

UNLEASHED

HOW TO USE THIS eGUIDE

This eGuide has a custom navigation system to allow you to easily find content within the eGuide and move between sections as you choose.

The main menu puts all of the eGuide sections for Prince of Persia: The Forgotten Sands at your fingertips. You can select the Menu button from any eGuide page to return to the main menu at any time.

Of course, you can also use the “page forward” and “return to beginning” icons to navigate through the eGuide.

For any other questions about your eGuide, check out the help button.



Enter keywords to find a specific word or phrase.

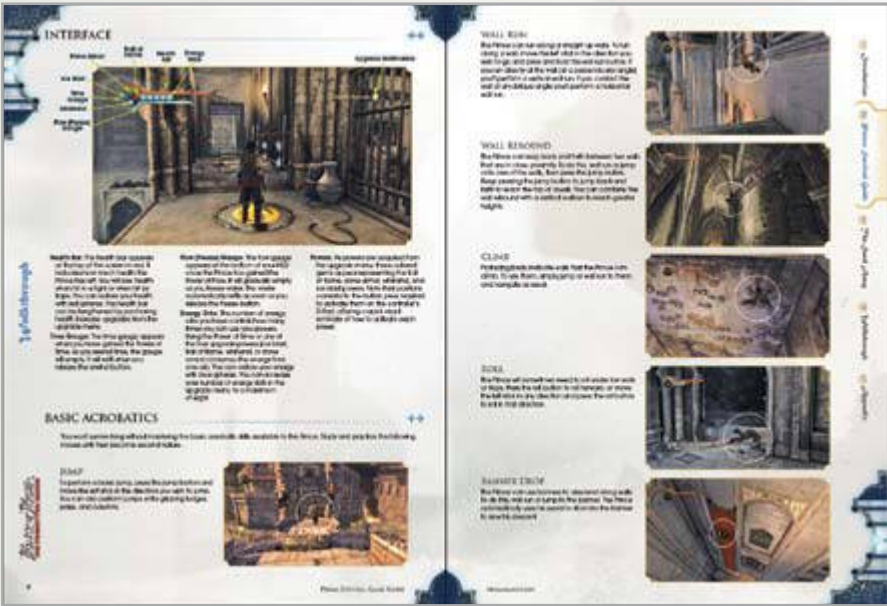
Within each eGuide section, all sub-sections are displayed for easy navigation.

Introduction

HOW TO USE THIS GUIDE

The information in this guide includes everything you need to know to get the most out of the game. Here's a quick look at the guide's contents.

PALACE SURVIVAL GUIDE



Whether you're new to *Prince of Persia* or not, study this chapter to understand the gameplay mechanics. From acrobatics to combat to magic, every move is discussed, giving you insight in how to maneuver around the palace like a true Prince. The chapter also covers the new upgrade menu, helping you choose the right upgrades and powers to match your style of play.

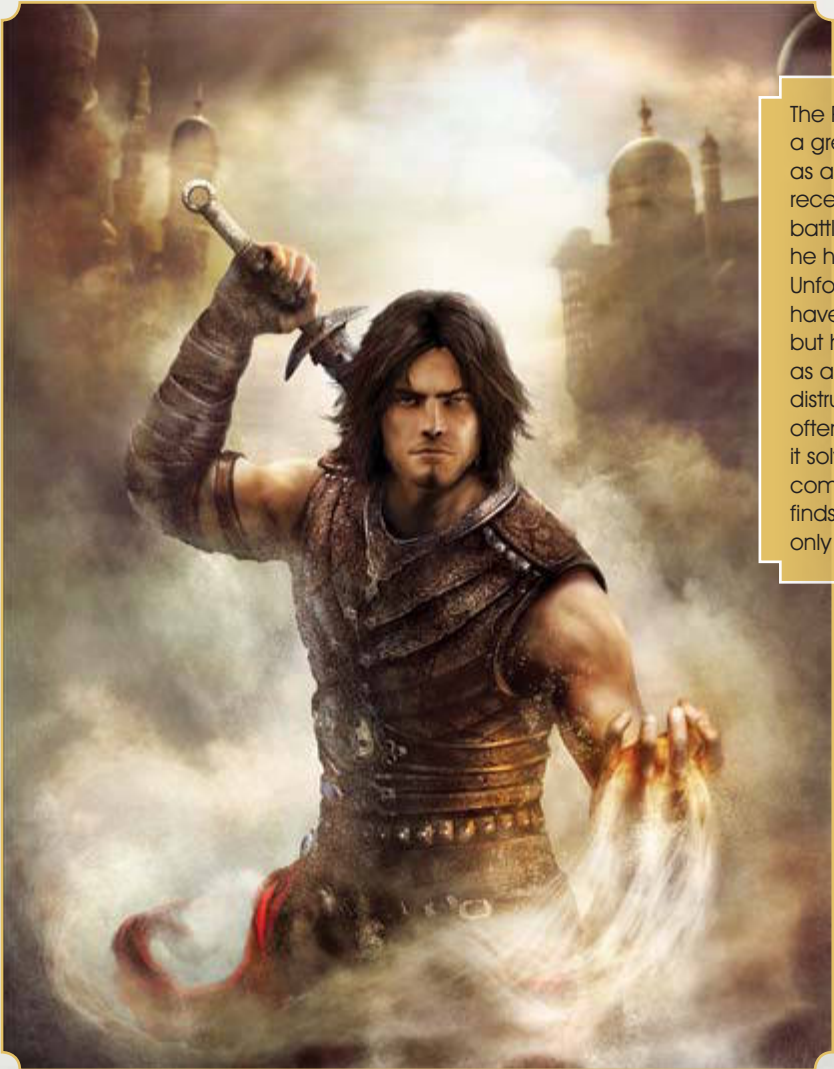
Introduction

Welcome to the official game guide for *Prince of Persia: The Forgotten Sands*. This installment of the popular series takes place between *Prince of Persia: The Sands of Time* and *Prince of Persia: The Two Thrones*, filling in the gap between the Prince's adventures in Azad and Babylon. The Prince's return to his family's kingdom is rife with peril as a new threat emerges from the desert sand—a threat that was locked away for centuries but has now been released. Now the fate of the kingdom and the world at large rests in the able hands of the Prince. Do you have what it takes to restore order? Fortunately, you won't be alone. This guide contains everything you need to know to survive this latest adventure. So set aside your fears and leap into action.

THE STORY SO FAR. . .

While visiting his brother's kingdom following his adventure in Azad, the Prince finds the royal palace under siege from a mighty army bent on destruction. When the decision is made to use the ancient Power of the Sand in a desperate gamble to save the kingdom from total annihilation, the Prince embarks on an epic adventure in which he learns to bear the mantle of true leadership, and discovers that great power often comes with a great cost.

THE PRINCE



The Prince is the son of Sharaman, a great Persian king. He was raised as a warrior and athlete, but until recently he had no experience in battle. Since his adventures in India, he has become a skilled warrior. Unfortunately, his adventures there have been forgotten by everyone but him, so his family still regards him as an untried youth. The Prince is distrustful of magic, which he realizes often causes more problems than it solves. He is sarcastic, and enjoys commenting on the situations he finds himself in—even when he's the only one around to hear.

Introduction

Prince of Persia
THE FORGOTTEN SANDS

PRINCE MALIK

Malik is the Prince's older brother, and was a mentor to him when they were younger. As adults, the two enjoy teasing one another. The Prince still looks up to Malik and follows his lead, even when he's sure Malik is wrong. For his part, Malik is still protective of the Prince and doesn't think his younger brother understands exactly what good leadership entails. Malik is a good leader, but stubborn. He has held this kingdom for years and refuses to give it up now. He will use any means necessary to stop the invading army—including magic he does not fully understand.



QUEEN RAZIA

A queen of one of the tribes of the Djinn, Razia has stayed in the city for centuries; her magic protects the reservoir that keeps it an oasis in the desert. She remembers the sand army—and was there when it was sealed away. When she realizes what has happened, she appears to help the Prince—while partly blaming him for letting Malik release the army in the first place. Razia is regal and stern; she doesn't ask, she commands. The Prince isn't used to being treated as a servant rather than royalty, and resents it.



RATASH



A lord among the Ifrit in the time of King Solomon, Ratash rebelled against the compact between Djinn and Humans. He used his Djinn magic to create an army out of the desert sand, which quickly grew beyond his control. King Solomon and the leaders of the Djinn worked together to imprison Ratash and his army. Now that he has escaped, he is sending his army against humanity again.

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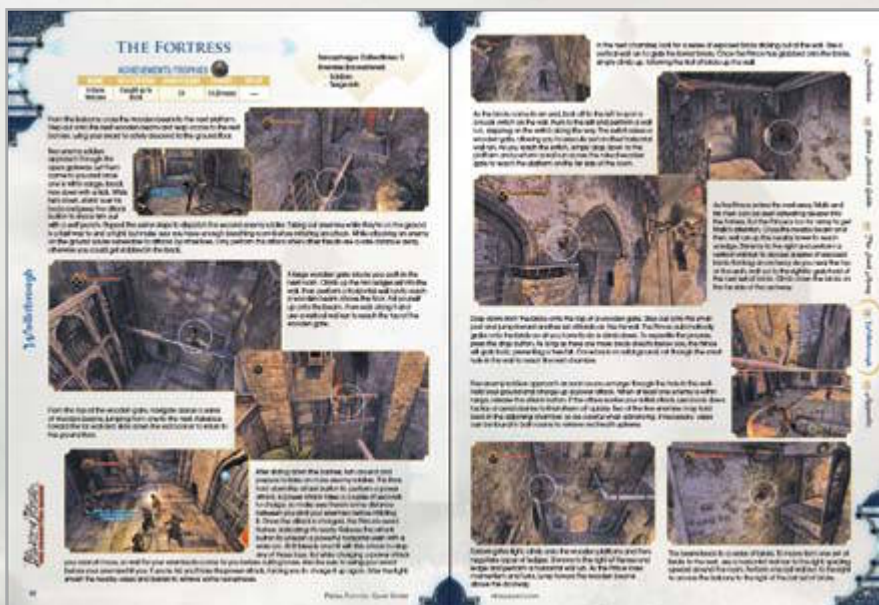
Appendix

THE SAND ARMY



Need help defeating the denizens of the sand army? Then look no further than this chapter. All enemies and bosses are covered, complete with takedown tactics for each. Learn how to avoid each enemy's attack and exploit weaknesses with effective counterattacks of your own.

WALKTHROUGH



The Prince's latest adventure offers a challenging mix of combat and platforming sequences. The walkthrough covers all aspects of this adventure, taking a step-by-step approach to guarantee you're never left wondering what to do next. The walkthrough also provides useful tips on when and where specific achievements and trophies can be earned, helping you get the most out of your first run through the game. Each sarcophagus location is also revealed with its own map, showing how to reach each secret area. Once you complete the game, give the different challenge modes a shot and see how long you can last in a chaotic arena-style battle.

NOTE



At times the Prince is dwarfed by the massive environments of the palace. During these sequences, the Prince's position is circled on the screenshots in the walkthrough, helping you identify his precise location in relation to his surroundings.

APPENDIX



Appendix			
SARCOPHAGUS CHECKLIST			
✓	Image	Name	Description
<input type="checkbox"/>		Sarcophagus 1: The Throne	Stand in the top of the throne room and shoot the arrow to the end of the throne to reach the first sarcophagus page 15.
<input type="checkbox"/>		Sarcophagus 2: The Archer's Confession	Go down to the platform beneath the throne and shoot the arrow to reach the second sarcophagus page 15.
<input type="checkbox"/>		Sarcophagus 3: The Archer's Confession	Drop off the west side of the throne and shoot the arrow to reach the third sarcophagus page 15.
<input type="checkbox"/>		Sarcophagus 4: The Archer's Confession	Multiple arrows in the throne room and shoot the arrow to reach the fourth sarcophagus page 15.
<input type="checkbox"/>		Sarcophagus 5: The Archer's Confession	Stand on a beam, hit a switch and shoot the arrow to reach the fifth sarcophagus page 15.
<input type="checkbox"/>		Sarcophagus 6: The Archer's Confession	Stand on a beam, hit a switch and shoot the arrow to reach the sixth sarcophagus page 15.
<input type="checkbox"/>		Sarcophagus 7: The Archer's Confession	Stand on a beam, hit a switch and shoot the arrow to reach the seventh sarcophagus page 15.
<input type="checkbox"/>		Sarcophagus 8: The Archer's Confession	Stand on a beam, hit a switch and shoot the arrow to reach the eighth sarcophagus page 15.
SARCOPHAGUS CHECKLIST (CONT.)			
✓	Image	Name	Description
<input type="checkbox"/>		Sarcophagus 9: The Archer's Confession	Stand on a beam, hit a switch and shoot the arrow to reach the ninth sarcophagus page 15.
<input type="checkbox"/>		Sarcophagus 10: The Archer's Confession	Stand on a beam, hit a switch and shoot the arrow to reach the tenth sarcophagus page 15.
<input type="checkbox"/>		Sarcophagus 11: The Archer's Confession	Stand on a beam, hit a switch and shoot the arrow to reach the eleventh sarcophagus page 15.
<input type="checkbox"/>		Sarcophagus 12: The Archer's Confession	Stand on a beam, hit a switch and shoot the arrow to reach the twelfth sarcophagus page 15.
<input type="checkbox"/>		Sarcophagus 13: The Archer's Confession	Stand on a beam, hit a switch and shoot the arrow to reach the thirteenth sarcophagus page 15.
<input type="checkbox"/>		Sarcophagus 14: The Archer's Confession	Stand on a beam, hit a switch and shoot the arrow to reach the fourteenth sarcophagus page 15.
<input type="checkbox"/>		Sarcophagus 15: The Archer's Confession	Stand on a beam, hit a switch and shoot the arrow to reach the fifteenth sarcophagus page 15.

Flip to the back of the guide for quick reference materials including a sarcophagus checklist, details on unlockable content, Uplay actions/rewards, Xbox 360 achievements, and PS3 trophies.



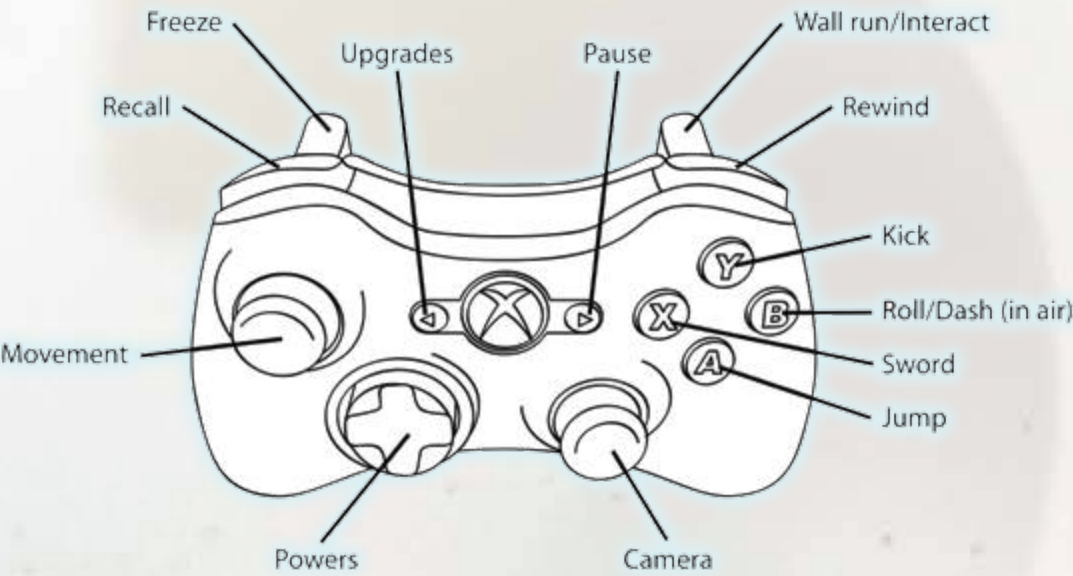
Palace Survival Guide

The world of *Prince of Persia* is filled with immense danger. If the Prince's enemies don't kill him outright, the palace's traps and challenging acrobatic sequences stand a good chance of completing the job. In this chapter, we take a detailed look at every acrobatic maneuver, combat tactic, and mystical power at the Prince's disposal. So before diving into the game, take a moment to study and master these skills. The information provided is guaranteed to save your life more than once.

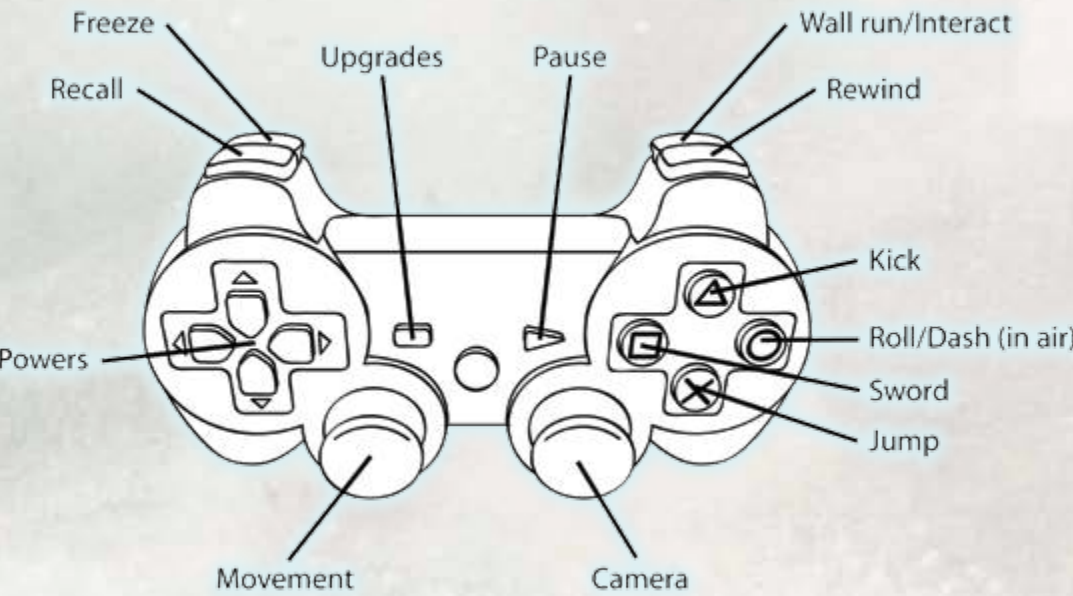
GAMEPLAY BASICS

Even if you're a *Prince of Persia* veteran, take a moment to review the controls, interface, and basic acrobatic maneuvers. There are several new elements you should familiarize yourself with before proceeding.

XBOX 360 CONTROLS



PS3 CONTROLS



INTERFACE



Health Bar: The health bar appears at the top of the screen in red. It indicates how much health the Prince has left. You will lose health when hit in a fight or when hit by traps. You can restore your health with red spheres. The health bar can be lengthened by purchasing health increase upgrades from the upgrade menu.

Time Gauge: The time gauge appears when you have gained the Power of Time. As you rewind time, the gauge will empty. It will refill when you release the rewind button.

Flow (Freeze) Gauge: The flow gauge appears at the bottom of your HUD once the Prince has gained the Power of Flow. It will gradually empty as you freeze water. The meter automatically refills as soon as you release the freeze button.

Energy Orbs: The number of energy orbs you have controls how many times you can use your powers. Using the Power of Time or any of the four upgrade powers (ice blast, trail of flame, whirlwind, or stone armor) consumes the energy from one orb. You can restore your energy with blue spheres. You can increase your number of energy slots in the upgrade menu to a maximum of eight.

Powers: As powers are acquired from the upgrade menu, these colored gems appear representing the trail of flame, stone armor, whirlwind, and ice blast powers. Note their positions correlate to the button press required to activate them on the controller's D-Pad, offering a quick visual reminder of how to activate each power.

BASIC ACROBATICS

You won't survive long without mastering the basic acrobatic skills available to the Prince. Study and practice the following moves until they become second nature.

JUMP

To perform a basic jump, press the jump button and move the left stick in the direction you wish to jump. You can also perform jumps while gripping ledges, poles, and columns.



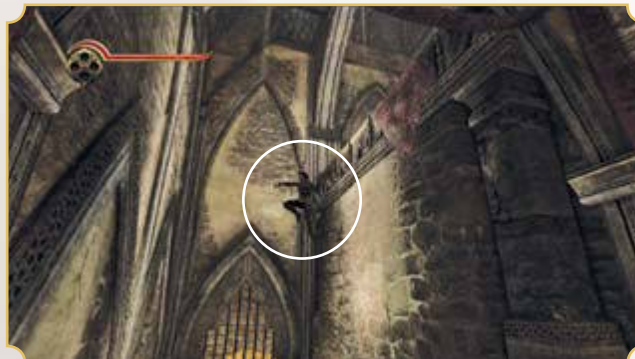
WALL RUN

The Prince can run along or straight up walls. To run along a wall, move the left stick in the direction you wish to go and press and hold the wall run button. If you run directly at the wall (at a perpendicular angle) you'll perform a vertical wall run. If you contact the wall at an oblique angle you'll perform a horizontal wall run.



WALL REBOUND

The Prince can leap back and forth between two walls that are in close proximity. To do this, wall run or jump onto one of the walls, then press the jump button. Keep pressing the jump button to jump back and forth to reach the top of a wall. You can combine the wall rebound with a vertical wall run to reach greater heights.



CLIMB

Protruding bricks indicate walls that the Prince can climb. To use them, simply jump or wall run to them and navigate as usual.



ROLL

The Prince will sometimes need to roll under low walls or traps. Press the roll button to roll forward, or move the left stick in any direction and press the roll button to roll in that direction.



BANNER DROP

The Prince can use banners to descend along walls. To do this, wall run or jump to the banner. The Prince automatically uses his sword to slice into the banner to slow his descent.



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INTERACTIVE FEATURES

Where do I go next? It's a question you'll ask yourself frequently while playing through the Prince's latest adventure. And even if you know where you need to go, knowing how to get there can often be challenging. However, if you study your surroundings carefully and understand how each piece of the environment can be utilized, a path will become clear, allowing you to blaze through each area with minimal hesitation. Here's a quick rundown of what features to watch out for.

WALLS

At first glance, there's nothing special about the walls that make up the fortress and palace. But as *Prince of Persia* veterans know, walls are just as important as floors. Both horizontal and vertical wall runs can be performed on any smooth wall. Initiate horizontal wall runs to cross gaps in walkways that can't be negotiated with a simple jump. Vertical wall runs are equally effective when attempting to reach ledges and other grapple points directly above you. So if all you see are walls, think of ways to use vertical and horizontal wall runs to advance.



LEDGES

Ledges are narrow horizontal channels, usually found embedded in walls, that the Prince can only grip with his hands. By shimmying on a ledge, you can move left or right. But you can also drop from ledges and initiate both horizontal and vertical wall runs. For example, if you need to reach a second ledge to the left or right, simply wall run across to it. Or if you need to reach a ledge above, perform a vertical wall run to grab hold of it. If you jump from a ledge, the Prince leaps away from the wall, useful for gripping nearby poles, columns, or other ledges behind you.



BRICKS

Look for exposed bricks protruding from some walls to climb. Jump, drop, or wall run toward a set of bricks to automatically grab hold and then move normally. Bricks always form a trail, so follow them up, down, left, or right until you can reach the next feature. Sometimes sets of bricks are separated by smooth walls, requiring you to wall run from one set of bricks to the next. Jumping from bricks will take you away from the wall, so make sure there's something behind you to grip before jumping.



COLUMNS



Columns function similar to ledges, but on a vertical plane. While on a column you can climb up or slide down. To move from a column to another feature you must jump. There are a couple of ways to do this. For precision jumps, rotate on the column so your back is facing the object you wish to reach, then press the jump button to initiate the leap. But if you're more interested in maintaining speed, simply push the control stick in the direction you wish to move and then press the jump button—there's no need to rotate on the column. But before making any jumps, take into account your elevation on the column in relation to your target—the higher you are on the column, the more distance you'll cover during the jump. So if you're trying to reach a distant ledge or platform, always climb high before jumping.



POLES



Poles can be found sticking out of some walls, allowing you to swing and jump across them. Most poles can be reached with a simple jump, but at times you may need to perform a horizontal wall run to reach them. Once on a pole, push the left control stick in the direction you wish to move. This causes the Prince to swing on the pole, performing full rotations while picking up speed. During the swing sequence, watch the Prince's legs—when they're pointing at the area or object you wish to reach, press the jump button to release from the pole. At times it's necessary to reverse directions on a pole to swing and jump in the opposite direction. So before jumping, take inventory of your surroundings and figure out where you need to go next, reversing directions if necessary.



LEVERS



Levers operate a variety of mechanisms often required to open gates or solve puzzles. To operate a lever, stand next to it and hold down the wall run button to grip the handle. While gripping the lever's handle, push or pull the lever to produce the desired effect. Most levers can be rotated in either direction, allowing you to push or pull it depending on which side of the handle you're standing on. If you can't push the lever away from you, try pulling it toward you. Some puzzles require you to manipulate multiple levers, so pay close attention to what each lever does before formulating a solution.



SWITCHES

Both circular switches and pole switches can be activated to trigger specific events, such as the opening of a door or the activation of water features. Circular switches are the most common and can be activated by standing or running across them. When one of these switches appears on the floor, simply stand on it to activate it. But when these circular switches appear on walls, you need to find a way to wall run across it. Pole switches function identical to poles. As you jump to a pole switch, the pole dips under the Prince's weight and activates some specific feature. Sometimes switches only activate a feature for a limited time as indicated by a white timer icon that appears on the left side of the screen. Move out and perform the necessary task before time runs out or else you'll need to activate the switch again.



WATER

Water plays an important role in the Prince's latest adventure, especially once he gains the Power of Flow. To freeze water in time and stop it from flowing, press and hold the freeze button. While the button is pressed, notice how the blue flow gauge slowly depletes—this indicates how long water can be frozen before turning back into liquid. Upon releasing the freeze button, the gauge is quickly restored. By freezing water you can freeze waterfalls, water jets, and water spouts. A frozen waterfall functions identically to a solid wall, allowing you to perform wall runs and jumps off the frozen surface. Freezing a water jet creates a solid pole you can use to swing and jump from. Or you can freeze a water spout to create a solid column. If you see water nearby, chances are you need to freeze it to advance.



TIP

When maneuvering across several frozen features, consider temporarily releasing the freeze button in between jumps, allowing the flow gauge to replenish. Otherwise the freeze power may run out before you can complete your sequence of maneuvers.

BREAKABLE OBJECTS

There are three types of breakable objects: vases, barrels, and sarcophagi. Vases and barrels may contain blue or red energy spheres. A single red sphere replenishes a portion of your health while each blue sphere restores one energy orb. If you're running low on health or energy, smash vases and barrels with your sword in search of these red and blue spheres. These objects can be found in virtually every hall and chamber throughout the adventure. Unlike vases and barrels, sarcophagi are hidden objects that contain multiple red, blue, and yellow spheres. Yellow spheres increase your XP, allowing you to level up and purchase new upgrades. There are only 21 sarcophagi in the entire game, so keep your eyes peeled. The location of each sarcophagus is covered in detail within the walkthrough. Break them all to earn the *Got Walkthrough?* achievement/trophy.



COMBAT

When you're not leaping from one platform to the next you're busy battling a variety of enemies eager to halt your advance. There are a number of combat options at your disposal. Let's take a quick look at them.

SWORDPLAY



Sword combat is relatively easy. When you're within range of an enemy simply push the attack button to swing your sword once. Continue pressing the attack button to follow up with a series of slashes. By pressing the attack button five times in quick succession you can perform a fast five-hit combo, dishing out some serious damage in the process. But you're not invincible while swinging your sword, so avoid getting surrounded by large groups of enemies. Even while you're swinging your sword in one direction, you can still be attacked from the side or rear. But if a nearby enemy raises his sword and is about to strike, you can halt his attack by hitting him with your sword.



POWER ATTACK

The power attack allows you to swing your sword in a wide 180-degree arc, damaging multiple enemies with a deadly horizontal slash. However, a power attack must be charged by holding down the attack button. When the attack is ready, the Prince's sword flashes—release the attack button to initiate the power attack. All it takes is one hit with this attack to eliminate weak enemies like soldiers and wraiths. All unshielded targets within the sword's arc are damaged as well. Still, you must be careful when initiating this attack in large crowds. You're vulnerable while holding down the attack button. If you're hit while charging an attack, the charge is lost, forcing you to press and hold down the attack button again. For best results, initiate a power attack while at a safe distance. Hold down the attack button until the enemies come to you, then release it to unleash the attack. Roll to a safe distance and repeat the process again. This is a good way to clear out large groups of enemies, eliminating three to four with each attack.

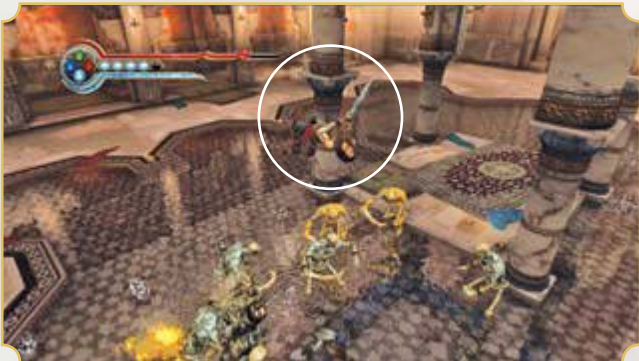


TIP

Initiate a power attack at the end of a five-hit combo to unleash a flurry of powerful swings that cover a wide area. This causes the Prince to step forward and spin, swinging his sword in a figure eight pattern, heavily damaging anything nearby. This is a very powerful attack capable of eliminating large numbers of enemies.

AERIAL SLASH

The Prince's acrobatic skills are on full display in the impressive aerial slash. Start by jumping on an enemy's shoulders and then press the attack button to initiate an aerial slash. This causes the Prince to leap high into the air and slice into the enemy during his descent. Despite its impressive appearance, aerial slashes don't cause much damage on their own and are best deployed as a finishing move against an enemy that has already suffered severe damage. Performing aerial slashes is also a good way to stay on the move, making you a difficult target for your enemies—you can't be hit while standing on top of an enemy. However, there are risks involved with this maneuver. Don't try to perform an aerial slash on a sergeant or ghoul. They'll use their shield to knock you away, potentially placing you in the path of an incoming attack. You can only jump on these enemies once they've been stunned by a kick or shove.



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An aerial slash finisher is a related maneuver that can be performed on stunned boss enemies like the charger, troll, or Rataash himself. When these enemies are stunned (usually when their health drops below 50%), they slump to the ground and drop to a knee for a quick time out. While they remain motionless, stand next to them and jump. A cinematic sequence follows showing the Prince climbing up the stunned enemy and leaping high into the air. Keep your eye on the Prince's sword during this sequence. When the blade flashes, press the attack button to perform a lethal aerial slash. If you fail to press the attack button when the sword flashes, the attack fails, causing the Prince to get smacked with a retaliatory attack. So pay close attention to the flashing of the Prince's sword during this maneuver to avoid taking damage.



DODGE/ROLL

Your sword is great for dealing out damage, but it does nothing to protect you from incoming attacks. That's where the roll maneuver comes in. If you're surrounded or about to be struck by an incoming attack, simply roll out of the way. Rolling is faster than running and is a great way to move around during a large battle. Initiate a series of rolls whenever you're surrounded and maneuver to keep your enemies in front of you. Rolling is also a great way to avoid shockwave-like radial attacks from enemies like the charger or troll. A well-timed roll can prevent you from getting knocked down by these attacks.



KNOCK-DOWN ATTACKS

Most enemies can be knocked to the ground with a simple shove or kick. Whether a shove or kick is initiated depends on the Prince's proximity to the target. If the target is mere inches away, the Prince will knock them back with a shove. But if the target is further away, the Prince performs a kick. A shoved or kicked enemy falls back, potentially toppling other enemies in the process. Kicks and shoves inflict no damage on their own, but you can stab an enemy while they're on the ground for a quick kill—this is called a finishing lunge. However, enemies won't lie on their back forever. So stand over their body and press the attack button to stab them before they can get back on their feet. Even enemies that require multiple hits while standing only take one hit to kill with a finishing lunge. Enemies equipped with shields (sergeants and ghouls) require two kicks or shoves before they fall to the ground. The first kick or shove only stuns them and the second one knocks them over. Spectres cannot be knocked down with a direct kick.

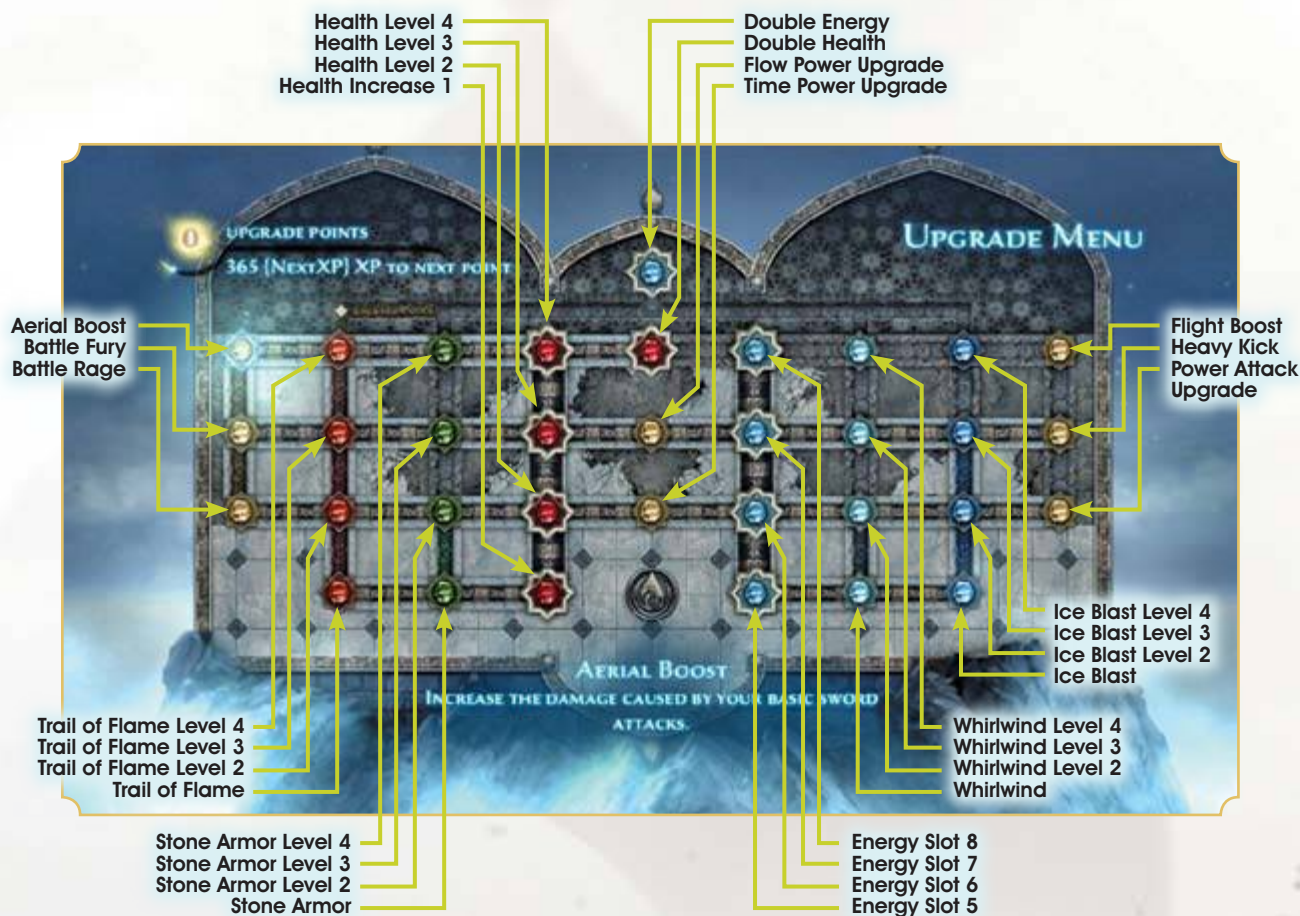


DASH ATTACK

Also known as the Power of Flight, the dash attack isn't immediately available at the start of the latest adventure, but it serves an important role later on in the game. In addition to being a powerful offensive maneuver, the dash attack is vital for reaching otherwise inaccessible areas. If you spot an enemy on a distant platform, jump toward them and then initiate a dash attack. This causes the Prince to turn into a blue streak of energy, flying through the air and plowing directly through the target. The dash attack is the only way to eliminate wizards and navigate across vultures. But in order to initiate this attack you must first have an enemy in your sight. Don't try to jump and dash toward a platform or area where no enemies are present—you'll just fall.



UPGRADE MENU



As you gain XP by defeating enemies and smashing sarcophagi, you level up and earn upgrade points with each promotion. When an upgrade point is available, a message appears on the upper right corner of the screen. Take this cue to visit the upgrade menu. The upgrade menu resembles a grid consisting of multiple gem slots. Each gem slot represents an upgrade. Health and energy upgrades are required before you can branch out and purchase the other upgrades. For example, you must purchase the Health Increase 1 upgrade before you can buy the Stone Armor or the Trail of Flame upgrades. On the other side, you must purchase Energy Slot 5 before buying Whirlwind or Ice Blast upgrades. The Time Power upgrade, in the center column, can only be purchased once both Health Increase 1 and Energy Slot 5 are bought. Upgrading your health and energy are the key to unlocking new options in this menu.

HEALTH UPGRADES

The four health increase upgrades on the left side of the center column lengthen the Prince's health meter. With each health increase you purchase you also unlock the upgrade options in the same row to the left. Purchase all four health increases to unlock all the upgrade options on the left side of the menu. The upgrade options on the left side of the menu include Stone Armor Levels 1-4, Trail of Flame Levels 1-4, Battle Rage, Battle Fury, and Aerial Boost.

STONE ARMOR

Description: Surrounds you in stone armor that stops any damage.

This is a good upgrade choice, particularly early in the game when you're still learning the basics of combat. While stone armor is activated you're invincible for a short period of time. However, it costs one energy orb each time you activate this power. This power has four levels, each requiring a separate upgrade point. With each increased level, the duration the stone armor is active increases. So if you like wading deep into large groups of enemies, consider upgrading this power to its fullest.



TRAIL OF FLAME

Description: A trail of fire follows you, causing damage to any enemies that touch it.

For the cost of one energy orb per activation, the trail of flame greatly enhances your offensive capabilities, particularly in large-scale battles. To make the most of this power, roll around and through large groups of enemies, inflicting fire damage to as many as possible. When enemies are touched by the trail of flame, they begin glowing red and their health slowly decreases over time. Keep rolling through groups of enemies until they're all glowing red. When enemies return to their default color, they're no longer taking damage from the trail of flame, so roll back toward them to restore the damage-producing fire beneath their feet. Each of the four subsequent upgrade levels for this power increase the damage and duration, allowing you to inflict more damage for longer stretches of time.



BATTLE RAGE

Description: Increases the damage caused by your basic sword attacks.

Health Increase 2 must be purchased before this upgrade option is available. Unlike stone armor or trail of flame, this upgrade does not require an energy orb to activate. Once the upgrade is purchased, all basic sword attacks benefit from increased damage. This makes it a very worthwhile upgrade, manifested every time you hit an enemy with your sword.

BATTLE FURY

Description: Maximizes the sword damage caused by your basic sword attacks.

Health Increase 3 and Battle Rage are required before you can invest in this upgrade. This essentially takes Battle Rage to the next level, maxing out the damage caused by all basic sword attacks. Likewise, it's a very useful upgrade, especially once you encounter enemies like trolls and other bosses.

AERIAL BOOST

Description: Increases the damage caused by your aerial slashes.

Despite their awesome display of the Prince's acrobatic skills, standard aerial slashes don't inflict a ton of damage. This upgrade fixes that, allowing you to take out most enemies with a single aerial slash. But before purchasing this upgrade, you must first own Battle Fury and Health Increase 4.

ENERGY SLOT UPGRADES

Purchasing the energy slot upgrades increases the number of energy orbs available. You begin with four energy slots and can increase the number to eight through the purchase of these upgrades. Each energy slot purchase unlocks the upgrade options in the same row to the right. Purchase all the energy slot upgrades to unlock all the upgrade options on the right side of the menu. The upgrade options on the right side of the menu include Whirlwind Levels 1-4, Ice Blast Levels 1-4, Power Attack Upgrade, Heavy Kick, and Flight Boost.

WHIRLWIND

Description: Creates a gust of wind that knocks your enemies back.

If you find yourself hopelessly surrounded by a crowd of enemies, whirlwind can be a real lifesaver. When activated, at the cost of one energy orb, a violent gust radiates outward from the Prince, knocking over all enemies within the attack's wide radius. At its lowest level, whirlwind causes very little damage. But with each subsequent upgrade (up to level 4), the damage inflicted increases as does the radius of the attack. Whirlwind can even blind bosses temporarily, buying you time to inflict some damage while they stumble around.



ICE BLAST

Description: Creates a wave of ice that damages enemies in its path.

Ice blast offers a great boost to your offense, all for the small cost of one energy orb. When active, ice blast causes your basic sword attacks to generate linear waves of ice that travel along the floor, damaging all enemies it contacts. This effectively increases the range of your attack, allowing you to damage distant enemies with the ice waves. Like the other powers, ice blast can be upgraded up to level 4, with each upgrade increasing the damage, range, and duration. Activate ice blast when confronting large groups of enemies and proceed with basic sword attacks to generate multiple waves of ice. For best results, swing your sword in the direction of multiple enemies to maximize the damage output of each wave of ice.



POWER ATTACK

UPGRADE

Description: Increases the damage caused by your power attacks.

Once you've purchased Energy Slot 6, you can buy this upgrade to maximize the damage output of your power attacks. This costs no energy upon activation. Simply initiate a power attack to benefit from the added damage bonus. If you find yourself using the power attack frequently during combat, this upgrade is well worth an upgrade point.

HEAVY KICK

Description: Knocks your enemies down for a longer time with a stronger kick.

If you prefer knock-down attacks, this upgrade is essential. Once purchased, this upgrade causes your shoves and kicks to keep enemies on the ground for several seconds. This gives you more time to stab them before they can get up. If you act quickly, you can stab multiple enemies on the ground. But before unlocking this upgrade option, you must first buy Energy Slot 7 and the Power Attack Upgrade.

FLIGHT BOOST

Description: Adds a blast that damages nearby enemies when you attack with the Power of Flight.

By default, the dash attack only inflicts damage to the primary target and anyone standing directly behind it. This upgrade expands the damage radius of the dash attack, triggering a small explosion at the end of each dash. While effective, your upgrade points may be better spent upgrading another power used with greater frequency. Plus, you'll need to buy Energy Slot 8 and the Heavy Kick upgrade before you can buy Flight Boost.

CENTER COLUMN UPGRADES

To purchases the upgrades in the center column, you must first purchase the adjacent health increase and energy slot upgrades in the same row.

TIME POWER UPGRADE

Description: Increases the amount of time you can undo using the Power of Time.

Once you've acquired the Power of Time, purchasing this upgrade greatly increases how far back you can rewind time. This can be handy to rewind far back to the start of a difficult platforming sequence. But you must first purchase Health Increase 2 and Energy Slot 6 before buying this upgrade.

FLOW POWER UPGRADE

Description: Increases the length of time you can freeze water using the Power of Flow.

This upgrade reduces the rate at which the blue meter depletes while holding down the freeze button. This significantly reduces the difficulty of maneuvering across multiple frozen features, allowing you to simply hold down the freeze button without constantly monitoring the blue meter. To unlock this upgrade option, you must first purchase the Time Power upgrade as well as Health Increase 3 and Energy Slot 7.

DOUBLE HEALTH

Description: Enemies and vases will give you twice as many health spheres.

When smashing items or defeating enemies, this upgrade doubles the frequency in which red health spheres appear. This can be a huge help during tough fights toward the end of the game, allowing you to absorb twice the health. But in order to purchase this upgrade, you must first own the Flow Power upgrade as well as Health Increase 4 and Energy Slot 8.

DOUBLE ENERGY

Description: Enemies and vases will give you twice as many energy spheres.

This functions similarly to the Double Health upgrade, only it doubles the frequency in which energy spheres appear when defeating enemies or breaking items. To unlock this upgrade option, you must first buy the Double Health upgrade. Together, these upgrade options can greatly increase your chances of survival during the latter stages of the game, so plan your purchases accordingly.

THE POWERS OF THE DJINN

During the course of his adventures, the Prince encounters Razia, a leader from the ancient four tribes of Djinn. Long ago the magical Djinn joined forces with King Solomon, using their powers to create magnificent cities and other wonders throughout the kingdom. Razia bestows the Prince with a few magical powers necessary to complete his adventure.

THE POWER OF TIME

Did you miss a jump or accidentally walk off the side of platform? No problem. With the Power of Time you can rewind time to the point before you made your mistake and try again. However, each time you use this power it costs one energy orb, so there's a limit to how many mistakes you can make. To use the Power of Time, hold down the rewind time button until you reach the point where you wish to resume playing. If you fall, it's necessary to hit this button before dying or else you'll restart from the last save checkpoint.



THE POWER OF FLOW

This power gives the Prince the ability to freeze water in time. When this power is available, a blue meter appears just below the health and energy orbs in the top left corner of the screen. While the freeze button is pressed, all water is frozen for a limited time, as indicated by the blue meter—the longer you hold the button down, the more the meter depletes. Use this power to freeze waterfalls so you can run across (or up) them like walls. Freeze water jets to create solid poles to swing and jump from. Or freeze water spouts to form solid columns, climbing them to reach new heights or jumping across them to access new areas. But keep an eye on the blue meter when freezing objects. If the meter becomes depleted, all frozen objects turn back into water. However, you can replenish the blue meter by releasing the freeze button for a few seconds. Sometimes it's necessary to release the freeze button while jumping from one frozen object to the next, giving the magic a moment to recharge.



