

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 left	Jump up/ Climb up	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.

As you go through these instructions use the "esc" key to pause the game while you are reading. Press the "esc" key again when you are ready to resume play.

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 "running 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 "running 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 "health bottles".

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 unless otherwise instructed. 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.

7. The bottles in the lower left-hand corner indicate the Prince's "health". As he is wounded these bottles empty one by one. There are "extra life" bottles hidden along the way which will increase the number of bottles.

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 to know them all. 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 left 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 sword-fight. 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.

Level 2

As you enter the door you are facing left. Run to the left but do not stop when you get out of view, there are two "falling tiles" immediately after the scene change. Run until you are past the two tiles and then stop and fight the guard.

Run to the right edge of the holes on the floor. These are spikes and will kill you (dead) if you try to run over them. If you need to replace a health potion jump down and drink the potion and then come back up. There are two ways to get past the tiles #1. you can "soft step" thru them #2. you can jump over them. Climb up one level. (If you need another life you can jump up and find a "falling tile". There is another health potion up there.) Continue left and take the gap at either a standing or running jump. Climb up 2 levels and continue left. Fight the guard, step on the tile and go thru the gate.

Look at tiles on the other side of the gap. The second tile past the gap is a closing tile. Run across the gap and time your stop so that you stop just short of the closing tile. Jump the closing tile and proceed thru the gate.

Jump down and fight guard. Continue to the left. You now see two bottles. Look at the bubbles coming up from them. If you are playing the game in color the one that is completely red is a "health" potion. The one that is red and grey will empty one of your bottles. If you are playing in black and white the first bottle is the safe one. Go through the gate and climb up to the next level.

As you come to the ledge where there is a guard standing on the other side of a wide gap to the left. There is a "falling tile" above you where there are two health potions if you need them. Jump the gap with a standing jump (7) and fight the guard. (Win).

Continue to the left, you will then go up one level as you face left, turn around and go up again facing right. "Soft step" to the edge of the spikes, turn around and pull yourself up another level. Now drink the potion in the tall slender bottle. This is a true "extra health" potion which adds another bottle to your supply. "Soft step" you way back to the edge of the platform, turn around and let yourself down and continue down to the level where you came from.

Continue going left - spikes - jump gap and climb up 2 levels and jump back over the gap, now going to the right. Continue to the right until you

can't go any further. Turn around and pull yourself up - advance a few steps toward the guard so that he doesn't push you back off the ledge. fight the guard and then continue to the left.

Run past the exit door. Running-jump the gap and step on the raised tile. This will open the exit door. Soft step your way to the edge of the ledge and jump (be sure you are holding down the shift key). Pull yourself up and go back to the right. The exit door is now open. "Up you go!!"

LEVEL 3

Go to the right, when you get to the first set of ledges turn around and climb two levels.

Jump to the right and go to the far right edge of this ledge. Climb three more levels. You are now on top. ("Leap of Faith" coming up). Stand on the topmost right edge and jump to the right. I know, I know. You can't see what's over there but Trust Me.

Jump to the right three more times. If you want another "health" bottle added to your supply jump in place and see which overhead tile moves. Make it fall and pull yourself up one level. (For those of you who don't care, just hang out here for a while, we'll be right back). O.K. now you are up, go to the right. Oh Whooppee!! Triple slicers!!! If you stand as close as you can get to the leftmost slicer (soft-step up to it) and immediately after it has clanged shut hold down your 6 key and run. The timing will work out so you run right straight through all of them. Turn around, pull yourself up two levels and here is your bottle.

Lower yourself back down and soft step up to the right-hand slicer. The timing doesn't work going from right to left so as soon as the blade has clanged shut soft step your way through just one - soft step up to the next blade and repeat until you are through all three. Go back to the left, jump over the gap and let yourself down onto the tower.

A word of advice here, read the following instructions before trying this because you won't have time to stop once you get going. What you are going to accomplish is this - you are going to stand on the first tower to the left of where you are now. This is the raised tile that opens the gate. The gate is WAAAAAAAY over to the left. You need to jump to the left twice - run left across the slightly wider tower - running jump to the next tower - run left across it (this is a long run) - running jump the gap - run left across the next tower (another long run) - running jump this gap and hold

on to the edge of the ledge and pull yourself up. All of this before the gate closes. As a matter of fact you might want to go look at it before you try your suicide run down there.

