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Getting Started

Minimum Specifications

In order to play Prince of Persia The Sands of Time™ on your computer, your system must meet the following criteria:

A minimum requirement computer system including monitor, mouse, keyboard and the following:
Processor: 800MHz Pentium III or AMD Athlon.
Operating System: Windows 98 SE/ 2000/ ME/ XP.
Memory: 256 MB of RAM.
Direct X: versions 9.0 or higher (Included on CD).
Video Card: GeForce III or higher (Excluding GeForce IV MX) or ATI Radeon 8500 or higher.
Drive Space: 1.5 GB minimum hard drive space.
CD-ROM: 16X or better.
Sound Card: Direct X 9.0 or higher compatible sound card.
Additional Supported Peripherals: Thrustmaster Firestorm Dual Analog 3 Gamepad (A "Quick Install" for the Thrustmaster Firestorm Dual Analog 3 is included on the Prince of Persia The Sands of Time™ CD)

Recommended Configuration:

Processor: 1 GHz Pentium III or AMD Athlon or better
Memory: 256 MBytes RAM or better
Direct X: DirectX 9
Video Card: GeForce IV or Radeon 9500
Sound Card: DirectX 9 compatible sound card.
CD-ROM: 16x speed CD/DVD-ROM drive
Drive Space: 1.9 GB Hard Drive Space

Installation

To install Prince of Persia The Sands of Time™, follow these simple steps:

1. Start your computer.
2. Insert the Prince of Persia The Sands of Time™ installation CD into your CD-ROM drive. The autorun menu should appear.

Note: If the autorun menu does not appear automatically double click on My Computer icon located on your desktop, then double click on the CD-ROM icon. The autorun menu should appear.

3. Click on the Install button. The installation wizard will walk you through the setup and installation process for the game.
4. After installing the game, select; Ubisoft : Prince of Persia The Sands of Time™ : Play Prince of Persia The Sands of Time™, from your computer Start Menu or double click the Play Prince of Persia The Sands of Time™ shortcut on your desktop. Doing either starts the game.

Note: Launch the Thrustmaster ~ Firestorm dual analog 3 game pad "Quick install" program from your Start menu. Select; Ubisoft : Prince of Persia The Sands of Time™ : Firestorm Dual Analog 3 quick install.

Note: The Prince of Persia The Sands of Time™ Play CD must be in your CD-ROM drive to start the game.

Uninstalling

To uninstall Prince of Persia The Sands of Time™, follow these simple steps:

1. Start your computer.
2. Insert the Prince of Persia The sands of time™ Installation CD into your CD-ROM drive. The Autorun Menu should appear.
3. When the autorun menu appears click on the Uninstall button. It will automatically uninstall all component of Prince of Persia The Sands of Time™

The Legend

Amidst the scorched sands of medieval Persia, there is a legend spun in an ancient tongue. It speaks of a time borne by blood and ruled by deceit.

It is within this war-torn land that a young Prince discovers a magic Dagger. Drawn to its dark powers, he is led to unleash a deadly evil upon the reaches of his father's vast kingdom.

Aided by the wiles of a seductive princess and the absolute powers of the Sands of Time, the Prince stages a harrowing quest to reclaim the palace's cursed chambers and restore peace to the very fabric of Time itself. He must tread these dangers carefully, however. Because in this world, there is only one rule: Master the Sands... or be buried.

Characters

The Prince

The youngest son of King Shahrman of Persia.

A gifted athlete and swordsman, the Prince is eager to prove himself in battle. Instead, his desire to win honour and glory leads him inadvertently to unleash an evil force upon his father's kingdom. Saving the day will take all his wits, agility, and courage.



Farah

The beautiful daughter of a conquered Indian Maharajah, Farah has every reason to hate the Prince who has destroyed her world. But the Prince has the Dagger of Time ~ the only weapon that can defend against the horrors he has unleashed. So Farah must stay close to him, if she wants to survive...



The Vizier

A traitor in the Maharajah's service, the Vizier tricks the Prince into opening the forbidden Hourglass, unleashing the Sands of Time upon an unsuspecting world. Now the Vizier wants the Dagger of Time to fulfill his ultimate, diabolical plan.