THE POWER OF FLIGHT

The Power of Flight, also known as the dash attack, gives the Prince the ability to eliminate distant enemies by turning into a streak of blue energy. Thanks to its speed and range, the dash attack also serves as a method of travel, allowing the Prince to reach otherwise inaccessible areas. However, the dash attack can only be initiated when an enemy is within sight. Start by jumping toward the enemy, then dash toward him. Dash attacks can kill most enemies outright, but more durable opponents may require additional hits before they crumble into sand. Dash attacks are always necessary to reach wizards and vultures, so watch out for these enemies.



Walkthrough

Prince of Persia
THE FORGOTTEN SANDS

THE POWER OF MEMORY

An ancient Djinn city called Rekem lies beneath the palace. It has been centuries since Rekem was inhabited and many of its features have fallen into disrepair. But by using the Power of Memory (also known as Earth Recall), you can temporarily restore features such as walls, columns, and poles. Once this power is available, you can see the faint orange outline of features as they once appeared. Press the recall button to restore them. Only one feature can be restored at a time, sometimes requiring you to push the recall button in midair when jumping between two restored objects. So before pushing the recall button, make sure you're not standing or clinging to an object that has been restored—it will disappear and you'll fall.



PALACE DEFENSES

Once the palace has been overrun by enemies, the defense systems are activated. The palace's defenses consist of a variety of brutal traps designed to kill invaders. These traps are usually found in transitional corridors, linking different areas of the fortress and palace. But these traps can appear anywhere, so keep your eyes peeled for the following.

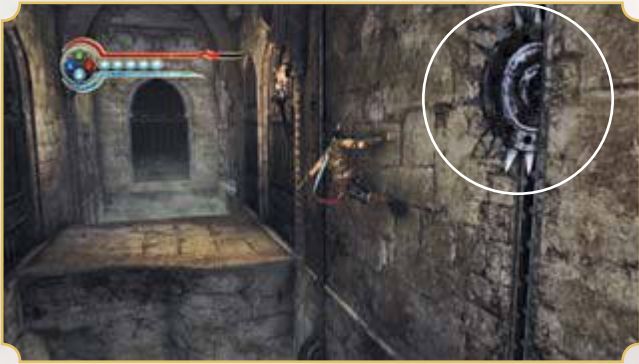
SWINGING TRAPS

Swinging traps are rather common and consist of a spiked log suspended by two chains. There are a couple of ways to get past these traps. When the log is closest to the floor you can simply jump over it, like playing a risky game of jump rope. For best results, wait until the log is swinging toward you, then jump over it and advance to a safe distance before the log swings back toward you. You can also roll beneath these traps. Wait until the log swings away from you and then follow it. As it begins to swing back toward you, simply roll beneath it and continue on your way. Although these traps are rather easy to circumvent, take each one seriously. If you're hit by one of these swinging logs it will knock you to the floor, making you vulnerable to other nearby traps.



BUZZ SAW TRAPS

Buzz saw traps are spinning sharp blades that move along horizontal or vertical tracks embedded into walls. Getting past these traps requires careful timing, as you often have to wall run across a series of tracks to reach your destination. Study the movement pattern of each buzz saw and look for an opening. Getting hit by one of these spinning blades doesn't only inflict damage, but it will knock you off the wall, potentially resulting in a lethal fall. So take these traps seriously and take your time.



BLADED PENDULUMS

Of all the traps, the bladed pendulums are the easiest to get past. These resemble the pendulum on a clock, swinging back and forth—only the edges are sharpened. In most instances, multiple bladed pendulums are placed above pits requiring you to jump across a series of beams to navigate across. Move past one pendulum at a time, making sure you’re safely past the slot in the wall where it swings in and out of. If necessary, rotate the camera to make sure you’re in a safe spot before stopping. These traps cause horrific damage and will knock you down, possibly sending you to the bottom of a pit or within the path of another bladed pendulum.



BLADED POLES AND COLUMNS

These spinning vertical columns and horizontal poles are covered with curved razor blades and move along tracks in the walls or floors. The horizontal poles are the easiest to get past. Simply study their movement pattern and either jump over or roll under them. The bladed columns can exhibit much more erratic movement patterns, but there’s always a clear opening between them. At times you must run to get through this opening, but at other times simply walking is enough to exploit weaknesses in these traps. In any case, make sure you’re not hit by the blades on these traps. Getting hit could send you bouncing between multiple columns or poles, helplessly taking damage until you die.



ARROW TRAPS

Arrow traps are the most difficult to spot, especially if you’re moving quickly, so listen for the whistling sound of arrows firing out of a nearby wall. In their most common configuration, these traps fire three arrows out holes in the wall simultaneously at waist height. You can actually see the arrows flying out of the holes in the wall and smashing into the opposite wall, giving you a visual indication of where these traps are located. If you’re quick and time it just right, you can run past these traps in between each firing interval. However, it’s safest (and fastest) to simply roll beneath these traps, therefore you don’t have to worry about timing at all. Even if the arrows fire, rolling beneath these traps allows you to avoid getting hit. Arrows cause minimal damage anyway and will not knock you down.



SPIKED FLOOR SECTIONS

Whenever you see metal grates in the floor ahead, pay close attention and prepare to pick up the pace. These are spiked floor sections. As you walk across, spikes emerge from the grates, stabbing you in the feet. So don’t walk across. Instead run or roll across these floor sections to stay just ahead of the spikes. Whatever you do, don’t slow down or stop. Spikes inflict heavy damage and can send you flying to the floor where you’re likely to get punctured by more spikes. Spiked floor sections are often placed within close proximity to other traps, so before running across make sure you can reach safety on the other side. Many times you may need to time your run to avoid getting hit by another trap.



The Sand Army

During his latest adventure, the Prince encounters a variety of enemies, each with their own strengths and weaknesses. In this chapter, we take an in-depth look at each enemy, complete with descriptions and suggested takedown tactics. Before beginning your journey, study this chapter to gain an edge in each battle.

SOLDIERS

Durability: Light
Weapon/Attack: 1-Handed Sword
Damage Output: Light
First Encountered: The Ramparts

Soldiers are the backbone of the attacking force early during the Prince's latest adventure. Armed with swords, these enemies are encountered in small and moderately sized groups, rarely exceeding ten soldiers. While a soldier's sword attacks are slow and weak, several soldiers can gang up on the Prince and pose a serious risk. Roll as necessary to avoid becoming surrounded and counter with basic sword combos and aerial slashes. Power attacks are also very effective, capable of wiping out multiple soldiers with one swipe. For best results, wait until multiple soldiers are within range before initiating a power attack.



SERGEANTS

Durability: Moderate
Weapon/Attack: 1-Handed Sword and Shield
Damage Output: Light
First Encountered: The Fortress

Sergeants are the shock troops of the attacking force, each armed with a sword and shield. The sergeant's shield can block all sword attacks, including power attacks. Plus, if you try to perform an aerial slash on this enemy without him being stunned, he'll simply knock you back with his shield. Before you can inflict damage on this guy, you need to stun him with a kick or shove. This causes him to temporarily lower his shield, making him open to all sword attacks. Better yet, kick or shove a sergeant twice, in quick succession, to knock his shield to the ground and stab him before he can get back on his feet.



WRAITHS

- Durability:** Light
- Weapon/Attack:** 1-Handed Sword
- Damage Output:** Light
- First Encountered:** The Stables

Formed from sand, these undead warriors often materialize in large groups, sometimes consisting of 20-30 wraiths. Their numbers alone make the wraiths a serious threat in any situation. As with the soldiers, maneuver to avoid getting surrounded and cut into these enemies with standard sword attacks. The ice blast, whirlwind, and trail of flame powers are also very effective when confronting large groups. The stone armor power can also be extremely useful when wading into large groups, making you invincible for a short period of time and allowing you to focus solely on offense. Activate the stone armor, charge into a large group, and initiate a series of combos or power attacks with your sword to thin out the resistance.



NOTE

As wraiths and other sand army units take damage, their skin takes on a sandy tone and texture, indicating they're almost dead. Keep up the attack until they crumble back into sand.

SPECTRES

- Durability:** Moderate
- Weapon/Attack:** 1-Handed Sword
- Damage Output:** Moderate
- First Encountered:** The Fortress Courtyard

Don't get intimidated by these large brutes. Although a spectre is a bit larger than the wraiths it often accompanies, a spectre is slow and relatively easy to defeat. However, he can dish out some serious damage, so be ready to roll away as he raises his large barbed blades. Standard sword attacks are enough to damage a spectre, but he's much more durable than his wraith counterpart. Try kicking another foe into a spectre to knock the spectre down. If a spectre is on the ground, you can stab him before he gets back up. This is by far the fastest way to eliminate this foe. When dealing with large groups of spectres, consider activating one of your powers to gain the upper hand. Trail of flame is particularly effective against these enemies. Simply roll through large groups to inflict flame damage while avoiding their attacks.



CHARGERS

Durability: Heavy
Weapon/Attack: Charge, Floor Punch
Damage Output: Heavy
First Encountered: The Fortress Courtyard

As their name implies, chargers charge at their enemies, plowing into them at full speed. Such attacks inflict heavy damage, so keep an eye on these guys and roll out of their way before they hit you. But a charger is also dangerous while standing still. By slamming his fists into the ground, he can generate a small shockwave radial attack, knocking you down if you're within its radius. Don't get near this enemy unless he's stunned. You can stun a charger by luring him into a wall. After he slams into a wall, the charger slumps to the ground for a few seconds, giving you the opportunity to attack. Slash away with your sword during this time to inflict damage or initiate an aerial slash finisher to take him out for good. But don't eliminate a charger until he's cleared a room for you, running over all the wraiths, spectres, and ghouls. In this sense, a charger can be a very effective combat partner. Just stay out of his way as you lure him into each group of enemies.



NOTE

Later in the adventure you'll encounter an armored variant of the charger. An armored charger cannot be injured unless he's stunned, so keep your distance and lure him into a wall before initiating any attacks.

GHOULS

Durability: Moderate
Weapon/Attack: 1-Handed Sword and Shield
Damage Output: Moderate
First Encountered: The Prison



Ghouls perform much like the sergeants faced early during the adventure. Armed with a sword and shield, a ghoul can deflect basic sword attacks, making him particularly dangerous when mixed with large groups of wraiths and spectres. When possible, knock this enemy to the ground with a couple of quick kicks and stab him. This can be difficult when ghouls are encountered in large groups, however. Consider turning to one of your powers such as ice blast or stone armor. While these powers are active, your sword attacks have a stunning affect on a ghoul, causing him to temporarily lower his shield, opening him up to follow-up attacks. Trail of flame is also an effective way to dish out damage to this foe without even drawing your sword.

CAUTION

Don't attempt an aerial slash on a ghoul unless it is stunned by a kick or shove, otherwise he will simply knock you away with his shield.

SUMMONERS

Durability: Moderate

Weapon/Attack: Electrical Shock

Damage Output: Light

First Encountered: The Sewer



Surging with electrical energy, summoners can conjure wraiths and spectres from the ground, supplying a seemingly endless number of reinforcements. To stem the tide of reinforcements, always hunt down summoners at the beginning of any fight. While standard sword attacks are effective, it's much faster to kick this enemy to the ground and stab him. But act quickly when moving close to a summoner, otherwise he'll knock you back with a powerful electrical shock. Rush toward him and kick him down before he can retaliate. If you prefer to take on large groups of enemies, let the summoner survive. This allows you to eliminate more and more enemies, gaining more XP in the process. A summoner will eventually run out of energy and stop conjuring reinforcements, so there is a limit to how much XP you can gain from each battle.

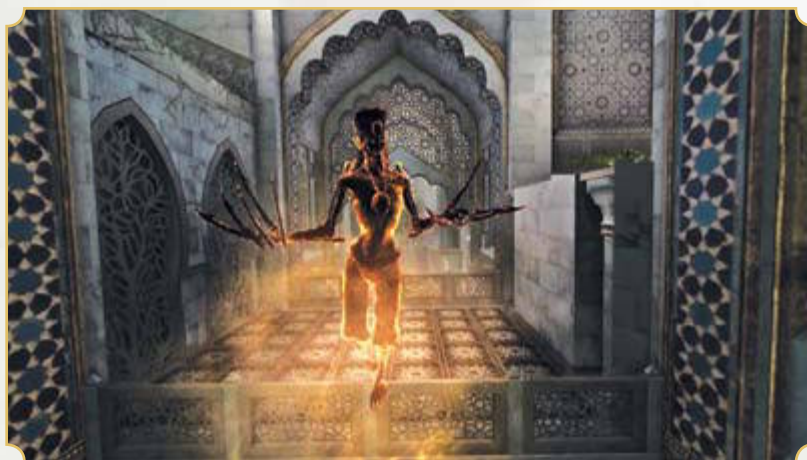
WIZARDS

Durability: Light

Weapon/Attack: Explosive Fireball

Damage Output: Moderate

First Encountered: The Terrace



Wizards appear on distant ledges and platforms and attack from long range with an explosive fireball-like projectile. This enemy is usually a pale blue color, but as he charges up an attack, he becomes engulfed in flames prior to launching a fireball. Be ready to move out when you see this enemy glow with fire. Moving (and rolling) is the best way to avoid these attacks, but even the splash damage from a nearby explosion can reduce your health meter. As a result, it's best to eliminate wizards as soon as possible. The only way to take out a wizard is with the dash attack. Simply jump toward a wizard and initiate a dash attack to plow through him. The dash attack also allows you to reach the distant locations where a wizard appears. So if you're having a hard time reaching a certain area, look for a wizard and figure out a way to dash toward him. Many times the presence of a wizard can help you figure out where to go next.

VULTURES

Durability: Light
Weapon/Attack: N/A
Damage Output: N/A
First Encountered: The Aqueducts



Vultures perform a similar function as wizards, allowing you to jump and dash from one area to the next. But unlike wizards, vultures pose no threat. Instead, they simply hover in one place, serving like a living platform. When there's nowhere else to jump, look out for vultures. When you spot one within reasonable range, jump toward it and execute a dash attack. The dash attack doesn't kill the vulture immediately, but it does allow you to dangle from the creature's legs for a few seconds. Before the vulture dies (and takes you down with it), jump to a new platform or other interactive feature. In many cases you must jump and dash across a series of vultures to reach a new area. During these sequences, maintain a steady rhythm by pressing the jump and dash buttons until you reach solid ground.

SCARABS

Durability: Very Light
Weapon/Attack: Bite
Damage Output: Very Light
First Encountered: Solomon's Tomb



These pesky insects appear in large swarms, surrounding the Prince wherever he goes. Due to their speed, it's nearly impossible to avoid getting surrounded by scarabs. Activate your stone armor power and start swinging away with your sword. Scarabs are the weakest enemy you encounter and only require one hit with the sword to kill. Stone armor allows you to avoid taking damage from a swarm while you clear out the bulk of the insects. The whirlwind power is also an effective way to take out a large swarm, eliminating every scarab within the whirlwind's radius.

TROLLS

Durability: Very Heavy
Weapon/Attack: 1-Handed Club, Stomp
Damage Output: Very Heavy
First Encountered: The Ruins of Rekem

Trolls are massive club-wielding bosses often accompanied by several wraiths, spectres, and ghouls. To avoid the troll's incoming club attacks, roll behind him. This will keep you safe from his overhand smash attacks as well as his lateral swings. When possible, lure the troll into swinging his club at large groups of enemies. Continue taking evasive action until the troll has eliminated the rest of your enemies in the room. But as you near the troll, watch his right foot. As he lifts it, roll away to avoid taking damage from his stomp attack. As his foot crashes into the floor, it generates a shockwave capable of dealing damage and knocking you to the floor. Roll outside the range of the shockwave (or jump) to avoid taking damage.



When it comes time to attack the troll, roll behind him and slash at his legs with your sword. You can optimize the damage of your slashes by activating the trail of flame or ice blast powers. When a troll's health dips below 50% (as shown on the health meter at the bottom of the screen) he drops to one knee and remains motionless for a few seconds. This is your time to perform an aerial slash finisher. Jump near the kneeling troll to cause the Prince to leap into the air. When the Prince's sword flashes, press the attack button to kill the troll with a brutal aerial slash. The aerial slash finisher is the quickest way to eliminate a troll, so use it during every encounter.

NOTE

If you defeat all five trolls utilizing the aerial slash finisher, you'll earn the *David and Goliath* achievement/trophy.

RATASH

Durability: Very Heavy
Weapon/Attack: 1-Handed Sword, Sand Blast, Stomp
Damage Output: Very Heavy
First Encountered: The Throne Room

Long ago Ratash rebelled against the alliance between King Solomon and the Djinn. In an effort to destroy King Solomon, Ratash created the sand army. But Razia and other tribes of Djinn fought together with King Solomon and locked Ratash and his army away. . . until now. Ratash is back and more powerful than ever.

When you first encounter Ratash, study his attacks and take evasive action to avoid them. At range, Ratash launches a sand projectile attack, impacting the floor with a small shockwave effect. Roll laterally to avoid getting hit by these sand blast attacks. To halt these projectile attacks altogether, move into close range. As you move near Ratash, he begins swinging his sword. Roll behind him to avoid these sword attacks, but also watch out for his stomp attack. When he lifts his right foot, roll away to avoid the subsequent shockwave.



Once you've figured out how to avoid all of Ratash's attacks, get to work on reducing his health meter. Stay behind him and slash away at his legs. Simple sword attacks do very little damage, so consider infusing your attacks with some powers like the ice blast or trail of flame. As Ratash's health drops, he eventually slumps to the ground, taking a knee. This is your chance to initiate an aerial slash finisher. Jump into the air and press the attack button when the Prince's sword flashes to deliver a devastating blow. If you fail to successfully perform the aerial slash at this point, Ratash recovers, regaining all his health.

TIP

The whirlwind power temporarily blinds trolls and Ratash, causing them to cover their eyes and swing their weapons wildly. Take this opportunity to score some easy hits from behind while they stumble about.

Walkthrough

PROLOGUE



Following the events in Azad, the Prince has returned to his father's kingdom. The Prince's older brother, Malik, has assumed control of this territory, once part of King Solomon's empire. According to legend, the fortress holds a secret the Prince's family is sworn to protect. Neighboring kingdoms have risked countless lives in attempts to overrun the fortress, hoping to secure the secret for themselves. Malik was sent here to provide the army with a strong leader in an effort to discourage attacks. But even Malik's reputation as a fierce warrior has not stemmed the flow of power-hungry aggressors.



As the Prince arrives on the outskirts of the fortress, a massive siege is underway. While Malik has been successful in turning back previous attacks, the situation is dire. The enemy forces greatly outnumber Malik's army, prompting the Prince to jump into action. Leaping from one collapsing tower to the next, the Prince effortlessly makes his way to the perimeter wall of the fortress, eager to help his brother repel the attackers and protect the secrets held within the ancient walls.

THE RAMPARTS

ACHIEVEMENTS/TROPHIES

NAME	DESCRIPTION	GAMERSCORE	TROPHY	UPLAY
Memories of Azad	There's no turning back now!	20	15 (Bronze)	10



As you gain control of the Prince for the first time, take a few seconds to get your bearings. Move the right controller stick to rotate the camera view. This is a good way to get an idea of the scope of the battle going on around you. Once you're comfortable with the camera controls, dash down the steps toward the open fortress gate. As you run forward, a massive explosion destroys a large chunk of the walkway just ahead. No need to slow down. Continue running and jump over the gap in the walkway. Perform another jump at the ledge outside the fortress gate.

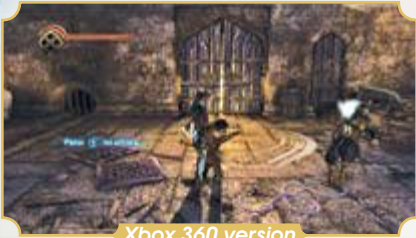
1 Introduction

2 Palace Survival Guide

3 The Sand Army

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5 Appendix



Two enemy soldiers confront you just beyond the gate. Press the attack button to draw your sword and begin swinging away at the two enemies. Instead of waiting for the enemies to retaliate, attack aggressively, hammering the attack button repeatedly until both foes are down for the count. It only takes three hits with your sword to eliminate each enemy soldier. If one of the soldiers raises his sword, move out of the way to avoid taking a hit. But if you act quickly, you can take out both threats before they can retaliate.

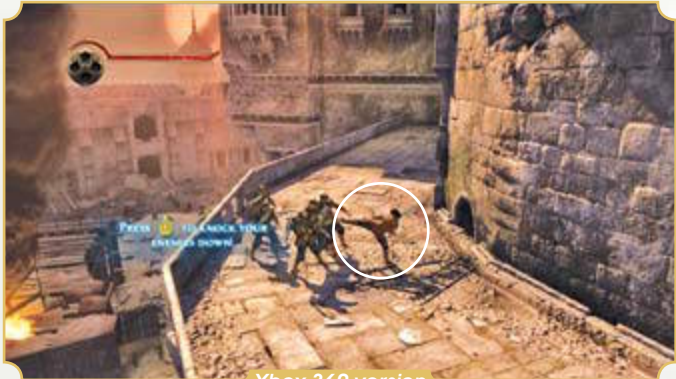
Next, turn to the back right corner of the room and perform a vertical wall run to reach the walkway above. Run directly at the wall and hold down the button shown on screen to perform a wall run. Keep the button pressed down until the Prince grabs hold of the ledge. This is a great way to access ledges and other surfaces that can't be reached with a simple jump. Turn left on the walkway and try it again, this time dashing up a short wall to continue your journey along the fortress ramparts.



Another explosion damages the walkway ahead, hindering your progress. The gap in the walkway is too large to jump across, so don't try. Instead, perform a horizontal wall run along the wall on the right. Dash toward the wall at an oblique angle. Then as you reach the gap, hold down the button shown on screen to run along the side of the wall. Keep the button pressed down while running along the wall, releasing it only once the Prince reaches the other side.



A group of five enemy soldiers greet you on the other side of the walkway. Instead of slashing away, try knocking them down by pressing the button shown on screen. This makes the Prince perform a kick or shove, causing the enemies to fall onto their backs. Kicking one enemy can have a domino-like effect too, causing others behind your target to fall down. Knocking down enemies is a great way to even the odds. While some enemies are on their backs, attack those that are standing.



TIP

Enemies lying on the ground are extremely vulnerable. Stand over them and press the attack button to perform a quick kill. However, make sure no enemies are about to strike you before initiating this efficient attack.

After finishing off the enemy soldiers, continue along the walkway, but watch your step. An incoming projectile demolishes the path ahead, but you know what to do. Instead of jumping over the gap, perform another horizontal wall run on the right side. Remember, keep that wall run button depressed throughout the full duration of the maneuver, otherwise the Prince will fall, forcing you back to the last save checkpoint.

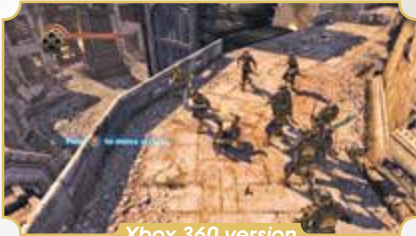


The walkway ends at a steep wall just ahead, but you can continue by grabbing the ledge above. Perform a vertical wall run to reach the ledge and then shimmy to the left. When you can't move any further, press the button shown on screen to drop to the ledge below. Dropping can be a bit scary, especially from these heights. But as the Prince falls, he automatically grips the ledge below, allowing you to continue your advance along the side of this tower.



Xbox 360 version

The new ledge doesn't last long. There's another one on the wall to the left, but it's just out of reach. You need to perform a horizontal wall run to grab it. Push to the far left of your current ledge and hold down the wall run button to initiate the maneuver. Keep holding down the wall run button until the Prince grips the new ledge. Now continue to the left to reach the next span of walkway. Along the way you'll need to perform a drop and another horizontal wall run, but you should be a pro by now.



Xbox 360 version

As the Prince reaches the new walkway, a siege tower deposits ten enemy soldiers ahead. This is the largest fight you've faced so far, so don't dash into battle just yet. Instead, use this opportunity to try out the dodge move. Press the button shown on screen to perform an evasive roll. This is the best way to avoid getting stuck by an enemy attack. As an enemy soldier raises his sword, simply roll out of the way to avoid getting hit. Once you've mastered dodging, take it to the enemies. Start by kicking a few down, then begin slashing away on the rest. Dodge as necessary to avoid getting surrounded and strive to keep all the enemies in front of you at all times.



Following the fight, perform a horizontal wall run on the right to continue along the damaged walkway. Did you sustain injury in that last fight? If the red health meter in the top left corner of the screen is partially depleted, you could use some help. Smash the vases and barrels blocking the gateway ahead to release a few red spheres. Red spheres automatically replenish part of your health meter. So if you're low on health, seek out vases and barrels to find red spheres. Defeating some enemies also releases red spheres.

TIP

Whether you need health or not, make a habit of destroying all vases and barrels you encounter. If you destroy 100 of these (or other objects) you'll earn the *Anger Management* achievement/trophy.

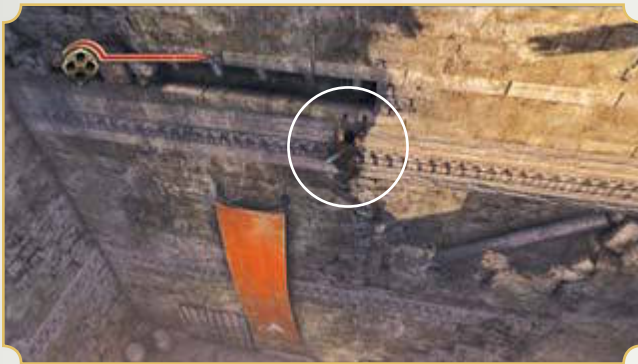


In the next room, dash toward the ledge, opposite of the gateway, and perform a vertical wall run to grab hold. Shimmy to the right, then perform another vertical wall run to reach the next ledge above. The second ledge is directly behind you. Press the jump button to leap across the gap—the Prince automatically grabs onto the next ledge. Shimmy to the left and jump across the next gap to reach the ledge on the far wall.



Continue shimmying to the left, using a horizontal wall run to reach the next ledge on the adjacent wall. Next, perform a vertical wall run to reach the ledge above and keep moving to the left. When you run out of ledges, look for the walkway on the left and jump across the gap. The Prince barely makes the jump, grabbing onto the walkway with his hands. Press the wall run button to climb up onto the walkway and proceed through the nearby open gate. Feel free to smash the vases and barrels on your way out of this chamber.

Another exploding projectile damages the walkway ahead, causing the Prince to lose his footing. Once you get back up, perform a horizontal wall run to traverse the large hole. Make sure to begin the wall run at the very edge on the right, otherwise you may fall before reaching the other side. More barrels and vases can be found on the other side, so go ahead and smash them if your health bar is still partially depleted. If you're already at full health, don't bother.



The next maneuver is a little tricky, so pay close attention. You need to reach the balcony on the far side of the room. To do this, perform a horizontal wall run on the wall to the right. As the Prince slows down and turns to the left, press the jump button to reach the balcony. Timing is important in this maneuver. If you press the button too early or too late, you'll fall. For the best cue of when to jump, keep your eyes on the Prince. As soon as he turns his head toward the balcony, jump! From the balcony, perform a simple jump toward the red banner on the nearby wall to slide down to the floor.



Xbox 360 version

During this fight, follow the on-screen instructions to try out an aerial slash. Start by jumping onto an enemy's shoulders. Once you're standing on an enemy, press the attack button to perform an aerial slash. This causes the Prince to leap higher into the air and deliver a lethal downward slash on the enemy soldier. Not only does it look cool, but it's a fast way to dispatch enemies.



Pass through the gate and perform another horizontal wall run on the right to reach a distant ledge. Expect more flaming arrows whizzing past you during this maneuver, but don't worry about getting hit. Once on the ledge, shimmy to the left and perform another horizontal wall run to reach the next ledge.

At the far left side of the ledge is a large red banner, spanning the length of the wall. Push out to the left and perform a horizontal wall run. When you reach the banner, the Prince automatically draws his sword and uses it to slide down the wall, tearing the banner to slow his descent.



Once back on solid ground, look for another ledge to the left. Use horizontal wall runs to reach and maneuver across these series of ledges until you're above another banner. Press the drop button (shown on screen) to release from the ledge and slide down the banner below. Make sure you're directly above the banner. If you drop at the wrong spot, you'll plummet to your death.



At the center of the room is a circular floor switch. Step onto the switch to open the large metal door. Activating the switch not only opens the door, but it also earns you the *Memories of Azad* achievement/trophy. But as the door slides open, five enemy soldiers approach, eager to halt your advance.



Xbox 360 version

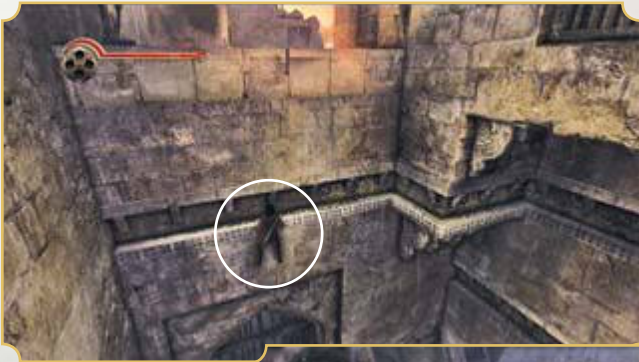


When the fight is over, smash the vases and barrels in the room to release some red spheres. Then stand on the switch again to open the door. As you step off the switch, the door slowly closes, but you have more than enough time to escape this chamber before it's sealed.

There are three elevated ledges in the next L-shaped corridor. You must perform a series of wall runs and jumps to move from one ledge to the next before finally reaching the walkway on the far side of the hall. If you fall, it isn't lethal. Just return to the beginning, using a vertical wall run, and start over. By now you should be able to navigate this area like a pro, so see how fast you can go.



Here's where things get a bit more complicated. In this next sequence, you must run along the wall on the left, stepping on the circular switch along the way. As soon as the switch is activated, press the jump button to leap across to the nearby walkway. The switch opens the door at the end of the corridor, but the door only remains open for a few seconds. Once you reach the walkway, dash toward the doorway before the passage is sealed. If you fall while performing the wall run or jump, don't bother trying to reach the doorway. Simply start over, returning to the first platform.



The next chamber appears to be a dead end, but don't forget to look up. A series of ledges leads to an exit. Perform a vertical wall run to reach the first ledge, then run up again to reach the second ledge. Follow the ledge to the left and execute one more vertical wall run to reach the balcony above.



Once the Prince reaches the balcony, he spots Malik and three of his men retreating into the fortress. The Prince calls out to his brother, but due to the sounds of battle echoing through the stone walls, his voice cannot be heard. You'll need to follow Malik into the fortress to get his attention.

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THE FORTRESS

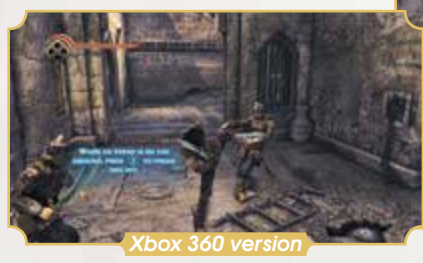
ACHIEVEMENTS/TROPHIES

NAME	DESCRIPTION	GAMERSCORE	TROPHY	UPLAY
A Warm Welcome	Caught up to Malik	20	15 (Bronze)	—

Sarcophagus Collectibles: 0
Enemies Encountered:
• Soldiers
• Sergeants

From the balcony, cross the wooden beam to the next platform. Step out onto the next wooden beam and leap across to the red banner, using your sword to safely descend to the ground floor.

Two enemy soldiers approach through the open gateway. Let them come to you and once one is within range, knock him down with a kick. While he's down, stand over his body and press the attack button to knock him out with a swift punch. Repeat the same steps to dispatch the second enemy soldier. Taking out enemies while they're on the ground is a fast way to end a fight, but make sure you have enough breathing room before initiating an attack. While attacking an enemy on the ground you're vulnerable to attacks by other foes. Only perform this attack when other threats are a safe distance away, otherwise you could get stabbed in the back.

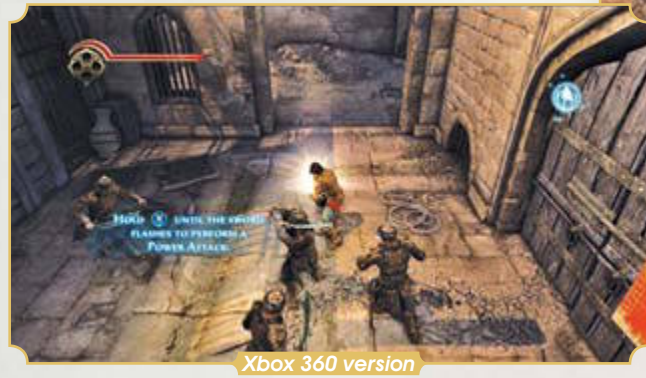


Walkthrough



A large wooden gate blocks your path in the next room. Climb up the two ledges set into the wall, then perform a horizontal wall run to reach a wooden beam above the floor. Pull yourself up onto the beam, then walk along it and use a vertical wall run to reach the top of the wooden gate.

From the top of the wooden gate, navigate across a series of wooden beams, jumping from one to the next. Advance toward the far wall and slide down the red banner to return to the ground floor.



After sliding down the banner, turn around and prepare to take on more enemy soldiers. This time hold down the attack button to perform a power attack. A power attack takes a couple of seconds to charge, so make sure there's some distance between you and your enemies before initiating it. Once the attack is charged, the Prince's sword flashes, indicating it's ready. Release the attack button to unleash a powerful horizontal slash with a wide arc. All it takes is one hit with this attack to drop any of these foes. But while charging a power attack

you cannot move, so wait for your enemies to come to you before cutting loose. Also be sure to swing your sword before your enemies hit you. If you're hit, you'll lose the power attack, forcing you to charge it up again. After the fight, smash the nearby vases and barrels to retrieve some red spheres.

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In the next chamber, look for a series of exposed bricks sticking out of the wall. Use a vertical wall run to grab the lowest bricks. Once the Prince has grabbed onto the bricks, simply climb up, following the trail of bricks up the wall.

As the bricks come to an end, look off to the left to spot a circular switch on the wall. Push to the left and perform a wall run, stepping on the switch along the way. The switch raises a wooden gate, allowing you to execute yet another horizontal wall run. As you reach the switch, simply drop down to the platform and perform a wall run across the raised wooden gate to reach the platform on the far side of the room.



As the Prince enters the next area, Malik and his men can be seen retreating deeper into the fortress. But the Prince is too far away to get Malik's attention. Cross the nearby beam and then wall run up the nearby tower to reach a ledge. Shimmy to the right and perform a vertical wall run to access a series of exposed bricks flanking an archway. As you near the top of the arch, wall run to the right to grab hold of the next set of bricks. Climb down the bricks on the far side of the archway.

Drop down from the bricks onto the top of a wooden gate. Step out onto this small post and jump toward another set of bricks on the far wall. The Prince automatically grabs onto the bricks so all you have to do is climb down. To expedite the process, press the drop button. As long as there are more bricks directly below you, the Prince will grab hold, preventing a free fall. Once back on solid ground, roll through the small hole in the wall to reach the next chamber.

Five enemy soldiers approach as soon as you emerge through the hole in the wall. Hold your ground and charge up a power attack. When at least one enemy is within range, release the attack button. If the others survive your initial attack, use knock down tactics or aerial slashes to finish them off quickly. Two of the five enemies may hold back in the adjoining chamber, so be careful when advancing. If necessary, vases can be found in both rooms to retrieve red health spheres.



Following the fight, climb onto the wooden platform and then negotiate a pair of ledges. Shimmy to the right of the second ledge and perform a horizontal wall run. As the Prince loses momentum and turns, jump toward the wooden beams above the doorway.



The beam leads to a series of bricks. To move from one set of bricks to the next, use a horizontal wall run to the right, spiraling upward around the room. Perform one last wall run to the right to access the balcony to the right of the last set of bricks.

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In the next chamber, wall run off the edge of the balcony toward the wooden posts on the opposite wall. As the Prince slows and turns toward the nearby post, jump. From the post, leap across a series of wooden beams and posts until you can jump to the next balcony. Afterward, leap to a wall covered in exposed bricks and climb down.



The siege is still underway as you enter the next area, as evident by the incoming arrows and distant explosions. But don't let the chaotic events slow you down. Proceed over a series of wooden posts and beams. At this point you must perform another horizontal wall run to reach a distant wooden beam. Time your departure from the edge of the walkway correctly to ensure you reach the beam before falling down. Pull yourself up onto the beam and then climb a set of exposed bricks on the nearby tower to reach a elevated walkway.



The Prince finally gets Malik's attention, but not before nearly getting punctured by one of Malik's bodyguards' arrows. Despite the nearly hopeless situation, Malik is in good spirits and glad to see his younger brother. In fact, your arrival couldn't have come at a better time. Malik needs you to open the nearby gate by manipulating the controls. Simply triggering this cutscene with Malik earns you the *A Warm Welcome* achievement/trophy.

The gate can be opened by pressing three switches set into the nearby walls. Perform a vertical wall run to activate the two switches on the nearby towers first. This opens the barrier concealing the third and final switch on the far wall. Leap across the posts and run up the wall to activate the last switch before time runs out, as indicated by the white timer icon on the left side of the screen. If you fail to activate all three switches in a timely fashion, you'll have to start over.



The gate is opened just in time, allowing Malik and two of his men to escape the hordes of attacking enemies. The Prince doesn't have time to reach the gate himself, so Malik orders him to rendezvous at Solomon's vault. Exactly what does Malik have planned?

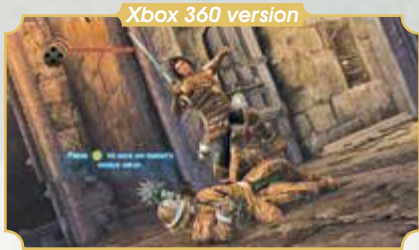


Exit the towers by leaping over to a nearby ledge and descending a set of exposed bricks. After dropping from the bricks, perform a wall run over this gated archway. This is a relatively large gap to cover with a wall run. Make sure you initiate the maneuver at the very edge of the wooden platform.



In the next corridor, wall run along the right wall and then leap across to the bricks on the left. Follow the bricks to the right and execute another horizontal wall run. As the Prince slows and turns, jump to reach the platform on the right.

Here you come face-to-face with two sergeants. These guys are equipped with shields capable of repelling basic sword attacks. Start off by kicking one of them to knock him off balance. This leaves him open to attacks and is the only way to perform an aerial slash. However, it's best to kick each sergeant twice, in quick succession. This knocks them down on their backs, making them easy to kill while they are on the ground.

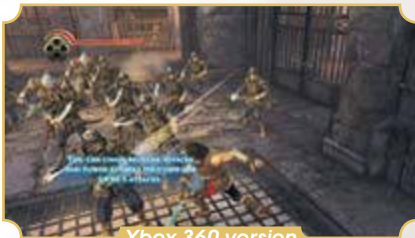


Xbox 360 version

CAUTION

Don't try to perform an aerial slash on a sergeant until he is stunned by a kick. Otherwise he'll knock you back with his shield as you try to jump on his shoulders.

After defeating both sergeants, enter the next room and launch into a vertical wall run to activate this switch. This causes the gate on your right to open momentarily. As you return to the ground, run through the open doorway before the gate closes. If necessary, roll through the small opening to reach the other side.



Xbox 360 version

A mix of sergeants and soldiers wait on the other side of the gate. Maneuver until they are all within view and then charge up a power attack as they close in.

Power attacks have no effect on sergeants, but it's a good way to clear out some of the regulars. Press the attack button five times to initiate a combo of basic attacks. Stay

on the move and clear out the soldiers first, dodging as necessary to keep your distance from the sergeants. When only the two sergeants are left, kick them to the ground (with two kicks each) and finish them off.

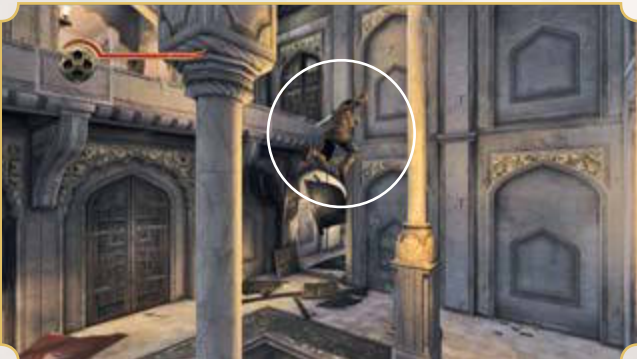


This chamber is blocked by another metal gate. Fortunately there's a switch you can use to open it. Once again, use a vertical wall run to hit the switch. Then quickly maneuver through the chamber to reach the doorway before the gate closes. This time you will most likely have to roll through the doorway to reach the other side.

TIP

Rolling is faster than running. So if time is an issue, execute a series of rolls to pick up the pace.

Navigating the next hallway is easy. Wall run along the right wall to a set of bricks. From the bricks, wall run toward the platform at the end of the corridor. The demolished wall ahead leads into the palace.



Step into this square palace chamber and jump onto the marble column at the far end of the room. Climb up the column a few meters, then rotate until your back is facing the adjacent column. Once in position, press the jump button to leap from one column to the next. Climb to the top of the second column, then rotate so your back is facing the nearby balcony. Once again, jump to spring from the column to the balcony. Smack the vases on the balcony to stock up on health if necessary, then enter the next room.



As you approach the palace courtyard, Malik and his men are still in a full retreat, with enemy soldiers hot on their trail. Fortunately you know where he's headed. Unfortunately getting there will be the tough part.

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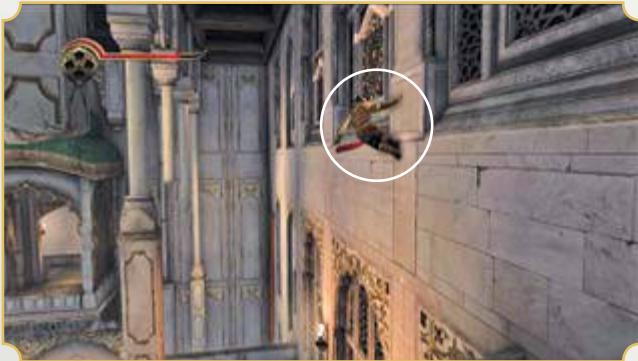
THE PALACE COURTYARD

Sarcophagus Collectibles: 0
 Enemies Encountered:

- Soldiers
- Sergeants



By the time you reach the balcony the palace guard has fallen and the enemy soldiers turn their attention to you. There are five soldiers and two sergeants in this fight and there isn't much room to maneuver. Charge up a power attack and swing at the first few soldiers that approach. Roll out of the way of any incoming attacks and set up another power attack to take out the remaining soldiers. Afterward, knock over the sergeants with kicks and finish them off while they're on the ground.



After the fight, move to the opposite end of the balcony and perform a horizontal wall run high above the courtyard to reach the next set of columns. As the Prince slows and turns, jump to grip the first column.



Leap from one column to the next until you reach this corner of the room. Slide down this last column until you're at approximately the same height as the top of the red banner hanging on the wall to the right. Rotate on the column so your back is facing the banner and then perform a jump. The Prince leaps from the column and uses his sword to slide down the banner.



Now that you're on the ground floor, you can go after those soldiers who were chasing Malik. A gathering of three enemy soldiers is standing at the bottom of the steps straight ahead. Move forward until they notice you, then stop and charge up a power attack, swinging as they move within range. Take these guys out fast because reinforcements are on the way!

As you finish off the first three enemies, a large group of soldiers and sergeants come rushing down the steps to join the battle. Cut your way through the regulars first, then focus on the three sergeants. Isolate the sergeants, kick them down (with two kicks each), and move in for the quick kill. If you can't get enough spacing between the sergeants, go with one kick and then perform an aerial slash for the takedown while they're stunned. This is the safest way to deal with these threats in a crowd.



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TIP

Don't forget to search the courtyard for vases after the fight. The red spheres found inside some of the vases can partially replenish your health.



Now run up the steps toward the door Malik and his men escaped through. There's no way to get through this door, but the Prince notices a hole in the wall high above the courtyard. Climb the exposed bricks on the left side of the large door, using a vertical wall run to reach each set. At the top of the bricks, jump to grab hold of the column directly behind you. Follow the on-screen instructions to quickly leap from one column to the next until you reach a small balcony on the far side of the room.

Take note of the pole sticking out of the wall. You can use this pole to reach the next walkway. Jump toward the pole to grab hold and then keep pushing the controller stick to the right to swing. The Prince picks up momentum with each full rotation, but won't let go until you jump. Once you press the jump button, the Prince won't let go until the optimal point in his swing (when his feet are pointing at the walkway you want to land on). Timing your jump to this optimal release point allows you to move on faster than if you just jump at any time.

Two more poles are sticking out of the wall above this large archway. Jump to the first pole and begin swinging. After one full rotation, the Prince has enough momentum to reach the next pole. Jump to the next pole and then immediately jump again to reach the next walkway. Once speed is established on the first pole, you can quickly jump from one to the next in rapid succession without spinning on each.



Xbox 360 version



Follow the next walkway until you spot another pole sticking out of the wall, not far from the breach you noticed earlier. Don't try jumping toward this pole—you'll never make it. Instead, perform a horizontal wall run to reach it. Once you've grasped the pole, swing and then jump to the hole in the wall. From there you can jump toward a red banner and slide down into the treasure vaults.