O.K., finally through the gate. Whew!! This is the one exception of saving the game. If you get killed on this level after this point you will re-start after the closed gate. I guess they figured you had beat yourself up enough just getting to this point and it would be too cruel to make you do it again.

Continue on to the left. As you step out of this scene, either soft step or run and keep running. There is a falling tile right after the scene change.

Go left past the skeleton and pull yourself up to the next level. Go left through the gate, through the slicer and jump down three levels. See the raised tile on the right hand side? This is the target. Go step on it, come back, climb up three levels, come back through the slicer and the gate.

Jump down to the right and Woah! what's his problem? Well, you can't kill someone who's already dead no matter how many times you stab him. As you fight him advance until you are on the other side of him. Then back up until you fall off the ledge. Be ready to "catch" the next ledge and then drop down to the bottom level.

Run to the left. The tile over the gap is a "falling tile" so be sure to either run across it or jump over it. Continue on to the left and lookee there - you're out of here!!

LEVEL 4

As you come in go to the right, step on the raised tile and turn around and go through the open gate at the left. Continue to the left, jump down one level and go through the gate which opens at the left.

As you step through the gate you will be on the tile which raises the next gate. Look at the walkway and notice where there are gaps under it. The tile just before the gap closes the gate, then there is one solid tile and then there is a "falling tile". Run to the left and stop before you get to the "closing tile". You need to jump over this tile. Try to space it so that you land on the next tile (which is solid). Note **If you jump over both the "closing tile" and the solid one you will land on the "falling tile". If this happens immediately hold down the shift key to try to keep yourself from falling. If you miss, it is no big deal, you will have a two story fall, but

unless you were down to your last "health potion" you will be OK. (If you did fall use the following directions to get back up to where everyone else is. Go to the left through the gate, climb up to the next level and jump in place. Notice that the tile just above the right edge where you are standing will fall. Make it fall and then pull yourself up on the next level.) You are now back where you would have been if you had made the previous jump.

Run to the left and keep running. As the tiles fall behind you one of them opens the gate to your left. Pull yourself up, go through the slicer and drink the "extra" health bottle.

Turn around, come back through the slicer and jump down (or lower yourself down). Jump to the right over the gap continue going to the right and jump over the next gap as well. Note** When you make this second jump you are aiming for a platform that is only one tile wide. If you miss, try to hang on and pull yourself up. If that fails you will have a two story fall but should still be OK. Go back through the gate to your left, pull yourself up and try the jump again.

Jump the next gap to you right, run to the right and jump down - twice. You are now facing an open gate. Go to the right, and either jump over the gap or jump down and get the potion. Continue right and jump down into the gap just before the slicer. Pull yourself back up and soft-step your way through the slicer. Immediately you will draw your sword, but, you will also want to advance on the guard if you can. If you stay where you are his first sword thrust will push you back into the slicer. Deal with the guard and continue right. Climb two levels and jump the gap to the right.

Continue right -- Spikes -- Guard. Continue right, there is a falling tile where you can jump down and get a potion. Continue to the right, go through the gate and pull yourself up to the next level. Continue right and jump down one level. Go to the left through the slicer and continue left and step on the raised tile. Go back to the right through the slicer and pull yourself back up. Go to the left and OOPS!! Where did that come from? You need to jump through the mirror at a running jump. ~~That was a deflating experience, wasn't it. My goodness, you're a shadow of your former self! ~~ Continue going back to the left until you reach the exit door. Take what is left of you up the stairs and on to the next level.

LEVEL 5

Go left, step on the tile and then back to the right, through the gate. Climb up one level, deal with the guard, climb up one level to the right. Climb up

left two levels. (To the right is a series of gates and levels. Behind the top-most gate is another "extra health potion". You cannot get this particular potion but you can investigate the area if you want to spend the time. You will come out back here in any event so we will just by-pass that section and continue on.

