

# Step By Step Walkthru - Prince of Persia

All instructions are given referencing your right and left as you face the screen. For convenience I will refer to the Prince as "You" since you are directing his movements.

All instructions are given using the numerical keypad. The alternate key set-ups follow:

	Jump up/ Climb up	
Jump left		Jump right
7	8	9
4	5	6
Jump right	Climb down/ Crouch	Run right
**		**

\*\*Press shift key at the same time as the 4 or 6 gives you a careful step left or right. If you run and press the 7 or 8 key as you come to a ledge you will jump when you reach the edge. If you press the shift key at the same time as the 7(8) you will "power jump" which is a much longer jump.

\	+	/	
U	I	O	
J	K	L	
/		\	OR
	+		
W	E	R	
S	D	F	

The instructions for Level 1 will include the keypad number to accomplish each move. After Level 1 these numbers will not be included. If you need to refresh your memory for any move just refer to the top of page 1 of this walk-through.

The Level 1 instructions are very, very detailed and basic. Almost painfully so. It has been designed this way to try to insure that everyone, regardless of skill level, will be comfortable with the rest of the game. After the first level the instructions will be much more brief; consisting of sending you in one directions or the other, warning you of traps and giving you the information necessary to conquer all situations.

## Things to remember about the Prince:

1. Use the "save" function wisely. You cannot save the game in the middle of a level and you cannot save the game at all until you are on at least the 2nd level. If you have traveled into a level and feel as though you are about to do something risky it does no good to save the game at that point. You will always begin the level you are on as you come in the door (with one exception - level 3) regardless of at what point during the level you "save" the game. Since you are running against the clock it is wisest to "save" your game as you first come in the door. If the Prince gets killed during a level the game will automatically re-start HOWEVER you are better off time-wise to restart your saved game. If you don't re-start the game you will lose all the time it took you to die.

2. The Prince is very strong and can hang from a ledge without falling as long as you hold down the shift key. If what is under him is unsafe you can pull him back up to where he was. Remember, he can jump down 1 level without injury but if he jumps two levels it will take away one of his life potions. (However, if you "hang" from a two story level you will reduce the jump to one story when you let go). If he jumps down two or more levels it is "SPLAT" - all over with. Train yourself from the beginning to hit the shift key every time the Prince falls. He may just be able to grab a ledge and/or discover a way out of a situation

3. His "power jump" can span incredible distances as long as he has room to get a running start. As the manual says, if you are using the "power jump" he will wait until he reaches the edge until he jumps, unless you jump way too early, in which case he will jump before he gets to the edge ("SPLAT" again)

4. Jump in place in every new screen to see if there are any loose tiles. A floor tile will fall away if he (1) jumps on it (2) runs across it. A ceiling tile will fall if he jumps up underneath it. Try to jump up under the tile as he is standing off to one side, if he stands directly under a falling tile it will hit him on the head and he will lose one of his "lives".

5. The majority of the time as he enters a level he will be facing the direction he needs to go. Even if it is just to step on a tile that opens a gate and then turn around to go back through the gate.

6. It is a good idea to enter each new screen by "soft stepping" (4 or 6 key + Shift key) into the new view. If the Prince is in a dangerous spot, such as about to fall off a ledge he will only go as far as is safe. Once you can see what the new scene is all about then you can decide if you want to run, jump or whatever.

## LEVEL 1

Level 1 is a great level for experimentation. The following is an **exact method** of getting through the level however there are many areas for detours and exploration. You are going against the clock but as previously stated you cannot save your game until you have reached Level 2 so - Go For It! You can always come back and follow the instructions once you are ready to "beat the clock". There are many hidden tiles and levels that you won't encounter by following these instructions. They are not necessary to advance to the next level but they will give you valuable experience when it comes to climbing, "soft stepping", jumping, "power jumping", running- jump, jumping down, etc. Believe me, you will need them all later. One word of caution, you cannot get past the guard without a weapon so if you come across him, run away until you have some type of weapon with which to fight.

O.K., LET'S GET READY TO RUMBLE!!!

As your game opens you have just jumped down one level from the left to the right. Continue to the right, jump down to next level. Jump in place (8) to see which tile moves. Run to the right (6) until you run into the wall. (Oof!). Turn around (4) and jump (7). **WAIT!** before you jump hold down the shift key and keep it held down. O.K., now jump. You should be hanging from a ledge at this point. If you aren't, you either jumped back across the opening (in which case just try it again) or you forgot to hold onto the shift key and you have just jumped down two levels and lost one of your "lives". Let go of the ledge (release the shift key). Run to the left and climb up onto the next level (hold down the 8 key until the Prince is up on the ledge).

