? From 15a, run to the right. Then get through the two guillotines and press the opener. Run quickly through the guillotines again and into the left section. Enter the bars and get the four potion. So useless.

```

      16          15          15a
      |           |           |
      _____
|#          _H###_ B_O_PPPP#####|
|#_R_____##_ _____WW_O####|
|#####_____#####|
|###_ #####|
17 <- B_C_ _X#| - 14
|#####_#####|

```

13

17

--

When you get in here you will immediately reach a guard. Defeat him and exit the level.

```

      _____
|#          ##|
|#_5E_____ -> 14
|#####|

```

=====



```

\--> ______#####_   _   _OB_O_____5 # | |
      ###_#####_##  ## #####_#_____
      #####_L#####_##  ## #####_###  #####_X#
12 - #####_WW_##  _____LL_O_ B_E_B_5 ##
      #####_#####_#####SS#####SS#####SS##
      #####_#####_#_#####\
12a - #####_#####_#_#####_15
      #####O#####_13_14_#_#####_15a

```

1  
-

You must first go to the left from this section. Press the switch and the bars to the left will open, not the bars to the right though.

```

2 <- _____ -> 6
      |##      ##|
2 <- BO___<___B -> 6

```

2 + (a), 3, 4, 5  
-----

The fifth tile in this section is loose, so if you must take it down, run quickly over it. Both tiles over the loose one are also loose. Don't even try to get up to the top right part of the section, instead start climbing to the left. Climb to the section above and then continue the climbing yet another section. Climb to the top and then run through the wall to the left. This will make you reach section 5 and here's a big potion. When you've taking this one backtrack to the previous section and start your climbing back to section 2, where you begun the climbing. Note that you, while climbing, can't jump to the right parts of the sections. I can almost guarantee that. You'll get to those parts eventually either way.

To continue on the main path; press the opener, run to the right into the first section (where you entered the level) and get into the section to the right of this one. The bars that separated the first section and the section to the right of this one open when you press the opener in section 2.

```

      5         4
      |         |
      _____
|###_R_H_     _ -> 8
|#####_     _##|
|#####_     _O_ -> 8
      |#_     ###|
3 - |#_     _ -> 7
      |#_     _###|
      |#_     L_ -> 1
2 - |#_     _L####|
      |##_O_L_   B -> 1
      |#####_###|
2a - |#####_###|
      |###_S_S_##|

```

1 and 6 + (a)  
-----

When you've reached section 6, the section to the right of the first one, jump over the pit in the lower part of the section to reach an opener for the bars in the top left corner. When you've pressed the opener, sneak to the edge of the tile before the pit and jump. Then quickly climb up to the top floor, jump over to the bars and get into the first section again. It may not look as you can get under the bars, but because you jump, you will have an easier time getting below. Just run over the catwalk in section 1 so you get to section 2.

```

2 <-  _____ B _____ P_#|
      |##          ###  _#####| - 6
2 <-  O ___<___ B_O___  _O#|
      |#####S  ###|
      |  |#####SS###| - 6a
      1  |#####|

```

2 and 3

-----

Now it's time to get through section 2 and 3 to be able to reach section 7. On the top floor of section 2 there's a tile that's free. That one is loose. Don't step on it. Sneak to the edge of the tile before it and climb to the section above. From section 3, run to the right into section 7.

```

                                4
                                _____
                                |#_      ###|
3 - |#_      _____ -> 7
                                |#_      _###|
                                |#_      L_____ -> 1
2 - |#_      _L#####|
                                |##_O_L_____B -> 1

```

2a

7, 8, 4 and 9

-----

When you enter this section, you shall first stab an easy guard. Then climb to the above section: section 8. From this one go to the left section: 4. Here's an opener switch which opens the bars where the guard was in section 7. Quickly backtrack to that place. You don't have to "climb" down to section 7 from section 8, it's faster just to fall down. Enter below the bars and go right so you reach section 9. Jump over the spears trap in this section and carefully cross the nasty guillotine. The rightmost tile is loose. Make it fall and it will hit an opener to bars in section 10. This will make the bars never close, as you probably know.

To get to section 10 then. Get back into section 7 and climb up to section 8. Go left to section 4 where there's another opener and then climb to the top floor of this section. Run to the right on the top floor so you get back to section 8. Jump over the pit in section 8 so you get to the right part. Then go to section 10 to the right.

```

                                4          8
                                |          |
                                _____

```

```

5 <- H_____ -> 10
|#_ _##### _____ -> 10
|#_ _O_____ #####|_____
|###_ #####|
3 <- _____4B_O_____ _W_L#| - 9
7 - |#####SS###O#|

```

10  
--

There's an easy guard in here. Either defeat him, or push him on the loose tile just behind from where he starts, if you don't care about the potion that is. The bars should be open, so enter the next section.

```

8 <- _____ #|
8 <- _____5L_B -> 11
|#####P_##|

```

11 + (a,b,c)  
-----

It may look like you can reach the end of the course by going to the right. Yes, you can, but you can't open the section which holds the level exit. To be able to open it, you must climb down from section 11. You may go to section 11a, b, and c; but only to discover. You must return to section 11 to be able to clear the level.

```

11      11a      11b      11c
|      |      |      |
|##### _____ LLL_____ #####|
10 <- B_____ _##### _____ _OB_____5 #|
|###_ _##### ## ## _#####_ #|
12      13      14      15

```

12  
--

The free tile is loose and this must fall for you to be able to exit the level. It's easier than it looks. Just run out on the tile, facing right. When standing on it, press and hold "A". When the tile falls, you will grab the edge of the platform below. The tile will fall on an opener which opens the bars to the section with the level exit switch. Continue to the right.

```

11
|#####_L#####|
|##### _____ - 13
|##### #####|
|##### #####|
|##### #####|
|#####O#####|

```

--

To get through the guillotines, it's easiest to do a standing jump. Just when the left one slam together, press "B" and you'll get through. Go to the right into section 14.

11a

```

      _____ _
      |##### ##   -> 14
12 <-  _WW_ ## _   -> 14
      |#####_#|

```

14

--

Jump over the spears trap and continue into the next section.

11b 11b

```

      _   _____
13 <-  ##  #####|
13 <-  _____ -> 15
      |###SS#####|

```

15

--

The tiles over the pit are loose. Press the opener switch and get into the section to the right. Don't climb up to section 11c.

11c

```

      _____ _
      |#####_#|
14 <-  _LL_O_ _B -> 16
      |#  #####SS#| - 15
      |#  #####|
      |#  #####| - 15a
      |#_#####|

```

16 and 17

-----

Now you will be in the level exit section. If you made the loose tile in section 12 fall, the bars leading to the right section will open. In this, the rightmost section of the whole level, you can find a guard standing just before a spears trap. Push him down there and then jump on the floor above to press the level exit switch. Get back to the level exit and exit the course. If you must return to previous sections, be careful when leaving level exit area, because if you run out of it, you will die by falling on a spears trap.

```

      _____
      |##      #####  ___X#|
15 <-  _____E_____B_____5  ##| - 17
16 -  |#####SS##|

```





|\_O\_WW\_\_##|

5

-

Beware that the rightmost tile on the lower floor is loose. When you get up to this section, turn to the right, run off the tile and quickly hold "A". You will grab the tile to the right. If you jump you will land on the loose tile. Climb to the highest point of the section where there's an opener. This switch opens the bars in the left part. Simply jump towards the travelator and then quickly run to the left so that the travelator doesn't bring you down.

```
      _____
      |###   O##|
      |  _TTT _##|
6 <- B__###_ _L#|
```

4

6 and 7

-----

Run over the floor in this huge room into the left section and you will face a guard. Defeat him and carry on.

```
      _____
7 - |                               | - 6
      |                               |
8 <- B__5_____B -> 5
```

8

-

When you step on the closer, which is lying on the lower floor of this section, the bars behind you will be forever shut. But it doesn't matter. Get the potion in here if you wish, then continue to the middle floor, press the opener and get out.

```
      _____
      |           #|
9 <- B_O_____ #|
      |####_P_C_B -> 7
```

9 and 10

-----

Here you will find a big potion which I was only recently informed about. Thanks to Marcelo Redfield for this. You can see on the ASCII map where to find, but it's covered by the wall thing. Just press the A button near the centre and you will surely find it. Very well hidden. Then run directly to the left to face a boss: the evil politician. This slightly fat politician seems to be hard to beat sometimes and really easy other times. He has eight energy bottles that must be removed. I've said before that to be safe, you should use a defence strategy, but for this fellow it's slightly different. It often works like this. He hits - you block - you hit directly and then he hits, and gets a clean hit. At this attack he is very fast. I actually recommend you to go a

little berserk against him. Quick double attacks often result in damage for the Mayor. When you've slain this high positioned man of Jaffar's, run to the left.

```

      _____
      | BOSS                               |
11 <- _____R_____B -> 8
      |#####|

```

11 + (a)

-----

Run through this section to the other side. Fall down the pit = you die. You can't get to the left of section 11a.

```

      _____
      |                                     |
12 <- _ _____B_ -> 10
      |# #####| - 11
      |# #####| - 11a
      |# #####|
? <- _____#|

```

12

--

Now you will notice that nasty copy of yourself on the other side of the section. He stands before a closer. An opener is positioned right in front of you. This one opens the bars that separates the two of you. The point is that you shall do a running jump over the pit and hold "A" so you grab the edge of the opposite side. At the same time, your evil copy will step on the closer, blocking the path. The only thing you can do is to fall down the pit. This won't kill you, instead make you finish the level. You don't have to do this, you can instead jump down the pit at once when you get into the section.

```

      _____
      |_ |
      B_CB   O__ -> 11
      |###   ###|
      EXIT

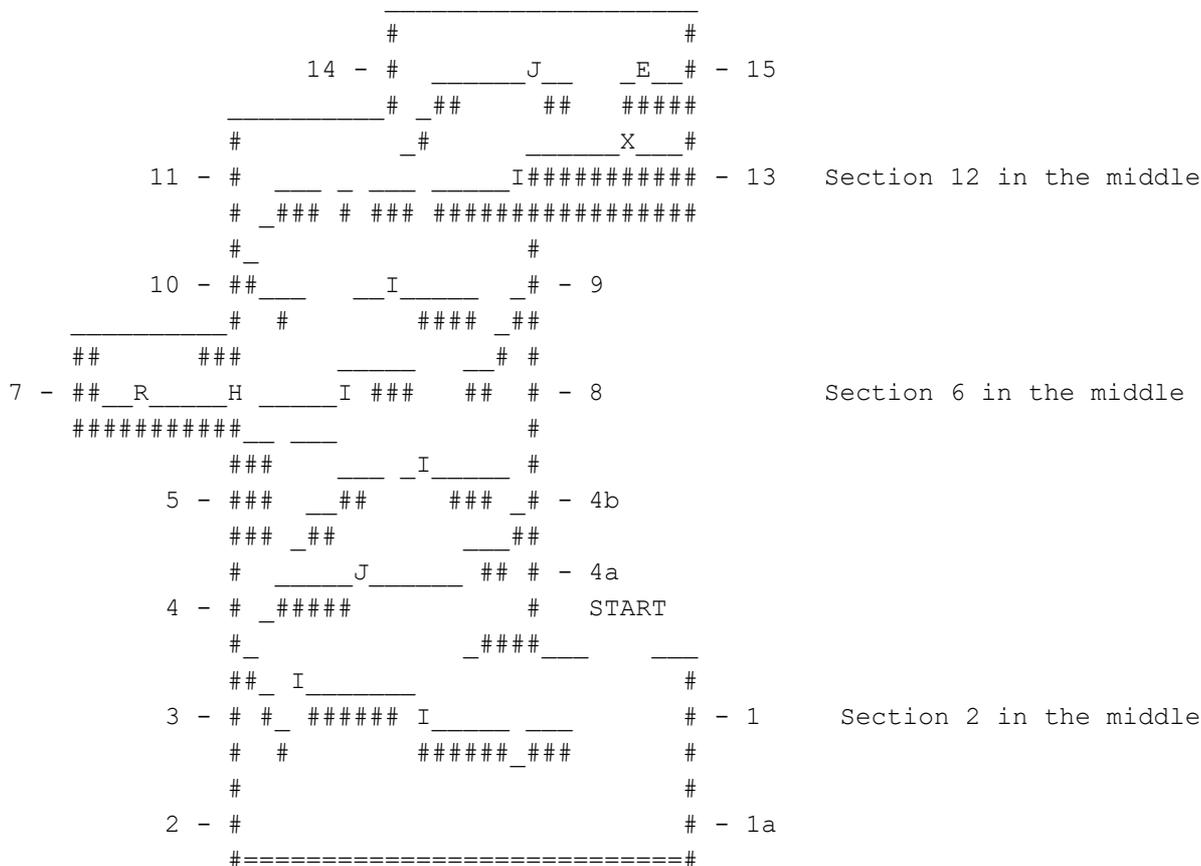
```

=====  
4.10 Level 10  
=====

This is, by far, the oddest level in the game. After fallen down the cliff in level 9, you've now come to a lava world. It may be a volcano, it may be close to hell or why not Jaffar's personal room of pain? Who knows? This place is inhabited by skeletons. I refer to them as black skeletons and brown skeletons. In level 3, we could see the colour difference but not now. The black skeletons don't fall apart and can only be defeated by a push down the nasty lava. The brown ones, fall apart, but resurrect after a couple of seconds. These can, just like the black ones, only be defeated by a dip in the lava.

Sections: 20  
 Sections you must pass: 14  
 Sections you must pass  
 to get all big potions: 15  
 Max energy thus far: 12  
 Big potions: 1  
 Enemies: 8; I:6, J:2

\_ = Ordinary tile  
 # = Part of the structure  
 | = Wall or level edge  
 = = Lava  
 E = Level exit  
 H = Hidden passage  
 I = Black skeleton  
 J = Brown skeleton  
 R = Big Potion  
 X = Switch that opens level exit



|  
 2a

1 + (a)  
 -----

The entrance to this level is a little unconventional. You fall from the ceiling and therefore you must hold "A" until you grab hold of an edge. So directly after you've inserted the password or lost a life, you must hold "A". Then sneak to the left section, or you may fall down the lava in that room.

```

      _____
2 <-  |#|      #| - 1
      |##|     #|
      |#|     #|
2a <- |#|     #| - 1a
      =====#|

```

2 + (a)

-----

Jump over the pit and be ready for a skeleton fight. This is a black skeleton. The only way to defeat it, is to push it down the lava and it will only be pushed by your "successful" attacks. So attack it until it falls of the platform. You can push it off the platform both to the right and to the left.

```

      _____
3 <-  |# I_____ -> 1
      |# I_____ -> 1
2 -  | ##### #|

3a <- _____ -> 1a
      ===== - 2a

```

3

-

It's the same thing in the next skeleton, but you don't have to push it down the lava, it's enough if you push it down to the lower floor on the left of its platform. Then climb up to the section above.

```

      4
      _____
3 -  |##_ I_____ -> 2
      |# #_ #####|
      |# #
      |#
3a - |# _____ -> 2a
      |=====

```

4 + (a, b)

-----

Climb up to the top floor and you must face a brown skeleton. He will, after a successful hit fall apart into a pile of bones and after a few seconds rise again. If you have your back against him when he rises, he will slay you immediately. You can go to the right, but that's the long unnecessary way. Instead locate the free tile you'll see in the ceiling of the section. This tile can only be climbed from the left side of it. Stab the skeleton and then climb the tile so you get to section 5.

