

Prince of Persia: The Sands of Time FAQ/Walkthrough

by Cthrag Yaska

Updated to v1.2 on Jun 29, 2006

This walkthrough was originally written for Prince of Persia: The Sands of Time on the GBA, but the walkthrough is still applicable to the PS2 version of the game.

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This document is for the Gameboy Advance version of Prince  
of Persia; specifically (if it matters) the UK release.  
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Overview

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This document will of course contain spoilers for the game. However, I have tried to organise it so you can find the information you need to get past a particular sticking point without seeing too much else.

Throughout this document, there are references to other sections, hopefully all in double-quotes. To locate a section, refer to the Contents Page (immediately below) where you will see a short, upper-case LABEL against most sections. Search for this to go directly to the section concerned.

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Press "Ctrl-F" in most browsers or text viewers to search  
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- o The first main section, "Prince of Persia: About the Game", shouldn't give too much away that either isn't in the manual or can't be picked up from the introduction and playing the first few rooms. The descriptions of some abilities that are acquired during play are postponed to after the main Walkthrough so as to avoid spoilers.

- o The bulk of the document, "Prince of Persia: The Walkthrough" takes you on a step-by-step guide through the game, and so will contain spoilers. However, it is designed so that you can go directly to the information you need without reading through any more than necessary. The beginning of this section describes how to use it in more detail.
- o After the main walkthrough, the section "How Did I Miss That? or Item List", lists the locations of all objects and (scoring) enemies in the game; refer to this towards the end if you've not found all seventy-five enemies or are missing Potions etc.
- o The next section, "Baddies, Beasties & Bosses", lists accumulated wisdom (?) about all enemies you will encounter, and as such should be selectively read where possible. Again, the beginning of this section tells you how.
- o The section "Advanced Controls" is the last for "normal" play; more of a reference section that describes how to use the extra abilities that the Prince acquires during the game. As such, it contains spoilers if read out of turn.
- o The section "Minimum Item/Enemy Game" gives some notes on a much harder version of the game, where -- in complete contrast to the main Walkthrough -- the objective is to collect as little as possible, and to level-up as little as possible.

It is much terser than the main Walkthrough; more or less assuming you've beaten the game "normally", and as such does not try to avoid spoiling things.

- o The final section, "Odds and Sods", contains acknowledgments, revision history and any other interesting things I've found about the game. Little, if any, attempt has been made to avoid spoilers here.

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||          INTRODUCTION          ||
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About this Walkthrough

.....
"Prince of Persia: The Sands of Time" probably doesn't need a walkthrough to the same extent as some other games, but I decided to write one for a number of reasons:

- o On my first play through, I ground to a halt at the second Boss. Replaying while making a walkthrough seemed a good way to make sure I hadn't missed anything (I hadn't, but got better at the game and was able to kill some enemies that I'd bypassed the first time round).
- o It's the first GBA game I've come across where GameFAQs didn't already have at least one walkthrough written for it.
- o It seemed like a good idea at the time.
- o er.. that's it.

You can contact me via my website (www.AldursLair.com/faqs) or by email (use "faqs" and "AldursLair.com", joined by the "@" sign; please put "Prince of Persia" or "POP" in the subject line so that it is easier to find amongst the junk). I normally read and reply to all messages, but please bear the following points in mind:

- o Corrections to facts are welcome, as are specific suggestions for improvements.

- o Critical comments are fine, but just saying "it sucks" isn't very helpful; please keep criticism polite and positive.
- o Incomprehensible messages (i.e. those with appalling grammar or in "leet speak") are likely to be sent to the trash folder.

I keep all GameFAQs Boards for which I've written Guides on my "Favourites" list, so I should spot (and usually reply to) any messages within a day or so. For "Prince of Persia", the board is:

<http://boards.gamefaqs.com/gfaqs/gentopic.php?board=915023>

All contributions used in future versions will be suitably acknowledged (unless you want them to be anonymous).

Having completed my "Minimum Item/Enemy Game" notes at about the same time as tidying up the last of the "normal" sections, I think this version covers pretty much everything that needs to be covered, with the exception of what can be unlocked when linking to the GameCube version of Prince of Persia.

Apart from a possible GameCube-update, I don't expect to release a new version (except to correct typos or spelling mistakes), unless I get a spark of inspiration or cracking idea from one of you lot.

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  ||           PRINCE of PERSIA: About the Game           ||
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Background                                     BKGND
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From the manual:

"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."

During the introduction, the Prince, who you control, finds a magic Dagger, and is tricked into unleashing the powers of the Sands of Time by the Vizier of the Maharajah whose Palace he and his father are visiting. The main part of the game follows the Prince's quest to put right the wrongs caused by this

act, and, ultimately, to seek revenge on the Vizier...

What this means in practice is to journey through five labyrinthine levels of the Maharaja's Palace, defeating strange beasts and freeing Persian soldiers from their possession by the powers of the Sands of Time.

As the Prince journeys deeper into the Palace, he will encounter many obstacles, and will pick up new abilities to help counter them.

On completion of his explorations, he will have to defeat the Vizier, whose hunger for power has caused all the trouble, before the world can return to normal.

Basic Controls

CON101

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Game-play in the Prince of Persia is essentially that of a side-scrolling platformer, although the Prince can also jump or climb up and drop down. You control the Prince in the following basic ways:

.....
NOTE

This section only details the controls that are active at the start of the game. As the Prince advances through the game, he will pick up additional abilities. To avoid spoiling things, these are not described here.

Instead, they are described both in the main Walkthrough as they are acquired, and in the "Advanced Controls" Section towards the end.

.....
Floors and Ledges

- o Use LEFT and RIGHT to move the Prince back and forth.
o Use DOWN to make the Prince crouch down; this allows him to avoid missiles and obstacles.
o Use 'A' to make the Prince jump; he can perform a standing jump, or you can use LEFT or RIGHT to make him jump in a given direction.

If the Prince is facing or running left, press RIGHT and 'A' to make him perform a BACK-JUMP (or LEFT if facing or running RIGHT). This achieves a greater height than a normal forward jump, and is particularly useful when jumping enemies or certain obstacles.

- o Holding DOWN and pressing 'A' will cause the Prince to roll forward -- this allows him to pass under low walls or some obstacles without getting hurt.
o Holding the 'R' Shoulder Button down while pressing LEFT or RIGHT will allow the Prince to creep left or right without turning around -- useful for advancing on enemies without exposing his back.
o Pressing UP, or holding DOWN, will shift the centre-of-view so you can see hazards above or below.

- o If the Prince is at the edge of a normal ledge, and facing away from the edge, you can press DOWN and 'A' to make him climb down and hang from the edge. Pressing UP and 'A' will make him climb back to the ledge; DOWN and 'A' will cause him to drop from it.

Ropes, Hanging Cloths and Pillars

- o Use UP and DOWN to make the Prince climb or descend.

Some Pillars are slippery -- after clinging to them for a moment, the Prince will begin sliding down. Tap UP occasionally to keep him more-or-less stationary. You can keep the Prince at the top of a Pillar by keeping UP pressed.

- o On Pillars, hold LEFT or RIGHT and press 'A' to switch the Prince from one side to the other.
- o To jump from a rope, cloth or pillar, press LEFT or RIGHT and 'A'.
- o Pressing LEFT, or RIGHT on a rope, cloth or pillar will shift the centre-of-view so you can see hazards to either side.

In the Air

- o When the Prince jumps, or if he drops or jumps from a ledge, rope, cloth or pillar, you can guide him through the air using LEFT and RIGHT. This can be particularly useful to avoid enemies or obstacles below.

Attacking

- o Use 'B' to make the Prince swing his Scimitar in the direction he's facing. If facing right, the swing goes from approximately ten o'clock behind through to about four o'clock. If facing left, it goes from two o'clock behind through to eight o'clock.
- o The Prince can also attack when on ropes, hanging cloths or pillars. On ropes or cloths, he always attacks to the right, but because the attack includes a partial back-swing, he can hit some obstacles on the left. On pillars, the Prince will attack away from the pillar.

Narrow Ledges

- o Narrow Ledges are much thinner (vertically) than normal ledges. Normally, the Prince will hang from these. Pressing UP and 'A' will pull the Prince up so that he stands (precariously) on top. You will need to keep UP pressed, otherwise he will lose his balance and drop down again.
- o LEFT and RIGHT will move him appropriately, whether he's hanging from, or standing on top of, a Narrow Ledge.
- o More detailed controls are provided when you first meet such ledges (in S3R2), and in the "Advanced Controls" section.

Metal Rods

Sticking out of the back-wall in some places are Metal Rods that the Prince can grab hold of. Once on a rod, the Prince will continually swing round and around in circles.

- o When swinging around a Metal Rod, if you press 'A' during the quarter-circle from the six o'clock position upwards, you will somersault through the air quite a way.
- o If you press 'A' during the quarter-circle descending to the six o'clock position, or press DOWN on the D-pad at any time; you will drop from the rod.
- o When you are at the very top of the spin (i.e. at twelve o'clock), you can change direction by pressing LEFT or RIGHT on the D-pad. This allows you to switch between clockwise and anticlockwise swinging.

Sands of Time

- o The 'L' Shoulder Button allows the Prince to use Sands of Time -- see the section "Sands of Time" below for more details.

Other Controls

- o In certain areas of the Palace, when there's an icon in the lower-left of the screen, SELECT will switch the character you control between the Prince and Farah (the daughter of the Maharajah).
- o The START button brings up the status screens; see the section "Game Screens" for more details.
- o During Dialogue Scenes, you can press 'A' to complete the current screen of text (rather than waiting for it to appear bit by bit); you can skip the entire Dialogue Scene by pressing START.

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Remember -- more controls are described in the "Advanced
Controls" section towards the end.
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Continuous Attack

If you hold DOWN, "A" and "B" all at the same time, the Prince will enter "continuous attack mode". In this state, he will swing his Scimitar as fast as possible, while creeping forward slightly. Once he's started, you can release DOWN, but need to keep both "A" and "B" pressed.

[Thanks to "Zhi jia ng" for this trick, who suggests it can be put to good use against the first four Bosses, although I've not tried this.]

Super Jump

I think I had stumbled across the manoeuvre in a couple of places without really working out the mechanics of what I'd done (S1 R10, getting to S1 R13 immediately after beating the first Boss; S5 R3 when grabbing the bottom of the Cloth on the left without defeating the Genie). Thanks are due to Frej

Bjon for explicitly specifying how it works.

Basically, if you jump left or right, and IMMEDIATELY press the opposite direction (RIGHT if you jumped left, LEFT if you jumped right), then you will do a Super Jump and get higher than you could normally. However, you do have to change direction almost as soon as you press "A" to jump. When, after the first Boss Battle, you enhance your jumping ability, the two can be combined for Super-Duper Jumps!

Game Screens

GAMSCR

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Main Screen

The main game screen shows a side-view of the Maharaja's Palace. At rest, the Prince will be centred vertically; to the left (if facing right), or to the right (if facing left).

In the upper-left corner of the screen is the Prince's Health Bar (in red). This shows the state of the Prince's health -- as he is hit, this will decrease. It is slightly deceptive, since the "loop" part only represents about a quarter health -- if the bar gets towards the loop, you need to start looking for Health Flares or a Save Room pretty quickly, or consider using a Life Potion.

Below the Health Bar is a hollow circle that fills with blue. This represents the amount of Sands of Time held by the Prince's Dagger.

When you collect items such as Potions or Medal Pieces, a message will appear in the lower-right corner.

During part of the game, you are in control of both the Prince and Farah; when this happens, an icon appears in the lower-left corner to indicate that you can switch control by pressing SELECT. Note, you can only switch when the current character is in certain positions; usually near exits and puzzle elements.

Press START at any point in the game to bring up the Status Screen (see below). You can cycle through the other information screens by repeatedly pressing the 'L' or 'R' Shoulder Buttons.

Press 'B' or START again to return to the game (or select CONTINUE from the System Screen).

Status Screen

The first screen shows you the status of the Prince. Along the bottom of the screen, from left to right are the current Level of the Prince, the number of Persians he must free to get to the next level, and the total number of Persians he has freed so far (out of a maximum of 75).

In the middle of the screen you can see the Prince's current Health (and the present Maximum Health), and below that the current amount of Sands of Time held in the Prince's Dagger (out of a maximum of 128).

The right-hand side shows the Prince's current Attack and Defence ratings. As

these rise, he will inflict more damage with each hit, and be less susceptible to damage from others.

Inventory Screen

This screen shows which items the Prince has picked up on his travels through the Palace.

The first two slots are for the Freeze Ring and the Slowdown Ring. These need to be found before the Prince can use the corresponding power of the Sands of Time. Highlight one of the rings (using the D-Pad) and press 'A' to activate it.

To the right are icons for the four types of Potion to be found in the Palace. These are Life Potions (restore full health), Sands of Time Potions (restore full Sands), Elixirs (none found; restore Health and Sands) and Antidotes (remove the effects of poisoning). To use one, highlight it with the D-Pad and press 'A'.

Below these are representations of the Medal Pieces (see below) that the Prince has collected. There are a total of eight Medals, each formed of three pieces.

Map Screen

The next screen shows a map of the current Section (there are five sections in total). -- only rooms that the Prince has visited are shown. The Prince's current room is shown flashing, and any room that contains an (uncollected) Medal Piece is outlined in a different colour.

Unfortunately, there does not appear to be a way of viewing maps for sections other than the one the Prince is currently in.

Scroll Screen

This screen shows how many of the fifteen scrolls to be found throughout the Palace the Prince have been collected, and allows you to re-read them (highlight a scroll with the D-Pad and press 'A').

Freed Persians Screen

This screen shows the eight different types of Scoring Enemy the Prince will meet, and how many of each type he has freed from the powers of the Sands of Time.

When you get to the end of Section Five, you can use this screen to check whether you've missed any enemies (refer to "How Did I Miss That? or Item List").

System Screen

This last screen allows you to CONTINUE your game, enter SLEEP mode, or QUIT the current game.

Sleep Mode puts your GameBoy Advance into a special low-power mode; the screen

and sound are turned off, and the main unit uses minimal power. This is especially useful if you need to pause your game between Save Rooms.

NOTE To come out of Sleep Mode, hold both the 'L' and 'R' Shoulder Buttons and press SELECT; the GameBoy Advance power back up and displays the System Screen again.

Quitting a game will abandon the current game and return to the main menu. You can then start a new game, load a different game, or restart the current game from the last Save Room you visited.

NOTE If you Quit a game, any Temporary Save Flares (see "Coloured Flares" below) you may have used will be forgotten; if you restart, it will be at the last Save Room visited.

TIP If you've made a mistake and want to "try again", you're probably better off letting yourself die (just drop into any gap in the floor, or take a long fall). That way, you'll return to any Temporary Save Flare you've passed through.

Sands of Time SOT
.....

The Sands of Time are at the heart of "Prince of Persia". As well as being the source of the evil unleashed on the world, their powers will aid the Prince in restoring things to normal.

Although the power of the Sands of Time is unlimited, the Prince can only exploit a limited amount of this power at any one time by storing it in the Dagger that he finds during the Introduction.

Defeating the possessed enemies he meets will siphon off the Sands of Time that has possessed them and help to refill the Dagger. Additionally, there are certain Coloured Flares (see below) that the Prince will encounter; these will completely refill the Dagger.

There are three principle ways that the Prince can use his accumulated Sands of Time: Reversing, Slowing, or Freezing Time.

- o Reversing Time allows the Prince to "play the film backwards" -- for as long as his reserves of Sand last. He can even do this for a short time after he dies, potentially allowing him to undo the action that caused him to die.

If the Prince's Dagger is full of Sands of Time, he will be able to reverse Time for up to two four-second bursts (after the first four seconds, Time will continue normally; a second burst is needed to replay the previous four seconds).

Note that Time, not the Prince's movement is reversed -- if you let the Prince stand still for three seconds before reversing Time, he will stand still (although backwards in time) for those same three seconds before anything noticeable happens.

Personally, I've found very little use for reversing Time, other than for collecting Medal Pieces (see below).

- o Slowing Time allows the Prince to move at normal speed while obstacles and

creatures move much more slowly. This allows him to deal more damage to enemies in a given time, or to get past fast-moving obstacles without getting harmed.

With a full reserve of the Sands of Time, the Prince will be able to slow Time for just over four seconds.

- o Freezing Time is a more drastic form of the above: the Prince can still move, but obstacles and creatures around him freeze totally.

With full Sands of Time, the Prince can freeze Time for slightly over two seconds.

At the beginning of his journey, the Prince can only reverse time; as he progresses through the Palace, he will find two Rings that, when activated (from the Inventory Screen), allow him to slow or freeze time.

All three abilities are activated by pressing the 'L' Shoulder Button; the latter two also need the corresponding ring to be selected first.

Both reversing time and slowing time only have effect while the 'L' button is kept pressed -- you can have anything from a fraction-of-a-second burst to a sustained four-second barrage. On the other hand, time is frozen when the 'L' button is pressed, and will stay frozen until the Prince's Sands run out, whether or not you keep the button pressed -- you cannot freeze time for just a brief period.

NOTE There is a way of only using the Freeze Ring for a short period: once frozen, press START and go to the Inventory Screen, then deactivate the Ring there. [Thanks to Sander for this tip.]

Enemies You Will Meet

NMEZE

.....
Throughout the game, you, as the Prince, will have to battle many enemies; some will be human and some will be beasts. Nearly all fall into two categories: Scoring Enemies and Sand Enemies. The exceptions are "Bosses".

Scoring Enemies

These come in eight different flavours, all either human or human-like, with a total headcount of seventy-five throughout the course of the game.

When the you kill a Scoring Enemy, it will collapse, leaving a corpse on the ground. If the you don't deal with this reasonably quickly (within about two or three seconds), it will reanimate and you'll have to fight it all over again.

To get rid of these enemies permanently, you need to drain the corpse of the Sands of Time that possessed it. You do this with the Dagger you obtain during the game's introduction: stand close to the corpse and hold down the 'B' Button -- the Prince will sweep the Dagger down into the corpse and it will glow blue. After a few seconds, the corpse will dissipate and some Sands of Time will be restored (see the Scroll of Gathering you find during the introduction).

Once a Scoring Enemy has been killed and drained, it is gone for good -- it

won't reappear if you re-enter a room later.

After the first kill (which takes you to level two), every second Scoring Enemy you kill and drain will raise the Prince one level (later in the game, when you get to Level 13, this will rise to every three kills for the next level). Higher levels boost the Prince's Attack and Defence abilities, as well as his Maximum Health.

Sand Enemies

These come in eleven different types, and are mostly non-human (there are a some of exceptions).

When killed, they either disappear in a puff of blue smoke, or collapse to the ground as a corpse. Unlike Scoring Enemies, you don't need to do anything to the corpse, it will dissipate into blue smoke after a few seconds. Sand Enemies also restore some of the Prince's Sands of Time.

In contrast to Scoring Enemies, Sand Enemies are not "single-shot" -- if you re-enter a room, any Sand Enemies that had previously been killed will be present again. This can be very useful for restoring a lot of Sands of Time: find a Sand Enemy near an exit, kill it, leave and re-enter, and repeat as often as needed.

Common Features

Both types of enemy will flash an electric-blue colour when you successfully deal them damage.

Although there are only a handful of basic enemy types, as you progress through the sections, you will often meet the same basic type of enemy as you've seen before, but with enhanced powers. For instance, Bats, the first enemy you meet, pop-up later with the ability to fire missiles at you.

Boss Battles

At the end of each Section of the Palace you will have to prevail against a Boss Enemy. Additionally, towards the end of the game, you will encounter -- and have to defeat -- the villainous character behind the Prince's troubles.

Something to Read -- Scrolls

2READ

.....
There are a total of fifteen Scrolls that the Prince can collect. You get the first during the game's introduction; the remaining fourteen are scattered throughout the Palace. Scrolls can be divided into two broad categories:

Ability Scrolls

Some of the Scrolls you will find will give the Prince extra abilities that he didn't have before. Typically the Scrolls you find after battling a "Boss" fall into this category.

Collecting these Scrolls -- and gaining their abilities -- will allow the

Prince to explore deeper into the Palace and reach areas that he wouldn't otherwise be able to get to.

Information Scrolls

Other Scrolls, by contrast, will not bestow any new abilities on the Prince, but will just tell you about an ability that he already possesses -- if you knew about the ability, you would be able to use it even without collecting the Scroll. In a sense, they are an in-game hint/tutorial system.

Scroll Numbering

I have numbered each Scroll the Prince finds according to its position on the Scroll Screen (reading left to right, top to bottom).

Something to Drink -- Potions

2DRINK

.....
During the Prince's travels through the Palace, he will encounter a number of Potion Bottles that he can collect (by passing over them). In times of need, he can use these to restore Health and/or Sands of Time, or to remove the effects of poison. To see how many potions the Prince has collected, go to the Inventory Screen; to use one, highlight it on that screen and press the 'A' button.

In all, there are four types of Potion, although I've only found three (I believe the last, Elixirs, only appear when linked to the GameCube version of "Prince of Persia").

Some Potions are in plain view; others are inside Large Urns that must be smashed with the Prince's Scimitar before they can be collected.

Life Potions

Drinking one of these will fully restore the Prince's health. To get maximum benefit during a tough battle, you should wait until his health is fairly low before taking one (though obviously, you shouldn't wait TOO long!)

Sands of Time Potions

Drinking one of these will fully restore the Prince's reserves of Sands of Time. As before, you shouldn't take one too early if you want to maximise their benefit.

Antidote Potions

Drinking one of these will remove the effects of Poison that some enemies can inflict. If you don't take an Antidote, the effects of poison will wear off after time, but not before inflicting a steady stream of damage.

Elixirs

Drinking one of these will completely restore both the Prince's Health AND his reserves of Sands of Time. As yet, I've not found any of these; I think they are only accessible when you link to the GameCube version of the game.

Coloured Flares

COLFLA
.....

Throughout the Palace, you will encounter a number of Coloured Flares -- swirls of colour that have different effects on the Prince. Most Flares are already present in a room, although some only appear when you kill a certain enemy (or the last one in a room). The effect that they have depends on their colour.

Red Health Flare

Walking through one of these restores some of the Prince's Health.

All Health Flares disappear when used; but some can be used again if you re-enter the room (which is a good way of fully restoring health if they're near an exit). If a flare only appeared while you were in the room (e.g. some will appear as the exits open), then these can usually only be used once, and they don't reappear.

Blue Sands of Time Flare

Walking through one of these fully restores the Prince's Sands of Time.

Sands of Time Flares can be used multiple times without having to leave the room.

Green Temporary Save Flare

Walking through one of these will temporarily save your game. If you die in the current game, you will return to the last Temporary Save Flare you passed through, with the same Health and other settings you had when you first walked through it.

However, if you turn the power off, or quit the current game, you will restart from the last Save Room you visited.

A Temporary Save Flare cannot be used twice in a row -- if you use one, it will disappear until you use a different flare (or a Save Room); if you then come back to the first flare, it will be active again.

Purple Invisibility Flare

Walking through one of these will make the Prince invisible (there's a VERY faint outline). Some exit gates will drop as the Prince approaches if he is visible; this type of Flare allows him to get through.

The duration of an Invisibility Flare is limited, but they can be used multiple times.

Dark Blue Musical Flare

Walking through one of these will cause musical notes to rotate around the Prince's head. While active, certain obstacles in a room will react differently as the Prince approaches.

The duration of a Musical Flare is limited, but they can be used multiple times.

Special Rooms

SPECRM

.....

Among the ordinary rooms of the Palace (assuming "ordinary" means "filled with monsters and fiendish traps..."), you will also find a number of special rooms.

Save Rooms

These consist of a large stone block in the middle of the room below a large circular stone on the back wall.

If you jump on to the middle of the stone block, your current game will be saved permanently to the GamePak -- if you switch the power off or quit the game, you can return to it later and carry on playing from the same point.

If you die, you will return to the last Save Room you used (unless you have passed through a Temporary Save Flare since using the Save Room, in which case you will return there).

Using a Save Room (or resuming a game at one) will fully restore the Prince's Health. His Sands of Time, however, will not be affected -- it will remain at the same level as when you saved.

Life Fountains

These rooms -- a central column of sparking light within a gazebo reached by one or two rope bridges -- will restore the Prince's Health at a rate of about 25 points per second when you stand within the central area.

Medal Gates

These rooms control access to certain parts of the Palace. See the section "Medal Pieces and Medal Gates" below for more details.

Medal Pieces and Medal Gates

MPMG

.....

Certain areas of the game are protected by one of eight Medal Gates, each of a different type. To get through these, you need to be carrying the complete Medal of the same type. Throughout the game, you will find Medal Pieces of one of the eight types -- when you have collected three pieces of the same type, you will have a complete Medal, and will be able to open the corresponding Medal Gate.

Collecting Medal Pieces

Medal Pieces are fairly easy to spot for a number of reasons:

- o If you look at the Map Screen, a room containing a Medal Piece is outlined in a different colour (yellow, green etc).
- o On the main screen, the Medal Piece is outlined quite distinctly against the background.

However, they do tend to be stuck in somewhat out-of-the-way corners of rooms, so you may have to do a little hunting.

When you've found a Medal Piece, you then have to collect it. Early in the game, you will find the Scroll of Secret Medals. This tells you that you need to "rewind time" to collect a Medal Piece. In practice, this means:

- o Walk, fall or jump over the Medal Piece you want to collect;
- o Press the 'L' Shoulder Button to reverse time -- you will fall up or move backwards until you pass back over the Medal Piece, at which point a message in the lower-right will tell you that you have collected it.

There are a couple of tips when collecting Medal Pieces:

- o Reversing time uses up your Sands of Time, of which you only have a limited quantity. To minimise the amount used, try to press 'L' as soon as you pass over the Medal Piece; you don't have to wait until you land.
- o In many cases, you can release the 'L' button as soon as you've collected the Medal Piece (watch for the message); time will flow normally again, and you'll carry on with your original fall. In most cases, this drops you harmlessly (or nearly so) to a ledge below.

You can check which Medal Pieces you've collected by referring to the Inventory Screen.

Medal Gates

These are instantly recognisable when you come across them -- two relief statues stand either side of, and each raises an arm above, a large carving of a Medal in the centre. You enter on a balcony on one side of the Medal Gate, but are blocked from crossing the gap to the other side by a raised, wooden drawbridge.

If you currently have no Medal Pieces that match the Medal Gate's type, then there is no indication as to which type the Medal Gate is.

If you have one or two Medal Pieces of the correct type, then a combined image of them will appear in the top-centre of the screen above the gap. You can check the Inventory Screen to see which type of Medal is required (although some are a little ambiguous).

If you have all three Medal Pieces, then as you enter the room, the drawbridge on the other side of the gap will lower. After a few seconds, you are then free to cross. Once opened, a Medal Gate remains open for the rest of the game.

.....

TO DO I will fill in the details when available...

```
()=====()
  ||                                           ||
  ||           PRINCE of PERSIA: The Walkthrough           ||
  ||                                           ||
  ||                                           ||
  ||=====()
```

How to Use the Walkthrough

WALKHOW
.....

Prince of Persia starts with a couple of introductory scenes, and then the game proper. The game map naturally divides into five sections, and this walkthrough is similarly subdivided. Each section corresponds to one screen's worth of the in-game map, and ends with a Boss Battle.

Early on, and again towards the end, there are cut-scenes of dialogue, and these are reproduced at the appropriate points.

At the beginning of each section, I show the map of the whole section, with rooms numbered in the order visited in the walkthrough. Each room then has its own subsection in the walkthrough.

All these subsections are labelled to help you find the bit you need without seeing more than you want:

- o Dialogue transcriptions are labelled "SxDLG"; e.g. "S9DLG".
- o Maps of the sections are labelled "SxMAP"; e.g. "S9MAP".
- o Individual rooms are labelled "SxRy"; e.g. "S9R7".
- o Boss rooms are labelled "SxBOSS"; e.g. "S9BOSS".

If you're stuck in a particular room:

- o First note which section you're on -- this will be one more than the number of Boss Battles you've had (e.g., if you've had two Boss Battles, you will now be on Section Three [or possibly the very very end of Section Two]).
- o Search (press Ctrl-F in most browsers or text-editors) for that Section's map (e.g. "S9MAP").
- o Compare your in-game map with the Section Map to find which room you are in.
- o Search (Ctrl-F) for that room (e.g. "S9R7").

Exit Conditions

Many rooms throughout the Palace have Metal Gates that descend once you are

fully inside the room. To open these gates, and move on to the next room, you will have to fulfil certain "Exit Conditions".

In most rooms, this requires killing most, if not all, enemies within (both Sand and Scoring). In some rooms, you will need to step on one (or more) Pressure Pads, and/or hit one or more Brass Gongs.

At the top of each room's section in the Walkthrough, the necessary exit condition(s) are listed. If you're having problems getting out of a room, look at these and check that you've killed everything necessary.

In several rooms, you will not be able to get to all the exits until the Prince has gained abilities from Scrolls found later in the game. The Exit Conditions for these are listed as "Scroll 4", "Scroll 5" etc. The numbers refer to the required Scroll's position on the Scroll Screen.

Other rooms' exits are blocked by Wooden Doors, or lead to Medal Gates for which you won't have all the required Medal Pieces (see "Medal Pieces and Medal Gates" in the previous section). You won't be able to pass these until much later in the game, so don't spend a lot of trouble trying!

TIP Gates don't close until you are all of the way into the room, so you can stand in the doorway and still return to the previous room.

 This is particularly useful in some rooms which have a Health Flare by their exit -- heading to the next room and returning will re-ignite the flare and allow you to top-up your health to its maximum.

Section Maps

On the Section Maps, some types of room aren't given room numbers, these are:

- o Boss rooms are just labelled "BOSS!".
- o Save Rooms (where you can permanently save your game) are labelled "SAVE".
- o Life Fountains (where you can restore your health) are labelled "LIFE".
- o Medal Gates (block progress until later in the game) are labelled "xG" (where "x" depends on the medal).

Other notes about the maps:

- o When you first play through the game, there are some rooms that you won't be able to access yet, either because they are blocked by Medal Gates, Wooden Doors or GameCube Gates. The links to these rooms are marked with equals signs ("=") instead of dashes ("-").
- o Some areas of certain rooms will not be accessible at first; where map-space permits, I have tried to "cordon-off" these areas with dots ("..."). As you progress through the game, the Prince will gain new powers that will permit access to these "locked-off" areas.
- o In each section there is one exit marked "LAST CAVE" -- you won't be able to use these initially since they're behind Wooden Doors (that you cannot open). Towards the end of the game (hence the name), you will be able to make use of these, so just ignore them for the time being.

Checkpoints

As you progress through the game, you will collect various potions, scrolls and other items; and kill Scoring Enemies. Whenever you collect something or kill such enemies, I will insert a "Checkpoint" in the Walkthrough, showing what's changed (indicated by "<<"). Additionally, at the end of each section there will be an enlarged Checkpoint showing all your current statistics.

An example of a full Checkpoint is:

```
.....
: Status   Level      1   For next level  1   Total killed  0/75   :
:          Max. Health 60   Attack         10   Defence       6       :
: Potions  Life        --   Sands of Time  --   Antidote      --       :
: Medals   ---         --   ---           --   ---           --       :
: Other   Slowdown Ring [.]   Freeze Ring   [.]   Scrolls       --       :
.....
```

When you collect something, or kill a Scoring Enemy, only the relevant line (or lines) will be shown.

```
()=====()
||                                     ||
||           Introductory Section     ||
||                                     ||
()=====()
```

Dialogue

SODLG

.....

Prince:

Most people think Time is like a river,
that flows swift and sure in one direction.

They are wrong.

Sit down and I will tell you a tale
like none that you have ever heard.

Know, first, that I am the son of
Shahraman, a mighty King of Persia.

On our way to Azad, we passed
through India...

Where the promise of Honor and Glory
tempted us to our doom.

Vizier:

Your Majesty, I am the Maharajah's
Vizier. I can help you capture his
palace, if you will promise me a
reward...

Once he has read the Scroll (don't worry -- you can read it again after you regain control) the Prince demonstrates this ability by plunging his Dagger into the body on the ground, refilling some of the Sands of Time.

Dialogue

S0DLG

.....

Maharaja:

Well done, my son! You may keep that dagger as a souvenir of your first battle. As for that Hourglass, it will make a fine gift for the Sultan of Azad when we pass through his kingdom...

Vizier:

...

Maharaja:

My friend, I bring you gifts from India! Behold the Sands of Time!

Sultan of Azad:

The sand... Why does it glow?

Vizier:

Excuse me, Your Majesty. But only the Dagger of Time can unlock the Hourglass. Perhaps our young Prince will oblige...?

Farah:

No! Stop!

[You are tricked into releasing the Sands of Time]

The Sands of Time spread like a plague through the Sultan's palace, transforming everyone they touched.

Prince:

And I, who had unleashed the cataclysm, was spared...

()=====()
	Section One	
()=====()

Map

S1MAP

.....

+-----+ +--+ +--+ +-----+ +--+ LP - Life Potion
| | | | | | |. | | | SP - Sands of Time Potion
| | |16+=CG+--+ +--+ 9|

```

|          |          | +=+ +-+.    +-+ |          CM - Copper Medal Piece
|          |          | | | | |.    | |SP|
|          |          +---+ +---+ | | +---+    CG - Copper Medal Gate
| 15 |          |          | 8 |          TG - Tagua Medal Gate
|          | +---+ +-----+ +---+ | | +---+ +---+
|          | | | | |.    | | | | |    | |S | | |    ... - Inaccessible
|          +-+TG+=+ .    +-+ 7+-+    +-+ A+-+ |    = - areas or exits
|          +-+ +=+ .    +-+ +-+    +-+V +-+ |
|          | | | | |.    | |SP| |    | | E| | |
+-----+ +---+ |.    | +---+ +-----+ +---+ | |
|          |. 6 |          | |
|          +---+ |.    | +---+ +---+ +-----+ | | +-----+
|          |CM| |.    | |S | | | | |    | | | | |
|          |14+=+ .    +-+ A+-+ 5+-+    | | | | |
|          | +=+ .    +-+V +-+ +-+    | | | | |
|          | | | |.    | | E| |CM| |    | | | | |
+---+ +-----+ +---+ +---+ |    | | | | |
|          |          | 4 | |10| | BOSS! |
|          +-----+ +-----+ |    | | | | |    | +---+ +-----+
|          | | | | |    | | | | |    | |S | | | | | | | | |
|          | +-+ +-+    | | | | |    +-+ A+-+ |
|          | +-+ +-+    | | | | |    +-+V +-+ |
|          | | | | |    | | | | |    | | E| | |
|          | | | | |    | +-----+ | | +-----+ +---+ |
|          | 2 | | 3 | |          | |          | 12 |
|          +---+ +---+ |    | | | | |    | +-----+ +---+ |
|          | | |S | | |    | | | | |L | | | | |    | | | | |
LAST=+ 1+-+ A+-+    | | +-+ I| |13+-+ +-+ LIFE +-+11+-+ +- Section
CAVE=+ +-+V +-+    | | +-+F | | +-+ +-+ +-+ +-+ +- Two
|          | | | E| | |    | |LP | | E| |CM| | | | |    | |LP| | SP|
+---+ +---+ +-----+ +-----+ +---+ +---+ +---+ +-----+ +---+ +-----+

```

```

-----
Room 1
Exit conditions
-----
S1R1
Pressure Pad
W: Wooden Door
-----

```

```

: Status Level 1 For next level 1 Total killed 0/75 :
: Max. Health 60 Attack 10 Defence 6 :
: Potions Life -- Sands of Time -- Antidote -- :
: Medals --- --- --- --- :
: Other Slowdown Ring [.] Freeze Ring [.] Scrolls 1/15 :
-----

```

You begin in front a canopied archway, but as this is a 2D platform game, this is just 'background', and you can't enter. To the left is a Wooden Door -- you'll see a few of these throughout the game, but you won't be able to do anything with them until well over half-way through, so just ignore them for now.

You will notice some Bats flying around -- kill them with your Scimitar (press the 'B' button) -- which also recharges your Sands of Time. Proceed to the right, watching out for the gap you have to jump over just off-screen (press the 'A' button), and you'll find your first obstacle -- the exit gate out is down!

Hopefully though, you will have noticed the piece of cloth hanging just before

the gate -- so jump on to this and shimmy up. On the left, just under a wall hanging, you should see a ledge. From about level with the ledge, jump on to it and move toward the left-hand edge. You'll see another Scroll, floating in mid-air, with another ledge (and some Bats) beyond.

You'll need to time your jump so that (a) you don't land on a Bat, and (b) you pass through the Scroll as you leap.

```

() ~~~~~ ()
|           Scroll of Rolling (2)           |
|                                           |
|           Press Control Pad DOWN +       |
|           A Button to roll.             |
() ~~~~~ ()

```

```

.....
: Other      Slowdown Ring [.]      Freeze Ring      [.]      Scrolls      2/15<< :
.....

```

CONTROLS If you press DOWN on the D-Pad, the Prince will duck down; if you keep it pressed, and press the 'A' button, he will roll along the floor a short distance. This will allow him to roll under certain obstacles that either he wouldn't fit through when standing, or would cause him damage if standing.

NOTE This is an example of an ability that the Prince has always been able to do. Later Scrolls will give the Prince abilities that he wasn't previously capable of.

Continue left along the Bats' ledge and you'll see two things: a Wicker Basket and another length of hanging cloth. Unfortunately, the bottom of the cloth is out of reach; fortunately, you can push the basket to the left, jump on it, and then reach the cloth.

Climb up the cloth, past the stain-glass window, and jump to the small ledge on the right. From here, jump to the larger ledge, further right and slightly up. Here we have another problem: there is a Stone Beam sticking out of the wall, reaching nearly to the floor and preventing further progress.

It's time to use the newly learnt Roll Manoeuvre (you could have performed it before you found the Scroll if you had wanted). Hold DOWN on the D-pad and press 'A' -- you should roll under the Stone Beam and emerge the other side.

Moving to the right you'll see the final obstacle (for this room) -- a vertically mounted Circular Saw -- and beyond this, a Pressure Pad that will release the gate below (you do still remember the gate, don't you?)

There's no great trick to the saw, just edge close to it and make your dash just as it clears your head on the way up. Once you're passed, step on to the Pressure Pad -- as you do, the view will switch to show you the gate below opening.

As you make your way back down, just be careful to start the roll under the Stone Beam from a little way back (the beam should not be more than halfway across from the left). If you get too close before rolling, you'll roll right off the edge of the ledge! The drop won't kill you, but it will cause you some damage.

TIP If you look like you're going to fall off the end of this or any ledge, quickly press RIGHT on the D-pad, and you should be able to

catch the edge with your fingertips. If you succeed, you can hang around like this forever; use UP on the D-pad and the 'A' Button to climb back up, or DOWN and 'A' to drop.

Once you're back at the gate, go through and you'll see a large block of stone with a circular design behind it -- this is a Save Room. Jump on to the block and you'll rise into the air, saving your position and refilling your Health Meter.

NOTE There are two types of save-point in the game. The one here will permanently save you position: if you turn off the power you'll resume from the last Save Room you saved at.

Later in the game you will also find 'Temporary Save Flares' -- these only remember your position while the power is on: if you die, you'll restart at the last such point, but if you turn the power off, or quit the current game, you will start back at the last Save Room.

Another difference is that Save Rooms will restore you to full health (as you save), whereas Temporary Save Flares will remember your current health -- you will be at this level if you restart.

Room 2 S1R2
Exit conditions Giant Beetle + Persian Archer

.....

Leave the Save Room to the right and enter Room 2. Carry on to the right, but watch out for a Giant Beetle that emerges from the different-coloured ground about one screen-width across. Attack it with your Scimitar and you'll soon kill it (adding to your Sands of Time); however, it will spawn a couple of Small Beetles as it dies.

TACTICS Because of their small size, to kill Small Beetles, you'll need to crouch down when you attack (hold DOWN on the D-pad while pressing 'B' to attack).

You can also kill them by rolling over them (press DOWN and 'A').
[Thanks to Carter Chung for this tip.]

The path to the room's exit is straight along and up the pillar, but again the gate is down, so don't bother going there yet. Instead, head up the now familiar piece of cloth that hangs in the centre of the room until you see two balconies. Jump to the one to the left, then across the next gap.

Now get ready to duck (DOWN on the D-pad) -- there's a Persian Archer over on the left-hand side, and he wants to use you as target practice! After the first arrow passes overhead, run up so you're just short of his bow and duck again. You can now attack in safety.