The Sands of Time

The Sands of Time are a terrible, primordial substance that changes and corrupts every living thing it touches. Only through the Dagger of Time can the awesome might of the Sands be harnessed. The Dagger confers extraordinary powers on its possessor, enabling him (or her) to seamlessly bend the fabric of Time itself.



The Hourglass

Long ago, in the age of myths, the Sands of Time were sealed away within an impenetrable Hourglass. When the Prince commits the unimaginable sin of unlocking the Hourglass, releasing the Sands, the reason for this precaution becomes evident.



The Dagger

More than a weapon, the Dagger of Time is the only container besides the Hourglass that is strong enough to hold the Sands of Time. Whoever wields the Dagger is granted the power to control Time, by using up the Sands within.

Sand Creatures

No living thing is immune to the destructive powers of the Sands of Time. Contact with the sand will transform any man, woman, or beast into a Sand Creature, a hideous mockery of its original form. Incapable of speech or feeling, Sand Creatures are driven by a blind, single-minded instinct to hunt down and kill anything that lives.

Because Sand Creatures are not alive, they cannot be killed. They can, however, be destroyed... with the Dagger of Time.

Animal Sand Creatures



The Vizier, Farah, and the Prince are the only inhabitants of the Sultan's palace to escape transformation by the Sands of Time. They are protected by three artifacts, as ancient as the Hourglass itself.

The Vizier's Staff



Farah's bow



The Prince's Dagger



Create New Profile: Menu

Enter a profile name using the keyboard then click on create to save your new profile name. Profiles are only used to store system settings and saved games which remain unique to each user.

Main Menu

Contains the following options:

- **Start New Game:** Start a new game. When the letterboxing (upper and lower black bands) disappears after the opening cinematic, the Prince is under your control. To start a new game, use the Movement Keys (W, A, S, D by default) to make the Prince walk through the curtains into the palace.
- **Load Saved Game:** Resume a game previously saved to the current profile.
- **Options:** Access the Options menu to adjust various settings. The settings you choose are saved to the current profile.
- **Credits:** Select this option to view the list of people who participated in the game's creation.



Options

- **Controls**
This allows you to customize camera settings and the keyboard and mouse controls.
- **Game**
This allows to adjust some game settings as to the frequency of the movies inserted during the gameplay action.
- **Graphics**
This allows you to customize your graphics settings. Lowering the settings may result in higher game performance.
- **Sounds**
This allows you to customize your sound settings.



Saving

At specific points in the game you will be prompted to save your game. Saved games can be loaded from Load Game Menu accessed from the Main Menu.

Control Map

W.....	Move Forward	€ or middle Click ...	Use Dagger
A.....	Move Left	R.....	Rewind
S.....	Move Backward	R+Right Click.....	Fast Forward
D.....	Move Right	C.....	Cancel
Left Shift.....	Walk	F.....	Camera Look
Space.....	Jump	Q.....	Alt View
Right Click.....	Special Action	Esc.....	Go to Menu
Left Click.....	Sword Attack		

The Dagger of Time

Whoever holds the Dagger of Time gains extraordinary powers to bend and control the fabric of Time itself, by using up the Sands within.

Powers of the Dagger of Time

The Power of Revival (Rewind): Allows you to undo your mistakes ~ even your own death ~ by travelling back in time up to 10 seconds.

The Power of Delay (Slow Motion): Slows down time for everyone around you, giving you a slight but important edge in combat.

The Power of Restraint (Freeze): Stops time for a targeted enemy, allowing you to dispatch him or her with impunity.

The Power of Haste (Mega-Freeze): Stops time for the entire world, allowing you to wreak havoc on all your enemies at will.

The Power of Destiny (Visions): Allows you to behold startling visions of the future.

Using the Dagger

To use the powers of the Dagger, you need to have sand in the Dagger.

Power of Revival

The first power of the Dagger. Press and hold Rewind (R) to turn back time. When you reach safety, release Rewind (R) to resume play. Each rewind uses up 1 Sand Tank.

Retrieve Sand

Refill Sand Tanks by retrieving sand from defeated Sand Creatures or loose Sand Clouds. Press the Use Dagger button (E) to retrieve sand. Each retrieval fills one Sand Tank.

The Dagger can gain additional powers throughout the course of gameplay. The more you use the Dagger, the more powerful it becomes.