7

```

      _____ I_____ #
5 <-  |##_ # - 4b
      |# _____ ##
      |# _____ J_____ ## #

```

```

4 - |#_#####   ###_# - 4a
    |#_           ___###
                3     2

```

5  
-

Climb to the top of the section and then climb yet another section. Don't go to the right.

```

                6
          _____
|###  _____ -> 4b
|###  ___##
|###  _##
                4

```

6, 7  
----

So Tyrant informed me of a big potion here as well. Just hug the wall to the left and press up. The prince will climb to the middle floor but you can't see it. Just run to the left (easiest to see on the map) and you'll get into section 7 where you can pick up the potion. Head back into the sixth section, push the skeleton down the lava and then continue to the right.

```

                10
          _____
##          ###  _____ -> 8
##_R_____H_____I #|
#####_
                5

```

8  
-

Either do a running jump or a standing jump with a grab over the lava. Either way, it's a three tile pit. Then climb to the above section.

```

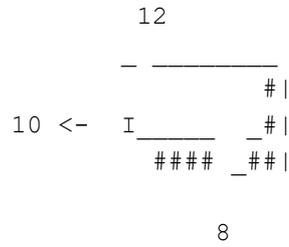
                9
          _____
          _____# #|
|##  ##  #|
6 <-          #|
                4b

```

9  
-

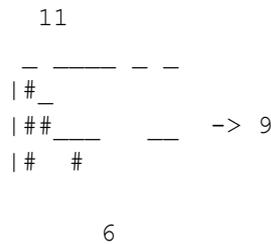
Time for another one of those black skeletons, even though it's hard to tell a difference. It's much easier to defeat this skeleton if you swap sides with it. Run towards it and parry any attacks, then attack it does until you're to the

left of it. Just stab it until it falls off the platform. Continue to the left.



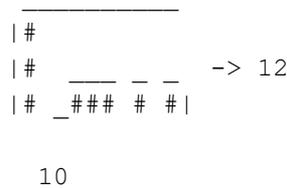
10  
--

Another three tiles jump. Get over it as usual. Then climb up to the next section.



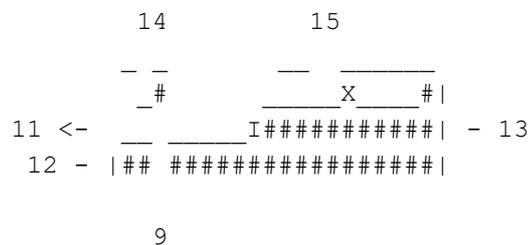
11  
--

First get up on the middle floor. Then sneak to the edge of the first small pit. Don't just go wild here, instead, do a standing jump and hold "A" and you will grab the edge of another platform. Get into the section to the right.



12 and 13  
-----

To get to the level exit, you shall head up, but first you must get to the right to press the level exit switch. To get there you must first defeat the skeleton here. It's a black one, so you must push it down the pit in here. To do this you must swap sides with it. Approach it and parry as soon as it attacks and when you're to the right of it, attack it until it falls down the pit. Get to the right, press the switch, get back and climb up a section.



14

--

This is a brown skeleton. Stab it once and quickly go to the right.

```

      _____
      |#
      |# _____ J  -> 15
      |# _##

```

12

15

--

Do a running jump or a standing jump with a grab and enter the exit.

```

      _____
      |#
14 <-  |# _____ E_#|
      |##  #####|

```

13

=====

#### 4.11 Level 11

=====

This level is actually different from the tenth. The environment looks exactly like the first three levels, but it's red stone instead of blue. There's also a red shimmer which makes the Prince's clothes look red. You will mostly face guards with pink and red clothes and you will also run into some strange fire traps.

Sections: 23

Sections you must pass: 15

Sections you must pass

to get all big potions: 16

Max energy thus far: 13

Big potions: 1

Enemies: 4; 6:4

- > = Level entrance
- \_ = Ordinary tile
- # = Part of the structure
- | = Wall or level edge
- 6 = Guard with six energy units
- B = Bars
- E = Level exit
- F = Poison
- G = Flame wall
- L = Loose tile
- O = Switch that opens bars
- R = Big potion
- S = Spears trap
- W = Guillotine



```

          _____ ## ### - 2b
1 <-  ___### #####S__C_B_ -> 9
      #####   ###
      #####   ### - 2a
      ###__SS__ -> ?

```

3  
-

The potion in the upper right corner is healthy. Drink it if you'd like.  
Go to the right.

```

          _____
|#_P__  ###|
|#####  ___ -> 4
|#####  _##|

```

2

4  
-

Start off by defeating the guard. It's pretty easy to push the fellow down the pit. Beware though, because this guard is a decent jump in difficulty from the ones with five energy units. Use counter-attacks. Don't jump down the pit, instead continue on the high floor to the right.

```

          _____
|###  _LL_  -> 5
3 <-  _____ 6 ###|
|#####  ___ -> 5

```

5  
-

Jump over the pit and defeat the guard. Get to the right. Don't get down the pit, there's only a potion here and tough to get back on track.

```

          _____
4 <-  _____ 6 -> 6
      |## #####|
4 <-  _____ P_#|

```

6  
-

Do some climbing and continue to the right. Don't fall down any pits here.

```

          _____
5 <-  _____#####|
      |###  ___  -> 7
      |###  ###  #|

```

9 9

-----

The rightmost tile on the middle floor is loose. You must make it fall because it will fall on an opener switch. This opener open bars covering the big potion later on in the level. Now you may choose between a short-cut and the regular way. Both will lead you to the big potion. If you don't care for the short-cut, drop down the same hole as where you released a tile, the right hole and be ready for a sword fight. If you are interested in the short-cut, go right into section 7a and follow the instructions below.

Up until the 20th of April in 2004, I didn't know of a way to reach section 7c. I thought it was impossible. Thanks to an e-mail by Peter Yang I now know how to do it and I have verified it. Here you need a special technique which isn't necessary anywhere else. Go to section 7a, hang down to 7b, but don't release your grip. Now use the directional buttons to swing while you're hanging. Release the A button when you are swinging to the right and if you're lucky, you'll grab hold of the ledge just above the spikes. I actually managed to do it in my first try, but when I tried again, I failed three times before I managed. Release when you're at the peak of the swing to the right. After that it's just to go down 7c and carefully down to 13. Now, I don't recommend this shortcut. Even if you can get the big potion this way as well and it's much shorter, there's big risktaking in falling down.

```

7 - |##### _____ #####|
6 <- |_____L#####_ ##| - 7a
    |## ##### ### _____##|
        |## #####|
        8|## _____ ##| - 7b
            |##SS##_ ##|
            |#####_ ##|
            |#_P_____ ##| - 7c
            |#####_ ##|

```

13

-----

When you first arrive in this section, you're ought to know, that if you wish do discover everything, you should first climb down to section 11 and then go two section to the left. There's nothing of interest there though. Only a guard and a potion. Then head back to section 8. Defeat the guard and very carefully sneak into the section to the left. There's a pit just as you come into the section. Jump over the pits and carefully sneak into the next section. Here's a pit directly as well. Then get to the opener switch in the upper left corner. Press it, then do a standing jump to the middle of the platform to the right. Quickly press "B" again and then hold "A". If you grabbed the edge on the higher floor. Quickly release "A" and hold it again to grab the edge of the floor below. Then quickly go to the right and get under the bars in section 9. If you fail, then drop down to section 11b, go right two section and up one to get back to your initial point. When you just passed below the bars, get to the right, but carefully sneak over the spears trap on the floor. When you get to the lower part of section 8, sneak to the edge of the pit, then do a standing jump towards the wall as you hold "A". You will hit a loose tile. Keep "A" pressed and you will grab an edge in section 11 as the tile falls. The tile will fall on an opener in section 12 which open bars in section 13. This is something you must do. Climb down to

the section below 11.

```

          10      9      8
          |      |      | 7      7
          |      |      | 7      7
          |#O  _____ 6_____ O#|
          |##  ###  #####  ###  #####_ ##|
2b <-  _S_____ B__SS__S_____ ##_ ##|
          #####_ #####_ L##_ ##|
          #_P_____W_____6_____ ##|
          #####_#####S###_ #####|

          |      |      12  |
          11b      11a      11

```

12  
--

Continue your climbing down and get out to the right.

```

          11
          |#_  ## _____ -> 13
          |#_  ## _##|
          |#_O_____##|

```

13  
--

Climb down and carefully cross the guillotine. The bars should be opened if you've followed the walkthrough. In the ASCII marked as a question mark, there's a place which I haven't been able to reach. I wrote about this in section 7c. Get to the right.

```

          ?
          |#_  ## _____ -> 14
          |#_  ## B_____ -> 14
          |#_W_____##|

```

14  
--

If you've followed the walkthrough, the bars should be opened. Drink the big potion and feel mighty. Then get down a section.

```

          |#####|
13 <-  _ B_W_R_#|
          |#_  #####|

```

15

15  
--

Get down to the lower floor. Now you will discover a flame wall. This is a lethal trap which should be crossed carefully. Sneak towards it until you're just in front of it. Just when the flame's on a break, cross over it and you'll make it.

14

```
  _  _____
|#_  #####|
|###_
|#####_G_  -> 16
```

16

--

Before you do anything, locate all of the flame walls. Then carefully cross them as pointed out in the previous section. Continue to the right.

```
  _____
|#####|
  ##
16 <-  _G_ GGG_  -> 17
```

17

--

Press the level exit switch and get out of here.

```
  _____
|##      #|
  _E_ X_ #|
16 <-  _#####|
```

=====  
4.12 Level 12  
=====

This level has the same environment as the last one and there are only pink guards here as well. What is there to say other than this level is odd. There's a whole bunch of section which you don't have to visit at all. Strange.

Sections: 24

Sections you must pass: 9

Sections you must pass

to get all big potions: 9

Max energy thus far: 14

Big potions: 1

Enemies: 6; 6:5, Boss:1

> = Level entrance  
\_ = Ordinary tile  
# = Part of the structure  
| = Wall or level edge  
6 = Guard with six energy units  
B = Bars



2  
-

Just run to the right.

```
1 <- _____ -> 3
   |#####|
   |QC_LLLLLB_ -> 3
```

3  
-

Defeat the guard. It's pretty east to push him into the guillotine.

```
2 <- _____ 6_W_ -> 4
   |#####|
2 <- _____ LO_BO_ -> 4
```

4  
-

Now you shalln't hesitate, because you will block a short-cut if you do. The fifth tile from the left is loose. If you step on it, it will fall on a closer that closes both bars on the lower floor. This unables you to use a short-cut. Jump over the tile and continue to the right.

```
3 <- _____ L_____ -> 5
   |###_ |####|
3 <- _____ B_CB_O_ -> 5
```

5 + (a)  
-----

Now you must choose between taking a really long way or doing a short-cut which also enables you to get the big potion. I will describe how to take the short-cut. The optional sections which don't give you anything special are described below. There's fifteen in total and so unnecessary.

The short-cut then. The two rightmost tiles in section 5 are loose. Don't push the guard on any of those, because you may have trouble getting the other tile down. Defeat the guard on safe ground. Then run straight over the tiles so they fall. You will now be in section 5a. Now place yourself in the rightmost part of the section and be ready to do a running jump. Now you shall run to the left and press "B" exactly when you pass the pillars holding the ceiling. Don't hold "A" or anything, just let you fall with jump. You will lose an energy unit and land on the lower floor of section 5. You will not lose any energy if you press "A" just before landing so you grab the edge of the middle floor. Then use "A" to sneak through the guillotines carefully. Don't run through them or anything. It's dangerous.

```
                You should press "B" here
                    |5b
                    L_____
4 <- _____ 6_LL_____####
```

```

          |####_   ##### B -> 5d
4 <- WWW_#_   _____##_ -> 5d

          |           |
          5           5a

```

Optional areas = 5 a-o

Because these sections are optional, I think that making a Walkthrough through it, is unnecessary. I hope that you can settle with this map instead. Please contact me, if you have any comments upon my decision.

```

          5b           5c
          |           |

Section j is in      5   5a ##### 5d 5e           5f
the centre          |   \ ##### /   |           |
                   #####L_____6W_P#_____
4 <- _____6_   #####_LL#_O_B_O_CSB_____ ##
          |####_   ##### B_#L_____ ##### ##
_____L_____4 <-_WWW_#_   _____#_###_B_WB_____ _##
#####_   #####_   _____#####_SW_____ _##
#####_____6_____LL_##   ###_#####_#####SSS_##
#####_#####_#####_S_SS_____6_PP#####
          | #####_#####
          |   |   / |S #####   ### _____ -> ? |   |   |
          5o   5n  5l |#SS####_##### -> ? 5i   5h           5g

          |           |
          5m           5k

```

Backtrack = 4-2 and 6, 7

Either way, you've chosen the short-cut or the really long way, you should end up in section 3 or 4, preferably section 4. If you blocked this section, by letting a loose tile fall on a closer here, you must go back. Then get down one section, left two and up one. You will come to section 3. If you are in section 4, remember not to step on the closer in the middle of the lower floor.

Nothing special about section 3. Run through it. In section 2, it's time to get more careful. The bars should be open. Look at the opposite side where the big potion (it looks like one) is. Run over there without stopping, because loose tiles form your path.

This isn't a big potion. It's a floater potion. This means that you can fall much slower for a limited amount of time. Don't just jump off the platform because then you will miss the big potion. You can get the big potion without the floater but then you will lose an energy unit. Either way you do, climb off the platform and hold "A" until you grab hold of the edge near the big potion in the section below. If you have the floater still activated, you can simply jump off the cliff until you reach the ground. If not, you must climb off this platform as well and you will lose an energy unit.

When you've arrived to the ground, press the opener to the left and go to the right.

```

                2           3           4
                |           |           |
1 <- _____6_W_____L_____ -> 5
|#####_#####|
|QC_LLLLLB_____LO_BO___B_CB_O___ -> 5
|###   ##|
6 - |R_____##|
|###   ##|
|###   ##|
7 - |O_____B_ -> 8
|#####|

```

8  
-

Eight guillotine, doesn't it look devastating? I don't recommend you to run through these since this is the last section before the level exit. Try to keep a cold head and hold "A" while carefully crossing one guillotine after another. Remember to just concentrate on the guillotine in front of you and to never lose your patience nor your grip of the A button.

```

                _____
                |#####|
7 <-  ___WWWWWWW -> 9
                |#####|

```

9  
-

Time for a pretty easy boss. If you now can call it a boss. It's no real "boss presentation", but it's one of a kind and it's got more energy than any guard. It's not invincible like the other skeletons. It's very defensive and pretty good at taking counter-attacks but it seldom attacks after it has countered a counter-attack. The battle arena is rather tight, so it's easy to get it to a wall and then you know you've won. (it's just to repeatedly attack while the enemy is standing against a wall) When it's defeated, the level exit will open automatically.

```

                _____
                |#   BOSS  #|
8 <-  _           #|
                |#   ___E___#|

```

=====  
4.13 Level 13  
=====

This level is among the most complicated levels in the game. Lots of bars, lots of puzzles and even some travelators. Never underestimate the power of rodents. For this level there's a new kind of environment. It's much more luxurious than the ones before. Here's checked walls and floor in green and brown. The layout of the Walkthrough will be a little unconventional. I will build it around some objectives in the end, instead of only the sections, simply because of the complicated level layout.