NOTE When he dies, his corpse will remain on the floor. If you leave it alone for too long, it will come back to life and he will attack again.

To dispatch him completely, press and hold the 'B' button -- the Prince will swoop the Dagger overhead and into the corpse, which will turn a sort of "electric blue". Keep the button pressed for a few seconds and the corpse will dissipate in blue smoke, also

restoring some of your Sands of Time.

This applies to all Scoring Enemies, so remember: Drain corpses by holding 'B'.

```

.....
: Status   Level           2<< For next level   2   Total killed   1/75<< :
:          Max. Health     66<< Attack                10   Defence          6   :
.....

```

Once he disappears, don't panic because you can't move -- in this room, getting rid of the last enemy is also the trigger to open the gate, as the view-switch shows. Jump back across to the cloth, descend and head right. Jump on to the pillar, climb up and cross to the other side (hold LEFT and press 'A'). You will see some moving red swirls in front of the now opened gate -- a 'Health Flare'. Passing through this will restore some of your health.

NOTE You will encounter a number of similar Flares as you progress; the colour of each determines what they do. See the section "Coloured Flares" in the chapter "PRINCE of PERSIA: About the Game" for more details.

```

-----
Room 3                                     S1R3
Exit conditions                             None
.....

```

You enter on a balcony, and before you you'll see another scroll, a climbable Pillar and a new obstacle -- a Flame Jet mounted on the wall.

NOTE You'll get to see a lot of these Flame Jets that can shoot flames in up to eight directions. Many, like this one, will change where the flame shoots every couple of seconds -- if you wait for the right moment, you can usually get close enough without getting burnt to either get past or smash them with your Scimitar.

Jump on to the Pillar, picking up your third scroll on the way:

```

() ~~~~~ ()
|           Scroll of Rewind (7)           |
|                                           |
|           Press L Button                 |
|           to turn back time.             |
() ~~~~~ ()

```

```

.....
: Other   Slowdown Ring [.]   Freeze Ring   [.]   Scrolls       3/15<< :
.....

```

CONTROLS Pressing the 'L' Shoulder Button will reverse time for as long as you hold it, provided you have sufficient Sands of Time stored in the Dagger. A full Dagger is sufficient for two four-second bursts of time-reversal.

If you feel in a destructive mood, you can go round smashing all the Flame Jets, but most of them can be ignored.

Go to the top of the first pillar and switch sides. Jump to the second

pillar, switch sides and smash the top Flame Jet. Jump across to the third pillar, watching out for the upward jets; wait for the jet on the far side of the pillar to not be shooting towards you, then switch sides and smash it. Jump to the fourth pillar and switch sides, ditto with the fifth pillar. You should now be on the right-hand side of the room.

Descend past the first ledge on the right, until you're level with the jet and then smash it. Jump across to the ledge and pick up a Life Potion -- these can be used at any time to restore your health.

```
.....  
: Potions Life          1<< Sands of Time    -- Antidote      -- :  
.....
```

Exit to the right to find a Life Fountain -- walk across the bridge and enter the central area to have your health bar restored (if you need a lot of health restoring, you may have to wait for a few seconds; if you just need a top-up, you probably won't need to stop).

Return to the main room (you'll need to smash the Flame Jet again), jump back on to the pillar and climb back to the ledge you ignored earlier. Exit right to the next room.

```
-----  
Room 4                                     S1R4  
Exit conditions                           2 x Lion Statue  
.....
```

Here you'll find your first Temporary Save Flare -- walk into it, and if you die in the current game, you'll return here (but if you turn the power off, you'll return to the Save Room between Rooms 1 and 2).

Head to the right and be ready to encounter your next enemy -- a Lion Statue that spits balls of flame at you. Even if you could get close enough to hit the thing, it wouldn't do any good -- they're invulnerable to ordinary attacks. Instead, you'll need a different tactic -- when it spits a fireball, knock it back with the Scimitar (anyone for tennis?). Do this three times and it will explode.

NOTE If you get too close to a Lion, it will turn its back on you. Just back away and it will turn around again and carry on firing. (Don't bother trying to hit it from behind; it won't do any good).

Also, don't bother trying to jump over a Lion Statue -- even with enough height you will not be able to get past a "force field" that extends straight up from the head.

Jump the gap to the remains of the Lion, and jump again to another pillar. As you start to climb, you'll see some spikes blocking your way, so simply switch sides a couple of times to bypass them. Jump across to the main ledge and you'll see another Lion Statue blocking the exit.

This one's slightly different, in that it rises up to spit its fireballs -- no problem, just jump up yourself and time your Scimitar swipes to knock the Fireballs back.

```
-----  
Room 5                                     S1R5
```

If you look at the Map Screen after you enter this room, you'll see it's outlined in yellow -- this indicates that there is a Medal Piece to be found -- see the section "Medal Pieces and Medal Gates" for more details.

As you approach the gap to the left, you'll see a Sand Lizard walking back and forth. Time your jump so that you land as it's moving to the left, to give you more time to attack. A few hits should dispatch it, replenishing your Sand of Time as you do.

TACTICS If you just dive in and hack at Sand Lizards, they will usually get in a retaliatory attack by spinning around and lashing at you with their tail; to avoid losing some health, try retreating slightly after your third attack, let it lash out, then finish it off.

To the left of the Sand Lizard is another pillar; you'll need to switch sides a couple of times to avoid spikes, as well as hitting out at some Bats if they get too close. However, if you make your way up, you'll see a ledge to the right with a horizontal Circular Saw. Time your jump to the ledge as the saw moves to the right, and it shouldn't be too hard to jump over the saw as it moves back towards you. Once past, you'll find your fourth Scroll:

```

() ~~~~~ ()
| Scroll of Secret Medals (9) |
|                               |
|           Use Rewind         |
|           to pick up Secret Medals |
() ~~~~~ ()

```

.....
: Other Slowdown Ring [.] Freeze Ring [.] Scrolls 4/15<< :
.....

CONTROLS To collect a Medal Piece (you'll see the first in a moment), you need to pass over it, then Reverse Time (using the 'L' Shoulder Button) so that you pass back over it with time reversed.

For your first Medal Piece (part of the Copper Medal), you'll need to return to the pillar on the left (jumping over the Circular Saw), and make your way up to the ledge above (switching sides to avoid spikes and slashing at Bats as needed).

TIP The Bats around here will all replenish your Sands of Time as you kill them, so be merciless!

If you just run off the edge of the ledge to the right, you should pass through the Medal Piece. As soon as you pass it, press and hold the Left Shoulder Button to reverse time until you return to the ledge -- you should get a message in the bottom-right of the screen if you're successful. (If you fall to the ground before you reverse time it won't matter, but you'll use up more Sands of Time because there's more time to reverse. Also, if you don't quite get back on the ledge before releasing the button, you may fall back to the ledge below; again this won't matter.)

.....
: Medals Copper 1<< --- -- --- -- :
.....

Once you've got the Medal Piece, head back to the left and jump on to the pillar with the spikes. Climb up and there's another Circular Saw above a ledge to the left. It's probably easiest to do a quick jump to the near side as the saw moves to the left, then jump over the saw as it reverses, then hop on to the next pillar (don't linger on the ledge or you'll get chopped to little bits!)

Just make your way down the pillar, switching sides to avoid the spikes. Remember to attack the Bats flying back and forth, as they will help replenish the Sands of Time you used to get the Medal. At the bottom, jump to the ledge and go out of the door on the left to another Save Room.

Room 6 S1R6
Exit conditions 3 x Pressure Pad (Green, Red, Yellow)
NW: Scroll 4 + Tagua Medal Gate
SW: Scroll 4
.....

As you enter this room, you should notice three white blobs (lights) in the top-right of the screen. If you walk over to the left, you'll see three coloured, Flashing Discs on the walls. To open the exits, you need to change the colour of the three lights to match the colours (and order) of the three discs.

To light the lights, there are three coloured Pressure Pads -- stepping on one of these will light the next light with the colour of the pad.

TIP If you stand on the wrong pad, or step on the right one twice, resulting in the wrong colour lights being lit, just keep stepping on any pad until all three lights are lit -- if the wrong combination has been selected, all the lights will go out and you can start again.

NOTE The walkthrough below is based on the wall-discs being Green, Red and Yellow (from left to right). The order doesn't appear to change, but if yours are in a different order, just change the order you visit the pads accordingly.

Move to the left and take out some Small Beetles (remember to crouch down), then jump on to the Hanging Cloth and climb. At the top, dodge the vertical Circular Saw and jump right on to another Hanging Cloth. Climb all the way to the top (passing the yellow Pressure Pad on the left) and jump to the ledge on the right. Roll under the Stone Beam, and negotiate two more saws (via another Hanging Cloth) to get to a ledge with the green Pressure Pad. Step on this to light the first light.

Jump back over the nearest saw and descend the cloth to the ledge below. There's another Small Beetle here, so kill it, then step on the red Pressure Pad to the left to light the second light.

Back up the cloth, jump left over the saw, roll under the Stone Beam and jump to the ledge with the yellow Pressure Pad using the cloth and avoiding the saw.

The door near the red Pressure Pad should now open -- go back there and through to room seven.

FOR LATER The left-hand two exits from this room cannot be accessed at the moment, due to the wall running down the middle. These, and other

similar inaccessible areas will be revisited towards the end of the game.

Room 7 S1R7
Exit conditions None
.....

Just inside this room is another Temporary Save Flare -- make sure you use it, as it's not difficult to fall to your death here!

First, jump up on to the two ledges just inside. Before you jump to the pillar on the right, be ready with the UP on the D-pad -- these pillars are greased, and if you hang around for more than a second, you'll start to slip down. Many pillars you'll meet from now on will be greased, so be aware!

TIP On this first pillar, it's probably worth spending a little time practising staying more-or-less in the same position by just tapping UP... if you do drop off the bottom, you won't come to any harm.

TIP If you're at the top of a Slippery Pillar, you can hold UP on the D-pad to stay in position.

Cross to the right-hand side and jump to the second pillar, avoiding the Circular Saw. Jump from the second pillar on to the raised floor on the right.

NOTE If you're VERY careful, you CAN jump from the main floor across to this raised floor -- but you'll need to start with the Prince almost completely over the chasm, and just his back foot right on the very edge of the floor. Even then, you'll only grab the far side by your fingertips, and will need to haul yourself up (hold UP on the D-pad and press 'A'). However, you're much more likely to fall to your death, so it's almost certainly not worth it.

Nip past the two vertical Circular Saws and you'll come to a bunch of Slippery Pillars.

Jump on to the first Slippery Pillar, go up to the top and switch sides. Jump to the next pillar and again climb to the top. Jump across to the third pillar, wait until the Flame Jet is shooting away from you, then switch sides and smash it. Jump across the broken jet to the short pillar, switch sides and jump down to the ledge to the right.

Take out the couple of Bats here, then jump over the Wicker Basket and you'll see a Large Urn. Break this with your Scimitar to reveal a Sands of Time Potion, which you should collect (like Life Potions, these go into your inventory for later use).

.....
: Potions Life 1 Sands of Time 1<< Antidote -- :
.....

Next, you want to get on to a pillar that's just below the left-hand edge of the ledge; the plan is to walk off the left-hand side, then press RIGHT on the D-pad almost straight away (if you do it too soon, you'll cling to the edge of ledge and you'll need to drop first -- press DOWN on the D-pad and 'A').

TIP Although you don't strictly need to, pushing the basket off the left-hand edge first will be useful in case you don't make it to the

pillar. Although it's possible to jump from the floor to the pillar on the right, it's almost out of reach, and it's very easy to slip off again. Standing on the basket helps considerably.

Once you're on the pillar, switch sides when the Flame Jet is shooting away from you and smash it. Jump across, being careful to avoid the Circular Saw, then switch sides to the last pillar. Slide down towards the bottom (otherwise the fall will knock off some health) and jump right to land by the exit door.

Room 8 S1R8
Exit conditions Sand Lizard + Disc Thrower
NW: Scroll 5 + Copper Medal Gate
.....

You emerge behind some translucent gauze. Approach the gap to the right, but wait until a Sand Lizard on the other side gets to the edge and walks away before jumping across; this will give you enough room on the other side to manoeuvre while killing it.

Carry on until you find the pillar above a second gap. Luckily, this one isn't slippery, but you'll need to switch sides to avoid the spikes as you climb. Jump off on to the ledge on the right, and you'll find yourself among some rubble from a broken Stone Column.

Although you don't know about it yet, one of the powers of the Dagger and the Sands of Time is to repair something that's broken. Stand amongst the rubble and hold down 'B' until the column is restored! Unfortunately, you cannot climb it as you can pillars, so leave it for the moment and return to the pillar with the spikes on the left.

NOTE I discovered you could do this before I found the Scroll of Gathering (see later), so it just saves some backtracking to rebuild the column now. If this offends your sense of 'doing it right', just leave the column in pieces until you've found the Scroll.

Jump across to the left-hand ledge, but be careful -- there's a nasty Disc Thrower (a Scoring Enemy) just off-screen. Five attacks or so should see him off.

TACTICS You can knock his discs out of the air with your Scimitar, but don't worry too much if you get hit as there will be a Health Flare on the way out.

His corpse is left behind after you kill him, so remember to drain it with your Dagger (hold down 'B'), otherwise he'll come back to life. Draining the corpse will also restore some of the Sands of Time you expended to rebuild the column; also the exits will open, and you'll see a Health Flare appear.

.....
: Status Level 2 For next level 1<< Total killed 2/75<< :
.....

However, we don't want that exit yet: head back to the central pillar and climb to the top, crossing to the right as you do. Jump across to the top of the Stone Column that you restored -- if you fall short, just jump back to the pillar and try again; if you slip over the right-hand side, you'll need to climb down the cloth on the right, ignore the exit, and move back left and re-

.....
You're now in a tall room, almost the full height of the map.

Cross to the right and use the length of cloth to jump to the pillar -- another slippery one. You'll need to time your slide down the pillar carefully to avoid the Flame Jets (smash them if you want, or just avoid). Climb down the cloth on the left and drop to the floor. There's another Wicker Basket to the left, but you won't be able to do anything with it yet, so head to the right.

Go across the gap and you'll find your third type of scoring enemy -- a Shielded Knight. He's quite easy to kill, but you'll need several Scimitar thrusts as his shield blocks about every other one.

As you drain the corpse, a purple Invisibility Flare appears -- if you walk through one of these, you will become invisible for a while (you can just make out a very faint shadow if you look closely).

.....
: Status Level 3<< For next level 2 Total killed 3/75<< :
: Max. Health 66 Attack 17<< Defence 12<< :
.....

You'll now need to pass through the Invisibility Flare, as there's a gate ahead that will close if you approach it when visible. While invisible, jump on to the hanging cloth and climb to the top, then jump to the ledge on the right. Jump to the (slippery) pillar, switch sides and then jump across the ledges and exit through the gate. If you come back into view too soon, the gate will close and you'll need to return to the flare.

TIP You might want to practice this without going invisible to get a feel for when you should jump.

Another useful tip (thanks "idudeZ") is to very briefly tap the 'L' Shoulder Button -- a blue circle will appear centred on your current position.

Beyond is another Life Fountain -- recharge if necessary then take the exit on the far side.

Room 11 S1R11
Exit conditions Persian Archer + Disc Thrower
.....

Climb the hanging cloth -- half way up is Flame Jet with a difference: it's protected by a cage, so you can't smash it. Time your climb to avoid the flames and jump to the ledge on the right. Be careful -- there's another Persian Archer to the right, but he fires his arrow a little lower, so ducking won't help. Instead, you'll need to jump over the first one he shoots before you move in for the kill. You can also knock his arrows out of the air with the scimitar if you prefer. Remember to drain the corpse once he's dead.

.....
: Status Level 3 For next level 1<< Total killed 4/75<< :
.....

Jump on to the pillar on the right (slippery again!) and descend. Take out

the Flame Jet near the bottom, jump to the small ledge on the left and carry on to the next pillar. Slide down this and switch sides, jump to the ledge, then collect a second Life Potion that's off to the left.

.....
: Potions Life 2<< Sands of Time 2 Antidote -- :
.....

Go back to the right, using the two pillars to reach the ledge on the right at the bottom of the second. Here you'll find another Disc Thrower, so approach with caution. Draining his corpse will raise you to level four, open the exits, and makes a Health Flare appear.

.....
: Status Level 4<< For next level 2 Total killed 5/75<< :
: Max. Health 72<< Attack 17 Defence 12 :
.....

Carry on to the right; there's a hanging cloth guarded by two Caged Flame Jets -- wait for a clear moment then jump across and descend. Jump down, heal in the Health Flare and exit stage right.

Room 12 S1R12
Exit conditions None
SE: Scroll 1
.....

EXIT NOTE There are no exit conditions as such, but the exit in the bottom-right corner of the room is inaccessible for the moment.

(Not strictly true: Using Frej Bjon's "Super Jump", it IS possible to get out of the bottom-right corner and proceed MOST of the way through Section Two... however, you get stuck at Room 13. See "Nearly Sequence Breaking" for details).

Make your way along the floor to the right, smashing Flame Jets as you go, then jump to the Slippery Pillar via the small ledge.

TIP If you're very short of the Sands of Time, there's another potion in a Large Urn to the right: switch sides then jump ledges heading right and down. However, your Dagger should be pretty full, so unless you're nearly empty, we'll pick it up later.

Climb to the top of the pillar (on the left-hand side), taking out a Bat on the way. This is the rightmost of four pillars -- make your way across to the leftmost one, keeping to the top, dodging Circular Saws and taking out any Flame Jets that you don't like the look of.

To the left of the last pillar you will see a main ledge with a smaller ledge above. If you were to jump to this upper ledge, you'll see it leads nowhere -- for the moment. For now, get on to the lower ledge and head left past a heap of planks and you'll find your fifth Scroll:

() ~~~~~ ()
| Scroll of Gathering (8) |
| |
| Use the Sands of Time |
| with the B Button |

| to rebuild broken objects. |
() ~~~~~ ()

.....
: Other Slowdown Ring [.] Freeze Ring [.] Scrolls 5/15<< :
.....

Now you officially know how to rebuild things, return to the pile of planks and hold down 'B' until they have all risen up and the bridge above has been rebuilt.

Go back to the pillar on the right and climb it to get to the ledge above leading to the newly restored bridge. Cross, taking out the Bats, then proceed to the Save Room off to the left.

TIP If you've not completely filled your Dagger with the Sands of Time, you'll be able to do so in a moment.

Boss Battle S1BOSS
Exit conditions Collect Scroll
.....

This room, to the left of the Save Room, has a much darker feel than most -- for good reason. As you enter, you'll see a red bar appear in the lower-right corner -- this is the measure of the Boss's health. You'll also notice a large, winged statue in the middle of the room -- suspiciously immobile.

You can hit him all you want at the moment, but nothing seems to happen except you see the same blue flash you get from killing Bats -- in this mode, hitting the Boss will also restore your Sands of Time: remember this!

TIP If your Sands of Time gauge isn't full, keep hitting the statue until it is.

To get the fight going, you first need a way animating the Boss, and then of dealing him real damage. As you may guess from the recommendation to top-up your Sands of Time, it is the Sands that will cause both to happen.

Press the 'L' Shoulder Button while dealing him a blow with the Scimitar -- you'll jump back and he'll take to the wing. The strategy here is reasonably simple -- attack him as he swoops down near the floor. With the 'L' Button held down you'll reduce his health; if you're running low on Sands of Time, release the button and your attacks will refill the Dagger. The only other thing to watch out for is that every now and then he causes a line of rocks to fall -- dodge them if you can, but you should survive long enough to defeat him, and you can restore for free in the Save Room when you've finished.

When you reduce his Health Bar to nothing, he'll fly up to the centre of the room, pause, then fly off. Your sixth Scroll will then appear above your head:

() ~~~~~ ()
| Scroll of Air Jump (1) |
| |
| Press A Button while in |
| the air to double jump. |
() ~~~~~ ()

.....

CONTROLS This allows the Prince to jump a little higher by making a second jump while in mid-air.

For maximum height, perform a back-jump initially followed by a second jump.

For a "Super Duper Jump", combine the double-jump with Frej Bjon's "Super Jump" technique.

Head right, back to the Save Room to save and restore health, then go back and forth to Room 12, so that you can replenish your Sands of Time by killing the Bats. Save again when you've filled up and go to the right-hand side of the bridge.

Backtracking
.....

Because you've now got Air Jump, you can now make use of the Wicker Basket that we ignored previously in Room 10 to get to a new room.

NOTE When I first wrote this Walkthrough, I included this new room in the path because (a) you can get to it, and (b) I didn't know whether you would need what you find there.

Subsequently, I've realised that (a) this new room can be a little tricky compared to its surroundings, (b) you don't really need what's in it until later, and (c) it will be easier to deal with later.

I decided to leave it in, however, but if you find you are having excessive trouble dealing with Room 13, feel free to skip it for now.

If you do skip it, you will need to allow for one Scoring Enemy and one piece of the Copper Medal missing from the Checkpoints with which I pepper this Walkthrough.

In Room 12, jump on to the pillar, slide down and fall off the bottom -- you'll take a little damage but we'll be passing a Life Fountain so it doesn't matter. Head left across the gaps, smashing the Flame Jets as you do.

In Room 11, climb the hanging cloth, jump to the ledge and then to the pillar. Switch sides, climb to the top and jump to the next ledge. Climb down the cloth on the left and go back through the Life Fountain.

In Room 10, keep going left, across ledge, pillar and ledge until you're on the hanging cloth. Jump to the floor (you may need to double-jump to avoid the Invisibility Flare), and go left until you get to the Wicker Basket -- push it as far left as it will go.

TIP Because the enemy you'll meet shortly can be a little tricky, it might be a good idea to go to the nearby Save Room first: double jump on to the Hanging Cloth, jump right on to the pillar and smash the Flame Jets as you ascend. At the top, jump left and exit to the Save Room. Reverse this to get down again, or if you should die and need to restart.

The objective here is to jump to the Slippery Pillar above: it can be a little tricky at first, but if you stand on the basket facing right; jump slightly to the right, then back-flip to the left -- you should end up clinging to the left side of the pillar. If you do, press UP straightaway as it's a Slippery Pillar and you'll fall off again!

Once you get up there, jump to the ledge and go through the exit on the left.

Room 13 S1R13
Exit conditions None
.....

If you look at your map, you'll see this room is highlighted in yellow, meaning there's another Medal Piece here.

Push the Wicker Basket as far left as it goes, jump over it and use 'B' to restore the pile of rubble to make another Stone Column. Double-jump from the basket on to the top of the column, then to the (slippery) pillar, avoiding the saw. Switch sides and wait for the horizontal saw to move away from you before jumping to the ledge and then jump over the saw. Jump across the two small platforms to the hanging cloth -- don't linger on the platforms as spikes pop-up every so often! Time your climb to pass the Caged Jet, then jump to the edge of the ledge on the right and prepare yourself for a nasty spear-wielding enemy!

TIP Patience is the key to dealing with this Spear Swinger, as it only takes two hits from him to kill you from full health. You, on the other hand, need to deal a series of about four double-hits at just the right moments.

As you first approach him, he's liable to start swinging his spear around his head and then smash it on the floor -- usually four times. Alternatively, he may go into a series of half a dozen leaps before he pauses.

In either case, while he is paused, if you jump, even on the spot or while hanging on the cloth, he will throw the spear into the air for a few seconds. This is the only time when you can deal damage, but you will only have time for a couple of shots before you need to retreat, and he'll either start jumping or swinging his spear again.

TIP From bitter experience, the worst thing you can do is to give in to the temptation to "get one more shot in" -- it invariably means you get hit by his spear, and the second such hit will kill you. Err on the side of caution; retreat early and wait for the next opportunity to get a hit or two in.

So, get fairly close to him, jump if necessary to trigger his swinging spear or his jumping then wait for him to stop. Stand just beyond the end of his spear and jump to make him throw his spear up; get in a couple of thrusts then retreat rapidly (a back-jump is a good tactic). Rinse and repeat about four times to get rid of him. Remember to drain his corpse, otherwise you'll have to go through the whole process again!

TIP It's useful to jump left back on to the cloth to get out of his way, but -- if there's room -- remember to jump back before he comes to a stop, otherwise your jump from the cloth back on to the ledge will cause him to throw his spear up, and you may not have time to

attack. If in doubt, jump back and wait for another attempt rather than risk being killed.

TIP Although I've not had a chance to try it, you can apparently roll under a Spear Swinger when it is doing it's jumping routine to come at it from behind. [Thanks to Sander for this.]

```
.....  
: Status Level 4 For next level 1<< Total killed 6/75 :  
.....
```

Across the gap to the right is another Sand Lizard. Much the same as before -- jump out of the way every three thrusts or so to avoid the tail. He may also occasionally spit blue Paralysis Balls -- hit them back with your Scimitar if he does.

Off the right-hand side of the ledge is another piece of the Copper Medal. As before, walk off the edge so you pass through it, then hold the Left Shoulder Button down until you're back on the ledge.

```
.....  
: Medals Copper 2<< --- -- --- -- :  
.....
```

Cross back to the left, go down the cloth and across the small platforms, remembering to avoid the spikes that can appear. Once you're back on the floor, return to the Save Room to save and restore health, then return to room 12.

```
-----  
Room 12 (again) S1R12  
Exit conditions SE: Scroll 1 (Air Jump)  
.....
```

EXIT NOTE The need to use a double-jump to get to one of the ledges leading to the exit ensures that you cannot leave Section One until you've won the first Boss Battle (although this isn't stricktly true; see "Nearly Sequence Breaking" under "Odds and Sods" for details).

Run along to the right again, smashing the Flame Jets and jumping the gaps. Jump to the ledge then back to the Slippery Pillar, switch sides and jump to the ledge on the right.

If you didn't get the Sands of Time Potion earlier, walk to the right, dropping on to another ledge and then the ground. To the right is a Large Urn, which you should smash to find your third Sands of Time Potion.

```
.....  
: Potions Life 2 Sands of Time 3<< Antidote -- :  
.....
```

Return to the ledge right of the pillar, double-jump to the ledge above right, then double-jump to the Hanging Cloth. Jump to the ledge on the right and the doorway that leads out of Section One.

```
.....  
: Status Level 4 For next level 1 Total killed 6/75 :  
: Max. Health 72 Attack 17 Defence 12 :  
: Potions Life 2 Sands of Time 3 Antidote -- :  
.....
```

```

: Medals    Copper          2    ---      --    ---      --    :
: Other     Slowdown Ring  [.]  Freeze Ring  [.]  Scrolls      6/15  :
.....

```

```

()=====()
| |                                     | |
| |                                     | |
| |                                     | |
()=====()

```

Section Two

```

-----
Dialogue                                     S2DLG
.....

```

Farah:
Do you realise what you have done?
You have released the Sands of Time!

Prince:
Who are you??

Farah:
I am the daughter of the Maharajah
from whom you stole the Dagger.
Come with me. We must find the
Hourglass!

```

-----
Map                                           S2MAP
.....

```

```

LP - Life Potion          +--+ +--+ +--+ +--+ +--+
SP - Sands of Time Potion | | |. | | | |JM| | |
AP - Antidote Potion     |15+#+. +-+10+-+..+#+16|
                           | +#+. +-+ +-+ .+#+ |
JM - Jade Medal Piece    | | |. | | | |. |AP|
                           +--+ | | +--+ | | +--+
JG - Jade Medal Gate     | 9|          |11|
                           | | +--+ | | +--+
                           +--+ +--+ +--+
                           |LP| | | | | |
                           |AP| | | | |
                           | +-+JG+=+17|
                           | +-+ +-+ +-+ |
                           | +-+ +#+ |
                           | | | | |
                           | | | | |
                           | | +--+ +--+
                           | 3|          | 8|          |12|
                           +--+ +--+ | | +--+ | |          +-----+
+--+ | | +--+          |L | | | | | | |JM| | |
| | | | | |          | I+-+ +-+ | | +-+ | | |
| +-+ +-+ |          |F +-+ +-+ | | +-+ | | |
| +-+ +-+ |          | E| | | | | | | | |
| | | | | | ... - Inaccessible +--+ | | | | | +--+
| | +--+ | | = - areas or exits | | +--+ | | | | | | | | | | | |
| 2|          | 4|          | 7|          |SP|          |BOSS! |
| | +--+ | | +--+          +--+ | | | |          +--+ |
| | | | | | | |          | | | | | | | |          |S +-|
| +-+ | | +-+ |          | +-+ | | |13| +--+ | A+-|

```



```

| +-+ | | +-+ | | +-+ +=LAST | | +-+V | | |
| | | | | | | | | | +=CAVE | | | +++ E| | |
+---+ | | +---+ | | | | +---+ | | | +---+ +-----+
      | 1|      | 5|      | 6|      | | | |
+---+ | | | | +-----+ +---+ | | +---+ | | |14|
|S | | | | +-+ +-+S +-+ | | |L +-+ +-+ +- Section
--+ A+-+ | | +-+ LIFE +-+ A+-+ | | |I+-+ +-+ +- Three
-V +-+ | | | | | |V | | | | |F | | | | |
| E| |LP| |JM| | | |E| | | | |E| | | | |
+---+ +---+ +---+ +-----+ +---+ +---+ +---+

```

```

-----
Room 1 S2R1
Exit conditions Brass Gong (Farah)
Back: None
.....

```

TIP After the Dialogue, you might want to nip back to the Save Room so you don't have to see it again (or you can press START to skip it).

After leaving the Save Room, jump to the Hanging Cloth (they're now grey instead of yellow) and drop off the bottom to collect your seventh Scroll:

```

() ~~~~~ ()
|          Scroll of Farah (10)          |
|                                         |
|          Press SELECT                   |
|          to play as Farah.             |
() ~~~~~ ()

```

```

.....
: Other   Slowdown Ring [.]   Freeze Ring [.]   Scrolls      7/15<< :
.....

```

CONTROLS Throughout this section, you will be controlling two characters -- the Prince, and now also Farah. Although she does not have your extra movement abilities (double-jump, roll etc.), nor the ability to use the Sands of Time, she is armed with a Bow and Arrow -- this allows her to attack enemies from a distance, and to trigger certain puzzles needed to open gates out of a room; in particular, there are a number of hanging Brass Gongs that the Prince cannot reach, but Farah can hit with an arrow.

You can switch between the Prince and Farah whenever you see a small icon appear in the bottom-left corner of the screen. This generally appears when you are near the exits of a room, or near to any puzzle element (Brass Gong, Pressure Pad etc.). You cannot normally switch characters when you are on a Hanging Cloth, Pillar or similar obstacle.

Run off the left-hand edge and you'll drop to another ledge where there's a third Life Potion.

```

.....
: Potions  Life          3<< Sands of Time   3   Antidote      --   :
.....

```

IMPORTANT I originally missed this potion (although by the end of the game I suspected that I'd missed one somewhere). First, many thanks to

Gatekeeper999 for informing me of its location.

Second, anybody who started playing from an earlier version of this Walkthrough (below v1.0) and who is now using this one, will be one Life Potion short at this version's Checkpoints.

Jump back to first ledge and you'll see Farah -- ignore her for now. Head right and upwards, across a Hanging Cloth, a Retractable Shelf and on to a fixed ledge. To the right of the long Hanging Cloth is the trigger to open the gates of this room, but you'll not be able to activate it, so just use the long cloth to get on to the ledge directly above you, then continue to the left across two more Retractable Shelves until you get to the closed gate.

You should now see Farah's symbol appear in the bottom-left, so press SELECT to switch to her.

--< as Farah >--

Follow the Prince's route to the long hanging cloth, but jump off on to the ledge on the right. To the right, you'll see a Brass Gong hanging down, protected by Stone Beams and two Circular Saws. Have Farah face it, then press 'B' to fire an arrow: as the arrow hits the Gong, the view cuts to show the gate open and then the gong will retract. Head back to the left and upwards to rejoin the Prince.

Room 2 S2R2
Exit conditions Brass Gong (Farah) + Pressure Pad (Prince)
Back: None
.....

--< as Farah >--

Staying as Farah, head left in Room 2, across the gap and up the slope, to jump to the Hanging Cloth, being aware of the Circular Saw. Climb the cloth, jump right, over another saw to the ledge and then on to the vertical Moving Platform. At the top of its travel, jump left to the cloth, then right using the horizontal Moving Platform to get to another ledge. Here you will see another Brass Gong, but to hit it, you'll have to jump up and fire an arrow.

Although the gong disappears, the gate won't open -- there's a Pressure Pad that needs to be activated, but Farah can't get to it, so head her towards the exit: use the two Hanging Cloths to the left to reach the ledge with the banisters above. Approach the exit and press SELECT to switch back to the Prince, languishing in Room 1.

--< as the Prince >--

Follow Farah's route up the slope, but when you've climbed to the top of the first Hanging Cloth, instead of heading right, double-jump to the platform on the left. Carefully jump over the vertical Circular Saw to another Hanging Cloth, then from its top, jump back right to spin around on the Metal Rod.

Time your next jump to land on the cloth further to the right, climb up and use the second Metal Rod to get to another Hanging Cloth on the far left. At the top of this cloth, you should jump to the yellow Pressure Pad, opening the exit.

Double jump over the three vertical Circular Saws to the left -- the ledge you need to land on is directly below the bookshelves, so you'll probably need to tap LEFT on the D-pad so that you don't go too far. From the ledge, jump right to the Hanging Cloth, and from near its top, jump to rejoin Farah,

carrying on to the next room.

Room 3 S2R3
Exit conditions Brass Gong (Prince)
Back: None
NE: Jade Medal Gate
.....

--< as the Prince >--

Just inside you'll see another Temporary Save Flare; pass through it so you don't have to redo the last two rooms, then use SELECT to switch to Farah.

NOTE Temporary Save Flares are triggered by the Prince passing through them, not Farah; if the Prince passes through and then either character dies, you will both restart from the Temporary Save Flare. If only Farah passes through, nothing will be remembered.

--< as Farah >--

Follow the Prince through to Room 3, then shoot the first Flame Jet (you can reach it as the Prince, but it's easier as Farah). Switch back to the Prince.

--< as the Prince >--

Jump to the Hanging Cloth and climb to the top. Head right, across two Retractable Shelves, a pair of Hanging Cloths, then two more Retractable Shelves, smashing the Flame Jets on the way (it makes it much easier for Farah).

From the last ledge, you need to double-jump upwards and to the right and swing out with the Scimitar at another Brass Gong to open the exit gate (the Gong will retract after you've hit it successfully). There's another Flame Jet to the right, but Farah's best equipped to deal with it, so switch characters.

--< as Farah >--

Follow the Prince to the right, then jump up and use an arrow to smash the Flame Jet. To get across the gap on the right, Farah will need to be as far off the edge as possible, without actually falling off. Even then, she'll cling by her fingertips and need to haul herself up. When she's safely in front of the exit, switch back to the Prince.

NOTE You will need to be more careful of the Retractable Shelves (and have a modicum of luck), because unlike the Prince, you can't double-jump out of danger if one retracts as you land on it. The Temporary Save Flare could prove handy!

TIP Waiting on the Hanging Cloths and jumping just after the next shelf retracts seems to be the safest approach.

NOTE We're about to collect an Antidote Potion, which can be useful -- but not essential -- against creatures you'll meet in Section Three. We will be coming back this way later in the game, so if you want to leave it until then, just leave to the right.

If you do get it now, it's slightly more efficient to do so as soon as you enter the room; the drawback is that there's more to repeat if Farah dies as she's crossing the Retractable Shelves.

--< as the Prince >--

Return to the top of the first Hanging Cloth on the left-hand side of the room; you now need to make a number of double-jumps to make your way up the left-hand side of the room -- it can be a little tricky getting the timing just right, and the Retractable Shelves don't help. At the very top, you'll find another Large Urn -- smash it to reveal a new type of potion: an Antidote.

.....
: Potions Life 3 Sands of Time 3 Antidote 1<< :
.....

TIP For the last jump, to the ledge containing the urn, you may find it helps if you face to the right and back-jump.

Once you have the Antidote, drop back down using the Retractable Shelves and the Hanging Cloths until you're back on the first cloth. Re-cross the room and you're ready to visit Room 4.

FOR LATER The exit to in the top-right of this room leads to the Jade Medal Gate, which we won't be able to open for some time.

Room 4 S2R4
Exit conditions 2 x Red Pressure Pad (both)
Back: None
.....

--< as the Prince >--
Head up the slope and on to the Retractable Shelf; time your jump across to go under the Circular Saw and you'll land on a ledge with a yellow Pressure Pad. Ignore it for now, and carry on and jump under the next Circular Saw to a Hanging Cloth. As you climb, you'll see a Spiked Platform on the right -- but the spikes aren't retracting. Jump to the upper ledge on the left, and push the Wicker Basket off the left-hand edge. Follow it down and push it on to the Pressure Pad. This will keep the spikes retracted.

You can now return to the cloth, and jump across the two platforms on the right to another Hanging Cloth. Avoid the final Circular Saw to land on a ledge with two red Pressure Pads -- stand on one of them and switch to Farah.

--< as Farah >--
Simply follow the Prince's route right and up and step on the second red Pressure Pad to open the exit gate. Just be careful of the first Retractable Shelf -- jump just after it retracts, as the Circular Saw is rising. Continue on into Room 5 and switch back to the Prince by the Temporary Save Flare.

Room 5 S2R5
Exit conditions 2 x Pressure Pad (both) + Brass Gong (Farah)
Back: None
.....

--< as the Prince >--
Enter the room and trigger the Temporary Save Flare. If you look at the map, you'll see this room flashes green -- indicating there's another Medal Piece within.

Walk right off the edge, under the Circular Saw as it is rising and you should land on the Hanging Cloth. From the bottom, jump to the left, then as you get

As you move to the right along the floor (jumping gaps and taking out Flame Jets), you'll again see Flashing Discs -- the first one should be (approximately) green, but the remaining three will be changing colour each time they fade in and out. All we know for the moment is that the first Pressure Pad we step on should be green.

When you get to the right-hand side, jump on to the Hanging Cloth -- basically head up and to the left, smashing Flame Jets until you get to the top-left corner of the room, where you can jump to a ledge with three Pressure Pads (almost certainly in the order red, green and yellow).

Jump over the red pad and walk on to the green one -- the first light should turn green. If you were to go back down to the bottom of the room, you would find that the other three Flashing Discs have stopped changing colour, and you would learn the colours needed for the remaining three lights.

Assuming it isn't random, you may as well try: red, green and yellow. If it doesn't work, all four lights will go back to white, so stand on the pad corresponding to your first colour (green in this example), then go back down and have a look at the Flashing Discs to get the correct order.

Once the exit has opened, go left back to the Hanging Cloth then right to the centre of the room. Jump to the right and up the slope you'll see two Flame Jets above and below; jump between them when they're both shooting horizontally, and make your way up the ledges above to the exit in the top-right corner. Switch to Farah before leaving the room (otherwise the Flame Jets you took out will return and she'll have to deal with them).

--< as Farah >--

Leave the Save Room and make your way to Room 7 -- along the floor to the right, climb up and left to the centre Hanging Cloth then up and right to the exit.

```
-----  
Room 7                                                    S2R7  
Exit conditions                2 x Red Pressure Pad (both)  
                                SE: Wooden Door  
                                Back: None  
.....
```

--< as Farah >--

Take out the two Flame Jets with arrows, then jump across the gap, past a Hanging Cloth and take out a third jet. Stop just to the right of the cloth and switch back to the Prince.

--< as the Prince >--

Head along the bottom of the room, past Farah and roll under the Stone Beam, then across a gap to stand on a yellow Pressure Pad -- this retracts some spikes from a platform near the Hanging Cloth. The Prince will need to stay here to keep the pad depressed so switch back to Farah.

FOR LATER There is a Wooden Door to the right. You won't be able to make use of it until towards the end of the game, so ignore it for now.

--< as Farah >--

Jump on to the cloth and climb. Jump across the two platforms on the right (now that their spikes are gone) and on to the ledge. Use arrows to take out the three Flame Jets (you'll need to jump slightly), then climb the Hanging Cloth. As you can't fire whilst on the cloth, you'll just have to use timing

to get past the first Flame Jet, and to jump between the two jets to the cloth on the left.

Jump across two more (now spike-less) platforms, to another Hanging Cloth. Slightly down, on the left is another platform, leading to a ledge from where you should shoot a Brass Gong -- this will keep the spikes retracted even when the Prince steps off the Pressure Pad.

Before you switch back though, head back to the last Hanging Cloth and climb to the top. Jump to the right and step on to the red Pressure Pad (one of two that allow the exit gates to open). Switch to the Prince so he can get to the other one.

