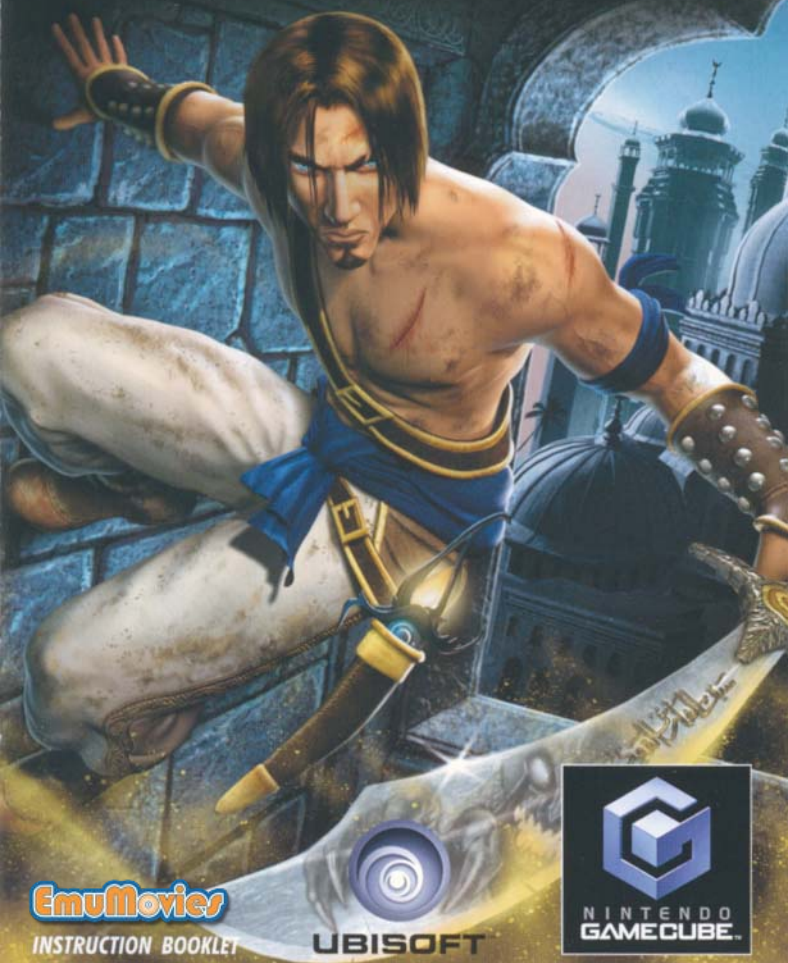


PRINCE OF PERSIA

THE SANDS OF TIME



EmuMovies

INSTRUCTION BOOKLET



UBISOFT



NINTENDO
GAMECUBE™

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
 - Take a 10 to 15 minute break every hour, even if you don't think you need it.
 - If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only. Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y, and START/PAUSE Buttons simultaneously for 3 seconds.



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1 Player

THIS GAME SUPPORTS GAME PLAY WITH ONE PLAYER AND CONTROLLER.



Memory Card

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.



Game Boy Advance Compatible

THIS GAME IS COMPATIBLE WITH THE GAME BOY ADVANCE PORTABLE VIDEO GAME SYSTEM.

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Blood Suggestive Themes Violence

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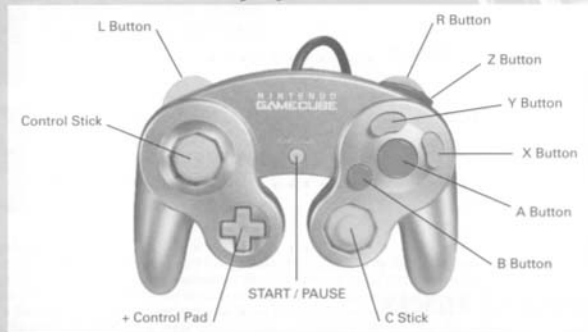
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Starting the Game

Nintendo GameCube™ System

1. Set up your Nintendo GameCube according to the Nintendo GameCube Instruction Booklet.
2. Make sure the power is off before inserting or removing a Nintendo GameCube™ Game Disc.
3. Insert the Prince of Persia: The Sands of Time™ Game Disc and close the Disc Cover.
4. Insert the Nintendo GameCube™ Controller into Controller Socket 1, and turn on the Nintendo GameCube.
5. Follow the on-screen instructions to start the game.