Game Interface



Life Bar

Shows the Prince's current state of health. Hard falls, enemy attacks, and traps affect the Prince's health. If your life bar reaches empty, it's Game Over. (Unless, of course, you undo the mishap by rewinding...) Replenish the life bar by drinking water from a fountain or other sources.



Sand Tanks

Shows how much sand is in the Dagger. Each time you retrieve sand from an enemy or a Sand Cloud, it fills one Sand Tank. The Dagger is also capable of growing new Sand Tanks in the course of the game. Each rewind empties one Sand Tank.

Time Circle

Power Tanks Sand Tanks

Farah's Bow



Power Tanks

When you have retrieved enough sand, the Dagger grows its first Power Tank. Sand contained in Power Tanks cannot be used to Rewind, but gives you new powers including Slow Motion and Freeze. Power Tanks, like Sand Tanks, can be refilled by retrieving sand from enemies.



Time Circle

Shows how much time is available to Rewind. A full circle represents 10 seconds. Also serves as a timer for Slow Motion and Mega-Freeze.



Farah's Bow

Farah can sustain only a certain number of hits from enemies before her bow breaks. If that happens, the next blow will kill her and it's Game Over... unless you save her by rewinding. Don't forget you have the Dagger! As long as you have sand in a Sand Tank and time in the Time Circle, the game's not over... even if you're dead.

Rewards

Sands of Time

The same sand that flows in the veins of Sand Creatures can also be found loose, swirling throughout the palace. You may be lucky enough to encounter Sands of Time in the following forms:

Sand Vortex

A Sand Vortex may form in a particular place, either spontaneously, or as the result of a successful fight against Sand Creatures. Entering a Sand Vortex will give the Prince a brief, hallucinatory vision of the future.



Sand Vision

Visions give the Prince a glimpse of the dangers and opportunities that lie ahead as he finds his way through the palace. They also offer the player an opportunity to save the game.

Sand Cloud

When you see a cloud of loose sand like this one, grab it! Collecting 8 Sand Clouds will cause the Dagger to grow an additional Sand Tank, permanently increasing its capacity to hold sand.



Water Is Life

Drinking water from a fountain or other source will restore a wounded Prince to health. Press and hold Special Action (Right mouse button) to drink as much as you need until your life bar is fully replenished.

Fountain



Water Pool



Magic Fountains



The Prince can never be sure whether Magic Fountains are real or a figment of his imagination. One thing, however, is certain: Each time you drink from a Magic Fountain, it will permanently lengthen your life bar.

Traps

It is said that in all Persia, there is no host more generous than the Sultan of Azad. To protect the glories of his magnificent palace, the Sultan has built a defense system designed to shred the soldiers of any attacking army. From the moment these defenses are activated, the Prince ironically finds himself a most unwelcome guest.

Here are some of the traps the Prince will encounter as he strives to save the palace of Azad from the Sands of Time. Failure to evade a trap could result in injury or death.



The Prince's Attacks

Basic Moves

Attack (Sword)

Use the Movement keys (WASD) to move toward the enemy; then press Sword attack (Left click) to strike with your sword. Your sword can hurt Sand Creatures, but to finish them off, you need to use the Dagger.



Retrieve Sand (Dagger)

When you have knocked down a Sand Creature with repeated sword strikes, press Use Dagger (E) to strike with the Dagger and retrieve its Sands of Time. This destroys the enemy for good and also refills one Sand Tank.



Multi-Enemy combat

When surrounded by many enemies, use the Movement keys (WASD) to target a particular enemy. It is not necessary to turn to face the enemy before you attack. For example, to retrieve sand from an enemy behind you, simply press the appropriate Movement key (WASD) toward the enemy and immediately press Use Dagger (E). The agile Prince will do the rest.

Block

Press and hold Special action (Right Click) to block. For as long you hold Special action (Right mouse button), your sword will deflect all enemy attacks from all directions. Later in the game, you may encounter enemies powerful enough to break your block.



Advanced Attacks

Vaulting Attack

Push the appropriate Movement key (WASD) to target your enemy; then press Jump (Space Bar) to vault over him. As you start your descent, press Sword attack (Left Click) to strike the enemy from behind. Later in the game, you may encounter enemies that can counter your Vaulting Attacks.