--< as the Prince >--

Jump and roll left back to the cloth, then follow Farah's route to the top of the Hanging Cloth in the middle of the room -- you'll also have to dodge the two Flame Jets as they're out of reach of your Scimitar. Jump to the left and stand on the second red Pressure Pad -- the exits will open.

The left exit leads to a Life Fountain, so stop by if either the Prince or Farah need a top up. Otherwise, head right to Room 8

Room 8 S2R8
Exit conditions 3 x Pressure Pad (both + Basket)
NE: Unreachable (see below)
Back: None
.....

--< as the Prince >--

There's a Temporary Save Flare just inside, so run through it to save your progress.

FOR LATER You (almost) won't be able to get to the top-right of this room yet, so don't waste any time trying.

Negotiate some Retractable Shelves and a gap to get to the bottom-right corner, then jump to a Hanging Cloth. At the top, head left across three more Retractable Shelves, and pause on another Hanging Cloth (ignore the shelf and hanging cloth slightly up and right).

Instead, use the Retractable Shelf to the left to reach a ledge with the first of three green Pressure Pads that need to be activated to open the exits. As you only have the Prince and Farah though, you'll need outside help! Double-jump on to the Retractable Shelf, again to the Hanging Cloth, then on to the ledge with the Wicker Basket. Push this off to the right, then follow it down and use it to depress the Pressure Pad.

Go back up to where the basket was and jump on to the Hanging Cloth, then to the ledge to the right where you'll see the second green Pressure Pad. Stand on it and switch to Farah.

--< as Farah >--

As with the Prince, make your way along the bottom of the room to the right, then up the cloth and across the three Retractable Shelves to the Hanging Cloth in the middle of the room.

This time, go to the top and jump right via another Retractable Shelf to a short Hanging Cloth. Jump left from this to a ledge with the third green

Pressure Pad to open the doors.

NOTE This is as far as you can go with Farah for a while; you will have to leave her here while the Prince loops around through Rooms 9, 10 and 11.

--< as the Prince >--

Jump of to the left and use the Hanging Cloth to leave by the left-hand exit.

EXIT NOTE Although quite difficult, it is actually possible to get to the upper-right exit here. You need to start from the green Pressure Pad where you left Farah then negotiate the two Spiked Platforms to the left. If you jump so you just catch the very left-hand edge of the first, you can then double-jump over the second to the Hanging Cloth beyond. You can then use the other cloths to the right to get to the exit!

If you were to do this, then:

- o You can push the Wicker Basket off the ledge to allow Farah to shoot the Brass Gong and retract the spikes. However, because the room isn't "solved", if you both leave and re-enter, they will pop back up.
- o You can double-jump to the Hanging Cloth just inside Room 11 (although it's tricky). Doing this allows you to get into Room 10, but you are trapped between the closed gate and an un-attackable Lion Statue.
- o You can carry on through Room 11 and beyond, but you will miss the Scroll of Slow-Motion and the Slowdown Ring, a Life Potion and a Scoring Enemy. Having the Slowdown Ring ISN'T essential for the rest of the game, but makes things extremely hard.

(After you've finished the game normally, you might want to read the section "Minimum Item/Enemy Game" where I describe a different way of playing that uses this technique for an "interesting" challenge.)

```
-----
Room 9                                     S2R9
Exit conditions                             None
                                           NW: Scroll 5
.....
```

--< as the Prince >--

Head left along the bottom of the room: there are two pairs of split-level Circular Saws along the way, with a dog-like Sand Beast in between. Jump above the low saws; roll and duck under the higher ones; the creature takes a couple of hits, but has a habit of running past you -- however, you shouldn't need to turn around, just keep striking out.

Jump on to the two small ledges and then to another Slippery Pillar. You'll see a new obstacle above -- a Rotating Blade. You cannot smash these, so you'll just have to dodge them. Jump from above the Rotating Blade to another ledge, then to another pillar on the far left. Climb this, avoiding the blade, and jump to the long ledge on the right. Here you'll find another two Sand Beasts, and off its right-hand edge there's your eighth scroll: jump to the Hanging Cloth to collect it.


```

() ~~~~~ ()
| Scroll of Slow-Motion (14) |
|                               |
|       Press L Button       |
| to slow the passing of time |
| (available only when the   |
| Slowdown Ring is activated). |
() ~~~~~ ()

```

```

.....
: Other   Slowdown Ring [.]   Freeze Ring   [.]   Scrolls   8/15<< :
.....

```

Climb a little way up the cloth then jump between the two Circular Saws to another cloth beyond. Jump to the right and you'll find the Slowdown Ring.

```

.....
: Other   Slowdown Ring [x]<< ---           --   Scrolls   8/15   :
.....

```

CONTROLS This is the second way you can use of the Sands of Time. To use it, you need to 'Activate' the Slowdown Ring (from the Inventory Screen) before pressing the 'L' Shoulder Button. With the ring 'on', you slow time; with it 'off', you reverse time as normal.

To the right you'll see why you want the Slowdown Ring -- a very fast-moving Circular Saw. However, before you tackle it, there are a couple of items to get.

Jump back to the cloth and through the (normal speed) saws to the left-hand cloth, then drop to the ledge at the bottom.

If you're low on Sands of Time, head left first, as you can restore it after defeating an enemy; if you're OK, then head right down some slopes then run off the edge on to another Hanging Cloth. Go to the bottom of this, but don't drop off, otherwise you'll be back at the start of the room. Instead, jump to the left on to a ledge where you will see another Rotating Blade that blocks your path.

It's time to use the Slowdown Ring -- go to the Inventory Screen, select the ring and press 'A' to activate it (its icon will animate). Press 'B' to return to the game, then hold the 'L' Shoulder Button down and perform a roll (DOWN and 'A') while the slowed-down Blade is clear of the ground.

Beyond, you'll find another of Sand Beast and, more importantly, across the gap, your fourth Life Potion.

```

.....
: Potions  Life           4<< Sands of Time   3   Antidote           1   :
.....

```

Head back, slowing down time to perform another roll under the Rotating Blade.

TIP If you run out of Sands of Time trying to get back under the blade, drop down through the gap leading to the Life Potion and loop back to the left; you can recoup your Sands of Time at the Flare mentioned below.

Double-jump back on to the Hanging Cloth. Jump left from the top and carry on

.....

Looking at the Map Screen, you'll see there's another Medal Piece in this room, although you won't be able to get it yet.

As you move right, you'll see the first two of many Caged Jets in this room. For the first two, rolling past is fairly safe. The third blocks easy access to the Slippery Pillar, so you'll need to double-jump over it. Slide down off the bottom of the pillar, switching sides as needed to slip past more jets. Roll left under the jets when it's safe and carry on to the Hanging Cloth. Drop off the bottom of the cloth to the ledge below, smashing the jets just because you can.

To the left, it is finally time to reunite with Farah. Head left back to Room 8.

Room 8 (again)

S2R8

.....

Just inside the room is a Wicker Basket that you should push off the left-hand edge before switching control back to Farah.

--< as Farah >--

From the green Pressure Pad where you left her, go right via the Hanging Cloth to the ledge where the Wicker Basket has landed. Jump on top of this and jump up to fire an arrow at the Brass Gong -- this will permanently retract the spikes from the platforms that would have stopped Farah from leaving.

Go back left to the Pressure Pad, then cross the two (now spike-less) platforms to the Hanging Cloth. Climb up and keep jumping right to a ledge, and then across the gap back to the Prince, and on into Room 11

Room 11 (again)

S2R11

.....

--< as Farah >--

Head right and shoot the Flame Jet that's shooting in all eight directions. Carry on past the gap (you'll need to be right on the edge when you jump) and you'll see a new type of puzzle: a pair of Linked Tubes -- as you stand on one, the other will rise.

You should jump on to the first, and then to the second -- it will drop as you do. Because Farah can't double-jump, switch back to the Prince.

--< as the Prince >--

Come back in to Room 11, triggering the Temporary Save Flare, then across the gap, and double-jump on to the first of the Tubes, catapulting Farah in to the air -- as she lands, she'll send you flying! When you get bored watching the two of you play 'see-saw', switch back to Farah.

--< as Farah >--

At the top of your travel, jump across to the ledge on the right, and stop on one of the red Pressure Pads. Switch back to the Prince.

--< as the Prince >--

The next bit is a little tricky -- you have to jump from the lower Tube to the upper one, and then before it collapses, jump again on to the ledge above (either side). Stand on the other red Pressure Pad to open the exit and go through to Room 12.

FOR LATER The Hanging Cloth above the gap over the Linked Tubes leads to the upper-right exit from this room, but involves a jump that's too high even for an Air Jump. You won't be able negotiate this for quite a while, so ignore it for now.

Room 12 S2R12
Exit conditions 3 x Brass Gong (Farah)
Back: None
.....

--< as the Prince >--

Looking at the Map Screen, you'll see there's another Medal Piece available (which you can get this time).

First save your position with another Temporary Save Flare, then jump up and smash the first Flame Jet. When the Caged Jet is shooting upwards, move across and roll under the third jet, then turn around and smash it.

Jump to the Hanging Cloth and then across to the ledge on the right. Take out the Flame Jet then return to the cloth and climb down, dropping on to a Wicker Basket. Push the basket as far right as it goes and you will see another Medal Piece. Jump over the basket and walk off the edge so as to pass through the piece; press 'L' to reverse time, collect the piece and return to the ledge.

NOTE Check to make sure the Slowdown Ring is deactivated before jumping. If you have died and have had to restart since last using the ring, then you're ok, since each time you restart, the ring is deactivated.

.....
: Medals Copper 2 Jade 2<< --- -- :
.....

Head back over the basket to the left and take out the two Flame Jets. Jump on to the Hanging Cloth when it's safe and descend a little to take out another jet before carrying on down. You won't be able to smash the jet at the bottom, so jump from above on to the Retractable Shelf, then over another jet you can't reach to a second shelf and finally on to the Hanging Cloth.

Descend a little and jump to the Retractable Shelf on the right and then to a ledge with another Wicker Basket. Push this off the left-hand edge and return to the cloth. Descend to the floor, taking out another Flame Jet, then go across to the exit at bottom-left and switch to Farah.

--< as Farah >--

Now the Prince has done all the preparation work, you can open the exit. Head right and on to the Hanging Cloth, then jump to the ledge on the right. Move up the slope and shoot the first of three Brass Gongs.

Return to the cloth, descend to the ledge below and move right; jump on to the Wicker Basket and jump up to shoot the second Brass Gong.

Go to the far left of the ledge and on to the Hanging Cloth. Descend to just

above the Flame Jet and time your jumps across the Retractable Shelves to get to the next cloth. Climb all the way down to the ledge below, then head right and use the Wicker Basket to get to the Retractable Shelf where you can shoot the third Brass Gong to open the exit. Head left to rejoin the Prince and switch to him.

Room 13 S2R13
Exit conditions 3 x Pressure Pad (both + Basket)
Back: None
.....

--< as the Prince >--

Go left and jump on to the Hanging Cloth. Descend, taking out the Flame Jets (you need to be slightly below the ones on the left of the cloth). Roll under the Stone Beam on the right and jump to the Pillar -- for once, non-slippery. Go to the top, taking out the non-caged Flame Jet so that you can jump to the ledge with the Wicker Basket. Push this off to the left, then follow it down and push it on to the yellow Pressure Pad.

Roll back under the beam and on to the Hanging Cloth to the left, then descend, taking out Flame Jets. At the bottom, just to the left, is a Flame Jet in a gap that you can smash if you crouch down (it'll help Farah in a moment). Get back on to the cloth and go to the top, then double-jump to another (slippery) pillar on the left. Climb on the left-hand side, taking out a Flame Jet, then jump across a Retractable Shelf to a ledge with a second yellow Pressure Pad, which you should stand on before switching back to Farah.

--< as Farah >--

Head left, drop on to the Hanging Cloth and descend; go left again on to the second cloth and descend to the ledge. Go left across the gap, then jump the still-lit Flame Jet to stand on the third yellow Pressure Pad and open the exits. Switch back to the Prince.

--< as the Prince >--

Head right, back on to the pillar and then to the cloth. Descend to the ledge and move right, taking out Flame Jets. Jump the gap to get your fourth Sands of Time Potion.

.....
: Potions Life 4 Sands of Time 4<< Antidote 1 :
.....

Jump on to the Hanging Cloth in the gap and descend to floor level. There's a Life Fountain through the left exit, so if you or Farah need to heal, head left, taking out the Flame Jets. When done, head through the right-hand exit and switch back to Farah.

--< as Farah >--

Jump across the two gaps to the right, then along the ledge and on to the cloth. Descend to ground level and if needed, head left to the Life Fountain to restore health. When done, exit right to Room 14.

Room 14 S2R14
Exit conditions None
.....

--< as Farah >--

Head right and shoot the Flame Jet, then cross the gaps and jump on to the far Linked Tube before switching back to the Prince.

--< as the Prince >--

Cross the bottom of the room and jump on to the first Linked Tube. This time, Farah is not able to reach either of the ledges, even with help from the tubes, so just use them to get the Prince to one of the ledges above -- if he stands with just his back-foot on the very left-hand edge of the left tube, he should be able to jump and cling to the left-hand ledge; once you've pulled yourself up, a double jump will take you across to the right-hand side.

NOTE You'll now have to say "Goodbye" to Farah, as you won't meet up again until towards the end of the game.

Beyond the right-hand edge is a set of three Caged Jets that you can jump over to get to the far side.

.
You will NOT be able to get back over these jets, so if there's anything you've missed in the first two sections, now might be the time to get it.
.

NOTE There's nothing you absolutely NEED from these two sections: extra potions give you more leeway if you run low on Health or Sands of Time, and killing more Scoring Enemies will increase your level making it easier to attack and defend.

However, anything missed can be picked up later (albeit quite a lot later). You won't actually be able to get back across the three Caged Jets, but you WILL be able to regain access to Sections One and Two.

To the right is a long Slippery Pillar; there are two exits from here, both leading to Save Rooms: the lower right leads to Section Three, but before we do this we need to tackle the second Boss to the upper right.

Climb the pillar, alternating sides to avoid Caged Jets until you get to the top; along the way you'll meet a solitary Bat that will slightly recharge your Sands of Time (probably below half-full by now). Jump to the ledge and exit to the Save Room.

TIP Although it's laborious going up and down the pillar and in and out of the Save Room, you really should keep killing the Bat here to completely fill your Sands of Time -- you're going to need it in a moment...

Boss Battle S2BOSS
Exit conditions Collect Scroll
.....

As you enter the room, you briefly lose control as the Prince performs a couple of double-jumps across the floor to meet the second Boss.

The second Boss (actually, the second encounter with the first Boss) once again pits you against a Winged Demon. However, just as your powers have grown since the last encounter, so have his.

Apart from swooping down across the middle of the room, he has two forms of attack; both of these can occur from left-to-right, or from right-to-left.

- o He'll fly across the screen at high level, while a vertical Lightning Beam trails to the ground. He initially makes left-to-right sweeps, but will later make right-to-left passes.

For the left-to-right passes, he starts from just to the right of the left-hand edge of the platform, so it is possible to hug the left-hand edge and avoid the beam altogether.

The right-to-left passes start from off the right-hand side, so you can't avoid them passing overhead; however, the beam in these cases is pulsed, so it is possible to dodge between pulses.

- o His second attack is a low-level "head-butt" run, with a blue "energy shield" ahead of him; again, initially left-to-right, but later also right-to-left.

This is harder to avoid, although it is possible (but difficult) to perform a backwards double-jump over him. If he's about to come in from the left, heading right, stand and face to the right; back-jump to the left (you get extra height) and jump again in mid-air. However, you need to start jumping before he comes into view, so pulling this off successfully can take a while to get used to the timing.

To help though, he screams as he starts his run, and you can use this to time your jumps. [Thanks to Kartos Dal'Avier for this; I almost always play with the sound off.]

In fact, the damage you take from these attacks isn't really the problem -- it's finding a way of dealing enough damage to him so that you can drive him off before he whittles your health down to nothing.

As before, you can only damage him when using the Sands of Time, but when he swoops down between the above attacks, there's only time for one, sometimes two, strikes. At that rate, you tend to die quicker than he does.

Instead, you should activate the Slowdown Ring from the Inventory Screen before battle starts, and use the 'L' Shoulder Button as he swoops down to slow time and maximise the number of hits you can deliver. [Thanks to 'Josepi' on GameFAQs for this advice]

When he's swooping across the screen, you need to be in the right position to maximise the damage you inflict, but without getting hit yourself. If he's swooping from right-to-left, then stand, facing right, in the left-hand of the two arches, halfway between the arch's centre and where its right-hand edge touches the floor (near the outlet pipe). If he's coming from the left, reverse everything:



If you've started with full Sands of Time (and you really should do so), then, with some practice, you should have enough for two swoops' worth of attacks, by which time you should have reduced his health to about a quarter.

You'll then need to attack without the 'L' button for a couple of passes to restore some Sand (you'll only get one or two hits per pass, since time isn't slowed). When you are about a quarter full of Sands, switch back to using the Slowdown ring, and you should be able to reduce his health to zero on the next pass.

If you haven't finished him off, then just keep restoring a little Sands of Time, then using it to damage him. It might take a few practice runs, but you should be able to beat him in this manner.

NOTE When you first fight, you may find -- as I did -- that it seems almost impossible to defeat him without using a Sands of Time Potion. Although there are enough Potions throughout the game that using one here shouldn't mean you run out later, it is much more satisfying (I think) to have completed the game without using any potions.

However, if you really are having difficulties, by all means use a Sands of Time Potion after the first two passes to give you plenty for another two full attacks.

As before, he doesn't actually die when his Health Meter reaches zero, but flies off to battle another day.

BOSS NOTE See the Bosses sub-section of "Baddies, Beasties and Bosses" for a strategy for beating him using neither potions nor the Slowdown Ring; also for strategies that other people have contributed.

When he's gone, as before, a Scroll appears above your head, the ninth of the fifteen possible:

```

() ~~~~~ ()
|      Scroll of Absorption (11)      |
|                                     |
|           Press R Button           |
|           to Absorb projectiles.    |
() ~~~~~ ()
```

```

.....
: Other   Slowdown Ring [x]   Freeze Ring   [.]   Scrolls           9/15<< :
.....
```

CONTROLS Holding down the 'R' Shoulder Button makes your Scimitar glow; in this mode, Fireballs or other missiles thrown at you can be 'absorbed' -- you will see small fireballs dancing around you or your sword.

When you have absorbed a missile like this, you can release the 'R' button and move around freely within the same room; the next time you swing your Scimitar, you will also release the missile in the direction you're facing.

[Thanks to Joakim 'zAp' Pettersson for this information.]

TIP Absorption is particularly useful against Lion Statues (which you've already met) and Floating Genies (which you'll meet soon).

NOTE You can't absorb missiles if you're jumping, only when stood on the ground (although you can release an absorbed missile while jumping).


```

-----
Map
.....

LP - Life Potion          +--+          +-----+
SP - Sands of Time Potion | |          +--+ +--+ | |
AP - Antidote Potion     |S |          GCN=+  +-+LI| | |
                          |A|          GATE=+  +-+FE+ | |
                          |V |          | | +--+ | BOSS! |
                          +--+ +--+ +--+ +--+ +--+ |E|          |12| +--+ +--+ | |
                          |AM+=+14| |15+=+  +-+ +-+ | +--+ +--+ | | | +-+SA+-+ | |
                          |..+=+ | | +=+OG+-+ +-+ | | +-+11+-+ +-+ +-+VE+-+ | |
                          |LP| +--+ +--+ +--+ |AP| +--+ |AM+-+ +-+SP+-+13| +--+ +-----+
                          | 2|          *OM          | 8|          |10| +--+ +--+ |AM|
+--+ +--+ | | +--+ +--+ +--+ | | +--+ | | +--+ +--+ | +- Section
--SA+-+ 1+-+ +-+ | |*.+-+LI+-+ +-+ 9+-+ +-+ +=+ | | +- Four
--VE+-+ +-+ +-+ | |. +-+FE+-+ +-+ +-+ +-+AG+=+ | +--+
+--+ +--+ +--+ | | | | +--+ +--+ +--+ +--+ +--+ |16|
+--+ | 3| | 7| +--+ | | +--+
| | |SP| | | | | ... - Inaccessible |GC+-+LI|
| +-+ | | +-+OM| = - areas or exits|LP+-+FE|
| +-+ | | +-+ | +--+ +--+
|OM| +--+ +--+ | 6|
| | +--+ +--+ | | OM - Olivine Medal Piece
| 4+-+SA+-+ 5+-+ | AM - Azurite Medal Piece
| +-+VE+-+ +-+ |
| | +--+ +--+ +--+ OG - Olivine Medal Gate
| +=LAST AG - Azurite Medal Gate
| +=CAVE
+--+ GC - GameCube Switch

```

Room 1

S3R1

Exit conditions

Shielded Knight + Invisibility

.....

: Status Level 5 For next level 1<< Total killed 8/75<< :

.....

Cross the bottom of the room, jumping gaps and the Circular Saws, then jump to the Hanging Chain and then off again to the right. You'll see another Shielded Knight -- he isn't hard to kill, but every time he takes damage, he will disappear and pop up behind you! Just keep turning back and forth until you kill him.

When he dies, an Invisibility Flare will appear -- like Room 10 in the first section, the exit to this room closes if you approach when visible. However, the journey here is an order of magnitude worse!

TIP Although navigation is difficult because your character is all but invisible, there are a couple of aids you can make use of:

- o If you stand still, without pressing LEFT or RIGHT on the D-pad, your character will be on the far side of the screen (the right if you're facing left, the left if you're facing right).

- o Many of the ledges have slopes in them; as you walk up a slope, the background will drop to keep your character in the centre of the screen vertically.
- o Briefly tapping 'L' will flash a blue circle centred on the Prince. [Thanks to 'idudeZ' for this last tip.]

The length of the Invisibility Flare's effect does not leave you a lot of time to waste -- if you're having difficulty either navigating the route, or getting to the end before you become visible again, it might be worthwhile having a couple of "practice runs" while still visible.

Go through the flare, jump to the chain and climb to the top. Wait for the Circular Saw to pass halfway, moving away and jump to the ledge under it. Double-jump to the lower level of the next ledge.

Wait for the next Circular Saw to get nearly to the left-hand edge then run up the slope and double-jump over the saw to the Hanging Chain beyond.

From the top of the chain, wait for the Circular Saw on the right to be moving towards you, and double-jump over it just before it reverses direction. As soon as you land, jump again to the lower level of the ledge beyond.

Just as the next Circular Saw is at its right-hand extreme (or slightly before it gets there), run up the slope and double-jump over it to the upper level of the next ledge.

Run down the slope, pausing if needed to avoid the vertical Circular Saw, and you'll drop on to the ledge below (you don't need to jump). Run up to the Stone Beam and roll underneath it. Carry on rolling along and go under the next gap as well.

When the vertical Circular Saw is towards the top, drop off the ledge to the one below and roll under the next two beams -- don't worry, you're nearly finished!

Drop off the left-hand edge, then run up to, and roll under, the last beam. With a little bit of luck (and quite a bit of practice) you should be able to get to the next room before the gate comes down.

CHEAT Both gates in this room react to your visibility -- as you enter, the gate back to the Save Room closes behind you; if you subsequently move away and return, it starts raised, but drops if you approach while visible.

You can exploit this by passing through the Invisibility Flare, then jumping left along the bottom of the room, over the Circular Saws to the left-hand exit -- this is sufficient to mark the room as "solved" -- both gates will remain open, and you can cross the main obstacles while still visible.

As well as being an easier trip, it also allows you to save the game with the room 'solved', so you won't have to fight the Shielded Knight again.

.....

The Map Screen shows the outline of this room in light blue, so you know there will be another Medal Piece here -- unfortunately, we can't get it yet.

Just inside the room you will find another Scroll -- your tenth:

```

() ~~~~~ ()
|      Scroll of Ledges (3)      |
|                                 |
|      Hold Control Pad UP to    |
|      stay on ledges, without   |
|      losing balance.          |
() ~~~~~ ()

```

.....

: Other Slowdown Ring [x] Freeze Ring [.] Scrolls 10/15<< :

.....

This Scroll tells you how to deal with Narrow Ledges -- you'll meet some in a moment. They only barely stick out from the wall, so normally you can only cling to them with your fingers while you dangle below with your feet against the wall.

CONTROLS When hanging from a ledge, you can use LEFT and RIGHT to shuffle back and forth along the ledge, although you will not be able to move off the ends.

The whitish tip above one of your hands is the end of your Scimitar -- you can press 'B' to swing it in an arc. If you had just moved towards the right, the tip will be on the left and the Scimitar will sweep clockwise from above your head, round to the right and down. If you had just moved left, the opposite happens.

To get down from the ledge, hold DOWN and press 'A'.

If you hold UP and press 'A', you will clamber to the top of the Narrow Ledge; so long as you keep UP pressed, you will be stable.

If you release UP you will flail your arms for a couple of seconds before dropping -- don't worry though; you will grab the ledge as you fall and end up hanging again. Alternatively, if you are pressing LEFT or RIGHT as you fall, you will jump to one side as you drop, moving along the ledge (or jumping off the end if close enough).

If you press UP again while flailing, you will regain your balance.

Providing you keep UP pressed, you can also press LEFT or RIGHT to creep back and forth along the ledge. As when hanging, you can't creep off the end of a ledge.

You can also attack while balancing on top of a Narrow Ledge, by pressing 'B' (while keeping UP pressed).

If you are standing on one Narrow Ledge, and there's another one above, you can press 'A' (while still holding UP) to climb up and hang from the upper one.

The main thing you cannot do while on a Narrow Ledge is to jump.

Go right and stand on the first Narrow Ledge, then creep to the right. Smash the Flame Jet along the way then clamber up to the ledge above. Creep right and time your ascent to the third ledge so as to avoid the flame from the Caged Jet.

Creep to the right, drop down on to the ledge below, and take out the Flame Jet so you can get back to the floor of the room. To the right, before the lower exit, you will see a Temporary Save Flare with a Metal Rod above it.

Use the flare so you don't have to do the invisibility-run again, then jump to the rod. From there, jump to the Hanging Chain on the far right of the room. Climb to its top and jump left to a normal ledge. Head across, taking out a couple of Flame Jets and then roll underneath the Rotating Blade and a couple of Stone Beam to find a fifth Life Potion.

.....
: Potions Life 5<< Sands of Time 4 Antidote 1 :
.....

FOR LATER The "chimney" on the way to the Life Potion leads to the Medal Piece in this room and the top-right exit. As before, you won't be able to access them for quite a while, so ignore.

For now, head back right and climb down the chain to go to the next room.

Room 3 S3R3
Exit conditions Spear Swinger + Sabre Tooth + Floating Genie
.....

You enter on to a sort of castle parapet, passing behind a gargoyle. Jump from the right edge to the Metal Rod, then spin-jump to the Climbable Pillar beyond. Climb down, switching sides to avoid the Rotating Blades and drop to the floor. Head left, and there's another Spear Swinger to deal with -- wait for him to finish swinging his spear, jump (so he throws his spear into the air), and then move in for a couple of attacks. This time, you should only need to do this twice.

.....
: Status Level 6<< For next level 2 Total killed 9/75<< :
: Max. Health 78<< Attack 24 Defence 18 :
.....

Head back right and carry on down a slope; you'll see a new Sand Enemy -- a Sabre Tooth.

TACTICS The Sabre Tooth basically advances slowly towards you, then turns around, runs back, and advances again. Just keep hitting it, backing away slightly every three strokes or so, until you get near the slope. Back off a little more as it stretches its neck out to attack, then run after it and repeat.

On the right you will see the first of a series of Metal Rods heading up and left -- double-jump to it. You need to be spinning clockwise, so if necessary, reverse direction by pressing RIGHT at the very top of the spin.

Spin-jump to the second and third rods, then reverse direction so you are

spinning anticlockwise. You can now jump to another rod that's upwards and to the right; reverse direction again so that you can jump to the ledge in the top-left corner of this area. Break the Large Urn and you will obtain your fifth Sands of Time Potion.

```
.....  
: Potions Life 5 Sands of Time 5<< Antidote 1 :  
.....
```

Jump back to the last Metal Rod, then to another to the right, from where you can jump to a ledge with a Health Flare.

TIP If you jump from the edge of the ledge, you may go past the rod; try standing a little back from the edge before jumping.

Jump right to a Climbable Pillar and descend, avoiding the Rotating Blades. From just above the bottom, on the left-hand side, jump across to another pillar, switch sides, then jump to the ledge on the left. Roll under the beam and you'll see some more Narrow Ledges.

Climb up on to the first, then hang from the smaller ledge above to shuffle past the Rotating Blade. Drop down and hang from the bottom ledge to shuffle over and pick up your eleventh Scroll:

```
() ~~~~~ ()  
| Scroll of Caution (12) |  
| | |  
| Hold the R Button and |  
| press Control Pad RIGHT or |  
| Control Pad LEFT |  
| to walk forward or backward. |  
() ~~~~~ ()
```

```
.....  
: Other Slowdown Ring [x] Freeze Ring [.] Scrolls 11/15<< :  
.....
```

CONTROLS Once back on solid ground, holding the 'R' Shoulder Button allows you to advance or retreat, without turning around and facing in the opposite direction as you normally do.

Carry on shuffling to the left, briefly hanging from the ledge above to avoid another Rotating Blade, then drop to the ground. To the left you will meet a new adversary; a Floating Genie -- they float around in mid-air and every so often throw Poison Balls at you. You can try striking him with the Scimitar, but it has no effect, other than to make him disappear and pop-up on the other side of the screen.

NOTE If you get struck by one of his Poison Balls, you will begin to lose 21 points of damage at somewhat more than one point per second. An Antidote Potion will stop this loss, as will leaving the current room.

Getting rid of him is very similar to the Lion Statues -- you have to knock his Poison Balls back at him.

TIP One small complication is that if you hit them back with the Scimitar, most will pass under him and have no effect (he will flash blue when struck successfully). This is another use for Absorption -- absorb a Poison Ball then jump up and release it at him (he'll

probably switch sides so you'll have to about-face first). [Thanks to "idudeZ" for confirming this.]

NOTE It is possible to defeat a Floating Genie without Absorption, but much harder. I found that jumping, or double-jumping on the spot a little way in front of him, just as he's winding up to throw a ball, helps -- you're higher when he throws the Poison Balls, so they will hit him when you knock them back.

When you've struck him enough times, he'll fall to the floor whereupon you should drain the corpse to restore more Sands of Time and open the exit gates.

.....
: Status Level 6 For next level 1<< Total killed 10/75<< :
.....

Room 4 S3R4
Exit conditions None
.....

Looking at the in-game map you'll see that this room is outlined in green so there's another Medal Piece available. What's more, we can actually get this one!

Just inside the door is another Health Flare, so top-up if needed. Be careful as you move left, there are two Giant Beetles that emerge from the floor as you approach; as before, kill them, and then the two Small Beetles they spawn (remember to crouch to hit these). Also, if you hang around for too long, they will start ejecting a stream of Small Beetles at you.

TIP The stream of Small Beetles can be a useful way of restoring Sands of Time. Stand to intercept the stream and keep hitting the beetles as they emerge; each one you kill will restore a little Sand.

Jump to the Climbable Pillar on the left and descend to another ledge where there's another Giant Beetle to kill. Time the jump from the ledge to the Hanging Chain to avoid the Flame Jet and take it out.

Jump off to the right, and you'll see a Metal Rod sticking out of the wall above you. Double-jump to it, make sure you're spinning clockwise, and jump to a ledge on the left above the chain. You can only just reach it with your fingertips, so you might need a couple of attempts.

Once you get there, you'll find a new variant of an old Scoring Enemy: although armed with a spear, this one tries to stab you with it rather than spinning it around his head.

TIP A frontal assault won't work with a Spear Stabber -- you'll just get stabbed. Instead, approach and double-jump over him so that you can attack from behind. It should only take two or three attacks to dispatch him. If necessary, back away and jump over him again.

When he falls to the ground, remember to press 'B' so you drain his corpse.

.....
: Status Level 7<< For next level 2 Total killed 11/75<< :
: Max. Health 78 Attack 31<< Defence 24<< :
.....

: Status Level 7 For next level 1<< Total killed 12/75<< :
.....

Carry on to the left, jump to another Hanging Chain and climb. Jump to the Metal Rod on the right when you're level with it (don't go all the way to the top). From here, jump to another castle parapet-type ledge but be careful: there's another Persian Archer off to the right. Be prepared to duck or jump as you approach (he may fire high or low). Once he's got the first arrow off, move in for the kill and you shouldn't have much trouble. Although you can't see the corpse behind the parapet, remember to drain it after he falls.

.....
: Status Level 8<< For next level 2 Total killed 13/75<< :
: Max. Health 84<< Attack 31 Defence 24 :
.....

Head right and use another Metal Rod to get to a small ledge; jump to the Hanging Chain and descend. At the bottom, there's yet another Sabre Tooth, which by now you should dispatch with ease.

TIP The Sabre Tooth has a habit of lurking at the bottom of the chain, so it's probably safer to jump off to the right so that you land clear of him. Jump again to avoid the Metal Rod if it looks like you might catch it -- your feet will tend to hit the Sabre Tooth and you'll lose some health.

As he's the last enemy in the room, the exits will now open. Jump back on to the chain and climb to the very top. To the right is a series of Climbable Pillars with Flame Jets between. You may need to double-jump to ensure you catch the first; then it's just a case of jumping right and avoiding or taking out any jets that are in the way.

When you get to the right-hand side of the last pillar (there'll be two window-holes in the background wall), descend and jump right to a Health Flare and the exit.

Room 6 S3R6
Exit conditions None
.....

Looking at the map, you'll see that there's another Medal Piece located (and available) in this room.

The room opens with some Narrow Ledges, interspersed with Circular Saws. This can be a little tricky, since you can't always see where the saws are when you're descending.

Jump over the first saw, and then jump up and climb to the ledge above. Shuffle to the right-hand end, and wait until the two saws above are out of the way before climbing up, past the middle ledge, so that you're standing on the top ledge.

TIP If you jump over the saw and climb up the ledges immediately after entering the room, you should find the saws will be out of the way.

Keeping UP pressed, creep to the right. Hold just RIGHT on the D-pad -- you'll start to wobble, but should catch and hang from the ledge to the right, level with the one you were standing on. Shuffle to the right and drop down

on to a normal ledge.

Double jump from the right edge to a Metal Rod and then on to a Hanging Chain. Climb to the top and double-jump OVER the Circular Saw to the chain on the left. From near the bottom, jump UNDER the next saw to a third chain.

To the left is a ledge with another Sand Lizard -- he's more likely than the others to rear-up and fire Paralysis Missiles, so be careful as you jump.

TIP If the Lizard rears up to fire, or is about to lash-out with his tail, you can jump back to the chain if you're running out of room.

To the left, you've got to time a jump between both a vertical and a horizontal Circular Saw to get to your twelfth Scroll:

```

() ~~~~~ ()
|      Scroll of Freeze (13)      |
|                                  |
|      Press L Button             |
|  to freeze an enemy in time    |
|  (available only when the      |
|  Freeze Ring is activated).    |
() ~~~~~ ()

```

```

.....
: Other   Slowdown Ring [x]   Freeze Ring   [.]   Scrolls   12/15<< :
.....

```

Climb the chain above, then double-jump over the saw to one Metal Rod, again to another, then to another Hanging Chain, which you should climb.

TIP You should be more or less fully stocked with Sands of Time, but if you're very low, jump to the left first where you can restock (past a Sand Beast and a Circular Saw), then come back here.

Jump to the ledge on the right -- there's a Sand Beast to dispatch and a Circular Saw to jump before you climb another chain. Double-jump to the Metal Rod, reverse direction and jump to the ledge above the chain. Climb the chain above and jump to the Metal Rod on the left.

Further left you'll see another Medal Piece -- jump to intercept it and reverse time until you're back on the Metal Rod (you'll be able to recharge your Sands of Time in a minute, so don't worry about wasting it).

```

.....
: Medals   Copper           2   Jade           2   Olivine           2<< :
.....

```

Jump back to the chain then descend to the ledge. Walk off the edge of the ledge to the right and then press LEFT to fall back to the chain below. Climb down, jump over the saw and head back left to the earlier chain. This time jump to the left-hand side, where you'll find a Sand Beast and a Sands of Time Flare past a Circular Saw.

When you've recharged, jump to the Metal Rods above, cross to the Hanging Chain, then jump above a vertical Circular Saw to another Metal Rod. Jump right to another chain and on to a ledge where you'll find the Freeze Ring.

```

.....
: Other   Slowdown Ring [x]   Freeze Ring   [x]<<   Scrolls   12/15   :
.....

```

.....
CONTROLS The Freeze Ring allows you to use your Sands of Time to Freeze Time -- everything except you stops. As with slowing down time, you need to have activated the Freeze Ring from the Inventory Screen first.

The important difference between either slowing or reversing time, and freezing it, is that once triggered (by tapping the 'L' Shoulder Button), time will stay frozen until your reserves of Sands of Time run out -- you don't need to keep the 'L' button pressed.

A fully charged reserve of Sands of Time will last around two, or two-and-a-half seconds.

NOTE You CAN turn off the effects of the Freeze Ring if you go to the Inventory Screen and deactivate it. [Thanks to Sander for this tip.]

Your first chance to use this power is at hand (but see below) -- jump back to the chain and climb to the top. On the left, there are two Spiked Platforms leading to the exit. Ensure the Freeze Ring is activated then TAP the 'L' Shoulder Button when the spikes are retracted. Immediately jump across both platforms to the exit ledge.

TIP If you mistime the jump, you will still exhaust all your Sands of Time -- you can go back down the chains and across to the left to the Sands of Time Flare to recharge.

NOTE It is relatively easy to jump to safety without using the Freeze Ring or any Sands of Time, although if you get the timing wrong, you'll end up losing some health.

From the top of the chain on the right of the Spiked Platforms, wait until the spikes retract and then jump; while in the air, the spikes should pop-up and retract just before you land on the left-hand side of the first platform. Immediately double-jump and you should be able to clear the second platform to land safely on the ledge with full Sands of Time (and full Health if you've been careful).

I don't think there's a great need for this (there are some Sand-restoring creatures shortly), but there's a certain satisfaction in not using the Ring or Sands of Time.

Room 7 S3R7
Exit conditions None
.....

Just inside this room is a Temporary Save Flare and, from the outline on the Map Screen, another Medal Piece is here (though not yet available). The main characteristic of this room is Climbable Pillars with pairs of Caged Jets that shoot diagonally and act as barriers forcing you to jump or switch sides.

Make your way up the pillars just inside to jump to a ledge on the left. You'll find another Giant Beetle here, who will eject Small Beetles at you if you give it the chance (as well as releasing two Small Beetles when it dies).

TIP If you used the Freeze Ring earlier, and want to top-up your Sands of Time, standing a little short of the Giant Beetle and hacking at the stream of Small Beetles is a pretty good way.

Beyond is a Hanging Chain, which you should descend.

The "official" route here is to the right, jumping over the Caged Jets when safe, across three more chains until you get to a wall on the right and a chain that descends further, allowing you to jump back left across a series of Metal Rods.

TIP There is a much quicker way that is less prone to getting caught by flame: just drop off the bottom of the first chain and then press LEFT on the D-pad -- you should move to the left as you fall and catch one of the Metal Rods. If you do miss, there's not much to redo because of the Temporary Save Flare at the beginning of the room.

Whichever route you take, the Metal Rods will lead you left to another pair of pillars that you should climb. On the right-hand side of the right-hand pillar, near the top, jump over a Caged Jet to a small ledge.

FOR LATER The chimney above this ledge leads to the room's Medal Piece, but we'll have to ignore it until we can climb chimneys.

Jump right and follow the ledge down to the exit, dispatching two Giant Beetles along the way (and restoring more Sands of Time if needed). Between this and the next room is another Life Fountain, so top-up your health if needed.

```

-----
Room 8                                     S3R8
Exit conditions                             None
                                           NW: Olivine Medal Gate
.....

```

There are some more Narrow Ledges just inside this room. Climb up the first one and hang from the one above to shuffle past the first Caged Jet. Climb down and stand on the lower ledge, then creep under the jet above and towards the third jet -- when it's shooting vertically, stand on the upper ledge and creep right. Drop down back to a normal ledge.