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THE TREASURE VAULTS

ACHIEVEMENTS/TROPHIES

NAME	DESCRIPTION	GAMERSCORE	TROPHY	UPLAY
Solomon's Army	Discovered the true nature of Solomon's Army	30	30 (Silver)	20
Close Call	Saved the Prince's life by using the Power of Time	15	15 (Bronze)	—

Sarcophagus Collectibles: 0

Enemies Encountered:

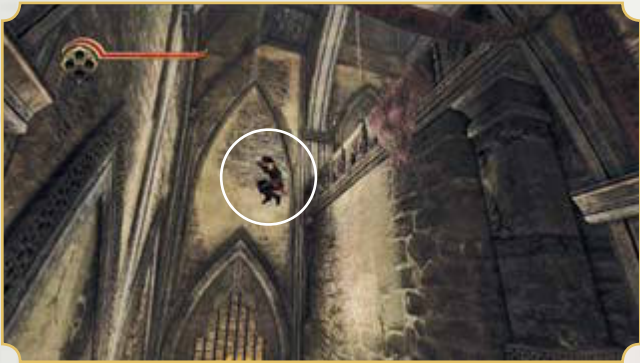
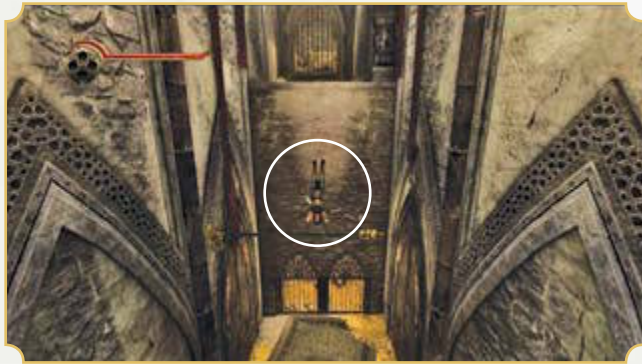
- Soldiers
- Sergeants

By now the Prince knows what Malik is up to—he's heading for the vault to unleash Solomon's Army on the attackers. Proceed through the corridor until you reach a short wooden post suspended above a shallow pit filled with gold coins. You need to reach the top of the wall just ahead. Jump toward the wall and as you make contact, quickly perform a vertical wall run to reach the top.



Continue along the corridor until you come to another gap. For your next trick, wall run along the left wall, then turn and jump toward a pole. Swing from this pole to another and then finally jump to the next elevated walkway.

Just ahead, jump to the pole sticking out of the wall and build up some speed by swinging. Before jumping from the pole, prepare yourself for what you must do next. Simply jumping will not get you to the top of the next wall. Instead, you must perform a wall run upon making contact. So jump toward the wall, then quickly press the wall run button to scurry to the top of the wall.



You find yourself at a dead end between two tall walls. There's nowhere else to go but up. Start by performing a vertical wall run on the left wall. As you reach the apex of the wall run, jump to leap to the neighboring wall. As you make contact, jump again to bounce back to the other wall. Continue jumping to zig-zag your way up this narrow shaft until you grab hold of the railing above.



TIP



After each jump you can perform a vertical wall run to attain greater altitude before jumping again. This takes some careful coordination and button pressing, but it's a quicker way to reach the top.

Now it's time to go down. In this next sequence, wall run toward a distant banner and then slide down to the next landing. There you must perform another horizontal wall run to slide down yet one more banner. Feel free to smash some vases midway through your descent.



Just ahead is another pit of gold with a seemingly out of reach wall on the right. Start by wall running along the left wall. As you turn, jump to the opposite wall and continue jumping back and forth between the two walls until you reach the top.

In the chamber ahead, a group of enemy soldiers is busy looting some treasure. Interrupt their party with a vicious power attack. Finish off the survivors with aerial slashes. Once the regular soldiers are down, watch out for four sergeants approaching from the left side of the room. Knock them each down with a pair of kicks and finish them off while they're floundering on the floor. If they're too close to one another, stun them each with a single kick and execute an aerial slash to seal their fate.



After the fight, climb to the top of the copper-colored cage at the back of the room, then leap to the nearby column. From the first column, leap to the column on the left, then onto the pole sticking out of the wall. Swing to another pair of columns, using them to reach the balcony at the far side of the room.

From the balcony, jump toward a series of poles high above the chamber. After each jump, you must swing in the opposite direction to reach the next pole. Keep swinging and jumping until you can reach the walkway at the top of the chamber.



Xbox 360 version

Leap to this ornate gold pole at the end of the walkway. As you make contact, the pole gives a little under your weight. This isn't just a regular pole—it's a switch! The switch opens the door at the opposite end of the chamber. Swing on the pole and leap toward the landing straight ahead, rushing through the open doorway and up the steps. You have finally reached King Solomon's vault.

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The Prince is finally reunited with his brother in the vault. Malik shows no hesitation to release Solomon's Army, despite the protests from his little brother. Malik inserts a seal into a socket on the large vault-like door. The seal rotates in the socket and then pops out, splitting into two pieces. Malik picks up one piece while the Prince grabs the other.



Suddenly, glowing sand begins trickling out of the vault door. As the sand accumulates on the floor, undead warriors emerge from the grains. Their mere touch turns Malik's palace guards into sand. Chaos ensues as large chunks of the vault's ceiling and walls come crashing down, prompting Malik and the Prince to dive

in separate directions. As they escape, Malik tells the Prince to meet him at the fortress. Following this cutscene you're automatically awarded the *Solomon's Army* achievement/trophy.



In the hall beyond the vault, the earth continues to shake, causing large chunks of the floor to collapse. Navigate these gaps in the floor by running along the walls. As you near this corner, run along the wall on the right and jump to the next span of the hall on the left. Keep moving through the hall as the ceiling collapses behind you.

You find yourself in a small chamber with a portal-like opening in the wall on the left. The nearby stone door is sealed, so there's nowhere else to go. Step through the portal and see what's waiting on the other side.



The portal transports the Prince into a calm but surreal environment. Pieces of towers, columns, and archways float in the distance, suspended in mid-air. Although strange, there are no threats here. Follow the walkway up the steps and approach the fountain.

As the Prince nears the fountain, the shape of a woman takes form, materializing out of the water. She says she is Razia, an ally to King Solomon. It is Razia, of the Djinn, who was responsible for sealing away Solomon's Army. She reveals that the army never belonged to King Solomon—instead it was sent to destroy him. It was formed from the desert sand, and the more sand the army touches, the more soldiers it will create. If the army isn't stopped quickly, it will cover the world. There's only one way to stop it. The two halves of the seals Malik used to unleash the army must be reunited. Razia then touches the Prince, saying she has given him more time. It's unclear what she means now, but it will soon make sense. Before departing, Razia warns the Prince of Ratash, the leader of the army. Ratash will be seeking the seals as well, but Razia advises not to confront him, as he cannot be destroyed. Once Razia disappears, backtrack to the portal and return to the treasure vault's corridor.



TIP



Before exiting back through the portal, explore the two walkways flanking the fountain, leaping over the gaps. There are vases at the end of each walkway containing both red and blue spheres. As you remember, red spheres restore health while blue spheres restore energy. At the moment, you have no energy to restore, but you may still need some health. Each time you return here the vases are restored, offering more spheres. This is a good way to stock up on both health and energy before continuing your quest, so make a habit of busting vases during each visit.

Back in the corridor, the door that was once closed is now open. Step into the hallway to trigger a cutscene. As the Prince dashes through the hall, the floor gives way beneath him, causing him to fall. When prompted, press the button shown on screen to rewind time. As you hold down the button, time reverses, putting the Prince at the hall entrance before the floor collapsed. This must be what Razia meant by giving you more time. Rewinding time is a new skill you can use to avoid annoying falls and embarrassing deaths. However, each time you use this power it costs one energy orb, now visible beneath the health bar—you begin with a total of four energy orbs. These orbs can be restored by gathering blue energy spheres from vases, barrels, or defeated enemies.



TIP



Now that you know the floor will collapse in front of you, take steps to avoid a fall. Creep slowly into the hall until the floor shakes. Stop and wait for the floor to collapse. Now you can run along the wall on the left to reach the other side. Continue moving through the corridor, paying close attention to the pieces of floor unmarked by debris—these are the pieces that will collapse. Inch toward each area, wait for the floor to collapse, then perform a wall run to reach the other side.



If you misjudge a piece of floor and fall, quickly rewind time before you plummet to your death. Not only will this save you from restarting the whole sequence, but you'll also earn the *Close Call* achievement/trophy. After using this power, be sure to smack some vases in search of blue energy spheres.



The floor in the corner collapses just ahead, but you should know what to do by now. Perform a wall run on the left wall and then jump to the right to reach the last span of the corridor leading to the stables.

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THE STABLES

ACHIEVEMENTS/TROPHIES

NAME	DESCRIPTION	GAMERSCORE	TROPHY	UPLAY
Ding! Level Up!	Used the upgrade menu	15	15 (Bronze)	—
Power Boost	Found a sarcophagus	20	15 (Bronze)	—

Sarcophagus Collectibles: 1
Enemies Encountered:
• Wraiths



As the Prince enters the stables, he's stalked by a few wraiths lurking in the shadows. Move into the stall on the left side of the room to make them show themselves. Suddenly several wraiths emerge from the floor. Quickly backpedal toward the stable's entrance and prepare for a brawl. Although they look intimidating, the wraiths perform identically to the soldiers you encountered earlier, but can take a bit more damage. Keep your distance from the approaching swarm and charge up a power attack. After each power attack, roll to a safe location and repeat the process until the crowd is more manageable. Defeating some of these enemies releases yellow spheres, representing XP. As you gain XP you can purchase upgrades. But for now, just focus on surviving this fight.



Next, enter the stable area on the left where you first encountered the wraiths. Climb up the wooden stall and leap across the wooden beams to reach a pair of poles sticking out of the stone columns on the left. Swing across the poles until you reach the balcony at the far side of the room.



Now you must reach a pole switch suspended from the ceiling on the opposite side of the stables. Start by climbing up to the ledge on the right side, then shimmy to the left. When you reach the end of the ledge, push out to the left and perform a horizontal wall run. As the Prince slows and turns, jump to grab hold of the nearby column.



Leap from one column to the next to reach the ledge on the far wall. Once again, perform a horizontal wall run and jump to reach another set of columns, using them to cross the room to reach a ledge. Shimmy left along the final ledge and wall run toward the nearby balcony.

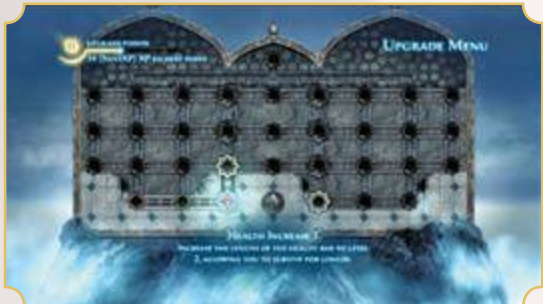


From the balcony you can finally reach the gold pole switch. Jump to the switch and watch as the door at the opposite end of the room opens. Now swing on the pole and jump ahead to a series of poles suspended just below the ceiling. Don't worry about the bats dangling from the poles—they'll fly away before you make contact. Keep swinging and jumping until you can reach the open doorway.



In the next corridor, a door on the right is propped open by a metal shield. Quickly roll through the small opening before the shield collapses under the weight of the door.

Now that you have enough XP for an upgrade, press the button shown on screen to access the upgrade menu. The number of upgrade points available is listed in the top left corner of the screen as well as the number of points required before achieving your next upgrade. For now, you only have one point to spend. Each slot on the stone tablet represents an upgrade—there are 39 possible upgrades in all. But there's a hierarchy to the upgrade system, requiring you to purchase certain upgrades before others are unlocked. For now you can only choose between Health Increase 1 and Energy Slot 5. Health Increase 1 extends your health meter, allowing you to take more damage before dying. Energy Slot 5 gives you one extra energy slot, useful when using powers such as rewinding time. Both options are beneficial so don't fret too long over the decision. Investing your first upgrade point earns you the *Ding! Level Up!* achievement/trophy.



A screenshot from a video game showing a character in a small boat on a river. The character is wearing a red hat and a blue tunic. The river is surrounded by stone walls and buildings. A white circle highlights the boat. In the top left corner, there is a red and white circular icon with a green dot in the center.

Wall run from one ledge to the next until you can reach a set of exposed bricks in the corner. Perform a vertical wall run to reach the last set of bricks and climb as high as possible. From there, jump to reach a wooden post sticking out of the wall behind you.

You're now high above the room. Cross the wooden beams and metal poles here to reach one of the two red banners on the opposite side of the room. When you're within range, jump off the wooden beam over to one of the banners. It doesn't matter which banner you slide down as they both lead to the same balcony.



As you enter the next corridor, you're confronted by three more wraiths. But they're quickly dispatched by the palace defenses, this time taking the form of giant bladed pendulums swinging back and forth. Stand on the floor switch to open the door at the end of the corridor. As soon as you step off the switch, however, the door begins to close. You need to move through this area quickly to reach the door before it closes, all without getting diced to shreds by these traps. Focus on the first pendulum ahead of you. As soon as it swings to the left, race forward with a series of rolls. Slow down if necessary as you reach the three final pendulums and look for an opening to make it through the door. When it's clear, roll through the doorway before the door closes.



Xbox 360 version

Now move between the fabric-covered scaffolding and the panel you just positioned. Wall run up the scaffolding and then jump continuously between the two surfaces until you can reach this wooden beam. From here you can jump over to the gold pole switch suspended from the ceiling. This raises a platform on the right side of the wooden door. After pulling the switch, swing and jump to the red banner and slide down to the floor.

In the next room there's a large wooden lever in the center of the floor. Press the button shown on screen to interact with it. Push the lever forward, toward the large wooden door. This rotates a panel on the right side of the room.



Xbox 360 version

Return to the lever and pull it until it's facing the stone door where you entered this room. This extends another wooden panel that allows you to reach another pole switch.



Approach the pole near the stone door. Use a vertical wall run and jump to reach it. From the pole, swing over to the wooden panel and immediately perform a vertical wall run to reach the wooden post above. From there you can jump over to the last pole switch to raise another platform near the wooden

door. Next, swing and jump over from the pole switch to the red banner to safely return to the floor.



Suddenly, several wraiths burst through the wooden door. Hold your ground and charge up a power attack. Swing at the first set of wraiths and then roll to a safe distance to repeat the process. As you kill a few wraiths, more materialize in the chamber behind the busted wooden door. Keep your cool and take it slow. Try to avoid getting surrounded,

keeping the crowd in front of you at all times. As their numbers dwindle, get more creative, performing kicks and aerial slashes. Defeating this group should give you another upgrade point, so don't forget to spend it once the action dies down.

NOTE

As wraiths take damage, they begin to turn back into sand, as indicated by their tan color. Enemies that are nearly void of their default color are nearly dead and usually only require one hit to kill.

After the fight, move between the newly raised platforms flanking the busted wooden door. Wall run up one and jump between the two platforms until you can reach the top. If necessary, smash the vases up here to replenish your health and energy.



In the next chamber, several enemy soldiers have been turned to sand. At least Malik was right about one thing. A brief cutscene also reveals the location of a hidden sarcophagus in an alcove near the ceiling. Each sarcophagus is a hidden item that can be smashed for bonus XP. They usually aren't so easy to find or reach, so consider going after this one before moving on.



SARCOPHAGUS 1



To reach the first sarcophagus, start by performing a vertical wall run on the wooden

door to your right. At the apex of the wall run, jump to grab the wooden beam above the room. Pull yourself up onto the beam, then turn back to the wooden door you just ran up.



A series of exposed bricks stick out from the wall just above the door. Jump over to the bricks and climb up as high as you can go. To reach the alcove where the sarcophagus rests, perform a vertical wall run.

Smash the sarcophagus with a power attack to release the bonus XP—this earns you the *Power Boost* achievement/trophy. To return to the floor, drop down onto the two wooden beams in the center of the chamber.



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The passage ahead is filled with more bladed pendulum traps. There's no need to rush, so take it one trap at a time. Focus on the trap in front of you, move past it, then focus on the next one. Leap across the series of beams when there's an opening and work your way to the end of the corridor.

In the room ahead, the Prince finally catches up with Malik. Malik is determined to stop the sand army from escaping the fortress, but he isn't sure how to reimprison them all. The Prince offers Razia's solution, but Malik is unwilling to part with his half of the seal just yet. He wants the Prince to meet him at the fortress gates.



After the conversation with Malik, slide down the nearby banner. Next, wall run up the nearby door and jump to this pole switch. This raises a column in the center of the room. Drop from the pole and jump to the column. From there you can reach a walkway on the opposite side of the room.

On this walkway there's another pole switch. Once again, wall run up the nearby door and jump to reach it. This raises a second column near a circular switch on the wall.



Drop from the pole switch and perform a horizontal wall run toward the circular switch on the wall. This switch opens the door at the far side of the room for a limited time. As soon as the switch is activated, turn and jump toward the nearby column. Jump directly to the next column and then onto the balcony before the door slams shut. Roll through the doorway to ensure you make it through. Continue through the next hallway to access the next area.

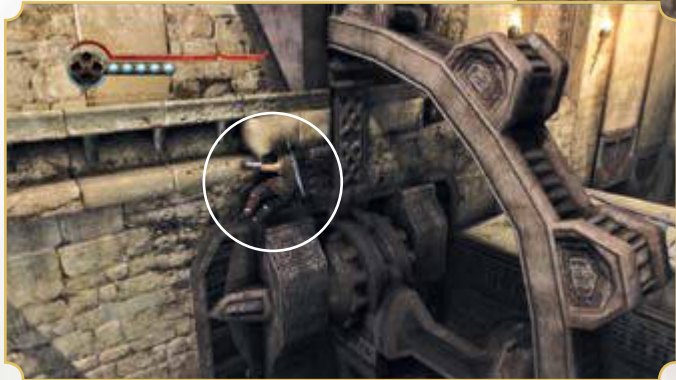


THE WORKS

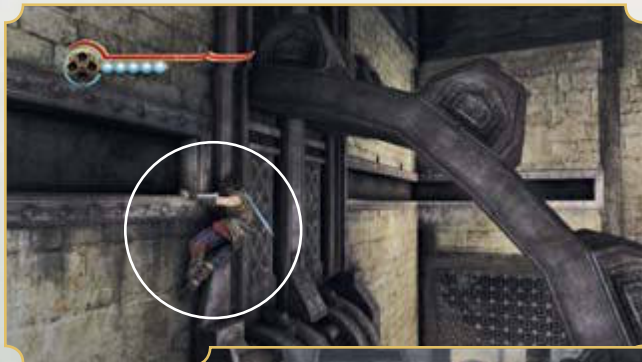
ACHIEVEMENTS/TROPHIES

NAME	DESCRIPTION	GAMERSCORE	TROPHY	UPLAY
Anger Management	Broke 100 things	15	15 (Bronze)	—

The next room is filled with the sounds of machines and grinding gears. You'll need to maneuver past these hazards to reach the exit on the far side of the room. Turn your attention to the large metal wall section emerging and retracting from the stone wall on the left. As the metal wall section retracts into the stone wall, quickly perform a horizontal wall run to the next platform. You must perform a similar feat to access the platform on the adjoining wall, only this time perform a jump at the end of your horizontal wall run.



Next, watch the two moving wall pieces here. As they drop into position, perform a wall run to reach the next platform and then climb the exposed bricks to reach a ledge high on the wall.



Sarcophagus Collectibles: 0
Enemies Encountered:
• Wraiths



Jump over to this ledge and study the motions of the rotating cog on your right. Push to the right side of the ledge and wait for the right opportunity to proceed. When the cog rotates in a counterclockwise fashion, there's a small gap in the center. Quickly perform a horizontal wall run through this gap to reach the next platform.



On the ledge, shimmy to the right and wait for the right opportunity to wall run through the two massive cogs. Each cog rotates in an opposite direction, but they eventually come to a temporary stop, revealing a slight gap for you to race across. Wall run through this opening to reach the ledge on the other side.

Shimmy right along the ledge and wall run to the metal wall piece when it's retracted into the stone wall. There's a small ledge on this metal wall piece that allows you to hold on. Remain on the metal wall piece as it pushes out toward a column in the middle of the room. Wait for the wall piece to lock into position, then jump toward the column.

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Jump to the neighboring column and study the movement of the two metal wall pieces behind you. The nearest wall piece has a small ledge you can hold onto. When this piece moves down and stops, jump to grab onto the ledge. If you're quick, you can wall run to your left and grab the nearby pole. If necessary, ride the wall up and wait for it to come back down before making a move for the pole.

Now all you have to do is swing across a series of four poles to slide down the red banner above the balcony. However, time your jump carefully when you reach the second pole. You must wait for the massive cog to turn, exposing a gap, before leaping to the third pole. Continue to the fourth pole, leap toward the red banner, and slide down to the balcony. Pass through a short hall to reach another huge room filled with more chattering machinery.



If you've been thorough in your quest to destroy every vase and barrel you've come across, you can earn the *Anger Management* achievement/trophy for destroying a total of 100 items. Don't forget to smash those barrels and vases, regardless of whether you need the health or energy.

Start by jumping over to the central wooden platform. Here you find a lever capable of rotating the entire platform. Rotate the platform a quarter turn counterclockwise so its wooden post aligns with the post shown here. Once in position, leap across the posts to reach the small stone platform against the perimeter wall.

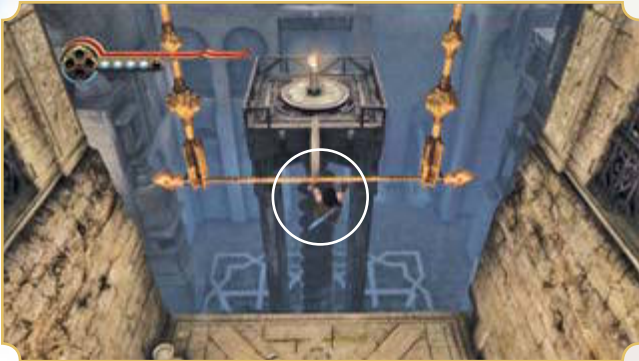


Wall run up this large tower to reach the ledge. On the ledge, watch the rotating piece directly above you. When a smooth metal surface is exposed, wall run up again to reach the next ledge. From the second ledge, jump to the ledge behind you and then shimmy to the right, performing another horizontal wall run to evade a buzz saw trap set into the wall.



Now you must perform a couple of horizontal wall runs while avoiding some nasty traps. Time each run carefully to avoid contact with the ascending and descending bladed traps. The first trap is a buzz saw set into the wall. Start your run as the buzz saw begins moving down. The second trap is a pole covered with sharp curved blades. Initiate the wall run as soon as the pole descends below the platform.





After evading the buzz saw trap, pull yourself up onto the nearby balcony, wall run up the wooden door, and then jump to reach this golden pole switch. This raises the wooden platform in the center of the room. Swing on the pole and then leap toward the platform, landing on the very tip of the wooden post.

CAUTION

Before attempting the jump, make sure you're properly aligned with the wooden post attached to the central platform. Shimmy left or right along the pole until your body is in line with the post, then commence your jump.

Back on the central platform, use the lever to rotate the platform 180 degrees so the wooden post aligns with the post on the opposite side of the room. Leap across the gap and begin your ascent. This sequence is nearly identical to the one you just completed below.

Time your wall runs to evade a pair of ascending and descending buzz saw traps. Next, simply jump over this gap, waiting until the two bladed poles drop below the platform. Climb the tower beyond, using vertical wall runs to reach the two ledges. Jump to a ledge on the opposite wall, then shimmy left, performing a horizontal wall run to reach the next balcony while avoiding two buzz saws set in the wall. Easy, right?



On the balcony, wall run up the wooden door and jump over to the golden pole switch, raising the central platform yet again. Swing on the pole switch and leap back over to the platform.

Now, interact with the lever and rotate the central platform until the wooden post is pointing at the large tower marked by a circular switch. Move to the end of the post, jump toward the tower, and then perform a vertical wall run to step on the switch. Once the switch is activated, jump back to the platform before falling. The switch has opened the stone door on the opposite side of the room, but only for a few seconds.

Quickly use the lever to rotate the platform 180 degrees so the wooden post is pointing at the open doorway. Finally, rush across the post and leap toward the walkway. Rush through the doorway, performing a roll if necessary to reach the next corridor before the door slams shut.



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Another lever and more machinery await in the next room. Here you must find a way to reach the balcony on the opposite side of the room, where several wraiths await your arrival. Start by rotating the lever a quarter turn to spin the nearby ring on the right wall. Jump onto the nearest bar on the ring then leap to a pole to reach the second bar. From there you can jump to a small platform in the back corner of the room.



Leap to this golden pole switch to raise a platform near the room's entrance—this will come in handy a little later. Swing to the next platform and navigate over the next ring on the adjoining wall, moving back toward the entrance. While standing on the last bar, jump toward the platform and perform a vertical wall run to access another lever.

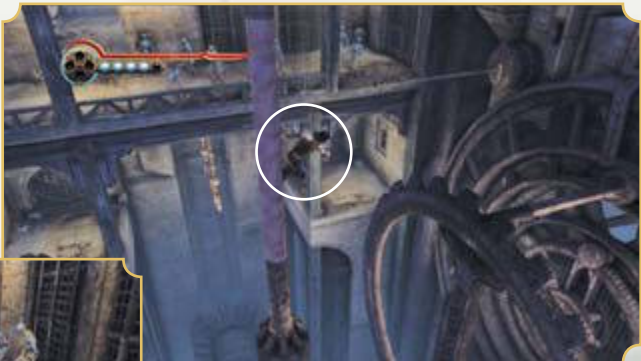


Rotate this lever a quarter turn to raise a column in the center of the room. Once in place, return to the room's entrance using the nearby poles and banner to safely make your descent.



Back at the first lever, push it a quarter turn to lower a column from the ceiling. The two columns connect in the middle, creating one long column spanning the entire room. Return to the second lever via the platform you lowered earlier. Jump over to the platform, then perform a vertical wall run to reach the second lever. But don't touch the lever again.

Now jump to the pole on the ring on the left side of the room, and swing over to the bar at the top. From the bar, leap over to the joined columns. Next, jump over to the bar on top of the ring at the opposite side of the room. From there you can leap to the nearby pole and swing over to the balcony occupied by wraiths.



As soon as you land on the balcony, start swinging away with your sword. After the first few swings, roll to a safe distance away from the ledge—you don't want to get knocked off the side now. Keep your feet planted on the floor during this fight and avoid aerial slashes here to prevent inadvertent leaps off the side of the balcony. Instead, rely on kicks and power attacks to keep the wraiths at bay. Defeating these enemies may earn you another upgrade, so consider investing in a new power if you haven't already. Stone armor is a good choice at this point in the game.



More traps greet you in the next corridor, but they're all relatively easy to circumvent by performing well-timed jumps, rolls, and horizontal wall runs. Don't get overwhelmed and take one obstacle at a time. Taking damage here is unnecessary and may greatly hinder your progress once you reach the fortress courtyard. Take it slow and steady, studying each trap before proceeding past it.



< THE FORTRESS COURTYARD >

ACHIEVEMENTS/TROPHIES

NAME	DESCRIPTION	GAMERSCORE	TROPHY	UPLAY
Like Dominoes	Knocked down 5 enemies with one kick	15	15 (Bronze)	—
And Stay Down!	Used the finishing lunge 20 times	15	15 (Bronze)	—
Air Time	Performed 20 aerial slash attacks	15	15 (Bronze)	—
Big Finish	Defeated an enemy with a power attack at the end of a combo	10	15 (Bronze)	—
Floors are for Losers	Wall run for a total of 1/2 mile (805 meters)	15	15 (Bronze)	—

As the Prince enters the next chamber overlooking the fortress courtyard, Ratash, leader of the sand army, can be seen in the distance conjuring a massive charger. As Razia predicted, the army is becoming stronger. You must find Malik and reunite the seals before these creatures can escape the fortress and roam the countryside unabated.

Following the cutscene, you're swarmed by dozens of wraiths and spectres. If you unlocked the stone armor from the upgrade menu, now's a good time to try it out. This makes you invincible for a short period of time, allowing you to wade into the crowd and execute a series of combos without fear of getting diced to bits.

Due to the sheer number of enemies, you can score several achievements/trophies in this fight. *Like Dominoes* is the easiest. Simply knock down five enemies with a single kick. Wait until a group of enemies is bunched up to deliver the kick and watch the requisite five (plus more) fall down. Next, try to score multiple finishing lunges by killing enemies on the ground to earn the *And Stay Down!* achievement/trophy. After that, use aerial slashes to earn the *Air Time* achievement/trophy. If you've already performed these moves before in previous fights, reaching the required 20 attacks per move is well within reach by the end of this battle.

- Sarcophagus Collectibles: 2
- Enemies Encountered:
- Wraiths
 - Spectres
 - Charger



Xbox 360 version

TIP

Want to earn another achievement/trophy during this battle? Initiate a combo by pressing and releasing the attack button four times and then pressing and holding the attack button a fifth time to charge up a power attack. As soon as the Prince's sword flashes, release the attack button to unleash a potent spinning power attack. If you manage to kill an enemy with this attack you'll earn the *Big Finish* achievement/trophy. This combo is great for eliminating large groups of enemies, but just make sure you're not hit when charging up the final power attack.



Xbox 360 version

This is the first time you've encountered the large spectres. These blue bulky thugs are armed with huge barbed swords, so be ready to dodge or kick them as they wind up an attack. They're also much tougher than the wraiths, requiring more hits to kill. The best way to deal with these guys is to knock them down and stab them while they're on their backs. Aerial slashes are equally effective, but only if the spectre has sustained prior damage, as indicated by their sandy skin.

After the fight, wall run up the nearby wall, then jump over to a pole sticking out of the wall. Swing and jump across a series of four poles toward the ledge on wall just ahead. Shimmy to the right along the ledge, then dodge a pair of buzz saws while performing a horizontal wall run. As you near the end of the wall run, turn and then jump toward a wooden column suspended from the ceiling.



Leap across two more wooden columns until you can jump to a series of exposed bricks on the opposite wall. Climb to the top of the bricks and lean out to the left, watching the two buzz saws ascending and descending the slots in the wall. Wall run between the two buzz saws, then jump toward the pole on the adjoining wall. Swing and jump to the next pole, and then onto a balcony occupied by five enemy soldiers who have been turned into sand statues.



From the balcony, wall run past two more buzz saw traps and leap toward a stone column. Leap from one column to the next until you can reach the next walkway, now occupied by four spectres.



Once your feet hit the walkway, attack the spectres; try to knock them down and move in for the quick kill. If you're careful, you might even be able to knock a few spectres off the ledge. Once they're all down for good, enter the next corridor, rolling beneath the bladed trap. Afterward, wall run past a pair of buzz saws lining the next wall on the left.



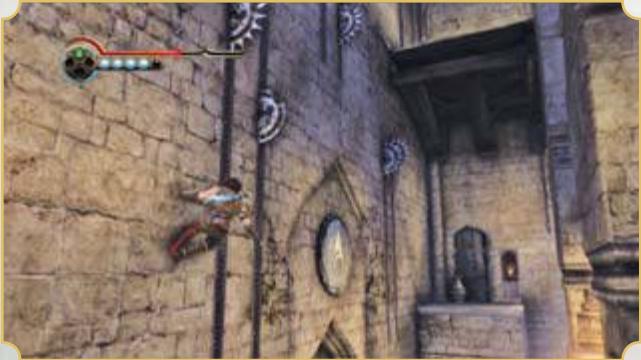


Next, wall run past another set of buzz saws, and jump over to a wooden post. Leap from the post, to a pole, then to another post. Finally, jump toward the red banner and slide down to the balcony below.

SARCOPHAGUS 2



After dropping from the banner, walk toward the center of the balcony and turn toward the far wall. Just below the circular switch is a sarcophagus propped up along the side of a wooden door. Jump toward the platform below, smash the sarcophagus, and then jump back up to the balcony, returning to the base of the red banner you sliced through earlier.



From the bottom of the banner, turn to the left and perform a horizontal wall run to reach this small square platform. On the adjoining wall there's a circular switch located between two sets of buzz saw traps. Wait for the nearby buzz saws to ascend, then wall run toward the switch. As soon as it's depressed, jump to reach a nearby pole before you fall to the ground. The switch opened a door on the opposite side of the room. Quickly swing on the pole and then jump to reach the balcony. If necessary, roll through the doorway before the door closes, otherwise you'll have to start all over.

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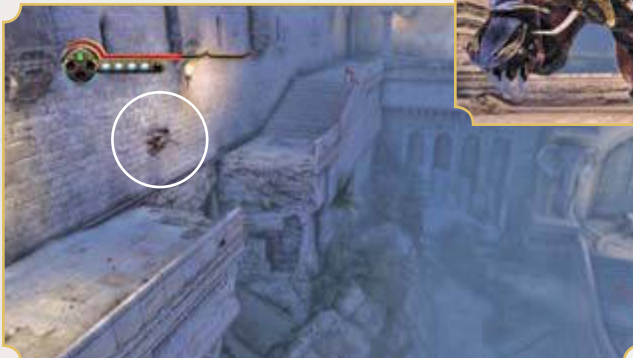
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The charger Ratash conjured earlier is wreaking havoc on the courtyard below, toppling towers and smashing sections of the nearby walkway. You must proceed with caution.



While the charger is busy smashing things below, keep your eyes on the walkway ahead. Use horizontal wall runs to avoid plummeting down the collapsed floor sections and be ready to rewind time if you accidentally fall. By now you should have performed enough wall runs to earn the *Floors are for Losers* achievement/trophy, requiring you to travel half a mile by running along walls.

In the next chamber you're confronted by a small group of wraiths and spectres. Knock these foes over and finish them off while they're helpless on the ground. Defeating this latest batch of enemies should earn you another upgrade point, so don't forget to invest in a new power. Now might be a good time to unlock the whirlwind power.



When you're ready to move on, perform a vertical wall run and jump to reach the golden pole switch at the top of the room. This opens the nearby gate, but be careful when exiting. The floor outside gives way, so be ready to run along the wall on the left side to avoid falling into a pit.



In the next room, wall run past a pair of buzz saw traps and then jump to a small platform occupied by a few sand statues. Next, approach the wall on the right and wall run past another set of buzz saws to activate the circular switch beyond. Once the switch is activated, jump from the wall or simply drop to the floor. The switch opens the nearby gate for a few seconds. Quickly dash through the gate before it closes. If you dropped from the switch, you may need to roll through the gate before it shuts.



As the Prince steps out onto the balcony, it gives way, causing him to fall into a large chamber occupied by a charger and several wraiths. Don't worry about the wraiths for now. Instead, keep your eye on the charger. Circle around the perimeter of the room, rolling as necessary to dodge attacks. This helps you avoid the charger's running attacks. For best results, gather a large group of wraiths in front of you, then roll out of the way as the charger speeds toward you—he'll take out a large number of the wraiths for you.





The charger eventually succumbs to his injuries and collapses beneath a circular switch on a wooden wall, providing a helpful hint of what to do next. Wall run up the wooden wall to hit the switch. This causes the wall to slide out. Before falling, quickly execute a jump and vertical wall run to reach the platform above.



The pole switch activated a series of spiked swinging logs in the next corridor. Roll and/or jump to avoid contact with these brutal traps. However, you can't roll while walking across wooden beams. Instead, initiating a roll causes you to drop and grab hold of the beam. This is still a good way to avoid getting smacked by one of these spike logs. Just be careful when you pull yourself up.



Keep moving and let the charger clear out the bulk of the wraiths. When it's just you and the charger, continue moving and lure your foe into slamming headlong into a wall. This stuns him temporarily, allowing you to score some hits. But watch him carefully. As he regains his posture he'll perform a radial attack, slamming his fists into the ground. If you're too close, this attack will knock you down. After scoring a few hits, back away and lure the charger into another wall. The charger's health is represented by the gold status bar at the bottom of the screen. Keep hacking away at the charger until his health is totally depleted. His skin also turns to a sandy color once he's close to death.



Next, wall run and jump toward the wooden column suspended from the ceiling. Leap to the neighboring column, then onto a wooden post sticking out of the opposite wall. From the post, jump and wall run up the nearby platform in the corner. From there you can perform a horizontal wall run and jump to reach the golden pole switch high above the room.

Swing and jump from the pole switch to a series of three poles suspended above the room. Jump from one pole to the next until you can reach the balcony on the far side of the room.



The dark metal floor pieces ahead are spike traps. As you walk across these floor sections, spikes emerge from the small holes, potentially puncturing your feet. However, if you're fast, you can run over each floor section before the spikes emerge, so don't slow down. Run straight ahead, careful to avoid contact with the spinning bladed columns. If you must make a course correction to avoid a collision, wait until you've crossed each spiked floor section.

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Get ready for another fight in the cramped chamber ahead as several wraiths and spectres materialize. If you've unlocked the whirlwind power, this is a good opportunity to use it. Not only does it damage all enemies in the room, but it also knocks them down, making them easy to finish off with your sword. Once the room is clear, continue onto the next walkway lined with more spike traps.



SARCOPHAGUS 3



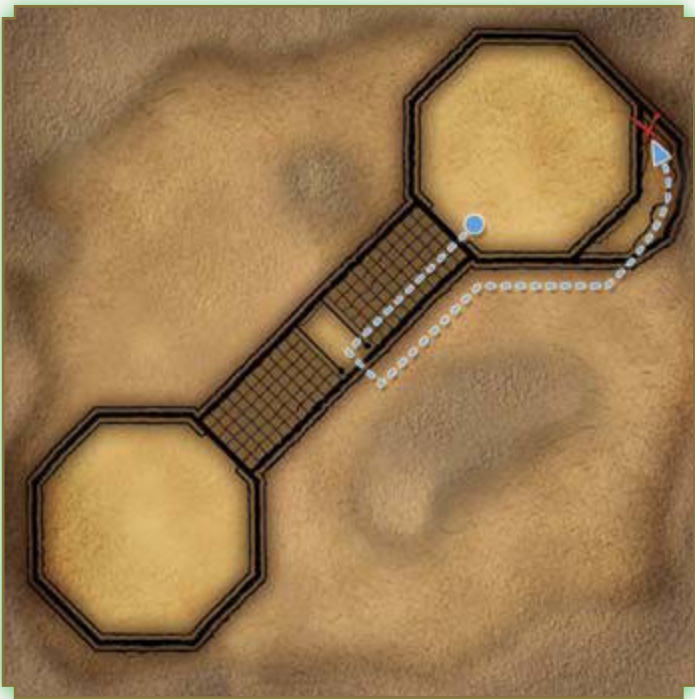
After passing the first spiked floor section, stop and drop off the left side of the walkway, gripping to the

edge. Drop to the ledge below, then drop to a second ledge just beneath the first one. Shimmy right along the second ledge and perform a horizontal wall run to reach a third ledge.



Execute another horizontal wall run to the next ledge on the right, then continue

shimmying to the right. Wall run up to this platform to locate another sarcophagus. Smash it and then backtrack to the walkway above, careful to avoid the traps. Proceed to the next chamber.



Ride the platform as it swings to the opposite side of the room. Jump and wall run up the wall straight ahead to reach a ledge. Perform another vertical wall run from the ledge to reach the platform above.

A lever and a circular floor switch greet you in the next room. Push the lever first to unlock the cog on the wall on the right. Next, step on the switch to cause the cog to turn, rotating a wooden platform toward you. Quickly jump onto the wooden platform before it swings back to the other side.



Now you must unlock another gear before advancing. Start by pushing the lever on the left to rotate the L-shaped arm to this position.



Next, interact with the lever on the right to roll the small gear on top into position above the small gear on the bottom.



Return to the lever on the left and rotate the L-shaped arm into this position, so it is clear of both small gears.

Now go back to the lever on the right and rotate the small gear on top. This causes the small gear on the bottom to rotate, unlocking the massive gear below. Finally, step on the circular floor switch to rotate the large gear, placing a wooden platform within reach of the adjoining wall. The gear will only remain in this position for a few seconds, so you need to move out fast.



Ride the platform to the other side of the room and then jump and wall run up to the next walkway. Follow the walkway into the next room to rendezvous with Malik. He needs you to close the gates while he deals with a group of wraiths. Once the gates are sealed, the sand army can be contained within the fortress walls. But figuring out how to operate the gate isn't easy...



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THE FORTRESS GATES

ACHIEVEMENTS/TROPHIES

NAME	DESCRIPTION	GAMERSCORE	TROPHY	UPLAY
Just Us and Them	Closed the fortress gates	50	30 (Silver)	—

Sarcophagus Collectibles: 0
Enemies Encountered:
• Wraiths
• Chargers

As Malik goes off to fight a group of wraiths, it's up to you to close the gates, preventing the sand army from escaping the fortress. Prepare yourself for another gear puzzle. This time there are three levers. The left lever moves the gear on the right. The center lever moves the left and center L-shaped arms. The right lever moves the center and right L-shaped arms. The goal is to move the gear on the right through the channel toward the small gear on the left. Once in place, you can turn the small gear on the left to unlock the gate's mechanism, allowing you to close it. Start by pulling the lever on the right to rotate the center and right L-shaped arms.



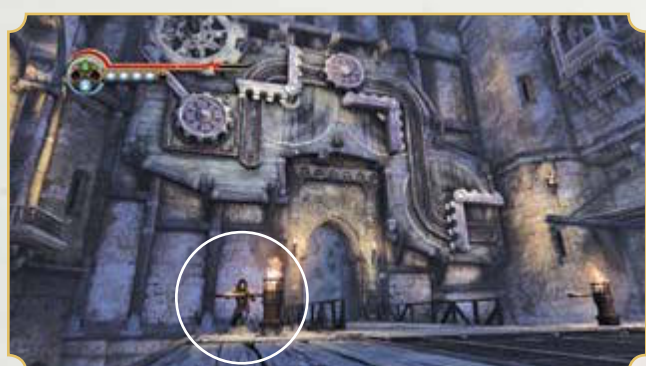
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Now push the lever on the left to advance the gear along the channel to this position.



Return to the right lever and rotate the center and right L-shaped arms into this position.



Now go back to the left lever and advance the gear along the channel into this position.



Go back to the right lever and again rotate the center and right L-shaped arms into this position.

Prince of Persia
THE FORGOTTEN SANDS



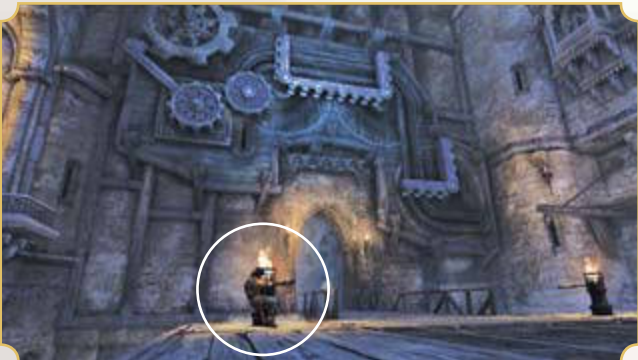
Now move to the center lever and rotate the center and left L-shaped arms into this position.



Back to the left lever to roll the gear along the channel to this position, against the small gear on the left. You almost have it now!



Now move the center and left L-shaped arms away from the small gear by moving the center lever into this position.



Finally move to the left lever and rotate the small gear. The two gears now mesh and rotate, unlocking the larger gear above and allowing you to close the gates. This in turn rotates a large gear on the opposite side of the room, placing a wooden platform within your jumping range.

After unlocking the gears, Malik appears on a nearby balcony. While you've been busy solving this puzzle, he's been fighting off hordes of wraiths. Despite his efforts, more and more enemies keep reappearing. He offers to keep the sand army busy while you close the gates.



A circular switch is located just above the last set of bricks. Wall run up toward the switch to activate it, causing the large gear to turn, placing the wooden platform in a high position. As soon as you step on the switch, jump toward the pole behind you. Quickly swing and jump from the pole toward the raised platform. This must be completed quickly before the gear rotates, returning the platform to its starting position. This partially closes the gate in the room below.



Jump over to the wooden platform attached to the massive gear. From the platform, turn toward the nearby wall and jump toward the exposed bricks. Climb up the bricks, using a vertical wall run to reach the next set.



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Malik returns to check on your progress but is interrupted by a pair of wraiths. As the Prince tries to reach the balcony where his brother is under attack, he leaps toward a large wooden counterweight suspended from the ceiling by chains. But the chains on one side of the counterweight give away, causing it to swing wildly as the Prince dangles to the side. The swinging counterweight knocks open a wooden door below, clearing a path for several wraiths and a pair of chargers. The counterweight then crashes to the floor, sealing the open doorway and trapping the Prince inside this large chamber filled with enemies. You earn the *Just Us and Them* achievement/trophy for successfully closing the gates.



As soon as you regain control of the Prince following the cutscene, start moving. There are two chargers in the room and if you stand still you'll soon be knocked down by one of their charging attacks. Circle around the room, luring the chargers to run into large groups of wraiths. As the chargers stun themselves by running into the walls or pillars, focus on eliminating a few wraiths. But keep an eye on the chargers at all times and be ready to move once they recover.

TIP

Try to get the two chargers to run into each other. They'll not only stun themselves, but they'll also damage each other.



Eliminate all the wraiths and then focus on the chargers. Lure them each into a wall or pillar and roll out of the way before they hit you. As they're stunned, slash away at them until they crumble into sand. But don't get greedy. Back off as the chargers regain their composure and perform their radial attack. Lure them into another wall and resume your attacks once they're stunned. Defeating all the enemies in this room should earn you another upgrade point. Consider unlocking the Ice Blast upgrade if you haven't already.



Malik appears on the balcony above after the fight. Now that the gates are sealed, he doesn't seem interested in reuniting the seals just yet. Instead, he wants to finish off the enemies one by one in an effort to gain their power. The seal is clearly affecting Malik, making him more power hungry by the minute.



Following the conversation with Malik, smash any nearby vases and barrels to restore your health and energy before advancing through the next corridor. This passage is filled with traps. Speed across the spike traps while avoiding the spinning bladed columns. In the chamber ahead is another portal, leading back to Razia's realm. Step through the portal to check in with Razia. Maybe she'll know what's going on with Malik?

Razia is troubled that the seals have not been reunited and feels that Malik is being corrupted by the energy he's absorbed by killing so many wraiths. The power she gave the Prince earlier must have protected him from the same effects. She suggests taking Malik's seal by force if necessary. But even she is uncertain if Malik will return to his old self once the seals are reunited. The Prince is reluctant to confront his brother, but Razia feels it may be the only way to reunite the seals. She then touches the Prince, giving him yet another power—dominion over water. It's unclear what this new power does, but you'll find out soon enough. Once Razia disappears, smash the vases on the nearby walkways to replenish your health and energy before exiting through the portal.

Enter this passage featuring two spouts of water squirting out of holes in the wall on the right. Press and hold the button shown on screen to freeze the water in time, turning the narrow streams into solid poles you can swing from. While holding down the button, make note of the blue bar below your health. The longer you hold down the button, the more the blue bar becomes depleted, limiting how long you can freeze water. Once the blue bar is completely depleted, the water becomes liquid again. However, the blue bar regenerates quickly on its own when the button is not pressed, returning to full capacity within a couple of seconds. To navigate past this first obstacle, freeze the water and then swing across the two poles. Remember, you must keep the freeze button pressed throughout this maneuver or the poles will turn back into water. Release the freeze button when you reach the other side.



