

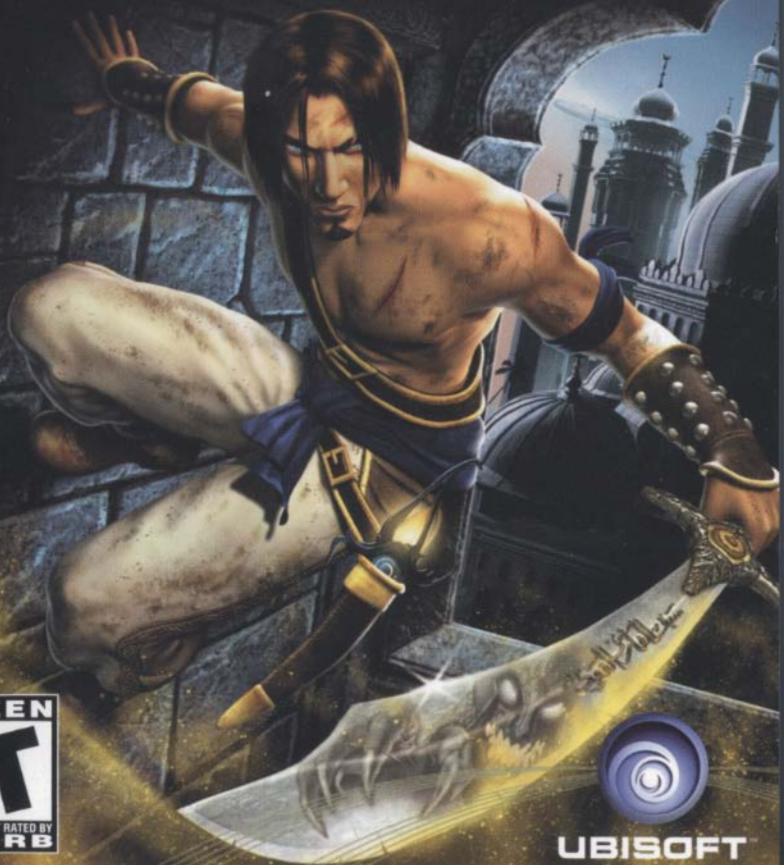


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PRINCE OF PERSIA

THE SANDS OF TIME



UBISOFT™

Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

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Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

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Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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Getting Started

1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the Prince of Persia: The Sands of Time™ disc on the disc tray with the label facing up and close the disc tray.
5. Follow the on-screen instructions and refer to this manual for more information about Prince of Persia: The Sands of Time.

Xbox Live™

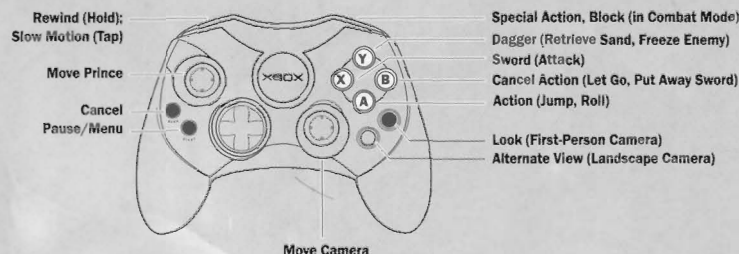
Take Prince of Persia: The Sands of Time™ Beyond the Box

Xbox Live is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, set up a Friends List with other players, see when they're online, invite them to play, and talk to them in real-time as you play.

Connecting

Before you can take advantage of this online community, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for more information about connecting to Xbox Live, see www.xbox.com/connect and select your country.

Basic Controls



- X button**: Sword (Attack)
- A button**: Action (Jump, Roll)
- Y button**: Dagger (Retrieve sand, Freeze enemy)
- B button**: Cancel Action (Let go, Put away sword)
- L trigger**: Rewind (Hold); Slow Motion (Tap)
- R trigger**: Special Action (Run on wall, Push/Pull, Swing on bar, Drink water); Block (in Combat mode)
- RT button**: Look (First-person camera)
- LT button**: Alternate View (Landscape camera)
- Left thumbstick**: Move Prince
- Right thumbstick**: Move Camera

To Play the Game

Press the **○** button to reach the Main Menu.

Main Menu

Use the **⬆** thumbstick to move among the following options; then press **A** to select. Press **⬅** 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 vibration 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.

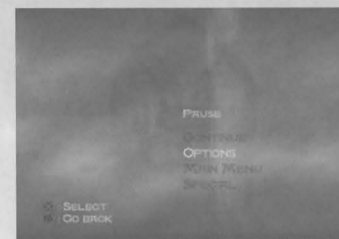
When the black bands disappear, the Prince is back under your control. To start a new game, use the **⬆** thumbstick to make the Prince walk through the curtains into the palace.



Pause Menu

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

- **Continue:** Resume gameplay.
- **Options:** Access the Options menu to adjust various settings.
- **Main Menu:** 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 game-play, you will be given the chance to save your game.

- Do not turn off your console 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 Shahraman 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 impregnable 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 **Y** 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 **L** to turn back time. When you reach safety, release **L** 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 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 Power of Revival (Rewind).

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 **R** to drink as much as you need until your life bar is fully replenished.



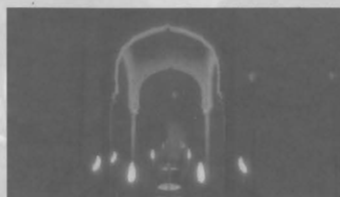
Fountain



Water Pool

Magic Fountains

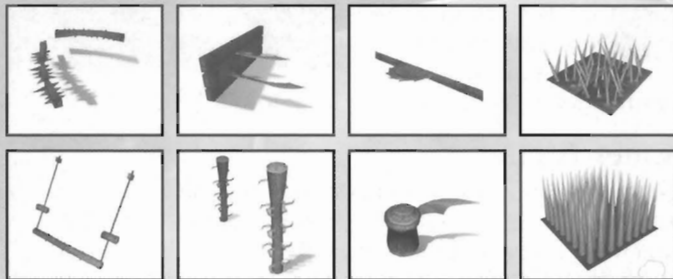
The Prince can never be sure whether Magic Fountains are real or a figment of his imagination. One thing, however, is certain: Each time you drink from a Magic Fountain, it will permanently lengthen your life bar.



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 left thumbstick 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 left thumbstick toward the enemy and immediately press the **Y** button. The agile Prince will do the rest.

Basic Moves



Attack (Sword)

Use the **L** thumbstick to target the enemy; then press **X** 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 **Y** 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 **R** to block. For as long as you hold **R**, 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 **L** thumbstick toward your enemy; then press **A** to vault over him. As you start your descent, press **X** 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 **Y** (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 **L** thumbstick toward the wall and press **A+X** to launch a rebound attack straight at the enemy, or **A+A** to rebound and jump over the enemy's head.



Counter-Attack

Press and hold **R** to block, wait until your enemy strikes... and then press **X** 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 **R** to block... then, at the moment your foe strikes, press **Y** 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 **L** 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 **Y** to strike an enemy with the Dagger. This will freeze him in time. Then, while he is at your mercy, press **X+X** 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 **R**, and then press **L** for the Power of Haste. Use the **L** thumbstick to target enemies; then **X+X** to finish each one off in turn.

Hints and Tips

- Don't forget to block! When fighting, press and hold **R** 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.

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