Jump to the Hanging Chain on the right, and ascend between two Rotating Blades (they can't get you). At the top, jump (don't double-jump) to the left -- you should pass over the Rotating Blade and land on another chain below a Caged Jet. Climb up when safe, and jump left over the Caged Jet to a ledge with a Large Urn that contains your second Antidote Potion (assuming you got the first one).

```

.....
: Potions Life          5 Sands of Time    5 Antidote          2<< :
.....

```

There's nothing you can get to the left, so jump over the jet back to the chain, jump over the blade back to the first chain, then jump over the right-hand blade to a new chain.

There's a Rotating Blade that makes access to the ledge on the right dangerous, so climb to the top of the chain and jump right over the blade. Don't bother trying to catch the Metal Rod; just land on the ledge. Double-jump up and take out the Flame Jet, then jump to the Slippery Pillar and climb (you can ignore both the Flame Jet and the Rotating Blades).

From just above the Flame Jet on the left-hand side, jump to a Metal Rod and then on to a split-level ledge. Double-jump to a Slippery Pillar, climb above the Rotating Blade then jump over it to a ledge on the right.

FOR LATER There's an exit off from the left-hand side of the pillar, but it only leads to the Olivine Medal Gate (which we can't open yet), so we'll ignore it for now.

On the ledge, move cautiously to the right, as the first of a series of Hidden Spikes will appear. The first set is easy to jump over; the second requires you to avoid the Caged Jet's flames (jump when it's between twelve and three o'clock). Jump over the last set when the flame is past six o'clock and make use of an unusually tall Save Room.

After saving, return to Room 8 and head back past the Hidden Spikes and Caged Jet. At the left-hand edge of the ledge, hang from the edge and drop on to the ledge below (stand half off the ledge, facing right, and hold DOWN while pressing 'A'; press 'A' again to drop).

TIP There's an easy shortcut available here: from where you land, hold DOWN and press 'A' -- you'll clamber down and drop off the ledge. Now immediately press and hold RIGHT on the D-pad -- you should sail back and land on a chain below.

If you've moved, just walk off the left-hand edge and then press RIGHT. If you leave it too late before pressing RIGHT, the fall will kill you (but you've just saved, so it's OK).

If you don't fancy this, head right and use the Metal Rod, the Slippery Pillar and another Metal Rod to get to the chain.

Drop off the bottom of the chain and you'll see another Narrow Ledge close by. Jump to it and climb on top so that you can creep past the Rotating Blade below. When you are between the two blades, drop down and hang from the lower ledge. Shuffle over, drop to the ground and leave by the exit.

Room 9 S3R9
Exit conditions 3 x Brass Gong (Middle, Left, Right)
.....

This room has an interesting variant on the "light the lights" puzzles you've seen before -- especially if you're playing with the sound off!

Just inside, there's a yellow Pressure Pad; were you to step on this (you don't have to), you will freeze while three different chimes are played (and one of the lights in the top-right light up after each chime).

If you jump on to the Hanging Chain to the right, and from there to a Moving Platform, you'll pass three Brass Gongs -- when struck, each one sounds one of the same three chimes.

To open the gates, you need to strike the gongs in the correct order so that they match the chimes produced by stepping on the Pressure Pad.

Again, I suspect the sequence isn't random: for my game, the correct order is the middle gong, the left-hand gong and finally the right-hand gong. If this doesn't work, you'll have to listen to the chimes and work it out yourself!

.....

WARNING! [Courtesy of Frej Bjorn]

Do not return to a Save Point unless you have killed all three Lion Statues in this room. Frej reported that he had, and that the game seemed to have "forgotten" that one of the Lion Statues had been killed (even though it showed up as dead).

Just inside, there's a rather tricky double-jump to be made over a Rotating Blade.

TIP If you jump when your leading foot is just on (not beyond) the edge of the gap you should be OK, though you'll probably cling to the far side by your fingers. If you leave it too late, you'll catch the blade as you're rising.

It might also help if you start with a back-jump: stop half-off the edge then turn to face left. Back-jump to the right and you'll get more height.

There's another Lion Statue just beyond the next Rotating Blade; but you shouldn't have any trouble jumping on the spot and knocking the standard three fireballs back (he fires in bursts of three, so you can get all three shots with his first salvo). Once killed, you can double-jump over the blade and climb the Hanging Chain to the right. Jump left across two ledges to another chain in the middle of the room.

There's a pair of Lion Statues on the ledges either side of the top of this chain, but with a new twist -- the one on the left won't shoot fireballs, but fireballs are all that will kill it! Up to now, the Scroll of Absorption has made Lion Statues easier; now it is essential.

Jump to the right-hand ledge, absorb a fireball (hold down the 'R' Shoulder Button until it's absorbed) then jump across to the left-hand ledge (watching out for some Hidden Spikes) and release the fireball at the Lion Statue. Repeat twice more.

[I hadn't worked out how to use the Scroll of Absorption when I first got here; luckily I got Joakim's info about it just in time to save bashing a large dent in the wall.]

Use absorption to dispatch the top-right lion -- if you just try batting them back, he turns his back on you -- then exit to the next room.

NOTE It is possible to kill this Lion Statue without absorption (as I discovered before learning how to use it). By jumping to the top of the chain after he's fired a fireball at you, and swatting the fireball back from there, you give him enough time to turn back and get hit in the face!

WEIRD The need to use this last statue's Fireballs to destroy the one on the left means that you can put the game into an unwinnable position -- if you take out the top-right lion before dealing with the top-left one, and were to save your game, you would not be able to continue.

.....
There's a Temporary Save Flare just inside, so use it. Jump across the bottoms of the three Climbable Pillars; beyond the third is a ledge with a Sabre Tooth on the prow. Wait for it to come into view and turn around, then jump after it and dispatch it (regaining a lot of the Sands of Time you used in Room 10).

Jump to the pillar beyond, and climb carefully -- there's a Bat flying back and forth (on the left) that fires green Poison Balls ahead of itself. Wait until you see one go overhead, then climb to that level and knock the next one back with the Scimitar to kill the bat. There's another Bat higher up, but while you will see the ball, you won't see the bat! After a ball passes over, jump to a ledge on the left and be ready to knock back the next ball from there.

Jump left on to the Hanging Chain and climb up and jump to the left-hand ledge. To the left is another Spear Swinger -- as before, wait for him to pause, then jump and kill him.

.....
: Status Level 8 For next level 1<< Total killed 14/75<< :
.....

FOR LATER To the left is a special gate -- it can only be opened when this game is linked to the GameCube version of "Prince of Persia - The Sands of Time".

TO DO Not 100% sure what needs to be done on the GCN, nor what you'll find behind it.

The ledge on the right-hand side of the chain contains another couple of Poison Ball-spitting Bats and leads to a Life Fountain. Unless you desperately need the health boost (or want a 100% map), I'd ignore them.

NOTE If you do use the Life Fountain, be careful as you re-enter this room because the Bats will have returned.

Get back on the chain and jump back to the ledge on the right. Jump across the two Climbable Pillars on the right (watching out for Circular Saws) and descend. Before the exit is a Large Urn containing another Sands of Time Potion.

.....
: Potions Life 5 Sands of Time 6<< Antidote 2 :
.....

TIP If you haven't got full Sands of Time, leave and re-enter as needed to repeatedly kill the Sabre Tooth until your Sand is restored -- you'll want it in a moment.

From the Map Screen, you'll see that there's another Medal Piece available in this room.

Ignore the Narrow Ledge above you; just run straight off the right-hand edge -- trust me -- and you'll drop on to a different Narrow Ledge and probably collect the Medal Piece before you stop. You don't even need to reverse time for this one!

```
.....  
: Medals   Copper           2   Jade           2   Olivine           2   :  
:           Azurite         2<< ---          --   ---          --   :  
.....
```

Drop to the bottom ledge and shuffle as far right as possible (watching out for a Caged Jet): hold both DOWN and RIGHT and tap 'A' -- you should fall off to the right and cling to the edge of the ledge. Climb up on to the ledge, then jump up and hang from the third ledge up (there should be another ledge above you). Shuffle right, dodging a Flame Jet, then hang from the ledge above and carry on right, avoiding another Caged Jet.

Drop to the normal ledge below, head up the slope and double-jump over one Rotating Blade, roll under the second, and double-jump over the last. Exit right to the Save Room before the third Boss Battle!

```
-----  
Boss Battle                                     S3BOSS  
Exit conditions                               Collect Scroll  
.....
```

Once again you get to fight the Winged Demon -- and boy is he nasty this time!

NOTE The main strategy describes how to win without using any potions; it can be a little tricky the first time you play, so there's an alternate one-potion strategy below.

After a first "free" swoop across the middle of the room, he'll settle into a pattern of firing a whole group of Giant Fireballs roughly towards you. Don't try to hit them with the Scimitar, because they'll just explode above your head and cause damage; the Scroll of Absorption won't be any good either -- you just have to dodge them as best you can (but watch out for when they hit the ground, as they'll raise a brief column of fire that will still cause damage).

His most annoying attack, however, is an occasional Poison Ball -- normal-sized and green -- that he sometimes slips in among the Fireballs. These you CAN knock out of the air with your Scimitar, and you definitely should try to -- if you let one hit the ground, then a couple of seconds later the entire floor area will flash green and inflict poison on you, draining away your health every second.

As with the last encounter, persistence and practice are the keys to dealing with the Demon; at least if you want to preserve your potions. If you don't mind using a potion, see below for a slightly easier way of beating him (there's also a much harder way of beating him listed in the "Baddies, Beasties and Bosses" section).

NOTE On my first run through the game (when the pre-1.0 version of this Walkthrough was written), I could only get past the Boss using the Freeze Ring and one Sands of Time Potion (see technique below). I

tried the no-potion method here about twenty times, coming within a whisker of beating him on a few occasions.

On a second run through, for the 1.0 version, I was able to defeat him using no potions on roughly half my attempts -- so practice certainly does make, if not perfect, something quite close.

The general no-potion strategy is broadly similar to the second Boss Battle -- two rounds of inflicting damage using the Slowdown Ring (so make sure you activate it from the Inventory Screen), a little topping-up of Sands with "normal" attacks, then finishing him off. The main complication is that his Fireballs -- and particularly the Poison Balls -- can reduce your health faster than before.

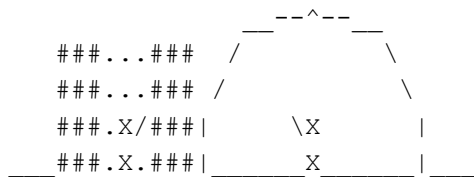
The critical encounter is his first swoop across the screen after you regain control of the Prince -- he won't shoot out any Fireballs, so you're free to deal maximum damage without worrying about avoiding them.

For right-to-left swoops (as the first one is), stand to the left of the central arch (see diagram below) and use the Slowdown Ring (hold 'L') as he swoops in and swing your Scimitar like mad -- with a bit of practice, you should reduce his health by nearly half.

At the end of his swoop, he'll hover over the left-hand side before releasing a barrage of Fireballs; wait directly below him and run right just as he does so -- they should head almost straight down towards where you were and be fairly easy to dodge.

TIP He lets out a screech just before he sends out his volley of Fireballs.

For his second swoop (from left-to-right), stop in the middle of the arch and face left. Again use the Slowdown Ring to get a round of attacks in; with practice, this should reduce his health to near zero (and probably have almost exhausted your Sands of Time).



Dodge his Fireballs again by waiting below him, moving left as he releases them; ending up back over the lighter-coloured stone ready for the next swoop.

Perform normal attacks for the next couple of swoops to restore Sands of Time; then revert to using the Slowdown Ring and you should be able to finish him off. If not, just cycle between Sand-restoring normal attacks and damage-dealing Sand attacks.

NOTE Keep an eye out for any Poison Ball he may release -- if you're in any way low on health, abandon normal procedure to intercept it with the Scimitar.

As before, when his health is reduced to zero he will fly up to the top of the screen and escape to fight another day.

.....
BEWARE
As he starts to fly up to the top of the screen, he will

let loose a parting volley of Fireballs. If you're low on health, it would be a real bummer to die from these just after you've driven him off!

.....

BOSS NOTE Consult the Bosses sub-section of "Baddies, Beasties and Bosses" for a tricky no-potion, no-ring strategy, and for other contributions I have received.

After he disappears, another Scroll will appear above your head (only two to go after this). Collect this and the gate back to the Save Room will open.

```

() ~~~~~ ()
|      Scroll of Walling (4)      |
|                                  |
|      Run towards a wall to     |
|      make a vertical walling.   |
|      Press A Button to jump.   |
() ~~~~~ ()

```

.....
: Other Slowdown Ring [x] Freeze Ring [x] Scrolls 13/15<< :
.....

CONTROLS If you run at certain walls, from about half-an-inch away or more, then you'll carry on running up the wall (to a maximum of about three times your height). Once you've started up the wall, you don't need to hold LEFT or RIGHT anymore.

Left to his own devices, the Prince will run to the top of the wall and perform a looping jump back away from the wall. If you run up into a corner, you'll run part way along the ceiling before falling back. If you run up a high wall, you'll just drop when you reach the maximum height without jumping.

You can press 'A' at any time to jump from that point.

You cannot perform Walling on Pillars or Columns; and it will not work on some walls.

NOTE Walling is of no use against the "chimneys" we've passed, as you need a proper corner between the floor and the wall. So at this stage, there's no point backtracking to try it out.

A One-Potion Strategy

If you've tried and tried the no-potion approach above without success, then don't fear -- there's a relatively straightforward way of beating him by using one Sands of Time Potion. As with the second encounter, this shouldn't put you in danger of running out, it just means you can't get the satisfaction of beating the game without using any potions.

In this case, I recommend using the Freeze Ring instead of the Slowdown Ring (so make sure you activate it as you enter the room).

Wait in the same place as above for him to swoop down and freeze time. Get in as many hits as possible before time resumes -- after a bit of practice, you should be able to take over half his health. Take a Sands of Time Potion and repeat -- doesn't it sound simple?

NOTE Don't get worried when you first attack that his Health Bar isn't decreasing -- because you've frozen time, it won't show the damage done until time returns to normal (the damage-numbers coming from his body confirm that you're hurting him though).

As before, watch out for his final volley of Fireballs as he flies off the top of the screen.

Whichever method you use, return to the Save Room when you've sent him packing.

Room 13 (again) S3R13
Exit conditions Scroll 4 (Walling)
.....

Leave the Save Room, negotiate the Rotating Blades (double-jump, roll, double-jump) and move to the edge of the ledge.

Half stand over the edge and press DOWN and 'A' to hang from the edge; press 'A' to drop then immediately hold RIGHT and you should cling to the edge of a ledge below. Climb up, jump over the Rotating Blade and you'll get your first opportunity to try Walling.

From a little way away, hold RIGHT and you should run up the wall. At the top, you will flip backwards and land on a Sands of Time Flare.

Jump to the top of the wall and climb down the chain below. There's a rapid-moving Spiked Platform which you can negotiate without aid if you're careful (using the same technique as at the end of Room 6) -- jump just as the spikes retract, they'll rise and should retract again just before you land. You should then be able to jump to the exit and the Save Room beyond in Section Four.

NOTE If you're having trouble with this, then either of the Slowdown or Freeze Rings should help.

NOTE There's no point backtracking yet, since the Walling ability won't let you get up the "chimneys" we've passed, and there's nothing else worth using it on all the way back to the three Caged Jets in Section 2 Room 14 (and you cannot go further back than those).

.....
: Status Level 8 For next level 1 Total killed 14/75 :
: Max. Health 84 Attack 31 Defence 24 :
: Potions Life 5 Sands of Time 6 Antidote 2 :
: Medals Copper 2 Jade 2 Olivine 2 :
: Azurite 2 --- -- --- -- :
: Other Slowdown Ring [x] Freeze Ring [x] Scrolls 13/15 :
.....

()=====()
	Section Four	
()=====()

.....

```

+--+ +-----+ +--+ +--+ +--+      LP - Life Potion      +-----+
|  +-+ SAVE +-+ | | +-+ |      SP - Sands of Time Potion | | | | | |
|  +-+ ROOM +-+ | | +-+ |      AP - Antidote Potion      | |
| | +-----+ | | | | |      ... - Inaccessible      | BOSS! |
| 4|          | 5| | 6| |AP|      = - areas or exits      | |
| | +--+      | | | | |      +--+ +--+ | |
| +-+ |      | +-+SM| | |      | +-+SA+-+ | |
| +-+ |      | +-+ | | |      | SM+-+VE+-+ | |
+--+ |ZM|      +--+ +--+ | |      |          | |
| 3|          | 7|          16 +--+ | | +--+ +-----+
+--+ | |      | | +--+ +--+ +--+ +--+ | | |14|
| +-+ |      | +=+15| | +=+ +-+GC| | +-+ |
|LP+-+ |      | +=+ | |..+=+SG+-+SP| | +-+ +- Section
| 2| +--+      | | +--+ | | +--+ +--+ | | | +- Five
| |          | | | | | 8|          |13| +--+
+--+ +--+ | |      | | +--+ |ZM| +--+ | | +--+
--SA+-+ 1+-+ |      | +-+SA+-+ +-+ | | +-+ |
--VE+-+ +-+ |      | +-+VE+-+ +-+ | | +-+ |
+--+ +--+ +--+      +--+ +--+ +--+ | |      +--+ | |
| 9|          |12|
ZM - Zircon Medal Piece      +--+ |ZM|      +--+ |SM|
SM - Spinel Medal Piece      | +-+ | GCN+=SP+-+ |
| +-+ | GATE+= +-+ |
ZG - Zircon Medal Gate      |LP| +--+      | | +--+
SG - Spinel Medal Gate      |10|          |11|
| | +--+ +--+ | |
GC - GameCube Switch      LAST+= +-+SA+-+ +-+ |
CAVE+= +-+VE+-+ZG+-+ |
+--+ +--+ +--+ +--+

```

Room 1 S4R1
Exit conditions None
.....

After you jump across the gap, you'll see a new kind of Scoring Enemy, wielding a long whip-like weapon. Because she (I think she's a she) doesn't lash out very often, you might be tempted to just wade in and start hitting; it works, but she's bound to get at least one attack in and you'll lose damage.

TACTICS Much better is to advance towards her, to get her moving, then withdraw to a safe distance. You should now advance to the edge of her Whip's range: if you've got the right distance, you should be able to cut her whip with your Scimitar when she flicks it out.

It's now a relatively easy matter of advancing to just outside her shortened range, let her swing the whip, then step forward and attack a couple of times. Withdraw out of range, let her swing and repeat (holding 'R' down through all of this uses Caution, allowing you to move in and out without turning).

TIP If you are at the correct distance to be able to shorten her whip, she will give her whip a small upward flick before lashing out. If she doesn't, you're not quite close enough.

NOTE She has a particularly novel attack if you stand inside her long whip's range -- every now and then she'll snag you with the whip, haul you in, stab you and throw you back!

When she falls, drain the corpse as normal.

```
.....  
: Status Level 9<< For next level 2 Total killed 15/75<< :  
: Max. Health 84 Attack 38<< Defence 30<< :  
.....
```

After she's gone, run along to, and up, the wall, then jump to the small ledge on the left. The ledge above-left has a new Sand Enemy -- a Scimitar Armour.

NOTE His main tactic, at least on open ground, is to advance toward you, then to keep swinging the scimitar around his head and then to bring it crashing down, hopefully (for him) on you!

TIP If you get the chance, jump up to his ledge and advance on him; get as many attacks in as possible and back off when he's about to strike. When he's done, one more hit should generally kill him.

If you don't get to his ledge in time, he'll advance, seemingly too close to allow you to safely jump up. However, there's a neat trick that will help: he won't advance right to the edge of the ledge.

From the small ledge you're on, make a small jump so you grab his ledge by your fingertips and haul yourself up. Providing you don't move forward, he'll swing and smash the scimitar without hitting you. All you need do is keep attacking with the Scimitar -- many will miss, but every few stokes you'll connect with his body and deal him damage.

When he collapses, his body will evaporate and restore some of your Sands of Time.

Run to, and up, the left-hand wall, jump to the Hanging Chain, then to the ledge on the right. There are a couple of Bats here, shooting Paralysis Missiles, but all are above your head. Just take the Bats out and jump to the next ledge.

Here you will find another Shielded Persian, who can be annoyingly difficult to take out without losing health -- he will disappear as soon as you hit him, then usually pop-up behind you (even if you change direction at the last moment).

TIP The best you can do is approach and try and get an attack in, then wait for him to appear behind you. Reverse direction as quickly as you can and strike. If you're too slow, he'll hit you instead!

```
.....  
: Status Level 9 For next level 1<< Total killed 16/75<< :  
.....
```

Jump to the Slippery Pillar and slide off the bottom. There's another Scimitar Armour here; approach to start him swinging, then keep getting three or so attacks in and retreat a little.

Run off on to the chain at the left and descend. Be careful -- to the right

is a Submerged Saw -- these pop-up as you approach, but are easy to jump over. More care beyond, as there are more Paralysis Bats, and this time their missiles CAN hit you! Hit the missiles back to kill them, jump over the gap and exit to the next room.

Room 2 S4R2
Exit conditions Whip Mistress + Spear Stabber
.....

Two horizontal Circular Saws top and bottom of a Narrow Ledge greet you: hang from the ledge and shuffle right; when the lower saw approaches, you've just time to climb on top of the ledge and let it pass before dropping back to let the top one pass.

WEIRD One time in this room there wasn't a top saw! Has anyone else had this?

Drop to a normal ledge and jump to meet another Whip Mistress -- as before, but she only needs three strikes. The 'critical distance' for cutting her whip is when your Scimitar tip is between the second and third of the four "X"s in the background. Remember also that she will give her whip a little flick when you're at the correct distance for cutting it.

.....
: Status Level 10<< For next level 2 Total killed 17/75<< :
: Max. Health 90<< Attack 38 Defence 30 :
.....

Across the gap is another Spear Stabber -- try to get across before he gets too close. The technique here is to keep jumping behind him and getting a couple of attacks in. He only takes three or four swipes to kill, so although the gap makes it a little trickier, it shouldn't be too hard.

.....
: Status Level 10 For next level 1<< Total killed 18/75<< :
.....

Run up the wall and jump to the pillar; jump to the left-hand one and climb, dodging Caged Jets and smashing Flame Jets as necessary. Jump to a Metal Rod to get to another ledge, where there are four Submerged Saws along the way before you get to another Life Potion.

.....
: Potions Life 6<< Sands of Time 6 Antidote 2 :
.....

Head back past the saws and jump from the top of the pillar to the exit.

Room 3 S4R3
Exit conditions None
.....

There's a Temporary Save Flare just inside, and, from the Map Screen, a (new type of) Medal Piece is available.

Jump across the two gaps, ducking as necessary to avoid the central Circular

Saw. Run up the right-hand wall, making sure you don't run into the saw above, and jump to the ledge.

To the left are two short-travel saws with one long-travel one above: jump over the two short-travel saws when the long-travel saw is at the other end of its travel -- you'll need to duck between the lower ones to avoid the upper saw as it passes overhead.

Run up the wall and jump back on to ledge above; jump over two Submerged Saws and run up the right-hand wall (watching out for a Circular Saw) to jump to another ledge.

There are another two saws here, the lower one travelling further than the upper one; wait for them to be "out of sync" so you can jump over these and run up the left-hand wall to a hanging chain (again watching out for a Circular Saw). Jump the saw to the right, run up the wall to a Climbable Pillar, and there's a Medal Piece in the top-right corner. Pass over and reverse time as always.

```
.....  
: Medals   Copper           2   Jade           2   Olivine           2   :  
:           Azurite         2   Zircon          1<< ---         --   :  
.....
```

Jump over a Circular Saw to the next pillar, then to the ledge by the exit, avoiding another two saws.

```
-----  
Room 4                                           S4R4  
Exit conditions                               3 x Lion Statue  
.....
```

Jump the first gap, and there's a standard Lion Statue across the next gap. Take him out, then jump across, run up the wall to a platform, and jump to a horizontal Moving Platform.

There's another Lion Statue to the right; the only complication (apart from having to jump from and land on a Moving Platform) is that he goes up and down, so some shots you return will miss.

Run up the wall behind him and jump across a ledge to a vertical Moving Platform. The lion to the left shouldn't cause any problems, despite firing Paralysis Missiles instead of Fireballs.

Run up the left-hand wall, across a couple of Metal Rods and out through the exit to a Save Room (which for some strange reason, appears twice as wide as normal on the Map Screen).

```
-----  
Room 5                                           S4R5  
Exit conditions                               3 x Brass Gong (Right, Left, Middle)  
.....
```

Another "sound to light" puzzle; stepping on the yellow Pressure Pad plays the three chimes you need, while the three Brass Gongs are either side of, and between, the two vertical Moving Platforms.

If the sequence is non-random, jump on the far platform and hit the right-hand

gong, jump back to the first platform and hit the left-hand gong, then finally hit the middle gong and the exit should open.

WEIRD For some reason, the shape of this room on-screen and the Map Screen do not match (the map shows the right-hand exit lower than the left... yet you run along the floor between them!)

TIP You might want to nip back to the Save Room on the left so that you don't have to redo the Brass Gongs if you die in the rooms ahead.

Room 6 S4R6
Exit conditions None
.....

The Map Screen shows that there's another Medal Piece in this room.

To get it, jump to the Metal Rod, double-jump over the Rotating Blade to the next rod and then jump to a short Hanging Chain. Jump from the top to pass over the Medal Piece and reverse time to collect it as usual.

.....
: Medals Copper 2 Jade 2 Olivine 2 :
: Azurite 2 Zircon 1 Spinel 1<< :
.....

Return across the Metal Rods and jump to the Climbable Pillar. Climb, avoiding the Caged Jets' flames and jump to the ledge on the right. Run up the wall and jump to another ledge, then run up the left-hand wall when the Caged Jet allows.

TIP As you jump from here, it's probably best to aim to cling to the ledge rather than land on it -- it will be easier to time your move to avoid a Flame Jet above. Start to climb up just before you think the flame will switch from left to right.

Take out the Flame Jet and run up the wall, stopping as soon as you land on the next ledge -- there's another Flame Jet to take out. Run up the left-hand wall, over the Rotating Blade to the top ledge of the room, where there's another Rotating Blade, which you'll need to roll under.

TIP Don't get closer than the barrel in the background, otherwise you'll end up rolling into another blade beyond.

Stand close to the blade that blocks the path; when the Flame Jet shoots to the right, jump and smash it. A single jump should be sufficient to jump over the blade, then roll under the next.

Drop off right to the floor, and you'll see a nasty little hazard: a Rotating Blade above a set of Spikes!

A quick blast from the Slowdown Ring will let you get between these without any harm; cross to the Climbable Pillar and descend, avoiding the Caged Jets' flames. Move right to the Rotating Blade and jump over it, then run up the wall to another Flame Jet (again, just catching the edge will give you a better chance to time your climb). Smash the jet and run up the final wall in this room, jumping to the ledge on the right.

TIP If you don't jump, you'll end up hanging from the left-hand ledge --

drop, rather than pull yourself up, otherwise you'll get hit by the blade.

Room 7 S4R7
Exit conditions 6 x Creeping Flesh + Floating Genie + Persian Archer
.....

Along the top ledge of this tall room, you'll see two variants of a new Sand Enemy. The first Creeping Flesh will emerge from the floor and creep towards you, but a few hits will get rid of it. Further along, the second variant only emerges halfway, so is even easier to kill.

TACTICS Creeping Fleshes are quite easy to dispatch as they freeze when you hit them, allowing you to kill them easily. However, they have a nasty attack if you let one hit you. Stars will appear around your head and you become confused -- the LEFT and RIGHT buttons become reversed!

Climb down the Hanging Chain, and head right, under another "chimney". There are two more Creeping Fleshes to kill and you'll get a third Antidote Potion.

.....
: Potions Life 6 Sands of Time 6 Antidote 3<< :
.....

Head back to the left, and past the chain you'll meet another Floating Genie. Use Absorption (hold down the 'R' Shoulder Button) to absorb his Poison Balls and then jump and shoot them back at him (remember he'll switch sides every time he throws a ball).

.....
: Status Level 11<< For next level 2 Total killed 19/75<< :
: Max. Health 90 Attack 45<< Defence 36<< :
.....

Descend the chain and take out one Creeping Flesh, then jump the gap and take out another. Across the next gap is another Persian Archer, so be prepared to duck or knock his arrow out of the air with your Scimitar.

.....
: Status Level 11 For next level 1<< Total killed 20/75<< :
.....

FOR LATER The middle-right exit from this room is up the chimney, and so must be ignored for now.

Go through the exit to another Save Room and save.

Room 8 S4R8
Exit conditions None
.....

This room opens with a tricky little double-jump over a gap, between two Rotating Blades.

TIP Like in Room S3R11, make the first jump with your leading foot just

slightly before the edge of the gap-- not beyond. Make the second jump just as you pass over the blade.

Be careful as you land, there are some Hidden Spikes just to the right, with another Scimitar Armour further on.

TIP Jump over the spikes quickly and run to meet the Scimitar Armour -- if you let it get to the spikes while you're still on the left-hand side, it becomes much harder to take out.

Run up the right-hand wall, jump over the Rotating Blade and on to the ledge above, where there are two more Scimitar Armours to deal with.

You next need to run up the left-hand wall, but be careful -- there are some more Hidden Spikes in the wall, so you need to time your run to miss them.

On the ledge above you will meet the eighth type of Scoring Enemy -- a Hammer Swinger.

TACTICS These are armed with a large hammer, that they swing around and around while advancing. Once in full swing, they are particularly awkward, as it's difficult to approach with safety.

If this happens, the best tactic is to jump over their heads and attack from behind.

TIP There is a useful trick that you can use to beat Hammer Swingers, due to the fact that they go "dormant" when off-screen.

Run up to the right while he is "resting" (hammer held jauntily over one shoulder) and get two or three attacks in. Then run all the way back to the left-hand edge. If you go back to the right, he should have returned to the "resting" state and you can get a couple more "free" attacks in.

The main thing to be careful of is that once he collapses, his regeneration period (before he comes back to life) doesn't seem as long as normal, so you have to drain the corpse pretty quickly.

TIP Another tip, courtesey of Daniel Hong: Approach the Hammer Swinger to get him spinning, then turn your back on him. When the hammer is behind him on the swing, perform a back double-jump over him. When he stops, there's time to get close and deliver three strikes. Simply rinse and repeat.

```
.....  
: Status   Level           12<<  For next level   2   Total killed  21/75<< :  
:           Max. Health    96<<  Attack           45  Defence        36   :  
.....
```

When you've killed him, run up the right-hand wall on to a small ledge above.

NOTE To the left, there's another small ledge and a Hanging Chain with a couple of Caged Jets guarding it. At the top of the chain is a ledge with another Scimitar Armour -- but nothing else!

There doesn't seem to be any need to kill the armour; the exit is open, even if you don't kill him, and he's only a Sand Enemy, not a Scoring one.

I suggest you completely ignore it.

From the ledge, jump right and head under the "chimney" to a Hanging Chain (be careful of a Caged Jet). On the right is another Medal Piece -- jump over and reverse time to collect as normal.

```

.....
: Medals   Copper           2   Jade           2   Olivine           2   :
:          Azurite          2   Zircon           2<<  Spinel            1   :
.....

```

At the bottom of the chain is another Scimitar Armour that you can kill to restore some Sands of Time (leave the room and return if needed to top-up fully).

```

-----
Room 9                                           S4R9
Exit conditions                                 3 x Lion Statue
.....

```

From the map, there's another Medal Piece here -- your first chance to obtain a complete medal!

Head along the parapet to the Climbable Pillar. At the bottom is another Lion Statue, spitting Poison Balls. Nothing difficult, just slide down level and knock them back three times. Switch sides and jump across to the ledge under the statue.

Jump another gap and then to a second pillar -- slippery this time. On the far side is another Lion Statue, spitting fireballs. The only slight complication is that the pillar is slippery and he shoots both high and low.

TIP If you stay at the top of the right-hand side (i.e. keep UP pressed), your Scimitar will reach both his high and low shots.

Jump to the ledge the lion was on (you'll see the outline of the Medal Piece above). There's another ledge lower down to the right; just hold RIGHT and you should land on it. Jump the next gap, run up the wall, and jump to a Slippery Pillar: on the left-hand side is another Lion Statue spitting Poison Balls.

TIP He spits the balls in pairs; if you knock back the first one, it gets absorbed by the second and doesn't hit; you'll need to knock back six shots to destroy him (and open the gate).

To the left are three Hidden Spikes, and the final Zircon Medal Piece.

TIP The ledge that held the second Lion Statue is directly below the Medal Piece and the cloth in the background. The easiest way to collect the medal is to jump over the spikes and pass through the Medal Piece, briefly reverse time, then to carry on falling on to the ledge -- you may need to use RIGHT to stop yourself going too far.

```

.....
: Medals   Copper           2   Jade           2   Olivine           2   :
:          Azurite          2   Zircon           All<<  Spinel            1   :
.....

```

I was rather hoping something special would happen when all pieces of a medal were collected, but never mind. Head left across the pillars and gaps to the exit in the lower-left.

```
-----  
Room 10                                                    S4R10  
Exit conditions                                           None  
                                                         SW: Wooden Door  
.....
```

Along the top ledge of this room are four Creeping Fleshes, interspersed with one Rotating Blade you need to roll under, and another that you need to jump over.

Next there's a tricky little section involving Slippery Pillars and several Rotating Blades. From just above the first blade on the first pillar, jump to the second.

TIP You must be only just above the blade when you jump. If you're too high, you'll pass the edge of the ledge and sail past the second pillar (this probably counts as a slight glitch).

Switch sides; again you need to be only just above that first blade so that you'll cross safely between the two blades between the second and third pillars. Jump to the third pillar, and, from the upper part, jump to a ledge on the right, where you'll encounter another Floating Genie. Although he shoots fireballs instead of Poison Balls, he shouldn't be any harder to take out using Absorption.

```
.....  
: Status    Level            12    For next level    1<<    Total killed    22/75<< :  
.....
```

At the end of the ledge is your seventh Life Potion.

```
.....  
: Potions    Life                    7<<    Sands of Time        6    Antidote            3    :  
.....
```

Return to the Slippery Pillar on the left, slide down a little and jump to a small ledge near another Rotating Blade. Jump to the Narrow Ledge above and climb to the top to creep past the blade, then drop down and hang from the ledge to shuffle past another blade. When you get to the right-hand edge, be careful -- there's a Spiked Platform below! Drop down as soon as the spikes retract and jump to a normal ledge on the right.

Along to the right you'll find another Whip Mistress, who shouldn't prove difficult to take out (remember to cut her whip short first, and drain the corpse afterwards).

```
.....  
: Status    Level            13<<    For next level        3    Total killed    23/75<< :  
:            Max. Health        96    Attack                52<<    Defence            42<< :  
.....
```

NOTE From now until the end of the game, you will need three kills to get to the next level (except that you'll need four kills to get the very last level).

Above is a horizontal Moving Platform, which you reach by running up the wall to the right.

TIP Stand in the middle of the background arch and wait for the platform to move in from the left. Just before it's overhead, run up the wall, and you should land on the platform automatically.

Jump to the Hanging Chain when the platform moves to the left, and from there to the ledge above. There are a final two Creeping Fleshes to deal with before you exit to the Save Room on the right.

FOR LATER There's another Wooden Door blocking the lower-left exit; you'll have to ignore it for now.

Zircon Gate S4ZG
.....

Assuming you've got all pieces of the Zircon Medal (which you should if you've followed the Walkthrough), then as you enter the room, you will automatically walk to the centre and pause while the drawbridge is lowered, so that you can pass.

TIP You may find it convenient to go back to the Save Room and save after opening the gate, so that if you need to restart, you don't have to sit through the animation again.

If you haven't got all pieces of the Zircon Medal, then the gate won't open and you will have no option but to back-track and collect them (they're in S4R3, S4R8 and S4R9).

Room 11 S4R11
Exit conditions 3 x Sabre Tooth + Hammer Swinger + Persian Archer
NW: GCN Gate
.....

There's a wide gap at the bottom of this room, with a Spiked Platform in the middle. Wait for the spikes to retract then double-jump on, and double-jump off to the other side. Run up the wall to get to another Spiked Platform above, and go directly to the Hanging Chain. On the ledge to the left you'll find another Sabre Tooth.

NOTE This, the first of several Sabre Teeth (Sabre Teeth?) in the room, is less placid than those you've met previously: instead of just strolling towards you, every now and then they will make a dash and lunge at you! You need to be that little more alert with these.

It appears that if a Sabre Tooth approaches with its mouth closed, it may be in "lunge" mode; if it repeatedly raises its head and opens its mouth, then it should be in "normal" mode. You may find that jumping over a "lunge-mode" Sabre Tooth will reset it back to normal mode (it may have to turn around first).

Run up the left-hand wall and on to another Hanging Chain; climb and jump off to a ledge on the right.

NOTE There's some rubble here that re-forms into a pair of Linked Tubes.

You can't make full use of them yet, but as there are several creatures in the room that will restore Sands of Time, now is probably the best time to rebuild the tubes.

You need to use the Dagger on the left-hand pile of rubble -- nothing will happen if you try restoring the right-hand pile.

After rebuilding the Linked Tubes, carry on to the right to meet (and kill) another Hammer Swinger.

```
.....  
: Status   Level           13   For next level   2<<   Total killed  24/75<< :  
.....
```

Jump on to the chain just past him, and on to the ledge above to the right. There's another more aggressive Sabre Tooth to deal with, but you're rewarded with another Sands of Time Potion in a Large Urn at the right-hand edge.

```
.....  
: Potions  Life             7   Sands of Time   7<<   Antidote       3   :  
.....
```

Return to the chain and descend (ignore the Wicker Basket on the other ledge for now). To the right is another Spiked Platform -- jump across when the spikes retract to a Hanging Chain beyond. Climb down the chain and there's another Sabre Tooth to deal with on the left.

Descend the chain on the left, double-jump the wide gap and watch out for a Persian Archer just in front of the exit. Duck, jump or use the Scimitar to avoid his first arrow, move in for the kill, and the exit should open.

```
.....  
: Status   Level           13   For next level   1<<   Total killed  25/75<< :  
.....
```

TIP There is a Temporary Save Flare back up above the Linked Tubes that you might want to use now.

NOTE You will also want to do this if you've linked to the GameCube version of the game, as there's a GameCube-controlled gate near the flare as well.

Head back across the gap, then run up the walls and climb the chains, until you've jumped back across the Spiked Platform. Climb the chain above and jump left to the Wicker Basket. Push this off the left-hand edge to land on one of the Linked Tubes. Drop down and jump to the other tube; when high enough, jump to the chain and then the ledge on the left.

GCN NOTE If you've got GCN connectivity, it's probably best to jump over the Temporary Save Flare and head through the GCN Gate on the left, so you only have to retrieve whatever's there once.

After the GCN Gate (if applicable), use the Temporary Save Flare and return to the exit in the lower right-hand corner.

NOTE You could have visited here the first time you passed, but leaving it until now means you don't have to re-fight the Scoring Enemies should you die in the next room.

TO DO As before, I don't know all the ins and outs of GCN connectivity.

Room 12 S4R12
Exit conditions None
.....

The Map Screen shows that there's another Medal Piece in this room that you can get.

Double-jump across the large gap at the bottom of the room -- you can just make it. The next bit looks deceptively simple -- above are three pairs of side-by-side platforms; the lower two pairs are moving, the upper pair is fixed, but spiked. To get to the first pair (and to get between each pair) you need to run up the wall. What makes it more difficult is that it's very easy to bump your head on a platform above as you're jumping between the two platforms of a pair.

Once you make it to the top, a Hanging Chain leads to a ledge with three Scimitar Armours, which shouldn't be too much problem to take out. To the right you get to a gap -- across are a Wicker Basket and a chain leading down, but there's really no need to use these.

Just walk right off the ledge (or dangle and drop) then hold LEFT -- you should cling to a short Climbable Pillar below. Switch sides, jump to another pillar on the left and then descend just below the end of the first pillar.

Wait here to knock a Paralysis Bat's missile back at it -- you might need to hold RIGHT to keep the Bat in view until it's hit. Carry on down and drop to a split-level ledge. To the right is a Spiked Platform -- jump to it as soon as the spikes retract. There's another Paralysis Bat to the right; you should have time to attack before the spikes return.

Jump right to the floor, and run up the right-hand wall. In mid-air at the top is another Medal Piece; reverse time to collect it, then drop down again.

.....
: Medals Copper 2 Jade 2 Olivine 2 :
: Azurite 2 Zircon All Spinel 2<< :
.....