For the next obstacle, freeze the water here to create three solid columns. These function just like regular columns, but will turn back into water if you don't hurry across. Leap from one column to the next until you can reach the other side.



To activate the water in the next passage, step on the circular switch. While still standing on the switch, freeze the water to create two solid poles and one column. Jump to the first pole and then swing and jump to the column. From there, leap to the second pole and then swing and jump to the other side of the corridor.

The next sequence requires more speed. Activate the water in the next passage by jumping to the golden pole switch. Leap from the switch and freeze the water in this passage. Here you must quickly travel along a series of poles and columns before the blue meter is depleted. When you reach the last column, leap to the walkway on the left before time runs out.

TIP

If the blue meter is running low, you can always release the freeze button momentarily in between jumps to partially recharge it. This takes careful coordination, but it's a skill you should get familiar with as you proceed.

Navigate through a couple of simple water obstacles using your new freeze power. As you near the prison you can hear a voice in the distance. Step on this floor switch to temporarily raise the gate at the end of the passage. You don't have much time before the gate closes, so move out quickly. A couple of spiked floor sections are ahead, with an arrow-spitting trap between them. Use a series of rolls to race across the spiked floor sections and beneath the arrow trap, reaching the entrance to the prison before the gate closes.

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THE PRISON

ACHIEVEMENTS/TROPHIES

NAME	DESCRIPTION	GAMERSCORE	TROPHY	UPLAY
Not How it Happened	Used the Power of Time 20 times	15	15 (Bronze)	—

Sarcophagus Collectibles: 1

Enemies Encountered:

- Wraiths
- Ghouls
- Spectres

Start your advance through the prison by performing a horizontal wall run to reach the nearby ledge. Shimmy to the left and then drop from the ledge to slide down this banner to reach the ground floor.

That voice you heard earlier belongs to a prisoner in one of the cells. But as you reach

the floor, a group of ghouls reach through the cell's bars and turn the prisoner into a sand statue. Afterward, they turn toward you as more regular wraiths emerge from the floor. The ghouls are equipped with shields capable of blocking your basic attacks. Kick them once to stun them or kick them twice to knock them over. Then follow through by taking them out while they're on the ground.



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TIP



If you've unlocked the ice blast power, consider activating it during this fight. This allows your sword to cut through the shields of the ghouls. Plus, each attack produces a trail of ice that damages other enemies in the background. One activation of the ice blast power is more than enough to help even the odds in this battle.



After the fight, jump onto this column and climb to the top. From there, jump to the ledge above the iron gate. Shimmy right along the ledge, and then perform a horizontal wall run and jump to reach the gold pole switch protruding from the adjoining wall.

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The pole switch activates two jets of water, squirting out of the wall ahead. Freeze the water and then jump and swing across the poles to reach the post on the far side of the room. Remember, keep the freeze button depressed while maneuvering on the poles.





From the post, leap across the two columns to reach a post on the opposite side of the room. There are three water jets on this side, too. Freeze the water and then swing and jump across the three frozen poles to reach the ledge on the adjoining wall.



Shimmy right along the ledge and use the freeze power again to turn the two nearby jets of water into solid poles. Perform a horizontal wall run toward the first pole, then swing and jump to the next pole. As you jump from the second frozen pole, be ready to perform a vertical wall run to reach the walkway above. If you fall, quickly rewind time and try again.

On the walkway, wall run up the wooden door to reach a ledge. Shimmy to the right along the ledge, then wall run up to reach a set of exposed bricks. From the top of the bricks, jump to reach the golden pole switch behind you. From there, swing to another ledge and shimmy to the right. When you reach the corner, execute a horizontal wall run to grab the ledge on the adjoining wall.



Push to the right side of the ledge and perform a horizontal wall run on this wall. As the Prince slows and turns, jump to reach the stone column. Be careful not to fall here because there's a spiked floor section just below. If you miss the jump, rewind time and try again until you are able to grab hold of the column.

Once on the stone column, freeze the water to create two columns nearby. Leap across the two water columns toward the stone column at the far side of the room. Rotate on the stone column so your back is facing the nearby suspended cage. A simple jump causes the Prince to leap from the column and grab hold of the cage.



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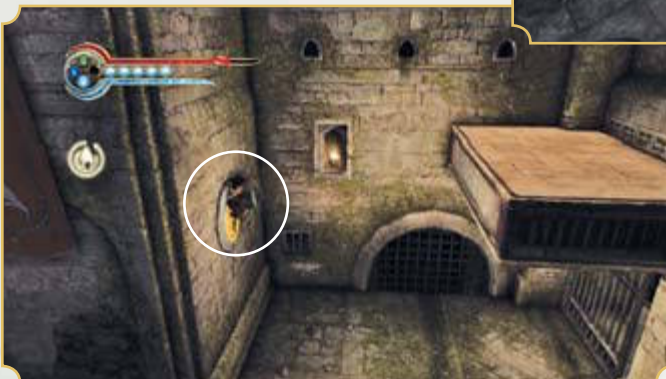


Shimmy along the edge of the cage until you can jump to the next cage. Leap from cage to cage occasionally using the freeze power to create columns to aid your advance across the room. Navigate a couple of ledges on the side of the room, then leap back to a cage.



Leap across the last two cages and freeze water to create two columns on this side of the room. Rotate on the second column so your back is facing the nearby ledge, then jump to grab hold of it. On the ledge, maneuver just above the red banner and then drop to slide down to the floor, slicing through two banners during the long descent.

As soon as your feet hit the floor, several wraiths, ghouls, and spectres materialize around you. Roll to a safe distance, then commence your attack. If you have energy to spare, consider using one of your powers to dish out some heavy damage to this group. Both the ice blast and whirlwind powers are very effective in this battle, helping you take out a large number of the wraiths. Once the group is more manageable, knock the ghouls and spectres to the floor and finish them off while they're on their backs.



After defeating all the enemies in the room, turn back to the banner you slid down earlier and search for this circular switch on the wall in the corner. Wall run up to the switch to extend a platform. As soon as you hit the switch, jump over to the platform. The platform is only extended for a few seconds, so quickly jump to the nearby pole switch before the platform retracts back into the wall. If you fall, activate the switch and try again.

Leaping to the pole switch causes water to pour from the spout in the center of the room as well as from the wall ahead of you. Use the freeze power and then leap to the pole just ahead of you. Swing around the pole and jump to the nearby wooden post.



Next, stand on the post and look out toward the water pouring from the spout in the center of the room. Freeze the water to create an column. Leap over to the column, then jump toward the pole switch in the center of the room. This rotates the spout and generates a few more water jets on both sides of the room. But you have some problems to worry about first.



As you drop from the pole switch, several ghouls and spectres emerge from the floor. Knock these foes to the ground and stab them before they can get back up. Don't bother using powers in this fight as you may need your energy later to rewind time. This group is easily dispatched with basic combat moves. Defeating this group of enemies may earn you another upgrade point—unlock the trail of flame power if you haven't already.



CAUTION

Don't try to perform aerial slashes against the ghouls until they're stunned by a kick, otherwise they'll knock you back with their shield.

Once the floor is clear of threats, move to this corner where a jet of water is squirting out of the wall. Freeze the water, perform a vertical wall run up the nearby wall, and jump to reach the frozen pole. Once you grab the pole, immediately switch directions, swinging toward the ledge on the wall ahead. Jump toward the wall and immediately wall run up to reach the ledge.



Shimmy to the right, then perform a horizontal wall run to reach the next ledge above the large wooden door. Push out to the right of this ledge and freeze the water to create a pole out of the nearby water jet. Once it's frozen, wall run to the right, then jump to grab the pole. Swing and jump toward the nearby post before releasing the freeze button.



Standing on the post, freeze the water again to create a column where the water is pouring from the large spout in the center of the room. Leap to the frozen column, then jump to the pole switch on the left side of the central pillar. This activates a new set of water jets in the nearby wall.

Drop to the floor and move to this corner. Freeze the water, then perform a vertical wall run and jump to reach the first frozen pole. Once you grab the first pole, reverse directions, swinging toward the nearby wall. Jump toward the wall, perform a vertical wall run, and jump over to the pole just above. It's a tricky maneuver so feel free to rewind time if you miss. From the second pole swing, jump to the wooden post.



The next sequence is even trickier, requiring both speed and precision. Standing on the post, turn toward the next set of water jets and freeze them. Immediately jump to the first frozen pole, swinging and jumping from one to the next.

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On the third pole, continue swinging and jumping toward the wall. As you contact the wall, perform a vertical wall run, then jump back to the fourth pole directly behind you.



The timing of your jump at the top of the wall run is critical and difficult to pull off, so rewind time if necessary until you get it just right. If you fall to the floor from this height, you will die, forcing you to restart this whole sequence from the last save checkpoint. Rewinding time can prevent some serious controller-throwing frustration.

TIP

If the blue meter is getting low, release the freeze button as you perform the vertical wall run. This gives it a bit of time to recharge before you have to reactivate it to grip the fourth pole.



As soon as you grab the fourth pole, reverse directions, swinging toward the same wall you just ran up. Once again, jump to the wall, perform a vertical wall run, then jump to the post behind you. Step onto the adjoining walkway and take a deep breath. If you're still pressing the freeze button, you can finally let go.

NOTE

Chances are you will need to rewind time at least once during this sequence. Unless you're a pro, you should have activated the Power of Time at least 20 times by now, earning the *Not How it Happened* achievement/trophy. If you haven't earned this one yet, just rewind time more often.



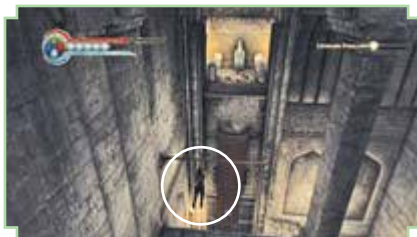
The next passage is filled with spike and arrow traps. Stand on the circular switch to open the gate at the far end of the corridor. When you're ready to move out, commence with a series of rolls. This allows you to speed past the spike traps while keeping you below the arrows fired from the holes in the wall on the right.

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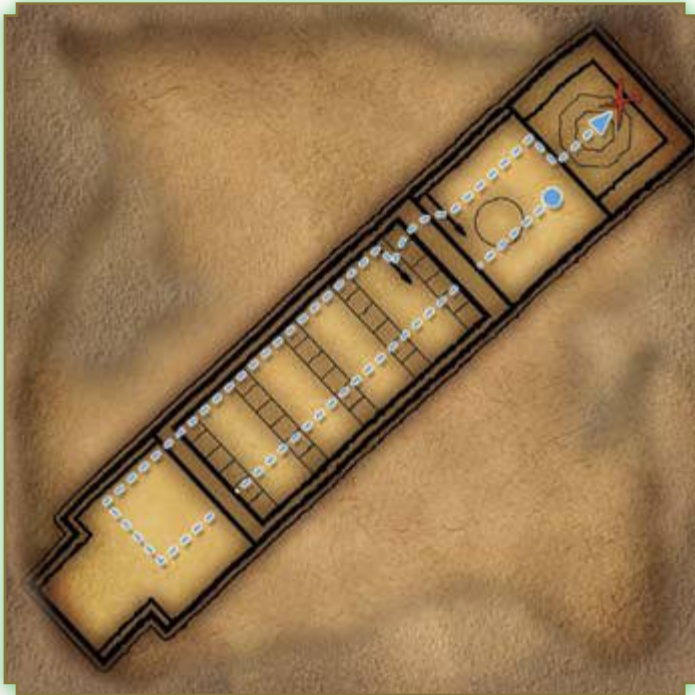
Immediately after passing through the open gate, turn right and climb the exposed bricks on the

wall—perform a vertical wall run to reach them. At the top of the bricks, utilize another vertical wall run to reach the ledge above. Shimmy to the right along the ledge, then wall run toward a second ledge.



Shimmy to the right on the second ledge and then wall run to the right to grab the nearby

pole switch. This opens a gate straight ahead, revealing another sarcophagus. Swing and jump toward the secret chamber and smash all of its contents. When you're finished absorbing XP, energy, and health, drop down from the ledge and slide down the banner below. Once again, step on the circular switch and race past the spike and arrow traps before the gate at the end of the passage closes.



The spout of water ahead changes in volume from a hearty pour to a thin trickle. Wait until the water flow is at its strongest, then freeze it to create a column. Leap to the column, then jump to the walkway on the other side.



Carefully time horizontal wall runs along this hall to avoid the ascending and descending buzz saw traps. On the last set, wait for the three saws to move down before running along the wall. As the Prince slows down and turns, jump to reach the next passageway on the right leading into the sewer.

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THE SEWER

Sarcophagus Collectibles: 2
Enemies Encountered:

- Wraiths
- Ghouls
- Spectres
- Summoners

Slide down the incline ahead to drop into the sewers. Here you're greeted by a small gathering of ghouls and spectres. Knock these guys to the ground and stab them before they can get back up. Remember, you can't knock down a spectre by kicking it, but you can perform two quick kicks to knock down the ghouls. Knocking the ghouls into the spectres could knock the spectres to the ground. After each kill, roll to avoid getting smacked from behind.



After the fight, stand between the two waterfalls in the center of the chamber. Freeze them to create two walls. Wall run up one wall, then jump to the one behind you. As you make contact with the second wall, quickly perform a vertical wall run to reach the walkway above.

Wall run up the wooden door and grab the ledge above. Shimmy to the left and wall run past a series of three buzz saw traps to reach the next ledge on the adjoining wall. From the second ledge, wall run up past another pair of buzz saws to reach a third ledge above. Shimmy to the left of the third ledge until you reach this waterfall. Freeze the waterfall to create an wall, then wall run across it and grab the ledge on the other side. Use the same maneuver to get across the second waterfall.



As the last ledge comes to a dead end, use your freeze power again to create a pole from the water jet directly behind you. Jump to the pole and then swing and jump over to the wooden post. Step into the nearby corridor and follow it to the next chamber.



Study the spout of water falling from the ceiling ahead as it alternates between a trickle and a solid stream. Deploy your freeze power to create a column once the water is a full stream. Jump to the column and climb to the top. At the top of the column, rotate until your back is facing the wooden beam behind you, then jump to reach it.

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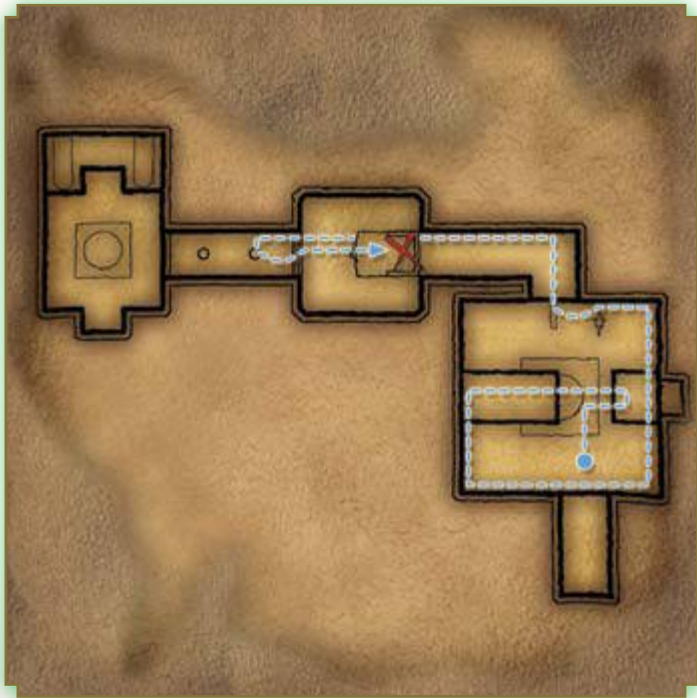
Before advancing along the next passage, make an effort to reach the

next sarcophagus located on a ledge high above the room. Start by freezing the nearby water to create a column. Jump to the column, climb to the top, then jump back toward a second wooden beam high above the floor.



From the high wooden beam, jump across the stone platform and enter the shallow

alcove where the sarcophagus and a couple of vases are located. Smash all the objects for a boost in health, energy, and XP. Once you've collected all the spheres, jump back to the wooden beam.



From the high wooden beam, freeze the nearby water again to create a column and then jump over to it. Keep the freeze button pressed down and leap to the next column. The floor below is sloped, so if you miss a jump or fail to freeze the water, you'll fall and slide back to the previous chamber. From the second column, jump to the low wall ahead, then drop into the next room.



As you drop into the room, a summoner appears, emitting orange arcs of electricity from his hands. This guy isn't much of a fighter but can conjure an endless number of wraiths emerging from the floor. Roll past the wraiths and make a beeline for the summoner. All it takes is one swift kick to knock him to the ground, making him easy to finish off with a quick stab. If you don't take out this guy quickly, he'll continue producing more and more wraiths. Make a habit of prioritizing summoners at the start of any battle. Once this guy's down, eliminate the wraiths to clear the room of all threats.

CAUTION

Summoners can retaliate with an electrical strike if you linger nearby without attacking them. When you move in close, kick them to the ground quickly before they can charge up an attack.

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Once the summoner and his minions are history, move between these two walls. Wall run up the wall on the right, then jump to the wall on the left, quickly performing another vertical wall run to reach the platform above. Here there's a lever for you to rotate 180 degrees until water jets appear on the wall to the left.



Freeze the water jets and leap across to a couple of poles. As you jump from the second pole and contact the wall ahead, perform a vertical wall run. Then jump to grab the gold pole switch behind you. This opens the gate on the nearby wall, providing an exit. From the pole switch, freeze the nearby water jet and jump back to the platform with the lever.

Rotate the lever a quarter turn until two spouts of water pour from the broken pipes on the ceiling. Freeze the water to create two columns. Leap from one column to the next, finally jumping to the low wall ahead where the gate once stood.



Carefully navigate this passage by climbing along the exposed bricks. Start by jumping to the wooden beam, then wall run up the wall on the left to reach the first set of bricks. Move to the right and perform a horizontal wall run, and then jump to the opposite wall to grab the second set of bricks. Next, climb to the top of the second set of bricks, then perform a vertical wall run and jump to the opposite wall to grab the third set of bricks.

Push to the right of the next set of bricks, perform a horizontal wall run, then jump to the opposite wall to grab the fourth set of bricks. Next, climb to the left and perform another horizontal wall run over the archway to reach the last set of bricks on the wall at the end of the passage. Follow the trail of bricks until you can wall run to the low wall of the next chamber.

As you drop into the next chamber, a summoner appears along with a few wraiths and spectres. Roll past the spectres and wraiths toward the summoner. Quickly kick him to the ground and stab him while he's down. Afterward, finish off the wraiths and spectres. Defeating these enemies should earn you another upgrade point, so don't forget to visit the upgrade menu before advancing.



Once the chamber is clear of enemies, wall run up this short wall on the chamber's perimeter to access an alcove. There, wall run up the wooden door and jump to grab hold of a pole switch. This causes water to pour out of the pipes near the ceiling. You can also see a lever on a platform in a nearby alcove—this is where you need to go next. Drop (don't jump) from the pole switch and return to the floor.



Climb the low wall where you entered the chamber and turn toward the two spouts of water. Freeze the water to create two columns. Leap across the columns until you can reach the lever on the far side of the room. Push the lever a quarter turn to rotate the pipes above 90 degrees.



Return to the floor and wall run up to the alcove where you pulled the pole switch. But this time ignore the pole switch and freeze the water again to create two columns. Leap across the columns to reach the exit on the far side of the chamber. Leap across the wooden beams and swing across the pole in the next passage to avoid falling into a pit filled with sharpened sticks.

SARCOPHAGUS 6



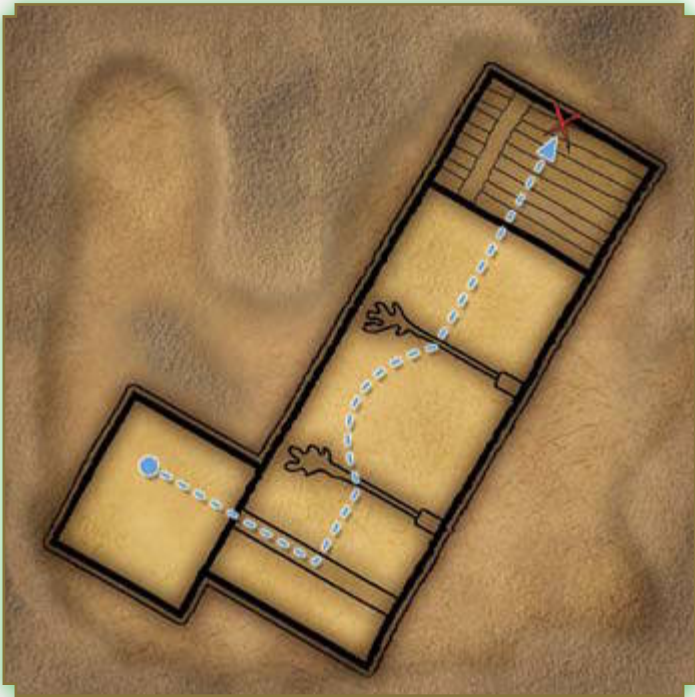
After swinging across the pole, ignore the passage on your right for now and walk straight across the

wooden beam. There's a sarcophagus at the end of this short passage. The water jets here don't emit water at the same time. Wait for the nearby jet to shoot water, then freeze it to create a pole.



Jump to the pole, swing, and then jump. While in midair, release the freeze button and wait for

the next water jet to activate. When it does, press the freeze button again to create a pole before you fall into the pit of sharpened sticks. Swing and jump to the wooden platform and smash the sarcophagus as well as the two vases and barrel to stock up on health, energy, and XP. Return to the previous passage using the same freeze tactics to create and navigate across the two poles.



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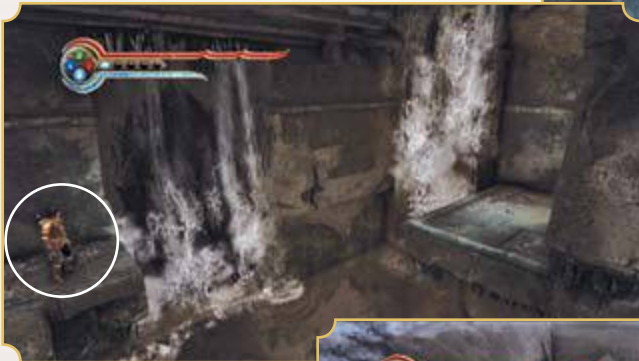
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Next, enter the flooded chamber and perform a vertical wall run by the large wooden water wheel to climb onto this elevated walkway. Freeze the water and wall run across the frozen waterfall to reach the next segment of the walkway. Freeze and wall run across the next waterfall to continue your progress along the walkway.

When you reach the third waterfall, freeze and wall run across it as well. But as the Prince reaches the other side, release the freeze button so you can jump through the next waterfall behind you and grab hold of the stone platform. If you keep the freeze button pressed through the whole maneuver, you'll smack into the final frozen waterfall and fall to the floor.

On the stone platform, freeze the waterfall and wall run up the stone wall. As the Prince slows and turns, jump toward the frozen waterfall and immediately perform another vertical wall run, jumping at the top to reach the baths.



THE BATHS

ACHIEVEMENTS/TROPHIES

NAME	DESCRIPTION	GAMERSCORE	TROPHY	UPLAY
Attack from all Angles	Defeated 20 enemies using rolling attacks or the aerial slash	15	15 (Bronze)	—
Death From Above	Finish off 10 enemies in a row using only the aerial slash	30	15 (Bronze)	—

Sarcophagus Collectibles: 0
Enemies Encountered:

- Wraiths
- Ghouls
- Spectres
- Summoners



You've made it back into the palace, emerging in this massive bath chamber. Start your journey here by stepping onto the circular floor switch. This causes water to flow from the baldachin-like structure in the center of the room. While still standing on the floor switch, freeze the water.

Continue holding the freeze button, rush toward the frozen waterfall, and perform a vertical wall run. At the top of the wall, run on the frozen waterfall and jump toward the pole switch. Activating this switch opens the door at the far end of the chamber, prompting a large group of enemies to appear in the room. Get ready for a big fight!





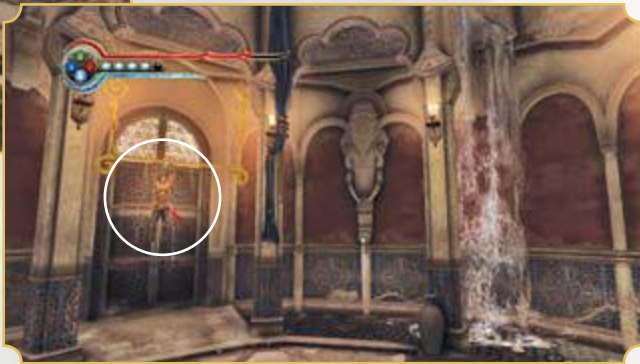
Start by locating the three summoners in the room, easily identifiable by the orange electrical current surging through their bodies. Kick each summoner to the ground and stab him. Taking these guys out of the fight limits the number of wraiths you'll face.



Once the summoners are eliminated, focus on the rest of the enemies. Consider activating the ice blast power to cut through the shields of the ghouls. This allows you to wade into the throngs of enemies and dish out damage to everyone on the floor. The whirlwind power is equally effective when you are surrounded by a mix of enemies.



Once all the ghouls are eliminated, focus on performing aerial attacks to finish off the remaining wraiths and spectres. This is a great way to earn the *Attack from All Angles* and *Death From Above* achievements/trophies, both requiring a specific number of aerial attacks. But don't attempt this until all the ghouls are gone, otherwise they'll ruin your run by knocking you down with their shields.



After defeating all the enemies, enter the small room at the far end of the chamber where the wraiths first appeared. Wall run up the doors on each side of the chamber to grab a couple of golden pole switches. Each pole switch triggers a waterfall.



Freeze the two waterfalls and perform a vertical wall run to begin scaling them. At the top of the wall run, jump to leap across to the waterfall behind you. Repeat the vertical wall runs and jumps until you can reach the walkway above. As you near the top, be careful not to fall or you'll die. So be prepared to rewind time if you miss a jump.

The walkway is damaged, so perform a horizontal wall run to reach the ledge on the wall ahead. From the ledge, shimmy to the left and execute another horizontal wall run to reach the next segment of the walkway. Follow the passage and steps beyond to return to the main bath chamber, this time from an elevated platform.



Navigate the poles on this wall, freezing water as necessary to generate poles. Continue swinging and jumping until you can leap to the small square platform on the far side of the room.

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Study the water jet above the waterfall here. When it's activated, freeze the water to create a pole. Now wall run across the frozen waterfall to grab hold of the pole. Swing on the pole and then jump over to the next walkway.

Here, the Prince finally comes face-to-face with his brother. Malik is disturbed by the Prince's power to freeze water, fearing he too is corrupted by the power of the seal. The Prince is still unable to convince Malik that the seals must be reunited. Malik has grown more paranoid, fearing it is the Prince who wants all the power to himself. When the Prince tries to grab Malik's seal, Malik shoves him to the ground and orders him to leave the palace. Before the Prince can get up, Malik exits, closing a stone door behind him. It looks like reuniting the seals will be tougher than previously thought.



Continue your advance through the bath chamber, swinging and jumping along a series of poles and frozen poles. The first two water jets are activated at the same time and can be frozen with one press of the freeze button. As you reach the standard pole, release the freeze button and wait for the third water jet to activate before pressing it again. From the third frozen pole, jump toward the wall ahead and immediately perform a vertical wall run to reach the top of the platform.



Next, execute a horizontal wall run on this wall, then jump toward the golden pole switch. Hanging from this pole activates a series of intermittent water spouts pouring from pipes on the ceiling.

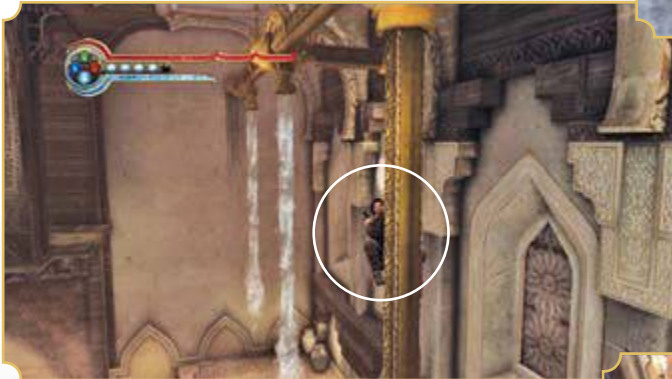


Swing on the pole switch and watch the nearby water spout. When it is at full stream, freeze the water to turn it into a column. Now jump toward the column and climb to the top. From the top of the column, leap to the nearby brass column. Wait here for the next water spout to pour, then freeze it. Leap to the next frozen column and then onto the pole switch just ahead. This activates water spouts on both sides of the room.



Swing and jump from the pole switch to the small wooden passageway straight ahead. Turn right and watch the nearby water spout. When it emits a full stream, freeze it. Execute a horizontal wall run along this wall, then jump to the newly formed column. Leap across the next two frozen columns and onto the brass column at the far side of the room.

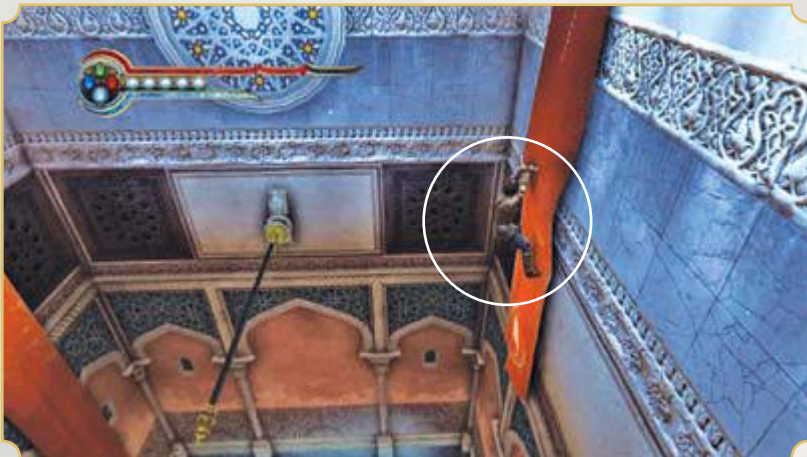
Rotate on the brass column so your back is facing the next water spout on the right. When the trickle becomes a full stream, freeze it and jump to the column. Cross the next few frozen and brass columns to move to the opposite side of the room.



The balcony leads to a stone platform high above the small chamber you visited earlier. Jump to the pole ahead of you and begin swinging. Once you've built up momentum, freeze the waterfall ahead of you and jump toward it. Upon making contact, perform a vertical wall run and jump to the pole directly behind you. Reverse directions on the new pole and swing back toward the waterfall. This time don't freeze the water. Instead, jump through the waterfall to reach the walkway on the other side.



A series of traps await you in the next corridor featuring spinning bladed columns. Don't be fooled by the ornate floor pieces here either—they're actually spiked floor sections. So as you maneuver past the bladed columns, do so quickly to avoid taking damage from the spikes.



As you exit the trap-filled corridor, wall run toward this red banner and initiate a slide, but don't slide all the way down. Midway down the banner, jump to grab hold of the pole behind you. From there, swing and jump to the banner on the opposite wall and slide all the way down to descend into the royal chambers.

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THE ROYAL CHAMBERS

ACHIEVEMENTS/TROPHIES

NAME	DESCRIPTION	GAMERSCORE	TROPHY	UPLAY
Stay Dry	Move on solidified water for 1 minute without using the Power of Time	30	30 (Silver)	—

Sarcophagus Collectibles: 3
Enemies Encountered:

- Wraiths
- Ghouls
- Spectres
- Summoners

After sliding down the banner into the royal chambers, enter the next room and step on the circular switch. This activates a pair of water jets just ahead. While still standing on the switch, freeze the water and swing across the two poles toward the frozen waterfall just ahead. As you jump toward the waterfall, perform a vertical wall run to reach the balcony above.



Another switch is located on the balcony floor. Step on it to produce two more water jets just ahead. You know what to do. Freeze the water and then jump and swing across the two poles. From the second pole, jump toward the ledge straight ahead.



Perform a vertical wall run on the ledge to reach another ledge just above, then shimmy to the wooden post on the right. Jump to the pole beyond the post and begin swinging. Don't use your freeze power yet. Instead, jump through the waterfall ahead. But as you pass through the waterfall, quickly press the freeze button to turn the water jet ahead into a pole, preferably before you fall to the floor below. From the pole, swing and jump over to the nearby post. From there you can jump to another pole and swing over to the nearby walkway overlooking the palace.



As the Prince steps onto the walkway, Ratash flies into view and rests atop a distant tower. It's unclear what Ratash is saying, but his intentions are clear as he begins hurling explosive fireballs at the Prince, demolishing large segments of the walkway.



As you regain control of the Prince, advance along the damaged walkway. As you near the crumbled edge of the walkway, perform a horizontal wall run on this wall to the right and freeze the water jet ahead to create a pole. Swing from the frozen pole to the nearby wooden beam, then freeze the spout of water ahead to create a column. Jump to the column and slide down until you can jump over to the walkway below.



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THE FORGOTTEN SANDS

On the next walkway, wait for Ratash to demolish the path ahead before making any plans. Once the dust settles, perform a horizontal wall run on the wall to the left. As the Prince slows and turns, jump to the column on the right. Jump to the neighboring column and wait for Ratash to destroy the wall on the left, creating a new path for you.



Beyond the column is a frozen waterfall, blocking your path to the next walkway. Leap from the column and immediately release the freeze button to pass through the thawed waterfall. Dash through the open doorway ahead to return indoors, escaping Ratash's explosive attacks.

Inside, perform a horizontal wall run along this wall and then jump toward the column suspended from the ceiling. Maneuver along the columns, ledges, and posts here until you can jump over to the red banner and slide down to the floor where several enemies impatiently await your arrival.



While still gripping the second column, use your freeze power. Jump to the nearby column, and then leap across the three poles toward another column. Move through this area quickly to prevent the blue meter from running out. However, if you want to earn the Stay Dry achievement/trophy, this is a great place to do it. Simply jump between the two columns and three poles for a full minute without using the Power of Time. Release the freeze button in between jumps to allow the blue meter to recharge while leaping back and forth between these five frozen features.



A mix of wraiths, spectres, and ghouls immediately surround you as you drop from the banner. Clear some space with a series of kicks to knock the crowd back. There isn't much room to maneuver in this relatively small chamber, so consider using one of your powers to quickly dispatch some of the threats. The whirlwind, trail of flame, and ice blast powers are all very effective in this cramped space. Once the crowd is more manageable, finish off the survivors by knocking them to the ground and stabbing them. Once the battle is over, smash the vases on the room's perimeter to stock up on health and energy.

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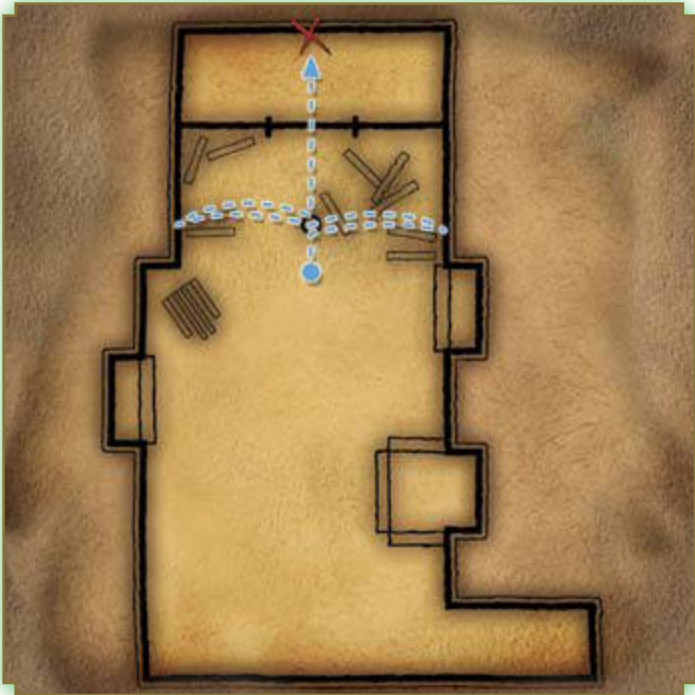
Following the fight, turn to this spout of water pouring from the ceiling. Freeze it and jump up onto the

column, but don't climb up to the top of the column. Stay relatively low. From the column, jump toward the wall on the right and immediately perform a vertical wall run to hit the circular switch on the wall. Once the switch is pressed, quickly jump back to the column. Repeat the same steps to activate the switch on wall to the left.



Once both switches are activated, the nearby stone door opens, revealing a sarcophagus in a small

alcove. Now climb toward the top of the column and leap to the alcove. Smash the sarcophagus and nearby vases to gain some bonus XP as well as some health and energy. If you've earned an upgrade point, take the opportunity to visit the upgrade menu and spend it.



Walkthrough



Continue into the next room and use your freeze power. Jump to the nearby pole, swing, and then jump toward the waterfall. Immediately release the freeze button as you release the pole so you can pass through the waterfall. Once you're through the waterfall, press the freeze button again to create another pole from the next water jet. From there you can swing and jump to the next corridor. If you fall, you can backtrack to the start and try again or you can always rewind time if you have energy to spare. Since the fall isn't fatal, it's best to start over.

The passage leads back outside where Ratash greets you by demolishing the floor. No worries. Perform a horizontal wall run along the wall on the right. While running along the wall, use your freeze power and then jump to the nearby pole. Swing and jump to a second pole and continue to the next undamaged span of the walkway.



Hold back as Ratash launches another explosive attack, destroying the floor ahead. Deploy your freeze power once again, wall run along the frozen waterfall on the left, and leap the stone column on the right. From there you can use your freeze power and leap across two more columns to reach a nearby balcony.

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From the balcony, wall run toward a post sticking out the wall. Leap toward the next walkway, performing a vertical wall run to reach it. As you pull yourself up, the walkway explodes, leaving behind several water jets and waterfalls.



This next sequence is a bit tricky, but you should be able to handle it by now. Start by freezing the water and jumping to the first pole. Jump from the pole and release the freeze button to pass through the waterfall. As soon as you make it through the waterfall, press the freeze button again to grab hold of the next pole. Continue in the same fashion, leaping through the two waterfalls while navigating across the three poles until you can jump to the next walkway.



You're ambushed by several enemies in the next room, including three summoners. Roll or kick your way past the wraiths and take out the summoners first to prevent them from creating reinforcements. As usual, kick these guys to the ground and stab them before they can get up. Once they're eliminated, the remaining wraiths and ghouls are relatively easy to mop up with basic attacks.

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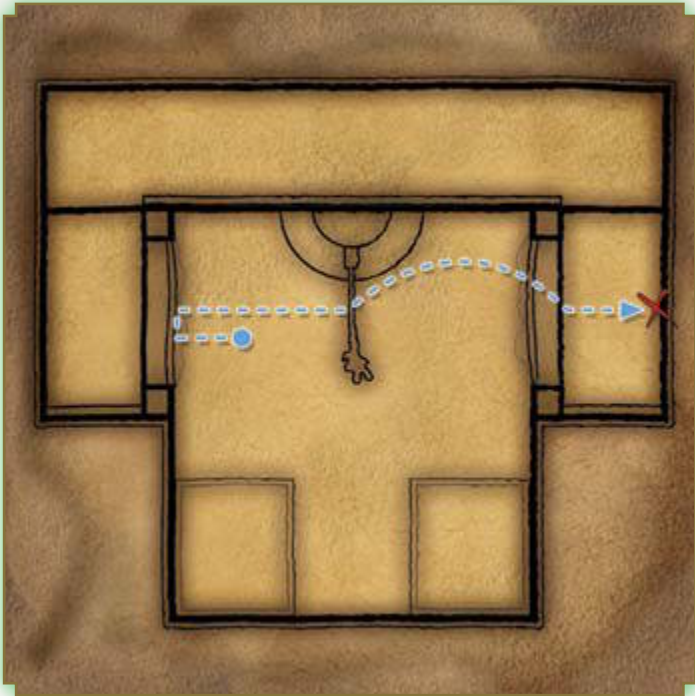
You must reach the walkway above the room, but first, search for the next sarcophagus.

Move toward the waterfalls opposite the entrance and freeze them. Wall run up the frozen waterfall on the left and jump toward the lower pole. From the pole, swing to the frozen waterfall on the right, perform a vertical wall run, then jump to the highest pole. Reverse directions on the second pole and jump back toward the waterfall on the right. Release the freeze button while in midair to pass through the waterfall and land on a small platform behind it.

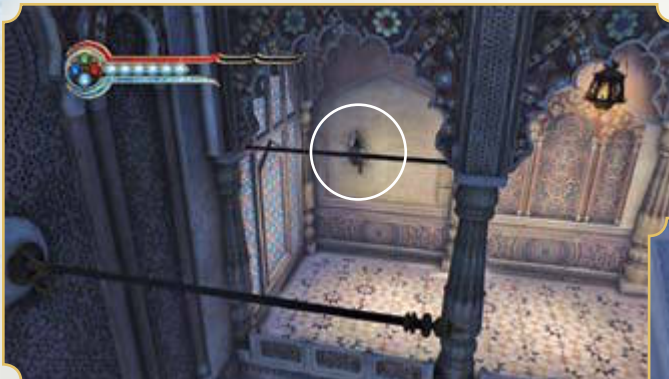


Smash the sarcophagus and vases on this platform, then drop back down to the floor.

Don't try to jump toward one of the water jets from here. Once back on the floor, repeat the same steps to ascend to the walkway above. But this time don't reverse directions on the second pole. Instead, swing and jump toward the waterfall on the left and then execute a vertical wall run to climb to the top.



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Cross the beam between the two spans of the walkway and move to this corner where you can see two poles sticking out of the nearby wall. Perform a vertical wall run in the corner, then jump to reach the first pole. Swing and jump to the second pole, and then leap to the walkway on the other side of the room.



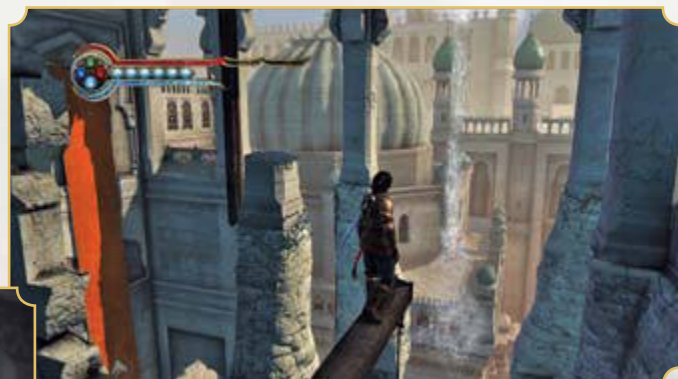
Execute another vertical wall run and jump here to reach another pole, then swing and jump over to the golden pole switch. This opens the door on the opposite walkway. Swing on the pole switch and then leap toward the open doorway to return outside.

Ratash is still lingering outside and greets you with another explosive attack, destroying the walkway ahead. Use your freeze power and then wall run along the wall on the right. As the Prince slows and turns, jump to the column behind you. From there, leap across the next two poles and then release the freeze button to pass through the waterfall.



On the next platform, use your freeze power again and wall run up the wall on the right. At the top of the wall run, jump toward the frozen waterfall and execute another vertical wall run before jumping back to the wall on the right. Keep inching your way up this chasm until you can reach the wooden beam on the right.

Step out onto the wooden post here and use your freeze power. Jump to the column, then jump to the wooden column on the left. From there, jump to the red banner on the left and slide down to the floor below.



Ratash fires one more explosive attack, blowing a hole in the nearby wall as the Prince makes a life-saving dodge. Then, just as quickly as he appeared, Ratash utters something and leaps out of sight, moving in the direction of the throne room. Perhaps Ratash is chasing after Malik in search of the second half of the seal? You need to reach the throne room fast!





A group of wraiths and spectres ambush you on the steps at the end of the booby-trapped hallway. Charge up a power attack and let them come to you. Once they're within range, unleash your power attack and follow through with an aggressive set of combos, aerial slashes, and kicks. There's no need to use your powers in this fight unless you have energy to spare.

Continue through the next corridor and maneuver past each set of traps. Leap past the bladed pendulums. Quickly roll across the spiked floor sections and beneath the arrow traps. Take it one trap at a time and don't worry about speed. It's best if you reach the end of the hall with as much health as possible.



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Step through the hole in the wall at the top of the stairs and perform a vertical wall run to reach

the ledge near the massive water wheel. Ignore the water wheel for now and execute a vertical wall run to reach a set of exposed bricks. Climb to the top of the bricks and then jump to the pole behind you.



Swing and jump from the pole to reach a ledge on the nearby wall. Shimmy to the left and drop onto the

small platform where another sarcophagus is waiting to be smashed. Smack the vases here, and then jump to the red banner and slide back down toward the water wheel.



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Wall run up to the ledge near the water wheel once again and shimmy to the left. Freeze the water to stop the water wheel, making sure one of the spokes doesn't impede your next move. Wall run along the wall, through the stopped water wheel, to reach the ledge on the other side. Perform a vertical wall run to reach another ledge above, then shimmy to the left and pull yourself up onto the balcony to access the observatory.

THE OBSERVATORY

Sarcophagus Collectibles: 0
Enemies Encountered:

- Wraiths
- Ghouls
- Spectres
- Armored Charger



The massive observatory chamber is dominated by a large rotating mechanism featuring several arms and platforms. Apparently this was used to predict the future, but it did little to foresee the rise of the sand army. You need to manipulate this complex piece of machinery to ascend through the chamber and reach the balcony high above. Start by using the freeze power, then jump to the nearby pole. Swing and jump from the pole toward the curved ledge on the far wall.



Shimmy to the left along the ledge until your back is facing a pair of water jets. Freeze the water, then jump across the newly formed poles toward the nearby platform.

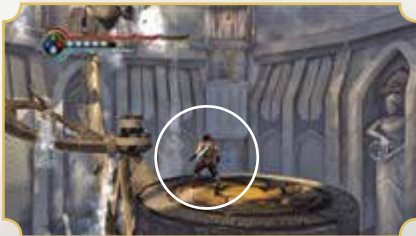


There's a pole switch high above this platform. To reach it, wall run up the closed door and jump. Hanging from this pole switch rotates the central mechanism, causing one of its arms to drop. A lever is also revealed on a nearby platform.