Go to the left, through the gate and when you reach the edge of the ledge lower yourself down to the next level. Drink the potion if you need to. Go as far as you can to the right, turn around and make a running-jump across the gap to the left .

Go left through the gate, deal with the guard and continue left. Jump down one level, continue left and deal with the next guard. Go left, next guard, go left, jump gap (drop down one level and get the potion if you need to), go left - run across the tile (it falls behind you) and once again handle the guard. After you have killed the guard step on the raised tile and run to the left. Jump the gap and go through the gate continue on to the left and you will find the exit. Upward and Onward!!

LEVEL 6

Go to the right - step on the raised tile and then turn around and go through the gate on the left.

There are two sets of spikes and then you will come to a raised tile and a gap which has a set of spikes on the other side. DO NOT take the gap at a running jump, if you do you will make yourself a "shish-ka-bob". Go to the edge and do a standing jump then soft step through the spikes. Continue left through the gate.

Jeepers, Heavy duty defensive guard!! Run across the "falling tile" and deal with the guard. This guy's a pretty good fighter so you might want to work your way past him and force him back into the gap. OK, the guard's out of the way go left through the gate and jump over the next gap.

Well, well, what have we here? This could be known as "going against your own best interest" You need to do a running jump and catch the edge underneath the gate. Once you have done that you might as well let go because you're not going through that gate. No way. Just make sure that after you do fall you hold down the shift key. Hold down the shift key and keep holding. You'll see why in a minute or so. OK, if you caught yourself

you are now on Level 7. If you didn't, don't worry about it. You will immediately get another opportunity.

LEVEL 7

Pull yourself up and go to the left. You only need to go far enough to turn around and get a good start on a running jump as you come back to the right. Ready? OK, jump the gap to the right. Deal with the guard, go right through the slicer and when you reach the next scene run to the right through the entire scene. There is a falling tile but it will fall down behind you. When you get in the next scene jump up to see which overhead tile will fall. Knock that one down and pull yourself up to the next level. Go to the right, through the slicer and deal with the guard. Continue right through the slicer and jump down one level. (If you need the potion on the other side of the gap, jump over and get it, then come back and jump down to the next level).

Continue to the right through the gate and onto the raised tile. Look at the tiles in front of you. The first one is stable, the next one (it has a slight gap under it) closes the gate you are facing. "Soft step" just to the right edge of the stable tile and then jump. You will jump over the closing tile and the spikes as well. If the gate is already too far down to get through standing up try "crouching" (5) and then advancing(6). If the gate is all the way down jump back to the left and do it again.

Continuing to the right you will come to a gap that you cannot jump over -- no matter how big a running start you get. **You are standing on the tile that raises the two gates on the level below you so you will need to hustle through this next section.** You need to hang from the ledge and drop - catching the next ledge as you do so. (Remember how you got to Level 7 in the first place?) Pull yourself up and go left. As you go through the first gate notice the raised tile - the tile in front of that one closes the gate you are approaching. Jump over the "closing tile" and the raised tile and continue left. Again, if the gate is already halfway down "crouch" (5) and advance left in the crouch position.

After you've gone through the second gate you'll need to do a running jump across the next gap. You will catch yourself on the ledge, pull yourself up, go left, step on the raised tile, pull yourself up and go left through the gate.

There is no way to sneak up on this guard so pull yourself up and fight him. (If you back him up he will fall through the walkway, if you advance

around him and push him back to the right he will fall off the end of the ledge and stop fighting.) After you've gotten him out of the way, if you haven't already found the falling tile, jump in place and you will see that there are two of them to the extreme left. Run left across them (or jump across them) and jump down two levels, and continue left through the slicers. As you step on the raised tiles both gates will open. Continue left through both gates and left through the next scene. (Can you believe it, no traps!)

As you come to the end of this level you encounter a new potion. Drink it and simply walk off the end of the ledge. You don't need to let yourself down or anything, just walk off the end. See there, not everything in this game is conspiring against you.

OK, step on the tile, go to the right through the gate, step on that tile and come back for your trip up to the next level. LOOKING GOOD!!