Sections: 23

Sections you must pass: 20

Sections you must pass

to get all big potions: 20

Max energy thus far: 15

Big potions: 1

Enemies: 4; 6:2, 7:2

- < = Level entrance
- \_ = Ordinary tile
- # = Part of the structure
- | = Wall or level edge
- 6 = Guard with six energy units
- 7 = Guard with seven energy units
- B = Bars
- C = Switch that closes bars
- E = Level exit
- F = Poison
- L = Loose tile
- O = Switch that opens bars
- P = Potion
- R = Big potion
- S = Spears trap
- T = Travelator
- W = Guillotine
- X = Switch that opens level exit

```

      3      2      1      18      17      21      20      19
      |      |      |      |      |      |      |      |
-----
# _W7_ B   _O_____ ##      B_O TTTT_6TTTTTW_____ _ ## # # #
# _#####  ##  _R_## <_____ F## _E_ O_### ##### #O_ B   _ O#
# _P_ ##SSSS## _#####X_____S##### # # # _###
# #####_ #####_ 7_B_ _O_ #####C_____B_B O_B  _LL_ O_ _###
# _W_ 6_____ #####_ ##### B_____ #####  ##  #####_ #
# #####_ O_L### _____ ## _____ S S _____ WWW_#
# #_L_ _##### _### #####  ## _### B_ #####
# ## S##_ B  _###_ B_LB_____###O_L_# \ | | |
#O_ O#####_ ##OB_ LLLLL_W_____6O_# 13 14 15 16
      ##      ##
      |      |      | / ##      ## - 10a |
      8      7      9 10 ##      ##      11
      ##      ##
Below section 3 lies      ##_____## - 10b
section 4      #####

Below section 2 lies
section 5

Below section 1 lies
section 6

Below section 18 lies
section 12

```

If you start going to the right you will find a poison potion and you will see the level exit on the other side of the wall. Instead go to the left from the starting section. Don't worry about the big potion. You'll get it later.

```

      _____
2 <-  _____
2 <-  R_##_<_____ -> 18
      |#####|

```

2  
-

This is a four tile pit. This means that you must run over the opener and do a running jump over the pit at the same time as you hold the A button pressed so you grab the edge of the other side. You shall press "B" for the jump when you cross the opener switch.

```

      _____
3 <- B  _O_____ -> 1
      |   ## _____ -> 1
      |SSSS##_##|

```

5

3  
-

Once the bars are closed behind you, you can't return, but you don't need to anyway. Start by defeating the first seven unit guard you see in the game. He is not harder than the one with six units, so just push him into the guillotine. Then you must sneak through it and climb down. Now it looks like you can choose between two different pits to climb down. Choose the left one, because if you choose the other, you might end up being immediately slain by a guard. As you climb down the left one, hold "A" when you've released the grip of the edge or you'll die.

```

      _____
|# _W7_____B -> 2
|# _#####|
|# _____P_ ##|

```

4 4

4  
-

You must hold "A" as you fall down from the left pit in the ceiling. You will grab the edge near the guillotine. Then get through the guillotine and defeat the guard. Don't push him into the right section, or you will block your path. When he's down, you go into the right section.

```

      3      3
      _____
|# #####_ ##|
|# _W_____6_ -> 5
|# _#####|

```

5, 6, 7 and 8

-----

First get right through the section to the right. Press the opener in here and then get back into the left section you just passed (5). Quickly get down the pit, climb or fall. Then get through the recently opened bars to the left. Continue into the left section: 8, and climb up on the platform in the right part of the section. There're two openers in here. The leftmost just opens the bars you just passed. The right which lies below a loose tile, lead to bars in section 9, which lies two sections to the right from here. You must make the tile fall on the opener. Stand in the middle of the right platform and do a standing jump towards the loose tile. Hold "A" and you won't get hurt and the tile will fall on the switch. Then press the other switch and get out of the section. Continue one more section to the right.

```

                5          6
                | 2      |
                _____
                #####_7_B_  -> 12
    4 <- _____#####_###
                ##_O_L###  -> 12
_ _____
# ##_L_  #####_##
# ### S##_B_  ##
#O__O#####  -> 9

                |          |
                8          7

```

9

-

Hopefully, the first bars will be opened. Get through those and a loose will fall on an opener, opening the other bars. If you choose the upper path, you won't get the big potion. Listen closely now! If you've taken all big potions so far, you can skip this one completely because you can't have more than 15 energy units anyway. If you want to skip, take the upper path and continue right (10), climb up one section (12), head left (6) and press the opener and then go right twice (12,13) and scroll down to "To the level exit switch" below and follow the walkthrough from over there.

However, if you want the big potion, choose the lower path here in section 9 and continue to follow the Walkthrough.

```

                6
                _L_
                |## #####
                |#_B_LB_  -> 10
    7 <- _____##OB_  -> 10

```

10 + (a, b) and 11

-----

This Walkthrough leads you to the big potion so I will assume that you're on the lower floor. First make a jump straight up, using "up" so you can see

which tiles that are loose. Then run over them all and stop on the tile just before the guillotine. You can also stop on one before and hold "A". Sneak through the guillotine and continue to the right.

Defeat the guard in this section and locate the opener behind him. Stand on the opener and jump straight up and a loose tile will fall on the opener. This opener opens the path to the big potion. Then climb up through the newly opened hole and press the other opener which opens the bars in the same section. Then continue to the left and you will be back in section 10 which you were in just a minute ago. Climb up a section.

```

                10
            12 12 |
            _____
            ### _### B__ #####
9 <- _____###O__L_# - 11
9 <- _____LLLLL_W_____6O_#
            ##      ##
            ##      ## - 10a
            ##      ##
            ##      ##
            ##_____## - 10b
            #####

```

Big potion = 12, 6, 5, 2 and 1

-----

Now it's time to get the big potion. It's a tricky and annoying thing to do. When you've climbed up to section 12 from section 10, go directly to the left. You will see open bars and a guard. This is a truly irregular thing. You must get up to the guard level without being pushed down by him. This is dependent on if the guard wait for your move or attacks immediately. When you've climbed up there, you must press "forward" and "A" repeatedly to hope for a successful hit which will push him backwards. If you guard, you will be pushed off, so don't even think that. I've tried many different moves and the only thing that seems to work is approaching and attack immediately. However, if the guard attacks at once you get up, nothing seems to be able to help you. If you try to climb up again, you will be slain directly. Then just to restart the level.

When you've defeated the guard, goto the left section and then continue up. From there, go right into section 1 where the big potion is. Now get back to the place where you defeated the guard. Jump to the upper right part of the section and continue into section 12 to the right. Press the opener switch in section 12 and jump down to the bars. Hold "A" while jumping. Continue to the right on the middle floor.

```

                2          1
                |          |
            _____
3 <- B   _O_____
        |   ##   _R_##_<_____ -> 18
        |SSSS##_#####
        |#####_7_B_____O_#####
4 <-   _#####_#####B_____ -> 13
        |##_____O_L###_____
                |   7      9   |   | 10
                5          6   |   | 12

```



After the guard's gone, go to the left section and don't run on the travelator.  
 Press "B" when you're about one tile from the pit with the spears trap below.  
 Don't press too late or you must redo the level. Then just get to the last  
 section and you will be able to finish the level.

```

                18      17      21      20      19
                |      |      |      |      |
  _____
    ##          B_O TTTT_6TTTTTW___  __ ###  ###  ###
1 <- _F##_E__O_### #####          ##O__B  ___  _O#
    #####X___ _S#####          #####  ###  _###
                13                15      15      19
  
```

=====  
 4.14 Level 14  
 =====

Similar to the previous level, not so much to write about here. You will  
 encounter the annoying upside-down potion that looks exactly like the big  
 potion but turns the level upside-down. It doesn't give you anything.

Sections: 24  
 Sections you must pass: 15  
 Sections you must pass  
 to get all big potions: 20  
 Big potions: 2  
 Enemies: 3; 7:3

- < = Level entrance
- \_ = Ordinary tile
- # = Part of the structure
- | = Wall or level edge
- 7 = Guard with seven energy units
- B = Bars
- C = Switch that closes bars
- E = Level exit
- F = Poison
- H = Hidden passage
- K = Upside-down potion
- L = Loose tile
- O = Switch that opens bars
- P = Potion
- R = Big potion
- S = Spears trap
- T = Travelator
- W = Guillotine
- X = Switch that opens level exit

18a  
 |

```

##### 18  15      14      13      12
#K___W_# /   |      |      |      |
#####  #_____
##_ O_B _###          ##### 11  8          9          10
  
```

```

##_ ##_ W_ TTTT_LL_ 7_ LL_ OB_ _WO# / | | |
##_ #####_ F_ #####_
##_ HH_ #####_ #####_ LLL_ 7_ O#####
#####S##_R##_ K##_ #####_ BC_S_ W_W_ #####_ #
#####_ #####_ #####_SSHH_ R_#
LO_B_ B_ BX_ L_ #####P_ ###
| 20 - ###_ #####_ #####_ #####_ ### - 7
17 W_O##_ L_ E_ O_ L_ ###
#####_ ##_ #####_ #####_ ###
#####_P_ BC_W7_ O_ <_ #####_
#####
| | | | |
3a 3 2 1 1a

```

- Section 4 lies to the right of section 20
- Section 5 lies above section 2
- Section 6 lies above section 1
- Section 13a lies below section 13
- Section 16 lies below section 15
- Section 19 lies below section 14

1 + (a)  
-----

You're supposed to go to the left from the first section, but you go to the right section to discover that area. You can fall down to this section from section 7 later on in the level. Anyway, go to the left section from the first.

```

7
L
|###   #####   ###|
2 <-  <_____###|
|#####|
|   |
|   |
1   1a

```

2  
-

Start by defeating the guard, preferably by pushing him into the guillotine. Then make sure that the bars are opened by pressing the opener to the right in the section. Sneak through the guillotine and then do a standing jump over the closer in front of the bars. Continue to the left.

```

|#####|
3 <- BC_W7_ O_ -> 1
|#####|

```

3 + (a)  
-----

You shall climb up a section, but you can go to the left section to receive a potion if you've lost energy. Up it is!

```

4
_____ L_____
|#####_ ## #####|
|#####_P_____B -> 2
|#####|
|#####|

|           |
3           3a

```

4  
-

You can't reach the upper part of this section yet so don't think about. Instead, go to the right into section 5. Watch out for the loose tile so you don't fall back down into section 3.

```

18
19 <- _____ B_____L_B -> 5
|##### ##|
|#_ _____L_____ -> 5
3

```

5  
-

Oh, the level exit already and the level exit switch is in the upper-left corner of the section. But you can't reach it yet and not from here. The opener on the floor leads to the bars near the level exit switch. Continue into the right section.

```

12a
4 <- BX_ _____ L_____ -> 6
|##           #|
4 <- _____E_____O_____ -> 6

```

6  
-

Get through the guillotine and defeat the guard. Push him into the guillotine if you can or just defeat him old-style. Then continue into section 7 to the right.

```

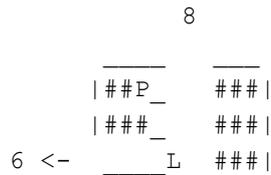
10
5 <- _____ #####|
|#####|
5 <- _____W_____7 -> 7

```

7  
-

Don't step on the rightmost tile because that one's loose. If you fall down

the pit you'll get to section 1a just to the right of the first section. Anyway, you shall climb upwards into the next section, and if you wish, get the potion along the way.

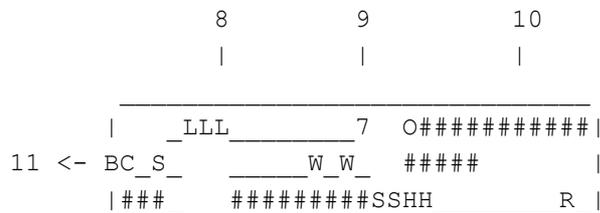


1a

8, 9 and 10  
-----

To open the bars in this section, you must press an opener in the section to the right: section 9. The three tiles over the pit are loose. Climb up and run over all of them. Be sure that all of them fall. It's hard to explain but you need to do it.

Continue to the right and defeat the guard by pushing him down to the spears traps. Now we're going to get a very well hidden big potion thanks to Tyrant (you little smartass ;)). Carefully climb down to the spike traps and then carefully sneak into the right wall here because it isn't solid and leads you into section 10 where you'll find yet another big potion. Get back into the previous section and climb up to the opener in the top right corner. Sneak to the left edge of the opener platform and press "B". Then run into the left section and get to the very edge near the pit. Sneak, but fast. Do a standing jump over the pit, not a running jump, and hold "A". Press "left" once (don't worry, the spears won't hurt you, if you go step-by-step). Then press "B" to get over the closer and below the bars. You're in section 11.



7

11, 6 and 5  
-----

From section 11, you must climb down a section. You will then get to section 6. From this section, go left into section 5, but do it carefully by holding "A". The tile above the opener is loose. You must somehow step on this tile, preferably without falling down. The tile will fall on the opener and make the bars rise in the upper-left corner. You must achieve this, or you will not finish the level.

Do like this. Go back into section 6. Then run into section 5 to the left and immediately when you get in to the section, press "right" and hold "A". You will either make the tile fall and get back into section 6, or make it fall and grab the edge of where it was attached. You may also, make it fall and then fall down to the floor below. If that happened just redo everything you've done since section 5. If you managed to do it with success, get back into section 6 and then up to section 10. Continue climbing through 10 until you get to 12.



|#\_\_\_ \_F\_\_ ->13 (deadly)

19

15  
--

Sometimes it really is tricky to jump from a travelator. It's a good thing you are supposed to get down the pit. Just let the treadmill take you there. Down the pit, that is.

```

      _____
      |###      |
18 <- |_W_  TTTT -> 14
      |####  ####|

```

16

16  
--

Get the big potion and don't panic about finding a way out. In the upper-left corner the wall is unsolid forming a hidden passage for you. Stand on the upper platform and jump into the left wall. Then get to the left section.

15

```

      _____
17 <- |_HH  _  #|
      |###S##_R#|
      |#####|

```

17  
--

Get up a section.

18

```

      _____
      |##_____ -> 16
      |#####|
      |#####|

```

18 + (a)  
-----

Now you'll hopefully get into this section from the section below. Get up and jump to the opener. Get through the bars and now you could get up a section to section 18a. In 18a there's a guillotine and what looks like a big potion but really is an upside-down potion. This potion makes the level go upside-down. That's about it, but very confusing. The level will stay upside-down until you die, finish the level or find the other upside-down potion which lies in section 19 below section 14. You won't get anything for drinking the potion.