Double-jump back to the Spiked Platform and the ledge, then via the long pillar to the shorter pillar. From the bottom, jump right to a ledge that leads to a Hanging Chain; climb all the way to the top.

Jump across to a Moving Platform, then across two more Spiked Platforms to a parapet, where you'll find another Hammer Swinger. Which, by now, shouldn't be too hard to get rid of.

.....
: Status Level 14<< For next level 3 Total killed 26/75<< :
: Max. Health 102<< Attack 52 Defence 42 :
.....

Room 13 S4R13
Exit conditions Floating Genie + Musical Flare + Pressure Pad
.....

Blade. Drop down before the second blade to hang from the lower ledge, shuffle right and climb back to stand on the upper ledge to creep over the Flame Jet. Drop down, shuffle right and drop on to the normal ledge below.

Drop off the right to the floor, then run up the wall, being careful to avoid the Hidden Spikes on the wall, and jump to the chain. Climb, and jump to the ledge on the left.

TIP The chain above the ledge leads to a Sands of Time Flare, so use it if you're not fully topped-up (you'll need full Sands soon).

To the left is a rather nasty combination of fast-moving Circular Saws and Hidden Spikes.

TIP Your first thought might be to use the Slowdown Ring; however, you're soon going to meet the fourth Boss, and will need all the Sands of Time you can get.

Health, on the other hand, is relatively cheap -- there's a Save Room before you get to the boss, so you can recover it.

Approach as close to the Circular Saw as you can, without getting hit. With careful timing, when the saw is moving to the left, you should be able to nudge forward and duck, slightly under the saw's path and a little closer to the spikes. Staying ducked all the time (keep your finger on DOWN), and roll over each set of spikes in turn as they retract -- you'll take a little damage as you stop and bump into the next set, but you'll recover this in the Save Room. Perform one more roll after passing the last spikes, or you'll be hit by the saw as you stand.

Once past, run up the left-hand wall, timing your climb to avoid another set of Hidden Spikes in the wall. Jump from the wall over a Caged Jet to a Hanging Chain, then across two vertical Moving Platforms to another chain on the right.

TIP Don't jump between the two platforms when they're too high, otherwise you'll be caught by a Rotating Blade.

Jump from the top of the chain to the ledge on the left; carefully double-jump over the trio of Hidden Spikes, then roll under the Rotating Blade. Run up the left-hand wall and on to the first of two horizontal Moving Platforms. From the second, double-jump over another Rotating Blade to a ledge.

From the ledge, jump to, and descend, a Hanging Chain to the ledge below. Pass below yet another "chimney" and run up the right-hand wall to pass over another Medal Piece. Reverse time to collect it and complete your second Medal.

```
.....  
: Medals   Copper           2    Jade                   2    Olivine           2    :  
:           Azurite         2    Zircon                All   Spinel            All<< :  
.....
```

TIP You really should aim to minimise the amount of Sands used -- tap 'L' only long enough to collect the Medal Piece as you pass over.

Return to the chain and climb back up, jumping to the ledge on the right, and save in the Save Room beyond to prepare for the fourth Boss Battle.

.....

You temporarily lose control as you double-jump over some gaps to the central arena. During the battle, you can't leave this central ledge (except by falling off and dying!)

He mainly hangs around on the right-hand edge of the battle arena, and has three main attacks:

- o He'll drop to the ground like a ton of bricks, followed by a ton of bricks falling from the ceiling (ok, they're actually rocks).

These fall in an inverted 'V' shape; running to the centre allows you to nip between the two lines of rocks.

- o He'll rush along from right-to-left with a blue 'shield' in front of him.

If you get enough warning, you can back-double-jump over this. If you're on the right-hand side of the screen (as you should be -- see below), then he'll draw off further to the right, descending slightly, before rushing across to the left. As soon as he starts this manoeuvre, move to the left, then double-jump backwards to the right; hopefully clearing him.

[Kartos Dal'Avier's tip about listening for his screech should probably help here.]

- o He'll cruise right-to-left at the top of the room trailing a lightning bolt to the ground.

This lightning flashes on and off as he moves, so it is possible to not get hit, but probably more by luck than judgement. Standing just to the right of the "outflow" pipe is the safest location.

When he's low on health, he'll add a fourth attack to his repertoire:

- o He emits a cluster of over-sized fireballs.

These are reasonably easy to avoid, or hit with the Scimitar. I've not yet been able to absorb them, and suspect you can't.

While he's screeching in the air, activate the Slowdown Ring from the Inventory Screen. When you have control, run to the right-hand side of the arena and stop slightly short of the edge. Lay into him like billy-o with time slowed (i.e. hold down the 'L' Shoulder Button). When you run out of Sands of Time, continue attacking to replenish it.

TIP You can keep the 'L' button pressed all the time; when your Sand runs out, time will return to normal and you'll switch to 'recharge' mode. When you have enough Sands to make it worthwhile (between a third and a half), briefly release and re-press 'L' to slow time and start hurting him again.

If you see him about to drop rocks, move towards the centre to avoid them; if you see him lining up for a lightning run, you can sometimes dodge in between flashes, so do this if you wish; when you see him preparing for a ground-level charge, run to the left and try to back-double-jump over him. As his health drops below about one third, watch out for his Fireball attacks in addition to

the above.

After one of his attacks, return to the right-hand side and resume attacking or restoring Sands. Over time, you should be able to chip away at his health faster than you take damage, although it's a slower process than previous encounters.

As before: practice, practice, practice if you want to beat him without using any Potions.

The first time I got here, I only come close to reducing his health to zero before dying on a couple of occasions, but more often than not, I'd die when he was still on half health. After a bit more practice on the second run-through, I got so that I could defeat him without potions three times out of four.

If you're not bothered about using a potion, or just cannot master the potion-less method, then it's probably best to use a Life Potion. If you use one when you're getting low, you hopefully should be able to beat him without too much problem.

When you do kill him -- and this time he really does die, falling into the right-hand pit -- your penultimate scroll will appear above your head:

```

() ~~~~~ ()
|      Scroll of Rebound (5)      |
|                                  |
|      Jump towards a wall,      |
|      press Control Pad LEFT or  |
|      Control Pad RIGHT + A Button |
|      to do a rebound jump.    |
|                                  |
() ~~~~~ ()

```

```

.....
: Other      Slowdown Ring [x]      Freeze Ring      [x]      Scrolls      14/15<< :
.....

```

Finally -- THIS is what we need to deal with all the "chimneys" we've had to pass along the way!

CONTROLS Jump towards a wall, keeping the 'A' Button pressed and you will pause slightly, with your front foot extended, before rebounding upwards in the opposite direction.

To "climb" up one of the "chimneys" (you'll get to practice in a moment), keep the 'A' Button pressed throughout, then alternately press LEFT and RIGHT as you're about to bounce off the left and right walls respectively.

Return to the Save Room and save before returning to Room 14.

```

-----
Room 14 (again)                                     S4R14
Exit conditions                                     Scroll 5 (Rebound)
.....

```

Drop on to the Hanging Chain and descend to the bottom. You can now practice Chimney Climbing -- jump up to one of the inner walls of the chimney, keeping 'A' pressed, and alternate LEFT and RIGHT as you bounce your way up. With a

little practice, you'll be able to get to the ledge at the top and exit to the Save Room at the beginning of Section 5.

NOTE Although we now have the ability to access the "chimneys" we've had to pass on the way; for various reasons, now is not the best time to go back and revisit them. Instead, we'll press on and tackle the fifth Section of the Palace.

```

.....
: Status   Level      14   For next level   2   Total killed  27/75  :
:         Max. Health 102   Attack          52   Defence       42   :
: Potions  Life        7   Sands of Time   7   Antidote      3   :
: Medals   Copper       2   Jade            2   Olivine       2   :
:         Azurite     2   Zircon         All  Spinel        All  :
: Other   Slowdown Ring [x] Freeze Ring    [x] Scrolls     14/15  :
.....

```

```

()=====()
||                                     ||
||                                     ||
||                                     ||
()=====()

```

Map S5MAP

```

LP - Life Potion           OM - Onyx Medal Piece
SP - Sands of Time Potion  TM - Tagua Medal Piece
AP - Antidote Potion      +---+
  +---+                   OG - Onyx Medal Gate   | |
  | |                     | |
  | |                     GC - GameCube Switch  |14|
  | 5|                    +---+ +---+ | | +---+ +---+ +---+
+---+ | | +---+ +---+ +---+ |17|=+ +--+ +-+15+-+SA+-+BO|
|OM+-+ +-+LI+-+SA+-+ +=GCN | +=+ +-+ +-+ +-+VE+-+SS|
| +-+ +-+FE+-+VE+-+ +=GATE +---+ | | +---+ +---+ +---+ +---+
| 4| +---+ +---+ +---+ | | |13|
| | +---+ +---+ | 6| | | +---+
| +-+ 3+-+ | |SP| +---+ | +-+ |
| +-+ +-+ | | +-+ | | +-+TM|
+---+ +---+ | | | +-+ 7| +---+ |12|
  +---+ | 2| +---+ |OM| +---+ +---+ +---+ +---+ +---+ | | +---+
  | | |OM| | +-+ 8+-+TM+-+SA+-+ +-+11+-+ +=+16+-LAST
  | +-+ | | +-+ +-+ +-+VE+-+ +-+LP+-+ +=+AP+-CAVE
  | +-+ | +---+ +---+ | 9| +---+ |10| +---+ +---+ +---+
+---+ | 1| +---+ | | +---+ | |
-+SA+-+ | | +=+ | | |
-+VE+-+ | | +=+TM| | |
+---+ +---+ +---+ |18| +---+
  +---+ +---+ | |
... - Inaccessible |19+-+ +-+ |
  = - areas or exits |GC+-+OG+-+ |
  +---+ +---+ +---+

```

Exit conditions 2 x Bat + 2 x Sand Beast + Whip Mistress + Spear Swinger
.....

After leaving the Save Room, jump to a Narrow Ledge; shuffle and creep your way along avoiding the Caged Jets, then drop to a normal ledge. To the right, you'll see a new obstacle -- a moving, rotating, Spiked Trunk (you'll also meet stationary versions soon).

TIP It's fairly easy to double-jump over Spiked Trunks; though it's usually best to make the first jump from a standstill, so you rise vertically. You can then use the second jump to clear the trunk. If you jump while moving left or right, it's too easy to bump into the top of the trunk.

Jump across a couple of gaps and run up the right-hand wall, jumping to a Metal Rod (of a slightly different design than recently). Jump to the next rod and then to a ledge; run up the wall to another ledge above, watching out for a Sand Beast that runs at you as you land.

Carry on up the slope and there's another Whip Mistress -- you'll need to shorten her whip a few times as you approach (until there are only four "segments" left). Then duck in and out of range, getting in a couple of strikes until she collapses; then drain her corpse.

.....
: Status Level 14 For next level 1<< Total killed 28/75<< :
.....

Run up the wall behind her, across two small ledges to a larger one, where you'll find another Spiked Trunk to jump over. Drop down the next two ledges and jump over another Spiked Trunk.

.....
Be careful as you head left down the slope as there are a pair of Paralysis Bats that will be firing at you.
.....

Once you've dispatched the Bats, rebound-jump up the "chimney" above (hold 'A' while using LEFT and RIGHT to bounce off the walls) then jump over another Spiked Trunk to run up the wall to the ledge above. Jump over the stationary Spiked Trunk here, then rebound-jump up another chimney -- be careful at the top as there's another Spiked Trunk that moves right up to the edge. Jump it and a gap and there's another Spear Swinger to deal with.

TIP The usual trick with Spear Swingers still works -- wait for him to stop leaping, jump nearby so he throws his spear in the air then attack twice.

However, because there's not much space, and because of the Spiked Trunk across the ledge, I've found the easiest way is to move in to start him leaping, then return to the left-hand edge and hang from it (stand half off the edge, facing right, and press DOWN and 'A'). When he starts leaping back to the right, climb up and wait for him to stop.

.....
: Status Level 15<< For next level 3 Total killed 29/75<< :
: Max. Health 102 Attack 59<< Defence 48<< :
.....

Jump across the gap behind him, over another Spiked Trunk and go through the exit.

```
-----  
Room 2                                     S5R2  
Exit conditions                             None  
.....
```

Just inside this room (which has another Medal Piece within), you will find a variant on the Lizards you've seen before -- every time it turns around at the right-hand end of its travel, it switches from firing Fireballs to Paralysis Balls.

TIP If you absorb a shot and hit the Lizard's underside with it, you can usually kill Lizards with one shot.

Once past, ignore the Spiked Trunk (there's nothing beyond it), and rebound-jump up the chimney. Head to the left, and there's another Hammer Swinger -- move in for two strikes, back off to let him return to "resting" and the next two hits should kill him (remember to drain the corpse).

```
.....  
: Status    Level            15    For next level    2<<    Total killed    30/75<<    :  
.....
```

Off to the left-hand side is the first piece of a new Medal type -- Onyx. You should be able to pass through, briefly reverse time and then jump back to cling to the ledge -- if you don't, you'll need to make your way along the bottom of the room again (and may take a little damage from the fall).

```
.....  
: Medals    Copper            2    Jade                2    Olivine            2    :  
:            Azurite            2    Zircon             All    Spinel             All    :  
:            Onyx                1<<    ---                --    ---                --    :  
.....
```

Head back to the right and jump across the gap and a Spiked Trunk. You now need to run up the right-hand wall -- but there's nowhere to jump to! Instead, you'll have to switch to rebound-jumping until you land on the Hanging Cloth.

Climb to the top, then head left and climb down another Hanging Cloth -- there's a second Fire/Ice Lizard on the left to deal with.

Run up the wall to the left and rebound-jump up the chimney. Head left at the top, over a Spiked Trunk and descend the next Hanging Cloth (there's nothing beyond at this level).

Drop from the cloth, and to the left you'll find another Disc Thrower guarding the exit -- this one seems a little more difficult, as he has a habit of ploughing forward even as you're hitting him. Remember that you can knock his discs out of the air with your Scimitar, and to drain the corpse when he collapses.

```
.....  
: Status    Level            15    For next level    1<<    Total killed    31/75<<    :  
.....
```

Room 3 S5R3
Exit conditions Floating Genie + Musical Flare + Brass Gong
.....

TIP There's a Temporary Save Flare just inside this room, but I would
 recommend jumping over it for the moment.

To the left is another Floating Genie -- use absorption as before to dispatch
him. The only complication is that Creeping Fleshes tend to emerge from the
ground below where he's floating -- if you're not careful you can end up
knocking one of his Paralysis Balls away while striking at the Creeping Flesh.

.....
: Status Level 16<< For next level 3 Total killed 32/75<< :
: Max. Health 108<< Attack 59 Defence 48 :
.....

When he dies, another Musical Flare will appear, but before you step into it,
go back to the Temporary Save Flare and use that -- there's some slightly
tricky jumping to do, and leaving the Temporary Save Flare until now means you
won't need to re-battle the Genie if you die (and in the next room, you WILL
die -- believe me!)

Pass through the Musical Flare -- off the left-hand edge is a series of five
Red Spiked Platforms (whose spikes, if you remember, retract as you approach
while the musical notes are active). Double-jump between these -- the last
jump is the only tricky one; you need to be right at the edge of the fourth
platform before you double-jump.

Beyond the fifth red platform is a Green Spiked Platform -- the problem being
that its spikes will extend as you approach.

The trick is to wait on the last red platform until the musical notes around
your head fade -- it will be a second or two before the red platform's spikes
extend, so you can safely jump across the green platform -- without the
flare's effect, its spikes will stay retracted -- to a normal ledge.

TIP If you miss any of the platforms, or get pushed off by spikes, you
 can make your way right along the gaps at the bottom to a Metal Rod
 to return to the MusicalFlare. However, even if you don't fall
 down a gap, you'll take damage. If you used the Temporary Save
 Flare after defeating the Genie, I would just walk into a gap and
 restart from the flare.

Jump up and strike the Brass Gong to open the exits, then drop on to the
Hanging Cloth to the left, descend and drop to the floor, then chimney-climb
to the ledge leading to the exit.

Room 4 S5R4
Exit conditions None
.....

There's a Vertical Circular Saw just inside, which you need to double-jump
over to get to a Metal Rod beyond. Jump to the next rod; you then need to
carefully time your jump to land on the Horizontal Moving Platform to the left.

From the platform, rebound-jump up the chimney and pause on the ledge above (though keep clear of the Spiked Trunk). You'll need to double-jump to start a rebound-jump off the left-hand wall above, and you should land on the Climbable Pillar (thanking any Deity you may believe in that it's not slippery...)

Switch sides; you now need to jump to the Moving Platform on the right, when the Circular Saw above is out of the way. As soon as you land, duck down so that you can pass under the saw. Jump to the next Climbable Pillar when the platform's on the right and the saw isn't.

TIP The trick with this and the next platform is to be patient, but at the same time, take any opportunity that comes your way. For instance, stay ducked on this platform for another cycle if the saw is in your way.

Cross to the right-hand side of the second pillar -- the next Circular Saw is lower, so you won't be able to duck under it. Instead, you'll need to jump on to the platform, then jump over the saw back to the platform, before negotiating the chimney on the far side.

TIP You'll need a smidgen of luck here, but the best plan seems to be: wait until the saw on its own comes into view and leaves; on the next pass, the saw should approach just slightly ahead of the platform -- as the saw reverses, you should have time to jump to the platform. Quickly try to move to the left-hand edge, then jump over the saw as you move right -- hopefully landing on the platform again!

Once you've cleared the saw, you need to duck under the Stone Beam (otherwise you'll get pushed off), then rebound-jump off the right-hand wall. Luckily, there's a Hanging Cloth behind the gauze -- so you don't have to rebound all the way up.

At the top of the cloth, jump to the ledge on the left -- you may perform a rebound-jump, but you should end up clinging to the edge. Pull yourself up, then head to the left-hand side of the room, avoiding the Circular Saws. In the area above the Rotating Blade is another piece of the Onyx Medal.

To get to it, approach the right-hand side of the Rotating Blade and then double-jump to the right to rebound-jump off the inside of the wall; hopefully landing on the ledge above. You may need to try a few times, but it's quite possible to do.

TIP If you don't get enough height from the jump and miss the ledge, press RIGHT to try and avoid the blade on the way down.

[Many, many thanks to Beth Lydard and Chris Bauer who both suggested this method -- it's much better than the clumsy way I originally used.]

Rebound-jump on to the two ledges above; first to the left, then to the right. Next, double-jump to the wall and rebound over the Medal Piece; briefly reverse time to collect the second part of the Onyx Medal.

.....

: Medals	Copper	2	Jade	2	Olivine	2	:
:	Azurite	2	Zircon	All	Spinel	All	:
:	Onyx	2<<	---	--	---	--	:

.....

Descend back down the ledges, then back across to the right, avoiding the

also crouch down, wait, then come bounding towards you. Run away if this happens!

Drop down the right-hand edge (cling to the ledge first to avoid fall-damage), and there's a second Sabre Tooth to get rid of.

Carry on to the left, drop to the Hanging Cloth and drop off the bottom. To the right are a series of Narrow Ledges and Circular Saws to negotiate -- jump to the first and hang, then shuffle to the right, dropping down whenever possible until you get to the lower right-hand side and can drop to a normal ledge.

To the right is another Disc Thrower to deal with -- knock down his discs with your Scimitar and move in for the kill.

```
.....  
: Status   Level           16   For next level   2<<   Total killed  33/75<< :  
.....
```

Head back across the Narrow Ledges (it's easier in this direction because you can see the saws better); run up the wall to get on the cloth and head back past where the Sabre Tooth was.

Roll under the Stone Beam and rebound-jump up the chimney. From the ledge at the top, double-jump across the gap and you'll find another Hammer Swinger -- same tactics as before: run in, attack and run away to let it return to "resting"; repeat until dead.

```
.....  
: Status   Level           16   For next level   1<<   Total killed  34/75<< :  
.....
```

Hang from the right-hand edge of his ledge and drop to the floor below (keep an eye out for a Spiked Trunk). Down the slope to the left is a Large Urn containing another Sands of Time Potion.

```
.....  
: Potions  Life             7   Sands of Time   8<<   Antidote       3   :  
.....
```

Head right, jumping over three Spiked Trunks, then hang from the right-hand edge and drop. Roll under the Stone Beam, negotiate some Circular Saws and roll under another beam.

TIP You may find it very useful to return to the Save Room at this point -- the next room has many manoeuvres that are difficult to get right on the first attempt, and often lead to death if performed incorrectly.

To return: Jump to the Climbable Pillar above, and from near the top, jump over the saw to the ledge on the left. Go up the slope, roll under the Stone Beam then rebound-climb up the chimney to return to the ledge where you met the first Sabre Tooth. The Save Room is to the left.

From the Save Room, you can either fight the Sabre Tooth or double-jump over it. Hang from the right-hand edge and drop; roll under the Stone Beam then continue to the right. Jump over the saw back to the Climbable Pillar and drop from the bottom. Continue as below.

TIP If you're short of Sands of Time, drop off the bottom of the cloth and there's a Sands of Time Flare to the far left.

From the top of the cloth, there's another Moving Platform and Circular Saw to deal with; as before, jump on when the platform's on its own, move to the right-hand edge then jump over the saw, then over a vertical Circular Saw to land on a vertical Moving Platform.

.....
TURN OFF THE SLOWDOWN RING!
.....

Take a little breather before jumping over another vertical Circular Saw to land on the last horizontal Moving Platform and Circular Saw combination. To the left, you will see another Medal Piece -- jump over the saw and jump again if necessary to pass through the Medal Piece. Hold 'L' to reverse time and collect the last piece of the Onyx Medal. Drop to the floor below when done.

.....
: Medals Copper 2 Jade 2 Olivine 2 :
: Azurite 2 Zircon All Spinel All :
: Onyx All<< --- -- --- -- :
.....

Use the Sands of Time Flare to restore your Sands, then head right and run up the wall. Briefly use the Slowdown Ring to get back past the spikes, then hang from the right-hand ledge and drop; repeat, and there's a Health Flare to the left.

TIP Apparently, if you stand in the lower-left corner (where the Sands of Time Flare is), you can use Walling with a jump at the end to get onto the platform above and miss most of the Saws. The hard part is making sure you jump at the last possible moment, so as to land on the platform. the good news is that if you miss, you can just rewind time as much as you like -- even back to standing on the Flare -- since you will continually recharge! [Many thanks to "Vague Rant" for this tip.]

Head right, dodging the Caged Jet, to the exit.

Room 8 S5R8
Exit conditions Shielded Knight + Invisibility
.....

Save at the Temporary Save Flare just inside, then double-jump the gap and rebound-jump up the chimney (avoiding the Spiked Trunk; there's nothing beyond it).

On the left ledge at the top you'll find another Shielded Knight -- just keep attacking when you can, watching out for him popping-up behind you when he disappears.

.....
: Status Level 17<< For next level 3 Total killed 35/75<< :
: Max. Health 108 Attack 66<< Defence 54<< :
.....

Another Invisibility Flare appears when you get rid of the knight: the route

is back right across the gap, then across a series of Moving Platforms to the exit far right.

NOTE On the fourth platform (but not the third), it's necessary to duck to avoid the Rotating Blade at the top of the platform's travel. You will need to jump over the Rotating Blade between the fifth and sixth platforms.

TIP When ducked on the fourth platform, remember to release DOWN before jumping, otherwise you will perform a Roll instead.

When jumping over the Rotating Blade, don't stand right at the edge of the fifth platform.

WEIRD If you use the Freeze Ring as you approach the exit (not bothering with the Invisibility Flare), then you can make it through the exit; BUT, the room no longer shows up on the map (presumably because you're neither in it, nor have you completed it "officially").

CHEAT As before (in S3R1), both gates in this room react to your visibility -- as you enter, the gate back to Room 7 closes behind you; if you subsequently move away and return, it starts raised, but drops as you approach.

You can exploit this by passing through the Invisibility Flare, then dropping down the chimney and double-jumping across the gap back to the previous room -- this is sufficient to mark the room as "solved" -- both gates will remain open, and you can jump the platforms to the far exit while visible.

As well as being an easier trip, it also allows you to revisit the Health Flare just to the left in Room 7 so that you can fully top-up your health.

Room 9 S5R9
Exit conditions None
SE: Wooden Door

.....
There's a nastily-placed Whip Mistress in this room; it's probably best to take her out first since you'll have less to redo if you die.

Head right, jumping the gap and a Spiked Trunk. Cling to the edge and drop down the chimney. On the right is a long-travel Spiked Trunk with a Whip Mistress beyond. You need to take her out in the usual way (shortening her whip then ducking in and out of range while attacking); however, the Spiked Trunk complicates matters, as it's liable to come up behind you while you're engrossed with her.

TIP Follow the trunk to the right, and jump over it shortly after it starts to move back left -- this will give you the maximum amount of time with the Whip Mistress.

If you restrict yourself to shortening her whip by one section each time (and later, one round of attacks), you should be able to jump back over the Spiked Trunk as it comes back from the left; wait for it to reverse then jump back and continue the fight.

WEIRD I have managed to come up behind the Whip Mistress (jumping up from below on her right); she doesn't turn around as you approach, but neither do your attacks cause her any damage. Can only be a programming oversight. (She will turn around if you bump into her).

.....
: Status Level 17 For next level 2<< Total killed 36/75<< :
.....

After you've dispatched her, jump the gap behind her, then over the Spiked Trunk to be able to jump to the Hanging Cloth. At the top, you should see a new type of Sand Enemy, flailing away on the right. For now, double-jump over it -- the exit on the right is a Save Room. Use it, but we've not finished with this room yet -- there's another Scoring Enemy and a piece of the last variety of Medal still to be found.

Return from the Save Room and take out a new Sand Enemy -- a Sand Hugger.

TACTICS Sand Huggers approach quickly with arms and fists flailing; if they catch you, they will grab you in a bear-hug, causing damage until you escape.

Providing you have enough space to keep out of arms' reach, these are not difficult -- three attacks should dispatch this one.

TIP If you do get caught in a Sand Hugger's arms, pressing LEFT and RIGHT quickly should free you more quickly.

After killing him, jump to the Hanging Cloth then carry on to the left across two ledges with Spiked Trunks, then jump over a Rotating Blade to find another Medal Piece. Run up the left-hand wall and reverse time as usual to collect a piece of the eighth, and last, type of Medal.

.....
: Medals Copper 2 Jade 2 Olivine 2 :
: Azurite 2 Zircon All Spinel All :
: Onyx All Tagua 1<< --- -- :
.....

Return to the Hanging Cloth and descend; drop off the end and walk of the right-hand edge of the ledge below -- you should land among the remains of a broken bridge. Use your Sands of Time to repair it (hold down 'B'), then head of left along the bottom of the room.

Across three gaps and a Spiked Trunk, you'll find another Floating Genie -- use absorption to return his Paralysis Missiles, watching out for the Creeping Fleshes that often appear under him as he's hovering.

.....
: Status Level 17 For next level 1<< Total killed 37/75<< :
.....

Carry on heading left and run up the left-hand wall to the ledge above where you'll meet another Sand Hugger. Get rid of him (or jump over him), then head back right over the Rotating Blade, then back along to the Hanging Cloth. Climb the cloth and return to the Save Room on the left.

FOR LATER The restored bridge to the right leads to another Wooden Door, which has to be ignored for now.

WEIRD It feels slightly wrong that you can exit the room partway through -- almost as though they've forgotten to impose an exit condition...

Room 10 S5R10
Exit conditions 3 x Sand Hugger + Whip Mistress + 3 x Creeping Flesh
.....

Head left to kill another Sand Hugger, then jump right over a Rotating Blade. On the next ledge, follow the Submerged Saw to the right and jump over it as it comes back toward you. Walk off the end to drop to the ledge below.

On the left, there are another two Submerged Saws and a Rotating Blade to negotiate -- jump the first saw as it moves to the right, wait under the blade then jump the second saw as it starts to move towards you.

Stand over the edge, facing right, then let yourself down to hang from the edge. Drop to the ledge below, and hang from it as well. When you drop from this ledge, press RIGHT to ensure you land on solid ground, then across a small gap -- plan to land as far to the left as possible, as there's a Whip Mistress further to the right.

TIP She won't react until you move inside her full-length whip range -- if you don't edge back slightly when she starts to move, she'll catch you with her whip and knock you back into the gap (if you're alert, you should be able to jump to the side in time).

.....
: Status Level 18<< For next level 3 Total killed 38/75<< :
: Max. Health 114<< Attack 73<< Defence 54 :
.....

NOTE Until now, each gained level has given either (a) +6 Maximum Health or (b) +7 Attack and +6 Defence. For a while, this becomes either (a) +6 Health and +7 Attack or (b) +6 Defence.

Once you've got rid of her, jump the gap to the left, double-jump across a much large gap, then run up the wall to the Hanging Cloth. Hold down RIGHT so you can see the edge of a Moving Platform; double-jump over the Rotating Blade once the platform has descended past the blade.

Jump on to the lower ledge on the right (immediately after you land on the platform, or wait for it to rise and fall again), but stay on the left-hand edge -- there's another Submerged Saw here, with a Flame Jet beyond.

Jump the saw just after the jet stops shooting to the left, smashing the jet as you land -- to the right a Creeping Flesh will appear.

TIP The Creeping Fleshes in this room will lunge quite a distance towards you; stand back while they do this before moving in for the kill.

Drop off the right-hand edge (there's no need to dangle), and there's another Creeping Flesh to deal with. Next, stand close to the edge and double-jump over the Rotating Blade to catch the Metal Rod sticking out from the background, and then jump over the next blade to land on the floor.

When you see a Moving Platform just pop into view, run up the right-hand wall and jump on to the platform. From the top of its travel, double-jump to the

From the bottom of the third cloth, jump to a Moving Platform; you'll need to duck down to avoid a low Stone Beam before jumping to the left-hand floor where you'll find another Life Potion.

```
.....  
: Potions Life          8<< Sands of Time    8  Antidote          3  :  
.....
```

Return to the middle of the room (across the platform and the cloths; running up walls and rebound-jumping) until you see a Spiked Trunk on the right. Jump this and the next one, and there's another Whip Mistress to dispatch. As before, she won't react until you're inside her whip-range, so back-off slightly when she comes to life.

```
.....  
: Status Level          18  For next level    1<< Total killed 40/75<< :  
.....
```

Hang from the edge beyond her, then drop down to the exit on the right.

```
-----  
Room 12                               S5R12  
Exit conditions                        None  
                                         SE: Wooden Door  
.....
```

TIP There's a Temporary Save Flare just inside this room, but you might want to jump over it for the moment, since there are a couple of slightly tricky bits in the next two rooms, so we'll do a couple of bits here first, to save redoing them later should you die.

Roll under the Stone Beam. Jump over the Spiked Trunk at the top of the slope, then there's another Shielded Knight to deal with.

```
.....  
: Status Level          19<< For next level    3  Total killed 41/75<< :  
: Max. Health    114  Attack          73  Defence          60<< :  
.....
```

Jump over another Spiked Trunk on the right, then head down the slope and jump to the Hanging Cloth. At the top, rebound-jump up the chimney to the ledge above and run up the right-hand wall where there's another Medal Piece to be collected.

```
.....  
: Medals Copper          2  Jade          2  Olivine          2  :  
: Azurite          2  Zircon        All  Spinel          All  :  
: Onyx            All  Tagua          2<<  ---            --  :  
.....
```

Drop down the chimney, holding RIGHT to land back on the cloth. Drop down, and head back left over the two Spiked Trunks. If you didn't use the Temporary Save Flare before, nip under the Stone Beam and use it now, so you don't have to deal with the Shielded Knight again, nor collect the Medal Piece.

Rebound-jump up the chimney, trying to land on the left-hand ledge at the top. On the right is a Sabre Tooth -- wait for it to approach and turn round, then jump across and kill it. Run up the wall on the right and continue rebound-jumping up to the ledge above to take out a final Sabre Tooth.

FOR LATER There's another Wooden Door at the base of the Hanging Cloth -- it's won't be too long now before we find out what they're for...

Room 13 S5R13
Exit conditions None
NW: Wooden Door
.....

Head left and double-jump on to a vertical Moving Platform. Jump to the next platform, over a Rotating Saw to a third, and finally to the left-hand floor. Run up the wall and jump to the small ledge above, then rebound-jump from the left-hand wall to cling to the ledge above with a Spiked Trunk moving back and forth.

Haul yourself up and jump over the trunk, jump across the gap and there are three more Spiked Trunks to negotiate (with a Rotating Blade between the last two).

Run up the right-hand wall to get to a Hanging Cloth, jump to the Moving Platform, then jump over the Rotating Blade to a second platform.

NOTE You will need to duck on this platform to avoid the Rotating Blade above it.

Jump to the third platform underneath a chimney, then to the Moving Platform on the left that's moving diagonally.

Jump to the Hanging Cloth, then to the ledge on the left. Run up the left-hand wall to another Moving Platform, then jump to the ledge above where you will find the remains of a Broken Bridge. Use the Sands of Time to restore it.

Hang from the ledge and drop back on to the platform; descend the cloth, drop on to the diagonally-moving platform and then back to the platform under the chimney.

Rebound-jump up the chimney to the ledge on the right; there are three Spiked Trunks separated by Circular Saws to jump over. At the right-hand side, run up the wall when the last saw is descending and jump to the ledge above.

Head up the slope, then rebound-jump off the left-hand wall to get to the Hanging Cloth, and then to the vertical Moving Platform.

From here, jump to the right-hand ledge where you'll find a probably much-needed Health Flare.

TIP If you need more than one flare's-worth of healing, head to the next room, but press LEFT straightaway -- you'll re-enter the room with a fresh flare to use (if you move too far into the next room, the gate will close).

FOR LATER The left-hand ledge leads across the restored Bridge to another Wooden Door.

Room 14 S5R14
Exit conditions 3 x Scimitar Hugger + Hammer Swinger + Disc Thrower

Dialogue

S5DLG

.....
You switch to a dialogue scene, with the Prince leaning over the dead body of Farah:

Prince:

No. No.

Vizier:

The girl is unimportant. Give me the
Dagger, and I will give you eternal life.

Prince:

To live forever... when those I loved are
dead, and I to blame? I choose death.

You regain control in the Save Room to the right of Room 15.

.....
NOTE: The game has NOT been saved yet.
Save the game before moving to the Boss Room to the right!
.....

Boss Battle

S5BOSS

Exit conditions

Collect Scroll

.....
As you enter, you temporarily lose control -- the Prince heads to the middle of the room where he meets the Vizier. He floats off to the right, then uses his staff to disappear and create three versions of himself dotted around the room (only one can be damaged; the others disappear when struck, although they do restore Sands of Time in the process).

TIP It seems that the FIRST Vizier to appear each time is usually, if not always, the real one. Learning to recognise the background can help.

In this room there are several platforms that you can jump between (as well as some background bits that look like you should be able to land on them, but you can't).

The Viziers will throw various coloured balls at you -- they look like Fireballs, Paralysis Balls and Poison Balls (i.e. red, green and blue), but only seem to cause regular damage. Avoid these, or use Absorption on them (but you can only absorb when you are facing an incoming ball).

Once you've dealt some damage to the real Vizier, he'll switch attack mode: Every now and then, he'll send a double-circle of light heading towards you -- if this hits, it doesn't do any damage, but you now act as a "homing beacon" -- you can expect a stream of five or so Fireballs to be headed your way in a moment.

As with the other Boss Battles, you can only damage the Vizier when you are using the Sands of Time ('L' Shoulder Button pressed). Normal strikes (or any

strike on the fake Viziers) will restore some Sands of Time.

The strategy needed to beat him isn't complicated, but it can be tricky to get right without dying -- so be prepared for several attempts.

NOTE I think I should apologise for my comment in an earlier version of this Walkthrough that beating the Vizier isn't "terribly difficult".

I think I must have been unusually lucky on my first game -- as far as I can remember, after a few "practice" runs, it only took a few attempts before I beat him.

On my subsequent play-through, it probably took a dozen attempts before I first beat him.

Keeping a watchful eye out for the balls being thrown at you, jump up the platforms to one of the Viziers and attack with Sands of Time activated (i.e. hold 'L'). The fake Viziers will disappear immediately (recharging Sands of Time, if needed); the real one (often near the upper-middle of the room) will take damage for a while before disappearing.

Once you've damaged the real Vizier, he'll throw out a "homing beacon" three times. There's no point trying to avoid these, but it is worth trying to get towards one of the corners of the room -- it gives you a better chance to dodge the stream of Fireballs that will follow after a second or two.

TIP Craig Watts suggests that it can be worthwhile outrunning the homing beacons, finding the Vizier, and hitting him; either to restore Sands of Time or to cause damage (if you hold down "L"). I had previously used this trick occasionally in my "Minimum Item/Enemy Game", but have not tried it on a "normal" run.

Don't move the instant you're hit by the homing beacon, otherwise the Vizier will track your position. You need to wait about a second so that he launches the Fireballs at you; you can then move across or up or down the screen to be somewhere else when the hit where you were.

TIP Watch the direction of the incoming homing beacon -- it will give you an idea where the Vizier is (and hence from which direction the Fireballs will come). For example, if it comes in almost horizontally, you need to move up or down, rather than left or right.

After three Homing Beacons, the three images of the Vizier will reappear, so find the real one and carry on hitting.

You should probably take him out on the third attack (i.e. after two sets of Homing Beacons); you shouldn't be looking at using any potions during this.

When the Vizier's body collapses, make your way to the floor where you will find the fifteenth and final Scroll -- the Scroll of Fury (although you won't be able to read it yet).

.....
: Other Slowdown Ring [x] Freeze Ring [x] Scrolls All<< :
.....

After you collect it, a dialogue scene begins:

Prince:

I had fought bravely, and slain my enemy. It was no use.

I could fight until the desert sands themselves turned red with blood...

But I could not bring back the dead.

[...many images from the past flash before you...]

Farah:

Who are you?
Where did you come from?

Prince:

Most people think time is like a river, that flows swift and sure in one direction. They are wrong. Sit down and I will tell you a tale like none that you have ever heard...

Farah:

Your story was very entertaining...
But too incredible to be believed.

Prince:

You must believe me! I have come back through Time to warn you that your Vizier is a traitor. He will stop at nothing to get the Hourglass. He is about to betray you, and bring ruin on us all.

Vizier:

An incredible tale, indeed. I have a simpler version. A Persian soldier, on the eve of battle, entered the chambers of the Maharajah's daughter and was slain -- by me.

The images fade and you are returned to Section One, Room One. You now have a chance to read the Scroll of Fury:

```
( ) ~~~~~ ( )  
|           Scroll of Fury (6)           |  
|                                         |  
|           Hold B Button                 |  
|           for a stronger attack.         |  
( ) ~~~~~ ( )
```

CONTROLS If you hold down the 'B' button for a second or so, the Prince will hold his Scimitar above his head and it will "charge up" to deliver a more powerful blow when 'B' is released.

The most important use of this is that you can now break down the Wooden Doors that we have had to ignore as we moved through the

Palace. As you will see in a moment, these allow for many handy shortcuts through the dungeons.

NOTE You cannot move while your Scimitar is charged by the Scroll of Fury. For this reason, it seems of little use against most enemies (since you would have to stand like a statue and wait for them to come to you).

NOTE I found that the 'B' button seemed slightly less responsive after you've picked up this Scroll -- probably because it needs to decide whether you're holding it down for a charge or just making a normal attack. Most of the time it's not a problem, but if you're in a tight fight, try to do more of a 'tap' on the button than normal.

LAST NOTE The "A" + "B" + DOWB trick of "zhi jia ng" no longer works once you've got the Scroll of Fury.

```
.....
: Status   Level      19   For next level  1   Total killed  43/75  :
:          Max. Health 114   Attack         73   Defence       60   :
: Potions  Life        8   Sands of Time  8   Antidote      3   :
: Medals   Copper      2   Jade           2   Olivine       2   :
:          Azurite    2   Zircon        All  Spinel        All  :
:          Onyx       All  Tagua         2   ---          --   :
: Other    Slowdown Ring [x]  Freeze Ring   [x]  Scrolls       All  :
.....
```

```
()=====()
||                                     ||
||           I've Been Here Before...  ||
||               [HEREB4]              ||
||                                     ||
||                                     ||
()=====()
```

Ok -- you've defeated the Vizier, but at the cost of Farah's life. As this was too high a price to pay, you've rewound time (sort of) to the beginning. All that needs to be done now is kill the Vizier again...