(NOTE** There is another "extra" health bottle available on this level. You can obtain it by continuing to the right as you go through the very last gate. HOWEVER, you can not get to it and back again before the gate closes. It is not necessary for the completion of the game so instructions are not included here but you can explore on your own.)

LEVEL 8

As you come into this level go left. Up one level. The second tile on this bridge is a "falling tile" so run across it into the next scene where you will meet another guard. (Surprise, surprise). You might need to be the aggressor with this guy, he has been known to just stand there with his sword drawn waiting for you to attack. Do so. Jump the gap at the left in a running jump and continue left. Jump down a level, drink the potion here if you need it and jump the gap to the left in a running jump. Climb down three levels. Go to the right, through the slicer and continue to the right. There are two sets of spikes in the next scene. Continue right and you will jump down in front of the exit door. (We'll be back to that later). Continue to the right, the next scene has two more sets of spikes.

Still going to the right you will get a break on the next two scenes, just run right through them. The following scene has one set of spikes in the middle (we're still going to the right) and the scene following that has another guard. The scene to the right after the guard has one set of spikes and just above that a potion. If you need the potion you can step up to the

spikes, pull yourself up, drink the potion and lower yourself back down without sustaining injury. Proceed through the spikes to the right.

The next scene you will see a guard on top of the tower. Run until you are just about underneath him and then "soft step" the rest of the way through that scene. If you continue running he will turn around and be waiting for you later at which point he will kill you immediately.

Running jump to the ledge to your immediate right, Hang On! Pull yourself up two levels and then jump back to your left, Hang On! If you need an extra potion before fighting the guard there is one up one level.

~~Before you start this next section it might be a good idea for you to read ahead. Read until you get to the **** so that you know what's coming up.~~

Proceeding to the left when you enter the next scene the guard will be there but facing away from you. Soft step into the scene and as you get into the scene you will automatically draw your sword. As the guard hears you draw your sword he will turn around and draw his. Ok, fight the guard.

Now comes another tricky part. This next set of scenes is murder (literally). If you kill the guard and he falls dead on the raised tile to your left this will automatically hold open the next set of gates. If, however, you deal with the guard in any other fashion you need to get ready to do another series of running jumps. (Remember Level 3?). This is similar but you have a few more things thrown in for good measure.

(Read all of this before your start) You will be doing a running jump to the left, running full out through two slicers, another gate, another running jump another gate and another running jump. The two slicers are timed so that if you do not stop you will get through them OK. The trick is not to stop but keep the 4 and shift key pressed down, only lifting the 7 key until you get to the next jump. Believe me it's a lot easier if the guard gets killed and lands on the tile but you can do it! So - that's a running jump, two slicers, and then two running jumps in a row. Just keep going and don't let the slicers freak you out. After you get through with your run let go of the 4 key because there is a slicer waiting for you in the next scene. ****

Go through the slicer, deal with the guard. You may have to come back and step on the raised tile again after you've killed the guard but by now slicers are old hat so no problem. Beware, the tile just before the gate is a

"closing tile" so when you get ready to go through it be sure to jump over that tile. Continue to the left.

Step on the raised tile at the edge of the ledge and come back a few paces for a running jump across the gap. Go through the double slicers and here you will find the raised tile that opens the exit door. Turn around and come back through the slicers and up to the gate.

What manner of trickery is this? There is no tile on this side of the gate that raises it. Peachy! What do you do now? Well, just hang out for a minute or so. Trust me, help is on the way. Just wait and see what happens.

Well, well, what a surprise. We get by with a little help from our friends. Turn around and lower yourself down then go to the left - through the double spikes - and continue left until you get to the exit door. I know I don't have to tell you what to do here. See you on Level 9!

LEVEL 9

As you enter Level 9 you go to the left, step on the raised tile, go through the slicer and jump over the tile ("closing tile") just before the gate. Climb up two levels and jump to the right.

As you run through the scene which shows the exit door notice that when you step on the tile on the lower right it opens the upper door on the left. (We will deal with this in a little while) Continue to the right go through the slicer and deal with the guard. Continue right and when you get to the end climb up four levels. (Stop and drink the potion on the second ledge if you need it). Step to the left, turn around and climb up one more level.