Freeze the water jets ahead and leap across the two poles to reach the lever. Rotate the lever 180 degrees until the mechanism's arm is directly in front of the platform where you pulled the pole switch.

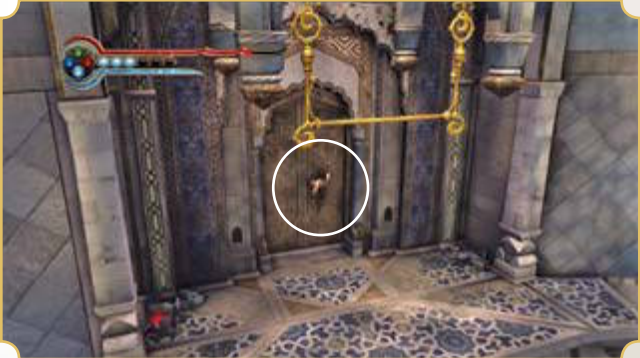
Backtrack across the poles to the platform, then jump to the circular disc-like platform attached to the mechanism's arm. Use the freeze power and then jump toward the column straight ahead. From the column, leap along a series of three poles to the left until you can reach the ledge on the nearby wall.



Shimmy right along the ledge and freeze the nearby waterfall. Wall run across the frozen waterfall and grab hold of the ledge on the other side. Continue shimmying to the right and then freeze the nearby water jet. Wall run toward the pole and then swing and jump toward the next platform.



Turn to the wall on the left and perform a vertical wall run to reach a set of exposed bricks. At the top of the first set of bricks, use another vertical wall run to reach the next set. Keep climbing until the circular platform on the right is within sight. Execute a horizontal wall run to reach it.



Perform another horizontal wall run to reach the next balcony just below another pole switch. Wall run up the nearby door and jump to grab hold of the pole switch. This raises the mechanism's arm as well as reveals two levers on the circular platforms to the left and right. You'll need to manipulate both of these levers to continue your ascent.



Wall run toward the lever on your left first and rotate it 180 degrees until the mechanism's outer arm moves into this position, with the circular platform directly in front of the pole switch you just pulled.



Next, wall run toward the second lever and rotate it a quarter turn so the mechanism's inner arm moves into this position. The two disc-like platforms should now be aligned, creating a path to the center of the mechanism.



Return to the central platform where you activated the pole switch and leap across the circular platforms attached to the mechanism's outer and inner arms. At the center of the mechanism is a third platform with another lever. Jump to this platform and rotate the lever 180 degrees, causing the arms to rotate and realign on the opposite side of the chamber.

Once again, jump across the circular platforms and then jump to the pole ahead. Swing and then jump from the pole toward the ledge on the nearby wall.



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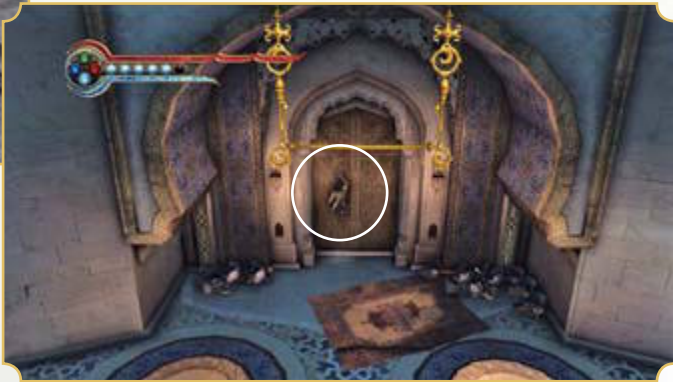
On the balcony, wall run up the door and jump to grab the pole switch above. This raises the mechanism's outer arm and reveals two levers on the balcony below.



pull this position. When you're finished, all three platforms should be aligned as shown here. This causes the mechanism to reactivate, its arms spinning and platforms rotating. You'll need to carefully time your jumps to reach the balcony on the other side of the chamber.



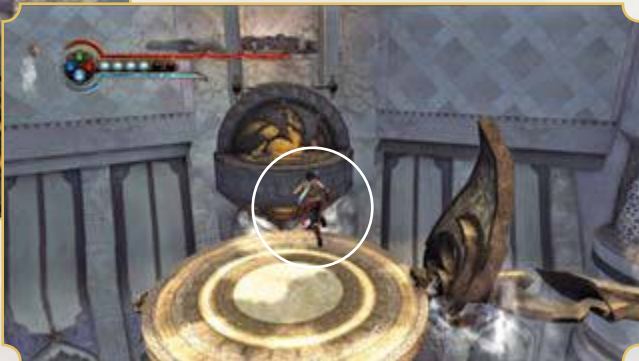
From the column, jump to this disc-like platform and release the freeze button. Ride this platform until you can jump back to the outer platform. Remember, the machinery is driven by water. If you need to stop the rotations at any time, simply use your freeze power to halt everything. But you should be able to make the remainder of the jumps without hesitation.



Shimmy to the left on the ledge and freeze the nearby water jet. Wall run to the pole and swing and jump to the next curved ledge set into the massive column. Shimmy left along the ledge, and then wall run up toward a small ledge. From this last ledge, wall run to the left to reach the nearby balcony.

TIP

The next series of jumps are tricky, so consider smashing the nearby vases to max out your energy. Chances are you'll need to rewind time at least once as your cross the room.



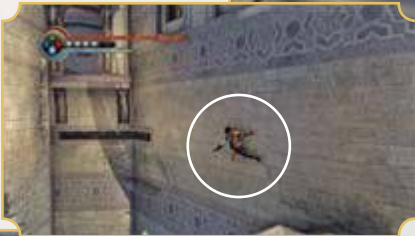
Wait for the outer arm to rotate in your direction, placing the circular platform within jumping range. As soon as it's in place, freeze the water to halt the mechanism's rotations. Jump toward the platform, then leap to the column on the other side.

Ride the outer platform to the opposite side of the chamber until the inner disc swings into view. Jump back to the inner disc and ride it upward for a brief moment.



On the balcony, turn right and perform a vertical wall run to reach this ledge. Shimmy to the left until you're directly above the red banner, then drop to slide down to the next balcony.

Next, wall run along the wall on the right to reach the ledge below the next passage. Shimmy left along the ledge then perform a vertical wall run to climb up into the next room.



Time to make a leap of faith. The next water spout isn't activated and won't be until you release the freeze button. So jump toward the trickle of water and release the freeze button. While leaping through midair push the freeze button again as the next water spout activates, creating a column in the nick of time. Perform the same maneuver to freeze the next water spout. Then jump over to the red banner and slide down the wall, cutting through two banners during your descent to the floor below.



Next, look for a red platform to appear and jump over to it. Ride the red platform until the outer platform moves within range, and then hop over to it one last time.



A series of intermittent water spouts line the ceiling here. Move toward the end of the walkway and study the nearby water spout. When it turns from a trickle to a full pour, freeze it to create a column. Perform a horizontal wall run and then jump toward the column.



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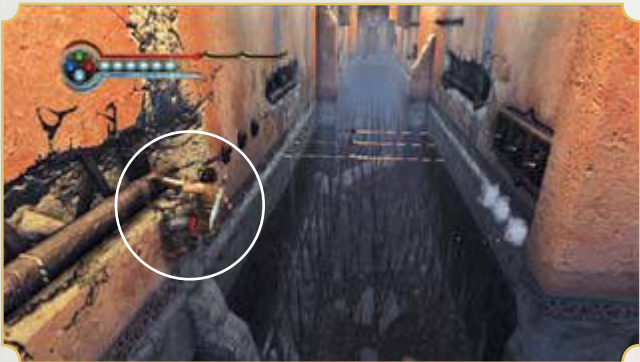
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Once all the wraiths, spectres, and ghouls have been run over by the armored charger, focus on attacking this foe. After running headlong into a wall, the armored charger hunches over. Run up behind him and initiate a power attack. Standard sword attacks do nothing, so keep hitting him with power attacks. But back off when he stands up and pounds his fists into the ground, producing a radial attack. As the enemy's health dwindles away, his skin turns a sandy tone, indicating he's nearly defeated. As the armored charger dies, he slams into a nearby wall, exposing a ledge.



Execute a vertical wall run to grab hold of the ledge near where the armored charger crumbled into sand. Once on the ledge, perform another vertical wall run to pull yourself up into the adjoining corridor.



Wall run toward the ledge at the end of the corridor and shimmy to the right to view the next span of the hall. The floor below is covered in sharpened stakes. Time your movements carefully to avoid the arrow and buzz saw traps lining this corridor. Wall run and/or jump from one ledge to the next, methodically advancing down this passage. Jump toward the next span of the hall on the left and then roll beneath the arrow traps on your way to the throne room.

THE THRONE ROOM

ACHIEVEMENTS/TROPHIES

NAME	DESCRIPTION	GAMERSCORE	TROPHY	UPLAY
Not What it Looks Like	Defeated Ratash?	50	90 (Gold)	30
Untouchable	Defeat Ratash in the Throne Room without taking any damage	30	30 (Silver)	—

Sarcophagus Collectibles: 1
Enemies Encountered:

- Wraiths
- Ratash

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As soon as you enter the throne room's first chamber, turn to the massive door on

your left. Climb the exposed bricks on the right side of this door. From the top of the bricks, wall run to the left and jump toward the nearby water jet, freezing it to grab hold of a pole.



Swing and jump across the two poles to reach this balcony high above the room.

Here you find another sarcophagus as well as a few vases. Smash them all. To return to the floor, perform a horizontal wall run along the wall on the right and then slide down the red banner.



Smash some vases on your way to the next chamber, stocking up on as much health and energy as possible. As you step through the open doors, Malik and Ratash can be seen fighting at the far end of the room. You need to reach them and give Malik a hand.



Freeze the nearby water jet and jump onto the pole. Swing and jump ahead, releasing the freeze button while in midair. Wait for the next water jet to activate, and then freeze it. Keep the freeze button pressed while jumping toward the frozen waterfall. As you make contact, perform a vertical wall run to reach the stone beam above.

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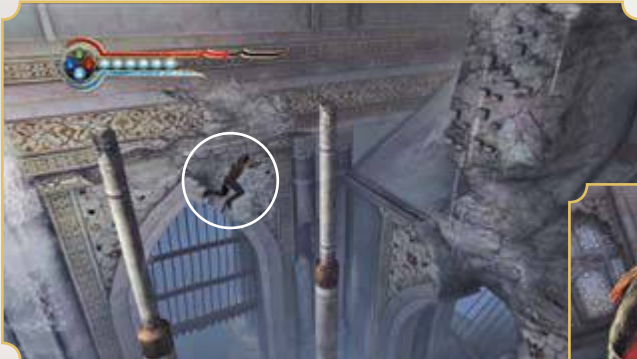
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Shimmy to the left along the ledge and wait for the nearby water jet to activate before pressing the freeze button. Wall run toward the newly formed pole and swing and jump to the nearby stone beam.



Leap across to the stone beam on the opposite side of the room and then perform a vertical wall run to reach the ledge above. Shimmy to the left on the ledge, then wall run toward the red banner and slide down to another ledge.



Leap along the two nearby stone columns to reach the wall with exposed bricks. Climb to the top of the bricks and perform a vertical wall run to reach the top of the narrow walkway.



As the Prince rushes toward the fight, Malik scores a critical hit on Ratash—but that only makes Ratash angry. He backhands Malik, sending Malik crashing through a nearby window. Now that Malik is gone, Ratash sets his sights on the Prince.



Once you regain control of the Prince, rush toward Ratash. Despite Razia's warnings, you have no choice but to confront this monster now. But watch out for his sand projectile attacks. To avoid them, roll left or right. You must move to close range before he stops this attack and starts swinging his sword.

Ratash is large and powerful, but he's also quite slow. Roll behind him and start slashing away at his legs. As long as you stay behind him, you can avoid most of his sword attacks. Constantly monitor the direction he's facing and roll as necessary to stay behind him at all times.

Even if you stay behind Ratash, his stomp attack can still hurt you. Whenever you see him raise his right foot, roll away as quickly as possible, putting as much distance between you and Ratash. As his foot slams down, it generates a radial shockwave that will knock you down if you're within its radius. If you can't get away fast enough, either jump or perform a carefully timed roll to avoid taking damage from this attack.



Your sword attacks inflict little damage on Ratash, but keep slashing away at his legs until his health is 50% depleted, as indicated by his gold health bar at the bottom of the screen. At this point, follow the on-screen directions to perform an aerial slash. As Ratash drops to a crouch, jump up. In the following cinematic, the Prince leaps into the air and his sword flashes. As soon as you see the flash, press the attack button to strike Ratash. If you time it just right, you'll knock his sword away, causing him to retreat to a platform high above the chamber. If you press the attack button too early or too late, he'll knock you away and regain all his health, forcing you to start over.

Following Ratash's retreat, climb the exposed bricks on the wall to the right of the throne, but don't linger. Ratash continues his sand projectile attacks as you climb, so keep moving. At the top of the bricks, perform a horizontal wall run to reach the nearby walkway. Ratash destroys the walkway ahead of you, so wall run along the perimeter wall and freeze the nearby water jet. Grab hold of the pole and swing to the circular platform ahead. Now's a good time to smash some vases to stock up on health and energy. But also keep moving to avoid getting hit by one of Ratash's projectile attacks. Look for the exposed bricks on the left side of the wooden door and climb to the top of them, wall running to the next walkway on the right.



Leap on the pole switch ahead and then jump to the slope ahead. The Prince lands on the slope and slides toward Ratash, causing him to retreat to a platform on the opposite side of the room.



The pole switch you dangled from activated a series of intermittent water spouts in the ceiling. Freeze the nearby stream of water to create a column and leap over to it. Climb to the top of the column and leap to the trickle on your left. Release the freeze button in midair, then press it again to create a column as the trickle of water turns into a full stream. From the second frozen column, leap to this pole and study the next spout of water ahead. When it turns to a full stream, freeze it and jump over to the newly formed column. From there you can finally leap toward Ratash. But Ratash knocks the Prince away, causing him to fall to the floor below. Ratash follows and grabs his sword. Prepare yourself for round two.

Back on the main floor, resume your battle with Ratash. This time he's joined by a large group of wraiths. Immediately roll to avoid Ratash's sand projectile attacks and circle around the room. As you near Ratash, stay behind him and try to lure him into hitting his own wraiths with his sword attacks. Continue circling around Ratash until he's eliminated all the wraiths.



Once all the wraiths are eliminated, roll behind Ratash and resume slashing away at his legs. Consider activating one of your powers to maximize the damage output of your attacks. Both the ice blast and trail of flame powers are very effective at quickly depleting Ratash's health bar. Watch out for his stomp attacks and quickly roll to a safe distance when he raises his right foot.



When Ratash's health bar drops below 25%, he slumps to a crouched position. Immediately perform a jump to initiate a finishing move. The Prince leaps and swings on Ratash's horns, vaulting himself high into the air. Watch the Prince's sword and when it flashes, press the attack button to perform a viscous slash across Ratash's chest. If you fail to hit the attack button at the right time, Ratash knocks the Prince away, forcing you to restart the previous sequence.



After the Prince slashes Ratash, Malik returns and stabs the beast in the back. Ratash writhes in pain, dropping to his knees, but his energy flows directly into the seal on the armor on Malik's chest. Screaming in pain, Malik stumbles about the room momentarily and then bursts through a solid wall. This isn't good. Following the cutscene you're awarded the *Not What It Looks Like* achievement/trophy for defeating Ratash.

NOTE

If you managed to defeat Ratash without taking any damage at all, you earn the *Untouchable* achievement/trophy. This is one of the toughest awards in the game, so don't feel bad if you miss it the first time through. For best results, use stone armor to avoid taking damage. Also, don't rewind time during the fight, or you'll fail to earn the achievement/trophy.

Walkthrough

Carefully maneuver through the next few trap-filled corridors. Run or roll across the spiked floor sections while timing your runs through the bladed columns. As you exit the final corridor, turn to your left to spot a portal in the wall. It's time to pay Razia another visit and deliver the bad news.



According to Razia, there is no hope for Malik now. Ratash is not dead at all. Instead, he has transferred his energy into Malik's body. Soon Ratash will have complete control of Malik. There is only one way to stop the sand army now. Razia needs you to retrieve a special sword from a lost city beneath King Solomon's tomb.

This sword is the only weapon capable of defeating Ratash. But fighting Ratash means killing Malik, a prospect the Prince is still unwilling to consider. Razia insists it must be done to stop the sand army from spreading. Before sending the Prince on his way, Razia touches him, giving him the Power of Flight. This allows you to perform the new dash attack.



TIP

Before exiting back through the portal, remember to smash the vases found at the ends of the two walkways flanking the fountain. Now's a good time to replenish your health and energy.



After your visit with Razia, turn left and approach this chasm. A small group of wraiths wait on the other side, but you can't jump or perform a wall run here. Instead, follow the on-screen instructions to use your new Power of Flight to perform a dash attack. Jump toward the wraiths and immediately press the dodge button to perform a dash attack to the other side, turning the Prince into a streaking blue flash of light, plowing through a few enemies along the way. Once you return to your normal form, finish off the remaining wraiths with your sword. The dash attack allows you to leap great distances as long as any enemy is within sight. If you try this maneuver when no enemy is present, you'll simply fall.

To cross the next pit, first jump to the beam, dodging the bladed pendulum. Once on the beam, jump toward the wraiths ahead and use the dash attack to plow through them. Any wraiths in your path are immediately destroyed, but don't ignore the survivors. Either cut them down with your sword or kick them into the pit.



Don't get tricked into using the dash attack here until a group of wraiths appears ahead. Instead, maneuver past the bladed pendulums toward the second beam suspended above the pit. At this point, a group of wraiths materialize in the passage ahead. Jump toward them and use the dash attack to zoom across the pit. Eliminate the wraiths and then proceed down the next corridor. Use the dash attack one more time on your way to the terrace.



THE TERRACE

ACHIEVEMENTS/TROPHIES

NAME	DESCRIPTION	GAMERSCORE	TROPHY	UPLAY
This is Persia!	Kicked 20 enemies off of ledges	20	30 (Silver)	—

Sarcophagus Collectibles: 1
Enemies Encountered:

- Wraiths
- Ghouls
- Spectres
- Chargers
- Wizards

As you step out onto the terrace, several wraiths appear on the walkway ahead of you. Jump toward this group of enemies and then execute a dash attack to cross the chasm. Once you're on the other side, kick and slash at the remainder of the wraiths, turning them back into dust.



After defeating the first group of wraiths, turn to another gathering on the distant walkway, but don't leap toward them just yet. Instead, perform a horizontal wall run to activate the circular switch on the nearby wall, causing a platform to emerge from the wall just ahead. Continue running along the wall until you reach the platform. From there jump toward the wraiths and dash into them.

There are a couple of ghouls in this next group, so be sure to kick them to the ground and stab them before they can get up. Better yet, kick them off the nearby ledge. This is by far the quickest way to dispatch enemies while fighting through the terrace. If you manage to kick 20 enemies off ledges you'll earn the *This is Persia!* achievement/trophy.



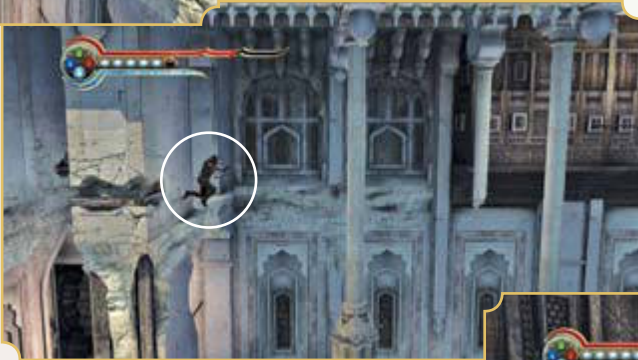
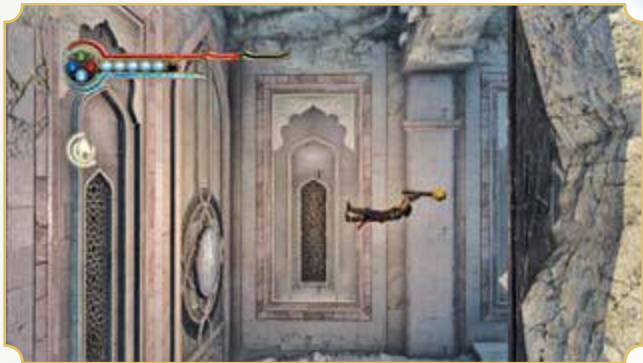
CAUTION

Avoid performing aerial slashes here to avoid accidentally leaping off the side of the one of the walkways. Instead, keep your feet firmly planted when fighting near ledges.

Next, perform a vertical wall run up the nearby wall and hit the circular switch above. This causes the wall to emerge from its alcove momentarily. As soon as you step on the switch, jump toward the pole behind you. Reverse directions on the pole and jump back toward the wall before it returns to its original position. When you contact the wall, perform a vertical wall run then jump to reach the exposed bricks on the right.



Climb to the top of the bricks and then jump to reach the ledge behind you. Shimmy to the left and then wall run toward a second ledge. Continue moving left along the new ledge, then jump to a third ledge behind you.



Shimmy to the right along the ledge, following it around the next corner. Once your back is facing the column on the right, jump over to it.

Leap across the next two columns and then jump across a pair of poles. As you release from the second pole, press the dodge button to fly into the wraiths on the nearby walkway. Upon landing, kick the surviving wraiths to the ground (or off the nearby ledge) and finish them off.



The next walkway ahead is already occupied by small group of wraiths and spectres, but you can't reach them with the dash attack yet. Instead, execute a horizontal wall run on the wall to your left to hit a circular switch. This rotates a set of poles within your reach. Continue running until you grab the first pole, then quickly swing and jump to the next pole. As you release from the second pole, dash into the group of enemies on the walkway ahead.



After landing, roll past the enemies to distance yourself from the ledge. This gives you much more room to fight and maneuver without worrying about stepping or jumping off the side of the walkway. Once you have more room, slash away at your enemies. Knock them to the ground and take them out before they can get back up or try herding them toward the ledge and kick them off if you're still trying to earn the *This is Persia!* achievement/trophy.

Once all the enemies are eliminated, turn to the wall piece adorned by a circular switch. Perform a vertical wall run to hit the switch. Then, as the wall moves out from the alcove, jump to the pole behind you. Reverse directions on the pole and jump back toward the wall, immediately executing a vertical wall run upon making contact. At the top of the wall run, jump to the post behind you.



Jump from the post to a pole and focus on the platform ahead occupied by a single wraith and a lever. Jump toward the platform and dash through the wraith. Next, push the lever to cause the platform to lower. Continue pushing the lever until it stops rotating.

As the platform ends its descent, another walkway can be seen straight ahead, occupied by several wraiths. Jump toward the distant enemies and then execute a dash to reach the walkway. Kick the surviving wraiths to the ground or off the nearby ledge and keep up the attack until they've all been reduced to dust.

Perform a vertical wall run to reach the ledge set into the large tower at the end of the walkway. You must scale this massive structure, spiraling up along its outer wall, to reach a balcony at the top. Start by shimmying to the right and then wall run toward the circular switch on the wall. Stepping on this switch causes the wooden panel to the right to drop, allowing you to grab its ledge.

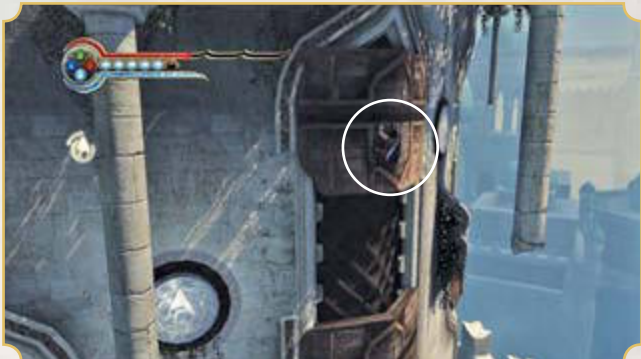


Wait for the wooden panel to move up, returning to its default position. Shimmy to the right and wall run across another circular switch to grab another wooden panel. On this wooden panel there's a second ledge directly below. Drop down to this ledge, shimmy to the right, and execute another wall run to activate the switch to the right, gripping the ledge of the next descending wooden panel.



This wooden panel has a second ledge located directly above you. Perform a vertical wall run to reach the ledge and then shimmy to the left. Wall run toward the next switch on the left and immediately jump to the column directly behind you. Time your jump carefully or else you'll fall, so be ready to rewind time if necessary and try again.

The switch you activated raises the wooden panel on the right for a few seconds, so you must act quickly before it returns to its default position. Jump to the next column on the right, then leap over to the raised panel before it descends. Time is still ticking, so quickly shimmy to the right and wall run toward the next circular switch, gripping the ledge on the next wooden panel to the right.



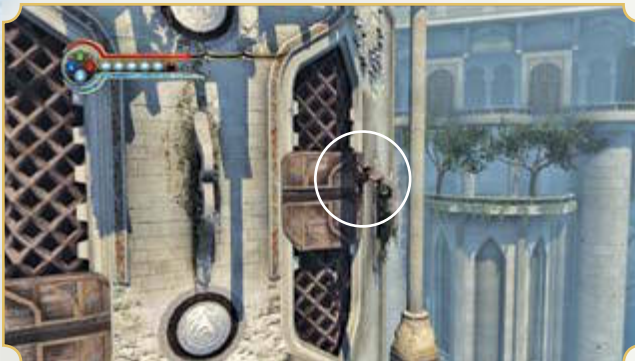
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Wait for the next panel to descend, then wall run to the next switch on the right, grabbing the next ledge as the nearby panel descends. Shimmy to the right until your back is facing the column directly behind you. Jump to grab hold of the column. Climb to the top of the column and then leap toward the column on the left. On the second column, rotate until your back is facing the circular switch on the wall.



This next sequence requires some quick and precise movements. Jump toward the switch on the wall to raise the panel on the right. Once the switch is pressed, jump back to the column. Leap to the column on the right, then jump over to the ledge on the raised panel. While the panel is still raised, shimmy to the right and quickly perform a vertical wall run to reach the exposed bricks above. If you're too slow, the panel lowers, forcing you to start the whole sequence over.



Climb up the bricks as high as you can go—the balcony is just above you now. At the top of the bricks, execute another vertical wall run to grab the balcony railing. Pull yourself up and over the railing and step into the next chamber.

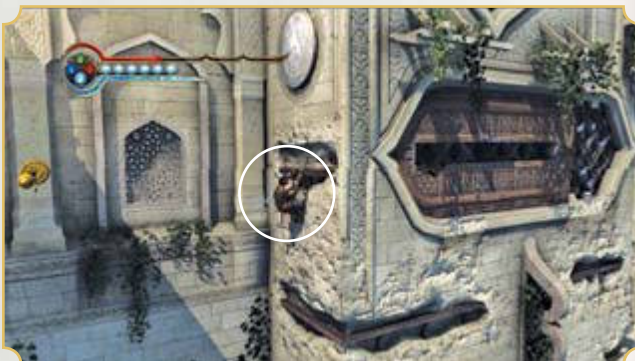


Suddenly two chargers emerge from the floor and the chamber's two exits slam shut. Immediately start circling around the room in an effort to avoid the chargers' attacks. Wraiths and spectres materialize in the room as well. Lure the chargers into running over and eliminating all the wraiths and spectres. With two chargers sprinting through this compact room, it shouldn't take long for them to eliminate their allies.

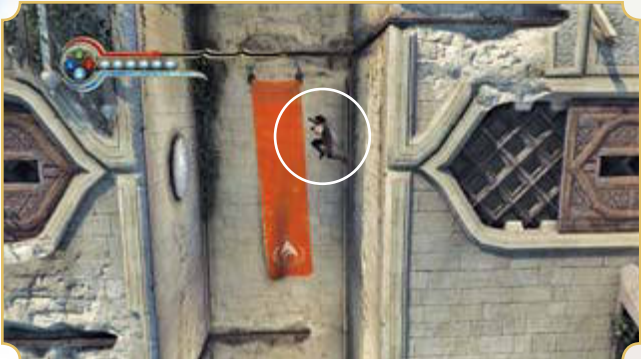


Wait until all the wraiths and spectres are gone, then single out the chargers. As usual, wait until they stun themselves by slamming into a wall before initiating an attack. As they crouch, step up behind them and start swinging away with your sword. While attacking one charger, keep an eye on the other and be ready to move if it begins running toward you. If you can get the chargers to run into each other, the fight will end a little quicker. Once all the enemies are eliminated, a doorway opens allowing you to exit. If you haven't already, smash all the vases in the room to restore your health and energy before proceeding over to the next walkway.

Jump and dash through the gathering of wraiths on the next walkway. Finish off the survivors and then smash the nearby vases for more health and energy spheres.



Jump to the pole and then swing and jump toward the ledge on the wall just below a circular switch. From the ledge, perform a vertical wall run to activate the switch, causing a wooden panel on the adjoining wall to move. While the panel is still in position, drop from the switch to grip the ledge below, then drop again to descend to another ledge. Shimmy right along the ledge and execute a vertical wall run to grip the ledge on the wooden panel above.

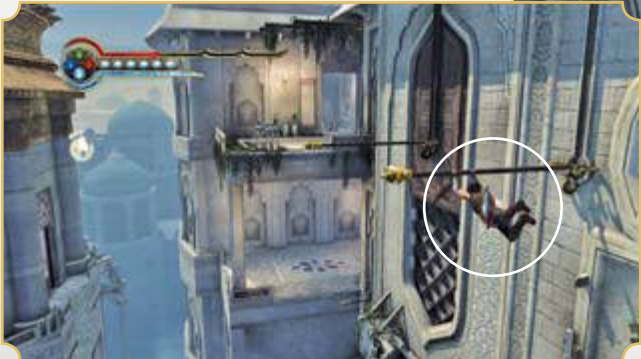


Wait for the panel to move to the right, then drop to the ledge below. Shimmy right around the next corner and perform a series of vertical wall runs and jumps to bounce between these two walls. Keep moving up, hitting the circular switch on the left along the way. After hitting the switch, leap to the ledge on the right and shimmy toward the next wooden panel before it moves back to its starting position. When you're directly above the panel, drop to grab hold of its ledge.



Ride the wooden panel as it moves to the right, shimmying to the far right side of the ledge. Next, perform a vertical wall run and jump toward the circular switch behind you to lower the next wooden panel. As soon as you hit the switch, execute another vertical wall run and jump back to the left, grabbing the ledge of the wooden panel.

Ride the panel up and then jump to the ledge behind you. Shimmy left along the ledge until you're directly beneath another circular switch. Perform a vertical wall run to activate the switch, temporarily dropping a series of poles behind you. Immediately after activating the switch, jump to reach the first pole behind you.



time if your timing gets off. Using energy to rewind time is much better than starting all over.

Finish off the remaining wraiths on the walkway and enter the next chamber. Here you must descend a steep shaft using only banners and poles. Leap to the first banner and slide down. Before you reach the end of the banner, jump toward the pole in the center of the shaft. From the pole, swing and jump to the next banner on the left. Once again, interrupt your slide by jumping to another pole in the center of the shaft.

Leap from the second pole toward the banner on the right. Slide through the banner and the next one just below. Before you reach the end of the last banner, jump and perform a dash attack to slam into the group of wraiths and spectres on the walkway behind you. Knock the survivors down to the ground and stab them. Or better yet, kick them off the ledge and into the pit filled with sharpened stakes.



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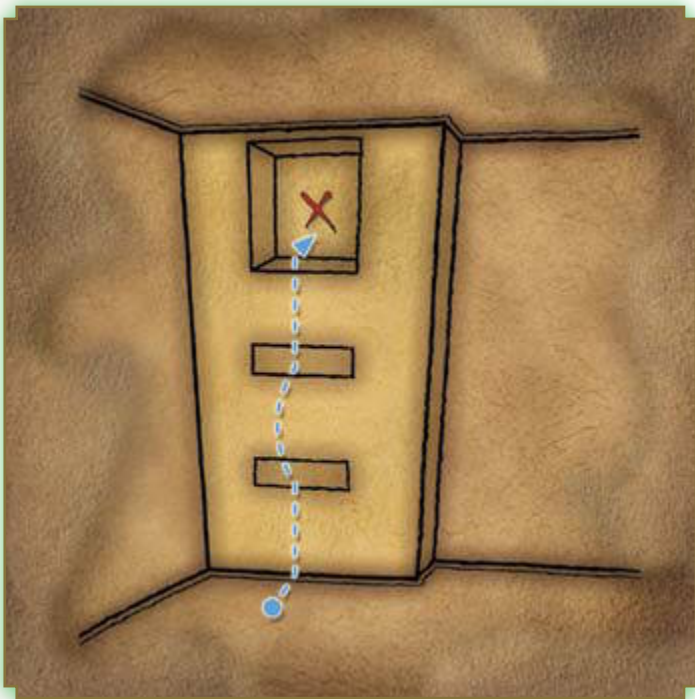
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SARCOPHAGUS 11



After defeating the enemies, turn to the colorful tiled wall to spot a ledge. Wall run up the tile to reach the ledge and then perform a second vertical wall run to reach the ledge above it. One more vertical wall run takes you within reach of an alcove where a lone sarcophagus sits. Smash the sarcophagus and then drop back down the two ledges to safely return to the floor.



Walkthrough

Enter the next corridor and jump onto the post above another pit. Jump to the pole ahead and then swing and jump toward the wraiths, utilizing a dash attack to plow through them.



Next, advance past a series of these spiked swinging traps. When crossing the wooden beams above the pits, drop as necessary to avoid getting hit. Don't worry, you won't fall to the bottom of the pit. Instead, dropping from a beam causes the Prince to grip the beam with his hands. This is a good way to avoid getting clobbered by one of the swinging traps.



As the Prince exits the hall, he comes under attack by a wizard capable of firing explosive projectiles. Wizards can be quite dangerous if you stand in one spot. Move out to avoid getting hit by his fireball-like attacks. Start by freezing the waterfall on the left. Wall run across the frozen waterfall and grab hold of the pole ahead. Swing and jump to another pole and prepare to attack the wizard.



As you jump from the second pole, execute a dash attack to slam into the wizard on the walkway ahead. Dash attacks are the only way to kill a wizard, but this always works in your favor as wizards position themselves on distant platforms and walkways that you need to reach.



Just ahead, freeze another waterfall and wall run toward the pole on the other side. Swing and jump toward the wall ahead. As you contact the wall, execute a vertical wall run and then jump toward a second pole. Reverse directions on the second pole and jump toward the next walkway.



Slide down a shallow slope in the next corridor and freeze the water jet ahead to create a pole. Jump to the pole and then over to the slope ahead. As you slide down the next slope, jump before reaching the end to avoid falling into a pit filled with spike traps.

The corridor exits near the rooftop gardens. Watch for another wizard appearing on the distant wooden platform below. Charge down the slope ahead before the wizard can launch an attack. As you near the end of the slope jump and perform a dash attack to slam into the wizard, taking him out.



From the wooden platform, turn right and jump toward the nearby stone platform. Pull yourself to the top of the stone platform and then execute a vertical wall run and jump to reach the pole switch above. This activates several water jets in the rooftop gardens, paving a path for your journey toward King Solomon's tomb.

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THE ROOFTOP GARDENS

ACHIEVEMENTS/TROPHIES

NAME	DESCRIPTION	GAMERSCORE	TROPHY	UPLAY
Swift as the Wind	Defeated 30 enemies using the Power of Flight	15	15 (Bronze)	—
And King of Blades	Killed 500 enemies using the sword	20	15 (Bronze)	—

Sarcophagus Collectibles: 2

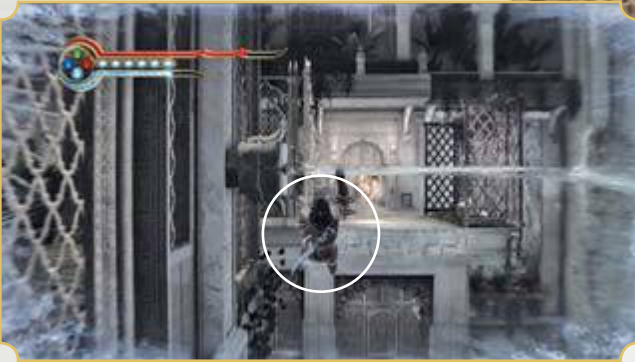
Enemies Encountered:

- Wizards
- Wraiths
- Spectres
- Summoners

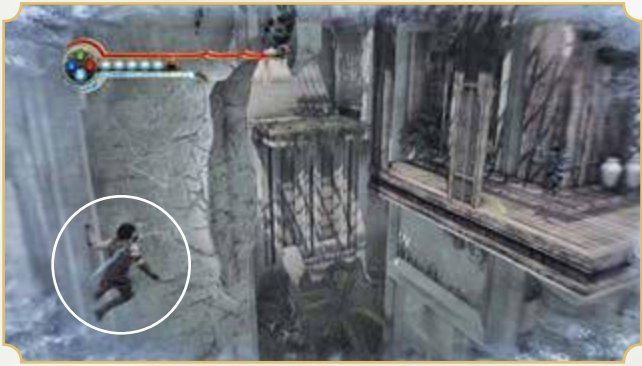
Swing from the pole switch over to the nearby wooden platform and then turn right, toward the first water jet. This water jet is intermittent, so wait until it shoots out a solid stream of water and then freeze it. Jump to the pole and swing over to the next wooden platform. Upon reaching the platform, the Prince notices a violent sandstorm brewing in the distance. Surely it's just a coincidence, right?



Turn to the next set of water jets and use your freeze power to create a pair of poles. As you swing across the poles, a wizard appears on the platform ahead. Don't let him hit you with an explosive attack. As you jump from the second pole, execute a dash attack to reach the distant platform, plowing through the wizard along the way.



Another wizard materializes on a nearby platform, but his explosive attacks are blocked by the lattice structure on the right, so don't worry about getting hit. Freeze the waterfall and wall run across it. As the Prince slows and turns, jump and perform a dash attack to reach the next platform, taking out the wizard in the process. This can be a tricky maneuver, so be ready to rewind time until you pull it off.



Smash the nearby vases to stock up on health and energy, then turn to the next platform, which is already occupied by another wizard. This one is easy to reach. Simply jump toward the wizard and perform a dash attack to reach the platform. After taking out the wizard, wall run up the wall on the right and jump to the left to reach the pole switch above the platform.



The switch activates a series of water features nearby. Drop from the pole switch and study the water jet closest to the waterfall. When it shoots out a stream of water, use your freeze power. Wall run across the nearby frozen waterfall, then jump to the pole. Swing and jump from the first pole, then release the freeze button to pass through the second waterfall. As you emerge through the waterfall, press the freeze button again to create another pole before falling. Swing and jump to the nearby column and climb it to the top, jumping over to a walkway.



Walkthrough

Prince of Persia
THE FORGOTTEN SANDS

The Prince spots Malik fighting off a group of ghouls on a distant walkway. It appears that Ratash has given Malik even more powers, evidenced by his ability to shoot fireballs. Despite the Prince's efforts to call out to his brother, Malik is unresponsive as he absorbs more energy from his foes. You need to find a way to reach Malik before it's too late.

Watch the nearby water jet and freeze it when it produces a solid stream. Wall run across the frozen waterfall to reach the newly formed pole. Swing and jump from the pole and then immediately release the freeze button. As you fly through the air, wait for the next water jet to activate, then freeze it to grab onto the pole. Swing and jump from the second pole toward the walkway just ahead.



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The next sarcophagus is easy to find. After jumping over to the walkway from the pole, move straight ahead to spot a sarcophagus concealed behind the palm tree. Smack the sarcophagus with your sword to score some XP, health, and energy. More health and energy can be retrieved from the nearby vases.



Malik is nowhere to be found, but watch out for a wizard bombarding the walkway from a distant platform. Turn right and jump over to this sloped section. As you slide down the slope, align yourself with the wizard straight ahead. When you reach the end of the slope, jump toward the wizard and take him out with a dash attack. Once on the platform, wall run up the wall on the right and jump to reach the pole switch above to activate another series of water features ahead.



Swing on the pole switch and jump over to the wooden platform. As you move along this platform, a wizard appears on a neighboring platform to the left. Climb to the top of this platform and then jump and dash toward the wizard before he can launch an attack.

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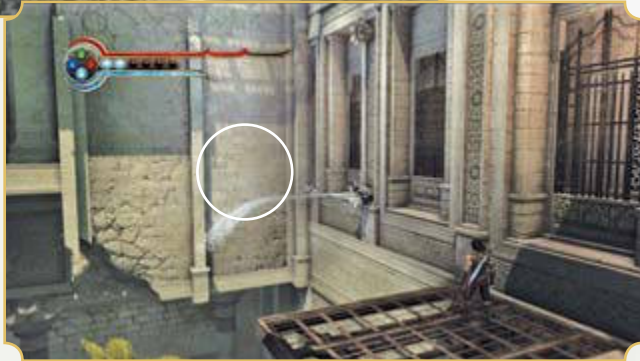
Before advancing down the next slope, study the water jet next to the waterfall just ahead. When it activates, freeze it and then slide down the slope. While sliding, move to the left and perform a horizontal wall run across the frozen waterfall. As you cross the frozen waterfall, wait for the Prince to turn, then jump to the pole behind you. Leap toward the next water jet, releasing the freeze button momentarily until it activates to create another pole. Swing from the second pole and jump to the next wooden platform.

Next, turn to the right to spot another wizard on a distant platform. Simply jump and execute a dash attack to take him out. But don't linger on this new platform long as another wizard begins bombarding it—and there is no room to dodge the incoming attacks. Freeze the water jet above you, then wall run up the wall on the right, jumping to the pole behind you. Swing on the pole and then jump toward the wizard, performing another dash attack to take him out.

On the new platform turn toward the water jets on the nearby wall. Wait until the lower water jet activates and then freeze it to create a pole. Jump to the pole then jump toward the wall. Upon contact with the wall, perform a vertical wall run, release the freeze button, and jump toward the next water jet. Push the freeze button as the water jet activates, gripping the next pole before you fall. Reverse directions on the second pole and jump toward the wall again. As you contact the wall, execute a vertical wall run to reach the ledge above.



Next, move toward the nearby waterfall and watch the adjacent water jet, freezing it when it activates. Wall run across the frozen waterfall and then jump toward the pole. Swing and jump toward the next water jet, but release the freeze button and wait for the jet to activate before pressing it again. As you jump from the second pole, release the freeze button and immediately perform a dash attack. This allows you to pass through the waterfall and kill the wizard waiting on the other side. It's a tricky combination of movements, so be ready to rewind time if you fall.



Shimmy to the far left side of the ledge and freeze the nearby water jet when it activates. Wall run across the frozen waterfall to reach the newly formed pole. Now jump and release the freeze button to move through the next waterfall. Once you've passed through the waterfall, press the freeze button again to create another pole out of the next water jet. From there, jump and dash toward the wizard on the nearby platform.



Before sliding down the next slope, align yourself with the red banner at the far end of the passage. Slide down the first slope and jump to the next one. When you reach the end of the second slope, jump toward the banner and slide down.

The banner drops you onto a third slope, causing you to slide as soon as you make contact. Remain on the left side of the slope and freeze the waterfalls ahead. Perform a vertical wall run across the frozen waterfall on the left, then jump toward the waterfall on the right. As you make contact with the waterfall on the right, perform a vertical wall run and jump over to the walkway on the left, pulling yourself to the top.



The next corridor is lined with bladed pendulums. Maneuver past one trap at a time using the series of beams and poles. When you reach the last pole, jump between the two pendulums ahead. But to pull off this jump, you must coordinate your swing so your feet are pointing toward the next walkway at the right time. If your timing is off, halt your swing and start again until you can make the jump without getting hit by the pendulums. Wall run past the next set of pendulums and proceed into the next area.



A small group of wraiths and spectres appear on the walkway ahead as a wizard materializes on a distant platform. While fighting the wraiths and spectres, don't linger in one spot too long, otherwise you'll get hit by the wizard's attacks. If you want to avoid getting hit by the wizard, simply run past the wraiths and spectres (foregoing the XP) and continue along the walkway.

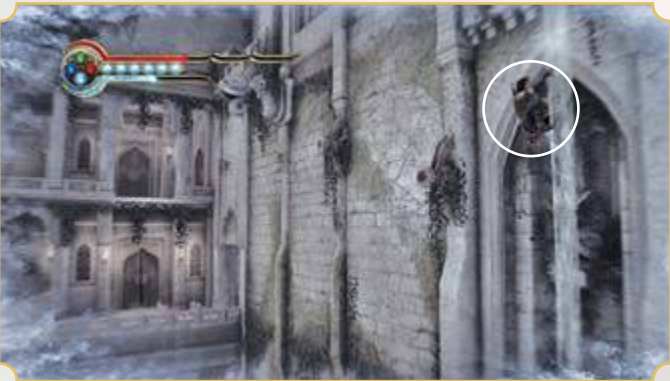
At the end of the walkway, wall run along the wall on the left and then jump over to the next platform. The wizard is finally within reach. Jump toward him and perform a dash attack to take him out. Next, quickly dispatch the nearby wraiths and spectres before you come under attack by another wizard.



The next wizard is joined by more wraiths and spectres. Jump toward the wizard and eliminate him with a dash attack. Follow up by taking out the wraiths and spectres.



Next, turn to the nearby water spout, freezing it when it activates. Climb up the column and leap toward the nearby water jet. Release the freeze button while in midair and then press it again once the water jet activates, allowing you to grab onto the pole before you fall. Work your way across the next pole and column in the same fashion. As you leap toward the column, a wizard appears on the balcony ahead. Jump toward him and deploy a dash attack to reach the balcony, plowing through the wizard along the way.



Move to the end of the next walkway and wall run up the wall on the right, leaping across to a water jet. Freeze it when it activates. Swing and jump to the next water pole (freezing it into a pole when it activates) and then jump and dash through the wizard on the next balcony.

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Carefully step through the waterfall at the end of the walkway, but don't fall off the edge. With the waterfall behind you, freeze it, then jump toward the wall on the left. Wall run up the wall and then jump back to the frozen waterfall. Wall run up the frozen waterfall to reach the balcony above it. Perform these movements quickly to avoid getting hit by the explosive attacks of another distant wizard.



