



## Basic Moves

The Prince will automatically climb obstacles, roll, and jump over deadly pits. When near a wall, he can also perform a vertical or horizontal wall run and rebound from the wall in the opposite direction. He can chain together rebounds to climb up between two walls.

## Environment

The Prince can interact with all the elements around him:

- **Ledges:** Climb, drop, lean, and rebound.
- **Ladders:** Climb and rebound.
- **Columns:** Climb, rotate, and rebound.
- **Poles:** Lean, drop, swing, and rebound.
- **Beams:** Move, drop, and jump.
- **Curtains:** Slide down and rebound.
- **Ropes:** Climb, swing, rebound, and wall run.

The Prince can also perform attacks using these elements.

## Mechanisms

The Prince can interact with several mechanical elements around him:

- **Boxes:** Push and pull boxes to block enemy attacks.
- **Hanging levers:** Use the hanging levers to activate machines.
- **Pressure plates:** Step on pressure plates to activate certain mechanisms for a short amount of time.
- **Pressure levers:** These levers descend as the Prince hangs onto them and rise again after he drops.
- **Rotating levers:** Use these in different ways, depending on the direction in which they point.



As a master warrior, the Prince can perform a great variety of advanced and deadly fighting techniques. He can take advantage of the environment around him (ladders, pillars, walls...), grab enemies, and take their weapons to throw or use as secondary weapons.

The Prince can use his superior agility to gain the upper hand on his enemies. For each action, a choice of several new actions is offered to you. In this way, you can create custom combo chains throughout the fight and develop a signature fighting style.

## Boosting

The Prince can step on his enemies and jump over them. From there he can grab them, attack them, or rebound into the air.

## Grabbing

When his left hand is free, the Prince can grab and hold his enemies. From there he can project them, attack them, or rebound into the air. He can also use his enemies as a human shield.

## Aerials

While in the air, the Prince can grab and attack his enemies. He can also rebound from walls to attack them with even more force.

## Combos

You can perform several combos by entering the correct button configurations.

## Single-Weapon Techniques

### Right hand

Single Slash	□
Double Slash	□ + □
Triple Slash	□ + □ + □
Furious Slash	□ + □ + □ + □
Asha's Fury (enemy on ground)	□
Right Sword Charge Attack	□ (only effective with specific swords)



## Left hand

Grab	△
Human Shield	△ (hold)
Grab to Boosting	△ + ×
Grab Slice	△ + □
Grab Throw	△ + △
Strangulation	△ + ○ (repeatedly)
Steal Weapon Kill	△ + ○ (enemy is weak)

## Acrobatics

Rebound from Enemy	(toward enemy) ×
Aerial Slash	(toward enemy) × + □
Landing Slice	(toward enemy) × + □ + □
Aerial Kick Attack	(toward enemy) × + △
Landing Kick Sweep	(toward enemy) × + △ + △
Aerial Back Slash	(toward enemy) × + ○
Landing Steal Weapon	(toward enemy) × + ○ + ○

## Other combos

Block	R1 (hold)
Counter Attack	R1 (hold) + □
Counter Kick	R1 (hold) + △
Pick Up Weapon	R1 (hold) + ○

## Double-Weapon Techniques

### Right hand

Orontes' Grudge	□ + △
Zaraster's Ire	□ + △ + △
Ptolemai's Anger	□ + □ + △
Wrath of Cyrus	□ + □ + △ + △
Rage of Darius	□ + □ + △ + △ + △
Azad's Retaliation	□ + □ + △ + △ + □
Azad's Furious Retaliation	□ + □ + △ + △ + □ + □
Ahriman's Revenge	□ + □ + □ + △
Mithra's Vengeance	□ + □ + □ + △ + △

### Left hand

Breeze of Anguish	△
Blast of Sorrow	△ + △
Misery Gale	△ + △ + △
Whirlwind of Pain	△ + □
Oblivion Twister	△ + □ + □
Furious Oblivion Twister	△ + □ + □ + □
Plague Tornado	△ + □ + □ + △
Harassing Cyclone	△ + □ + □ + △ + △
Storm of Remorse	△ + △ + □
Tempest of Agony	△ + △ + □ + □
Furious Tempest of Agony	△ + △ + □ + □ + □
Hurricane of Penitence	△ + △ + □ + □ + △
Tormenting Typhoon	△ + △ + □ + □ + △ + △

### Acrobatics

Aerial Weapon Throw	(toward enemy) △ + ○
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### Other combos

Weapon Throw	○
Charge Weapon Throw	○ (hold)



## Movement Techniques

Jump	⊗
Jump Slash	⊗ + ⊕
Jump Kick	⊗ + △
Roll	(direction) ⊗
Roll Pierce Attack	(direction) ⊗ + ⊕
Escape Roll	(lying on the ground) ⊗
Stand Up Attack	(lying on the ground) ⊕
Stand Up Spinwheel	(lying on the ground) △
Wall Dive Attack	(run toward wall) ⊕
Wall Spinkick	(run toward wall) △
Angel Drop	(vertical wall run) ⊕
Angel Drop Finish	(vertical wall run) ⊕ + ⊕
Bladewhirl Attack	(vertical wall run) △
Column Shredder	(toward column) ⊕
Column Spinkick	(toward column) △

## Time Powers

Recall	L1 (hold)
Eye of the Storm	L1 (tap)
Breath of Fate	L1 (hold) + R1
Wind of Fate	L1 (hold) + R1
Cyclone of Fate	L1 (hold) + R1
Ravages of Time	L1 (tap) + R1



The Prince can use a vast array of deadly weapons, split into four main classes. Each class generates a different experience, as it forces the Prince to use a different fighting strategy. Each weapon can sustain a certain number of hits before it breaks, has a specific rate of attack, and deals different amounts of damage. Additionally, each class has a unique special attack.

Here are the most common weapons the Prince will find during his journey:

Eagle's Sword



**Primary weapons:**

Swords.

Fravas Sword



**Secondary weapons:**

Swords – well balanced.

Vidatu Axe



**Secondary weapons:**

Axes – heavier damage, low speed.

Zend Mace



**Secondary weapons:**

Maces – grounding on strong attacks.

Abathur Dagger



**Secondary weapons:**

Daggers – short reach, high speed.

The Prince can find and use a huge number of secondary weapons during the game. They are all consumable, and they all have different attributes (strength, speed, and combo). You will have to find all of them to finish the game.