Go to the section to the right of section 18. Get there carefully.

\_\_\_\_\_

```

          |#####|
18a - |#K__W_ _#|
          |#####_#|
          |##_O_B_#|
18 - |##_###_ -> 15
          |##_#####|

```

17

15, 14 and 19

-----

Carefully sneak through the guillotine in section 15. You must do a running jump over the pit, not a standing jump or you will get back into section 16 below. To be able to do the running jump, burst into the run and press "B" immediately. Just to be on the safe side, you should press "B" repeatedly.

Get back into section 14 and climb down to section 19 from 14 to the left of a pit.

Don't drink the potion on the floor, it's an upside-down potion. Unless you already are upside-down, then you should drink so the level gets natural again. Continue down another section.

```

          15          14
          |          |
          |_____|
          |###
18 <- |_W_ TTTT_LL_____ -> 13
          |#####_#_F_
          |###_####|
          16 |#_K##| - 19
          |#_#####|

```

4

To the exit = 4, 20 and 5

-----

You will land in section four. You must open the bars to the right, so get into the section to the left: section 20.

In section 20, get down on the floor and through the guillotine. Press the opener and get through it from the other way. Climb up to the open bars and jump through. Hold "A" in case the bars are about to close, then you can easily climb up. The tile to the left is loose. Press the opener and follow the tile down. Climb up to the top of the section and get back to the right section.

Run to the bars that are about to close and now you must use the "frog dodge". Go to the bars and press down and right to do frog jump under the bars. Continue to the right and avoid falling down with the loose tile. You don't want to fall down here. Get into the right section.

You will now be able to press the level exit switch, jump down to the exit and get out of here.

19

13a

-----

```

|LO_B _____ B___L_BX_   L_  -> 6
| ### _#####_ ####   #|
| _____W_O##_ ___L_____E___O_  -> 6

      |           3|           |
      20          4           5

```

```

=====
4.15 Level 15
=====

```

Just as the two previous levels, this one has the same design and is just as complicated. This time there are many teleports in the level which gets you around. It takes some time to navigate and it's pretty confusing. A good thing about the level is that bars, once they're opened they don't close unless you press a closer.

```

Sections: 23
Sections you must pass: 20
Sections you must pass
to get all big potions: 22
Big potions: 1
Enemies: 4; 5:1, 6:1, 7:1, Boss:1

```

- < = Level entrance
- \_ = Ordinary tile
- # = Part of the structure
- | = Wall or level edge
- \* = Teleports. Has number above. Same number = Teleports connected
- 5 = Guard with five energy units
- 6 = Guard with six energy units
- 7 = Guard with seven energy units
- B = Bars
- C = Switch that closes bars
- E = Level exit
- H = Hidden passage
- L = Loose tile
- O = Switch that opens bars
- P = Potion
- R = Big potion
- S = Spears trap
- W = Guillotine

```

      20      19      18      11  10 # 7  6  #      9      15
      |      |      |      |      \ #_*_*_# - 17 |      |
      _____
# BOSS ##          7 ## 4  3      ### _W_LL_ 2  #####
/ -> _____LLB_O_____ * ## * *  O##O_ ### _____ * ##### 5 #
| ##### _#####_ ##### _____ #####_S##OW_*_#
| ##### _____ 1  2 _____6_ B_ ##### _____ #####
| # 3      H_R_##_P_____ * * _____ ## _OBOCW_SBC_____ ##### 4 ## 5 # - 14
| #_*_7_#####_ _____C_#####_ ##P_*_B_*_#
|      # 6 #####_ #####_ #####_#####
|      |      |      / #_*_ B_____W_W_7_<_____B_O_____ ##### 1 #
|      12     13     8 #####CS_#####_B_*5_#
|

```



The ASCII map below may be a little confusing, the letter signs are indicated above but here are them either way. O=Opener, B=Bars, C=Closer, W=Guillotine, S=Spears trap. Press the first opener and then go to the right so you stand on the second opener before the closer. When the guillotine slams together, press "B" to jump through it. Sneak through the spears trap and exit the section. It doesn't really matter if you press the second closer.

10

```

      _____
      #####  ###|
3 <-  OBOCW_SBC_ -> 5
      |#####|

```

5

-

Climb down to the section below. Don't fall down since you'll die. The potion in the right part can be taken later.

9

```

      _____
      |_____#####|
4 <-  _____#####
      |###_##P__ -> 14

```

6

6

-

You will fall on an opener which opens the path to the left. To the left you'll find the first section. Unnecessary. Go to the right.

5

```

      _____
      |### #####|
1 <-  B__O__  #|
      |#####__ -> 7

```

7

-

A guard with five energy units, scary. Defeat it and hear my description of the strange portal. The portal is a teleport which takes you to another place the level. It's just to press "up" to enter. On the teleport you find a sign. The portal with a specific sign takes you to another teleport with the same sign. In the ASCII, the signs are exchanged for numbers. Enter the teleport.

```

      _____
      |#####|
      |###  1  #|
6 <-  __B__*5_#|

```

8 + (13)

-----

You'll end up in section 8 which lies to the left of section 3. From section 8, you can go to the left to collect a potion. You'll get to the big potion on the other side later. When you're finished take the right teleport in section 8 to a new area. The teleport to the right of the one you came from. Don't go to section 3 now.

```

          _____
          |##### 1 2 -> 3
12 <- _R_##_P_____ * ___ * _#|
          |#####|

```

9 and 10  
-----

The two tiles in the upper left corner are loose. Run over them or jump. You'll be just before guillotine in the left section: section 10. To avoid losing energy, just jump through the guillotine using "B". Press the opener and jump to the right. Run to the right out of the section. You will fall down to section 5 which is the purpose.

```

          10      9
          |      |
          _____
          |### _W_LL_ 2 #|
11 <- O##O_ ### _ * _#|
          |##### _S#|
          4      5

```

Back to the teleport 5, 6 and 7  
-----

You've landed in section 5, climb down one section to section 6, and then go to the right into section 7 where the first teleport is. Enter it.

```

          9
          _____
          |_#####| - 5
4 <- _ _##### -> 13
          |### _##P_____
          |### #####|
1 <- B_O_ ##### 1 #| - 7
6 - |##### _B_*5_#|

```

8, 3, 11, 10, 12, 13  
-----

You'll be back in section 8. Now it's time to get to the right section: section 3. Here's guard and this is very important. Don't push him down the pit, on the closer. It blocks you from advancing further in the course. If he's near the pit, retire some metres and he will follow. You could push him into the left section because you don't need to revisit that part. When you've gotten rid of the guard jump over the pit to the recently opened bars. The bars were opened when you pressed the opener in section 10(read above). Then climb to the section above.

You'll now be in section 11 and have two teleport to choose between, but you

shouldn't choose any of them just yet. Get to the same floor as the teleports and sneak to the right edge. Then jump and hold "\*" so you jump out of the section into section 10. You can also do a running jump. Press the opener in section 10 and then jump back into section 11. Remember to hold "\*" while jumping. Back with the two teleports. First we shall go to the big potion, so if you're not interested skip the following text section.

For the big potion enter the right teleport. You'll come to section 12. Quickly turn around for a battle. Defeat the guard and now for the tricky part. See the right wall. In the middle of it, the colour scheme is different. Climb up on the wall by standing against and pressing "up". Then go to the right and collect the big potion in section 13. Another life bottle for you. Get back to the teleport and you'll be back in section 11 with the two teleports.

Now choose the left teleport to advance.

```

                                     11      10
                                     |      |
                                     -----
12          13          8 3 |# 4 3      ###  W_ -> 9
|    19      |      | \ |#_*_*_  O##O_ ###|
-----|#####_  #####  _ -> 9
|#####  #####  1  2  _6_ B_
|# 3      H_R_##_P_*_*_#####  ##  _ -> 4
|#_*_7_#####_  _C_#|

```

2

14 + (5) and 15

-----

You'll now come to section 14. If you go to the left you can find a potion. You shall go to the right teleport in the section though. The bars should be opened since you pressed the switch in the section to the right of 11. When you've entered the right teleport you come to section 15. This section is very isolated. Step through the guillotine, press the opener and then get back through the teleport. Back in section 14, pick the left teleport and you'll be back in section 11.

```

                5          14          15
                |          |          |
                -----
4 <- |_____#####|          |#####|
     |_____##### 4 ## 5 #|          |##### 5 #|
     |### _##P_*_B_*_#|          |#OW_*_#|

```

6

A bunch of sections and 16

-----

Now you're back in section 11 with the two teleports. Time for backtracking. Get down a section by climbing and step on the closer if you wish because it doesn't matter. Climb or fall down one more section and then sneak under the bars to the left. Jump over the pit or climb down it. Watch the spears trap though. If you press the closer in this section you will block the previous parts of the level. But it doesn't matter. Get into the teleport.



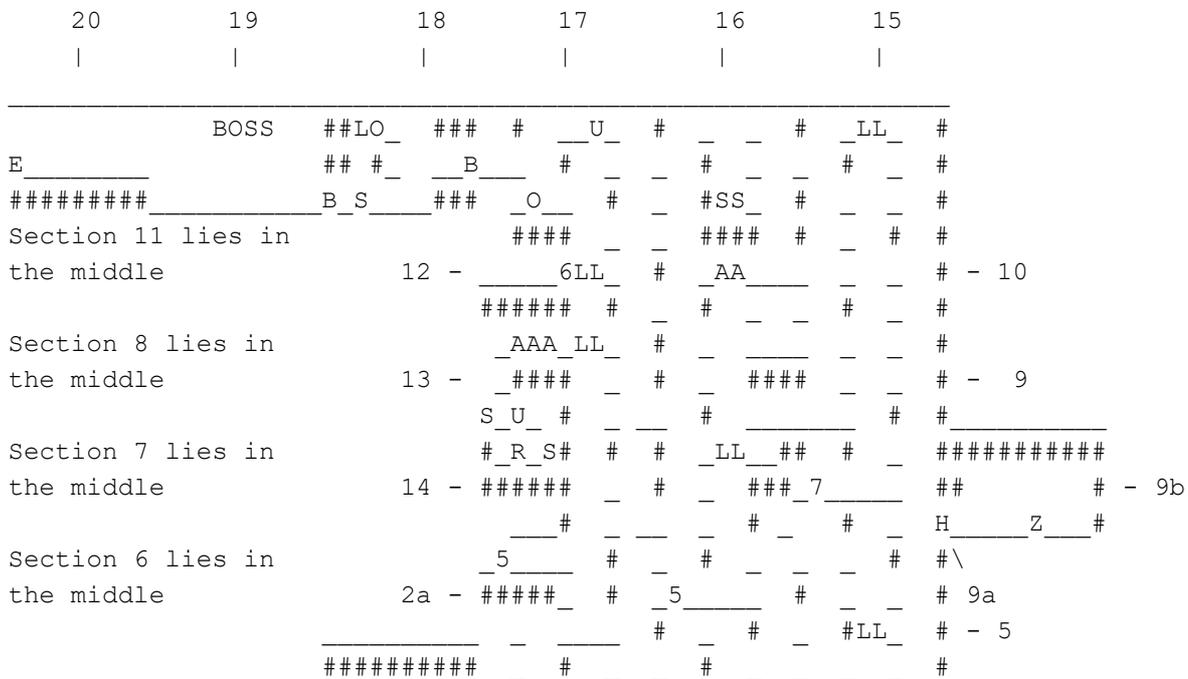
22a - | | | 12  
 |\_\_\_\_\_| 21 20

=====  
 4.16 Level 16  
 =====

An annoying level which consists of climbing, lots of climbing so don't fall down. You'll encounter new types of traps and even a fully armed knight at the end. The environment is new as well. It's similar to the fifth-seventh level by the brown colour but just not the same.

Sections: 23  
 Sections you must pass: 16  
 Sections you must pass  
 to get all big potions: 20  
 Big potions: 1  
 Enemies: 5; 5:2, 6:1, 7:1, Boss:1

- > = Level entrance when the path goes to the right
- \_ = Ordinary tile
- # = Part of the structure
- | = Wall or level edge
- 5 = Guard with five energy units
- 6 = Guard with six energy units
- 7 = Guard with seven energy units
- A = Pendulum
- B = Bars
- E = Level exit
- H = Hidden passage
- L = Loose tile
- O = Switch that opens bars
- R = Big potion
- S = Spears trap
- U = Crusher
- Z = Warp potion



```

#           # _ _ # _ _ # # _ #
# ___>___OB_____S_____S_#S__S___S#S_#_S#

      |           |           |           |
      1           2           3           4

```

1  
-

Open the bars with the switch and go to the right.

```

_____
|#####|
|#       #|
|#___>___OB| -> 2

```

2 + (a)  
-----

You can get up a section from here but it isn't necessary. On the floor of section 2 there's a spears trap. It's hard to see, but you know it's there. Sneak or jump over it and then continue into the next section, to the right.

```

14
_____
|_5_____ #
2a - |#####_ #
      | _ _____ -> 6
      | _ # _
2 - | _ _ _
      B_____S_ -> 3

```

3  
-

On the floor in this section there are three spears trap. Don't you go running in to them now. Get up on the first tile you see, jump to the next and then climb up to the upper-right tile of the section. Do a standing jump into the section to the right.

```

6 6
_ _ _
_ # _
_ _ _
2 <- ___S_#S___S_ -> 4

```

4  
-

Now you'll be in the upper-left corner of this section. Jump to the upper-right part of the section and climb to the section above. Remember to be positioned on the very edges of the tiles so you don't go jumping down to a spears trap.

```

4 4 4
_ _ _

```

```

3 <-  _ _ _ #|
      |# # _ #|
3 <-  __S#S_#_S#|

```

5  
-

Jump up a tile, sneak to the edge of it and jump over to the left tile. You're on the middle floor. The two tiles below are loose so be careful. Work your way to the upper left section and then jump using a standing jump to the left.

```

          9a 9a 9a
6 <-  _ _ _ _
      |# _ _ #|
6 <-  _ #LL_ #|
          4      4

```

6  
-

Defeat the guard by pushing him down where you like it. Then climb up to the left part of the section. You'll get to section 7 above.

```

          7 7
        _ _ _
        _ # _
2a <-  _5_ -> 5
        # _ #
          3 3

```

7  
-

Climb to the top of the section. There are two loose tiles here which are covering the pit. Run over them and then climb up to the next section.

```

          8 8
        _ _ _
        # _LL_#|
        # _ ###|
14 <-  _ _ # _ -> 9a
          6 6

```

8  
-

Just go to the right.

```

          11 11
        _ _ _
        # _ _ -> 9
        # _ ###|

```

13 <- \_ # \_ -> 9

7 7

9 + (a,b)

-----

Now it's time to count your energy bottles. If you have 15, then you can't get anymore. In such case I recommend you to use a warp to get closer to the end of the level. You will not see the whole level though, so if you don't want to use the warp, continue with the walkthrough. To reach the warp, from the section you're currently in (9), go to the edge of the first pit and climb down. You'll land near a guard. Defeat him and then look at the right wall. It has a strange pattern in the lower part. Jump into this hidden passage from the lower part of the section. You'll get into a room with the text: "Potion or Warp". It's a warp and if you drink it, you'll get to section 17.