Run across the bridge (all three tiles fall behind you). Deal with the guard in the next scene.

Jump to the right (raised tile) and then back to the left. Run to the left and take the gap that used to be the bridge at a running jump. The tile just before the gate is a "closing tile" so be sure to jump over it.

Jump to the ledge on the left and go down 2 levels. Go left and be cautious here. When you go into this scene the first tile is stable but the second one isn't. I suggest that you soft step into the scene and you will see that here is where we make a tile fall onto the raised tile which opens the final gate. Run a few steps across the "falling tile" and time it so that you land on the

stable tile on top of the pillars. Turn around and jump back to the right. Go back to where you climbed down and go up 5 levels. Jump to the right, (raised tile) - jump back to the left and go left through the gate.

Here we have a guard on the other end of a long walkway. Now you just know that since he's not attacking you there has got to be at least one of those tiles that fall down. Jump in place and make sure you run well past that tile. Fight the guard and continue left. Jump the gap to the left over the set of double spikes and climb up one level.

Take a running jump across the next gap which leaves you hanging from a raised tile over a gate. You don't need to pull yourself up on this tile, just let go of the shift key and drop down. Go left through the gate and jump the gap to the left. Go up one level, knock down the overhead tile and pull yourself up another level. Go to the left and find the "extra life" potion. Drink it and come back to the right. (Do not drink the potion on the right unless you want to set the world on it's ear.) Jump down four levels and then lower yourself down the ledges on the left until you reach the bottom.

Go through the slicer on the right, step on the raised tile behind the slicer. This will open the gate on the left - go through the gate on the left, step on the raised tile behind the gate. This will open the gate at the upper right - climb up and go through the gate at the upper right.

Go right through the slicer and deal with the guard. Continue right and here you are. Right where you wanted to be. Turn around and let yourself down. An you're on your merry way to level 10! See you there!

LEVEL 10

Go left, jump down one level and then come back to the right and step on the raised tile. Continue to the right BUT as you leave the scene you will want to keep running because the tiles as you enter the next scene are "falling tiles". Fight the guard and again run right and keep running as you get into the new scene. Step on the raised tile and go right through the gate.

You have two choices here. If you want to take a short-cut you can sneak up on the guard overhead by "soft stepping" underneath him and climbing up behind him. If you want to explore the "long way" you can continue to the right. We'll take the short-cut. You can explore the other way at your leisure.

Climb up and kill the guard. Go left and step on the raised tile (drink the potion if you need it). Again as you leave the scene keep running because there is a falling tile in the next scene. Jump down one level, run left and pull yourself up a level and go through the gate there. This second gate is controlled by the same raised tile as the first one so you will want to hustle.

Continue left, fight the guard. Jump in place and you will see that the overhead tile just before the gate will fall. Knock it loose and then jump up and hang momentarily from the overhead tile on the right. This is the raised tile that releases the gate.

Again run into the next scene and keep running. The first tile in the next scene is a falling tile. The raised tile at the far left will lift the exit door. Step on it and then soft step your way back to the right edge of the ledge. Lower yourself down to fight the guard. - That was easy, wasn't it? Level 11 coming up!

LEVEL 11

As you come in you will climb up one level to your right. Do a running jump across the gap to the right. You will catch yourself as you are falling just short of the ledge and pull yourself up. Now, while you are standing there between the two pillars jump in place. You will see that all of the overhead tiles except the one directly over the pillars are "falling tiles". Knock down the one immediately to the right of the stable tile over the pillar. Climb up onto the stable tile and the run to your left. DON'T STOP! Keep running until you run off the left end.

Here is another "extra" health potion. Drink it and step to the very edge of the ledge. Do a standing jump BUT be sure you keep the shift key pressed down. Now, pull yourself up and climb back up to the next level on the right. Again running jump the gap to the right.