Command Reference



Basic Controls

- B Button:** Sword (Attack)
- A Button:** Action (Jump/Roll)
- Button:** Dagger (Retrieve sand/Freeze enemy)
- Button:** Cancel Action (Let go, Put away sword)
- Button:** Rewind (Hold); Slow Motion (Tap)
- Button:** Special Action (Run on wall, Push/Pull, Swing on bar, Drink water); Block (in Combat mode)
- + Control Pad Right:** Alternate View (Landscape camera)
- C Stick:** Look (First-person camera)
- START:** Pause/Main Menu

Menu Controls

- Press **+** to browse or cycle through the different options.
- Press **A** to select an option, go to the next screen, or change the current option.
- Within any submenu, press **B** to return to the previous screen or cancel a choice.

To Play the Game

Press **START** to reach the Main Menu.

Main Menu

Use the Control Stick to move among the following options; then press **A** to select. Press **B** to go back to the previous menu screen.

- **Start New Game:** Start a new game.
- **Load Saved Game:** Resume a previously saved game.
- **Options:** Access the Options menu to adjust various settings.



Options Menu

At this screen, you can adjust various settings for the game.

- **Sound:** Adjust the balance of music, voices, and sound effects.
- **Camera:** Choose between Normal and Inverted.
- **Controller:** Turn Rumble on and off.
- **Language:** Change the language.



New Game

When you see letterboxing (black bands) at the top and bottom of the screen, as in the illustration, this means a cinematic sequence is in progress. This is a time to watch, not play.



If you don't want to watch a cinematic sequence again, you can usually skip past it by pressing **A**. It is not possible to skip a cinematic the first time it plays.

When the black bands disappear, the Prince is back under your control. To start a new game, use the Control Stick to make the Prince walk through the curtains into the palace.

Pause Menu

You can pause gameplay at any time by pressing **START**. This will bring up the following screen:

- **Continue:** Resume gameplay.
- **Options:** Access the Options menu to adjust various settings.
- **Quit:** Quit your current game and return to the Main Menu.



Game Over

If the Prince or Farah dies in the course of gameplay, this will bring up the following screen:

- **Retry:** Resume the game from the most recent checkpoint.
- **Quit:** Quit your current game and return to the Main Menu.



Saving

At various points in gameplay, you will be given the chance to save your game.

- You must be using an optional Nintendo GameCube™ Memory Card in order to save your game.



- Do not press the POWER Button or remove the Memory Card while saving or loading. Doing so may destroy saved data.



Loading

To continue a previously saved game, choose Load Saved Game from the Main Menu.

The Legend

Amidst the scorched sands of medieval Persia, there is a legend spun in an ancient tongue. It speaks of a time borne by blood and ruled by deceit.

It is within this war-torn land that a young Prince discovers a magic Dagger. Drawn to its dark powers, he is led to unleash a deadly evil upon the reaches of the Sultan's vast kingdom.

Aided by the wiles of a seductive princess and the absolute powers of the Sands of Time, the Prince stages a harrowing quest to reclaim the palace's cursed chambers and restore peace to the very fabric of Time itself. He must tread these dangers carefully, however. Because in this world, there is only one rule: Master the Sands... or be buried.

Characters

The Prince

The youngest son of King Sharaman of Persia. A gifted athlete and swordsman, the Prince is eager to prove himself in battle. Instead, his desire to win honor and glory leads him inadvertently to unleash an evil force upon the Sultan's kingdom. Saving the day will take all his wits, agility, and courage.





Farah

The beautiful daughter of a conquered Indian Maharajah, Farah has every reason to hate the Prince who has destroyed her world. But the Prince has the Dagger of Time – the only weapon that can defend against the horrors he has unleashed. So Farah must stay close to him, if she wants to survive...

The Vizier

A traitor in the Maharajah's service, the Vizier tricks the Prince into opening the forbidden Hourglass, unleashing the Sands of Time upon an unsuspecting world. Now the Vizier wants the Dagger of Time to fulfill his ultimate, diabolical plan.

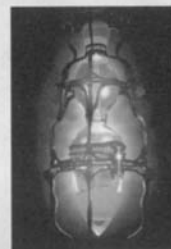


The Sands of Time

The Sands of Time are a terrible, primordial substance that changes and corrupts every living thing it touches. Only through the Dagger of Time can the awesome might of the Sands be harnessed. The Dagger confers extraordinary powers on its possessor, enabling him (or her) to seamlessly bend the fabric of Time itself.

The Hourglass

Long ago, in the age of myths, the Sands of Time were sealed away within an impenetrable Hourglass. When the Prince commits the unimaginable sin of unlocking the Hourglass, releasing the Sands, the reason for this precaution becomes evident.



The Dagger

More than a weapon, the Dagger of Time is the only container besides the Hourglass that is strong enough to hold the Sands of Time. Whoever wields the Dagger is granted the power to control Time, by using up the Sands within.