But if you wish to discover some more or have missed some potions, you should continue upwards to section 10.

10 10 10

```
8 <- _ _ _ _
      |# _ _ #| - 9
8 <- _ _ # #| _
      |# # _ #####|
9a - |_7_ ## #| - 9b
6 <- _ # _ H _ Z _ #|
```

5 5

10

--

Climb down to the bottom left corner and then do a standing jump to the left.

15 15 15

```
_ _ _ _
|# _ # #|
11 <- _ _ #|
11 <- _ # _ #|
```

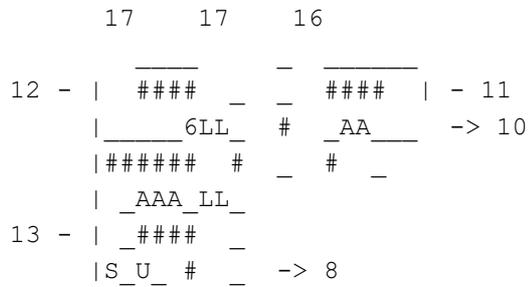
9 9 9

11, 12 and 13

-----

Now you'll encounter a new trap: the pendulum. You must pass it in similar way as the guillotine but it's faster. Sneak to it so you're just in front of it and just when it slashes down, press forwards as you hold "A". It's important that you move just as it falls down. When you've passed both pendulums, jump down to the bottom left tile and from there, do a standing jump to the left and hold "A". You'll first see section 12 and then fall down into section 13. The tiles over the pit are loose. Run over them and stop before the pendulums. Get through the pendulums as before. Remember to just watch the pendulum that you're about to pass. Climb down to the lower floor and be careful about the spears trap. Sneak to the crusher and press "right" just as it goes up. Don't

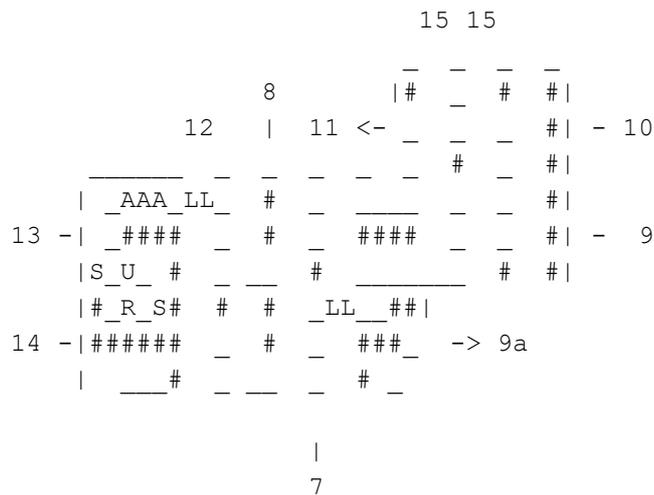
jump or you'll die. Climb down into the section below.



14, 13, 7, 8, 9, 10

-----

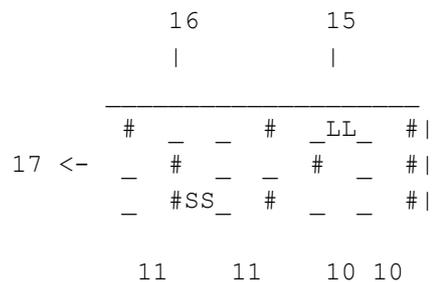
In section 14, it's just to get the big potion, but now comes the lengthy way back. Start by climbing back into section 13. Sneak to the crusher and press "left" just as it get up. Climb up and cross the pendulums carefully. You need an excellent timing if you want to run through them. Jump to the free tiles to the right. Climb down to the bottom of the section. Then jump to the right. Jump to the right again and you will get into section 7. Then get back to section 8 and directly go right into section 9. Climb up on the right tiles to the section above: 10. Continue the climbing upwards to section 15.



15 and 16

-----

Climb to the top of section 15. Cross the loose tiles and do a standing jump while holding "A" to the left so you get to the left part of the section. Then do a standing jump into section 16 to the left. In section 16, climb to the top as well. Jump over to the middle section and then do a standing jump with a grab to the left. Continue with another standing jump to the left.



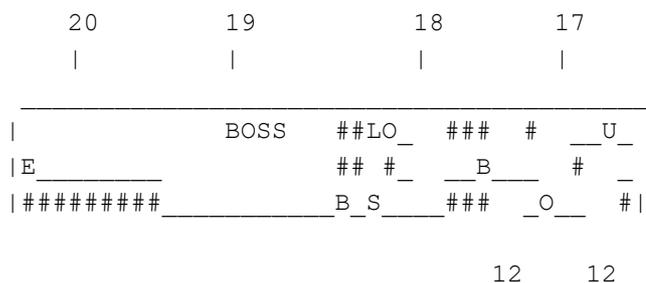
17, 18, 19 and 20

-----

From section 17 on the middle floor, do a standing jump to the main part of the section. Press the opener and exit through the bars. In 18, you must get to the top and press the opener. Watch out for the spears trap as you exit through the bars. Now it's time for a boss. It's a knight in shining armour. One of Jaffar's loyal minions. He has ten energy units.

He's not hard, but very good when it comes to counter-attacks. Always wait for his attack, defend it and counter-attack. He often defends the counter-attack and then attack by himself. So always push "B" after an attack. Long chains of attacking is pretty common. It's nice to get him into a corner. There's a wall directly to the left of the battle section. For a summary. "B" and "A" in combos and get him against a wall.

When he's down, go to the left and exit the boring level.

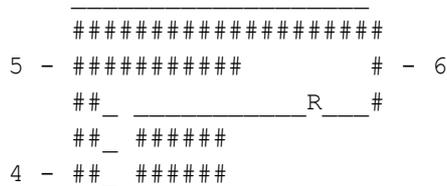


=====  
4.17 Level 17  
=====

An odd level indeed. Very short, only ten sections and at the end an even more odd boss. He's strange and unconventional.

- Sections: 10
- Sections you must pass: 7
- Sections you must pass to get all big potions: 10
- Big potions: 1
- Enemies: 1; Boss:1

- < = Level entrance
- \_ = Ordinary tile
- # = Part of the structure
- | = Wall or level edge
- E = Level exit
- H = Hidden passage
- R = Big potion
- S = Spears trap
- Y = Spinning log



```

#####
BOSS #####
E_____YYY_____YYY_S_____YYY_____S_____<
#####

```

```

|           |           |           |           |           |           |
10          9          8          7          3          2          1

```

1  
-

Run to the left, but beware of the spears trap before you leave the section.

```

          _____
          |#####|
2 <-  _S_____<|
          |#####|

```

2  
-

You will see slot in the wall to the left in this section. In this slot, a log will be spinning when you get near. If you're hit by this log, you will be pushed backwards and lose an energy unit. To avoid it, you must do frog dodges below it. The trick with this move is to always hold down and then to quickly move your thumb, to the left part of the digital pad while still holding down. If you release "down", you will stand up and be hit by the log.

```

          _____
          |#####|
3 <-  _YYY_____ -> 1
          |#####|

```

3  
-

You will come to another section with a spinning log in a slot. But this time it's a spears trap before it. If you get hit by the spinning log and flung backwards you may very well be killed by the spears. Be sure that you hold "down" all the way under the spinning log.

And there's also a big potion in this level which I know about thanks to Tyrant. In the third section, just after the spinning logs, you can see that ceiling is a little cooky. Stand just after the logs, facing left and press up. You'll most likely reach an alcov just above. Continue pressing up and you'll reach the strange nothingness of section 4 and then 5. Continue right and pick up the big potion. Though you probably have 15 energy bottles already and then you can discard this one. Hehe, on your way down I have a funny thing for you. If you simply jump down, the log will probably hit you and you won't be killed because of a minor glitch. Even so, don't risk. Climb down and continue left.

```

          _____
          |#####|
5 - |#####          #| - 6
          |##_ _____R_____|
          |##_ #####|
4 - |##_ #####|

```

```

          |##_#####|
          |##HH#####|
5 <-  ___YYY_S___ -> 2
3 - |#####|

```

7  
-

Another spinning log trap. Get through it as before and continue to the left.

```

          _____
          |#####|
8 <-  ___YYY___ -> 3
          |#####|

```

8, 9 and 10  
-----

Go one section to the left and you will encounter a really strange lad, a monster with six arms.

The strangest enemy in the game, since he doesn't fight you by a sword. This fellow jumps and releases lots of damaging jars from the ceiling for each jump. The madman will try to jump on your head. Both the jump attack and the jars falling on your head drains one energy unit. If you have too few energy units here, I can guarantee that you will have a hard time. It's very dependant on luck you see.

Before you move when the battle starts, make sure that you've drawn your sword. Then move to the left and he will jump behind you. Press "A" to attack him, then watch the ceiling to avoid getting hit by the jars. When he jumps again, you move in the opposite direction and when he's landed, you stab again. Repeat the process 13 times and he will be frozen and shattered.

Go to the left and exit the level.

```

          _____
          |          BOSS          ##|
          |E_____ -> 7
          |#####|

          |          |          |
          10         9         8

```

=====  
4.18 Level 18  
=====

Has the same environment as the 16th and this level is quite hard. There are some really mean jumps and you will encounter a knight again. Beware of strange big potion.

Sections: 24  
Sections you must pass: 22  
Sections you must pass  
to get all big potions: 23



```

|#####|
|#      #|
2 <- B___<___O#|

```

2  
-

Climb to the section above.

```

      3    3
    ___  ___  -
|#_  ___  #|
|#_  ##_  #|
|#___##___ -> 1

```

3 and 4  
-----

Climb to the top floor of the section. Don't run over the loose tiles over the pit, instead do a standing jump over them. It's not life necessary but it's better this way. Go to the right, of course on the upper floor.

The two tiles on each side of the spikes traps are loose and these you must get down on the deadly shimmer below. These magical things kill you instantly if you run or jump through them. If you crush them with loose tiles they will not work anymore. Run out on the first tile and hold "A" so you don't fall together with it. Sneak through the spears traps and do the same to the other loose tile. Now get down to the lower floor where the loose tiles fell and go to the right where there's an opener. Jump straight up and loose tile will fall on the opener. The opener opens the bars which lies just above the place.

Run back into section 3 to the left and climb to the top floor. Now you must run over the tiles and do a running jump over the spears trap and the small pits in section 4. You must also hold "A" during the jump to grab hold of the opposite edge. Carefully pass under the pendulum and then sneak into section 5 to the right.

```

      10  10    9
    ___  ___  ___
|    LL  LSSL_A  -> 5
3 - |SS  #  ###  ##  ##L#| - 4
    |##  ___  ___D__D__O#|
      2    2

```

5  
-

Do standing jumps from platform to platform until you reach the right exit. Remember that you must stand on the edge when you jump or you may fall down on a spears trap.

```

      8
    ___  ___  ___
4 <- B_  _  _  _  -> 6
    |#  #  #  #|
    |#SS_SS_SS_ -> 6

```

6 + (a)

-----

You can get the potion on the lower floor but that's pretty unnecessary. You must now, from the upper floor, do a running jump to the right wall and hold "A". You must hold "A" because you will land on a loose tile. Climb upwards to the above section.

7

```

5 <-  _____  _#|
      |##_      L_#| - 6
5 <-  _P_      L#|
      |###SS   L#|
      |#####SS L#| - 6a
      |#####SS#|

```

7

-

Climb to the middle floor and then make sure that you're on the left edge of the tile. Do a standing jump and hold "A" to grab the opposite edge. Carefully sneak through the pendulum. Continue to the left.

```

      _____
8 <-  |#####  #|
      |_A_     _#|
      |#####  _#|

```

6

8

-

The first guard in the level. Attack him until he falls down the pit. Go to the left there after.

```

      _____
9 <-  |#####|
      |_ 7_  | -> 7
      |#  #####|

```

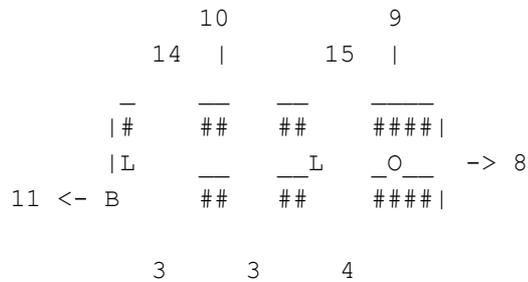
5

9 and 10

-----

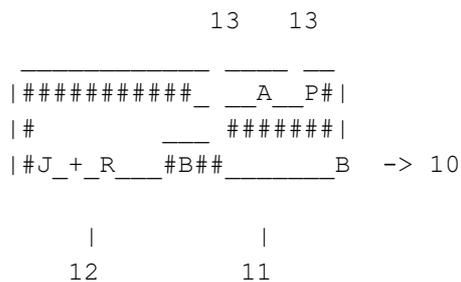
A really tricky jump's coming up. It must be done in a continuous motion and only by run jumping. Do like this. Run towards the opener switch and press "B" when you're running over it. You will jump to a platform to the left. Press "B" again when you've passed the loose tile you just landed on. When you've reach the next platform to the left you must press "B" immediately to jump towards the other wall and the bars. You mustn't hold "A" while jumping because then you will grab the tile above the bars. When in the jump and just when you're going towards the bars and have passed the tile, that's when you should

hold "A", so you grab the edge of the bars but not the tile above the bars.



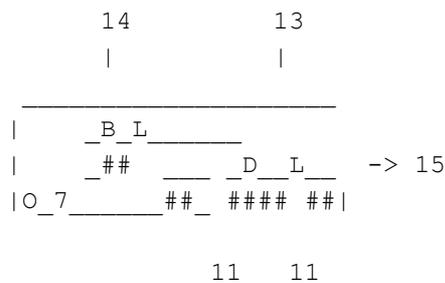
11 and 12  
-----

When you've gotten into this section once, you will start here if you die after this point. Then it's up to you to consider if you have enough time to not restart the whole level. You should have 15 energy bottles by now, but if you don't get, into the section to the left. Here's one big potion and one lethal potion and of course the guard: a brown skeleton. The right potion is the big potion and the left one is lethal and kills you instantly. The skeleton will fall after one chop but revive in a couple of seconds. Never show the pile of bones your back since then he will stab you in the back and kill you. First chop the skeleton, then drink the potion, then chop him again and immediately escape the section back to 11. Climb up to section 13 or grab the potion and climb up to section 13.



13 and 14  
-----

Directly go into the left section. You can't go to the right because there is deadly shimmer here. Defeat the guard in section 14, press the opener and climb to the bars that opens. Run back into section 13 and jump over the deadly shimmer. Carefully sneak into section 15 to the right.