Continue along the short walkway until you spot a waterfall and a pair of intermittent water spouts ahead. Wait until the nearby water spout activates, then freeze it to form a column. Wall run across the frozen waterfall on the left and then jump to the column on the right.



Jump to the next water spout, freezing it and turning it into a column while in midair. Afterward, jump toward the large octagonal platform to the right, dashing through another pesky wizard. By now you should have enough dash kills to earn the *Swift as the Wind* achievement/trophy.



After reaching the large octagonal platform, several wraiths and ghouls emerge from the floor, joined by five summoners. Instead of going after the summoners immediately, take the time to accumulate some XP by taking out several ghouls and wraiths. Activate your trail of flame power and roll around the platform. The enemies are packed so tightly on this platform that you can damage several with just a single roll. And while rolling, you're less likely to take damage from their slow attacks.

Eventually the summoners will stop spawning new wraiths. When this occurs, kick the summoners to the floor and stab them before they can get back up. Clear out the rest of the enemies with standard sword attacks, but be careful when performing aerial slashes as you don't want to accidentally jump off the platform or get knocked off by a ghoul's shield. By now you should be close to earning the *And King of Blades* achievement/trophy for defeating 500 enemies with sword attacks.



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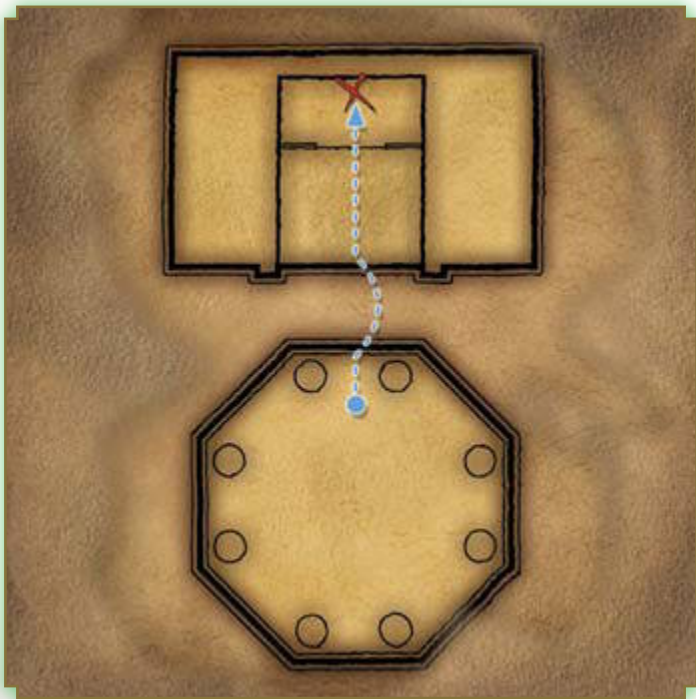
Eliminate all the enemies, then turn toward this side of the platform, jumping to

the ledge on the nearby wall, just below the waterfall. As you make contact with the wall, perform a vertical wall run to grab the ledge. From the ledge, wall run up again to access the platform behind the waterfall.



Climb the exposed bricks on the wall straight ahead. At the top of the bricks,

perform a vertical wall run to reach a platform holding a sarcophagus and several vases. Smash them all and then return to the large platform outside.



After smashing the sarcophagus and returning back to the octagonal platform, locate the wizard standing on the next platform. Jump toward the wizard and eliminate him with a dash attack. Beyond the wizard, freeze the nearby waterfall and execute a vertical wall run up it, jumping to the pole behind you.



The next set of water features are constantly active, making them easy to cross. However, the blue meter may still run low if you keep the freeze button pressed down throughout the entire set of maneuvers. So as you jump from one pole to the next, release the freeze button to give the blue meter a moment to refill. Leap across the two poles, onto the column, and then onto the third and fourth poles until you can reach the ledge on the opposite side.



Shimmy right along the ledge and then jump to the pole behind you. Swing and jump from the pole to the nearby balcony, then proceed through the next passage toward the aqueducts.

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THE AQUEDUCTS

ACHIEVEMENTS/TROPHIES

NAME	DESCRIPTION	GAMERSCORE	TROPHY	UPLAY
Prince of Fire	Defeat 50 enemies using the trail of flame power	15	15 (Bronze)	—

Sarcophagus Collectibles: 1
Enemies Encountered:

- Wizards
- Vultures
- Wraiths
- Spectres
- Ghouls



As the Prince enters the aqueducts, Malik can be seen wandering a distant walkway while the sandstorm gathers strength in the distance. Before sliding down the ramp ahead, study the intermittent water spout beyond, freezing it when it activates. Slide down the center of the ramp and jump to the column.



Create columns from the next two intermittent water spouts, leaping from one column to the next. On the third column, jump toward the wizard on the platform below and plow through him with a dash attack.



On the platform once occupied by the wizard, turn to the left and freeze the next set of water jets. Jump to the first pole, then swing and jump toward the wall straight ahead. As you contact the wall, perform a vertical wall run and then jump to the next pole behind you. Jump across the next four poles, releasing the freeze button in between jumps to refill the blue meter. From the final pole, jump toward the ledge set into the wall ahead.

Shimmy right along the ledge and freeze the nearby waterfall. Wall run across the frozen waterfall and grip the ledge on the other side. Next, monitor the buzz saw trap above. As it moves to the left, execute a vertical wall run to grab the ledge above, then immediately shimmy to the left, following the buzz saw along its track. Look for the exposed bricks on the wall above and use another vertical wall run to reach them before the buzz saw moves back toward you.



Climb the bricks along the side of a waterfall and press the freeze button. Wall run across the frozen waterfall toward the pole. Swing on the pole, then jump to the nearby walkway.



Follow the walkway to the wooden door as another wizard materializes on the platform above. Use your freeze power to turn the nearby water spout into a column. Next, wall run up the door and jump toward the column, climbing so your back is facing the wizard. Jump and execute a dash attack to slam into the wizard and occupy his platform.



Walkthrough

Prince of Persia
THE FORGOTTEN SANDS

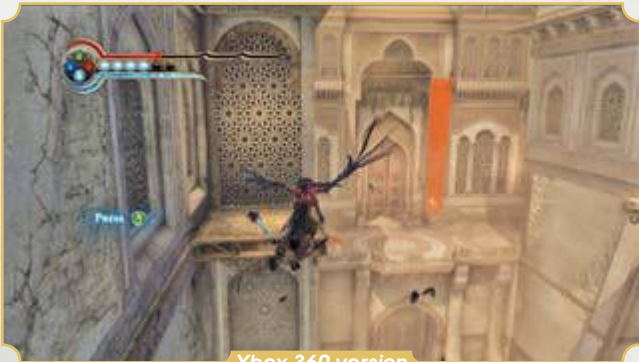


When you reach the fifth column (in the corner) climb to the very top before making the jump to the next one, otherwise you'll fall. Once on the sixth column, climb to the top and jump to the nearby walkway where you saw Malik wandering earlier.



Malik is nearby fighting a pair of ghouls. But once he's dealt with them and absorbed their energy, he releases a powerful shockwave, destroying the walkway ahead. As he regains his composure, he looks directly at the Prince, puts on his battle mask, and calmly walks away. Perhaps Razia was right? Maybe it is too late to save Malik now.

Cross the damaged walkway by jumping and dashing into the wizard on the other side. Follow the walkway to the next corridor. Malik is nowhere to be found. Instead, there's just a series of traps. Race across the spiked floor sections, roll beneath the arrows, and time your movements past the bladed pendulums.



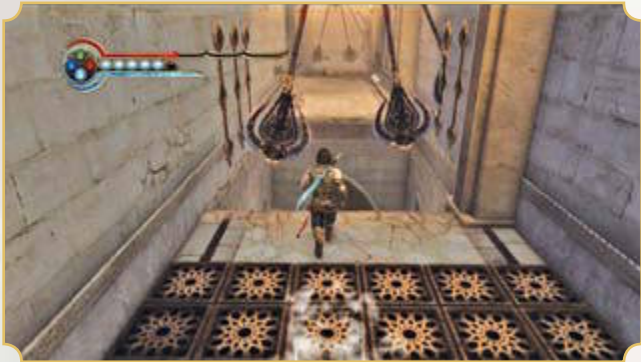
Xbox 360 version



From the platform, turn right and jump and dash toward the next vulture. As soon as you've grabbed the vulture, jump to the next platform on the right.



Slide down the next ramp and freeze the intermittent water spout ahead. As you near the bottom of the ramp, perform a horizontal wall run on the wall to the right and then jump over to the column. Leap from the column to the next series of water spouts, freezing them in midair as they activate.



As you exit the trap-filled corridor, a pair of vultures swoop down toward you. One vulture then flies directly in front of you and pulls to a stable hover. You can use vultures as a temporary grapple point, but you have to reach them first. Start by jumping toward the vulture and then perform a dash to grab hold of the creature. As you dangle from the vulture, jump again to reach the nearby platform. If you hold onto the vulture too long, it will turn to dust, causing you to fall.



Next, jump and dash to the next vulture. But this time there is no platform for you to jump to. Instead jump and dash toward the next vulture just ahead and immediately jump toward the red banner adorning the nearby wall.

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After sliding down the banner, turn left and approach the next passage featuring a damaged walkway. Fortunately, there are two vultures nearby to aid in your travels. Jump and dash to the first vulture, then jump and dash to the second. Jump off the second vulture to reach the next platform.

Just below the platform, Malik is busy fighting several enemies. As he absorbs their energy, he grows to an unnatural

size. Before long he looks just like Ratash, sporting similar horns and an evil gaze. But Malik doesn't attack the Prince. Instead, he simply walks away and leaps to a distant tower. The Prince drops from the platform in an attempt to follow, but the distance is far too great. Plus, the Prince has more pressing issues.

Soon after Malik's departure, a large group of wraiths, spectres, and ghouls emerge from the floor, joined by two summoners. Hunt down the two summoners first to stem the flow of reinforcements. Once the summoners are taken out, activate your trail of flame power and roll through the crowds of enemies, inflicting flame damage on as many as possible. If you've used this power before, you can easily earn the *Prince of Fire* achievement/trophy here for defeating a total of 50 enemies with the trail of flame. The whirlwind power is equally effective when surrounded. Once the group is more manageable, finish off the survivors with basic sword attacks. Once the fight is over, smash the vases on the floor's perimeter to stock up on health and energy. If you earned any upgrade points in the fight, now's a good time to purchase a new power or upgrade an existing one.



SARCOPHAGUS 14



Following the fight, move to the left edge of the platform and look down to spot a pair of water jets. Jump across the poles, and drop from the second pole. It's a long drop, but you won't be injured.

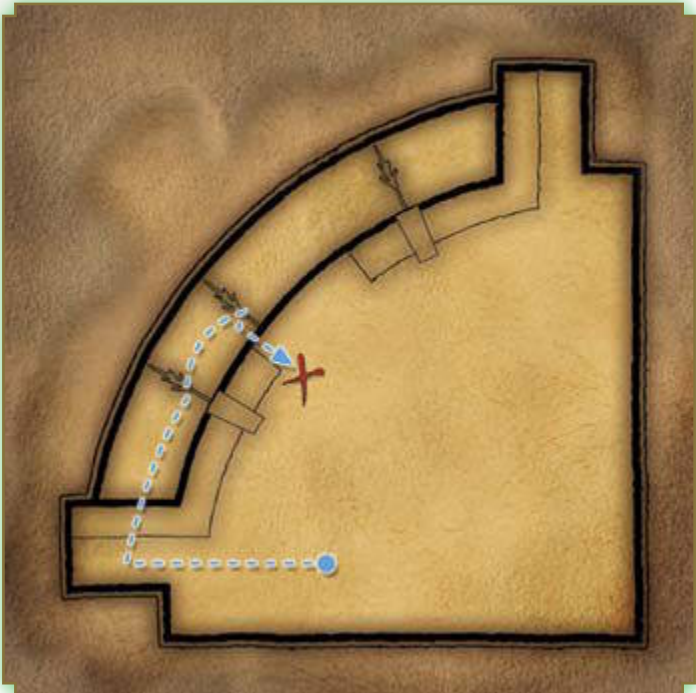


After dropping from the second pole, turn to the waterfall on the

right. Behind the waterfall is a sarcophagus and a couple of vases. Smash them to stock up on XP, health, and energy.



To return to the platform above, step back through the waterfall and take a right. Freeze the waterfall at the end of the walkway, then wall run up it, jumping to the pole behind you. Reverse directions on the pole and jump back toward the frozen waterfall. Once again, wall run up the frozen waterfall and then jump back to a second pole behind you. Reverse directions on the second pole, then jump back to the platform. You must execute this maneuver quickly to prevent the blue meter from running dry. If you're cutting it close, release the freeze button while in midair to give the meter a chance to refill.



Beyond the edge of the platform another vulture hovers, just within range of a dash attack. Once you've grabbed the vulture, jump and dash toward another vulture. Jump from the second vulture to a nearby water jet, freezing the jet to grab hold of a pole.

Navigate across a series of poles and vultures as you make your ascent toward a ledge on the left. When jumping to vultures, release the freeze button to give the blue meter a chance to regenerate. But don't forget to press the freeze button before leaping toward another water jet. When you reach the last vulture, jump to the wooden ledge on the left.



From the wooden ledge, perform a vertical wall run to reach a second ledge above. Shimmy to the right on this ledge and study the movements of the large buckets of water ascending the mechanism behind you. As soon as a bucket stops behind you, jump to it.

As soon as you grip the bucket, shimmy to the right so your back is facing the suspended cage on the right. When the bucket makes its second stop, jump to the cage. If you ride the bucket too long, you'll fall, so make it to the cage as soon as possible.



Shimmy to the left along the top of the cage until your back is facing the cage on the left. These two cages alternate between two different elevations. When the cage you're on is at its highest point, leap to the lower cage on the left.

Shimmy to the left on the next cage so your back is facing another set of ascending water buckets. Wait until the cage is high and the bucket behind you is low and then jump.



Shimmy to the right on the bucket and ride it to its top position. When the bucket stops, jump to the exposed bricks on the wall behind you.

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Climb down the bricks, moving toward the intermittent water jet on the right. When the water jet activates, freeze it and then wall run toward the pole. Swing and jump from the pole toward the walkway below and then execute a dash attack to slam into a lone wraith.



Back on solid ground you're greeted by a group of wraiths and spectres. Engage them with standard sword attacks, rolling as necessary to avoid retaliatory blows. Avoid performing aerial slashes here to prevent inadvertent leaps off the ledge. When you're finishing fighting, smash the nearby vases to stock up on energy and health.



Now you must navigate across a series of vultures to reach the distant balcony by jumping and dashing from one vulture to the next. As you leap from the second vulture, jump toward a wall on the right. Upon contacting the wall, perform a vertical wall run and then jump and dash toward the third vulture. Continue jumping and dashing to the next few vultures until you can reach the balcony.



The next corridor is filled with an array of traps. However, all of them can be negotiated with some patience and careful timing. As usual, advance past one trap at a time, paying close attention to the notches in the walls. The traps here are set very close to one another, but there's still plenty of room to take one at a time. This is one instance where walking is preferable to running.

Beyond the trap-filled corridor, freeze the waterfall ahead and then wall run along the wall on the right. Jump toward the frozen waterfall, execute a vertical wall run, then jump back to the wall on the right. Perform another vertical wall run and then leap to the platform behind you, which is occupied by a few spectres and ghouls. Slash away at the enemies here or simply kick them off the ledge.



Human voices can be heard on the nearby platform. Apparently someone has survived the sand army's onslaught. Jump and dash across the two vultures ahead to reach the platform.

SOLOMON'S TOMB

ACHIEVEMENTS/TROPHIES

NAME	DESCRIPTION	GAMERSCORE	TROPHY	UPLAY
No Longer Human	Suffered defeat at Malik's hands	50	30 (Silver)	—
Prince of Earth	Defeated 50 enemies while using the Stone Armor power	15	15 (Bronze)	—

Sarcophagus Collectibles: 0
Enemies Encountered:

- Malik
- Spectres
- Wraiths
- Vultures
- Scarabs
- Ghouls



As you leap from the vulture to the last platform, you discover the source of those voices you heard earlier. Four palace guards have survived the sand army's attack. But Malik, in his new grotesque form, suddenly leaps onto the platform and swings at the guards with his massive sword, turning them into sand statues. Malik would never harm his own men—Rataash must be in complete control now.

As soon as you regain control of the Prince, roll to the left or right to avoid Malik's sand projectile attacks. Keep rolling until you can close the distance and attack him from behind. Fighting Malik is just like fighting Rataash. Stay behind him at all times and slash away at his legs. To optimize damage, activate one of your powers like trail of flame or ice blast as you hack and slash at Malik. However, remember to watch his right foot—when he raises it, roll away to avoid his stomp attack.



Malik has a new attack you must watch out for. After taking some damage, Malik levitates above the platform and surges with energy. As he hovers above the platform, quickly seek cover behind one of the four stone walls on the platform's perimeter. These walls will protect you from the ensuing radial energy blast released by Malik. Simply stand behind the wall until the blast and wait for Malik to return to the platform.



Following the first energy blast, Malik drops to the platform and summons a small group of spectres. Roll past the spectres and continue attacking Malik, rolling as necessary to stay behind him. Avoid Malik's sword attacks and try to lure him into taking out the spectres. Activating your trail of flame or ice blast power is also a good way to deal with the spectres while dishing out damage to Malik. Keep up the attack until Malik levitates above the platform again and then seek cover behind one of the walls. If any spectres are still alive, the incoming energy blast will take them out.

Repeat the same steps as Malik performs his energy blast and conjures more spectres and wraiths. Roll behind him and attack his legs. If you start taking heavy damage, either from Malik or his minions, activate the stone armor power to give you temporary protection against all attacks. This allows you to focus on Malik without worrying about taking damage from the nearby enemies. Still, watch out for his stomp and energy blast attacks, taking evasive actions as necessary.



TIP

If you stand behind one of the stone walls, Malik will not follow, instead attacking with his sand projectile attack from a distance. However, the other enemies will follow you. Stand behind one of the walls to shelter yourself from Malik's attacks and take on the spectres and wraiths one at a time.

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Beyond this small platform a vulture hovers in the distance. Jump toward the vulture then execute a dash attack to grab onto the bird. From the vulture, simply jump to the next platform and immediately attack a small group of wraiths, kicking as many off the side of the platform as possible.

When Malik's health drops below 50%, his next energy blast causes the perimeter of the platform to crumble. In the cutscene that follows, the Prince slides off the crumbling platform, gripping a pole at the last second to break his fall and dropping to a nearby platform. You need to find a way to get back to the platform where you were fighting Malik and finish this fight.



Once you've finished off the wraiths, jump and dash toward the next vulture hovering in the distance. Jump from the first vulture, then dash to a second vulture, eventually leaping onto the nearby pole. Swing and jump from the pole and then dash toward a third vulture. From there you can reach another small platform occupied by more wraiths.



As you did on the previous platform, focus on kicking these wraiths off the side. But be careful when performing rolls or aerial slashes—there isn't much room to maneuver here. Instead use kicks and basic sword attacks to deal with these enemies. If you have energy to spare, a whirlwind attack here will send all the wraiths flying off the platform, however, it's best to save your energy for later.

Now that the wraiths are defeated, resume your advance by leaping to the nearby pole and then swing, jump, and dash to the nearby vulture. From the vulture, jump to the next pole and then swing, jump, and dash to a second vulture. Jump and dash to a third vulture, then jump and dash toward the lone wraith standing on the next platform. After eliminating this wraith, no others appear. Smash the vases on the platform and resume your ascent.



Jump to the next pole and again swing, jump, and dash to the nearby vulture. Continue jumping and dashing from one vulture to the next until you can return to the large platform where Malik is still standing. Instead of simply jumping to the platform, jump and execute a dash attack toward Malik. This temporarily blinds him, allowing you to score some easy hits as he flails about.





This time it's just you and Malik. Stay behind him and slash away at his legs. If you still have energy, activate the ice blast or trail of flame powers to inflict extra damage. Or if you want to blind Malik again, use a whirlwind attack. Keep up the pressure until Malik levitates above the platform.

There's nowhere to hide from Malik's next energy blast, so don't worry about finding a safe spot. The next blast crumbles the entire platform. Concluding the fight with Malik earns you the *No Longer Human* achievement/trophy.



The Prince awakens in a small chamber below—this is King Solomon's tomb. Razia was right. There's nothing you can do to save Malik now. Ratash has completely corrupted him. Before leaving the tomb, smash the vases inside to release some health and energy spheres.



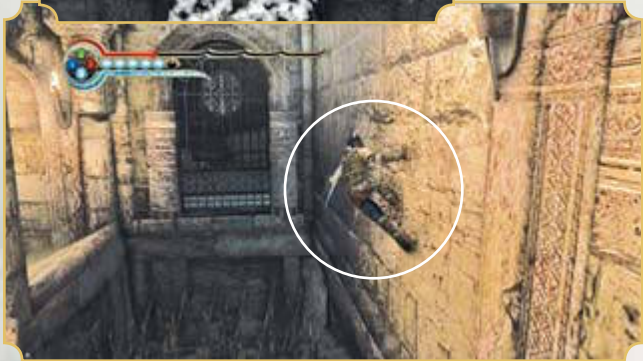
Outside the tomb is a narrow walkway leading to the entrance of the Djinn city Razia told you about earlier. Cross the walkway and turn left into the next corridor, Freeze the nearby waterfall and wall run across it to reach the ramp on the other side. As you slide down the ramp, freeze the next waterfall on the left, wall run across it, and then jump across the pit to reach the shaft on the right.



Perform vertical wall runs to climb up this shaft, moving from one ledge to the next while avoiding the buzz saw traps lining the walls. When there are no more ledges within easy reach, perform a series of wall runs and jumps until you can reach the next ledge. At the top of the shaft there's a corridor on the right. To reach it, wall run up the last ledge and jump into the corridor.



More buzz saw traps line the next narrow passage. Wait for the nearest set of buzz saws to move up and then enter the passage, quickly racing across the spiked floor sections. Timing is crucial here because if you have to slow down to avoid a buzz saw trap, the spikes in the floor will kill you. If necessary, rewind time and restart this sequence.



Beyond the buzz saw and spiked floor traps, wall run along the wall on the right and jump across the pit to the ramp on the left. Slide down the right side of the ramp. As you near the end, wall run along the wall on the right and jump over the pit to the next ramp on the left.



On the next ramp, slide along the left wall and freeze the waterfall ahead. As you near the end of the ramp, wall run across the frozen waterfall and continue down the passage.

As you step into the large chamber ahead, a swarm of scarabs emerges from a hole in the floor. These large insects aren't particularly difficult to defeat, dying after one hit with your sword. However, scarabs attack in viscous swarms, immediately surrounding you. To avoid taking damage, activate your stone armor power and start slashing away. If you've used stone armor in previous fights, eliminating the scores of scarabs here can easily earn you the *Prince of Earth* achievement/trophy, requiring you to defeat 50 enemies while stone armor is active. Continue performing basic sword attack combos until all the scarabs are eliminated. Afterward, smash the vases found on the chamber's perimeter to stock up on health and energy.



Approach this lever on the far side of the chamber. Moving this lever causes the center piece of the nearby statue to rotate. Continue rotating it until the staff in the statue's left hand is reassembled. This causes a massive pair of staircases to emerge from the chamber's floor, leading up to the balcony above where a similar statue is positioned.



Climb either set of stairs to reach the balcony and approach the next statue. Moving the lever here causes the two center pieces in the statue to rotate. The goal here is the same—to reassemble the staff in the statue's left hand. To rotate the two pieces independently of each other, freeze the water spout pouring down the front side of the statue. While holding down the freeze button, move the lever. As the arms on one piece make contact with the column, it refuses to rotate, allowing the other piece to move independently. Use this method to assemble to two pieces of the staff, just below the statue's left hand.



Once the two pieces of the staff are assembled, release the freeze button and rotate both pieces into position beneath the statue's left hand, aligning it with the top and bottom portions of the staff. This activates a series of intermittent water spouts high above the chamber.



Freeze and leap across the two nearby water spouts to reach a stone column suspended from the ceiling. Next, wait for the water spout on the left to activate—freeze it and jump to the column. The next series of water spouts are never active at the same time, so as you leap from one column, release the freeze button momentarily and wait for the next water spout to activate before using the freeze power again. Then grip the newly formed column before you fall. Move along the series of columns until you can jump to the next platform where another large statue puzzle awaits.

All three pieces of this next statue rotate when you push the lever. Freeze the water spout and then move the lever to rotate each piece independently. Assemble the bottom two pieces first, then move them into position on the statue's left, forming the bottom part of the staff. Finally, freeze the water spout and rotate the top piece until the staff is completed. This causes the stairs in the middle of the chamber to collapse, giving way to a massive spiral staircase that winds around the perimeter of a deep cylindrical shaft. This must be the entrance to the Djinn city.





Perform a horizontal wall run over to the nearby banner and slide down to the floor. Before accessing the spiral staircase, search the chamber's perimeter for intact vases. It's a good idea to stock up on health and energy before proceeding. You may need to rewind time during your descent, so make sure you have as much energy as possible.



Cautiously descend the spiral staircase. About halfway down, the steps suddenly disappear, turning the staircase into a ramp. Immediately slide toward the outer wall on the right. As you reach the end of the ramp, perform a horizontal wall run on the outer wall to reach the next ramp. Slide down the next ramp and wall run toward a red banner, sliding down to the third ramp.



At the end of the third ramp, wall run along the outer wall and then jump over to the banner to the left. Before reaching the end of the banner, jump back to your right to slide down a second banner on the outer wall. This time slide all the way down the banner and drop to the next ramp. Perform a couple

more horizontal wall runs to reach the next set of ramps.



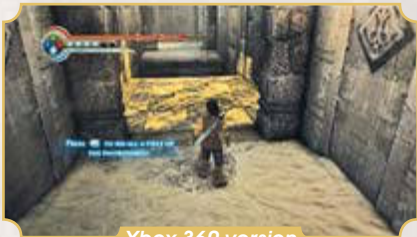
The final ramp breaks away from the outer wall and begins plummeting down the shaft at a high rate of speed. As you slide down this ramp, stay near the outer wall. As you near the end of the ramp, execute a horizontal wall run along the outer wall to reach the platform ahead. You must initiate the wall run at the very edge of the ramp to reach the platform and avoid falling down the shaft. If you miss it the first time, rewind time until you get it right.

The next corridors are filled with traps. Take your time advancing past these traps, taking it one at a time. Rolling is the safest way to avoid getting hit by the arrow and swinging traps. When it comes to the bladed pendulums, simply watch the one in front of you, jump past it, then focus on the next one. At the end of the hall, turn left to spot another portal. Step through and check in with Razia.



Despite all that he's witnessed, the Prince still can't accept that Malik is gone. But Razia reiterates that it is Ratash who controls Malik now, and he must be stopped. The special sword you need to defeat him lies in the ancient Djinn city of Rekem. But the city has been abandoned for centuries and has fallen into disrepair. Razia bestows a new power to the Prince, giving him the ability to temporarily restore damaged portions of the city. She urges the Prince to continue into the city. Before moving out, smash the vases on the nearby walkways to replenish your health and energy. Afterward, exit through the portal.

Time to try out your new power. Upon exiting the portal, turn left. The floor ahead is damaged and impassable. Still, you can see a faint outline of where the floor once stood. Press the button shown on screen to recall this piece of the floor. Using Razia's memories of the city, the floor piece is restored, allowing you to cross. Cross the next gap by wall running along the wall on the left and continue around the next corner.



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Just ahead is another missing floor section. Use the recall power to restore it, then jump over to it, continuing down the corridor.



Next, restore this wall section on the right and then wall run across it to maneuver over the pit. Just ahead, another wall and floor section can be restored to aid your advance. Wall run across the restored wall on the left to reach the new floor section.



As you turn right into the next corridor, an on-screen message warns that you can only recall one area at a time. Right now you're standing on a recalled section of floor, but the floor ahead needs to be recalled, too. Jump toward the next floor section and press the recall button while in midair. This causes the floor section behind you to disappear and the floor section ahead to appear just before you land. Just like the freeze power, it's sometimes necessary to take a leap of faith, activating this power while jumping through the air.

Recall and wall run across the next two wall sections. On the second restored wall section, near the large statue, jump from the wall to the passage on the left.



In the next room, you're ambushed by several ghouls and scarabs. To avoid taking damage from the scarabs, activate your stone armor power and start hacking away.



THE RUINS OF REKEM

ACHIEVEMENTS/TROPHIES



NAME	DESCRIPTION	GAMERSCORE	TROPHY	UPLAY
Welcome to Rekem	Arrived in Razia's city	30	15 (Bronze)	—

Sarcophagus Collectibles: 2

Enemies Encountered:

- Troll
- Wraiths
- Spectres



Following your fight with the ghouls and scarabs, Razia appears on the floor below and welcomes the Prince to Rekem. She uses her powers to let the Prince see features as they once were, including a nearby wall piece. Afterward she disappears, telling the Prince she'll meet him at the temple. Following the cutscene, the *Welcome to Rekem* achievement/trophy is automatically awarded.

Restore the wall structure Razia made appear, then perform a vertical wall run up it. At the top of your wall run, jump to the wall on the right, execute another vertical wall run, then jump back to the left to reach the walkway at the top of the restored wall section.



The four massive statues in the center of the temple (including one of Razia) represent the leaders of the four tribes of the Djinn. When King Solomon formed his empire, he allied with the four tribes of Djinn and together they created cities the likes of which the world had never seen. Razia's people specialized in water, creating aqueducts and bringing life to the desert. But some Djinn resented working with the humans. Rataash was one of the Djinn who rebelled against the alliance, using his powers to create the sand army. The four tribes of Djinn joined forces with King Solomon to repel Rataash's army. But many died before a way was found to confine the army within the seal. Few Djinn survived the battle with the sand army, and those that did moved far away. Razia agreed to stay behind and guard the reservoir, supplying Solomon's kingdom with water.



Suddenly, Razia turns into water and disappears as a massive troll approaches. As you regain control of the Prince, roll directly toward the troll, passing between his legs. As you did with Rataash and Malik, stay behind the troll at all times and slash away at his legs. However, watch his right foot. If he raises it, roll away to avoid taking damage from his stomp attack.

When the troll's health is down by 25%, several wraiths and spectres emerge from the temple's floor. Activate the ice blast power and continue hacking away at the troll's legs, rolling as necessary to stay behind him or avoid a stomp attack. Ice blast increases the damage of your sword attacks while injuring the nearby enemies. Trail of flame is equally effective here, so activate the power you've upgraded the most to maximize damage output.

The troll drops to a knee when his health dips to 50%. Rush toward him and jump up into the air to initiate an aerial slash. As the Prince leaps into the air, keep an eye on his sword. When the Prince's sword flashes, press the attack button to score a critical strike, reducing the massive troll into a pile of sand. Once the troll is down, eliminate the remaining wraiths and spectres.



Advance along the walkway and turn right in the next room. Wall run toward the red banner and slide down to the temple's floor. Razia then reappears to give you a quick history lesson.



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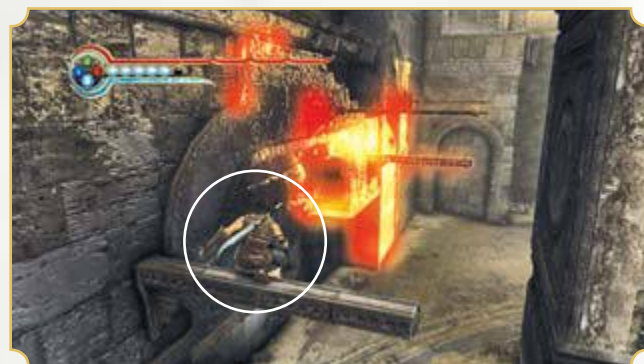
Following the fight, Razia reappears. Apparently the sand army's power is interfering with her own power. This is why she turned into water when the troll approached. She suggests moving on before something worse happens. Using her powers, she allows you to see an old wall segment ahead.

TIP

Following the cutscene, consider scouring the temple floor for vases, especially if you're low on health and energy.



Press the recall button to restore the wall section Razia revealed. Perform a vertical wall run and then jump to the pole behind you. Swing and jump across a series of three more poles until you reach the post sticking out of the wall ahead.



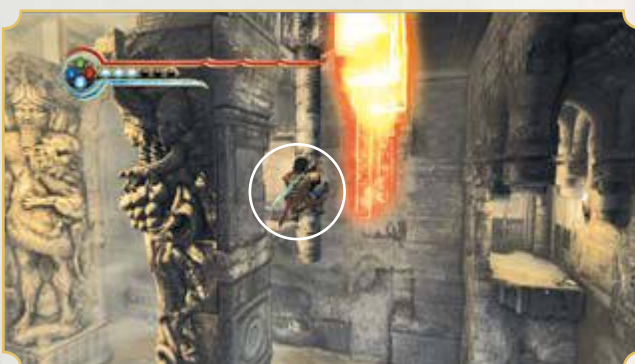
On the post, press the recall button again to restore the next wall section. Jump to the pole and then swing and jump toward the next post. Leap toward the second pole, then swing and jump toward the wall straight ahead. As you contact the wall, immediately execute a vertical wall run to climb up to the platform above.



On the platform, turn right and press the recall button to restore a pole sticking out of the wall. Jump to the pole, then swing and jump over to the nearby post. While standing on the post, press the recall button again to reveal the next pole. Jump to the pole and then swing and jump over to the next platform.



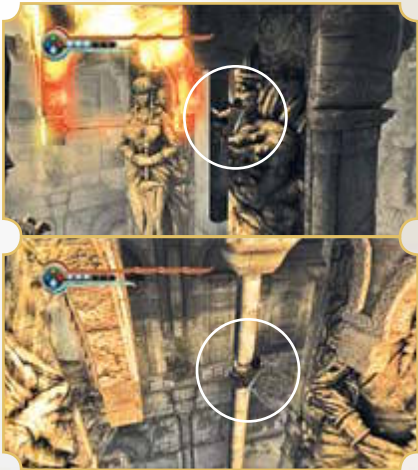
Turn right on the platform and restore the wall section to the left. Wall run across the restored wall section and then jump over to the nearby stone column suspended from the ceiling.



Leap to the next stone column and then press the recall button to restore the next two stone columns in this row. Jump across the two restored columns, then continue to the next column, finally leaping to a set of exposed bricks on the far wall. Climb down and left along the exposed bricks and then wall run toward the next platform.



Shimmy left along the ledge, then press the recall button to restore the nearby wall section. Perform a horizontal wall run along the new wall, and then jump to the stone column behind you.



While holding onto the stone column, press the recall button to restore the pole just ahead. Leap over to the pole and begin swinging. A faint outline of a second pole can be seen just ahead, but you can't restore it yet. Instead, jump toward it, then press the recall button while in midair, gripping the second pole just before you fall.

As you jump from the second pole, press the recall button to restore this stone column. Just below is the faint outline of a post sticking out of the wall. Jump toward it and then press the recall button to restore the post before landing on it.

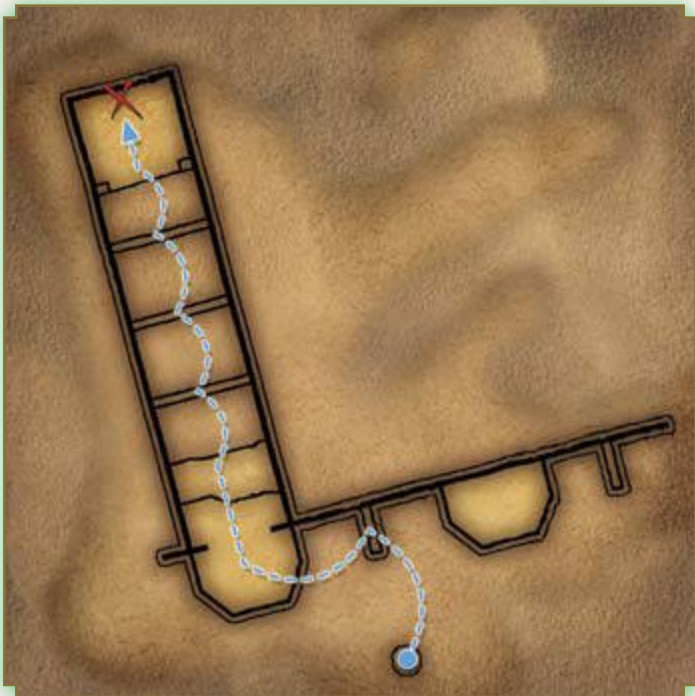
On the platform, press the recall button to restore this wall section on the left. Now, wall run up the new wall on the left, then jump to the right. As soon as you contact the wall on the right, execute another vertical wall run to reach a ledge set into the temple's perimeter wall.



SARCOPHAGUS 15



When you land on the post, turn left and then jump toward the nearby platform, pressing the recall button to restore it while you're in the air. Enter the doorway to spot a sarcophagus at the end of this passage filled with three bladed pendulums. First, restore the edge of the walkway and then leap toward the first wooden beam, restoring it while in midair. Jump toward the second wood beam and press the recall button again before landing. From there it's a quick jump over to the alcove where the sarcophagus and several vases are located. Smash them all to score some XP, health, and energy. Repeat the same steps to safely return to the post outside.



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From the post, head toward the red banner at the end of this corridor. To reach it, restore the nearby platform first. Upon crossing the platform, jump and restore the post ahead to land on it before you fall to the temple floor. Next, jump across to the next walkway and then leap toward the red banner, sliding down into the next room.

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After sliding down the banner, turn around and approach the nearby waterfall. Look

over the railing to spot another sarcophagus behind the waterfall. Jump over the railing and drop down into this low area. Step behind the waterfall and smash the sarcophagus along with a few vases.



Now it's time to get back up to the walkway. Exit the chamber behind

the waterfall and restore the damaged wall beneath the walkway. Now freeze the waterfall and wall run up it, jumping back to the restored wall on the right. As you contact the wall, execute another vertical wall run to grip the walkway's railing and pull yourself up.



Move back toward the banner you slid down earlier and restore this wall section nearby. Wall run up the new wall, then jump to the wall behind you. Execute another vertical wall run, then jump back to reach the walkway at the top of the new wall section.



From the elevated walkway, wall run toward the circular switch on the wall just above the stone door. As you run over the switch, the door below opens for a brief moment. After hitting the switch, continue running across the wall toward the red banner. Slide down the banner to return to the floor and then pass through the open doorway while the stone door is still raised.

The next corridor is lined with buzz saw traps ascending and descending the walls. Use horizontal wall runs to advance past each set of traps. When you reach this set, wait for all three buzz saws on the left to move up, then race past them. At the end of the wall run, turn and jump to the ledge on the wall to the right, using a vertical wall run to grab hold. Shimmy to the left along the ledge and then wall run past the next set of buzz saws, leaping to the passage on the left.



In the next passage, you land directly on a spiked floor section. As soon as you land, start running to avoid getting punctured. Execute a vertical wall run just ahead to climb a set of exposed bricks. At the top of the bricks use another vertical wall run to pull yourself up into the throne room. Smash some vases on your way to the throne where you're reunited with Razia.

REKEM'S THRONE ROOM

ACHIEVEMENTS/TROPHIES

NAME	DESCRIPTION	GAMERSCORE	TROPHY	UPLAY
Prince of Wind	Defeated 50 enemies while using the Whirlwind	15	15 (Bronze)	—

Sarcophagus Collectibles: 1
Enemies Encountered:

- Scarabs
- Spectres
- Wizards
- Wraiths
- Troll

As you approach the large stone throne at the far end of the room, Razia materializes nearby. She says that there's a secret passage beneath the throne, originally designed as an escape route. It's up to you to figure out a way to move the massive throne and reveal the passage. But Razia warns that the passage beyond the throne room is filled with traps, though she is uncertain if they're still functioning.



Following the discussion with Razia, a swarm of scarabs appear behind you, joined by a few spectres. If you have enough energy, activate the stone armor power and begin slashing away at the scarabs. Draw the scarabs away from the spectres by rolling away. The scarabs are much faster than the spectres and will follow you. This allows you to focus solely on the scarabs while your stone armor is active. Eliminate all the scarabs, then turn your attention to the spectres. Knock each spectre to the ground and stab it before it can get back up.



Following the fight, return to the throne and turn left, looking for this set of exposed bricks on the nearby wall. Climb to the top of the bricks and use the recall power to make a pole appear nearby. Push to the left side of the bricks and perform a horizontal wall run to reach the pole.



The next maneuver is tricky, requiring you to move between two recalled features. Start by jumping from the wooden beam toward the wall straight ahead. As you contact the wall, perform a vertical wall run and press the recall button to restore the pole on the wall behind you. At the end of the vertical wall run, jump toward the restored pole. If you prefer, you can jump first and restore the pole while in midair. Either way, be ready to rewind time if you fall.



As you swing from the restored pole, reverse directions and swing back toward the wall now ahead of you, jumping over to the ledge. Shimmy left along the ledge and restore the nearby wall section, featuring another ledge. Execute a horizontal wall run to reach the new ledge, then continue shimmying to the left. Next, wall run toward the faint outline of a platform on the left. While running along the wall, press the recall button to restore the platform before landing on it.



After landing on the platform, wall run up the chamber's perimeter wall to reach another ledge. Just above it is a second ledge. Execute another vertical wall run to reach the ledge above. Shimmy to the left along the second ledge and press the recall button to restore a wall section to the left, sporting yet another ledge. To reach it, execute a horizontal wall run to the left, then jump to grab hold of the ledge.

Shimmy to the right along the ledge, and then drop down to a lower ledge set into the large stone column below. While on the column's ledge, press the recall button to restore the platform below and drop down to it. Before restoring the platform, make note of the wooden platform below it—that's where you're going next.



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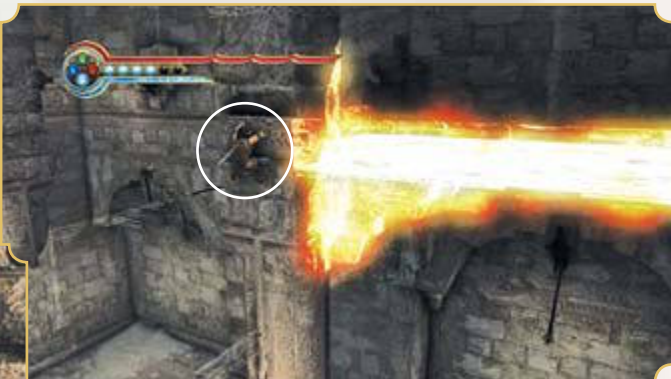


Stand toward the center of the platform and press the recall button. The platform disappears, causing you to fall to the wooden platform beneath. Here you find another sarcophagus and several vases. Smash them all to gain XP, health, and energy.



From the wooden platform, step onto the post suspended above the floor. Turn left and jump over to the stone post sticking out of the nearby column. The stone post you're standing on is a recalled feature and so is the post on the opposite side of the room. Jump toward the opposite side of the room and press the recall button in midair to restore the next post before you land.

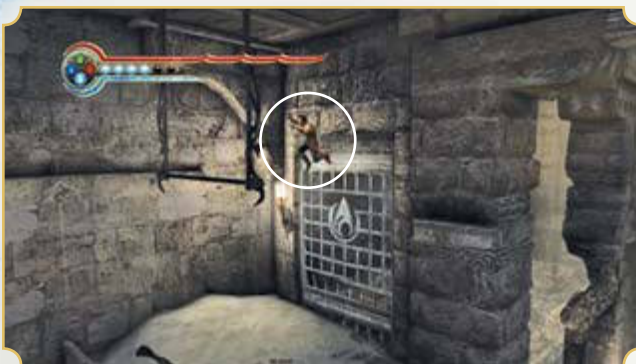
Wall run up the column to reach a small ledge. While hanging from the ledge, press the recall button to restore the platform to your right. Shimmy toward the platform and pull yourself up and over the railing.



Next, move toward the large iron gate and roll beneath it to reach the platform on the other side.



After passing through the gate, wall run up the nearby square column to reach a ledge. Perform a second vertical wall run to reach a second ledge above. This ledge is damaged, so restore the ledge to the left and shimmy across it to reach the other side of the room. Drop from the ledge, down to a ledge on the column below. Drop again to reach the next platform.



Don't swing and jump from the pole switch. Instead, drop down to the platform and turn toward the outer wall. Wall run up to a ledge set into the wall and shimmy to the left. Restore the ledge below, then drop down to it, continuing your advance to the left along the outer wall.

On the new platform, wall run up the nearby gate and then jump to reach the pole switch suspended from the ceiling. Pulling this switch causes the throne to move to the side, revealing the passage Razia told you about earlier. Now you just need to find a way back down to the floor.



The next ledge to your left must be restored while performing a horizontal wall run. Initiate the wall run to the left and then press the recall button to restore the next ledge. Next, wall run up the wall to reach the ledge above. Shimmy to the left along the upper ledge, then wall run toward the banner on the left. Slide down the banner to return to the throne room's floor.



Approach the hole in the floor near the throne, but don't jump down—you won't survive the fall. Instead, drop along the side, grabbing the edge. From there, drop down to the set of exposed bricks on the wall below and climb down into the secret passage.



As Razia warned, the passage is filled with traps. Turn to the wall on the left and wait for the nearby buzz saw to move past you to the left. Take this opportunity to perform a vertical wall run to reach the ledge above and immediately shimmy to the right. If the buzz saw returns and poses a threat, execute another vertical wall run to dodge it, then drop back down to the ledge once the buzz saw passes. From the right side of the ledge, wall run toward the next ledge, timing your run to avoid another buzz saw along the way.



Shimmy right along the ledge, following the nearby buzz saw as it moves along its horizontal track. A second buzz saw moves in the opposite direction on the track below. As this second buzz saw passes beneath you, drop to the next ledge below. Now watch the bladed pendulum swinging behind you. When it swings toward the nearby wall, jump to the stone beam behind you.



Leap past the next bladed pendulum onto another stone beam. From there, jump toward the ledge on the wall to the left, performing a vertical wall run to reach it. Shimmy right along the ledge and then wall run past a pair of buzz saw traps to grip a set of bricks. Wall run past the next two sets of buzz saw traps, grabbing the bricks in between each set. Continue your horizontal wall run advance along this wall until you reach the walkway ahead.