Continue to the right, go through the slicer and fight the guard. Continue to the right until you reach the edge. (Looking down notice that all of the tiles on the walkway leading to the gate are "closing tiles". There are too many to jump over so you will do it another way.) Now turn around and face left. Stand between the two pillars and this time knock down the overhead tile to the immediate left of the stable tile between the two pillars. Turn around and pull yourself up onto the stable tile and run to the right. Keep running until you reach the last tile. The last tile is stable. Lower yourself down and run back to the left. Jump the gap and step on

the raised tile. Jump back to the right and run through the gate BUT keep on running because there is another gate at the other end of the walkway that is also controlled by this tile and you want to be sure to get through both of the gates.

Climb up a level and jump to see which tiles are "falling tiles". Run across those and then fight the guard. (There is a loose tile overhead here. If you only have one bottle remaining go get this potion since you will need at least two to get through the rest of this level.) After you've killed the guard you will do a running jump to the right. BE SURE to hold down the shift key and keep it held down until you are standing on firm ground again. Pull yourself up and go to the right.

Pull yourself up and fight the guard. There are no falling tiles between you and the guard this time. Continue to the right. The very last tile will fall so run to it and knock it down. Step on the raised tile and pull yourself back up. Come back to the left, jump down and continue left. Here is your exit to Level 12.

LEVEL 12

Level 12 is a pistol. There are triple jumps and obstacles.. To assist you in your "climb" I have drawn a map which will give a graphic representation on what you need to do. You can follow the written description, the picture or both. The map of level 12 is under a separate title in Section 5 of the Mac Entertainment+ Library "Game Aids/Add Ons".

As you come in go to your right. Climb up 5 levels on the tower. Go left, thru the spikes and then run to the left across the walk-way (don't stop, these are all falling tiles) and then do a running jump to the left. You are now on the extreme left-hand tower. Pull yourself up two levels and (GET READY) you will be doing a "triple" running jump to the right. Go left as far as you can and then (run to the right and jump) 3 times in a row.

Go right until you are able to climb up one level. Knock down one of the overhead tiles and pull yourself up two levels. Run to the left and running jump the gap to the next tower. Pull yourself up one level and run left across the walkway (falling tiles) and take the gap to the left at a running jump.

Now climb up three levels. At this point you should be facing a gate. Climb up one more level and step on the raised tile to release the gate. Lower yourself back down, go left through the gate and step on the raised

tile behind the gate. Run back to the right, through the gate and do a running jump to the right. Run right across the walkway and stop when you get to the tower at the end of the walkway. Pull yourself up onto the top of this tower. There is a walkway above you now, but no more towers.

You need to knock down the tile which is directly over the right hand side of the tower. As you jump up you will see that all of the overhead tiles move except one, the one that is just overhead to the right of the tower. Pull yourself up onto this stable tile jump up in place. You can now see that the two tiles to the right are also stable but the furthest one to the right will fall. You will need to go to the right to the last stable tile, turn around and do a running jump left across the gap and the next two tiles.

Run to the left and pull yourself up onto the next level. Jump in place and notice that the next two tiles will fall. Run left across these two tiles.

Well, well, here's our old buddy. You cannot win by fighting him because you are actually fighting with yourself. Put your sword away (5) and he will put his away also. After your swords are put away run towards him. Now you can truly say you have "found yourself".

Go to the left. Run right off the left edge of the tower. You can't "soft step", you just have to go for it. See, doesn't faith do marvelous things? Jump across the gap to the left and soft step into the next scene then "STOP". Wait for all the overhead tiles to fall down and then proceed left to the next scene.

Again, soft step into the scene and "STOP" Wait for all of the overhead tiles to fall and then jump across to the left. (A standing jump will work). Go left, climb up 4 levels, turn around and jump the gap to your right.

Uh Oh, it's HIM! The GRAND POOBAH!! If you jump in place you will not see any falling tiles, but there is one. The very first tile on your side of the bridge will fall so be sure to run to the right past it. Fight the 'old meanie' and then go to the right. All you have to do is step into the next scene to the right and then turn around and step back into the scene where you killed the Wizard. The exit door will automatically open. Go to the left, jump the gap and be sure to "soft step" to the left out of this scene. Jump this next gap and you are home free.

FINALE

Go to the right, step on the tile, go back through the gate to your left. There are no more traps, just keep running to the left.

CONGRATULATIONS!!

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