Vaulting Attack + Retrieve

Follow up a successful vaulting attack by pressing Use Dagger (E) to do a quick retrieve and destroy the enemy.



Wall Rebound Attacks

When fighting near a wall, you can use the walls for rebound attacks. Point the Movement keys (WASD) toward the wall and press Jump + Sword attack to launch a rebound attack straight at the enemy, or Jump + Jump to rebound and jump over the enemy's head.



Counter-Attack

Press and hold Special action (Right Click) to block, wait until your enemy strikes... and then press Sword attack (Left Click) to launch a devastating counter-attack. This takes a bit of practice, but if properly executed, you can floor enemies with a single blow. Later in the game, you may encounter enemies that can counter your Counter-Attacks.



Counter-Retrieve

Press and hold Special action (Right Click) to block... then, at the moment your foe strikes, press Use Dagger (E) to do a quick retrieve and destroy the enemy.



Power Attacks

The following attacks will become available once the Dagger grows its first Power Tank. The more you retrieve sand over the course of the game, the more Power Tanks you can get.

Slow Motion

(Needs one full Power Tank)

Tap Rewind (R) briefly to go into slow motion. This gives you an advantage over your enemies.



Freeze and Slice

(Needs one full Power Tank)

Press Use Dagger (E) to strike an enemy with the Dagger. This will freeze him in time. Then, while he is at your mercy, Sword attack + Sword attack to set up and slice your foe in half, destroying him utterly without needing to do a retrieve.



Mega-Freeze

When you have grown a full complement of Power Tanks, this gives you the ability to go into hyper-speed, stopping all your enemies. Mega-Freeze consumes all your Power Tanks... but in the right situation, it is worth it! Press and hold the Right Click and Rewind (R) for the Mega-Freeze. Use the Movement keys (WASD) to target enemies; then Sword attack + Sword attack to finish each one off in turn.



Hints and Tips

- Don't forget to block! When fighting, press and hold Special action (Right Click) to protect the Prince from most enemy blows.
- During combat, don't just stand in one place! Use the Prince's acrobatic abilities to stay on the move: dodging, vaulting over enemies, and pushing off walls for rebound attacks.
- Pay attention to the cinematic presentation of each new place the first time you enter. The camera's path is a clue as to where the Prince needs to go.
- If you get stuck, try replaying the most recent vision for clues as to what to do next.
- Always keep an eye out for Sand Clouds, visions, and hidden entrances to Magic Fountains.
- Sword upgrades are available as you progress.
- Don't forget to rewind!
- Take advantage of Slow Motion to help you fight, and to avoid traps.
- Use the first-person camera, by pressing (F), to look around, and the landscape camera, by pressing the (Q), to get the big picture of where you are.
- Don't fight your enemies one by one! When surrounded by many enemies, a more effective tactic is to divide your attacks among them in quick succession, using the Prince's superior agility to your advantage.

Looking for cheats to go up to the next level? Call us for Hints and Tips Telephone Number: 0906 643 0200, available hours 9:00 am until 7:00 pm Monday ~ Friday (excluding Bank Holidays) to speak to one of our representatives. Calls cost £1.50 per minute, please ask permission from the person who pays the phone bill.

Technical Support

NEW: To serve you better, Ubisoft is now providing full ONLINE support, to solve your gaming problems quickly and efficiently.

Simply go to Ubisoft-en.custhelp.com and visit the Ubisoft Frequently Asked Questions first!

By visiting our FAQ database, you can find exactly the same answers that are available to you by calling or sending email to our support representatives. This service is free and available 24/7!

If for any reason you do not find the answer to your question, you can click on the Ask a question link in the FAQ to send us an email, ensuring that we get all the important information on your system and your problem so we can answer correctly the first time.

Make sure to include all information on your system, your problem, and the game you are playing.

If you do not have email access, our support representatives can assist you from 9:00 am until 7:00pm, Monday – Friday (excluding Bank Holidays) on Telephone: 0905-482-0109 Calls cost 30p per minute. Please be at your system when calling Ubisoft for support.

Australian technical support

Technical Support Info Hotline

1902 262 102

(calls are charged at \$1.98 per minute including GST. Higher from public and mobile phones).

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The phones are open Monday to Thursday 14:00-17:00 and Friday 14:00-16:30



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