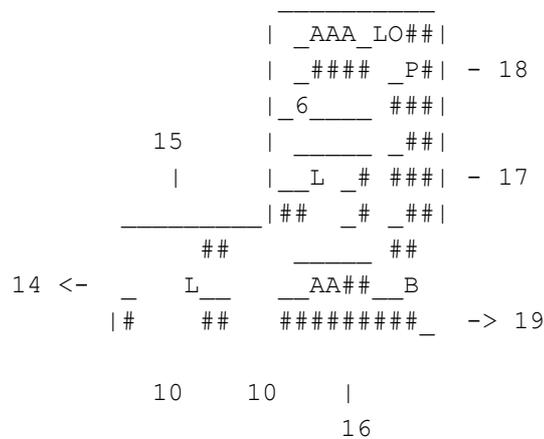
15 - 18  
-----

You must do a running jump to get to the centre platform. Take aim from section 14 and press "B" just as you leave the section. Be sure to stop your rush on

the middle platform or you may jump right into pendulums. Sneak to the right edge of the middle platform and then do a standing jump while holding "A" into the right section.

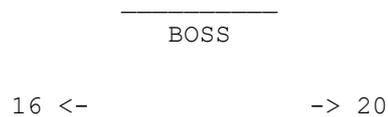
You will now be in section 16 and you should climb up to the section above: 17. Climb up yet another section and be ready for a guard. Push him into the corner or down the pit. Then climb up to the top floor where there are lots of pendulums. Carefully pass through them by only watching one at a time. Then run over the loose tile and step on the opener.

Now for the main thing. The bars in section 16: two sections below, open and you must get there in time. To do so, you must fall down the whole pit, but all the time grab the edges. Stand on the left edge of the opener and face right. Push down and hold "A". You will hang from the edge. Release "A" and immediately hold the button again. You will drop down to the floor below and hang from that edge as well. Repeat this process until you reach the bottom and get to the right section: 19.



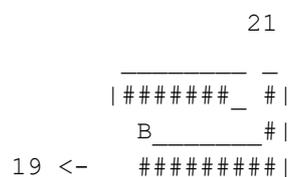
19  
--

Now you will face a knight again, but this time he has twelve energy units and a blue cape. Not so hard, but very good when it comes to counter-attacks. Always wait for his attack, defend it and counter-attack. He often defends the counter-attack and then attack by himself. So always push "B" after an attack. Long chains of attacking is pretty common. It's nice to get him into a corner. When he's down go to the right.



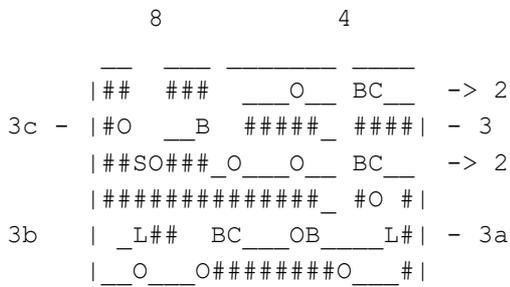
20  
--

Just climb up a section.



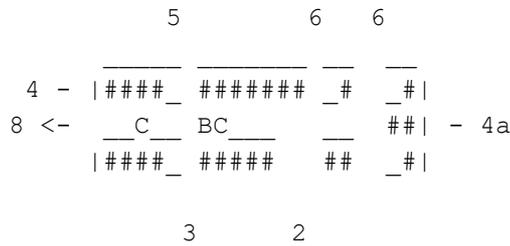






4  
-

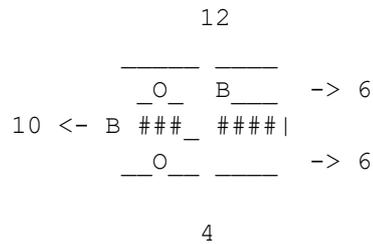
Continue your climbing to the above section. There's nothing special to the right, just another way to your destination. The bars can be opened from the section above, but you shall not go to the right anyway. Continue to the section above.



5  
-

Don't go to the right on the lower floor. You will then step on a closer and block your advancing through this route. If you do it anyway, get back down to section 4 and go right to section 4a to take that route instead.

The point is that you should get to the upper floor, press the opener and then carefully sneak to the right section from the upper floor.



6 and 7  
-----

Now you're in the upper left corner of section six. Either fall or jump to the right wall and hold "A". You will grab the platform below and not press the closer. Jump away to the opener in the bottom right corner of the section. Now there's a tricky jump. From the opener, do a standing jump to the left, climb up to the two loose tiles near the ceiling. Start running and do a running jump from the second loose tile. This means that you must press "B" when you're running over the first loose tile. Hold "A" during the jump and you will grab an opener in the right section.

Get up in the upper right corner and let the loose tile fall on the opener





```

      |#_ B_ #O #|
11 <-  _L#_ BR_#|
      |## #_ #####|

```

5

The big potion

-----

Back in section 5... again. Get up to section 12 above and get the big potion. Get back down to section 5 and go left into section 10.

```

      |#_ B_ #O #|
11 <-  _L#_ BR_#| - 12
      |## #_ #####|
      _O_ B_   -> 6
10 <-  ###  #####| - 5
      _O_   _   -> 6

```

10 and 11

-----

Get through section 10 as you did before and then get to the section above: 11. Now the bars to the left will be opened in section 11. Go through it.

```

      |#####|
13 <- B_O_ B_C -> 12
11 - |#####_ # O#|
      |#LL_ # _#|
10 - |#O_#CB_ B -> 5
      |## ##### ##|

```

8

13 - 18

-----

When you've got in to this section once, you will always start from here if you die. Cheap but helping. Run, run and jump, if you wish, to the left until you get into a large section where Jaffar is staring at you.

He will now summon 5 enemies: a guard with eight energy units, a golden skeleton, an amazon, a politician and a knight with 12 energy units. The strategies for all the enemies are described below. Remember to be defensive because you will not get any chance of energy replenishing during the fight. Try to push them into the corners and finish them off by repeatedly attacking. One more thing: after a win, move to the centre of the room. That way, you will have a much shorter distance to push the enemies into the walls.

First the new guard with eight energy units. He's just slightly harder than the other guards. He can counter-attack though and that isn't nice. Use a defensive tactic.

The feeble golden skeleton will attack. It's not invincible like the other



Sections you must pass  
to get all big potions: -  
Big potions: 0  
Enemies: 1; Boss:1

< = Level entrance  
\_ = Ordinary tile  
# = Part of the structure  
| = Wall or level edge  
E = Level exit

5	4	3	2	1	1a
BOSS					Image of
					_the princess
E				<	

Now it's time to get Jaffar. First you can go to the right if you want to and out on a balcony. Here you will see an image of the princess in the sky if you wait for a moment. When you're finished run to the left as far as possible and you will encounter Jaffar. Jaffar will do some dirty magic and transport you to a room high up in the palace.

He's not very hard actually. You just got to know what to do. The battle has two phases. A magical battle, "A link to the past-style" and a classic sword battle. He begins with the magical battle. He stands at a far distance from you and charges an energy ball. He releases it after a few seconds. He will warp to the other side of the floor if you get too close. He will not warp if he's just about to release the energy ball or has already done it. Three things may happen if the energy ball hit you. Either you will lose an energy unit and it will be no more of it; or you will lose an energy unit, be lifted up in the air, and then be released to the ground so you lose another energy unit; or the last thing which is instant death: he will lift you and then charge an energy ball which kills you. Which attack he does is dependant on how many times he has hit you and how many energy units he has.

To avoid the energy balls you must either attack or parry them with your sword. You shall press the A or B button when the energy ball is about a tile from your sword. This is something you'll get a hang of really soon. This is the flow of the battle. Advance towards Jaffar when he charges the energy ball. Stop a second before he releases it and attack the energy ball. Advance towards Jaffar and stab him. Do so six times and Jaffar will draw his sword.

The second phase is actually pretty easy if you keep a little detail in mind. Don't start a chain of counter-attacking moves! If you parry an attack of his and then immediately attack by yourself, he will start the chain where you only attack and parry in a long motion. You only press A and B all the time. If your persistent enough you will keep doing it a long time, but he always seems to win. Instead you shall defend, wait half a second and then attack, or why not do double attack. This is risky though, since Jaffar often defends the first and then attack. Do the "defend and wait half a second" strategy until he reaches a wall. When he does, you can just repeatedly press "A" until he dies and loses all of his energy units.

He will die and you'll get back to the room where you met him. Go left and you will meet your precious Princess. The credits will follow and you, my friend,

have finished the game.

If the time limit has run out when you reach level 20, you won't meet Jaffar, you will only get to the room where the Princess was. The words: "Game Over" will be showing and a sad piece of music. You will there after return to the title screen.

---

## 5.0 Passwords

---

Below you find passwords you input in the "Continue" menu from the title screen. When you input one, you will be transported to the entrance of the indicated level. All levels are finished with a decent time and all life bottles collected until level 13. At level 13 you will have a maximum of energy bottles so you won't need anymore. Note that these times are no high speed times, they are just decent, so you will finish the game with a good margin. All codes won't work for all version of the game. The top most table is PAL (EU version) only codes and the second one is for the NTSC (US/Jap version). They are only compatible with the Super NES and not for PC, Mac or any other system. Naturally they for work for ROMs as well. If you have a ROM and don't know which version you have, simply check the letters when you type in your password. If you can see the letter A, you know it's the NTSC one. If you see ! and + you know it's PAL.

---

PAL (EUROPEAN) CODES				
Level	Password to reach level	Level cleared in	Remaining when level begins	
1	BRNGBB9	02:59	120	3
2	C315B9B	02:09	117	3
3	3XDRRNN	03:33	115	4
4	V8QD+X2	02:07	111	6
5	T1H5LDX	02:39	110	7
6	ZTVT+VR	02:33	107	8
7	Y2!5+JB	02:54	104	9
8	4S8BWZN	03:01	102	10
9	7T16RCR	01:52	99	11
10	HNB!WSR	02:21	97	12
11	G8WZ3Y2	01:59	94	13
12	8XQM+P4	01:39	92	14
13	G5KKL32	04:06	91	15
14	ZQXZB1N	02:36	87	15
15	QX6KRKX	03:22	84	15
16	ZZKH+RZ	02:38	81	15
17	YGN1S2D	01:09	78	15
18	HJJG2NV	04:23	77	15
19	YP77FXJ	05:04	72	15
20	Z61597Z	--:--	67	15

---

To reach level 20 when the time has run out, input password: 881QF8M

---

NTSC (US/JAPAN) CODES				
Level	Password to reach level	Level cleared in	Time left	Bottles
1	AWSEAA4	03:09	120	3
2	4WOOQ4A	02:17	117	3
3	Q2ACQEZ	03:49	115	4
4	4H1AKL4	02:13	112	6
5	AEL1YCZ	02:47	109	7
6	FCRCKJ4	02:52	106	8
7	EDRUA2P	03:06	103	9
8	FP25C5W	03:10	100	10
9	MKSH5BW	02:10	97	11
10	ZOK5BMW	02:37	95	12
11	MFAT5FP	02:13	92	13
12	ZHOD5YE	01:47	90	14
13	U1VFQRS	04:18	88	15
14	FSNHWVL	02:44	84	15
15	ENVLCAU	03:54	81	15
16	FZ2VKPQ	03:05	77	15
17	MG30PL6	01:28	74	15
18	NUOGRLN	04:37	73	15
19	MHU1BJG	05:31	68	15
20	ZZSEP5J	--:--	63	15

To reach level 20 when the time has run out, input password: ZH3DDPH  
 To reach level 1 with 15 energy units, input password: UUUUUUW

## 6.0 Big potions Locations

In this part you can find the locations of all the big potions in the game, or at least I think so. I will describe where to go to get them. The sections are the different screens in the game. For more detailed descriptions, I refer to the walkthrough. Once you've got more than 15 energy units in your storage you can't get anymore. You can still collect the big potions but they will only heal you. There's a total of 21 big potions in the game. Since you have three energy units when you start, you can skip seven of them during the course of the game. I recommend you to skip the big potions in the following levels: 4, 6, 8, 13, 14 (the second one) 16 and 19. These are rather complicated and may take a lot of time. 19 is excluded just because it's so late. Maybe I should've excluded the level 3 ones because they take a lot of time, but at that time you really need them. Another good pointer is to skip the seven last big potions. That way you will be maxed out at level 13 already and that isn't bad. I prefer doing this.

I know that your copy steals one of the big potions, but you will rise one energy unit after you've reunited with him on level 15.

Level	Big potions
Level 1	0
Level 2	1
Level 3	2
Level 4	1

Level 5	1
Level 6	1
Level 7	2
Level 8	1
Level 9	1
Level 10	1
Level 11	1
Level 12	1
Level 13	1
Level 14	2
Level 15	1
Level 16	1
Level 17	1
Level 18	1
Level 19	1
Level 20	0

-----  
Total            21

Level 1  
-----

None

Level 2  
-----

From the start:  
Left three sections  
Up one section  
Left five sections

Level 3  
-----

From the start:  
Right four sections

From the start:  
Right one section  
Up one section  
Right two section  
Up one section

Level 4  
-----

From the start:  
Right one section  
Up one section  
Right two sections  
Left nine sections  
Up one section  
Right one section

Level 5

-----

From the start:

Left four sections

Make tile fall on switch

Right three sections

Down one section

Right two sections

Up one section

Right four sections

Down one section

Right one section

Up one section

Do a running jump from the  
middle floor into the wall  
which is a hidden passage  
and continue to the right.

Level 6

-----

From the start:

Left one section

Up one section

Left one section

Up one section

Release tile on opener switch

Right three sections

Down one section

Right one section

Down one section

Level 7

-----

From the start:

Right two sections

Up one section

Down one section

Left one section

Up one section

Left one section

Down one section

Left three sections

Up one section

Left three sections

Right one section

Up two sections

Hug the left wall and

jump once to reach a  
hidden passage continue  
to the left

and you'll find it

You can't get this one. Your other  
self will always beat you to it.

From the start:  
Right two sections  
Up one section  
Down one section  
Left one section  
Up one section  
Left one section  
Down one section  
Left three sections  
Up one section  
Left three sections  
Right one section  
Up one section  
Left one section

Level 8

-----

From the start:  
Left one section  
Up two sections  
Left one section  
(through hidden passage)

Level 9

-----

From the start:  
Left three sections  
Up one section  
Left four sections  
(The big potion can be found in the section before the boss enemy. Just search around the centre and you will find it. It's invisible to you)

Level 10

-----

From the start (don't fall):  
Left two sections  
Up three sections  
Stand to the extreme left and jump to reach a hidden area and continue left

Level 11

-----

From the start:  
Right one section  
Up one section  
Right four sections  
Let loose tile fall  
Down one section  
Left two sections  
Press switch  
Right two sections on the lower floor  
Down two section (jump on loose tile)  
Right two sections

There's a short-cut in this level, read about it in the walkthrough.