You are returned to the first room of the map -- S1R1 -- but not everything has been reversed. Scoring Enemies that you previously killed stay dead (Sand Enemies will be back though). Also, all previous rooms remain "unlocked", so you don't have to worry about opening exit gates etc. (though you will in new rooms).

Before doing too much more, it's probably best to cross the floor (watch out for the bats) and make use of the Save Room to the right -- unless you really want to re-fight the Vizier!

Now you have gained the Scroll of Fury, it's time to investigate those Wooden Doors. Cross back to the left-hand side of Room 1 and stand by the Wooden Door. Hold down the 'B' button until blue stars appear around the scimitar -- release the button and the door should be smashed through!

Head left, and you'll enter the LAST CAVE... a strange cavern with six exits; one to each of the five Sections you've already seen, and the sixth to the final do-or-die encounter with the Vizier:


```

          |           | +-----+
S5R16 -+           +-+LAST|
          -+           +-+BOSS|
          |           | +-----+
          |           |
          -+   LAST   +-
S2R7  -+           +- S4R10
          |   CAVE   |
          |           |
          |           |
          |           |
S3R4  -+           +- S1R1
          -+           +-
          |           |
          +-----+

```

I wouldn't recommend trying to visit the Vizier again yet though... having killed only slightly over half of all the Scoring Enemies in the game, you're going to be at a serious disadvantage...

GAME NOTE Although if you're in a masochistic mood when you've finished the current game, you might want to check out the Section "Minimum Item/Enemy Game", where I describe the fun(?) to be had beating the game having only collected one third (25/75) of the Scoring Enemies!

What you need to do first is use the various Medals you've got so far, plus the ability to pass through Wooden Doors, to go back and visit the areas you've had to bypass up to now. In these, you'll find the remaining Medal Pieces (opening up more rooms) and, more importantly, more Scoring Enemies... killing these will raise the Prince's level and hence his Attack and Defence strengths as well as his Maximum Health.

There are areas to be revisited in each of the five sections; for the most part, these can be done in any order. Apart from the Tagua Medal, whose last piece is in Section Five and whose Medal Gate is in Section One, all other missing Medal Pieces are in the areas where their Medal Gates are.

NOTE I start by revisiting Section Five (due to the need for the Tagua Medal), and then continue through Sections Four down to One, for little reason other than that forms a nice inversion of the original order.

I didn't spend a lot of time trying to work out whether 5-4-3-2-1 is an "optimal" solution, as far as the number of rooms visited or amount of backtracking is concerned; since all Sections need to be revisited, I don't think the order makes a lot of difference, but I welcome any suggestions for more "efficient" routes.

If you decide to visit the Sections in a different order, be aware that the Checkpoints I give will not correspond to your session.

The descriptions of what to do in the sections below will tend to be briefer than for the original pass -- especially when backtracking through previously visited rooms -- since by now you should, for example, be able to work out when to switch sides of a pillar to avoid spikes. If you're having trouble, first refer to a room's description in the first part of the Walkthrough, remembering that many of the puzzles that needed to be dealt with then no longer exist. If you think I've been overly brief, and feel more detail needs to be given, please email me.

TIP Before you start back revisiting Sections, it's worth taking a moment to compare your statistics (enemies killed, potions found etc.) with the summary above.

If you missed anything (particularly Scoring Enemies), you may want to consult the section "How Did I Miss That? or Item List" to help identify where they might be; you can then pick it/them up as you revisit the Sections below.

NOTE From the Last Cave side, you can just walk out of an exit, emerging beyond a Wooden Door in the Section it leads to. However, you'll still need to smash this door with the Scroll of Fury to return to the Last Cave.

```
()=====()  
||                                                    ||  
||                Section Five (again)                ||  
||                                                    ||  
()=====()
```

From the Last Cave, take the upper-left exit back to Section Five, emerging in a new room.

```
-----  
Room 16 (new)                                           S5R16  
Exit conditions                                         None  
E: Wooden Door  
.....
```

NOTE Just inside this room is a Sand Beast -- be ready to kill it as you enter.

Head left, jumping a Spiked Trunk, then walk off the edge on to a Hanging Cloth and drop from the bottom. There are four Creeping Fleshes to the right, which are useful to restore your Sands of Time.

Roll under the Stone Beam on the left, then jump to the Hanging Cloth and climb. Jump left using two Metal Rods to get to a ledge with two more Creeping Fleshes -- try to land as close as possible to the right-hand edge to avoid landing on them.

There's another Sand Beast beyond the Spiked Trunk so jump with care. Hang from the left-hand edge and drop, falling slightly left to catch the Metal Rod below. Drop (don't jump) from the rod, again falling slightly left -- another creeping Flesh will appear as you land.

Roll under the Stone Beam on the right, jump over the Spiked Trunk and there's a fourth Antidote Potion in the Large Urn across the gap in the corner.

```
.....  
: Potions Life           8 Sands of Time           8 Antidote           4<< :  
.....
```

Head back left under the beam and across the large gap using a Metal Rod. Jump the final Spiked Trunk to get to the exit and return to Room 12

Head back under the beam, drop down then back left to the Hanging Cloth. Drop from the bottom, and there's another Sand Lizard on the left to take out.

Head left to another Hanging Cloth, drop to the floor where there's a final Sand Beast -- killing it should reopen the exit. Run back up the left-hand wall to the cloth, back on to the ledge and head right back to the first Hanging Cloth to go back through the exit on the right.

Backtracking
.....

Back in Room 13, head across to the right -- there's a Health Flare across the gap should you need it. In fact, you might want to carry on straight through along the bottom of Rooms 14 and 15 as well to make use of the Save Room -- there's only a Scimitar Hugger along the way. On the way back, don't worry if you get hit by him as there's the Health Flare again.

Drop down the gap in Room 13 on to the Moving platform, left on to the Hanging Cloth then drop to the ledge below. Drop off to the right, avoiding the Circular Saw, then head left past the Spiked Trunks and saws.

Hang from the next edge and drop -- you should land on another Moving Platform. Fall off to the right, landing on the edge of a ledge, then hang and drop to another Moving Platform. Jump to the right for the exit.

In Room 12, jump over the Sabre Tooth then hang from the right-hand edge. Press DOWN so you can see below and avoid dropping on to another Sabre Tooth. Jump this, hang from the edge and drop. Roll under the beam to use the Temporary Save Flare then through the exit on the left.

Climb the chimney inside Room 11, head left over a couple of Spiked Trunks then jump the gap and descend the Hanging Cloth. There's another Sand Lizard to take out before the exit.

Just inside Room 10 is a Sand Hugger so be ready to attack quickly. Hang from the left-hand edge and drop, trying to avoid the Flame Jet. Repeat on the ledge below, dropping to a ledge with a Creeping Flesh. Hang from the edge of the ledge and drop -- hopefully straight on to a Metal Rod.

TIP Release DOWN as soon as you drop from the ledge, otherwise you'll drop straight off the Metal Rod!

Jump left over the Rotating Blade, being careful as you land because of another Creeping Flesh. Climb the chimney to the ledge above, take out another Creeping Flesh and Flame Jet then jump the Submerged Saw. Jump to the moving Platform on the left, then jump right on to the ledge directly above.

There are two Submerged Saws and a Rotating Blade to pass, then run-up the wall to the ledge above for another saw/blade combination. Across the gap (with the Rotating Blade) on the left is a Sand Hugger. You should be able to double-jump over both the blade and him.

Through the exit is another Save Room.

In Room 9 take out the Sand Hugger then fall on to the Hanging Cloth and drop off the bottom. Head right across the Wooden Bridge you repaired earlier to the Wooden Door, which you can now smash using Fury (hold down 'B' for a

second or so).

TIP If you didn't repair the bridge, hop over the Spiked Trunk on the left and drop down; the bridge's pieces are on the right. You'll need to head across to the left side of the room to make your way back.

Room 18 (new) S5R18
Exit conditions None
SW: Wooden Door
.....

Head right, across the gap, and there are two Creeping Fleshes to take out. On to the Hanging Cloth at the end and drop off the bottom. Across the gap to the left is another Spear Swinger to take out -- approach to get him moving; jump to the right and back to keep out of his way.

.....
: Status Level 20 For next level 1<< Total killed 46/75<< :
.....

Use the Hanging Cloth on the left to drop down to the next ledge; jump over the Spiked Trunk and take out a Sand Beast. Use the Hanging Cloth on the right to descend, then climb the chimney to the right.

At the top, there's a Rotating Blade, underneath which another Creeping Flesh appears. Take it out, roll under the blade, jump the gap and run up the right-hand wall on to another Hanging Cloth. On the ledge at the top there's another Disc Thrower to take down.

.....
: Status Level 21<< For next level 3 Total killed 47/75<< :
: Max. Health 120 Attack 80 Defence 66<< :
.....

Use the Hanging Cloth on the left to descend, and past the Spiked Trunk, protected by two Rotating Blades, is the last piece of the Tagua Medal.

TIP You might have to back-jump to get enough height to pass over this piece.

.....
: Medals Copper 2 Jade 2 Olivine 2 :
: Azurite 2 Zircon All Spinel All :
: Onyx All Tagua All<< --- -- :
.....

Run up the left-hand wall to the Hanging Cloth then head up, across under the Rotating Blades and down again. At the gap, hang from the edge and drop on to a small ledge, then go left to the Hanging Cloth. Press LEFT when you drop to avoid landing on a Creeping Shade.

Use the Hanging Cloth on the right to descend to the floor, watching out for a Spiked Trunk moving below. Head left along the bottom of the room, jumping gaps and some more Spiked Trunks until you get to the exit, where there's another Creeping Flesh.

TIP Be careful as you jump from under the chimney near the middle of the

room so that you don't hit the edge of it and fall short.

Use Fury to smash the Wooden Door leading to the Onyx Medal Gate.

```

-----
Room 19 (new)                                     S5R19
Exit conditions                                   None
.....

```

Head left across the gaps and run up the wall to the ledge above. Jump on to a Moving Platform and then run up the wall on the other side. The ledge at the top has another Floating Genie.

```

.....
: Status   Level           21   For next level   2<<   Total killed  48/75<< :
.....

```

Jump over the Caged Jet and move left avoiding the flames of two more jets. Hang from the edge and drop, then head across and jump to the Slippery Pillar on the left. Switch sides at the top, jump to the next pillar and jump from its left-hand side to a horizontal Moving Platform.

Jump to the vertical Moving Platform; from there to a small ledge, and then climb the chimney above. At the top is another Spear Swinger -- once you've got him leaping, hang from the left-hand edge until there's room to climb back up again.

```

.....
: Status   Level           21   For next level   1<<   Total killed  49/75<< :
.....

```

To the right is a special type of Pressure Pad -- the first of three GameCube Switches.

```

.....
: Other    Slowdown Ring [x]   Freeze Ring   [x]   Scrolls      All   :
:          GCN Switches   1<<                                     :
.....

```

TO DO I've not yet hooked up to the GameCube version of Prince of Persia, so I don't know exactly what these do. Presumably, when a GBA Prince of Persia is linked to the GCN Prince of Persia, activating all three GameCube Switches in the GBA version will allow access to extras in the GCN version.

Similarly, there are three gates in the GBA version of PoP that cannot normally be opened, which I assume are triggered by something similar on the GameCube.

Returning...

There's nothing else in Section 5, so we'll head back.

Hang from the ledge and drop; use the Moving Platform to return across the Slippery Pillars to the ledge with the Flame Jets. Drop off the end to the ledge below, then off its edge, through the exit and back through the Onyx

Medal Gate.

Remember to take out or avoid the Creeping Flesh inside Room 18, then cross to the middle and climb the chimney. Head left at the top, and follow the ledges around before climbing the next chimney. Follow the ledges around to the top (where there are two more Creeping Fleshes) to the exit.

In Room 9, cross the Wooden Bridge, climb the Hanging Cloth and take out the Sand Hugger on the right before returning to the Save Room.

Follow the main path (see early part of guide for more details), except:

In Room 10, after the saw/blade/saw combination, drop straight on to the ledge below (either via the Moving Platform or just walk off the edge and back); when you run up the wall by the Caged Jet, carry straight on up the chimney, don't bother with the ledge to the right.

In Room 11, head right, up the Hanging Cloth, then right across the gaps. Hang and drop from the last gap to get to the exit.

In Room 12, use the Temporary Save Flare, roll under the Stone Beam and carry on right up the slope past the two Spiked Trunks to the lower exit.

NOTE You will have to break the Wooden Door back through to Room 16, even though you came in this way!

In Room 16, jump the Spiked Trunk, then use the Metal Rod to jump the large gap, watching out for the Creeping Flesh as you land. Rebound-jump off the stone beam to the right, then on to two more Metal Rods. On the second, reverse direction at the top of your swing then jump to the ledge on the right; taking out a Sand Beast and two Creeping Fleshes. Use two more Metal Rods to jump across to a Hanging Cloth, descend and roll under the Stone Beam and there are three more Creeping Fleshes to deal with. Run up the wall, then jump back across three short Hanging Cloths to a longer one. Jump to the ledge above and take out a final Sand Beast before returning to the Last Cave.

You may want to make use of the Save Room just inside Section One (lower-right exit from the Last Cave).

```

.....
: Status   Level      21   For next level   1   Total killed  49/75   :
:          Max. Health 120   Attack          80   Defence      66      :
: Potions  Life         8   Sands of Time   8   Antidote     4       :
: Medals   Copper       2   Jade            2   Olivine      2       :
:          Azurite    2   Zircon          All  Spinel       All     :
:          Onyx       All  Tagua           All  ---          --      :
: Other    Slowdown Ring [x]  Freeze Ring    [x]  Scrolls      All     :
:          GCN Switches  1                                     :
.....

```

```

()=====()
||                                     ||
||           Section Four (again)     ||
||                                     ||
()=====()

```

From the Last Cave, take the middle-right exit to re-enter Section Four at Room 10.

Room 10 (again) S4R10
.....

Jump to the Slippery Pillar and climb, switching sides to avoid the Rotating Blade. Switch back between the two blades, then jump left to the next pillar. Climb slightly and switch to the left-hand side, then climb and jump to the third pillar. Climb and jump right to the ledge. Head right -- there are three Creeping Fleshes to take out (or jump over) and a couple of Rotating Blades to jump over or roll under before you get to the exit.

Room 9 (again) S4R9
.....

Jump a gap (to the remains of a Lion Statue) and then to a Climbable Pillar. Climb and jump left to the ledge leading to the exit.

Room 8 (again) S4R8
.....

Jump to the Hanging Chain just inside and climb, avoiding the Caged Jet's flames. Jump to the ledge at the top and head left (we'll come back to the chimney soon). Hang from, then drop from the left-hand edge; move left and hang from and drop from the next edge -- fall to the right to avoid a Scimitar Armour. Head right and use the Hanging Chain to descend -- jump to the left near the bottom to avoid another Scimitar Armour below. Move left, watching out for a set of Hidden Spikes then double-jump over a Rotating Blade to pass into a Save Room.

Room 7 (again) S4R7
.....

Pass along the bottom of the room; across each of the gaps is a Creeping Flesh. Climb the Hanging Chain and head back right on the ledge above. Climb up the chimney and exit to a new room.

Room 15 (new) S4R15

Exit conditions 3 x Bat + 3 x Sabre Tooth + Persian Archer + Spear Stabber
.....

Head right, under a chimney and jump over some Hidden Spikes. As you land, be ready to knock-back the Poison Balls from a couple of Bats. Across a small gap you'll find a Sabre Tooth to take out. Carry on and run up the right-hand wall, jumping to a Metal Rod and then to a ledge on the left -- just beyond another set of Hidden Spikes is a Persian Archer, so proceed with care.

.....
: Status Level 22<< For next level 3 Total killed 50/75<< :
: Max. Health 126<< Attack 87<< Defence 66 :
.....

Climb the chimney to the left, and on the ledge above there's a Spear Stabber to deal with -- double-jump over him and take him out from behind.

.....
: Status Level 22 For next level 2<< Total killed 51/75<< :
.....

Return to the chimney near the entrance of the room and climb -- there's another Poison Bat on the left at the top, so be careful when you climb up. Take it out, followed by another Sabre Tooth on the right. Run up the right-hand wall to a Hanging Chain and jump to the ledge on the left. Killing the final Sabre Tooth here should reopen the exit gate (if it doesn't, check for any leftover Bats). A Health Flare appears, but you shouldn't really need it.

Room 7 (again) S4R7
.....

Drop down the chimney and head left. Descend the chain and head right back to the Save Room (remembering the two Creeping Fleshes just before the gaps).

Room 8 (again) S4R8
.....

Double-jump over the Rotating Blade and jump the Hidden Spikes. Take out a Scimitar Armour, then run up the wall and over the Rotating Blade to the ledge above. Head left, taking out more Scimitar Armours, then up the left-hand wall (watch out for the Hidden Spikes). Cross to the right-hand wall and run up on to a small ledge. Jump to the right and up the chimney we ignored last time -- the ledge on the right has another Disc Thrower to be dealt with.

.....
: Status Level 22 For next level 1<< Total killed 52/75<< :
.....

Head through the exit and cross the Spinel Medal Gate to a new room.

Room 16 (new) S4R16
Exit conditions None
.....

Just inside this room is a Spear Stabber -- double-jump over him and take him out from behind.

.....
: Status Level 23<< For next level 3 Total killed 53/75<< :
: Max. Health 126 Attack 94<< Defence 72<< :
.....

NOTE Level gains have returned to giving either (a) +6 Maximum Health or (b) +7 Attack and +6 Defence.

Head across the bottom, jumping gaps and taking out four Creeping Fleshes (be careful as they'll lunge as they first approach). Beyond these is a rather

tricky combination of a pair of Moving Platforms either side of a Rotating Blade.

TIP Stand with you back foot only just on the platform to give you the longest reach when you double-jump over the blade.

There are four more Creeping Fleshes in the next section of floor to deal with, but these shouldn't cause any problems. They are followed by another gap with a Rotating Blade. This time, there's only one Moving Platform, which passes under the blade. Jump on, duck, and jump off the other side.

Five more Creeping Fleshes follow, then a couple of small gaps. Across the last gap is a Whip Mistress.

NOTE She shouldn't be too much of a problem by now, although I did notice I got caught by her whip more often than in the past. I suspect that this is due to the Scroll of Fury -- remember to just tap the 'B' button when attacking.

```
.....  
: Status Level 23 For next level 2<< Total killed 54/75<< :  
.....
```

Across the large gap behind her you will find the second GameCube Switch and your last Sands of Time Potion in a Large Urn.

```
.....  
: Potions Life 8 Sands of Time 9<< Antidote 4 :  
: Other Slowdown Ring [x] Freeze Ring [x] Scrolls All :  
: GCN Switches 2<< :  
.....
```

Returning...
.....

Head back along the bottom, jumping gaps and Moving Platforms as appropriate, then cross back through the Spinel Medal Gate.

In Room 8, drop off the edge down the chimney (no need to hang), then move to the Hanging Chain, drop off the bottom and exit right.

In Room 9, head left and jump to the Climbable Pillar; descend and jump left across the ledges leading to the exit.

In Room 10, head left, killing or jumping the Creeping Fleshes and jumping the Rotating Blades. Jump on to the Slippery Pillar, slide down slightly before jumping to the middle one, switch sides and jump to the third. At the bottom, jump to the left and through the exit back to the Last Cave.

There's no desperate need to go back to Section One's Save Room, as we'll be saving just inside the next Section.

```
.....  
: Status Level 23 For next level 2 Total killed 54/75 :  
: Max. Health 126 Attack 94 Defence 72 :  
: Potions Life 8 Sands of Time 9 Antidote 4 :  
: Medals Copper 2 Jade 2 Olivine 2 :  
: Azurite 2 Zircon All Spinel All :  
.....
```

```

:           Onyx           All   Tagua           All   ---           --   :
: Other     Slowdown Ring [x]   Freeze Ring [x]   Scrolls           All   :
:           GCN Switches      2                                     :
.....

```

```

()=====()
||                                           ||
||           Section Three (again)           ||
||                                           ||
()=====()

```

From the Last Cave, take the lower-left exit to re-enter Section Three at Room 4.

Room 4 (again) S3R4
.....

Watch out for the Small Beetles scurrying around: jump or take them out as you see fit.

Jump to the chain and climb, leaving through the ledge on the right to the Save Room. On your return, head left across the gaps and on to the Climbable Pillar. Climb, avoiding the Caged Jet, then head right. There's a Sand Lizard to take out, then climb the Hanging Chain and head left at the top. Watch out for the Giant Beetles, before jumping to another Climbable Pillar; climb and jump to the ledge on the right to lead to the next room (avoiding or killing more Beetles).

Room 3 (again) S3R3
.....

Hop on to the Narrow Ledges and head right, climbing as necessary to avoid the rotating Blades. Drop back to the floor and roll under the Stone Beam. Jump to one Climbable Pillar and then to the second one. Climb, avoiding the blades until you can jump left to land on a Health Flare.

Hang from the left-hand edge and drop, then head left, taking out or jumping a Sabre Tooth. Jump to the Climbable Pillar and ascend, dodging the Rotating Blades until there's a Metal Rod on the left. Jump to this, and then to the ledge leading out.

Room 2 (again) S3R2
.....

Use the Temporary Save Flare just inside, then jump to the Metal Rod above. Reverse direction and jump to the Hanging Chain. At the top, jump to the left and carry on, taking out the two Flame Jets and ducking under the Rotating Blade.

Rebound-jump up the chimney, aiming to land on the right-hand side (there's a Flame Jet on the left). If you need Sands of Time, jump across, take out the jet and there's a Sands of Time Flare beyond.

Otherwise, head right and you'll see the last piece of the Azurite Medal in mid-air. When you collect it, it's probably best to keep the 'L' button pressed until you're back on the ledge, as you are likely to fall on to a Rotating Blade below (and you can always top up your Sands on the left).

```
.....  
: Medals   Copper           2   Jade           2   Olivine         2   :  
:           Azurite        All<< Zircon         All   Spinel         All   :  
:           Onyx           All   Tagua          All   ---           --   :  
.....
```

Back on the right-hand ledge again (one way or another), double-jump to the Metal Rod on the right, then over the Rotating Blade to another ledge. Use the Slowdown Ring to get past the four sets of Hidden Spikes and exit to a new room.

```
-----  
Room 14 (new)                                     S3R14  
Exit conditions           Persian Archer + 5 x Small Beetle + Disc Thrower  
.....
```

Be careful as you head left as there's a Persian Archer to the right -- dodge or knock his first arrow then take him out.

```
.....  
: Status   Level           23   For next level   1<<   Total killed   55/75<< :  
.....
```

Head up the slope, taking out some Small Beetles before negotiating three Rotating Blades: over, under and over. Hang from the right-hand edge of the ledge and press DOWN to look below -- you should see a Metal Rod -- drop down, heading slightly to the right to catch hold of it.

Reverse direction if necessary (at the top of the swing) to jump off to the left, landing on a ledge. To the left you will see another Disc Thrower -- dispatch him as normal.

```
.....  
: Status   Level           24<<   For next level   3   Total killed   56/75<< :  
:           Max. Health   132<<   Attack          94   Defence        72   :  
.....
```

Hang from the right-hand edge of the ledge -- you should see a Narrow Ledge to the left below. Drop off the edge and press LEFT to catch the Narrow Ledge. Shuffle and creep to the left, climbing above as necessary to avoid the Rotating Blades.

Drop down to the normal ledge below the left-hand end and take out some more Small Beetles -- when the last is gone, the exit gate will open.

TIP If the exit doesn't open, check here and near the exit for any Beetles you may have missed.

To return to the exit, carry on to the left and double-jump over the Rotating Blade to a Slippery Pillar. Climb on the left-hand side, switch back and jump to another pillar on the right. Switch to it's right-hand side and jump over the Rotating Blade back to the ledge where you met the Disc Thrower.

Double-jump from the right-hand edge back to the Metal Rod, and from there to a Hanging Chain on the right. Jump to the second chain on the far right, climb to the top then jump left across another Metal Rod back to the ledge with the Rotating Blades.

Pass these again to get back to the exit, where there's a Health Flare should you need it.

Room 2 (again) S3R2
.....

Hang from the edge of the gap just inside and drop to the ledge below. Go right to the chain and drop off the bottom to return to the exit.

Room 3 (again) S3R3
.....

Proceed through this room as before -- across the Metal Rod to the pillar; down to the ledge then under the Stone Beam. After the Sabre Tooth, jump up through the Metal Rods to another Health Flare. Hang from the edge and drop to the pillar below, then jump to the left just above the Rotating Blade. Roll under the beam then head back across the Narrow Ledges to the exit.

Room 4 (again) S3R4
.....

Basically, follow the main path back to the Save Room on the right.

Head left, jumping the Beetles to the Climbable Pillar, descending to the ledge below. Head right and descend the Hanging Chain. Head left, jumping a Sand Lizard to the pillar and descend again. Jump yet more Beetles, and head right; climbing the Hanging Chain to pass through the middle exit to the Save Room.

Room 5 (again) S3R5
.....

Head across the Narrow Ledges and past the Sabre Tooth, then jump to a small ledge just before a low Stone Beam. Jump back left to its neighbour, then to a Hanging Chain. Climb, then jump across a Metal Rod to a ledge on the left. Go to the left-hand side and up another Hanging Chain to the parapet above-right (via a Metal Rod). At the right-hand side, jump via another Metal Rod to a ledge and another Hanging Chain. Jump across the series of Climbable Pillars on the right to a Health Flare and the exit.

Room 6 (again) S3R6
.....

Across more Narrow Ledges, past a Sand Lizard, then jump across a Metal Rod to a Hanging Chain. Climb, jump to another on the left, then to a ledge with

another Sand Lizard. Head left, into the corner past the Circular Saws to climb the Hanging Chain. Head back right across two Metal Rods to another chain, then across at the top to the ledge on the left. Double-jump before a Circular Saw to a Metal Rod and then to a chain on its right; jump over another Circular Saw to the right, via a Metal Rod to another Hanging Chain. From the top, jump left over two Spiked Platforms (avoiding the spikes!) to the exit.

Room 7 (again, new items)

S3R7
.....

Make your way up the two Climbable Pillars above the Temporary Save Flare until you can jump to a ledge on the left. Avoid the Giant Beetle here then jump to the Hanging Chain. Drop off the bottom of the chain, falling to the left to catch a Metal Rod, then head left across another rod to a second pair of Climbable Pillars. Climb these, then jump right to just below the chimney we had to ignore on the first visit.

Climb the chimney; on the left-hand ledge you'll find another Floating Genie to dispatch.

.....
: Status Level 24 For next level 2<< Total killed 57/75<< :
.....

Head back and to the right of the chimney you'll find two Moving Platforms either side of a Caged Jet. Jump across to the right-hand platform and you'll see the last piece of the Olivine Medal.

.....
: Medals Copper 2 Jade 2 Olivine All<< :
: Azurite All Zircon All Spinel All :
: Onyx All Tagua All --- -- :
.....

TO DO There almost looks like there are some ledges above these platforms, but I suspect they're not accessible.

Drop back to the main ledge below, and exit through to the Life Fountain.

Room 8 (again)

S3R8
.....

Head right across the Narrow Ledges, dropping down on to a split-level ledge and then on to a Hanging Chain. Climb to the top (past two Rotating Blade), then jump left to a second chain. From its top, jump over to a ledge on the left, then jump to a Slippery Pillar. Climb, jumping to the right between two Rotating Blades to a small ledge; from here, double-jump between two more blades to another Slippery Pillar on the right. Climb on its right-hand side, cross back to the left and jump to a ledge on the left, leading (under a Rotating Blade) to the exit, the Olivine Medal Gate and a new room.

Room 15 (new)

S3R15

Exit conditions

None

.....
Head left along the Narrow Ledges, climbing as necessary to avoid the Rotating Blades. On the left-hand side, drop down and take out a Giant Beetle and its offspring. Jump via a Metal Rod to a Slippery Pillar on the left. Climb up and make your way to the right, avoiding more Rotating Blades. From the third pillar, jump to a ledge on the right where you will meet another Shielded Knight.

.....
: Status Level 24 For next level 1<< Total killed 58/75<< :
.....

Beyond, use a couple of Metal Rods to get to another ledge above with another mixture of Beetles to dispose off. Head right, and across a gap (surrounding a Rotating Blade) you'll find another Spear Swinger -- approach to kick him into life then hang from the right-hand edge until he's moved back to the left.

.....
: Status Level 25<< For next level 3 Total killed 59/75<< :
: Max. Health 132 Attack 101<< Defence 78<< :
.....

Jump to a Metal Rod above, then left to a small ledge holding the last GameCube Switch.

.....
: Other Slowdown Ring [x] Freeze Ring [x] Scrolls All :
: GCN Switches All<< :
.....

TO DO It now tells you that a New Bonus is available on the GameCube -- what?

Jump to the other side of the Metal Rod -- there are three sets of Hidden Spikes to jump over before you get to another Spear Stabber.

.....
: Status Level 25 For next level 2<< Total killed 60/75<< :
.....

Drop down back through the ledges and back across the Olivine Medal Gate.

Room 8 (again) S3R8
.....

Head right, rolling under the Rotating Blade and jump to the Slippery Pillar. Climb and switch sides, then jump to the right and head to the Save Room, passing three sets of Hidden Spikes.

Return from the Save Room (back past the spikes) then hang and drop from the left-hand edge on to a small ledge below. Move down the slope to the right to stand near the edge and press DOWN and 'A' -- you'll drop through the ledge -- catch a Hanging Chain just below as you fall. Drop off the bottom of the chain and use the Narrow Ledges to the right to get to the exit.

Room 9 (again)

S3R9

.....

Just head straight along the bottom of this room to the next.

Room 10 (again)

S3R10

.....

Use the Narrow Ledges to move all the way over to the right and drop on to a small ledge. Drop off (or use DOWN and 'A' to "climb through") and head through the exit to pass across the Azurite Medal Gate to a new room.

Room 16 (new)

S3R16

Exit conditions Persian Archer + Spear Stabber + Floating Genie
.....

Roll under the Rotating Blade inside and be prepared to face another Persian Archer.

.....
: Status Level 25 For next level 1<< Total killed 61/75<< :
.....

Use the Hanging Chain on the right to descend to the ledge below, where you'll find a Spear Stabber to dispatch (double-jump over and kill from behind).

.....
: Status Level 26<< For next level 3 Total killed 62/75<< :
: Max. Health 138<< Attack 101 Defence 78 :
.....

Drop on to the Hanging Chain on the left and descend a little; jump right across three more chains then drop to the floor. Double-jump between the two Rotating Blades on the left and you'll find another Floating Genie to kill using Absorption.

.....
: Status Level 26 For next level 2<< Total killed 63/75<< :
.....

As you drain his corpse, the exit gates will open. Head back past the blades and across to the right-hand side where you'll find your last Life Potion.

.....
: Potions Life 9<< Sands of Time 9 Antidote 4 :
.....

If you need some health, or for completeness of your map, climb the chimney just to the left which leads through to a Life Fountain.

Returning...

.....

Climb the chain to the left of the chimney and jump across to the left-hand

one. Follow the chains and ledges back to the upper-left exit and cross back through the Azurite Medal Gate.

In Room 10, use the Narrow Ledges to cross back to the left-hand side (there's a Temporary Save Flare on the left).

In Room 9, just head straight over to the left.

In Room 8, use the Narrow Ledges to move across to a small, sloping ledge; jump over a Hanging Chain to another small ledge, then use some more Narrow Ledges to get to the left-hand side, passing through the Life Fountain to the next room.

In Room 7, cross to the left, watching out for some Beetles, then hang from, and drop from, edge of the ledge (you'll take a few points, but it's easier and quicker than going the long way around) . Head right, past more Beetles to a pair of Climbable Pillars -- switch between them as necessary to avoid Caged Jets, aiming to jump from the bottom of the left-hand pillar to the exit ledge on the right (and another Temporary Save Flare).

In Room 6, hang from the edge just inside and drop, falling to the right -- a little more damage, but there's a Health Flare soon. Take out a Sand Beast before dropping on to a Hanging Chain. Drop off the bottom, watching out for a Sand Lizard below. Hang from and drop from the edge on the right, landing on a small ledge. Cross the Narrow Ledges to the left to get to the exit, watching out for a Circular Saw at the end.

Use the Health Flare just inside Room 5 (repeatedly if needed), then hang from and drop off the edge, falling to the right to catch a Hanging Chain. Just below the top, there's a Metal Rod that you should use to jump across to a ledge on the left. Take out a Sabre Tooth, then run up the left-hand wall on to another Hanging Chain and then to the small ledge on the left. Hang and drop from its left-hand edge, falling back right on to another chain. Drop from the bottom, watching out for another Sabre Tooth, then head left, across a gap and some Narrow Ledges to the exit and a Save Room.

In Room 4, watch out for some Small Beetles while jumping to the Hanging Chain, descending past the Flame Jet, and exiting back to the Last Cave on the right.

```
.....  
: Status   Level      26   For next level   2   Total killed  63/75  :  
:          Max. Health 138   Attack          101  Defence       78   :  
: Potions  Life        9   Sands of Time   9   Antidote      4   :  
: Medals   Copper       2   Jade            2   Olivine       All  :  
:          Azurite    All   Zircon         All  Spinel        All  :  
:          Onyx       All   Tagua          All  ---          --   :  
: Other    Slowdown Ring [x]  Freeze Ring    [x]  Scrolls       All  :  
:          GCN Switches All                                     :  
.....
```

```
()=====()  
||                                                    ||  
||                Section Two (again)                ||  
||                                                    ||  
()=====()
```

From the Last Cave, take the middle-left exit back to Section Two, emerging in

Room 7.

Room 7 (again)

S2R7

.....
Jump the gap and roll under the Stone Beam. Take out the Flame Jet, then jump across to the Hanging Cloth and climb. Jump right across two Spiked Platforms to a ledge where there are more Flame Jets that need smashing. Climb the Hanging Cloth on the right and climb, jumping left between two Flame Jets to another cloth. Jump left across two more Spiked Platforms to a third Hanging Cloth, then climb and jump to the ledge on the right leading to the exit.

Room 8 (again)

S2R8

.....
Use the Temporary Save Flare, then jump across some Retractable Shelves and gaps to a Hanging Cloth on the right. At its top, jump left across more Retractable Shelves to another cloth, then further left across another shelf to a ledge. Jump up to the shelf above, then to a further Hanging Cloth, climbing to reach the ledge leading to the exit.

Room 9 (again)

S2R9

.....
Cross to the left-hand side, negotiating two sets of Circular Saws and a Sand Beast. Jump via the two small ledges above to a Slippery Pillar, then climb and jump across another ledge to a second pillar on the left. Climb and jump to the ledge on the right, taking out another Sand Beast before climbing the previously inaccessible chimney. One final Sand Beast to dispatch, then exit to a new room on the left.

Room 15 (new)

S2R15

Exit conditions Whip Mistress + 3 x Creeping Flesh + Spear Stabber

.....
Double-jump over a wide gap on the left to a Metal Rod, then further over to find another Whip Mistress.

.....
: Status Level 26 For next level 1<< Total killed 64/75<< :
.....

Carry on to the left; you can just reach the Flame Jet to smash it, then jump to the Slippery Pillar and climb. Jump back right between the two Flame Jets further up, to a ledge with two Creeping Fleshes.

Double-jump off the right-hand edge to another Metal Rod, then on to a ledge with two Caged Jets that you'll need to roll under. Climb the Hanging Cloth, then head left along another ledge, taking out Flame Jets and another Creeping Flesh. Double-jump over another Flame Jet in the middle of a wide gap to find the last Scoring Enemy of the room -- a Spear Stabber (jump over and hit from behind).

```

.....
: Status   Level           27<<  For next level   3   Total killed  65/75<< :
:           Max. Health   138   Attack           108<<  Defence           84<< :
.....

```

Hang and drop from the right-hand edge; move left then hang and drop from the left-hand edge. Head back right, using the Metal Rod to jump the large gap and return to the previous room.

```

-----
Room 9 (again)                                           S2R9
.....

```

Watching out for Sand Beasts, head right and drop down the chimney to the ledge below, then jump to the Hanging Cloth on the right. Climb and jump over the Circular Saw to another cloth, then over to a small ledge by the fast moving Circular Saw. As the last time you were here, use the Slowdown Ring to get over this and head through the exit.

```

-----
Room 10 (again)                                         S2R10
.....

```

Use the Health Flare (re-entering as necessary) to fully restore health, then head across to the right, dodging the Circular Saws.

```

-----
Room 11 (again, new items)                               S2R11
.....

```

Lots of Caged Jets to jump or avoid here: head right to the Slippery Pillar, then slide down and drop off the bottom. Head back left on to a Hanging Cloth. Drop off the bottom, then head left -- you can just reach to smash the eight-way Flame Jet -- then on to the Linked Tubes.

Jump on to the right-hand one and sink; you then need to jump to the (higher) left-hand one -- immediately as you make contact, jump again and you should be able to catch the edge of the ledge above.

Climb up and jump to the Hanging Cloth; at the top, jump to the ledge and run up the right-hand wall to land on a small ledge. Rebound-jump up to the right to collect the last piece of the Jade Medal.

```

.....
: Medals   Copper           2   Jade           All<<  Olivine           All   :
:           Azurite         All   Zircon         All    Spinel           All   :
:           Onyx            All   Tagua          All    ---              --   :
.....

```

Now rebound-jump up the left-hand chimney and exit to a new room.

```

-----
Room 16 (new)                                           S2R16

```

```

Exit conditions          3 x Creeping Flesh + Spear Stabber + 2 x Scimitar Hugger
.....

```

Head right, taking out a Creeping Flesh and jumping a Caged Jet before running up the wall to the ledge above and another Creeping Flesh. Double-jump over the Caged Jets, dispatch another Creeping Flesh as you land, then run up the left-hand wall for a Spear Stabber on the ledge above.

```
.....  
: Status   Level           27   For next level   2<<   Total killed  66/75<< :  
.....
```

To the right, there's a Scimitar Hugger -- remember that he reanimates -- then drop down the chimney and roll under the Stone Beam. Jump to the first of three Slippery Pillars and cross to the third, jumping off from the bottom to a ledge on the right.

Jump across to the right and run up the wall to the small ledge above. To get to the ledge to the upper-left, you'll need to rebound-jump off the right-hand wall. Take out the Flame Jet and jump to the third small ledge and then to a normal ledge. There's another reanimating Scimitar Hugger and in the corner, a fifth Antidote Potion.

```
.....  
: Potions  Life             9   Sands of Time   9   Antidote       5<< :  
.....
```

Time to head back: hang from the right-hand edge of the current ledge and drop, falling left on to the Slippery Pillar. Cross back to the left-hand pillar and then to the ledge; climb the chimney and head left, dropping off the edge (no need to hang). Hang from the edge to the left of the double Caged Jets and drop straight down; exit to the left.

Returning...
.....

In Room 11, drop down the chimney and from the ledges; climb down the Hanging Cloth and drop on to the Linked Tubes below. Head left, take out the eight-way Flame Jet and exit to the lower left.

In Room 8, hang from the edge just inside and drop to the ledge below. Drop on to the Hanging Cloth on the left, and cross over the Retractable Shelves to the right to reach another cloth. Drop off the bottom and head along the bottom of the room to the left-hand exit (passing through the Temporary Save Flare).

In Room 7, if you could do with a health-boost, head all the way across to the left and use the Life Fountain next door. Return if necessary and drop on to the Hanging Cloth. Descend all the way down and fall off the bottom, taking a little damage to land on a Spiked Platform. Drop off to the right (a bit more damage), roll under the Stone Beam, then exit right back to the Last Cave.

NOTE There is another room to visit in Section Two, but I think it takes less travelling by tacking it on the end of Section One (next).

```
.....  
: Status   Level           27   For next level   2   Total killed  66/75   :  
:           Max. Health  138   Attack           108   Defence       84   :  
: Potions  Life             9   Sands of Time   9   Antidote       5   :  
: Medals   Copper           2   Jade            All   Olivine        All   :  
.....
```

```

:           Azurite           All   Zircon           All   Spinel           All   :
:           Onyx              All   Tagua            All   ---              --   :
: Other    Slowdown Ring    [x]   Freeze Ring     [x]   Scrolls          All   :
:           GCN Switches     All                                     :
.....

```

```

()=====()
||                                           ||
||           Section One (again)           ||
||                                           ||
()=====()

```

From the Last Cave, take the lower-right exit back to Section One, emerging in Room 1.

Moving forward...
.....

Cross to the far side of Room 1, taking out Bats on the way.

Save in the Save Room.