Sand Creatures

No living thing is immune to the destructive powers of the Sands of Time. Contact with the sand will transform any man, woman, or beast into a Sand Creature, a hideous mockery of its original form. Incapable of speech or feeling, Sand Creatures are driven by a blind, single-minded instinct to hunt down and kill anything that lives.

Because Sand Creatures are not alive, they cannot be killed. They can, however, be destroyed... with the Dagger of Time.

Human Sand Creatures



Animal Sand Creatures



The Vizier, Farah, and the Prince are the only inhabitants of the Sultan's palace to escape transformation by the Sands of

Time. They are protected by three artifacts, as ancient as the Hourglass itself.



The Vizier's Staff



Farah's Medallion



The Prince's Dagger

The Dagger of Time

Whoever holds the Dagger of Time gains extraordinary powers to bend and control the fabric of Time itself, by using up the Sands within.

Powers of the Dagger of Time

The Power of Revival (Rewind): Allows you to undo your mistakes - even your own death - by traveling back in time up to 10 seconds.

The Power of Delay (Slow Motion): Slows down time for everyone around you, giving you a slight but important edge in combat.

The Power of Restraint (Freeze): Stops time for a targeted enemy, allowing you to dispatch him or her with impunity.

The Power of Haste (Fast-Forward): Accelerates the passing of time, allowing you to defeat multiple enemies at the blink of an eye.

The Power of Destiny (Visions): Allows you to behold startling visions of the future.

Using the Dagger

To use the powers of the Dagger, you need to have sand in the Dagger.

Retrieve Sand

Refill Sand Tanks by retrieving sand from defeated Sand Creatures or loose Sand Clouds. Press to retrieve sand. Each retrieve fills one Sand Tank.

The Dagger can gain additional powers throughout the course of gameplay. The more you use the Dagger, the more powerful it becomes.

Power of Revival (Rewind)

The first power of the Dagger. Press and hold to turn back time. When you reach safety, release to resume play. Each rewind uses up one Sand Tank.



Game Interface



Life Bar

Shows the Prince's current state of health.

Hard falls, enemy attacks, and traps all cost the Prince life. If your life bar reaches empty, it's Game Over (unless, of course, you undo the mishap by rewinding...) Replenish the life bar by drinking water from a fountain or other sources.



Sand Tanks

Shows how much sand is in the Dagger. Each rewind empties one Sand Tank. Each time you retrieve sand from an enemy or a Sand Cloud, it fills one Sand Tank. The Dagger is also capable of growing new Sand Tanks in the course of the game.

Power Tanks

When you have retrieved enough sand, the Dagger grows its first Power Tank. Sand contained in Power Tanks cannot be used to rewind, but it gives you new powers including Delay (Slow Motion) and Restraint (Freeze). Power Tanks, like Sand Tanks, can be refilled by retrieving sand from enemies.

Time Circle

Shows how much time is available for the Power of Revival (Rewind). A full circle represents 10 seconds. Also serves as a timer for the Powers of Delay (Slow Motion) and Haste (Fast-Forward).

Farah's Bow

Farah can sustain only a certain number of hits from enemies before her bow breaks. If that happens, the next blow will kill her and it's Game Over... unless you can save her by using the Powers of Revival.

Don't forget you have the Dagger! As long as you have sand in a Sand Tank and time in the Time Circle, the game's not over... even if you're dead.

Rewards

Sands of Time

The same sand that flows in the veins of Sand Creatures can also be found loose, swirling throughout the palace. You may be lucky enough to encounter Sands of Time in the following forms:



Sand Vortex

A Sand Vortex may form in a particular place, either spontaneously, or as the result of a successful fight against Sand Creatures. Entering a Sand Vortex will give the Prince a brief, hallucinatory vision of the future.



Sand Vision

Visions give the Prince a glimpse of the dangers and opportunities that lie ahead as he finds his way through the palace. They also offer the player an opportunity to save the game.




Sand Cloud

When you see a cloud of loose sand like this one, grab it! Collecting eight Sand Clouds will cause the Dagger to grow an additional Sand Tank, permanently increasing its capacity to hold sand.



Water Is Life

Drinking water from a fountain or other source will restore a wounded Prince to health. Press and hold  to drink as much as you need until your life bar is fully replenished.