Back on solid ground, step on the circular switch to open the door at the end of the passage. Once it's completely open, run toward the doorway, rolling across the spiked floor sections and beneath the arrow traps.



In the next chamber, you're ambushed by a large swarm of scarabs while a distant wizard lobbs explosive projectile attacks. During this fight, continue moving while slashing away at the scarabs. If you stay in one spot, the wizard will have an easy time hitting you. If you have energy, activate stone armor to protect yourself from these enemies. The whirlwind power is also very effective here, allowing you to clear out most of the scarabs. If you've used the whirlwind power before, taking out the scarabs here may earn you the *Prince of Wind* achievement/trophy. If not, look for more opportunities to use the whirlwind attack against large swarms of scarabs.

Once all the scarabs are eliminated, go after the wizard on the nearby platform. Jump toward the wizard and use a dash attack to plow through him.



Freeze the water jets ahead, then swing and jump across the poles toward the next platform. Another wizard appears on this platform, so move quickly

before he can launch an attack. As you release from the second pole, execute a dash attack to slam into the wizard. A few wraiths emerge from the platform's floor once the wizard is gone, so be ready to kick them off the edge.

Don't linger on the next platform very long—another wizard attacks from a platform above. Take out the wraiths and then freeze the nearby waterfall. Wall run up the frozen waterfall, then jump toward the wall on the left, executing another vertical wall run upon making contact. Jump back to the frozen waterfall, wall run up it, then jump back to the wall on the left. As you make your final leap back toward the waterfall, release the freeze button and execute a dash attack. This allows you to pass through the waterfall and slam into the pesky wizard on the next platform.



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Keep moving when you reach the next platform. Freeze the waterfall on the left, then wall run across it. As the Prince slows and turns, jump toward the wizard on the right and take him out with a dash attack.



Battle a small group of wraiths on this platform while dodging the explosive attacks of another wizard. Either finish off the wraiths or charge straight toward the wizard on the next platform, using a dash attack to take him out.



Next, turn toward the intermittent water jets on the nearby wall. Freeze and swing across the three poles. As you leave the third pole, release the freeze button and perform a dash attack to take out the wizard hiding behind the waterfall just ahead.



The door ahead is locked, but Razia can open it. However, first you must defeat a swarm of scarabs and a troll. Activate your stone armor, roll behind the troll, and slash at its legs. As you swing at the troll, nearby scarabs are hit, too. The troll's attacks also are likely to take out several scarabs. Your stone armor will protect you against the scarabs, so focus on damaging the troll.

TIP

Deploying a whirlwind attack here can eliminate most of the scarabs while temporarily blinding the troll. If you're still chasing after the *Prince of Wind* achievement/trophy, this is another good spot to score some easy whirlwind kills.



When the troll's health drops below 50%, he slumps to the ground. While standing near the troll, jump to initiate an aerial slash finishing move. As the Prince leaps into the air, press the attack button when his sword flashes. If your timing is just right, the Prince drives his sword into the troll's chest, reducing him to dust. Once the troll is down for the count, smash the nearby vases to stock up on health and energy, then pass through the doorway Razia just opened.

THE SACRED FOUNTAIN

- Sarcophagus Collectibles: 0
- Enemies Encountered:
- Summoners
 - Spectres
 - Scarabs



Regroup with Razia in the next chamber. This is the origin of the city's water source and the reason Razia stayed behind to guard. But Razia is interrupted by three summoners that appear on the room's perimeter. These enemies interfere with Razia's power, causing her to turn back into water. It's up to you to clear this chamber.

Eliminate the three summoners before they can fill the room with spectres. Kick each summoner to the ground and stab him before he can get back up. Ignore the spectres until all three summoners are dead.



If you took out the summoners in a timely manner, there should only be a few spectres to contend with. Deploy basic sword attacks to deal with these guys, saving your energy for later. To finish the fight quickly, knock the spectres to the ground and stab them. Combo attacks and aerial slashes also are effective, but take much longer to produce lethal results.

Once all the spectres and summoners are reduced to dust, Razia reappears and opens the doorway leading into another trap-filled corridor. Take one set of traps at a time, carefully timing your movements to get past the bladed logs. Also, watch out for the spiked floor sections and arrow traps, utilizing rolls to advance past them without a scratch.

A few scarabs emerge from the floor in the next chamber. Unlike previous swarms, this one isn't very threatening, so don't bother wasting energy on stone armor. Instead, take out the scarabs as soon as they appear to keep the swarm to a manageable size.



Next, use your recall power to restore the wall section ahead, then freeze the nearby waterfall. Wall run across the frozen waterfall and jump to the platform on the right.

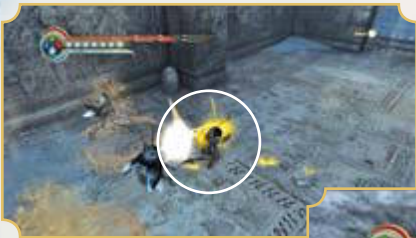
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Another small swarm of scarabs ambushes you on this platform. Once again, save your energy and defeat these enemies with basic sword combos. Afterward, smash the nearby vases to stock up on health and energy.



Turn toward the next waterfall and restore the wall behind it by pressing the recall button. Next, freeze the waterfall and then jump toward it. As you contact the frozen waterfall, immediately execute a vertical wall run, then jump to the wall on the right. Keep ascending the shaft in this fashion until you reach the next walkway above, leading to the reservoir.

THE REKEM RESERVOIR

Sarcophagus Collectibles: 2
Enemies Encountered:

- Troll
- Wraiths
- Ghouls
- Summoners
- Vultures
- Spectres

As expected, the first chamber in the reservoir is filled with several water features you must cross to reach the other side. Start by restoring the wall on the right with the recall power, causing the flowing water to form into a waterfall. Freeze the waterfall and wall run across it. As the Prince turns, jump toward the faint outline of a column suspended from the ceiling. While in midair, restore the column to grab hold of it before falling to the floor below.



From the column, freeze the nearby water spout and then jump over to the newly formed column. Hold on to the column momentarily and restore the damaged walkway below before jumping over to it.

On the walkway, turn toward this large section of damaged pipe. Restore it to form a water spout. Freeze the water pouring from the restored pipe to create a column. Jump to the frozen column and then continue to the stone column just ahead.



Hold on to the stone column and restore the next section of damaged pipe to create another water spout. You know what to do—freeze the water and jump to the column. From the column, jump toward the faint outline of the nearby walkway, but don't restore it yet. Instead, jump from the column and then press the recall button while in midair to restore it before landing. Afterward, jump over to the red banner and slide down to the floor.



As you drop to the floor, a troll emerges from the floor joined by several wraiths, ghouls, and three summoners. Don't panic and keep moving. Roll toward the troll and try to lure a large group of wraiths and ghouls in front of him. When the troll swings his club, roll out of the way and let him take out several enemies for you. The troll will only swing his club if you're nearby, so roll toward him, then roll away as he begins an attack. Continue these evasive moves until the troll has wiped out a large number of the enemies, particularly the ghouls.

Look for opportunities to go after the three summoners. As long as they're standing, they'll simply conjure more wraiths. When you have an opening, kick these guys to the ground and stab them before they can get back up. This stems the flow of reinforcements. Resume your evasive maneuvers and lure the troll into wiping out the rest of the enemies.



Keep attacking the troll until his health drops below 50%. At this point he slumps to a knee. While standing next to the troll, jump into the air to initiate an aerial slash. Watch as the Prince vaults into the air and press the attack button when his sword flashes to execute this brutal finishing move.



When it's just you and the troll, roll behind him and start hacking away at his legs. But remember to watch out for his stomp attack, initiated by his raising his right foot. If this happens, roll away to a safe distance.



NOTE

If you hope to earn the *David and Goliath* achievement/trophy later in the game, execute an aerial slash finishing move on each troll you encounter. This is the third troll you've slain in this fashion—two more to go for the achievement/trophy.

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After the fight, turn to the two waterfalls on the chamber's perimeter wall. Jump through the waterfall on the left and then roll through the low opening in the wall ahead to access a secret room. Inside is a sarcophagus and several vases. Smash them all to stock up on XP, health, and energy and then return to the main chamber where you fought the troll.



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Next, jump and dash to the second vulture. While dangling from the second vulture, quickly press the recall button to restore the nearby stone column and then jump to it.



Now advance toward the lion fountain on the distant platform, creating columns with your freeze and recall powers. While holding on to the last column, restore the damaged section of the platform near the lion fountain, then jump over to it.



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At the platform with the lion fountain, peek over the left edge to spot a series of exposed bricks below. Drop down to the bricks and climb to the bottom of the set. Push out to the left of the bricks and wall run toward the nearby ledge.



Shimmy left along the ledge until you can drop to a wooden platform holding a sarcophagus. Smash it and then wall run back up to the ledge and retrace your steps back to the lion fountain above.





At the lion fountain, turn right and restore this large wall section. Once it's in place, wall run up it and jump to the wall on the right, performing a vertical wall run upon making contact. Jump back to the wall on the left to reach the walkway above.

Follow the walkway and then maneuver across the water jets and damaged platforms ahead. Freeze the water jets and then jump and swing on the poles. While swinging to alternate between each pole and platform, restore the next platform ahead, then jump to it. Repeat the process to reach the platform on the other side of the room.



Approach the end of the next platform and restore this wall section to the left. Jump over to the restored wall, execute a vertical wall run, and jump to the wooden platform above.



Now move to the right and navigate across another series of frozen poles and restored platforms. But remember to release the freeze button when jumping through the waterfalls. The last water jet in this series is damaged. So jump toward it, then restore and freeze it while in midair. Then, as you jump from the pole, release the freeze button and press the recall button to pass through the waterfall and grab onto the restored platform. Be ready to rewind time if you fall.



While moving across the wooden platform beyond the water jets, look for a glow of orange light pouring through a hole in the wall. Roll through the hole to find a secret chamber filled with vases. Smash the vases to replenish some health and energy, then roll back through the hole in the wall to resume your advance.



Move to the end of the wooden platform and restore the two water pipes above to generate two intermittent water spouts. Wait until the nearby water spout is active and then freeze it. Jump to the new column and leap toward the next water spout, freezing it while in midair. Climb to the top of the second column and jump over to the next wooden platform.



Restore two more broken pipes here to create two more intermittent water spouts. Freeze and jump across the two columns here to reach the next platform. Smash the vases on the platform and then enter the passage on the left.



The next corridor is filled with swinging traps and damaged floor sections. Restore the floor sections ahead of you, taking it one at a time. In more than one instance this requires you to jump over a swinging trap and press the recall button while in midair before landing on a restored floor section. Also, watch out for the arrow traps on the walls and roll beneath them to avoid getting punctured.



When you reach this corner, turn to the left and restore the floor section in the next span of the hall. Then wall run along the wall on the right and jump over to the new floor section, avoiding the swinging trap along the way. For best results, initiate your wall run as the trap swings to the right.



Beyond the corridor, a small group of wraiths and spectres wait to ambush you on the next platform. There's very little room to maneuver on this tiny platform, so be careful not to roll or jump off the ledge. Either lure the enemies back into the previous corridor and take them on one-on-one or activate a whirlwind attack to send your enemies flying off the platform.



The next sequence is reminiscent of the collapsing staircase back at Solomon's tomb. Start by freezing the nearby waterfall and wall run across it toward a ramp. As soon as you land on the ramp, you begin sliding. Restore the damaged piece of ramp ahead, then freeze the next waterfall and wall run across it toward the next ramp. Continue spiraling down the cylindrical shaft in this fashion, restoring damaged ramp pieces and wall running across frozen waterfalls. If you happen to fall, simply rewind time so you don't have to start the whole sequence over.



At the end of the last ramp, leap toward the red banner on the opposite wall and slide down into Solomon's vault.

SOLOMON'S VAULT

ACHIEVEMENTS/TROPHIES

NAME	DESCRIPTION	GAMERSCORE	TROPHY	UPLAY
Prince of Water	Defeat 50 enemies using the Ice Blast	15	15 (Bronze)	—
Acrobat	Jump on enemies 30 times in a row without falling or using the Power of Time	30	15 (Bronze)	—
Power of the Djinn	Razia becomes part of sword	30	15 (Bronze)	—
Elemental Control	Upgrade one power to level 4	20	30 (Silver)	—

Razia joins the Prince in the next chamber, explaining that the statue of King Solomon must be rotated. When the statue faces the vault, it will open, allowing you to retrieve the sword needed to defeat Malik. Razia goes on to share her recollections of King Solomon, but she soon turns back into water, indicating the denizens of the sand army are near.



armored chargers in sight and back away from them, luring the rest of the enemies toward you. As the armored chargers begin their attack, quickly roll out of the way as they plow through the crowd of wraiths and spectres. Continue moving along the perimeter of the room, luring the remaining wraiths and spectres toward you, then letting the armored chargers take them out. Keep it up until only the two armored chargers remain.

The armored chargers will only become stunned if they slam into a wall at full speed. Stand with your back against one of the perimeter walls and lure one or both armored chargers into running at you. At the last moment, roll out of the way as they run into the wall. When the armored chargers are stunned, they crouch and remain motionless for a few seconds. Take this opportunity to hit them with power attacks—this is the only way to inflict damage, and this is the safest time to do it. But while attacking one stunned armored charger, keep an eye on the other to avoid getting surprised. Also, when the stunned armored charger regains his composure, he pounds his fists into the ground, creating a radial shockwave. Roll out of the way before he can initiate this attack.

TIP



Once you've stunned one armored charger, lure the second one into running into his buddy. Simply stand behind the stunned armored charger, using his body as a shield. The resulting collision damages the stunned armored charger and stuns the attacking armored charger.

Sarcophagus Collectibles: 1
Enemies Encountered:

- Armored Chargers
- Wraiths
- Spectres
- Summoners
- Scarabs
- Ghouls
- Vultures



Suddenly a pair of armored chargers emerge from the floor, joined by scores of wraiths and spectres. Keep the two

CAUTION

As you move around the room, continually rotate the camera view as necessary to keep the armored chargers in sight. If you lose sight of one of the armored chargers at any time, you run the risk of getting run over.



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As the armored chargers take damage, their skin takes on a sandy tone and texture, indicating they're nearly finished. Continue luring them into walls to stun them, then attack. For best results, focus your attacks on one armored charger at a time. Once one armored charger is removed from the floor, the other one is much easier to take out.



Once the two armored chargers have been defeated, three wizards appear on the platforms above the room. If you're low on health and energy, smash the vases found in the corner of the room. But don't linger in one spot too long, otherwise you'll be hit by one of the wizards' explosive attacks. When you're ready to move out, restore the wall piece in the recessed alcove on the room's perimeter to produce a water spout. Freeze it, execute a vertical wall run on the outer wall, and then jump to reach the column. Climb up the column and turn toward the platform in the corner occupied by a lone ghoul. Jump toward the ghoul and perform a dash attack to plow through the enemy and reach the platform. The dash attack may not kill the ghoul, but only knock him to the ground, so follow up by stabbing him before he can get back on his feet.



Now turn to the next platform in the opposite corner of the room, occupied by one of the pesky wizards. Jump and dash toward the vulture near the platform first. Upon grabbing hold of the vulture, jump and dash into the wizard to land on the platform.



Restore the damaged wall section ahead to produce a water jet and water spout. Freeze the nearby water pole and jump to it. Upon landing on the pole, make sure you're properly aligned with the water spout ahead. If you're off, shimmy to the left or right until you're in the center of the pole, then swing and jump toward the water spout. Release the freeze button in midair and wait for the water spout to activate before freezing it and gripping the column. From the column, jump and dash toward the wizard on the next platform. The final wizard on the neighboring platform can be eliminated with a simple jump and dash.

In the next chamber, you're ambushed by several wraiths, scarabs, and two summoners. Immediately activate your stone armor and begin swinging away at the scarabs surrounding you. Once all the scarabs have been eliminated, turn on the summoners, kicking them both to the ground and stabbing them. Finally, clear out the remaining wraiths. If you have the energy to spare, activate your ice blast power to lay waste to these enemies in record time. By now you should have enough ice blast kills (50) to earn the *Prince of Water* achievement/trophy.



TIP



If you want to try and earn the *Acrobat* achievement/trophy, this is a good spot to do it, thanks to the large concentration of wraiths. First, eliminate all the scarabs so only the summoners and wraiths remain. Now jump from one wraith to the next, crowd surfing across the group without touching the ground. You must jump across 30 enemies in this fashion without falling or rewinding time to earn the achievement/trophy.

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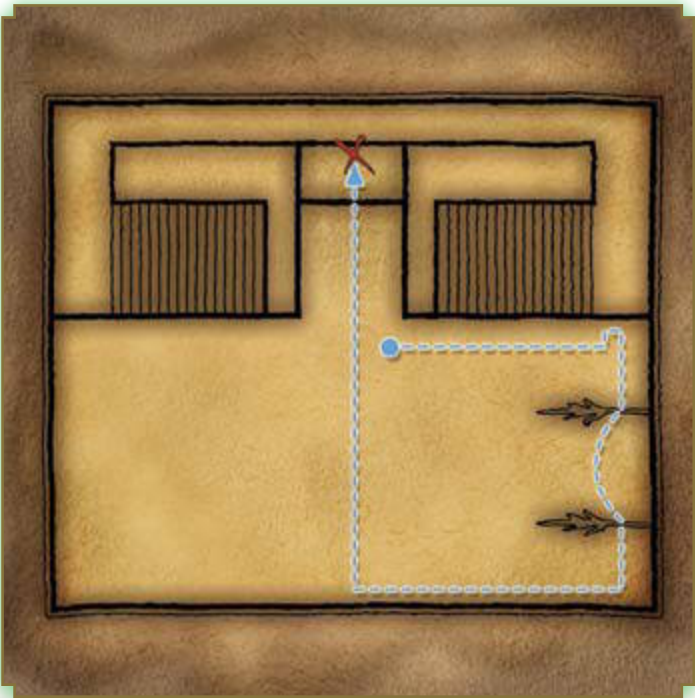
Another sarcophagus is locked away in the gated room in this chamber. You must find a way to open the gate. Start by wall running up toward this circular switch to the right of the gate. At the top of the switch, jump toward the water jet behind you, freezing it as it activates. Swing and jump from the pole to the next water jet, freezing it as it activates.

While swinging from the second pole, restore the damaged wall section ahead. Now jump toward it and execute a vertical wall run to reach the ledge above. Shimmy to the right along the ledge until you can see another circular switch above the archway to the right.

Perform a horizontal wall run toward the circular switch to temporarily open the gate, clearing a path to the sarcophagus. As soon as you step on the switch, jump away from the wall, landing in the center of the room below.



Immediately execute a series of rolls toward the gate before it closes. Rolling is the only way to make it through the gate in time, so don't hesitate. Once inside, smash the sarcophagus and the vases to gain a boost of XP health, and energy. To exit the room, wall run up the wall to hit the circular switch just above the spot where the sarcophagus stood. This opens the gate, allowing you to exit.



Upon exiting the gate, turn to the damaged wall on the left and restore it. Wall run up the restored wall and jump toward the damaged wall on the right. While in midair, restore the wall on the right, then wall run up it to reach the staircase above. Follow the steps and adjoining walkway toward the vault door. Now you need to find a way to rotate the nearby statue so it faces the door.

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Look for the stone column suspended from the ceiling to the left of the vault door. Wall run up the outer wall, then jump toward the column. While holding onto the column, restore the two damaged columns to the left.



Jump across the next two columns and then jump across the two poles sticking out of the wall ahead. From the second pole, jump to a wooden post sticking out of the adjoining wall. From there, jump to the neighboring post and onto a platform where you find a lever and a circular switch.



Rotate the lever 180 degrees, so the statue's outstretched arm is pointing at the closed vault door. Next, step on the circular switch to open the vault door. The vault door will only remain open while the switch is pressed down, however, you can delay the closing of the door by using your freeze power.



As soon as you press the freeze button, step off the switch and race toward the vault door. Retrace your steps across the posts, poles, and columns, all while holding down the freeze button. On the last column, leap toward the vault door and execute a series of rolls to pass through the doorway before it seals shut.

TIP

Speed is essential when racing toward the vault door. To pick up the pace, jump across the poles as quickly as possible without performing a full rotation on each pole. Swinging on the poles is unnecessary and only slows you down.

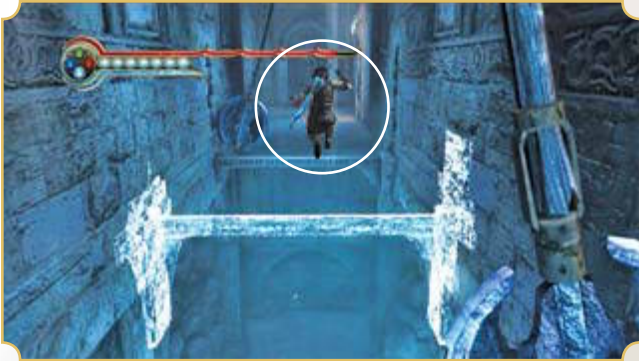
Inside the vault, the sword Razia spoke of earlier is embedded in a demonic-looking skull. The Prince pulls the sword free and hopes Malik will forgive him for what he must do.

The next corridor requires you to maneuver past a series of traps while restoring damaged floor and wall sections. As usual, take it one trap at a time, studying the damaged sections before proceeding. At times you must leap from one restored section to another, requiring you to press the recall button in midair. Continue your advance until you spot a portal on the wall to the left. Step through the portal to visit Razia once more.





Razia feels they must not delay any longer. As the Prince hands the sword to Razia, she disappears and becomes part of the weapon. Her Djinn magic is now infused within the sword. Only the power of one Djinn can destroy another giving the sword the capability to defeat Ratash. But Razia isn't gone. She can still speak to the Prince through the sword. Before exiting back through the portal, smash the vases at both ends of the walkway to replenish some of your health and energy. Now that Razia is part of the sword, you automatically earn the *Power of the Djinn* achievement/trophy.



After emerging from the portal, turn left and head down the next corridor filled with bladed pendulum traps. Time your movement past each pendulum, jumping across the wooden beams suspended over the pits. One beam must be restored before jumping to it, so pay close attention.



As you enter the next room, the doors slam shut and several wraiths, spectres, and ghouls emerge from the floor. Time to try out your new sword! Start swinging away at the crowd of enemies, performing a series of combos to cut through the opposition. Not only does the Razia sword inflict more damage, but it can cut through the shields of the ghouls. Hit ghouls once to stun them, then hit them again to kill them. Don't bother kicking these enemies or wasting your energy on powers. Simply perform one combo after another until the room is clear. Even Razia is impressed by the effectiveness of her magic.



Advance through another corridor filled with a few bladed pendulums, then enter another room filled with more enemies. There are even more wraiths, ghouls, and spectres in this cramped room, making it nearly impossible to avoid getting surrounded. Activate your stone armor and start swinging away with the Razia sword. The stone armor prevents you from taking damage for a limited period of time, so don't worry about the enemies slashing at your back. Instead, keep swinging the sword until all the enemies are eliminated.

Pass through the next corridor to reach a balcony occupied by a ghou and two wraiths. Slice through these enemies and then turn to the neighboring balcony on the right where a wizard has just appeared. Quickly jump and dash into the wizard to reach the next balcony. There you're ambushed by a few ghouls and spectres.



Eliminate the ghouls and spectres and then restore the wall piece above the balcony to reveal a pole. Wall run up the wall to the left of the closed gate, then jump to reach the restored pole behind you.



Swing on the pole and jump toward a vulture flying in the distance. Dash to the vulture, then jump and dash through two more vultures, eventually dropping on the large platform in the center of the chamber.

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As you drop to the platform, be ready to take on more wraiths, spectres, and ghouls. There isn't a ton of room to maneuver here, so activate your stone armor to protect you from attacks while swinging away at the enemies with the Razia sword.

NOTE

If you haven't already, consider upgrading your trail of flame, stone armor, whirlwind, or ice blast power to level four. By now you should have more than enough upgrade points to fully upgrade one of these powers, earning the *Elemental Control* achievement/trophy.



Eliminate all the enemies and then turn to this damaged piece of staircase across from the platform. Restore it and jump over to it, pulling yourself up to the small walkway above.



Next, turn to the faint outline of a column suspended from the ceiling. Press the recall button to restore it, then jump onto it. From the column, jump and dash toward the nearby vulture. While dangling from the vulture, quickly restore the nearby balcony and then jump onto it.



Wall run off the edge of the balcony and leap toward the outline of a column suspended from the ceiling. Quickly press the recall button in midair to restore the column before you fall. Jump and dash toward the vulture in the distance and restore the nearby column while wrestling with the creature. Jump to the column and then down onto the small platform below. From the small platform, jump to the large platform below and prepare for another big fight as you near the King's Tower. Now that you have the sword it's time to make your ascent back up into the palace.

THE KING'S TOWER

ACHIEVEMENTS/TROPHIES

NAME	DESCRIPTION	GAMERSCORE	TROPHY	UPLAY
Got Walkthrough?	Find and break every sarcophagus	50	90 (Gold)	—

Sarcophagus Collectibles: 1
Enemies Encountered:

- Troll
- Spectres
- Ghouls
- Summoners
- Vultures



As soon as you drop to the next platform, a troll emerges from the floor, joined by several ghouls, spectres, and summoners. Activate your trail of flame and begin rolling around the platform. Roll through the large group of enemies while avoiding the troll's attacks. Make an effort to take out the three summoners as quickly as possible, otherwise they'll just keep producing more spectres. While it's important to avoid the troll's attacks, don't roll too far away from him, otherwise he'll stop swinging his giant club. Luring him into swiping at the spectres and ghouls is the quickest way to clear this platform of enemies.



When only you and troll remain, roll behind him and start slashing away at his legs. The Razia sword does incredible damage, allowing you to deplete the troll's health with only a few swings. But don't finish him off with basic sword attacks. When his health drops below 50%, wait for him to drop to a knee and then initiate an aerial slash finisher. As the Prince leaps into the air, press the attack button when his sword flashes to successfully perform the maneuver, eliminating the troll.

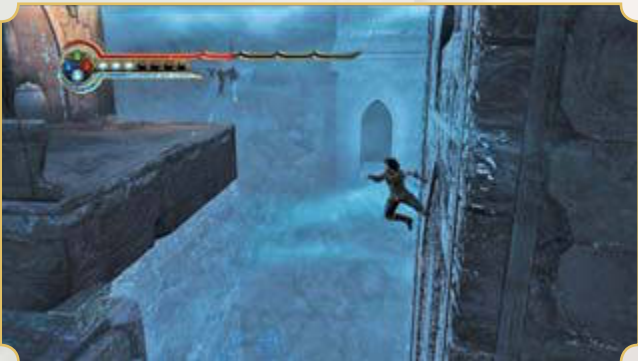


The nearby tower is in bad shape, but it's the only way to get back up to the palace. Defeating the troll opens a large door at the end of the platform. Step inside the next room and restore the wall on the left. Wall run along the restored wall, then jump. While in midair, press the recall button to restore a pole in front of you. Swing and jump from the pole, restoring a second pole in midair. From the second pole, jump to the wall straight ahead and execute a vertical wall run upon making contact to reach a ledge.

The next sequence takes some careful timing, so be ready to rewind time if you fall. Shimmy right along the ledge and restore the wall section behind you. Execute a horizontal wall run to the right, then jump to the restored wall section. As soon as you make contact with the wall, perform a vertical wall run and jump to the wall on the left.



Wall run up the left wall and then jump. In midair, press the recall button to restore a column suspended from the ceiling. Jump toward the balcony ahead, restoring a second column along the way. Jump from the second column to the balcony.



Step to the edge of the balcony and restore the large wall section just ahead. This is another difficult maneuver, so be ready to rewind time if you mess up. Start by jumping to the restored wall on the left and wall run up it. As you jump at the top of the wall run, press the recall button to restore the wall on the right. Wall run up the restored wall on the right, then jump to the next balcony on the left.



From the new balcony, turn toward a pair of vultures hovering in the distance. Jump and dash to the first vulture, then jump and dash to the second one. While dangling from the second vulture, press the recall button to restore the nearby column and then jump onto it. Restore a second column nearby and jump over to it. From the second column, jump and dash to grab hold of another vulture, then restore a third column and hop onto it.

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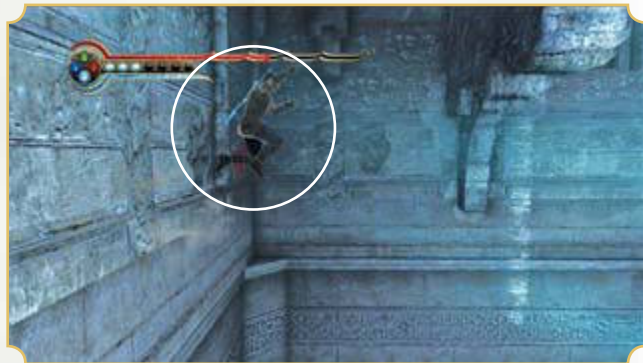
From the third column, jump and dash across two more vultures. As you hang from the second vulture, restore the nearby platform and jump down to it.

Jump from the balcony toward this pole, restoring it in midair. Swing and jump from the first pole to a second pole, pressing the recall button in midair to restore it. Jump from the second pole to the wall straight ahead, grabbing the exposed bricks. Climb as high as you can go on the bricks, then execute a vertical wall run to reach the platform above.



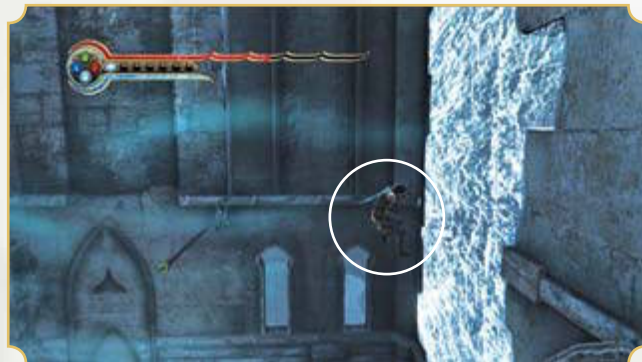
Smash the vases on the platform to replenish some of your health and energy. Next, turn to this damaged platform and restore it before jumping to it. Enter the next room and prepare for another difficult series of maneuvers.

Start by wall running along the wall on the left, then jump toward the faint outline of a column on the right. Restore the column while in midair to grab hold of it.



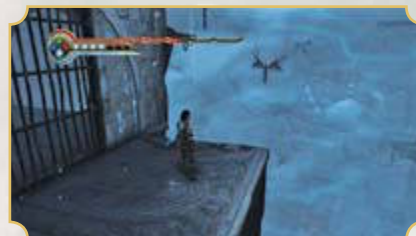
Catch your breath while swinging on the pole. When you're ready to continue, jump toward the wall on the right, restoring it in midair. Wall run up the restored wall and then jump to the left, restoring a column suspended from the ceiling.

Now comes the hard part. From the column, jump toward the wall on the right, restoring it while in midair. Wall run up the wall on the right and jump back to the left, and restoring the wall on the left before making contact. Wall run up the left wall and then jump toward a pole to the right, restoring it in midair.



You've almost made it to the end of this difficult sequence. From the column, jump to the outline of a column ahead, restoring it while in midair. Next, jump to the platform ahead, restoring it before landing. From there, leap to a second platform outside, restoring it in midair.

Next, turn toward the vultures hovering in the distance. Jump and dash across the three vultures ahead. As you dangle from the third vulture, press the recall button to restore a nearby pole and then jump over to it.



Leap across to a second pole just ahead, restoring it in midair. Swing on the second pole, then jump and dash toward the nearby vulture. Jump and dash across three more vultures.

As you hang from the last vulture, restore the platform behind you, then jump over to it. Restoring the platform before jumping off the vulture makes it easier to orient your jump in the proper direction. If you wait and try to restore the platform while in midair, you may be flying in a different direction, away from the platform.



SARCOPHAGUS 21

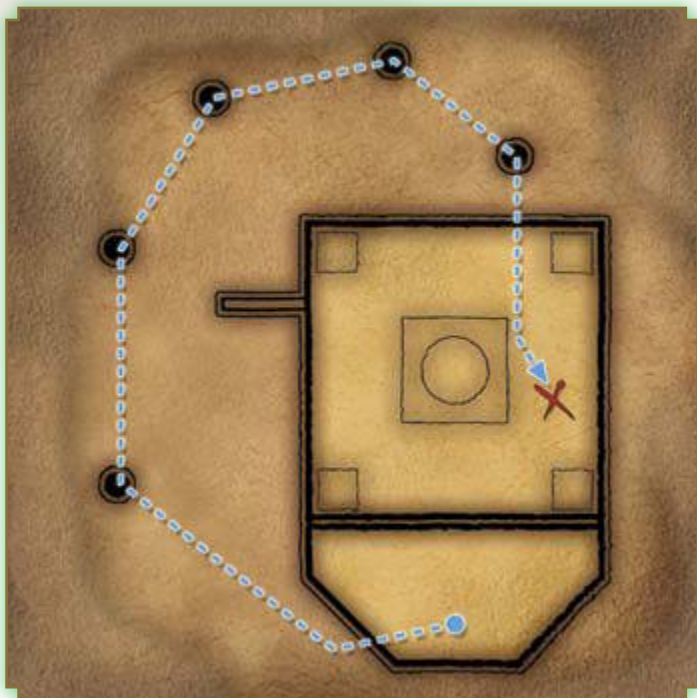


Ready to find the last sarcophagus? Turn to the nearby platform on the right and jump across the narrow gap. As you land on the platform, a series of vultures materialize in the distance. Smash the nearby vases, then jump and dash toward the first vulture.

Jump and dash across a total of five vultures, spiraling around the nearby



tower. When you reach the fifth vulture, jump to the nearby platform where the sarcophagus and several vases are waiting to be smashed. If you've destroyed each sarcophagus up to this point, you earn the *Got Walkthrough?* achievement/trophy for taking this one out. When you're finished collecting XP, energy, and health, step on the circular switch to open the gate and return to the previous platform you restored earlier.



Wall run up the nearby gate on the left to reach this platform. Step onto the wooden post ahead and jump onto the post sticking out of the neighboring platform. Next, jump toward the corridor ahead, restoring the ledge below while in midair.

A series of traps await you in the next corridor. Race across the spiked floor sections and roll beneath the arrow traps. But pay close attention to the bladed column traps. Each set of traps has a clear opening, so study the movement patterns. But even if you get nicked by one of the columns, it won't knock you down and only inflicts minor damage. Still, try to get past each set of traps without getting touched. Continue through the corridor to return to the palace.



THE PALACE

ACHIEVEMENTS/TROPHIES

NAME	DESCRIPTION	GAMERSCORE	TROPHY	UPLAY
Sand Nemesis	Killed 50 enemies in a row without taking damage	30	15 (Bronze)	—
David and Goliath	Finished 5 trolls with the aerial slash	15	15 (Bronze)	—

Sarcophagus Collectibles: 0

Enemies Encountered:

- Summoners
- Spectres
- Ghouls
- Wizards
- Wraiths
- Chargers
- Troll

You've finally made it back to the palace. Through the hole in the ceiling of this chamber the sandstorm can be seen outside whipping up dust and debris. Smash the vases in this room to stock up on health and energy and then perform a vertical wall run to activate the circular switch on the wall opposite of the closed stone door. Stepping on the switch causes the door to lift for a very limited amount of time. As soon as you step on the switch, jump toward the door and execute a series of rolls until you can make it through the open doorway.



In the next room, a trio of summoners appear on a balcony and conjure a small army of spectres and ghouls. Activate your trail of flame power and start rolling across the floor to eliminate the enemies, focusing primarily on the ghouls. As the ghouls are eliminated, they won't be replaced by the summoners. Instead, the summoners only conjure more spectres.

Fight the instinct to go after the summoners right away. Instead, let them continue spawning spectres on the floor, giving you an almost endless group to slaughter. Using the Razia sword, slice through one spectre after another—all it takes is one hit with this sword to take out each spectre. This is the best area in the game to earn the *Sand Nemesis* achievement/trophy, requiring you to kill 50 enemies without taking damage. So keep up the attack until you've eliminated the 50 requisite spectres.



When you've had enough of the spectres, turn to the circular switch on the room's perimeter wall. Wall run up the wall to activate the switch, revealing a second switch on the opposite side of the room. Activate this second switch with another vertical wall run to drop a golden pole switch from the ceiling.

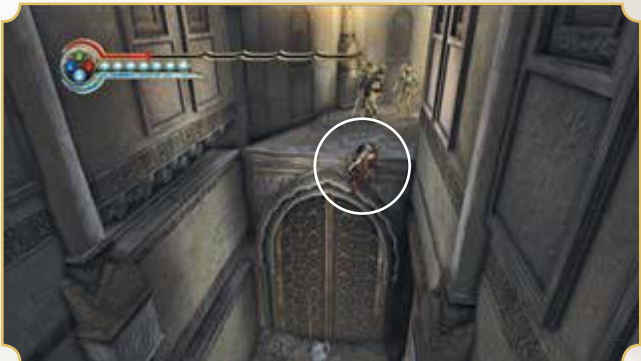




Wall run up the door where you entered the room and then jump to reach the pole switch. Swing on the pole, then jump and dash into the large group of summoners and spectres on the balcony ahead. Hunt down and eliminate all three summoners, then clear out the spectres. A whirlwind attack in the middle of this group is very effective, knocking some enemies to the floor below. Eliminating this group causes the nearby door to open.

TIP

After defeating the summoners and spectres on the balcony, feel free to return to the floor below and finish off the remaining spectres. To get back to the balcony, jump back onto the pole switch, then jump and dash toward the balcony, this time targeting a wizard that conveniently appears just ahead.



Climb the two ledges in the next hallway, using a vertical wall run to reach each. On the second ledge, shimmy to the right and pull yourself up onto the next walkway. Watch out for a group of wraiths and spectres in this corridor. Slice through the opposition (and a few vases) on your way to the next room.

At the end of the corridor, jump and dash toward a wizard to reach the next platform. Once the wizard is eliminated, several wraiths and spectres emerge from the platform. Finish them off, then jump and dash toward another wizard guarding the doorway to the next room.



Run up the wall in this room to activate another circular switch. This opens the nearby door for a limited amount of time. Jump from the switch and then roll through the open doorway.



In the next corridor, turn right and wall run up the window at the far end, jumping to the nearest wooden beam above. Leap to the second wooden beam and then jump toward the circular switch on the wall ahead. As you make contact with the wall, execute a vertical wall run, stepping on the switch, then jump to the next wooden beam behind you. The switch opened the door to the next chamber, but the door will close within a matter of seconds. Quickly hop to the next beam, jump down to the balcony ahead, and roll through the doorway.

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In the next room, leap to a large chandelier suspended from the ceiling. In the cutscene that follows, a charger appears below and slams into the wall, causing the chandelier to sway violently. The Prince eventually falls to the floor below and is surrounded by several ghouls and two chargers. As you regain control of the Prince, activate your trail of flame power and roll through the ghouls while keeping an eye on the two chargers. Once the ghouls are eliminated, take out the chargers one by one, attacking once each one stuns himself by running into a wall.



From the post, jump to the circular switch on the nearby wall. This opens the door on the balcony behind you. As soon as you touch the switch, jump back to the post, then leap to the nearby balcony, rolling through the open doorway before it's sealed.



In the next corridor, wall run along the wall on the left to step on another circular switch. This opens the door at the end of the corridor. After stepping on the switch, jump to the ledge to the right.



After gripping the ledge, drop to the ledge below and shimmy to the left. Execute a horizontal wall run toward the closing door. When you land on the platform below, roll through the doorway before it closes.



In the next large chamber, three summoners appear along with several ghouls and a troll. Stone armor works well in this battle, protecting you from taking damage while attacking the ghouls and summoners. Track down the summoners first and cut them down with the Razia sword to stem the flow of reinforcements. Next, finish off the ghouls, careful to avoid the troll's attacks. When possible, try to lure the troll into swinging at a large group of ghouls.

When the troll is the only enemy remaining, go to work by slicing away at his legs. Remember, roll as necessary to stay behind the troll and avoid his attacks. It only takes a few swings of the Razia sword to drop the troll's health below 50%. Wait for him to drop to a knee, then jump into the air to initiate an aerial slash finisher. When the Prince's sword flashes, press the attack button to reduce the troll to sand. If you defeated the previous four trolls with aerial slashes, you earn the *David and Goliath* achievement/trophy.



Once the floor is clear of threats, step on one of the two circular switches to activate a waterfall and water jet nearby. Use your freeze power, then wall run up the frozen waterfall to jump to the pole behind you. Reverse directions on the pole and jump back toward the frozen waterfall. Upon contacting the waterfall, execute a wall run, then jump to the next pole behind you.



From the pole, jump and dash toward a vulture hovering near the balcony ahead. After grabbing the vulture, leap to the balcony.



On the balcony, approach the lever and rotate it a quarter turn to lower part of the gate below. A second gate still blocks the doorway, so you'll need to rotate the lever on the other side of the room to lower it. Wall run to the nearby banner and slide back down to the floor. Repeat the same steps on the other side of the room to reach the balcony holding the second lever. Once the path is clear, proceed into the next corridor.



Razia suggests heading to higher ground if the Prince wishes to confront Ratash. The tall tower in the distance should be high enough. The corridor leading to the tower is filled with traps, but nothing you can't circumvent. Wall run past the buzz saw traps, roll beneath the arrow traps, and carefully time and jump past each bladed pendulum. Continue through the corridor, advancing past one trap at a time until you reach the tower's interior.

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THE FINAL CLIMB

ACHIEVEMENTS/TROPHIES

NAME	DESCRIPTION	GAMERSCORE	TROPHY	UPLAY
Eye of the Storm	Reached the final fight	30	30 (Silver)	40
End of the Army	Complete the game	50	90 (Gold)	—
Invincible	Finished the final battle against Ratash without taking any damage	20	30 (Silver)	—

Sarcophagus Collectibles: 0

Enemies Encountered:

- Vultures
- Wraiths
- Spectres
- Ghouls
- Ratash

Once inside the tower, you need to find a way to reach the top in an effort to get above the sandstorm. Start by stepping on the circular switch on the floor at the middle of the room. This activates a pair of waterfalls just ahead.

TIP

The ascent to the top of the tower is the single most challenging platforming sequence in the game. Before starting the ascent, break all the vases lining the perimeter wall to max out your energy. Chances are you'll need to rewind time more than once during the climb.



Walkthrough

To begin, stand between the two waterfalls and freeze them. Wall run up the frozen waterfall on the right, then jump to the frozen waterfall on the left. As you make contact, wall run up the frozen waterfall on the left and jump back to the frozen waterfall on the right. As you contact the frozen waterfall on the right, simply jump back to the left, releasing the freeze button in midair. This allows you to pass through the waterfall on the left. As soon as you fly through the waterfall, press the freeze button again to grip the nearby pole. Swing and jump across the two poles until you reach the post sticking out of the perimeter wall.

Two waterfalls stand between you and the next water jet. Jump through the waterfall on the right, then press the freeze button in midair. As you contact the frozen waterfall on the left, jump back to the frozen waterfall on the right. From there, jump back to the left and release the freeze button in midair to pass through the left waterfall. After passing through the waterfall on the left, immediately press the freeze button to grab the pole, then swing and jump to the nearby balcony. Note, there are no vertical wall runs performed in this maneuver, just jumps. If you perform a vertical wall run on either frozen waterfall, it will take you too high, putting you beyond the reach of the frozen water jet.



Proceed along the perimeter wall, leaping across posts, frozen poles, and a balcony until you reach the next two waterfalls. Once again, don't use wall runs during this sequence. Jump through the waterfall on the right and then use your freeze power. Jump off the frozen waterfall to the left, to move back to the right. Then jump off the frozen waterfall to the right and release the freeze button to pass through the waterfall on the left, landing on the post beyond.

Up to this point, you've been merely circling around the tower's perimeter wall, gaining no altitude. Now it's time to go up. While standing on the post, freeze the nearby waterfall and the three water jets above. Jump to the frozen waterfall and then execute a vertical wall run and jump to the first pole behind you. Reverse directions on the pole and jump back to the frozen waterfall. Once again, initiate a vertical wall run on the frozen waterfall, then jump to the second pole. Reverse directions again and jump back to the frozen waterfall. Wall run up the frozen waterfall, then jump to the third pole, finally swinging and jumping to the balcony on the right. This is a long sequence, so keep an eye on the blue meter. If it begins running low, release the freeze button momentarily during jumps to give it a chance to refill.

Now comes the hard part. From the balcony, jump across a post and then jump across a frozen pole to the next post, coming to rest near a set of three waterfalls. For this next sequence, keep your finger off the wall run button completely—it will only complicate things. The goal here is to pass through the three waterfalls to reach the water spout beyond them. But a simple jump will not suffice. Instead, jump through the left and middle waterfalls and then press the freeze button. As you contact the frozen waterfall on the right, jump back to the frozen waterfall in the middle. Press the jump button no more than four times during this sequence hopping between the middle and left frozen waterfalls. On the fourth jump away from the middle waterfall, release the freeze button and pass through the waterfall on the right. As soon as you clear the waterfall, press the freeze button again to grip the water column formed from the water spout. But don't pat yourself on the back yet.

Slide toward the bottom of the column and prepare for your advance through the next three waterfalls. Jump and release the freeze button to pass through the leftmost waterfall. As you pass through the left waterfall, press the freeze button again before contacting the middle waterfall. Jump from the middle frozen waterfall back to the left, then jump again back to the right. This time release the freeze button to pass through the middle waterfall, then press the freeze button again before contacting the right waterfall. Jump from the frozen waterfall on the right back to the left, then jump again to the right. Once again, release the freeze button as you pass through the rightmost waterfall. When you're clear of the last waterfall, press the freeze button again to grab the column formed from another water spout. This is a difficult maneuver, so be ready to rewind time back to the previous column if necessary—and keep your finger off the wall run button.



From the frozen column, jump to the nearby pole switch to the right and then swing and jump to the post ahead. The pole switch activated another waterfall and series of water jets. Hold on the post for a few seconds if necessary to catch your breath before continuing.