In Room 2, cross the floor (remember the Giant Beetle) then jump to the Climbable Pillar and exit to the right.

In Room 3, head across the tops of the Climbable Pillars, taking out Flames Jets as needed, then jump to the exit.

In Room 4, head right across the gaps and jump to the Climbable Pillar; climb, avoiding the spikes, then jump back to the ledge on the left and head for the exit.

In Room 5, head left, taking out a Sand Lizard before jumping to a Climbable Pillar. Climb on the left-hand side -- taking out the Bats -- until you reach the spikes then jump across to another pillar and then to the exit and another Save Room.

Room 6 (again) S1R6
.....

We now have a chance to explore the two left-hand exits we had to ignore last time.

Head along the bottom of the room, killing the Small Beetles by rolling over them, then run up the wall at the left -- you should end up hanging from the edge. Haul yourself up and exit left to a new room.

Room 14 (new) S1R14
Exit conditions None
.....

On the floor in the middle of the room are the remains of a bridge -- use

Sands of Time to repair it, then continue left and jump to the Climbable Pillar. Climb up, smashing the Flame Jets, then jump right, cross the repaired bridge and you'll find the last piece of the Copper Medal in mid-air.

```
.....
: Medals   Copper           All<<  Jade           All   Olivine       All   :
:          Azurite         All   Zircon        All   Spinel        All   :
:          Onyx           All   Tagua         All   ---           --   :
.....
```

Head back to Room 6 after you land.

```
-----
Room 6 (again)                                     S1R6
.....
```

Jump over the gap as you re-enter; there's a Circular Saw guarding the bottom of a chimney. Climb and exit-left at the top, through the Tagua Medal Gate, to a new room.

TO DO There doesn't appear to be a "clean" way of getting up this chimney... any ideas?

```
-----
Room 15 (new)                                     S1R15
Exit conditions                                     None
.....
```

There's a Persian Archer on the left-hand side of this room, so be careful of his first arrow as you approach.

```
.....
: Status   Level           27   For next level   1<<  Total killed  67/75<< :
.....
```

Run up the left-hand wall to the ledge above; there's a Whip Mistress waiting for you...

```
.....
: Status   Level           28<<  For next level   3   Total killed  68/75<< :
:          Max. Health    144<<  Attack           108  Defence        84   :
.....
```

Run up the right-hand wall and the ledge above holds... wait for it... a Shielded Knight!

```
.....
: Status   Level           28   For next level   2<<  Total killed  69/75<< :
.....
```

Another wall... another ledge... another Spear Swinger...

```
.....
: Status   Level           28   For next level   1<<  Total killed  70/75<< :
.....
```

That's it for this room... just run off the ledges (there's no need to hang from the edges) to make you way back, crossing through the Tagua Medal Gate to

Room 6.

Moving forward again...
.....

Back in Room 6, drop down the chimney, falling to the left to try to avoid the Circular Saw. Drop down to the main floor, then head right to the Hanging Cloth (watching out for Small Beetles). Climb and jump to the next cloth, missing the Circular Saw, then at the top, jump to the right and roll under the Stone Beam. Drop to the ledge below, kill a Beetle and exit.

Use the Temporary Save Flare in Room 7, then head right and double-jump to the ledge up and to the right. Pass under the Circular Saws and cross the tops of the Slippery Pillars to get to a ledge on the right-hand side. Hang from the left-hand edge and drop, falling right to land on another Slippery Pillar. Cross to the right and the exit.

In Room 8, jump the gap and take out a Sand Lizard before jumping to a Climbable Pillar. Climb, avoiding the spikes and jump to the ledge on the left. Climb the chimney to the left and exit-left to cross the Copper Medal Gate and enter a new room.

Room 16 (new) S1R16
Exit conditions Persian Archer + Sand Lizard + Spear Swinger
.....

Head across the floor -- there's a Persian Archer in the middle of the room to take out, so watch out for his first arrow.

.....
: Status Level 29<< For next level 4 Total killed 71/75<< :
: Max. Health 144 Attack 115<< Defence 90<< :
.....

NOTE For your last level, you need to kill four more Scoring Enemies, rather than the (by now) usual three.

Jump left to the first Slippery Pillar and make you way up the left-hand side of the second one. At the top, cross back to the right, jumping from the third (shorter) pillar to the ledge in the middle.

There's a Sand Lizard along the way; when you've killed it, run up the right-hand wall and cross left using the three Hanging Cloths to another ledge. To the left is another Scoring Enemy -- a Spear Swinger.

.....
: Status Level 29 For next level 3<< Total killed 72/75<< :
.....

Jump back to the nearest cloth and drop off the bottom; head left and hang from the edge of the ledge before dropping to the floor below. Head right, leave the room and cross back through the Copper Medal Gate to Room 8.

Moving forward again...

.....
We've now got everything there is to get from Section One... there's just one room left to visit in Section Two, and the quickest way is probably to carry on through this Section to get there.

In Room 8, drop back down the chimney then head right and jump from the bottom of the right-hand side of the Climbable Pillar. Head across the gaps to the exit on the right and a Save Room.

In Room 10, jump to the Hanging Cloth on the right, then to the Slippery Pillar. Descend, avoiding the Flame Jets, jump left to another Hanging Cloth and drop from the bottom.

NOTE If you didn't backtrack to Room 13 on your first pass, head there now (see S1R13 in Section One above).

Head right, avoiding the Invisibility Flare, to jump to another Hanging Cloth. Jump across a couple of small ledges and another Slippery Pillar to the exit on the right.

Pass through the Life Fountain and top-up your health.

In Room 11, climb the Hanging Cloth and jump off to the ledge on the right. Jump to the Slippery Pillar, descend a little and jump to another ledge on the right. Use the Hanging Cloth on the right to get to the exit.

In Room 12, head along the bottom of the room smashing Flame Jets until you get to a Slippery Pillar. Jump from the right-hand side upwards across a series of small ledges to a Hanging Cloth. Climb, and jump to the ledge on the right to leave Section One.

Moving forward again... through Section 2
.....

Use the Save Room then proceed to Room 1. Drop off the Hanging Cloth on the right, move right and climb a second cloth. Jump across a Retractable Shelf and a small ledge to a third Hanging Cloth. Climb a little, then jump back left across another small ledge and more Retractable Shelves to reach the exit.

In Room 2, head left, up the slope, and jump to the Hanging Cloth. Jump from the top to a small ledge on the right and then to a Moving Platform. At the top of its travel, jump left to another Hanging Cloth and climb. Jump right across another Moving Platform to a small ledge, then use the two Hanging Cloths above and to the left to get to the exit.

Use the Temporary Save Flare inside Room 3 then smash the Flame Jet and jump to the top of the Hanging Cloth. Double-jump up a couple of Retractable Shelves on the left to reach another Hanging Cloth.

NOTE If you didn't collect the Antidote Potion from this room on your first pass, collect it now -- jump to the Retractable Shelf and then back-jump to the ledge directly above.

Otherwise, jump across a series of Retractable Shelves to the right -- just jump over the Flame Jets along the way -- until you get to a regular ledge. Roll under the Stone Beam, then there's one more retractable Shelf before you get to the exit leading to the Jade Medal Gate and the last room of the game...

Room 17 (new) S2R17
Exit conditions Spear Stabber + Spear Swinger + Hammer Swinger
.....

Double-jump the gap, head up the slope and double-jump a larger gap -- make sure you're close to the edge when jumping. When you land, there's another Spear Stabber to jump over and kill from behind.

.....
: Status Level 29 For next level 2<< Total killed 73/75<< :
.....

Jump to a Climbable Pillar on the right then climb and jump left to the ledge above. Head up the slope and there's a Spear Swinger here to deal with.

.....
: Status Level 29 For next level 1<< Total killed 74/75<< :
.....

Carry on to the left, down the slope and across the gap to the final Scoring Enemy -- a Hammer Swinger.

.....
: Status Level 30<< For next level --- Total killed All<< :
: Max. Health 150<< Attack 115 Defence 90 :
.....

As you drain the final corpse, the exit opens and a Health Flare appears. Hang from the edge of the current ledge and drop, falling slightly to the left. Jump left, use the flare and return across the Jade Medal Gate.

Going back home...
.....

We should now have got everything we can -- except possibly whatever's behind the GameCube Gates -- so it's time to return to the Last Cave and get rid of that bothersome Vizier once and for all.

The quickest way is probably to carry on through Section Two until you can use its Wooden Door in Room 7. Here goes...

Back in Room 3, hang from the edge and drop... you'll take a little damage but be right by the exit.

In Room 4, jump across the Retractable Shelf and the Circular Saw to the ledge in the middle (with the inactive Pressure Pad). Jump right, under another Circular Saw, to a Hanging Cloth and climb to the top. Jump right across two Spiked Platforms to another cloth, then over a last saw, past two more inactive Pressure Pads to the exit.

Use the Temporary Save Flare inside Room 5, then head right under the Circular Saw to the Hanging Cloth. Head right across a series of Retractable Ledges and Hanging Cloths (and one Circular Saw). On the last cloth, descend slightly and a balustraded ledge on the right leads down a slope and across a gap to the exit.

Skip through the Life Fountain and use Save Room before going on to the next room.

In Room 6, head along the bottom, jumping gaps and taking out Flame Jets as required before jumping to the Hanging Cloth. Taking out more Flame Jets as needed, climb and jump to the small ledge, then head up the slope to another cloth. Jump left to another ledge and another cloth, then jump right from its top to a third ledge. Jump over a Flame Jet, head up the slope, then use the small ledges on the left to get to the exit above and to the right.

In Room 7, head along the gaps at the bottom, taking out Flame Jets. Roll under the Stone Beam and through the exit back to the Last Cave.

You should now save -- either exit bottom-right to Section One and go through the room with the Bats, or exit bottom-left to Section Three and climb the Hanging Chain to the Save Room above.

```
.....
: Status   Level      30   For next level ---   Total killed   All   :
:          Max. Health 150   Attack          115   Defence        90   :
: Potions  Life         9   Sands of Time   9     Antidote        5   :
: Medals   Copper       All   Jade            All   Olivine         All   :
:          Azurite     All   Zircon          All   Spinel          All   :
:          Onyx        All   Tagua           All   ---             --   :
: Other    Slowdown Ring [x]   Freeze Ring    [x]   Scrolls         All   :
:          GCN Switches All                                     :
.....
```

```
()=====()
||                                     ||
||           The Final Encounter       ||
||           [FINENC]                  ||
||                                     ||
||                                     ||
()=====()
```

Leave whichever Save Room you used and return to the Last Cave. Head for the top-right exit where you will meet the Vizier for the second time... which is probably really the first time, since we reversed time earlier [or was that later?]. things get so complicated when time-travel is involved!

Anyway... all you need to know is that you have to kill the Vizier.

NOTE When you first reached the Last Cave, two hits from the Energy Balls would have been more than enough to kill you; now that you have levelled up, it will take exactly three hits (you should now have 150 health, and each ball that hits takes 50 points of damage).

His pattern is fairly simple: Shortly after entering the room, he'll take up position on the right-hand side, just above the floor. After encasing himself in a swirling shield, he will bob up and down and begin throwing various coloured Energy Balls at you -- red, green, blue and purple. As in his previous incarnation, they just seem to damage you and don't have any secondary effects such as poison or paralysis. Initially, they all tend to be the same colour, but later on he will mix them up.

With the shield around him, you cannot hurt him, even using your Sands of Time. Therefore, the first thing to do is get rid of the shield. The most

straightforward way is to just stand in the middle of the room and knock-back all his Energy Balls with your Scimitar -- many will pass below, but enough will hit and destroy or weaken his shield.

TIP You can also absorb the Energy Balls (by holding 'R'); however:

- o You can only absorb one Energy Ball at a time. If you've absorbed one, you are vulnerable to being hit; if you do get hit, as well as taking damage, the absorbed Energy Ball will dissipate.
- o You need to be facing the incoming Energy Ball to absorb it.
- o You generally need to jump or double-jump to release an Energy Ball if it is to have any effect.

Whether you want to try this or not is up to you.

Initially, one Energy Ball should be sufficient to break his shield, but later in the battle two or more may be required. When his shield breaks, he will freeze in position, and is now vulnerable to being attacked (with Sands of Time active -- hold down the 'L' Shoulder Button).

TIP If he is too high when his shield breaks, you won't be able to reach him. If he's out of reach, just wait for him to dissipate, kill the Sand Enemies that appear, then try again.

If you're releasing absorbed Energy Balls, then if you're roughly in the middle of the room, try to time the release so he's at the top of his bobbing -- when it hits, he should be low enough to reach.

TIP Several people (including Reece Hatton, "Neonsighs" and "dyoxes") recommend using the Scroll of Fury at this point (hold "B" to charge), as it can deliver substantial damage (80 or 90+ depending on level).

I think I never bothered trying because it's pretty useless against all other opponents (because of the need to stand still while charging). With the Vizier frozen in place though, I can see it could work well.

After a short time in his "naked" state, he will dissipate and reappear higher up in the middle of the room. At the same time, one or two Sand Enemies will appear on the floor in each corner -- usually Creeping Fleshes, but sometimes also Scimitar Armours. Usually you don't have to worry about the Vizier while you get rid of these (and restore Sands of Time), although later in the battle he may lob out an occasional Energy Ball.

TIP "Strategy Three" (contributed by "Future ER Doc") at the end of my "Baddies, Beasties and Bosses" section describes an alternative method wherby you only kill ONE of the Creeping Fleshes. See below for more details.

When you've got rid of the Sand Enemies, he will once again take up his shielded position in the corner. Simply (?) repeat the above until you've killed him! It should take about five rounds of attacking his unshielded form to finish him off.

NOTE If you stand towards the left-hand side of the room, so the Vizier is almost off the screen, you have more time to react to his Energy

Balls, but more off them will pass below his shield.

If you stand roughly in the centre of the room, you have a higher chance of hitting his shield, but less time to react to the Energy Balls.

TIP There's a trick you can sometimes pull off to deal increased damage to the Vizier. If you manage to knock back one of his Energy Balls so that it hits him after his shield has broken, AND are using the Sands of Time (i.e. have the 'L' button pressed), then it can deliver a lot of damage (about 40 points instead of 15 per Scimitar attack).

For a normal game, it's probably best to think of this as a bonus if it happens, rather than as something to try for explicitly. For my "Minimum Item/Enemy Game" (see elsewhere), it's almost essential to try for this.

[Thanks to "AGD" for the initial tip that large damage was possible; I deduced that the key was having Sands of Time engaged to make it work.]

TIP According to Reece Hatton, if you send back an Energy Ball aimed to hit the Vizier's feet, the shield will always dissipate.

Dialogue

ENDDLG
.....

When he collapses, the screen will fade and Farah will appear:

Farah:

Then it's true. He was a traitor.

Prince:

This Dagger was stolen from your father's treasure vault. Take it. Guard it well.

Farah:

I owe you thanks. But tell me... Why did you invent such a fantastic story? Did you really expect me to believe that the Persian army is about to attack my father's palace?

Prince:

Not really. But it made a good story, didn't it?

[Close-up of] Farah:

Wait!
You didn't tell me your name!

[Hands clasp across the screen...]

[Close-up of the Prince...]

[Long shot of the Palace...]

THE END

[Roll credits...]

```
()=====()  
||                                                    ||  
||                How Did I Miss That? or Item List    ||  
||                                [FINDIT]                ||  
||                                                    ||  
()=====()
```

This section lists the locations of all items that can be acquired throughout the game.

Items are broken down into tables; Scoring Enemies, Medal Pieces, Potions, Rings and Scrolls. Sand Enemies are not listed as they only serve to get in your way.

In each table, the first line for a given item lists the locations that are available on the first pass (i.e. on the way to the Scroll of Fury); the second line lists the locations that are available when you backtrack prior to the final Boss Battle. For many items, the total number available on the first pass, and in total, are listed.

If you are playing a "normal" game, you probably shouldn't have missed any of the Scrolls, Rings or Medal Pieces available on the first pass; any Potions you may have missed probably aren't desperately needed (as the Walkthrough doesn't need any to be used). However, the more Scoring Enemies you can find and free, the stronger you will be for the final encounter.

If you have missed anything on the first pass, use the tables below to help to identify where they were, and plan on adding those rooms in when you revisit locations on the second pass.

If you have completed the second pass, and are still short of items, use the tables to see what you've missed. Apart from the (valid) desire to "complete" the game, it's probably only worth making a third pass if you have missed several Scoring Enemies.

NOTE Remember, only items listed on the first line will have been available on the first pass.

For Scoring Enemies, the following notations have been used:

- + An enemy that you must have beaten to escape the room where it is found (i.e. it's part of the gate-opening conditions).
- An enemy that doesn't need to be beaten to open exit gates, and therefore could have been missed.
- * An enemy from the second pass; if you enter its room, you need to beat it to leave, but since all additional rooms in the second pass are optional (as far as finishing the game), it's possible to overlook the enemy.

TIP Use the "Freed Persians Screen" to check how many of each type you've missed; consult the relevant entry below, looking for any enemy marked with a "-" -- these will be candidates for the one(s)

you've missed.

As a reminder, everything you should have collected by the end of the first pass is listed below:

```

.....
: Status   Level      19   For next level   1   Total killed  43/75  :
:          Max. Health 114   Attack          73   Defence       60   :
: Potions  Life         8   Sands of Time   8   Antidote      3   :
: Medals   Copper       2   Jade            2   Olivine       2   :
:          Azurite    2   Zircon          All  Spinel        All  :
:          Onyx      All  Tagua           2   ---          --   :
: Other    Slowdown Ring [x]  Freeze Ring    [x]  Scrolls       All  :
.....

```

Scoring Enemy Locations (second pass on second line)

Persian Archer S1R2+ S1R11+ S3R5+ S4R7+ S4R11+
(totals: 5/10) S4R15* S3R14* S3R16* S1R15- S1R16*

Disc Thrower S1R8+ S1R11+ S2R9- S5R2- S5R6+ S5R14+
(totals: 6/9) S5R18- S4R8- S3R14*

Shielded Knight S1R10+ S3R1+ S4R1- S5R8+ S5R12-
(totals: 5/7) S3R15- S1R15-

Spear Swinger S1R13- S3R3+ S3R12- S5R1+
(totals: 4/10) S5R18- S5R19- S3R15- S1R15- S1R16* S2R17*

Floating Genie S3R3+ S4R7+ S4R10- S4R13+ S5R3+ S5R9-
(totals: 6/10) S5R17* S5R19- S3R7- S3R16*

Spear Stabber S3R4- S3R5+ S4R2+
(totals: 3/10) S4R15* S4R16- S3R15- S3R16* S2R15* S2R16* S2R17*

Whip Mistress S4R1- S4R2+ S4R10- S5R1+ S5R9- S5R10+ S5R11-
(totals: 7/10) S4R16- S2R15* S1R15-

Hammer Swinger S4R8- S4R11+ S4R12- S5R2- S5R6+ S5R11- S5R14+
(totals: 7/9) S5R17* S2R17*

Medal Piece Locations (second pass on second line)

Copper S1R5 S1R13
 S1R14

Jade S2R5 S2R12
 S2R11

Olivine S3R4 S3R6
 S3R7

Azurite S3R10 S3R13
 S3R2

Zircon	S4R3	S4R8	S4R9
	None		

Spinel	S4R6	S4R12	S4R14
	None		

Onyx	S5R2	S5R4	S5R7
	None		

Tagua	S5R9	S5R12	
	S5R18		

Potion	Locations (second pass on second line)							
--------	--	--	--	--	--	--	--	--

Life	S1R3	S1R11	S2R1	S2R9	S3R2	S4R2	S4R10	S5R11
(totals: 8/9)	S3R16							

Sands of Time	S1R7	S1R9	S1R12	S2R13	S3R3	S3R12	S4R11	S5R6
(totals: 8/9)	S4R16							

Antidote	S2R3	S3R8	S4R7
(totals: 3/5)	S5R16	S2R16	

Elixir	None found -- behind GameCube Gates?							
--------	--------------------------------------	--	--	--	--	--	--	--

Ring	Location (all on first pass)							
------	------------------------------	--	--	--	--	--	--	--

Slowdown	S2R9							
----------	------	--	--	--	--	--	--	--

Freeze	S3R6							
--------	------	--	--	--	--	--	--	--

Scroll	LocationNeed?	Notes						
--------	---------------	-------	--	--	--	--	--	--

Liberation (15)	Intro	Forced	Probably information -- got before can test					
-----------------	-------	--------	---	--	--	--	--	--

Rolling (2)	S1R1	Forced	Information					
-------------	------	--------	-------------	--	--	--	--	--

Rewind (7)	S1R3	Forced	Information					
------------	------	--------	-------------	--	--	--	--	--

Secret Medals (9)	S1R5	OptionalInformation						
-------------------	------	---------------------	--	--	--	--	--	--

Gathering (8)	S1R12	OptionalInformation						
---------------	-------	---------------------	--	--	--	--	--	--

Air Jump (1)	S1BOSS	Needed	Grants ability					
--------------	--------	--------	----------------	--	--	--	--	--

Farah (10)	S2R1	OptionalInformation						
------------	------	---------------------	--	--	--	--	--	--

Slow-Motion (14)	S2R9	OptionalInformation						
------------------	------	---------------------	--	--	--	--	--	--

Absorption (11)	S2BOSS	Needed	Grants ability					
-----------------	--------	--------	----------------	--	--	--	--	--

Ledges (3)	S3R2	OptionalInformation
Caution (12)	S3R3	OptionalInformation
Freeze (13)	S3R6	OptionalInformation
Walling (4)	S3BOSS	Needed Grants ability
Rebound (5)	S4BOSS	Needed Grants ability
Fury (6)	S5BOSS	Needed Grants ability

NOTE "Forced" above means that you have no option but to acquire the Scroll (either because it's in the introduction, or because you can't avoid passing over it).

"Optional" means you need not acquire the Scroll -- you can jump over it/roll under etc.; also that you don't NEED to collect it, since it only provides information about an existing ability.

"Needed" means that you MUST collect the Scroll to complete the game, since it bestows an essential ability (in practice, these are the five post-Boss-Fight Scrolls).

```
( )===== ( )
  ||                                     || | |
  ||           BADDIES, BEASTIES and BOSSES           ||
  ||                                     [BBB]           ||
  ||                                     ||           ||
  ||                                     ||           ||
( )===== ( )
```

Scoring Enemies SCNME
.....

Scoring Enemies are so-called because freeing them from the Sands of Time will increase the Enemy Count on the Status Screen; as this rises, the Prince will gain Levels, so increasing his Maximum Health, and his Attack and Defence strengths. The more of these you free, the stronger the Prince will become -- this is particularly important towards the end of the game.

There are a total of seventy-five Scoring Enemies, divided into eight types. They are listed below in the order they appear on the Enemy Screen within the game (left-hand column, top-to-bottom; right-hand column, top-to-bottom).

When you fight a Scoring Enemy, it will collapse when you have dealt enough damage; however, this is not the end of the story. If you do nothing else, it will reanimate in a couple of seconds and you'll have to fight it again.

To completely free a Scoring Enemy, you have to "drain" the Sands of Time from its collapsed body; you do this by standing over the fallen body and pressing, and holding, 'B' -- the Prince will sweep his Dagger around in an arc and plunge it into the body. After a few seconds, the body will dissipate in a puff of blue smoke, and increase the Sands of Time stored in the Dagger.

Scoring Enemies are "one-time" enemies -- once you have completely dispatched

one, it will never appear again.

Persian Archer

Behaviour These often stand just off-screen, so can surprise you. Periodically, they'll fire an arrow at you. Initially, they shoot their arrows high; later on they can shoot at any height.

Tactics They will nearly always get an arrow off towards you as you approach. Be prepared to duck under it (DOWN), jump over it ('A'), or even knock it out of the air with your Scimitar ('B').

After their first shot, just move in and attack -- they're unlikely to have a chance to fire again.

Shielded Knight

Action Armed with a sword, and with a shield to defend themselves, Shielded Knights aren't so much difficult to deal with, as increasingly annoying.

They block many of your attacks with their shield, making killing them a slower process than for most enemies.

Later incarnations will disappear in a puff of smoke (initially only when they take damage, though with increasing frequency later in the game); they will then reappear nearby a moment later.

As you progress, they get better and better at popping-up directly behind you, hoping to attack you unawares.

Tactics Shielded Knights are generally quite easy to deal with, although the above behaviours make them increasingly annoying.

Initially, just keep hitting; many attacks will be blocked, but enough get through. When they start disappearing, you need to be ever more vigilant for them popping-up immediately behind you -- but providing you're on your toes, they shouldn't cause too much grief.

Disc Thrower

Action Periodically throws a Serrated Disc in a boomerang-like loop towards you -- if you miss it on the way out, watch out as it can get you on the way back!

Tactics Basically dive in quick and hit him about five times. If he throws a disc as you're approaching, you can knock it out of the air with your Scimitar.

Early incarnations will more-or-less stand there and take it; later on, they lumber towards you making it harder to get your attacks in without taking damage yourself -- just back off every now and then, watching out for stray discs.

Floating Genie

Action Genies hover in mid-air and throw missiles (either Poison Balls or Fireballs) at you. After throwing a missile, or if you try to attack with the Scimitar (which has no effect), they will disappear and pop-up behind you.

In later sections, they often cause a Creeping Flesh (see "Sand Enemies" below) to emerge from the ground beneath them.

Tactics To get rid of them, you have to use their own missiles against them. You can do this directly by knocking them back with the Scimitar, but it's difficult, since the height's wrong.

The better way [thanks to Joakim 'zAp' Pettersson] is to use the Scroll of Absorption to absorb a missile -- hold the 'R' Shoulder Button as it approaches until small stars swirl around the Scimitar (you can then release 'R'). Switch direction (he'll have disappeared), then jump up and swing the Scimitar to release his missile back at him.

When Creeping Fleshes start appearing, you'll need to kill them normally with the Scimitar before he'll throw another missile -- remember to ensure 'R' is held down when you've killed them, to absorb the Genie's next missile.

Spear Swinger

Action When triggered into life, he has two modes. The first is to swing his spear around his head and smash it down on the floor (he'll usually do this four times); the second is to launch into a series of half-a-dozen jumps back and forth.

Tactics Once he starts, in either mode, just hang-back out of the way -- even if you ignored the damage you would take, you can't hurt him at this time.

When he settles down, approach just short of the end of his spear and jump on the spot -- he'll throw the spear up into the air for a couple of seconds, giving you time to get a couple of attacks in -- don't be tempted to go for more, you're just going to get hit! Repeat as necessary.

Tip Depending on where you meet a Spear Swinger, the most convenient place to wait for him might be across a ledge or on a nearby Hanging Cloth. The only thing you've got to be careful of in these cases is that after he stops, he will react to ANY jump you make -- if you wait for him to stop, jumping back to the ledge he's on will cause him to throw his spear in the air and you probably won't have time to attack (in safety). Instead, you need to jump back BEFORE he's finished prancing around. If you don't have a chance to jump back, just jump on the spot and wait for the next time.

TIP Although I've not had a chance to try it, you can apparently roll under a Spear Swinger when it is doing it's jumping routine to come at it from behind. [Thanks to Sander for this.]

Spear Stabber

Action A Spear Stabber will approach and retreat, stabbing at you with his

spear. Unfortunately, even if you ignore the damage you'll receive, a frontal assault won't work, since he takes no damage.

Tactics What you'll need to do is double-jump over him and attack from behind. You may only have time to get one attack in before he turns around to face you, so just back off and jump over him again.

Tip You may find it easier to back-jump over him, as this move gains more height; approach a little short of his spear, face away from him and back-double-jump over his head.

Hammer Swinger

Action Large brute armed with a large hammer. He spins around with the hammer out, moving towards you -- dealing a nasty blow if he hits.

Tactics The best technique, if possible, is to rush in and deal two or three attacks, then retreat sufficiently for him to return to his "resting" state. You should then be able to nip in and get another couple of attacks in.

If he begins his spinning routine, keep out of the way -- jumping away, or over him (risky), until he quietens down.

Tip Another tip, courtesy of Daniel Hong: Approach the Hammer Swinger to get him spinning, then turn your back on him. When the hammer is behind him on the swing, perform a back double-jump over him. When he stops, there's time to get close and deliver three strikes. Simply rinse and repeat.

Whip Mistress

Action Every so often, she will lash out with her whip; either hurting you directly when it hits, or -- if you're just inside its range -- by reeling you in and stabbing you.

Tactics Basically, shorten the odds -- or at least, shorten the whip! If you stand just at the edge of her whip's range, and time your Scimitar's swipe correctly, you can cut the end off her whip.

When you've reduced it to a minimum (i.e. there are only four "segments" left), stand just outside its range, wait for her to strike, then move in for a couple of attacks before retreating. Using Caution (holding down 'R') allows you to nip in and out without turning around.

Tip When you're just at the right distance to shorten her whip, she will give it a slight upward flick before striking.

Also, with the first few that you meet, you will shorten their whips all in one go. With later ones, it will take several cuts to shorten their whips to a minimum (four segments).

Sand Enemies

SANME

.....

Unlike Scoring Enemies, Sand Enemies do not affect the Prince's score or Level -- they are just obstacles to be killed or avoided. When killed, Sand Enemies automatically dissipate and restore some Sands of Time to the Prince's Dagger; you don't need to drain them as you would Scoring Enemies.

However, unlike Scoring Enemies, Sand Enemies are not "one-shot" -- if you leave a room and return to it at another time, any Sand Enemies dispatched earlier will have returned. The only exception to this behaviour are Lion Statues -- when these are gone, they are gone for good (which does allow the game to be put into an un-winnable situation -- see "Interesting Things" in the section "ODDS and SODS").

Bats

Action They fly back and forth horizontally. Early versions only harm you if they hit; later versions can shoot a variety of missiles.

Tactics Not much more than hit them. Several of the missile-throwing Bats cannot be reached for a direct hit, so you have to knock back their missiles with the Scimitar.

Giant Beetle

Action They scuttle along the ground and harm you if touched. When they die, they will spawn two Small Beetles.

Sometimes they will also eject a stream of Small Beetles from their rears.

Tactics Just hit them; remember to deal with the Small Beetles when they die.

Tip Standing in the stream of Small Beetles and hacking away is a good way of restoring lots of Sands of Time.

Small Beetle

Action Much as their larger counterparts.

Tactics Because of their small size, you have to duck down (press DOWN) to hit them. Alternatively, you can ROLL over them and crush them (hold DOWN and press 'A'). [Thanks to Carter Chung for this last bit]

Lion Statue

Action These look somewhat like a chess piece on a pedestal. Many will rise up when approached on a column of light. Early Lions will shoot Fireballs at you, though later ones will shoot other missiles instead. Some always shoot from a fixed height, others will sometimes shoot high, sometimes low.

If you get too close, they will turn their backs on you, making them invulnerable.

Tactics The statues themselves are invulnerable, so don't bother trying to hit them. Instead, you have to turn their missiles on themselves.

You can do this by swinging your Scimitar at the right time to hit their missile -- it will be knocked back towards them. However, this won't always work for later Lions, as, for example, they will change height after firing so your returned shot will pass them by.

Instead, you often need to use the Scroll of Absorption -- this lets you soak up one of their missiles, and then fire it back a little later when it's susceptible.

Note It is not possible to jump over a Lion Statue, as there is a "force field" above them.

Note Lion Statues are the only type of Sand Enemy that do not reappear if you re-enter a room; once they're gone, they stay gone.

Sand Lizard

Action Lizards tend to wander back and forth in a given area. Every so often, they will attack by spinning around and lashing you with their tail.

In later sections, they may rear up on their hind feet and fire a missile at you (initially Paralysis Balls, but also Fireballs). Many, if not all, will alternate between the two types of missile.

Tactics Run up and deal three swift blows, then back-jump or retreat to avoid the tail-lash.

When you meet missile-firing variants, you have plenty of time when they start to rear-up to back away; either bounce the missiles back with the Scimitar, or use Absorption to store-and-return them.

Tip Striking Lizards on their underbelly (while they're reared-up) can kill them in one blow, especially with a reflected missile.

Sand Beast

Action These dog-like creatures tend to leap at you as you approach.

Tactics Nothing special; just strike out with your Scimitar as they leap and you should kill them. Very early in the game, you may need two strikes -- the Sand Beast will sail past, but you shouldn't need to turn around as the Scimitar's back-swing will usually get it.

Sabre Tooth

Action The Sabre Tooth basically advances slowly towards you, snaps a couple of times, then turns around and runs back, then turns and advances again.

Later incarnations will also "snap" or "lunge" at you more easily; later still, they will occasionally crouch down for a few seconds before charging rapidly at you.

Tactics Just keep hitting it, backing away slightly every three strokes or so, until you get near the edge of its range. Back off as it snaps

at you, the run after it and repeat.

It appears that if a Sabre Tooth approaches with its mouth closed, it may be in "lunge" mode; if it repeatedly raises its head and opens its mouth, then it should be in "normal" mode. You may find that jumping over a "lunge-mode" Sabre Tooth will reset it back to normal mode (it may have to turn around first).

For the crouch-and-charge attack, just run away as it's winding up for a charge.

Scimitar Armour

Action Large, heavily armoured enemy that advances on you and swings a scimitar around its head before smashing it down in front.

Tactics Reasonably easy to deal with in free space; run up and get two or three attacks (possibly killing it) before it smashes.

They will not approach right to the edge of a ledge, leaving a (small) 'safe' area from where you can attack.

Creeping Flesh

Action These emerge from the ground, either fully or partially; the fully emerged ones begin creeping towards you. If either type touches the Prince, he will become confused (LEFT and RIGHT directions on the D-Pad are reversed).

Later in the game, you will meet versions that lunge at you from a distance as they first approach. Stand a little away until they've done so, then move in as normal.

Tactics Providing you don't let them hit you, they are quite easy to take out as they freeze when first hit, so you can carry on slogging until they die.

Sand Hugger

Action Looking similar to Scimitar Armours, these will approach quickly with arms and fists flailing; if they catch you, they will grab you in a bear-hug, causing damage until you escape.

Tactics Providing you have enough space to keep out of arms' reach, these are not difficult -- three attacks should dispatch them.

Tip If you do get caught in a Sand Hugger's arms, pressing LEFT and RIGHT quickly should free you more quickly.

Scimitar Hugger

Action These are a combination of Scimitar Armours and Sand Huggers. At first, they approach as Scimitar Armours. When they collapse, however, instead of dissipating in blue smoke, they reanimate after a second or so as a Sand Hugger.

Tactics Each form should be dealt with in the normal way -- just be ready for it to come back to life between forms.

Boss Battles

BOSSBAT
.....

For each Boss Battle, I list essentially the "normal" strategy that appears in the Walkthrough, plus -- in most cases -- additional strategies that I've worked on, together with any external contributions (thanks to all who have contributed). Search for the required Boss (e.g. S1BOSS through S5BOSS or FINENC), then choose whichever strategy you feel happiest with.

The first time I played the game, I didn't bother too much about "good" Boss Strategies; I mostly just wanted a way that gets you past them without going mad with Potions (I used two Life Potions and two Sands of Time Potions in my original game). These tactics were released in Walkthroughs up to and including, version 0.99.

I then embarked on a second play-through, both to note down additional information, and to hone my Boss-fighting strategies. I took onboard some outside suggestions (which I hope I've remembered to acknowledge), and managed to complete the game using no potions at all. The tactics used this time have become the "normal" strategies as of version 1.0, with a couple of the original strategies preserved as "for an easier way to beat this Boss...".

For the most part, I've not verified any contributed strategies -- not through any intended disrespect to their contributors, but usually because either (a) I was already past the Boss in question, or (b) I managed to evolve my own no-potion strategy. They are essentially reproduced "as received" except for minor formatting changes.

I've now finished a third play-through, trying to kill and collect as little as possible (I must be a glutton for punishment) -- see "Minimum Item/Enemy Game" below for details. Strategies for this are listed as "Hard -- No Potions, No Rings" (although they're often essentially the same as the "Normal" strategy, just harder and more time-consuming). Some of what I've learned doing this has tempered the "normal" strategies.

Section One Boss

S1BOSS
.....

Only the one strategy here -- essentially my original version.

Strategy One -- Normal -- No Potions

TIP If your Sands of Time gauge isn't full at the start of the battle, keep hitting the statue (without pressing 'L') until it fills up.

To get the fight going, you need to animate the Boss by striking him using Sands of Time (i.e. with the 'L' button pressed) -- you'll jump back and he'll take to the wing.

The strategy here is reasonably simple -- attack him as he swoops down near the floor. With the 'L' Button held down you'll reduce his health; if you're running low on Sands of Time, release the button and your attacks will refill

the Dagger. The only other thing to watch out for is that every now and then he causes a line of rocks to fall -- dodge them if you can (there's usually a gap towards the middle of the room), but you should survive long enough to defeat him, and you can restore for free in the Save Room when you've finished.

When you reduce his Health Bar to nothing, he'll fly up to the centre of the room, pause, then fly off.

Section Two Boss

S2BOSS
.....

Three "home-grown" strategies for this Boss (really one basic strategy plus two variants), together with one contributed strategy.

With practice, you should aim to beat him without using any potions (as I did the second time), but you might need one Sands of Time (as I did on my first game). The third strategy is really only for masochists.

Strategy One -- Normal -- No Potions

The second Boss (actually, the second encounter with the first Boss) once again pits you against a Winged Demon. However, just as your powers have grown since the last encounter, so have his.

Apart from swooping down across the middle of the room, he has two forms of attack; both of these can occur from left-to-right, or from right-to-left.

- o He'll fly across the screen at high level, while a vertical Lightning Beam trails to the ground. He initially makes left-to-right sweeps, but will later make right-to-left passes.

For the left-to-right passes, he starts from just to the right of the left-hand edge of the platform, so it is possible to hug the left-hand edge and avoid the beam altogether.

The right-to-left passes start from off the right-hand side, so you can't avoid them passing overhead; however, the beam in these cases is pulsed, so it is possible to dodge between pulses.

- o His second attack is a low-level "head-butt" run, with a blue "energy shield" ahead of him; again, initially left-to-right, but later also right-to-left.

This is harder to avoid, although it is possible (but difficult) to perform a backwards double-jump over him. If he's about to come in from the left, heading right, stand and face to the right; back-jump to the left (you get extra height) and jump again in mid-air. However, you need to start jumping before he comes into view, so pulling this off successfully can take a while to get used to the timing.

Seemingly, he screams as he starts his run, and you can use this to time your jumps. [Thanks to Kartos Dal'Avier for this; I almost always play with the sound off.]

In fact, the damage you take from these attacks isn't really the problem -- it's finding a way of dealing enough damage to him so that you can drive him off before he whittles your health down to nothing.

- o As the demon swoops across the middle of the room, you'll only have time for one attack (with 'L' held) -- and for a "minimum" game, it'll be at reduced power because of the Prince's low level.
- o Between swoops, hang around on the left-hand edge. If he's going to do a lightning-run, he'll be high and to the right of the left-hand edge of the platform -- just move to the left before he starts. If he's going to do a "head-butt" (as he does most of the time), he'll hover low and to the left of the platform -- you'll need to move right and perfect the back-double-jump over him manoeuvre pretty quickly to survive.
- o After a while, he'll switch sides (swooping from left-to-right; attack runs from right-to-left). The lightning strikes change -- he starts from off the right-hand side, so you can't get behind him; instead, the lightning flashes, so you've a chance to dodge in between. Head-butts are unchanged.

You just have to persevere, chipping away at his health one attack at a time, while doing your best to avoid all head-butt charges and lightning beams (not to mention topping up your Sands of Time occasionally with normal attacks).

Still, it's a good feeling when you've beaten him this way -- honest!

Strategy Four -- Contributed -- Nick Lawrence

Thought you might also be interested in a different way to get past [this] Boss with almost no damage. The secret is to hang about on the left hand side of the ledge until you work out whether he's going to do a lightning strike or a head butt. If it's the lightning strike, stay put until he comes back. If it's the head butt, follow behind him until you are about 3/4 of the way over to the right of the ledge. If you have the right position, when he head butts from right to left, you should find that you can get in a good swipe or two as he passes over your head. Then run over to the left again and repeat.

The reason I said "almost" no damage is that he will occasionally reverse direction, and do things like a R-to-L lightning strike, in which case you can't really avoid getting in the way.

Section Three Boss

S3BOSS

.....

This time there are three "home-grown" strategies and two contributed ones. My first is for no potion use; the second is my original "easier" one; while the third, a variant of the first, is a difficult one for my "Minimum Item/Enemy" game.