#### Level 12

-----

From the start:

Right four sections

Make tiles fall

Right one section

Do a running jump back

to the left section through

the recently opened pit

Left four sections

Drink floater potion

Down one section

#### Level 13

-----

From the start:

Left two sections

Down one section

Right two sections

Press switch

Left one section

Down one section

Left one section

Make tile fall on switch

Right two sections

Choose lower path

Right two sections

Make tile fall on switch

Left one section

Up one section

Left one section

Press "A" repeatedly and

approach the guard when

you've climbed up

Left one section

Up one section

Right one section

#### Level 14

-----

From the start:

Left two sections

Up one section

Right three sections

Up one section

Right one section

Go down to the spears

and through hidden

passage to the right

From the start:  
Left two sections  
Up one section  
Right three sections  
Up one section  
Right one section  
Press switch  
Left two sections  
Down one section  
Left one section  
Make tile fall  
Right one section  
Up two sections  
Left three sections  
Down one section  
Get out through hidden  
passage to the left.

Level 15

-----

From the start:  
Left one section  
Up one section  
Right two sections  
Down one section  
Right one section  
Enter the teleport  
Enter the right teleport  
Left through upper path one section  
Press switch  
Right one section  
Down two sections  
Right one section  
Enter the teleport  
Right one section  
Up one section  
Enter the right teleport  
Right one section through hidden passage in the middle

You get one more when you reunite with your copy

Level 16

-----

From the start:  
Right three sections  
Up one section  
Left one section  
Up two section  
Right one section  
Down one section  
Right one section  
Down three sections

Level 17

-----

From the start:  
Left two sections  
Do a standing jump just  
after the spinning log  
and you'll find a hidden  
area in the ceiling  
Up two sections  
Right one section

Level 18

-----

From the start:  
Left one section  
Up one section  
Right one section  
Make tiles fall on shimmer and opener  
Left one section  
Right three sections  
Up one section  
Left five sections

Level 19

-----

From the start:  
Left two sections  
Up two sections  
Right two sections (use upper path)  
Make tiles fall on switch  
Left two sections  
Down one section  
Left two section  
Make tile fall on switch  
Right two sections  
Left one section  
Make tile fall on switch  
Up one section  
Right one section

Level 20

-----

None

---

## 7.0 Enemies and Bosses

---

In this part I will present all of the enemies and bosses that guard the dungeons in Prince of Persia. Almost everyone of them will fight by sword and use the same strategy. When it comes to the guards, they will use the exact same pattern, but become harder the more energy units they have.

Here are the different categories:

- Energy units: How many energy units a enemy have.  
When all of his energy units are lost  
the enemy dies.
- Difficulty: A grade if the difficulty of the enemy.  
1 is easiest and 5 is hardest. The grade  
system is relative: compared to each other.
- Locations: Where the enemy is located. If it says  
2:5, 8:1; it means that there are five  
of this enemy in level 2 and only one in  
level 8.
- Total amount: How many copies of this enemy there are  
in the whole game.
- ASCII sign: All of the enemies, except the bosses, have  
an alpha sign in the ASCII maps in the  
Walkthrough. The sign is displayed here.
- Appearance: How the enemy looks like.
- How to defeat: If there's any special strategy that is to  
be used against the specific enemy.

#### Guard with three energy units

-----

Energy units: 3  
Difficulty: 1/5  
Locations: 1:2, 2:4, 4:1, 6:1  
Total amount: 8  
ASCII sign: 3

#### Appearance

A guard dressed in yellow robes, turban and shoes. He has a light grey set  
of clothes underneath the robe and his belt is orange.

#### How to defeat

This guy is almost harmless. He hardly knows how to parry and seldom attacks.  
You can just go forward to him and stab him thrice and he will be defeated.

#### Guard with four energy units

-----

Energy units: 4  
Difficulty: 2/5  
Locations: 2:3, 3:1, 4:3, 5:2, 6:2, 8:1  
Total amount: 12  
ASCII sign: 4

#### Appearance

A guard dressed in green robes, turban and shoes. He has a blue set of  
clothes underneath the robe and his belt is red.

How to defeat

This guard is almost as easy as the one with three energy units. This one at least attacks on occasions and he even defends your attacks. Simply attack until he's down.

Guard with five energy units

-----

Energy units: 5

Difficulty: 3/5

Locations: 7:3, 8:3, 9:2, 15:1, 16:2

Total amount: 11

ASCII sign: 5

Appearance

A guard dressed in blue robes, turban and shoes. He has a light green set of clothes underneath the robe and his belt is yellow.

How to defeat

A little harder than the above guard. He can even defend a counter-attack (when you defend an attack and directly attack). It may be safe to be defence. Try to counter-attack as much as possible.

Guard with six energy units

-----

Energy units: 6

Difficulty: 3/5

Locations: 11:4, 12:5, 13:2, 15:1, 16:1, 18:1

Total amount: 14

ASCII sign: 6

Appearance

A guard dressed in pink robes, turban and shoes. He has a red set of clothes underneath the robe and his belt is yellow.

How to defeat

This is according to my opinion, the toughest guard. I think he's slightly harder than the one with seven energy units. He likes to defend counter attacks. If you don't want to lose energy, stay defence and counter-attack as much as possible.

Guard with seven energy units

-----

Energy units: 7

Difficulty: 3/5

Locations: 13:2, 14:3, 15:1, 16:1, 18:3

Total amount: 10

ASCII sign: 7

Appearance

A guard dressed in purple robes, turban and shoes. He has a turquoise set of clothes underneath the robe and his belt is orange.

How to defeat

Just slightly easier to defeat than the above guard. Use the same tactic.

Guard with eight energy units  
-----

Energy units: 8  
Difficulty: 3/5  
Locations: 19:1  
Total amount: 1  
ASCII sign: BOSS

#### Appearance

A guard dressed in light grey robes, turban and shoes. He has a green set of clothes underneath the robe and his belt is orange. His face is blue similar to Jaffar's.

#### How to defeat

Just slightly harder to defeat than the above guard. Use the same tactic. This one can return counter-attacks though.

Black skeleton  
-----

Energy units: Infinite  
Difficulty: 3/5  
Locations: 3:1, 10:6  
Total amount: 7  
ASCII sign: I

#### Appearance

A black skeleton armed with a sable.

#### How to defeat

The thing with this skeleton is that you can't kill it directly. Each successful hit makes it being pushed a distance. The only way to get rid of it is to push it off the platform. Lava kills it, as well as crushers. He fights like a tougher guard, but defends more.

Brown skeleton  
-----

Energy units: Infinite  
Difficulty: 3/5  
Locations: 3:1, 10:2, 18:1  
Total amount: 4  
ASCII sign: J

#### Appearance

A brown skeleton armed with a sable.

#### How to defeat

Similar to the black skeleton, this one can't be defeated with the aid of an sword. But the brown one falls in a pile of bone for each successful hit. Too bad that it revives itself after a few seconds. Be sure not to stand with your back against it when it rises, because then you will be killed instantly. It fights like the black skeleton, but it's much easier because it only needs one hit.

## Amazon

-----

Energy units: 6  
Difficulty: 3/5  
Locations: 6:1, 19:1  
Total amount: 2  
ASCII sign: BOSS

### Appearance

The amazon is a red haired lady who's probably very beautiful. It's hard to tell when we're dealing with Super NES graphics. In her fluffy red hair she has a golden tiara. She's dressed in a green short and sleeveless shirt. She has panties or hotpants in the same colour. Her back is covered by a big purple cape. Her shoes have the same colour and above those she has golden bands around her ankles.

### How to defeat

The only female you'll encounter, unless some of the other guard hide secrets from us. She is rather weak, so it won't be too much of a struggle, but she's rather skilled with the sword. She's often sloppy with the guard so sometimes you can get freebies when attacking. She's often very good at counter-attacking: immediately attack after a successful parry. To avoid this, you should after each attempt to attack or successful attack press "B" to parry. This can create long chains of you and she just attacking and parring. Keep at it and you will get your hit.

## Politician

-----

Energy units: 8  
Difficulty: 4/5  
Locations: 9:1, 19:1  
Total amount: 2  
ASCII sign: BOSS

### Appearance

The biggest enemy, yes, he is indeed fat. He has a pink robe and turban. Underneath he has a blue shirt and yellow pants. His belt is red.

### How to defeat

As a boss, he isn't too hard. I've said before that to be safe, you should use a defence strategy, but for this fellow it's slightly different. It often works like this. He hits - you block - you hit directly and then he hits, and gets a clean hit. At this attack he is very fast. I actually recommend you to go a little berserk against him. Quick double attacks often result in damage for the Mayor.

## Golden skeleton

-----

Energy units: 9  
Difficulty: 3/5  
Locations: 12:1, 19:1  
Total amount: 2  
ASCII sign: BOSS

#### Appearance

A golden skeleton armed with a sable.

#### How to defeat

This is a pretty easy boss. If you now can call it a boss. It's no real "boss presentation", but it's one of a kind and it's got more energy than any guard. It's not invincible like the other skeletons. It's very defensive and pretty good at taking counter-attacks but it seldom attacks after it has countered a countet attack. The battle arena is rather tight, so it's easy to get it to a wall and then you know you've won. (it's just to repeatedly attack while the enemy is standing against a wall)

#### Your copy

-----

Energy units: 3 when he's born, 4 when you battle him

Difficulty: N/A

Locations: 15:1

Total amount: 1

ASCII sign: BOSS

#### Appearance

Looks like you: the Prince, but has no colours. He is black and white and transparent.

#### How to defeat

Interesting boss battle indeed. You must fight yourself. He has four energy units and you have three or many more. For each hit he gets, both you and he lose energy. When you get a hit, the same thing happens. When he dies, you die. Does it sound like a dead-end? It's really easy in reality. When you face him, put your sword down by pressing "down". He will do the same thing. Then run into him and you will once again be united. You will also get full energy by doing this.

#### Knight with 10 energy units

-----

Energy units: 10

Difficulty: 4/5

Locations: 16:1

Total amount: 1

ASCII sign: BOSS

#### Appearance

A knight in blue armour. He has a golden helmet, shoulder-, knee-, arms and waist protection. He has a red tassel on top of the helmet. A red cape covers his back.

#### How to defeat

Not so hard, but very good when it comes to counter-attacks. Always wait for his attack, defend it and counter-attack. He often defends the counter-attack and then attack by himself. So always push "B" after an attack. Long chains of attacking are pretty common. It's nice to get him into a corner.

#### Six-armed monster

-----

Energy units: 13  
Difficulty: 4/5  
Locations: 17:1  
Total amount: 1  
ASCII sign: BOSS

#### Appearance

It's an almost nude six-armed monster you now have to face. He looks similar to a muscular man with brown skin, though. He's dressed in some kind of underwear made of bones and a necklace of the same material.

#### How to defeat

The strangest enemy in the game, since he doesn't fight you by a sword. This fellow jumps and releases lots of damaging jars from the ceiling for each jump. The madman will try to jump on your head. Both the jump attack and the jars falling on your head drains one energy unit. If you have too few energy units here, I can guarantee that you will have a hard time. It's very dependant on luck you see.

Before you move when the battle starts, make sure that you've drawn your sword. Then move to the left and he will jump behind you. Press "A" to attack him, then watch the ceiling to avoid getting hit by the jars. When he jumps again, you move in the opposite direction and when he's landed, you stab again. Repeat the process 13 times and he will be frozen and shattered.

Knight with 12 energy units

-----

Energy units: 12  
Difficulty: 4/5  
Locations: 18:1, 19:1  
Total amount: 2  
ASCII sign: BOSS

#### Appearance

A knight in blue armour. He has a golden helmet, shoulder-, knee-, arms and waist protection. He has a blue tassel on top of the helmet. A blue cape covers his back.

#### How to defeat

Not so hard, but very good when it comes to counter-attacks. Always wait for his attack, defend it and counter-attack. He often defends the counter-attack and then attacks by himself. So always push "B" after an attack. Long chains of attacking is pretty common. It's nice to get him into a corner. Very similar to the knight with 10 energy units.

Jaffar

-----

Energy units: 1st phase: 7, 2nd phase: 15  
Difficulty: 5/5  
Locations: 20:1  
Total amount: 1  
ASCII sign: BOSS

#### Appearance

A wizard dressed in brown. He has a blue mask or something like that and a

turban. He has green shoes and green and blue gloves. He has a red cape covering his back. When he uses his sword, his clothes turn into armour in the same colours.

#### How to defeat

He's not very hard actually. You just got to know what to do. The battle has two phases. A magical battle, "A link to the past-style" and a classic sword battle. He begins with the magical battle. He stands at a far distance from you and charges an energy ball. He releases it after a few seconds. He will warp to the other side of the floor if you get too close. He will not warp if he's just about to release the energy ball or has already done it. Three things may happen if the energy ball hit you. Either you will lose an energy unit and it will be no more of it; or you will lose an energy unit, be lifted up in the air, and then be released to the ground so you lose another energy unit; or the last thing which is instant death: he will lift you and then charge an energy ball which kills you. Which attack he does is dependant on how many times he has hit you and how many energy units he has.

To avoid the energy balls you must either attack or parry them with your sword. You shall press the A or B button when the energy ball is about a tile from your sword. This is something you'll get a hang of really soon. This is the flow of the battle. Advance towards Jaffar when he charges the energy ball. Stop a second before he releases it and attack the energy ball. Advance towards Jaffar and stab him. Do so six times and Jaffar will draw his sword.

The second phase is actually pretty easy if you keep a little detail in mind. Don't start a chain of counter-attacking moves! If you parry an attack of his and then immediately attack by yourself, he will start the chain where you only attack and parry in a long motion. You only press A and B all the time. If your persistent enough you will keep doing it a long time, but he always seems to win. Instead you shall defend, wait half a second and then attack, or why not do double attack. This is risky though, since Jaffar often defends the first and then attack. Do the "defend and wait half a second" strategy until he reaches a wall. When he does, you can just repeatedly press "A" until he dies and loses all of his energy units. Now you've finished the game, congratulations!

---

## 8.0 Miscellaneous

---

This is a section for the little things which don't belong anywhere else. This was earlier a part of the basics section.

=====

### 8.1 Training Walkthrough

=====

From the starting menu, you can choose "Training". You will then be able to get through 5 different training levels with different objectives. They are really easy so you don't need an in-depth FAQ for them. The ASCII maps legend is described below.

- > = Level entrance when the path goes to the right
- < = Level entrance when the path goes to the left
- \_ = Ordinary tile

- # = Part of the structure
- 3 = Guard with three energy units
- 4 = Guard with four energy units
- 5 = Guard with five energy units
- 6 = Guard with six energy units
- 7 = Guard with seven energy units
- B = Bars
- C = Switch that closes bars
- E = Level exit
- L = Loose tile
- O = Switch that opens bars
- R = Big potion
- S = Spears trap
- W = Guillotine
- X = Switch that opens level exit

Training 1 - "Very basic"

-----

```

# _____ ### _____ ##
#_E_X_ _#####_ _#####_ _____####_<_##
#####_#_#####_#####_#####

```

This is very easy. First go to the left. Use "up" on the directional pad when you're just in front of the first obstacle to climb on top of it. Then continue to the left. Continue up to the next high hill and from there, climb down to the lower floor or do a running jump from the hill and press "A" so you don't get hurt. To advance you must get up on the next hill and climb to the top of it. Climb down to the ground and go left. Jump up to the next floor. Press the strange thing on the ground, the level exit switch. The door will open and you can exit the level by using "up".