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Study the water jet directly above the post and press the freeze button when the water jet activates. Next, jump to the frozen waterfall on the right, execute a vertical wall run, then jump to the first pole behind you. As you did on the other side of the room, reverse directions on the first pole and jump back to the frozen waterfall. Wall run up the frozen waterfall and jump toward the second water jet on the left. As soon as you jump from the frozen waterfall, release the freeze button momentarily, waiting for the second water jet to activate before pressing the freeze button again. Once you grab the second pole, swing and jump toward the third water jet on the left. Release the freeze button in midair and wait for the third water jet to activate before pushing the freeze button again. Swing and jump from the third pole toward the next balcony.

You've finally reached the top of this lower chamber. Now you just need to reach the balcony on the other side. Step on the circular switch on the floor to activate a series of waterfalls and water spouts between you and the balcony. That's right, you need to cross these varied water features to reach the other side. Fortunately, you just hit a save checkpoint on the balcony.



While still standing on the circular switch, press the freeze button. Step out onto the nearby post and jump onto the frozen column just ahead. While on the column, climb up a few feet before executing the next jump. For this next sequence, keep your finger off the wall run button. Instead, employ simple jumps to bounce between the frozen waterfalls.



There are four frozen waterfalls between you and the next frozen column. For the purpose of this walkthrough sequence, they're numbered in the order you encounter them, from right to left. Start by jumping through the first waterfall, releasing the freeze button to pass through it. But then press the freeze button again before contacting the second waterfall and then jump back to the first one.



Jump from the first frozen waterfall back to the left. Release the freeze button in midair, passing through the second waterfall, then press the freeze button again to contact the third waterfall. Jump from the third frozen waterfall back to the second, then jump back to the left. This time pass through the third waterfall (releasing the freeze button) and press the freeze button to contact the fourth waterfall.

Jump from the fourth frozen waterfall back to the third, then jump back to the left. Release the freeze button to pass through the fourth waterfall, then press it again to grip the column on the other side. Slide down the column until you're within jumping distance of the nearby balcony on the left and make the final leap. Whew! You made it!



When you grab the vulture by the two waterfalls, jump through the waterfall on the left, then press the freeze button before contacting the waterfall on the right. Wall run up the frozen waterfall on the right, then jump to the frozen waterfall on the left. Wall run up the frozen waterfall on the left to grip the railing of the balcony and pull yourself to the top.

As the Prince steps onto the balcony, the ceiling of the tower begins to crumble. Smash the nearby vases, then jump and dash to the nearby vulture. Continue spiraling upward through the tower's interior, jumping and dashing from one vulture to the next. Along the way, create and grip a couple of frozen columns during the ascent. You'll need to swing across a couple of poles and dash through a wraith on a balcony, too.



As you step out onto the walkway beyond the balcony, Ratash (in the form of Malik) appears in the distance. The sandstorm has increased his power and size, causing him to grow taller than the palace's towers.

The spiral walkway circling around the tower's exterior is crammed with wraiths. Use the Razia sword to slice your way through the opposition while continuing your ascent. While it may be tempting to race past these enemies, take the time to finish them off as they're a good source of health and energy. Plus, they fall rather quickly thanks to the Razia sword.

At the end of the spiral walkway, the Prince ducks back inside the tower in an attempt to avoid being noticed by Ratash. Fortunately, there are several vultures inside to aid in your advance. Begin by jumping to the nearby vulture, then freeze the nearby water jet before leaping toward the pole. Continue jumping and dashing across the series of vultures, working your way up the inside of the tower.



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When you near a set of three waterfalls, jump from the vulture to the nearby exposed bricks on the tower’s perimeter wall. Climb to the left on the bricks, nearing the waterfall closest to the wall. Freeze the waterfall, then perform a vertical wall run across the nearby frozen waterfall. As the Prince slows and turns, jump from the frozen waterfall, then release the freeze button. As you pass through the next two waterfalls, press the dash button to zoom to the nearby vulture. Jump and dash toward the next vulture, then through a wraith on the next balcony.

TIP



Before continuing down the next corridor, smash all the vases on this balcony to stock up on health and energy. You’re nearing the end now, so this is one of your last chances to replenish your health meter and energy orbs before the final battle.

As the Prince races through the next corridor, the walls, ceiling, and floor begin to crumble. Before long, Rataash looms above, staring down at the Prince. There is no sign of Malik now—Rataash is back, and more powerful than ever. Suddenly Rataash unleashes a violent roar, sending the Prince (and the floor he’s standing on) flying through the air.



The Prince finds himself aloft in the sandstorm, floating among walls, floors, and towers ripped from the palace. He eventually lands on a solid platform and is immediately surrounded by several wraiths and spectres. Cut down these enemies with the Razia sword and absorb all the yellow, red, and blue spheres they have to offer.



Once you’ve eliminated all the wraiths and spectres, jump and dash toward the vulture hovering in the distance. Jump and dash across a total of five vultures to advance through the sandstorm. As you’re dangling from the fifth vulture, wait for a circular platform to move into view, then jump to it.



As you set foot on this platform, Ratash can be seen moving in the distance. But for now turn your attention to the group of wraiths, spectres, and ghouls surrounding you. Once again, cut down these enemies with basic sword attacks and absorb the XP, health, and energy they provide.

Following the fight, Ratash smacks the platform, causing the Prince to slide across the floor. As you reach the edge of the floor, jump and dash toward the vulture hovering in the distance. The visibility is very poor, but continue jumping and dashing across two more vultures, eventually jumping to another sloped platform. The Prince begins sliding as soon as he lands. Simply slide toward the end of the platform, then jump and dash across another pair of vultures.

After dashing to the second vulture, jump down to this platform and prepare yourself for another fight as more wraiths, spectres, and ghouls emerge from the floor. Slice through the opposition with a few basic combos, then get ready for another ride as Ratash smacks the platform, causing you to slide toward the edge. Before falling off the edge of the platform, jump and dash toward another vulture.

During the next sequence, continue jumping and dashing across a series of vultures and sliding across a few platforms. There is also a spire from a tower you can use as a pole. Swing and jump from the spire toward the next set of vultures, jumping and dashing toward the next platform.

CAUTION

If you miss a jump during this sequence, rewind time and try again. But be careful not to expend too much energy by rewinding time—you'll need that energy for the final fight. If you're down to less than four energy orbs, consider falling and restarting the whole sequence from the last save checkpoint. This is better than reaching the final fight with low energy.

A mix of wraiths, spectres, and ghouls appear as soon as you reach the circular platform. Resist the urge to activate a power. Save your energy for later. Instead, eliminate these enemies with basic sword attacks. With Razia's help, these enemies don't stand a chance.

TIP

If you level up and earn an upgrade point during these fights in the sandstorm, upgrade your stone armor to extend the duration of the power. This will prove extremely useful once you reach Ratash.



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Get ready for another fight as you jump onto this platform. You're nearing the finale, so play it safe, making sure you're not injured by the attacks of the wraiths, spectres, and ghouls. Also, avoid using any powers, hoarding that energy for the final battle.



Continue navigating through the sandstorm by jumping and dashing to the nearby set of vultures. During this final sequence, you must jump and dash across several vultures, swing from a set of two poles, and slide down a couple of sloped platforms. You'll know you've reached the end when you spot this large platform below.



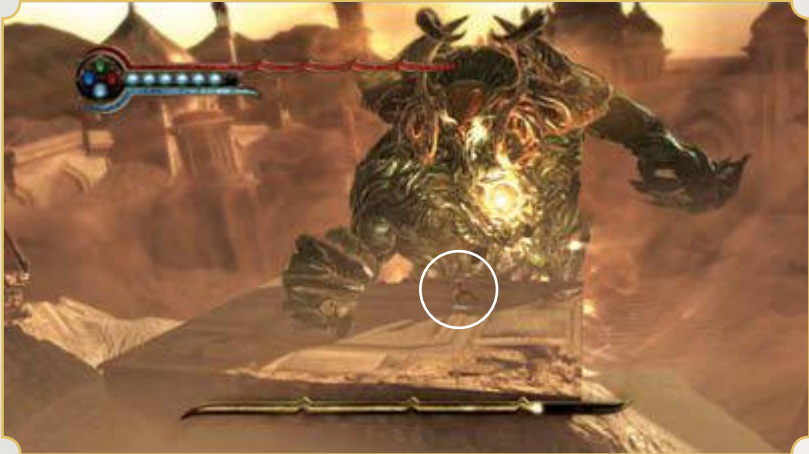
More wraiths, spectres, and ghouls materialize on this platform, but they don't stand a chance. Still, don't get overconfident. Take these enemies out one at a time, denying them the chance to land some cheap blows. This is the last fight before the final battle, so do your best to end it with full health and energy. Once you've eliminated all the enemies, Ratash smacks the platform, sending the Prince flying through the air. For reaching the final battle you automatically earn the *Eye of the Storm* achievement/trophy.

The Prince eventually lands on a large stable platform, but the trouble has just begun. Ratash appears nearby and conjures a small army of wraiths, spectres, and ghouls. Now it's time to put some of that stored energy to use. Activate the stone armor power and aggressively attack the enemies on the platform. Don't worry about Ratash for now, just focus on wiping out every wraith, spectre, and ghoul before your stone armor disappears.



TIP

Try to complete this final battle without taking any damage to earn the *Invincible* achievement/trophy. This is relatively easy if you own all eight energy slots and have upgraded stone armor to level 4. This allows you to keep stone armor active throughout most of the battle, making you invincible.



After defeating the enemies, Ratash approaches the platform and initiates a series of attacks. Stand in the center of the platform and closely watch his arms. His most common attack is a one-handed smash—if he hits you with this attack it's game over. So whenever he raises one arm above his head, prepare to roll out of the way. If he raises his left arm, roll to the right. If he raises his right arm, roll to the left.

Following each one-handed smash attack, Ratash is open to retaliation for a brief moment. Take this opportunity to attack the glowing medallion on his chest—this is his one and only weak spot. If you rolled in the proper direction prior to his attack, you should already be in close proximity to the medallion, allowing you to score two or three hits before he moves away. But don't get greedy. When he backs away, move back to the center of the platform and prepare to dodge his next attack.



Thanks to Razia's magic, it doesn't take many hits to inflict some serious damage on Ratash. When his health drops below 75%, Ratash recoils in pain and steps back from the platform. This time he initiates a new ranged attack, firing blasts of energy at the Prince's feet. Initially these attacks cause no damage, but roll away before the glowing sections of the platform explode. For best results, roll around the perimeter of the platform. This will prevent you from rolling into an explosion, placing you one step ahead of Ratash's attacks.

Next, Ratash conjures another group of wraiths, spectres, and ghouls. Activate your stone armor and go to work, but continue to watch Ratash. He'll resume his projectile attacks as you battle these enemies, so be ready to roll out of the way to avoid an explosion. These explosions can work to your advantage, taking out a few of the enemies for you. Just make sure you're a safe distance away from the explosions, especially once your stone armor has worn off.



Once all the enemies are eliminated, return to the center of the platform and carefully watch Ratash's arms. At this point he favors a lateral swipe attack, swatting at the Prince with his huge hands. You can spot the wind-up of this incoming attack when he moves either arm to his side. The best way to avoid this attack is with a roll—and be sure to roll into the direction of the attack to pass underneath his hand. So if he swipes at you with his left hand, roll to the right. If he swipes at you with his right hand, roll to the left.

Another attack you need to watch out for is Ratash's two-handed smash. When he raises both fists above his head, quickly roll to the left or right edge of the platform to avoid getting hit. This attack is devastating, so make sure you get out of the way, otherwise you may need to start the whole battle over. Stone armor can prevent you from taking damage from this and Ratash's other attacks, but it won't prevent you from getting knocked down.



Continue looking for opportunities to slash away at the medallion on Ratash's chest. One of the best chances is when he leans forward, with his left and right arms sprawled across the platform. This puts his chest within easy striking range. Roll toward the medallion and slash away. But be sure to activate stone armor before you rush forward. As Ratash grips the platform he emits a shock of electricity that emanates from his hands, chest, and mouth. There's a slight pause before he initiates this attack, giving you a few precious seconds to land some devastating hits. If you can reduce his health below 50%, he'll recoil in pain and back away from the platform before performing his powerful electrical attack. Still, it's a good idea to activate the stone armor just in case—getting hit by the electricity will most likely kill you.

Keep evading Ratash's attacks while looking for opportunities to strike back. When his health drops to 25%, Ratash conjures a troll. Roll between the troll's legs to avoid the troll's incoming club attack, then slash the troll from behind. Don't worry about performing an aerial slash finisher on this guy. Once he slumps to the ground, keep hacking away at him until he's reduced to dust.

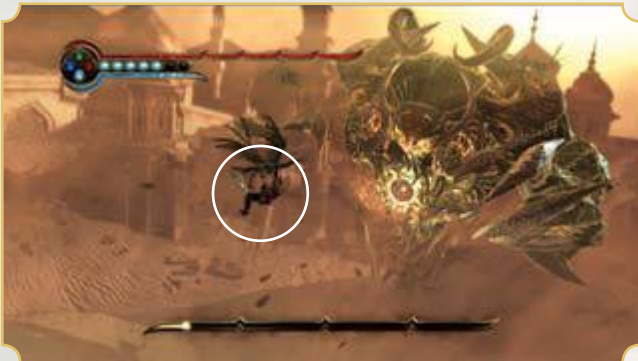
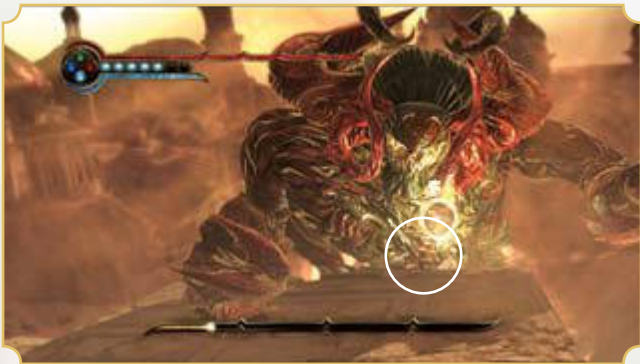


Walkthrough



Once you've finished off the troll, get ready to dodge more projectile attacks while taking on more wraiths, spectres, and ghouls. These enemies may seem like a nuisance, but they're very beneficial, allowing you to score more health and energy. However, don't take your eyes off Ratash. He may initiate a series of swipe attacks, so be ready to roll in the direction of each open-handed swat and beneath his hand. You can dodge these attacks but your enemies can't, so don't hesitate to let Ratash do the dirty work for you.

Wait for Ratash to drop another one-handed smash, then rush over to his medallion and slash away. You won't be able to kill him yet, but keep swinging your sword until he backs away from the platform.



As he steps away, six vultures appear nearby, hovering between the platform and Ratash. Move toward the center of the platform and align yourself with the two vultures forming a trail toward Ratash's medallion. Jump and dash to the first vulture, then jump and dash to the second vulture to initiate the final cutscene.

The Prince leaps from the final vulture toward Ratash, sinking the Razia sword deep into the medallion on his chest. Energy surges through Ratash's body as the final blow lands, eventually causing him to disintegrate in a blinding explosion. Defeating Ratash earns you the *End of the Army* achievement/trophy. If you managed to complete this final fight without taking any damage you also earn the *Invincible* achievement/trophy. Finishing the game also unlocks the Challenge Mode, giving you the chance to show off your combat skills in an arena-like setting.



1 Introduction

EPILOGUE

As Razia promised, her Djinn magic was the only way to defeat Ratash, but it's unclear what became of her. When the Prince awakes on a platform, the Razia sword rests nearby but remains silent. But then the Prince notices something else on the platform—it's Malik! He's still alive, but just barely. Malik apologizes to his younger brother for not listening, finally realizing that the Prince was right all along. The Prince offers to get help, but Malik resists, knowing he can't be saved. Instead, Malik wants the Prince to know how grateful he is to him for saving the kingdom. As Malik passes, he no longer doubts the leadership capabilities of his little brother. While the palace guards that were turned into sand statues come back to life, there is no such hope for Malik. The curse of the sand army has been lifted, but at a great cost to the Prince and his family.



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Stick around after the game's credits for a brief cutscene detailing the events immediately following Ratash's defeat. Unable to communicate with Razia, the Prince returns the sword to Rekem. If Razia is still part of the sword, it only seems right that she's returned to the city she called home. Plus, the Prince cannot bear to keep the sword with him.

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Leaving the city in the hands of Malik's loyal advisors, the Prince heads for Babylon to deliver the sad news to his father. It is during this journey to Babylon that the events of *Prince of Persia: The Two Thrones* begin.



CHALLENGE MODE

Completing the game unlocks Challenge Mode. Here you can show off your combat skills in an arena setting, taking on multiple waves of enemies. In all there are three different Challenge Mode variants, each with slightly different rules and unlock criteria, but they all require you to make the most of the skills and powers you've attained over the course of the game. Do you have what it takes to survive?

ENEMY TIDE

Unlock Criteria: Complete the game
Description: Defeat increasingly difficult waves of enemies to complete the challenge.

WAVE 1

Enemy Tide is automatically unlocked when you complete the game and requires you to face off against eight consecutive waves of enemies. The first wave is simple warm up, pitting you against a group of wraiths and ghouls. Note that you no longer have the Razia sword in this fight or any of the Challenge Mode levels, so plan accordingly. You do, however, have all the health and energy slots you ended the game with, so put those powers to use. This group is easy to defeat with the trail of flame power. You must defeat every enemy on the floor before the next wave commences.



WAVE 2

In the second wave, you're attacked by a swarm of scarabs as well as several wraiths and ghouls. Stone armor serves you well in this fight, allowing you to defeat the scarab swarm without taking any damage. Once the scarabs are eliminated, turn to the wraiths and ghouls and finish them off with basic sword attacks.



WAVE 3

The third wave consists solely of scarabs. You should still have plenty of energy to spare, so activate the stone armor power again and lay waste to these insects. Before defeating the last scarab, consider smashing some of the vases on the room's perimeter to stock up on health and energy.



Walkthrough-Challenge Mode

WAVE 4

In the first half of wave four, you're confronted by a single charger. Lure him into a nearby wall and then slash away at him while he's stunned. But don't get greedy. Retreat when he regains his composure to avoid the shockwave when he punches the ground. Wait until he's stunned again before moving in for the kill.



After defeating the first charger, a second one appears along with several wraiths. Back up against a wall and let the wraiths surround you. Then, as the charger races toward you, roll out of the way, letting him smash into the large group of wraiths. Repeat this until there are no more wraiths, then attack the charger while he's stunned.

WAVE 5

There also are two phases to the fifth wave, starting off with one armored charger. Get this guy to run into a wall at full speed and hack away at him while he's stunned. Once the first armored charger is out of the way, a second one appears along with a large group of wraiths. As in the previous wave, let the armored charger take out the wraiths for you. When it's just you and the armored charger, lure him into a wall and take him out with sword attacks.



WAVE 6

The sixth wave consists of a large group of wraiths and spectres. To wipe out these guys fast, call on your most advanced offensive power. Ice blast, trail of flame, and whirlwind powers are all very effective in this fight, so pick the one you've upgraded the most and stick with it until the floor is clear.



WAVE 7

Activate the stone armor power at the start of the seventh wave to protect you from the swarm of scarabs. They're joined by a few spectres. Hack through all the scarabs while your stone armor is active, then turn on the spectres, using sword combos and power attacks to wipe them out.



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WAVE 8

The eighth and final wave is headlined by a troll, and backed up by small army of spectres. Start by activating the trail of flame power and roll through the group of spectres while avoiding the troll's club attacks. This is a great way to inflict damage while remaining mobile. Once all the spectres are gone, roll behind the troll and hack at his legs until his health drops to 50%. When he slumps to the ground, perform an aerial slash finisher to end the battle. Surviving and completing Enemy Tide earns you the *Prince of Tides* achievement/trophy. Now try it again and see if you can post a faster time. Can you defeat all eight waves in under four minutes?



TIME TRIAL

Unlock Criteria: Purchase from the Uplay menu for 40 Uplay points
Description: Defeat a large number of enemies within a time limit to complete the challenge.

The Time Trial mode can be purchased for 40 Uplay points. If you've finished the game, you already have more than enough Uplay points to buy this mode. But if you've accumulated Uplay points from other Ubisoft games, you may have enough in your account before completing *The Forgotten Sands*. This plays out similar to Enemy Tide, pitting you against multiple waves of enemies on the floor of the Rekem temple. But the waves aren't numbered as they are in Enemy Tide. The goal here is to eliminate all 250 enemies as fast as possible. The timer on the right indicates how long you've been playing while the counter above it shows how many more enemies are left.



As in Enemy Tide, each wave of enemies becomes progressively more difficult. Health and energy can be attained by defeating enemies or by smashing the vases found around on the temple's perimeter, so don't horde your energy. Use your powers to gain the upper hand and cut through wave after wave as quickly as possible. As you near the end, a troll emerges from the floor. Defeat all the other enemies on the floor, then go after the troll to complete the battle. Defeating the 250 enemies in the Time Trial is a great way to rack up XP so you can purchase all the upgrades to earn the *Compleatist* achievement/trophy. There is no special reward for posting a certain time, but keep playing this mode to see if you can top your personal best.



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SURVIVAL



Unlock Criteria: Input code from select retailers.
Description: Your health decreases as you fight. Enemies release health as you defeat them. Be the last one left standing!

If you pre-ordered the game or purchased it from a specific retailer, you may have received a special code that unlocks the Survival mode. Input this code in the Extras menu under *Unlock Code* option—you must be logged in to Xbox Live or the Playstation Network to successfully input the code. Survival is the most challenging of the three modes as your health bar decreases over time, even if you dodge every enemy attack. In addition to having a health bar that depletes over time, you begin the battle with no energy. To replenish your health and energy you must defeat enemies or smash the vases on the room's perimeter.

In all, there are 100 enemies that attack in progressively more difficult waves. Early on, the enemies are rather weak, consisting primarily of wraiths. This allows you to build up your health and energy before the more challenging enemies appear. However, the constant drain on your health leaves little room for error. While it's a good idea to play it safe to avoid getting hit, you also need to defeat the enemies as quickly as possible. As in the other modes, this one ends with the appearance of a troll. If you have enough energy, activate the stone armor power to avoid taking damage during this final confrontation. Eliminate all the wraiths, spectres, and ghouls on the floor first, then set your sights on the troll. There is no special reward for completing this mode, but you do earn XP from the defeated enemies, putting you closer to the *Completest* achievement/trophy.



CHALLENGE MODE ACHIEVEMENTS AND TROPHIES

The Challenge Modes are a great way to hone your battle skills and earn extra XP, but they're also a good way to earn some of the combat-based achievements/trophies you may have missed while playing through the game. Here's a rundown of the achievements/trophies you can earn in the Challenge Modes.








COMBAT-BASED ACHIEVEMENTS/TROPHIES










NAME	DESCRIPTION	GAMERSCORE	TROPHY
Acrobat	Jump on enemies 30 times in a row without falling or using the Power of Time	30	15 (Bronze)
Air Time	Performed 20 aerial slash attacks	15	15 (Bronze)
And Stay Down!	Used the finishing lunge 20 times	15	15 (Bronze)
Attack from all Angles	Defeated 20 enemies using rolling attacks or the aerial slash	15	15 (Bronze)
Big Finish	Defeated an enemy with a power attack at the end of a combo	10	15 (Bronze)
Death From Above	Finish off 10 enemies in a row using only the aerial slash	30	15 (Bronze)
Like Dominoes	Knocked down 5 enemies with one kick	15	15 (Bronze)
Prince of Earth	Defeated 50 enemies while using the Stone Armor	15	15 (Bronze)
Prince of Fire	Defeat 50 enemies while using the Trail of Flame	15	15 (Bronze)
Prince of Tides	Complete the first challenge	50	30 (Silver)
Prince of Water	Defeat 50 enemies using the Ice Blast	15	15 (Bronze)
Prince of Wind	Defeated 50 enemies using the Whirlwind	15	15 (Bronze)
Sand Nemesis	Killed 50 enemies in a row without taking damage	30	15 (Bronze)

Appendix








SARCOPHAGUS CHECKLIST

✓	IMAGE	NAME	LOCATION	DESCRIPTION
<input type="checkbox"/>		Sarcophagus 1	The Stables	Climb to the top of the octagonal-shaped room near the end of the Stables to locate the first sarcophagus; page 45.
<input type="checkbox"/>		Sarcophagus 2	The Fortress Courtyard	Hop over to this platform beneath the circular switch in the Fortress Courtyard; page 53.
<input type="checkbox"/>		Sarcophagus 3	The Fortress Courtyard	Drop off the main path in the Fortress Courtyard and shimmy along a series of ledges to reach this sarcophagus; page 56.
<input type="checkbox"/>		Sarcophagus 4	The Prison	Navigate across bricks, ledges, and poles to reach this sarcophagus near the end of the Prison; page 67.
<input type="checkbox"/>		Sarcophagus 5	The Sewer	Jump from a beam, to a frozen water column, then to another beam to reach this sarcophagus early in the Sewer; page 69.
<input type="checkbox"/>		Sarcophagus 6	The Sewer	Take a side path before exiting the Sewer to find this sarcophagus at the end of a dead end passage; page 71.
<input type="checkbox"/>		Sarcophagus 7	The Royal Chambers	Activate the circular switches on the opposing walls to reveal this sarcophagus; page 78.

SARCOPHAGUS CHECKLIST, CONT.

✓	IMAGE	NAME	LOCATION	DESCRIPTION
<input type="checkbox"/>		Sarcophagus 8	The Royal Chambers	Swing and jump from the second frozen pole through the waterfall on the right to locate this hidden sarcophagus; page 79.
<input type="checkbox"/>		Sarcophagus 9	The Royal Chambers	Climb the bricks near the water wheel and then jump across a pole to reach a ledge near this sarcophagus; page 81.
<input type="checkbox"/>		Sarcophagus 10	The Throne Room	As you enter the Throne Room's first chamber, climb the bricks and jump across a pair of frozen poles to reach this balcony; page 87.
<input type="checkbox"/>		Sarcophagus 11	The Terrace	After descending the series of banners, climb the ledges by these colorful mosaics; page 96.
<input type="checkbox"/>		Sarcophagus 12	The Rooftop Gardens	Search behind this palm tree midway through the Rooftop Gardens; page 99.
<input type="checkbox"/>		Sarcophagus 13	The Rooftop Gardens	After the fight on the large octagonal platform, jump to the nearby ledge and pass through the waterfall above it to access this secret chamber; page 103.
<input type="checkbox"/>		Sarcophagus 14	The Aqueducts	Step through this waterfall on the edge of the semi-circular platform before jumping to the vulture; page 106.

SARCOPHAGUS CHECKLIST, CONT.

✓	IMAGE	NAME	LOCATION	DESCRIPTION
<input type="checkbox"/>		Sarcophagus 15	The Ruins of Rekem	Before exiting the temple, veer left to locate this dead end passage; page 117.
<input type="checkbox"/>		Sarcophagus 16	The Ruins of Rekem	After exiting the temple by sliding down the banner, hop over the nearby railing and step through this waterfall; page 118.
<input type="checkbox"/>		Sarcophagus 17	Rekem's Throne Room	Drop to the wooden platform during your advance through this room; page 121.
<input type="checkbox"/>		Sarcophagus 18	The Rekem Reservoir	After defeating the troll, step through the waterfall on the left and roll through the hole in the wall to enter this hidden chamber; page 127.
<input type="checkbox"/>		Sarcophagus 19	The Rekem Reservoir	At the lion fountain, drop off the left side of the platform and shimmy along the ledge to reach this sarcophagus; page 128.
<input type="checkbox"/>		Sarcophagus 20	Solomon's Vault	Before rotating the statue, activate the circular wall switch and roll through the gate before it closes to reach this chamber; page 133.
<input type="checkbox"/>		Sarcophagus 21	The King's Tower	Jump and dash across a series of vultures to reach the other side of this platform; page 139.

ACHIEVEMENTS AND TROPHIES



NAME	DESCRIPTION	GAMERSCORE	TROPHY	UPLAY
STORY COMPLETION				
Memories of Azad	There's no turning back now!	20	15 (Bronze)	10
A Warm Welcome	Caught up to Malik	20	15 (Bronze)	—
Solomon's Army	Discovered the true nature of Solomon's Army	30	30 (Silver)	20
Just Us and Them	Closed the fortress gates	50	30 (Silver)	—
Not What it Looks Like	Defeated Ratash?	50	90 (Gold)	30
No Longer Human	Suffered defeat at Malik's hands	50	30 (Silver)	—
Welcome to Rekem	Arrived in Razia's city	30	15 (Bronze)	—
Power of the Djinn	Razia becomes part of sword	30	15 (Bronze)	—
Eye of the Storm	Reached the final fight	30	30 (Silver)	40
End of the Army	Complete the game	50	90 (Gold)	—
Prince of Tides	Complete the first challenge	50	30 (Silver)	—
EXPLORATION & COLLECTIBLES				
Anger Management	Broke 100 things	15	15 (Bronze)	—
Completist	Purchase every item in the upgrade menu	50	90 (Gold)	—
Ding! Level Up!	Used the upgrade menu	15	15 (Bronze)	—
Elemental Control	Upgrade one power to level 4	20	30 (Silver)	—
Floors are for Losers	Wall run for a total of 1/2 mile (805 meters)	15	15 (Bronze)	—
Got Walkthrough?	Find and break every sarcophagus	50	90 (Gold)	—
Power Boost	Found a sarcophagus	20	15 (Bronze)	—
Sand Master	Unlock all trophies (PS3 only)	N/A	Platinum	—
Stay Dry	Move on solidified water for 1 minute without using the Power of Time	30	30 (Silver)	—
COMBAT				
Acrobat	Jump on enemies 30 times in a row without falling or using the Power of Time	30	15 (Bronze)	—
Air Time	Performed 20 aerial slash attacks	15	15 (Bronze)	—
And King of Blades	Killed 500 enemies using the sword	20	15 (Bronze)	—
And Stay Down!	Used the finishing lunge 20 times	15	15 (Bronze)	—
Attack from all Angles	Defeated 20 enemies using rolling attacks or the aerial slash	15	15 (Bronze)	—
Big Finish	Defeated an enemy with a power attack at the end of a combo	10	15 (Bronze)	—
Close Call	Saved the Prince's life by using the Power of Time	15	15 (Bronze)	—
David and Goliath	Finished 5 trolls with the aerial slash	15	15 (Bronze)	—
Death From Above	Finish off 10 enemies in a row using only the aerial slash	30	15 (Bronze)	—
Invincible	Finished the final battle against Ratash without taking any damage	20	30 (Silver)	—
Like Dominoes	Knocked down 5 enemies with one kick	15	15 (Bronze)	—
Not How it Happened	Used the Power of Time 20 times	15	15 (Bronze)	—
Our Little Secret	Decrease difficulty in a normal game	5	15 (Bronze)	—
Prince of Earth	Defeated 50 enemies while using the Stone Armor	15	15 (Bronze)	—
Prince of Fire	Defeat 50 enemies using the Trail of Flame	15	15 (Bronze)	—
Prince of Water	Defeat 50 enemies using the Ice Blast	15	15 (Bronze)	—
Prince of Wind	Defeated 50 enemies using the Whirlwind	15	15 (Bronze)	—
Sand Nemesis	Killed 50 enemies in a row without taking damage	30	15 (Bronze)	—
Swift as the Wind	Defeated 30 enemies using the Power of Flight	15	15 (Bronze)	—
This is Persia!	Kicked 20 enemies off of ledges	20	30 (Silver)	—
Untouchable	Defeat Ratash in the Throne Room without taking any damage	30	30 (Silver)	—



NOTE



With the exception of the *Prince of Tides* and *Completist*, all achievements and trophies can be earned during your first play through the game. *Prince of Tides* must be earned by completing Enemy Tide in Challenge Mode, accessible after finishing the game. Even if you smash every sarcophagus and defeat every enemy, you can't earn enough XP to earn the *Completist* on your first run through the game. So either start a new game or play through the Challenge Modes until you have enough XP to purchase all the upgrades in the upgrade menu.

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UPLAY ACTIONS

IMAGE	NAME	DESCRIPTION	POINTS
	Memories of Azad	There's no turning back now!	10
	Solomon's Army	Discovered the true nature of Solomon's Army	20
	Not What it Looks Like	Defeated Ratash?	30
	Eye of the Storm	Reached the final fight	40

UPLAY REWARDS

IMAGE	NAME	DESCRIPTION	COST
	Prince of Persia: The Forgotten Sands Theme	A Prince of Persia: The Forgotten Sands theme for your Xbox 360 or PS3.	10
	XP Boost	Gives you enough additional XP for up to two new upgrades. You will see these points when you open your saved game and access the upgrade menu.	20
	Ezio Costume	Play through the game dressed in Ezio's outfit from Assassin's Creed II. You can change to this costume by choosing it in the Extras menu.	30
	Challenge Mode Arena	Unlock the Time Trial arena in Challenge Mode, visible the next time you access the Challenge Mode menu.	40

NOTE

If you've already linked your gamertag or profile to your ubi.com account, you're automatically eligible for Uplay points. Uplay points are awarded when earning specific achievements or trophies. To spend your Uplay points, access the Uplay option on the main menu. Uplay points earned in other Ubisoft games can also be spent here. For more information on Uplay, login to [uplay.com](#).

UNLOCKABLE COSTUMES

IMAGE	NAME	DESCRIPTION	COST
	Ezio	Unlock this costume from the Uplay menu (for 30 Uplay points) to play as Ezio from <i>Assassin's Creed II</i> .	10
	Malik	Input a retailer code in the <i>Extras</i> menu to unlock Malik's armor.	20
	Sand Wraith	Input a retailer code in the <i>Extras</i> menu to play as a Sand Wraith from <i>Prince of Persia: Warrior Within</i> .	30

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City and Palace

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Queen Razia



The Throne Room



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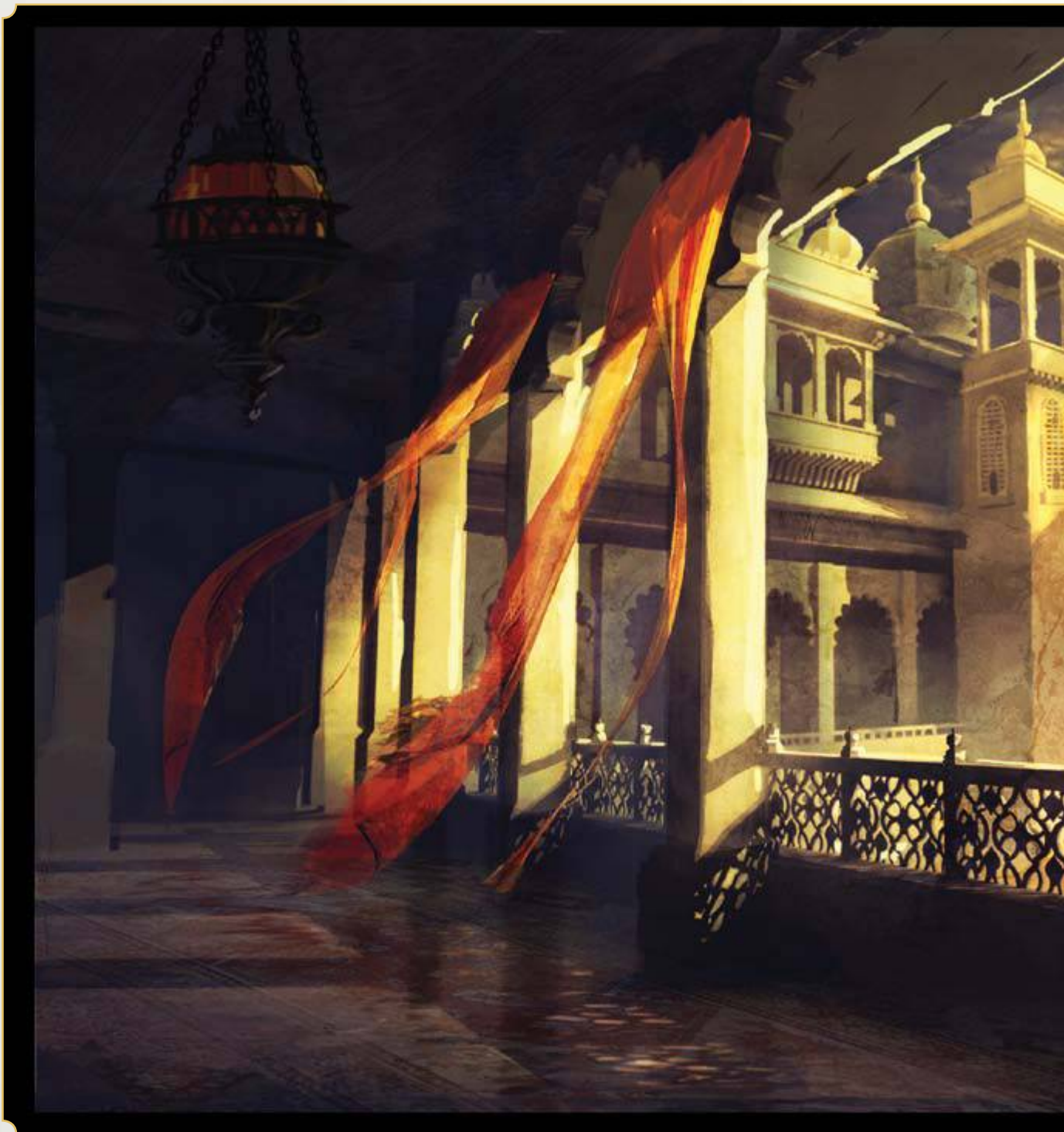
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Palace Wall



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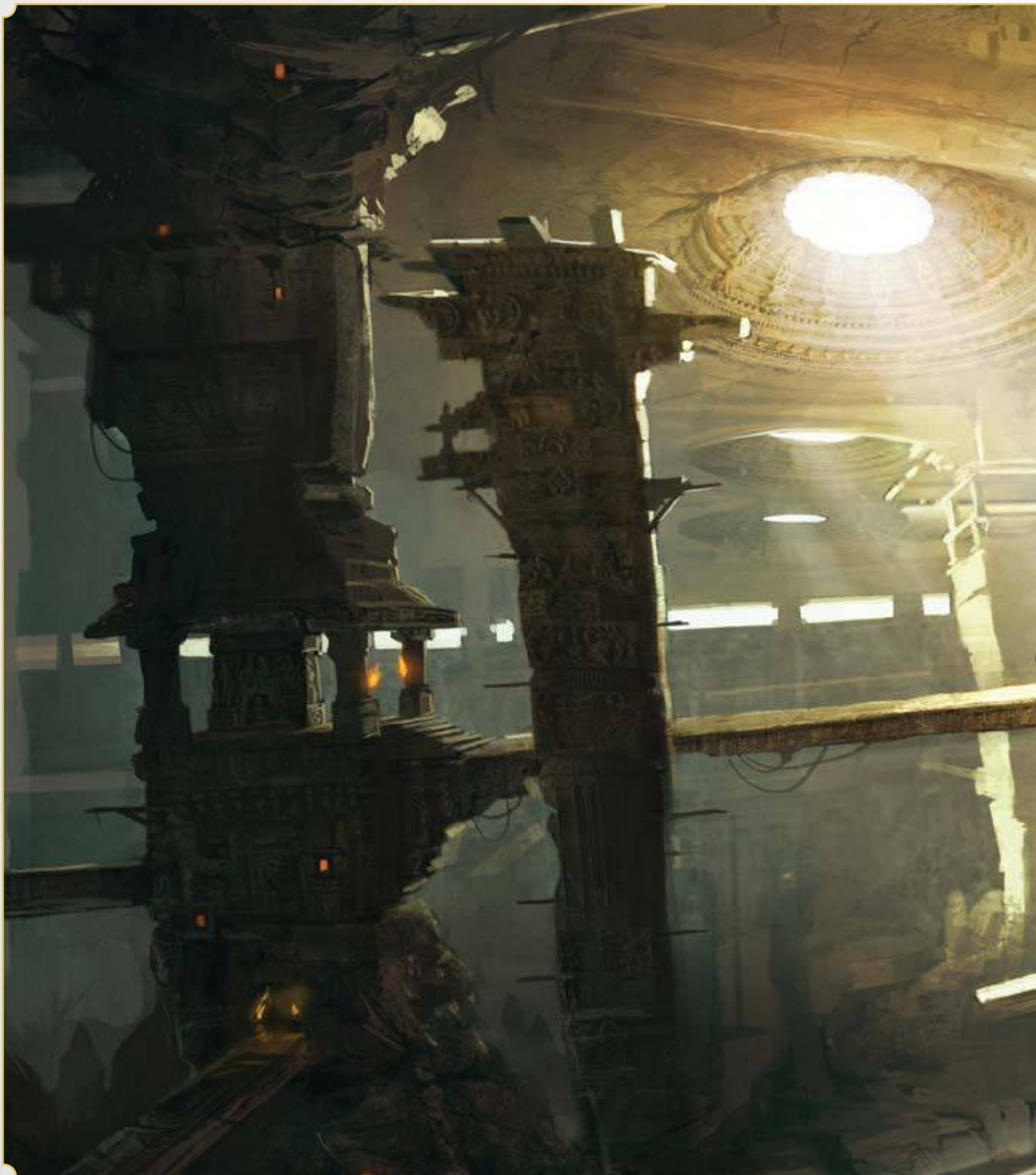
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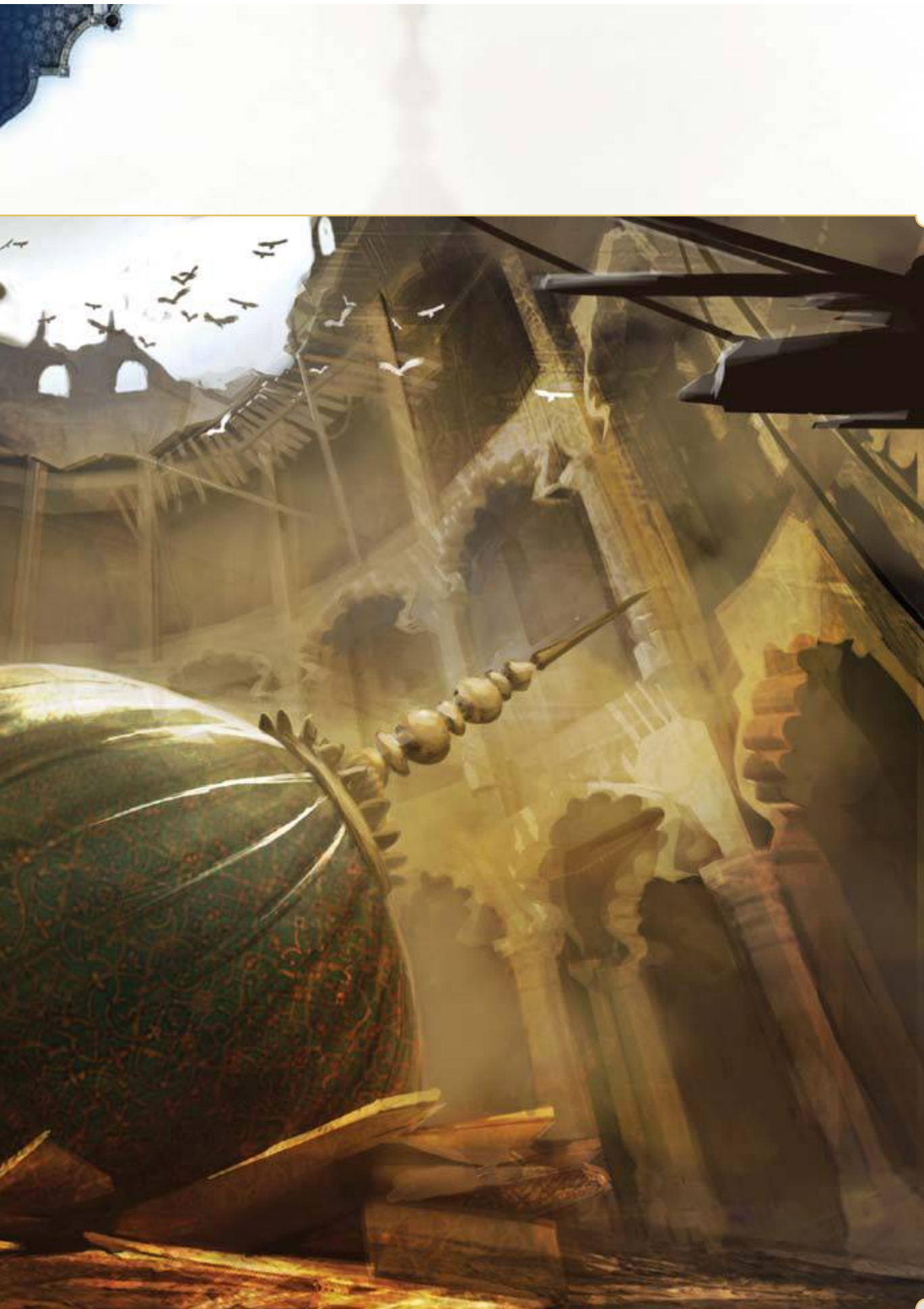
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THE FORGOTTEN SANDS™

Prima Official Game Guide  Written by David Knight



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Senior Product Manager: Mario De Govia
Associate Product Manager: Shaida Boroumand
Design & Layout: In Color Design

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David Knight has been an avid gamer since the days of the Atari 2600 and Commodore 64. His first foray into the gaming industry came in 1995, as a scenario designer forSSI's WWII strategy game *Steel Panthers*. As online

gaming communities sprung up across the Web, David lent his enthusiasm and design skills to many fan sites. In 1998, he co-founded and co-hosted *Game Waves*, a weekly webcast featuring industry news and game reviews. David's involvement with Prima Games began in the late 90s. Since then, he's contributed to and written dozens of titles for Prima Games, including guides for *Metroid Prime 3: Corruption*, *Far Cry 2*, and *Left 4 Dead*.

We want to hear from you! E-mail comments and feedback to dknight@primagames.com.

ISBN: 978-0-307-46882-6

Prima Games
An Imprint of Random House, Inc.
3000 Lava Ridge Court, St. 100
Roseville, CA 95661

www.primagames.com

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