Continue to the left. You will see a gap in the walkway. Run (4) up to within a step or two of the edge and then continue to "soft step" (4+Shift Key) up to the edge. Now, jump over the gap (7). If you landed on the raised tile the gate will open automatically. If you jumped over the raised tile, turn around (6) and "soft step" back onto the tile. Continue to the left through the gate.

Here is another ledge, jump down- either by continuing forward (4) or by going just to the edge, turn around (6) and lower yourself to the next level (5). The raised tile which is under the higher level is the one which opens the gate. Step on this tile, turn around (4) and go to the edge of the gap. As you face the gap you will notice that there is one tile which hangs out over the opposite edge.

You need to jump over the gap and this over-hanging tile as well. "Soft step" (4+Shift Key) your way to the very edge and jump (7). You will clear both the gap and the overhanging tile. If you are feeling more adventurous you can get a running start from the tile which opened the gate and "power jump" (4 + 7+ Shift Key) both the gap and the extra tile. Climb up through the gate and continue to the left.

As you enter this scene you are standing on top of a three level area. Before you is a walkway over the middle. If you jump in place (8) you will see that the walkway consists of "fall-away" tiles. Run left (don't pause) across this walkway including these tiles and jump down to the next level. The tiles will fall down behind you but that's O.K.

As you continue to the left your next area has a walkway, a raised tile, a gap covered by a "fall-away tile" and then more walkway. As with other raised tiles this one opens the gate. However, take a look at the walkway on the other side of the gap. The first tile on the other side has a visible space underneath it. If you step on this tile you will close the gate. Therefore, go to the right edge of the tile that goes over the gap and jump (7) over both the gap and the "closing" tile. Climb (8) up thru the gate and continue left.

You have before you a large gap followed by a raised tile. Jump in place (8) and you will see that the two tiles after the raised tile are "fall-away tiles". Go to the edge of the gap, jump (7). This will take you to the raised tile. Run (don't pause) left (4) and continue left. If you did end up falling with the two tiles it doesn't make any difference, just continue going to the left.

You now need to climb down to the lowest visible level. Go to the edge of the walkway, turn around (6) and lower yourself to the next level (5) and then lower yourself again (5). Aha, a sword! Turn around (4) and go to where you are standing over the sword. Press your "shift key" and you are now the proud owner of a new (or fairly new) sword.

You are now going to go back the way you came. Go to the right but only pull yourself up (8) one level. Run to the right (6). You will come to the last place where the tiles fell down behind you when you ran over them. Pull yourself up (8) and "soft step" (6+Shift Key) to the edge and jump (9) over the gap.

When you pulled yourself up you were on the "gate opening" tile so as you continue right (6) you will go through the gate and jump down a level. Run to the right (6) being careful not to stop on the "fall-away" tile which covers the gap. Continue running right until you are just under the left hand side of the next level. Pull yourself up (8) and "soft step" (6+Shift Key) your way to the edge of the gap. Jump (9) over the gap and continue right.

Once again you pulled yourself up on the "gate opening" tile so continue to the right through the gate. Now you are back to the spot where there is an extra tile extending out over the gap. Go to the left edge of this tile and jump (9) over both the tile and the gap. (Those of you who already have your swash and buckle down pat can do a running jump if you so desire).

Go to just under the left hand edge of the next level up and pull yourself up (8). Third and final time you have pulled yourself up on the "gate opening" tile. Proceed through the gate, to the edge of the gap and jump (9) over the gap.

Continue on to the right and you jump down a level. (This is the area where you first came down when you started the game). Continue right past the fallen tile on the ground.

What Ho!! A guard, with a sword no less! I guess this would be a good time to cover fighting methods. As you come into an area where there is a guard you will automatically draw your own sword. Use the following keys to engage in a swordfight. To block your opponents swing (8) to swing your own sword (shift key) to advance upon your opponent use either the 4 or 8 key depending from which side you are fighting. You can go past your opponent in which case you will both turn around and fight from the opposite direction. If you are the "hit and run" type you can advance past him and then turn around and run for your life. Don't worry, you will get plenty of practise at fighting and your own style will develop.

O.K., one one-millionth of a second of silence for the recently departed guard (We are running against the clock, after all) and onward to the right.

Wow, a really, real door. But how to open it? See that raised tile on top of the two pillars on the left? What do you bet? Jump up (8) but unless you're feeling particularly athletic you don't need to climb up there. Just press and release the (8) key and you will press the tile down and Voila! the door is open. Climb the stairs (8) and you are now on Level 2 and can save your game. Which I recommend you do immediately upon arrival.