

GENERAL HINTS FOR SOLVING PRINCE OF PERSIA

This is a "hint" walk-through to help you as you traverse through the dungeon with the Prince of Persia. If you need more detailed help with any area please refer to the complete walk-through which is under the title "Complete Prince of Persia Walkthrough"

All instructions are given referencing your right and left as you face the screen. Instructions are given using the numerical keypad. The alternate key set-up is as follows:

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	

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 loose 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.

LEVEL 1

As the game begins the Prince has just jumped down one level and is facing right. Find out if there are any loose tiles. (Jump up in place).

How far do you suppose it is to the next level down, and what's down there? Better hang from the ledge just in case.

OK, now he is down on the next level. At this point you can explore and practise climbing and jumping. If the Prince encounters anything/one unpleasant he should run away unless he has something to fight with. You cannot save your game until you get to the next level anyway so you can experiment with jumping, "power jumping", climbing up and down and finding/opening hidden tiles.

LEVEL 2

This level is pretty self-directing until you come to the exit. Have you seen anything that looks like a tile that would open the exit door? If not, continue on past the exit door.

LEVEL 3

If you have explored you have found that you can run quite a ways toward the right on the same level as the entry door. As you run to the right you run under several towers. Where there is the bottom of a tower there has to be a top.

Oh joy, slicers. Three of them no less. Timing is the secret here.

The gate is a long, long way from the tile that opens it. How fast do you suppose you can run/jump?

Is there a difference in the bubbles coming from those bottles?

"Old Bones" is already dead. Can you kill something that's already dead? Is there an alternative?

LEVEL 4

Again, no real surprises until the end. Where did that come from? Oh well, if you can't go over it and you can't go under it and you can't go around it you must have to go _____ it. Hmmmmm, maybe a little momentum would help.

LEVEL 5

No use. You probably don't need that extra potion anyway.

Well, you can't get up to that open gate, maybe you can get down to it.

LEVEL 6

Short wasn't it? When the only way you can go is down - go down. Just try to grab onto something to prevent the sudden stop at the bottom.

LEVEL 7

Double gates with spikes - sneaking doesn't work? Try jumping.

Remember how you got down to this level in the first place. What? Again?

Nowhere else to go? Interesting looking potion. What pretty music, kind of a soft "floating" melody, isn't it?

LEVEL 8

If only that guard didn't hear you he would still be facing the other direction.

LEVEL 9

Impossible to get from the tile that opens the last gate to the last gate, itself? Maybe there is some way to keep the tile pressed down? Like if something fell on it?

LEVEL 10

About the only advise that is needed on this level is to keep running as you pass from screen to screen.

LEVEL 11

This is a very unstable area, hold on whenever you jump.

Too many tiles to jump over in front of the gate? What if the gate were re-opened after all those tiles were already down?

LEVEL 12

On the towers, if there is a tile over your head this is not the path to take until you reach the absolute top.

Watch the tiles on the top walkway carefully, not all of them move.

Met your match? Did you notice he does everything you do?

O.K., Where to now? There is nowhere else to go! Go to the left of the tower where you met your match and "step out in faith"!

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Congratulations!! I do believe you've rescued the Princess!!! Well done!!

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The purpose of this hint version is to leave most of the exploring up to you but to provide you with hints to the tougher parts of the game. If you come across an area that you have had trouble with that I have not addressed here please let me know by sending me a forum message on MACFUN, or EMail and I will

include it in the next revision. If you are still stuck after reading these hints you can refer to the "Complete Prince of Persia Walkthrough" available in Compuserve Library "Arcade/Action Games" (2) of MACFUN forum.