Fountain



Water Pool

Magic Fountains

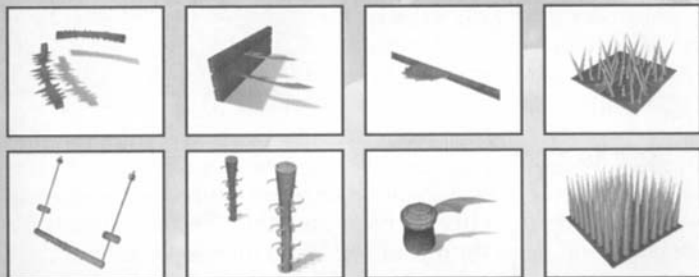
The Prince can never be sure whether Magic Fountains are real or a figment of his imagination. One thing, however, is certain: Each time you drink from a Magic Fountain, it will permanently lengthen your life bar.



Traps

It is said that in all Persia, there is no host more generous than the Sultan of Azad. To protect the glories of his magnificent palace, the Sultan has built a defense system designed to shred the soldiers of any attacking army. From the moment these defenses are activated, the Prince ironically finds himself a most unwelcome guest.

Here are some of the traps the Prince will encounter as he strives to save the palace of Azad from the Sands of Time. Failure to evade a trap could result in injury or death.



The Prince's Attacks

Multi-enemy Combat

When surrounded by many enemies, use the Control Stick to target a particular enemy. It is not necessary to turn to face the enemy before you attack. For example, to retrieve sand from an enemy behind you, simply point the Control Stick toward the enemy and immediately press . The agile Prince will do the rest.

Basic Moves



Attack (Sword)

Use the Control Stick to target the enemy; then press to strike with your sword. Your sword can hurt Sand Creatures, but to finish them off, you need to use the Dagger.



Retrieve Sand (Dagger)

When you have knocked down a Sand Creature with repeated sword strikes, press to strike with the Dagger and retrieve its Sands of Time. This destroys the enemy for good and also refills one Sand Tank.



Block

Press and hold to block. For as long as you hold , your sword will deflect all enemy attacks from all directions. Later in the game, you may encounter enemies powerful enough to break your block.

Advanced Attacks




Vaulting Attack

Push the Control Stick toward your enemy; then press **A** to vault over him. As you start your descent, press **B** to strike the enemy from behind. Later in the game, you may encounter enemies that can block your vaulting attack.



Vaulting Attack + Retrieve

Follow up a successful vaulting attack by pressing  (Dagger) to do a quick retrieve and destroy the enemy.




Wall Rebound Attacks

When fighting near a wall, you can use the walls for rebound attacks. Point the Control Stick toward the wall and press **A+B** to launch a rebound attack straight at the enemy, or **A+L** to rebound and jump over the enemy's head.





Counter-Attack

Press and hold  to block, wait until your enemy strikes... and then press **B** to launch a devastating counter-attack. This takes a bit of practice, but if properly executed, you can floor enemies with a single blow. Later in the game, you may encounter enemies that can counter your counter-attacks.



Counter-Retrieve


Press and hold  to block... then, at the moment your foe strikes, press  to do a quick retrieve and destroy the enemy.

Power Attacks

The following attacks will become available once the Dagger grows its first Power Tank. The more you retrieve sand over the course of the game, the more Power Tanks you can get.




Power of Delay (Slow Motion) (Needs one full Power Tank)

Tap  briefly to go into slow motion for 10 seconds. This gives you an advantage over your enemies.





Power of Restraint (Freeze) + Attack (Needs one full Power Tank)


Press  to strike an enemy with the Dagger. This will freeze him in time. Then, while he is at your mercy, press **B+B** to set up and slice your foe in half, destroying him utterly without needing to do a retrieve.



Power of Haste (Fast-Forward)

When you have grown a full complement of Power Tanks, this gives you the ability to go into hyper-speed, stopping all your enemies. Haste consumes all your Power Tanks... but in the right situation, it is worth it! Press and hold , and then press  for the Power of Haste. Use the Control Stick to target enemies; then **B+B** to finish each one off in turn.

Hints and Tips

- Don't forget to block! When fighting, press and hold  to protect the Prince from most enemy blows.
- During combat, don't just stand in one place! Use the Prince's acrobatic abilities to stay on the move: dodging, vaulting over enemies, and pushing off walls for rebound attacks.
- Pay attention to the cinematic presentation of each new place the first time you enter. The camera's path is a clue as to where the Prince needs to go.
- If you get stuck, try replaying the most recent vision for clues as to what to do next.
- Always keep an eye out for Sand Clouds, visions, and hidden entrances to Magic Fountains.
- Sword upgrades are available as you progress.
- Don't forget to rewind!
- Take advantage of Slow Motion to help you fight and to avoid traps.
- Use the first-person camera to look around, and the landscape camera to get the big picture of where you are.
- Don't fight your enemies one by one. When surrounded by many enemies, a more effective tactic is to divide your attacks among them in quick succession, using the Prince's superior agility to your advantage.

PROOF OF PURCHASE



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If all else fails you can write to us at:

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Violence