Training 2 - "Standing jumps and loose tiles"

-----

```

_LLLLL_ _ _ _B_ O #####
_ _####_ _#_ _#####_ ##_ #
_ _R_ ##_ #_ #####_ _B_ <_ O_ #
_ _ _ _ _LL_ #####
##_ #_ #####_ #####_ #####_ X#
##_ #_ #####_ #####_#####O_ B_ E_ #

```

Get to the right and press the opener switch on the ground. The bars to the left will open. Continue under the bars and up the hill. Press the next opener and pass under it. Sneak to the edge of the pit by holding "A" and pressing the directional buttons to the left. Press "B" to jump over the pit once you've reached the edge. Get over the next pit in the same way as the first. Continue into the next section.

The bridge over the pit contain of loose tiles. If you step on them, they fall down. You can run over them all to the other side without falling down yourself. Do that and then jump over to the big potion in the right part of the section. If you drink it, all your lost energy will be replenished and you will get one more energy unit. Climb down to the section below.

Do standing jumps over the small pits and continue into the section to the

right. Jump to the ground and continue one more section to the right.

Two loose tiles are forming a bridge over the small pit. Run over them to make them fall. Stand with your back against the pit when they've fallen and push "down" to climb down. The bars will be opened because one of the loose tiles will have fallen on the opener switch. Run to the right and you will be in the same section as the level exit. Jump to the level exit switch in the right part and the level exit will open. Enter by using "up".

Training 3 - "Running jumps"

-----

```

#####
##          _____          _____          _____          #
##SS  _#####  #####          #####_<_#
####  _#####  #####          #####
####  _____          _____          #####          #
#####          #####_S_  ###  _E_X#
#####SSS#####          #####

```

For this level, you must handle the running jump. To do this jump, you must run towards the pit you want to get over and then press "B" when your on the second tile before the pit. This will let you pass three tiles. You can pass four if you hold "A" when you're in the jump.

From the start you must first get to the left. You will see a big pit in the next section. You must do a running jump over this pit, because the free tile on the other side is loose and will fall down if you stay too long on it.

In the next section you may do a running jump or a standing jump. To do the standing jump, hold "A" as you move to the edge of the pit. Then press "B" and when you're in the jump, hold "A" to grab the other side. Press "up" while holding "A" to climb up the edge. Then continue to the left.

Don't jump out to the left part because then you will be hit by the spears trap and be killed. Sneak to the edge of the pit by using "A", turn around so you're back is facing the pit. Press "down" to climb down to the section below.

If you fall down to the spears traps you'll die. Do a standing jump with a grab or a running jump like described below to get over and continue into the right section. There's a spears trap on the ground here. If you run like usual over it, you will die. Jump over it by pressing "B" or sneak by holding "A" and pressing "right". Go to the right into the next section.

Now press the opener to the right and exit the level.

Training 4 - "Guillotines"

-----

```

#####
#          W  W          WW          W          <_#
#  _#####
#  _#####
#  _____W_____WW_____W__W_____E__X#
#####

```

This training level is just about getting through a large number of guillotine.

It's two pieces of metal blades slamming together when you're on the same floor as they are. Run through these when they slam together and it will be messy. You can time your running through them but it's pretty risky. The safest way to do it is to run towards and stop before it. Then use "A" to sneak towards it. When you take a very short step, you know that you're just in front of it. Hold "A" and sneak through it when it slams together. Take some chances or be careful through this level. It's very straight forwards. When you see two sections just after each other on the lower part of the level, you know that you can jump through these with a standing jump. Press "B" just when the first one of them slams together and you'll get through both of them.

#### Training 5 - "Battle!"

-----

```

#####
# > B R B R B R B <-\
#####C 3_#####C 4_#####C 5_##### |
/
|
| _____
|          ##### # #
\->      R B R X#
C 6_#####C 7_#####

```

This place is just a long series of battling. The first guard has three energy units, the second has four and so fourth. The final guard has seven energy units. After each won battle you will be rewarded a big potion in the next room which replenishes all your lost energy and adds an additional unit. If you collected the big potion in the second training level, you will then always have one more energy unit than the guard you're facing. To be able to defeat them, scroll upwards and check the part about battling. Remember to try and push them into a wall for your advantage.

=====  
8.2 Sound test  
=====

If you hold "Start" and press "Select" at the same time during gameplay, a list of all the music pieces in the game will show up. There are 34 in the PAL version and 33 in the NTSC. The only difference is that the Konami theme (Sound 1) isn't included. Thus, this list applies for the PAL, but just push every theme back a row and it applies for the NTSC instead.

- Sound 1 - Konami logo
- Sound 2 - Level 1, 2, 3
- Sound 3 - Level 4, 5, 6
- Sound 4 - Level 7, 8, 9
- Sound 5 - Level 10
- Sound 6 - Level 11, 12
- Sound 7 - Level 13, 14, 15
- Sound 8 - Level 16, 18
- Sound 9 - Level 17
- Sound 10 - Level 19
- Sound 11 - Level 20
- Sound 12 - Six armed monster's theme

Sound 13	-	Battle
Sound 14	-	Boss battle
Sound 15	-	Jaffar battle
Sound 16	-	Title
Sound 17	-	Starting menu
Sound 18	-	The Princess's chamber
Sound 19	-	Epilogue
Sound 20	-	Highlights before the credits
Sound 21	-	Credits
Sound 22	-	Killed in battle
Sound 23	-	Die, but not killed in battle
Sound 24	-	When the sable is found
Sound 25	-	Big potion
Sound 26	-	Your copy's theme
Sound 27	-	Amazon's theme
Sound 28	-	Open a level exit
Sound 29	-	Finish a level
Sound 30	-	Kill an enemy
Sound 31	-	Jaffar's theme
Sound 32	-	Potion
Sound 33	-	Finish the game after 120 min
Sound 34	-	Politician's and Knight's theme

=====  
8.3 NTSC differences  
=====

There are are differences between the NTSC (US/Jap) version and the PAL (EU) version. I didn't notice them before I got in contact with an NTSC player and downloaded myself an NTSC ROM. I played the Japanese version I think, but it should be the same for the American version. First off, the title screen design is slightly different. You can't see any Japanese characters in the PAL version for example. The PAL version is published by Konami while the NTSC one is published by Masinya, at least in Japan.

Another difference is that when you choose "Continue" no vowels except Y are visible in the EU version. Instead we have ! and +. The last difference I could think of was that as always with old PAL conversions the screen have large sections of black space in the top and bottom parts. I also noticed that in the prologue sequence of the Japanese version the prince gets tortured in a dungeon by some guards. I believe this was something that got removed to the US release because the much stronger censor laws in the US. When it comes to the actual level design and gameplay I couldn't notice anything. This section wouldn't exist without Marcelo Redfield, who accidentally brought it to my attention.

=====  
8.4 Cheat menu  
=====

This is only for the NTSC (US/Jap) version. From the title screen you shall choose "Continue" and then type in the word SPECIAL. Exit the screen and then choose a new game. Pause the game and then press buttons in this order: B, Y, Up, Down, Left, Right, L, R, then press Start + Select to enter the cheat menu. On the cheat menu you get to select between:

Level Select	-	Select which level you wish to reach
Sound Select	-	Select which sound you wish to listen to (the same as sound test above)

Boost Meter - Raises your energy supply by one. You can use it as many times as you wish.

If you have input the SPECIAL code, you can enter battles, then press the X button and any guard will perish. Neat, isn't it? The bad thing is that I don't know how to get it in the PAL version, because you can't input the word SPECIAL. The great man Marcelo Redfield informed me about this cheat menu and I verified it on my NTSC ROM. As you may know, this guide is written for the PAL SNES version.

=====  
8.5 Statistics  
=====

Just some statistic. In the left column you can find which levels that has the largest amount of sections (screens). In the right column you can find which levels that have the largest amount of enemies, bosses included.

-----				
Levels containing most sections/enemies				
-----				
Level	Sections --	Level	Enemies	
-----				
11	25 --	10	8	
2	24 --	2	7	
4	24 --	12	6	
8	24 --	18	6	
12	24 --	16	5	
18	24 --	19	5	
19	24 --	4	4	
1	23 --	6	4	
3	23 --	8	4	
6	23 --	11	4	
7	23 --	13	4	
13	23 --	15	4	
14	23 --	3	3	
15	23 --	7	3	
16	23 --	9	3	
5	19 --	14	3	
10	19 --	1	2	
9	16 --	5	2	
17	7 --	17	1	
20	6 --	20	1	
-----				
Total	418 --	Total	79	
-----				

=====  
8.6 Game Credits  
=====

If you're curious in who have made the game, I've scribbled down the credits.

Producer  
Keiichi Onogi

Director

Keisuke Yasaka

Programming  
Seiichi Kiyo  
Katsuuori Yoshimura

Art and animation  
Takahari Matsuo  
Kenichi Yaguchi

Music  
Toshiya Yamanaka  
Tesuya Nakano

Thanks to...  
Akio Maysuda  
Taiji Nide  
NCS, and all staffs of  
Image Works  
Nippon Imageworks inc.

Marketing  
Masaki Uchida  
Kyohko Katogiri  
Yasuaik Yokoe  
Jun Mimua

Executive producer  
Yasamusa Shirakura

Original game  
Jordan Mechner

=====  
8.7 Subjective review  
=====

I know so little about the history of this game, it makes me sad. I know that it was first released on some computer console, probably on the PC. This game version which I'm writing a FAQ and Review for is the Super Nintendo version. You shall as a young man, think and battle through several different levels under a strong time pressure.

Graphics 8/10

For being a Super NES game that was released in 1992, it's not bad, not bad at all. It flows nicely and there's no major cons to complain about. I especially like the oriental backgrounds and the prince's realistic movement

Sound 7/10

I think the oriental music is very atmospheric. I like it, but sometime I find it disturbing. For being released in 1992 the sound effect aren't bad.

Gameplay/Controls 9/10

Prince of Persia is about getting from point A to point B in 20 different levels. As one character you shall both use your thinking ability and your reflexes to perform many different tasks and at occasions fight guards stopping your advancing through the levels. The prince can use a large set of moves which are realistic and balanced.

I don't think it's too much to complain about concerning the controls. It's mostly very accurate and even though the game is hard, you can seldom blame anyone else than yourself when losing. There's one or two moves that doesn't react as they should all the time, but these problems are overcome with some caution from the player. The controls may seem slow, but that's only because they're very realistic. I think you get used to them very fast.

When it comes to the game objectives, it's just to proceed in the level. If there're bars covering the way, you must find a switch to open them. You must often calculate difficult jumps and other moves. A very important feature is the battle system, which is very simple but at the same time perfect. You use a sable to parry with one button and attack with another. Then it's up to your reflexes if you're the winner or the loser.

You have 120 minutes to finish the game. This may put a lot of stress on you, but there is a way to avoid the time limit and still beat the game which most Prince of Persia players will discover.

#### Lasting Appeal 9/10

There are twenty tough levels to pass and you will not do it during an afternoon for the first time. It takes time and patience. When you've finished it once it's possible to do it many times to perfect your skills.

#### Total 9/10

Prince of Persia is an old classic, where action and adventuring are combined in a terrific way.

---

## 9.0 Final section

---

This is the final section. Here, you find miscellaneous parts which don't belong anywhere else.

=====  
9.1 Version History  
=====

#### Version 1.4 -

This version is thanks to Douglas "Tyrant" dos Santos. He informed me of five big potions I hadn't found. I had to rewrite and remake large parts of the maps and walkthrough and replay both PAL and NTSC versions to get the passwords. My God, that was time consuming, but now the FAQ should be complete at version 1.4. Made some corrections here and there and added my new home page.

#### Version 1.3 - April 21, 2004

How to reach section 7c on level 11, a task which has eluded both Marcelo and me, has finally been discovered. Thanks to Peter Yang this guide finally

covers all sections in Price of Persia.  
At least I think so.

Version 1.2 - April 19, 2004

This update is much thanks to Marcelo Redfield, an expert Prince of Persia player who informed about quite a lot of things. First off, he told me about a big potion on level 9, then I got to know about a cheat menu and finally I accidentally got to know about differences between the PAL and NTSC versions.

Therefore I've added NTSC differences, the level 9 big potion and the cheat menu information. I've also used a Japanese Prince of Persia ROM so I could type up a password list for the NTSC version. I made some changes to the format and changed the lay-out by splitting the basics section into a misc section as well. Oh, and I got rid of all the trailing spaces.

Version 1.1 - June 26, 2003

Upgraded the format along with all of my other FAQs. Some minor changes as well.

Version 1.0 - April 17, 2003

The initial version. There will probably be no updates to this FAQ.

=====  
9.2 Credits  
=====

GameFAQs.com/CJayC	-	For accepting all of my FAQs
Douglas "Tyrant" dos Santos	-	For telling me about five (!) big potions I had no clue about (levels: 5,7,10,14,17).
Marcelo Redfield	-	For information about the level nine potion and more.
Peter Yang	-	For telling me how to reach section 7c on level 11.
My brother Nightcrawler86	-	Because I've used his computer
Jordan Mechner	-	For making the game
Elvis Presley	-	Because I listened to his 30 #1 hits while writing. May The King rest in peace!

=====  
9.3 Contacting  
=====

If you've got anything on your mind concerning this FAQ, feel free to send me an e-mail. Corrections and constructive criticism are always welcome, but I will probably not accept contributions to the FAQ, unless they're very good. Send me e-mails in Swedish, English, Spanish, Norwegian or Danish. You will get the reply in the same language as your e-mail, except if you write to me in Norwegian or Danish. If that is the case, you will get the reply in English

or Swedish. Whichever e-mail you send me, must be polite and properly written or it will be ignored and deleted. I will probably not reply to questions already answered in this document, unless the answer isn't clear enough.

cwall\_85[at]hotmail.com

=====  
9.4 Proof-reading  
=====

I'm Swedish and have therefore not English as my first language. I still have a long way to go before I can handle the English language perfectly. If you have English as your first language, you can handle it well and you're not younger than 13-14 years then maybe you would like to proof-read this FAQ. If you would, I'd be forever grateful to you and because of that, help you out whenever I could in the FAQs department and I'd list you in the FAQ information at the top of the document.

If you have decide to proof-read this FAQ I'd be happy if you didn't correct it, instead mark what is wrong near the error. The reasons are because I must see so you have not misunderstood me and I may be working on another version of the FAQ when you send me the corrected version. Searching the corrected old version for what used to be errors and then inputting it into the error filled new version, would be extremely time consuming and annoying. If you send me a proof-read version which is only corrected, I will not be able to use it.

=====  
9.5 About the Author  
=====

Not that anyone cares, but I think it's nice to know something about the author that has written the FAQ. My name is Christian Wall and I am born in 1985. I live in a small town in the middle of Sweden together with my little brother and our cat. I am currently (Summer, 2003) on a Summer vacation from the gymnasium (highschool) and I will be studying there for another year. When I have finished my gymnasium time, I will continue to study either law or economics. In my spare time, I like to play videogames, read books, write FAQs and believe it or not, I like studying.

=====  
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=====

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=====  
9.7 Final Words  
=====

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