Strategy One -- Normal -- No Potions

After a first "free" swoop across the middle of the room, he'll settle into a pattern of firing a whole group of Giant Fireballs roughly towards you. Don't try to hit them with the Scimitar, because they'll just explode above your head and cause damage; the Scroll of Absorption won't be any good either -- you just have to dodge them as best you can (but watch out for when they hit the ground, as they'll raise a brief column of fire that will still cause damage).

His most annoying attack, however, is an occasional Poison Ball -- normal-sized and green -- that he sometimes slips in among the Fireballs. These you CAN knock out of the air with your Scimitar, and you definitely should try to -- if you let one hit the ground, then a couple of seconds later the entire floor area will flash green and inflict poison on you, draining away your health every second.

As with the last encounter, persistence and practice are the keys to dealing with the Demon; at least if you want to preserve your potions.

The general no-potion strategy is broadly similar to the second Boss Battle -- two rounds of inflicting damage using the Slowdown Ring (so make sure you activate it from the Inventory Screen), a little topping-up of Sands with "normal" attacks, then finishing him off. The main complication is that his Fireballs -- and particularly the Poison Balls -- can reduce your health faster than before.

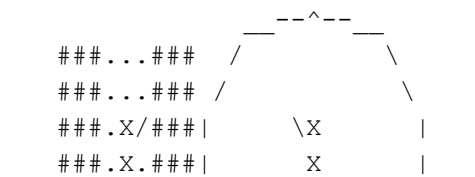
The critical encounter is his first swoop across the screen after you regain control of the Prince -- he won't shoot out any Fireballs, so you're free to deal maximum damage without worrying about avoiding them.

For right-to-left swoops (as the first one is), stand to the left of the central arch (see diagram below) and use the Slowdown Ring (hold 'L') as he swoops in and swing your Scimitar like mad -- with a bit of practice, you should reduce his health by nearly half.

At the end of his swoop, he'll hover over the left-hand side before releasing a barrage of Fireballs; wait directly below him and run right just as he does so -- they should head almost straight down towards where you were and be fairly easy to dodge.

TIP He lets out a screech just before he sends out his volley of Fireballs.

For his second swoop (from left-to-right), stop in the middle of the arch and face left. Again use the Slowdown Ring to get a round of attacks in; with practice, this should reduce his health to near zero (and probably have almost exhausted your Sands of Time).



Dodge his Fireballs again by waiting below him, moving left as he releases them; ending up back over the lighter-coloured stone ready for the next swoop.

Perform normal attacks for the next couple of swoops to restore Sands of Time; then revert to using the Slowdown Ring and you should be able to finish him off. If not, just cycle between Sand-restoring normal attacks and damage-dealing Sand attacks.

NOTE Keep an eye out for any Poison Ball he may release -- if you're in any way low on health, abandon normal procedure to intercept it with the Scimitar.

As before, when his health is reduced to zero he will fly up to the top of the screen and escape to fight another day.

.....
BEWARE

As he starts to fly up to the top of the screen, he will let loose a parting volley of Fireballs. If you're low on health, it would be a real bummer to die from these just after you've driven him off!

.....

Strategy Two -- Easier -- One Sands of Time Potion

If you've tried and tried the no-potion approach above without success, then don't fear -- there's a relatively straightforward way of beating him by using one Sands of Time Potion. As with the second encounter, this shouldn't put you in danger of running out, it just means you can't get the satisfaction of beating the game without using any potions.

In this case, I recommend using the Freeze Ring instead of the Slowdown Ring (so make sure you activate it as you enter the room).

Wait in the same place as above for him to swoop down and freeze time. Get in as many hits as possible before time resumes -- after a bit of practice, you should be able to take over half his health. Take a Sands of Time Potion and repeat -- doesn't it sound simple?

NOTE Don't get worried when you first attack that his Health Bar isn't decreasing -- because you've frozen time, it won't show the damage done until time returns to normal (the damage-numbers coming from his body confirm that you're hurting him though).

As before, watch out for his final volley of Fireballs as he flies off the top of the screen.

Strategy Three -- Hard -- No Potions, No Rings

As with the corresponding "hard" strategy for the second Boss Battle, this one isn't recommended for everyday use.

The strategy is very simple -- essentially Strategy One above: attack during his swoop, wait below when he hovers then run to the centre as he releases the Fireballs.

The main problem is that without any Rings, you'll only be chipping away at his health very slowly, so it's important not to get caught by stray fireballs. Also, watching out for Poison Balls is even more important than normal, because they will do disproportionately more damage if allowed to hit the ground.

Strategy Four -- Contributed -- "dboi"

Actually, there's a way to beat this Boss without losing health and not using any Sands of Time refill.

What to do:

- o When you enter the room, don't move and wait for him to swoop down then fly up above you.

- o Move back a bit and wait for him to move down (he won't do anything yet).
- o Use a little Sands of Time and hit him with your Scimitar (I think you'd only be able to hit him once at most).
- o This is the important part: he is going to fly up a bit and release a Poison Ball along with the 2 Fireballs. The Fireballs are only decoys, pay attention to the green Poison Balls. As soon as he releases his Poison Ball, chase it and when it is still high in the air, double jump and slash it to neutralize it. You're safe for now.
- o Stay on that side and wait for him to get above you again. Repeat the process flawlessly and you can beat him without losing health and only use a small amount of Sands of Time.

Note: There's a case where he releases more than two Fireballs. This seems to happen randomly (I beat this 3rd boss 3 times and he only used this attack in 1 fight), another theory is that because I was standing facing him, not behind him. In this case, you just have to use your skill to avoid the Fireballs and destroy the Poison Ball.

If you run out of Sands of Time, you can either choose to use a Sands of Time Potion for a quick refill, or if you're cheap like me, you can just simply slash the Boss without holding 'L' (which takes more time and risk).

Strategy Five -- Contributed -- "AGD"

 The trick is to always be in the centre before the demon fires his Fireballs/Poison Balls. You'll probably only get 1-2 hits on him if you're in a good position. Then, you must chase down and attack the green Poison Ball before it hits the ground. Sometimes he won't shoot a Poison Ball but usually he will. It tends to fly higher and farther than the Fireballs.

Also, you should try to avoid double-jumping. For some reason, double-jumps sometimes cause fall damage when fighting that boss. It is not necessary to use any rings on this boss, although I admit that using a ring might make defeating it much easier. I beat it without a ring. I didn't use any items to restore sand/health. Of course, attacking him restores sand if you aren't holding the L button.

 Section Four Boss

S4BOSS

Essentially just the one strategy here -- the second just uses a Life Potion to top-up health part-way through and the third is a long, drawn-out version of the same for my "Minimum Item/Enemy" run.

The first time I got here, I only come close to reducing his health to zero before dying on a couple of occasions, but more often than not, I'd die when he was still on half health. After a bit more practice on the second run-through, I got so that I could defeat him without potions three times out of four.

Strategy One -- Normal -- No Potions

He mainly hangs around on the right-hand edge of the battle arena, and has three main attacks:

- o He'll drop to the ground like a ton of bricks, followed by a ton of bricks falling from the ceiling (ok, they're actually rocks).

These fall in an inverted 'V' shape; running to the centre allows you to nip between the two lines of rocks.

- o He'll rush along from right-to-left with a blue 'shield' in front of him.

If you get enough warning, you can back-double-jump over this. If you're on the right-hand side of the screen (as you should be -- see below), then he'll draw off further to the right, descending slightly, before rushing across to the left. As soon as he starts this manoeuvre, move to the left, then double-jump backwards to the right; hopefully clearing him.

[Kartos Dal'Avier's tip about listening for his screech should probably help here.]

- o He'll cruise right-to-left at the top of the room trailing a lightning bolt to the ground.

This lightning flashes on and off as he moves, so it is possible to not get hit, but probably more by luck than judgement. Standing just to the right of the "outflow" pipe is the safest location.

When he's low on health, he'll add a fourth attack to his repertoire:

- o He emits a cluster of over-sized fireballs.

These are reasonably easy to avoid, or hit with the Scimitar. I've not yet been able to absorb them, and suspect you can't.

While he's screeching in the air, activate the Slowdown Ring from the Inventory Screen. When you have control, run to the right-hand side of the arena and stop slightly short of the edge. Lay into him like billy-o with time slowed (i.e. hold down the 'L' Shoulder Button). When you run out of Sands of Time, continue attacking to replenish it.

TIP You can keep the 'L' button pressed all the time; when your Sand runs out, time will return to normal and you'll switch to 'recharge' mode. When you have enough Sands to make it worthwhile (between a third and a half), briefly release and re-press 'L' to slow time and start hurting him again.

If you see him about to drop rocks, move towards the centre to avoid them; if you see him lining up for a lightning run, you can sometimes dodge in between flashes, so do this if you wish; when you see him preparing for a ground-level charge, run to the left and try to back-double-jump over him. As his health drops below about one third, watch out for his Fireball attacks in addition to the above.

After one of his attacks, return to the right-hand side and resume attacking or restoring Sands. Over time, you should be able to chip away at his health faster than you take damage, although it's a slower process than previous encounters.

As before: practice, practice, practice if you want to beat him without using any Potions.

When you do kill him -- and this time he really does die -- he falls into the right-hand pit.

Strategy Two -- Easier -- One Life Potion

If you're not bothered about using a potion, or just cannot master the potion-less method, then it's probably best to use a Life Potion. If you use one when you're getting low, you hopefully should be able to beat him without too much problem.

Strategy Three -- Hard -- No Potions, No Rings

The technique isn't difficult -- as such -- just very long and very hard to keep up for long enough without losing too much health.

The Rock-Fall attack is really annoying, since you really must run to the centre of the room to avoid them, and therefore lose a lot of "bashing time" -- when you get back to the right, there's not enough time to continue bashing before he does a Lightning Strike or Head-butts Charge.

[In a normal game, you can do enough damage, and have enough maximum health, to stay on the right and bash, accepting the damage from the rocks; here, the damage you suffer is probably too much to make it worthwhile].

The Lightning Strike isn't too bad, since it only does five points of damage if you get struck. The place to stand is just to the right of the "outflow pipe" -- far enough to be "clear" of the pipe, but don't leave too big a gap between you and it.

As before, the Head-butts Charge is the most damaging (twenty points); since you only start with 90, you can't afford to get hit very often (you'll probably have to face about twenty of them).

The Fireballs, when they come, are easy by comparison; move to the left, and jump between a couple. Not only are they easy to avoid, you have time to return to the right and resume bashing.

Section Five Boss

S5BOSS

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Essentially just the one strategy, as I beat him the first time without potions. The "Minimum Item/Enemy Game" version is basically the same, just longer and a LOT harder.

Strategy One -- Normal -- No Potions

As you enter, you temporarily lose control -- the Prince heads to the middle of the room where he meets the Vizier. He floats off to the right, then uses his staff to disappear and create three versions of himself dotted around the room (only one can be damaged; the others disappear when struck, although they do restore Sands of Time in the process).

TIP It seems that the FIRST Vizier to appear each time is usually, if not always, the real one. Learning to recognise the background can

help.

In this room there are several platforms that you can jump between (as well as some background bits that look like you should be able to land on them, but you can't).

The Viziers will throw various coloured balls at you -- they look like Fireballs, Paralysis Balls and Poison Balls (i.e. red, green and blue), but only seem to cause regular damage. Avoid these, or use Absorption on them (but you can only absorb when you are facing an incoming ball).

Once you've dealt some damage to the real Vizier, he'll switch to "homing attack" mode: Every now and then, he'll send a double-circle of light heading towards you -- if this hits, it doesn't do any damage, but you now act as a "homing beacon" -- you can expect a stream of five or so Fireballs to be headed your way in a moment.

As with the other Boss Battles, you can only damage the Vizier when you are using the Sands of Time ('L' Shoulder Button pressed). Normal strikes (or any strike on the fake Viziers) will restore some Sands of Time.

The strategy needed to beat him isn't complicated, but it can be tricky to get right without dying -- so be prepared for several attempts.

NOTE I think I should apologise for my comment in an earlier version of this Walkthrough that beating the Vizier isn't "terribly difficult".

I think I must have been unusually lucky on my first game -- as far as I can remember, after a few "practice" runs, it only took a few attempts before I beat him.

On my subsequent play-through, it probably took a dozen attempts before I first beat him.

Keeping a watchful eye out for the balls being thrown at you, jump up the platforms to one of the Viziers and attack with Sands of Time activated (i.e. hold 'L'). The fake Viziers will disappear immediately (restoring some Sands of Time); the real one will take damage for a while before disappearing.

Once you've damaged the real Vizier, he'll throw out a "homing beacon" three times. There's no point trying to avoid these, but it is worth trying to get towards one of the corners of the room -- it gives you a better chance to dodge the stream of Fireballs that will follow after a second or two.

TIP Craig Watts suggests that it can be worthwhile outrunning the homing beacons, finding the Vizier, and hitting him; either to restore Sands of Time or to cause damage (if you hold down "L"). I had previously used this trick occasionally in my "Minimum Item/Enemy Game", but have not tried it on a "normal" run.

Don't move the instant you're hit by the homing beacon, otherwise the Vizier will track your position. You need to wait about a second so that he launches the Fireballs at you; you can then move across or up or down the screen to be somewhere else, so they will hit where you were.

TIP Watch the direction of the incoming homing beacon -- it will give you an idea of where the Vizier is (and hence from which direction the Fireballs will come). For example, if it comes in almost horizontally, you need to move up or down, rather than left or right.

After three Homing Beacons, the three images of the Vizier will reappear, so find the real one and carry on hitting.

You should probably take him out on the third attack (i.e. after two sets of Homing Beacons); you shouldn't be looking at using any potions during this.

When the Vizier's body collapses, make your way to the floor where you will find the fifteenth and final Scroll -- the Scroll of Fury (although you won't be able to read it yet).

Strategy Two -- Hard -- No Potions, No Rings

The basic strategy is really no different here -- hunt down the "real" Vizier and deal damage, avoiding the Energy Balls and the Homing Beacons.

However, it is much MUCH more difficult to do this (it took me far too many attempts). Not only is the Prince's attack strength greatly reduced, only dealing six points per hit, but his low Health and Defence mean that it only takes three hits -- either from Energy Balls or direct from the Vizier -- to kill him.

Other points of note:

- o The "fake" Viziers have a nasty habit of popping-up beneath you as you jump between platforms. This is really annoying when three collisions (or hits by an Energy Ball) will kill you.
- o Remember that the FIRST Vizier of the three to pop into existence each time is usually the real one. It's worth paying attention to the backgrounds as he pops into existence, as with practice, you can go straight to the real one (and don't worry, you'll get a LOT of practice!)

Things to look for include whether there's a cloth hanging in an archway or not, and if so, is it to the left or right.

- o If possible, in escaping from the third "Homing Beacon", try to jump up to the second or third level of platforms, as it's usually easier to get to the real Vizier from there than it is from ground-level.
- o There is one variation on the normal strategy that can occasionally be useful -- if you happen to be near the Vizier when the "Homing Beacon" is chasing you (or can get there fairly easily), you can attack him for a couple more lots of six points and stop his homing Energy Ball attack.
- o One final thing to watch for: if an Energy Ball hits the real Vizier AND you've got Sands of Time active (i.e. 'L' button pressed), then he will take much more damage (about 23 points). It's probably hard to engineer this, but it's nice if it happens by chance.

----- Final Boss

FINENC

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Again there's really only one strategy here: a normal one and one for the "Minimum Item/Enemy Game". The latter though, is really only a harder, more drawn-out version of the first. I have recently added a third strategy, courtesy of "Future ER Doc", which leaves one of the Creeping Fleshes alive.

Strategy One -- Normal -- No Potions

His pattern is fairly simple: Shortly after entering the room, he'll take up position on the right-hand side, just above the floor. After encasing himself in a swirling shield, he will bob up and down and begin throwing various coloured Energy Balls at you -- red, green, blue and purple. As in his previous incarnation, they just seem to damage you and don't have any secondary effects such as poison or paralysis. Initially, they all tend to be the same colour, but later on he will mix them up.

With the shield around him, you cannot hurt him, even using your Sands of Time. Therefore, the first thing to do is get rid of the shield. The most straightforward way is to just stand in the middle of the room and knock-back all his Energy Balls with your Scimitar -- many will pass below, but enough will hit and destroy or weaken his shield.

TIP You can also absorb the Energy Balls (by holding 'R'); however:

- o You can only absorb one Energy Ball at a time. If you've absorbed one, you are vulnerable to being hit; if you do get hit, as well as taking damage, the absorbed Energy Ball will dissipate.
- o You need to be facing the incoming Energy Ball to absorb it.
- o You generally need to jump or double-jump to release an Energy Ball if it is to have any effect.

Whether you want to try this or not is up to you.

Initially, one Energy Ball should be sufficient to break his shield, but later in the battle two or more may be required. When his shield breaks, he will freeze in position, and is now vulnerable to being attacked (with Sands of Time active -- hold down the 'L' Shoulder Button).

TIP If he is too high when his shield breaks, you won't be able to reach him. If he's out of reach, just wait for him to dissipate, kill the Sand Enemies that appear, then try again.

If you're releasing absorbed Energy Balls, then if you're roughly in the middle of the room, try to time the release so he's at the top of his bobbing -- when it hits, he should be low enough to reach.

TIP Several people (including Reece Hatton, "Neonsighs" and "dyoxes") recommend using the Scroll of Fury at this point (hold "B" to charge), as it can deliver substantial damage (80 or 90+ depending on level).

I think I never bothered trying because it's pretty useless against all other opponents (because of the need to stand still while charging). With the Vizier frozen in place though, I can see it could work well.

After a short time in his "naked" state, he will dissipate and reappear higher up in the middle of the room. At the same time, one or two Sand Enemies will appear in the corners of the floor -- usually Creeping Fleshes, but sometimes also Scimitar Armours. Usually you don't have to worry about the Vizier while you get rid of these (and restore Sands of Time), although later in the battle he may lob out an occasional Energy Ball.

When you've gotten rid of the Sand Enemies, he will once again take up his shielded position in the corner. Simply (?) repeat the above until you've killed him! It should take about five rounds of attacking his unshielded form to finish him off.

NOTE If you stand over towards the left-hand side of the room, so the Vizier is almost off the screen, you have more time to react to his Energy Balls, but more off them will pass below his shield.

If you stand roughly in the centre of the room, you have a higher chance of hitting his shield, but less time to react to the Energy Balls.

TIP There's a trick you can sometimes pull off to deal increased damage to the Vizier. If you manage to knock back one of his Energy Balls so that it hits him after his shield has broken, AND are using the Sands of Time (i.e. have the 'L' button pressed), then it can deliver a lot of damage (about 40 points instead of 15 per Scimitar attack).

For a normal game, it's probably best to think of this as a bonus if it happens, rather than as something to try for explicitly. For my "Minimum Item/Enemy Game" (see the strategy below), it's almost essential to try for this.

[Thanks to "AGD" for the initial tip that large damage was possible; I deduced that the key was having Sands of Time engaged to make it work.]

TIP According to Reece Hatton, if you send back an Energy Ball aimed to hit the Vizier's feet, the shield will always dissipate.

Strategy Two -- Hard -- No Potions, No Rings

Once you've saved after the first encounter, and in complete defiance of the very practical advice in the normal Walkthrough, head straight for the top-right of the Last Cave to fight the Vizier all over again!

As before, the strategy is essentially the same as above, it's just a much longer, harder fight. Again as before, you only deal six points of damage with each hit, and again your defences are severely weakened -- to the point that being hit by a SINGLE Energy Ball will kill you!

Other points of note:

- o "AGD"'s trick of using a stray Energy Ball to hit the Vizier after his shields collapse is your friend -- dealing around 40 points to your measly six. Remember to have Sands of Time engaged (the 'L' button pressed) as the Energy Ball hits him.
- o Using the Scroll of Fury (as suggested by many -- see above of the Acknowledgements) may be useful.
- o The Creeping Fleshes and Scimitar Armours are a bit more of a pain than before, but shouldn't cause too much grief. You'll probably take a few points of damage from both, but you should have enough health to weather the battles out. The best bet is to start swinging like mad in the right-hand corner as soon as the Vizier vanishes so that you get "first-strike"

on whatever appears.

- o Though hard (because you can't make a single mistake knocking back the Energy Balls), this battle seemed quite a bit easier than the first encounter with the Vizier -- I think it took less than a dozen attempts this time, compared with several dozen or more against his first incarnation.
- o "Future ER Doc"'s strategy (see below) may also be useful.

Strategy Three -- Contributed -- "Future ER Doc"

This comes into play after you've stripped the Vizier of his shields and he reappears higher up in the middle of the screen. When the Creeping Fleshes appear, only kill ONE of them -- keep the other alive for the duration.

Now, all you have to do is run back and forth along the bottom, dodging the remaining reeping Flesh. As you do, jump up to get a few hits in on the Vizier with every pass (alternatively, restore your Sands of Time). When appropriate, knock an Energy Ball back for extra damage.

Brandon believes this is a good strategy because you only have to deal with one Energy Ball at a time; it doesn't matter which colour it is, because they all damage the Vizier; the Vizier remains stationary, in a good place to hit; you only have to deal with one Creeping Flesh, and NO Scimitar Armours!

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This section provides a reference to the extra abilities gained as the Prince ventures through the Palace, nearly all as the result of collecting Scrolls at the end of Boss Battles. They're described here, rather than in the opening notes, so as not to spoil things.

Scroll of Air Jump (1)
Boss Battle One

This allows the Prince to jump a little higher by making a second jump while in mid-air. For maximum height, perform a back-jump initially followed by a second jump.

Scroll of Absorption (11)
Boss Battle Two

Holding down the 'R' Shoulder Button makes your Scimitar glow; in this mode, Fireballs or other missiles thrown at you can be 'absorbed' -- you will see small fireballs dancing around you or your sword.

When you have absorbed a missile like this, you can release the 'R' button and move around freely within the same room; the next time you swing your Scimitar, you will also release the missile in the direction you're facing.

[Thanks to Joakim 'zAp' Pettersson for this information.]

TIP Absorption is particularly useful against Lion Statues and Floating Genies.

NOTE You can't absorb missiles if you're jumping, only when stood on the ground (although you can release an absorbed missile while jumping).

Scroll of Ledges (3)

Section 3 Room 2

This Scroll tells you how to deal with Narrow Ledges. These only barely stick out from the wall, so normally you can only cling to them with your fingers while you dangle below with your feet against the wall.

- o When hanging from a ledge, you can use LEFT and RIGHT to shuffle back and forth along the ledge, although you will not be able to move off the ends.
- o The whitish tip above one of your hands is the end of your Scimitar -- you can press 'B' to swing it in an arc. If you had just moved towards the right, the tip will be on the left and the Dagger will sweep clockwise from above your head, round to the right and down. If you had just moved left, the opposite happens.
- o To get down from the ledge, hold DOWN and press 'A'.
- o If you hold UP and press 'A', you will clamber to the top of the Narrow Ledge; so long as you keep UP pressed, you will be stable.
- o If you release UP you will flail your arms for a couple of seconds before dropping -- don't worry though; you will grab the ledge as you fall and end up hanging again. Alternatively, if you are pressing LEFT or RIGHT as you fall, you will jump to one side as you drop, moving along the ledge (or jumping off the end if close enough).
- o If you press UP again while flailing, you will regain your balance.
- o Providing you keep UP pressed, you can also press LEFT or RIGHT to creep back and forth along the ledge. As when hanging, you can't creep off the end of a ledge.
- o You can also attack while balancing on top of a Narrow Ledge, by pressing 'B' (while keeping UP pressed).
- o If you are standing on one Narrow Ledge, and there's another one above, you can press 'A' (while still holding UP) to climb up and hang from the upper one.

The main thing you cannot do while on a Narrow Ledge is to jump.

Scroll of Walling (4)

Boss Battle Three

If you run at certain walls, from about half-an-inch away or more, then you'll carry on running up the wall (to a maximum of about three times your height). Once you've started up the wall, you don't need to hold LEFT or RIGHT anymore.

As an exercise, I thought I'd try a "Minimum Item/Enemy Game" -- picking up as few items as possible, and defeating as few Scoring Enemies as possible. The Rules and Implications are as follows:

Rules

- o No Scoring Enemy should be killed/freed unless unavoidable.
- o No Potions should be collected.
- o No Medal Pieces should be collected, except as needed to complete the game.
- o No Scrolls should be collected, except as needed to complete the game.
- o No Rings should be collected (but see below).
- o No Room should be visited if it can be avoided.
- o There are no restrictions on killing Sand Enemies.

Implications

- o Some Scoring Enemies must be killed to open the Exit Gates of certain rooms.
- o By only killing/freeing the minimum number of Scoring Enemies, the Prince will be seriously under-levelled. Some enemies will be tricky; the later Bosses are going to be a nightmare!
- o Avoiding picking up Potions is easy; managing not to need them during Boss Battles (because the Prince isn't levelled-up) will prove much more difficult!
- o The only Medal Pieces we'll need to collect are for the Zircon Medal Gate in the middle of Section Four.
- o Overall, we will have to collect eight Scrolls:
 - Liberation is collected for us during the Introduction;
 - because of their position we can't avoid walking through Rolling and Rewind;
 - the five "Boss Scrolls" are needed to complete the game (Air-Jump, Absorption, Walling, Rebound-Jump and Fury).
 - The other seven can be avoided (with a little care).
- o Although neither the Slowdown nor the Freeze Ring is necessary to complete the game (though some obstacles and Boss Battles are much harder without them), there is an argument for collecting at least one of them (see below).
- o Because of the layout of the Palace, you have to pass through most rooms on your way through the five Sections, however:
 - If you don't collect the Slowdown Ring, you can completely avoid Rooms

S2R9 and S2R10 (and even if you do get it, you can avoid S2R10).

- All the rooms normally visited during the "mop up" phase after collecting the Scroll of Fury can be passed by -- essentially you go straight from the first Vizier battle (S5BOSS) to the Final Encounter without visiting any previously inaccessible areas.
- There are a few "dead-end" rooms off the main path that you should avoid entering: The Life Fountain off S1R3; S1R9; S1R13; the Life Fountain off S2R7; the Life Fountain off S2R13; the Save Room off S3R8 and the Life Fountain off S3R12.
- You should avoid entering all the Medal Gate rooms that we won't collect the pieces for.

- o Killing Sand Enemies doesn't have any lasting effect (besides restoring Sands of Time), so there's no restriction on killing them.

Since you won't be using the Rings, nor collecting Medal Pieces, the only time you'll use Sands of Time is during Boss Battles, so there doesn't seem a lot of point in artificially restricting yourself by not killing them if it's the easiest thing to do to get past.

- o If you do pick up a Potion or Ring by accident, you should not be use it (although this won't then be a "pure" Minimum Item/Enemy Game).

"Minimum Item/Enemy Game" Notes
.....

I won't go into a lot of detail here, since if you're going to attempt a Minimum Item/Enemy Game, you should already be reasonably familiar with the game.

Below I will list the rooms where you have to kill/free Scoring Enemies to open the Exit Gate, plus any other pertinent notes.

The notes below assume that neither of the Rings are collected; see "Minimum Game Using Rings" below for a possible alternative approach.

Remember, we're not trying to get everything, so leave rooms as soon as possible.

For the Bosses, see also the "Boss Battles" section of "Baddies, Beasties and Bosses" above.

- S1R1 Persian Archer.
- S1R8 Sand Lizard.
- S1R10 Shielded Knight -- to give Invisibility Flare.
- S1R11 Persian Archer + Disc Thrower.
- S1BOSS Slightly harder than normal since your attack is lower (only deals 9 points of damage instead of 14), but the normal strategy applies.
- S2R9 Can be omitted totally (by jumping carefully over the Spiked Platform in S2R8), or can be visited to collect the Slowdown Ring

(returning via S2R8 and the spikes).

See "Minimum Game Using Rings" below for more on the Slowdown Ring.

S2R10 Can be avoided completely (with or without getting the Slowdown Ring).

S2BOSS Without the Slowdown Ring, this can be tricky -- basically, you need to be very careful and VERY patient.

As the demon swoops across the middle of the room, you'll only have time for one attack (with 'L' held) -- and it'll be at reduced power because of the Prince's low level.

Between swoops, hang around on the left-hand edge. If he's going to do a lightning-run, he'll be high and to the right of the left-hand edge of the platform -- just move to the left before he starts. If he's going to do a "head-butt" (as he does so most of the time), he'll hover low and to the left of the platform -- you'll need to perfect the back-double-jump over him manoeuvre pretty quickly to survive.

After a while, he'll switch sides (swooping from left-to-right; attack runs from right-to-left). The lightning strikes change -- he starts from off the right-hand side, so you can't get behind him; instead, the lightning pulses, so you've a chance to dodge in between. Head-butts are unchanged.

S3R1 Shielded Knight -- to give Invisibility Flare.

Use the "nip back to left exit" technique once invisible as it's easier than going the "proper" way.

S3R3 Spear Swinger + Floating Genie.

Roll under the Scroll of Ledges on entry; creep along top of Narrow Ledge later to avoid the Scroll of Caution.

S3R5 Spear Stabber + Persian Archer.

S3BOSS Without the Slowdown Ring, he's even trickier than normal; again, patience is the key.

Follow the "attack-during-swoop" and "wait-below-for-fireballs" strategy outlined in S3BOSS -- you just need to follow it for a lot longer.

Watching out for Poison Balls is even more important than normal, because they do disproportionately more damage if allowed to hit the ground.

S4R1 Shorten the Whip Mistress' whip to four segments before jumping over her; then you can run up the wall fairly safely without killing her.

S4R2 Whip Mistress + Spear Stabber.

S4R5 Remember to save after hitting the Brass Gongs to save hitting them again.

S4R6 The fast-moving Hidden Spikes can be a little tricky; crouch down as

close as you can get without being hit by the Rotating Blade.

S4R7 Floating Genie + Persian Archer.

S4R11 Hammer Swinger + Persian Archer.

S4R13 Floating Genie -- to give Musical Flare. But...

...I came tantalisingly close to escaping this room without killing the Floating Genie and invoking the Musical Flare. The actual exit condition is stepping on the Green Pressure Pad; the genie and the flare are just the means to that end.

Below is as close as I got; if anybody DOES manage this, please let me know.

- o Ignore the Genie and double-jump from the Hanging Chain over the Red Spiked Platform to the Green one. Stand three-quarters off the right-hand edge and jump, just catching the edge of the Red platform so you can double-jump to the Metal Rod.
- o Jump to the chain and double-jump to the next Green platform...
- o ...the problem now is landing on the edge of the next Red Platform so as to jump over the Rotating Blade and beyond. If this step CAN be done, then the rest of the path to the Pressure Pad looks like it SHOULD be possible...

If this COULD be done, we can avoid one more Scoring Enemy.

S4BOSS The technique isn't difficult -- as such -- just very long and very hard to keep up long enough without losing too much health.

The Rock-Fall attack is really annoying, since you really must run to the centre of the room to avoid them, and therefore lose a lot of "bashing time" -- when you get back to the right, there's not enough time to continue bashing before he does a Lightning Strike or Head-butt Charge.

[In a normal game, you can do enough damage, and have enough maximum health, to stay on the right and bash, accepting the damage from the rocks; here, the damage you suffer is too much to make it worthwhile.]

The Lightning Strike isn't too bad, since it only does five points of damage if you get struck. The place to stand to avoid it is just to the right of the "outflow pipe" -- far enough to be "clear" of the pipe, but don't leave too big a gap between you and it.

As before, the Head-butt Charge is the most damaging (twenty points); since you only start with 90, you can't afford to get hit very often, and you'll probably face about twenty of them!

The Fireballs, when they come, are easy by comparison; move to the left, and jump between a couple. Not only are they easy to avoid, you return to the right in time to resume bashing.

S5R1 Whip Mistress + Spear Swinger.

S5R3 Unlike S4R13, I know that it IS possible (though difficult) to leave

this room without killing the Floating Genie and invoking the Musical Flare...

If you run past the Floating Genie and drop down to the floor below leading to the exit, it IS just possible to catch the bottom of the Hanging Cloth with a back-double-jump and rebounding off the bit of wall to the left of the cloth.

Doing so allows you to strike the Brass Gong and open the exits, without dispatching the Genie and using the Musical Flare.

Because I managed this, I don't know how plausible it is to negotiate the Red and Green Spiked Platforms without freeing the Genie and using the Flare -- though I suspect v. hard!

S5R4 You just have to bludgeon your way through the fast-moving Circular Saws -- a couple of forward-rolls is probably the safest.

S5R6 Disk Thrower + Hammer Swinger.

You'll definitely want to go back to the Save Room after killing them.

S5R8 Shielded Knight -- to give Invisibility Flare.

As before, use the "nip back to the left exit" technique once invisible as it's easier than going the "proper" way.

S5R10 Whip Mistress.

S5R14 Hammer Swinger + Disc Thrower.

For some reason, I found this one of the hardest rooms -- including the Bosses so far -- to get through. The two Scoring Enemies aren't too bad; it's the three Sand Enemies that are the problem -- because they're Scimitar Huggers -- which regenerate -- you effectively have to kill six enemies!

S5BOSS The basic strategy is really no different here -- hunt down the "real" Vizier and deal damage, avoiding the Energy Balls and the Homing Beacons.

However, it is much MUCH more difficult to do this (it took me far too many attempts). Not only is the Prince's attack strength greatly reduced, only dealing six points per hit, but his low Health and Defence mean that it only takes three hits -- either from Energy Balls or direct from the Vizier -- to kill him.

Other points of note:

- o The "fake" Viziers have a nasty habit of popping-up beneath you as you jump between platforms. This is really annoying when three collisions (or hits by an Energy Ball) will kill you.
- o Remember that the FIRST Vizier of the three to pop into existence each time is usually the real one. It's worth paying attention to the backgrounds as he pops into existence, as with practice, you can go straight to the real one (and don't worry, you'll get a LOT of practice!)

Things to look for include whether there's a cloth hanging in an archway or not, and if so, is it to the left or right.

- o If possible, in escaping from the third "Homing Beacon", try to jump up to the second or third level of platforms, as it's usually easier to get to the real Vizier from there than it is from ground-level.
- o There is one variation on the normal strategy that can occasionally be useful -- if you happen to be near the Vizier when the "Homing Beacon" is chasing you (or can get there fairly easily), you can attack him for a couple more lots of six points and stop his homing Energy Ball attack.
- o One final thing to watch for: if an Energy Ball hits the real Vizier AND you've got Sands of Time active (i.e. 'L' button pressed), then he will take much more damage (about 23 points). It's probably hard to engineer this, but it's nice if it happens by chance.

FINENC

Once you've saved after the first encounter, and in complete defiance of the very practical advice in the normal Walkthrough, head straight for the top-right of the Last Cave to fight the Vizier all over again!

As before, the strategy is essentially the same, it's just a much longer, harder fight. As before, you only deal six points of damage with each hit, and again your defences are severely weakened -- to the point that being hit by a single Energy Ball will kill you!

Other points of note:

- o "AGD"'s trick of using a stray Energy Ball to hit the Vizier after his shields collapse is your friend -- dealing around 40 points to your measly six. Remember to have Sands of Time engaged (the 'L' button pressed) as the Energy Ball hits him.
- o The Creeping Fleshes and Scimitar Armours are a bit more of a pain than before, but shouldn't cause too much grief. You'll probably take a few points of damage from both, but you should have enough health to weather the battles out. The best bet is to start swinging like mad in the right-hand corner once the Vizier vanishes so that you get "first-strike" on whatever appears.
- o Though hard (because you can't make a single mistake knocking back the Energy Balls), this battle seemed quite a bit easier than first encounter with the Vizier -- I think it took less than a dozen attempts this time, compared with several dozen or more against his first incarnation.

Overall, the Minimum Item/Enemy Game was difficult, but an enjoyable challenge. The final stats, going into the Final Encounter, were:

```
.....  
: Status   Level      13   For next level   1   Total killed  25/75  :  
:          Max. Health  96   Attack          52   Defence       42   :  
: Potions  Life         --   Sands of Time   --   Antidote      --   :  
: Medals   Copper       --   Jade            --   Olivine       --   :  
:          Azurite    --   Zircon         All  Spinel        --   :
```

```
:          Onyx          --   Tagua          --   ---          --   :
: Other   Slowdown Ring  [.]   Freeze Ring  [.]   Scrolls      8/15   :
:          GCN Switches  --                                     :
.....
```

Although Maximum Health is just two-thirds of the maximum possible (96 vs. 150), the real killers are your Attack and Defence Strengths -- both are less than half of what they could be (52 vs. 115 and 42 vs. 90 respectively).

In addition, the Prince will only have visited barely more than three-quarters of the rooms in the Palace (96 of the 127 rooms, including the Last Cave and the Final Encounter, not including whatever is behind GameCube Gates). The breakdown for the five Sections are 17, 17, 18, 21 and 21 against 24, 25, 26, 24 and 26. (However, going back to Section Five from the Last Cave to check the map will add a room, since you enter via S5R16 which you won't have otherwise entered.)

Room for Improvement?

Without using the Rings (see below), I can only see one possible reduction in the number of Scoring Enemies, by successfully negotiating the Red and Green Platforms in S4R13 (thus obviating the need to kill the Floating Genie to get the Musical Flare).

However, the Prince would still be on Level 13 by the end, so the battles would be no harder, but you would have only 24 of 75 enemies instead of 25.

Minimum Game Using Rings

By "using rings" I don't mean that the Prince is free to use the power of the rings in battle, as this -- to me -- would be totally against the spirit of a "minimum" game. However, using one or both rings MAY allow two Scoring Enemies to be avoided.

There are three rooms in the Palace where the Prince normally has to kill a Shielded Knight to produce an Invisibility Flare so that he can get through the exits undetected.

The first of these, in S1R10, is before either the Slowdown or Freeze Rings can be found; by the second, in S3R1, the Prince could have the Slowdown Ring; for the last, in S5R8 both Rings will have been available.

- o In the last of these, S5R8, it is definitely possible to use the Freeze Ring to leave through the exit without having had to kill the Shielded Knight and invoke the Invisibility Flare (I don't know about the Slowdown Ring).
- o So far, I've not been successful in escaping S3R1 with just the Slowdown Ring, but this MAY be possible.
- o Not having either Ring in S1R10 means that nothing can be saved.

So -- if you were to get the Freeze Ring, you can definitely avoid one more Scoring Enemy; collecting the Slowdown Ring MAY allow you to avoid a second, albeit at the cost of entering one more room than otherwise necessary.

However, to my mind, collecting either ring goes strongly against the spirit of a "minimum" game, even if you "promise" not to use them. If you WERE to actually use the ring(s), then although the Boss Battles will be somewhat harder than in a normal game, I really don't think it would be a worthwhile challenge.

I could only see the benefit of collecting the rings if:

- o The Slowdown Ring CAN be used to beat the exit gate in S3R1 without killing the Shielded Knight for the Invisibility Flare, AND
- o A way CAN be found to negotiate the platforms in S4R13 without killing the Floating Genie for the Musical Flare.

Both of these, together with the known saving in S5R8 would mean that the Prince could finish the game having killed only 22 of the 75 Scoring Enemies.

More importantly (to me), he will also only be on Level 12 and therefore have slightly lower Attack and Defence stats (45 and 36, against 52 and 42 at Level 13). This would make the Boss Battles just that little more, er, "interesting", and might outweigh the "impurity" of having collected them. Promising not to use the rings for Boss Battles goes without saying.

Before and during my Minimum Item/Enemy Game run, I spent a reasonable time trying (unsuccessfully) to beat both S3R1 and S4R13 in the above manner; I'm unlikely to make another serious attempt at this, but should I change my mind or if someone else does better, I will post an update.

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Acknowledgements

BIGTA

.....
The following have provided, or been the source of, information used in producing this Walkthrough. My thanks to:

- o Josepi's (on the GameFAQs board). I used your advice to defeat the second boss for the first time.
- o Joakim 'zAp' Pettersson for informing me about how the Scroll of Absorption works.
- o Carter Chung for the trick about rolling over small beetles to crush them.
- o "idudeZ" for the following: Correcting my description of the main weapon as a dagger (don't know what I was thinking there...); confirming my suspicions about the usefulness of Absorption in early parts of the game; and finally the tip of tapping 'L' to see where you are when invisible.
- o Kartos Dal'Avier for the tip about double-jumping over the second Boss as he screams (and to Nick Lawrence and Berend Blom who also confirmed that

this was possible).

- o Beth Lydard and Chris Bauer who both provided me with the same double-jumping off the right-hand wall technique for getting over the annoying Rotating Blade in S5R4.
- o Gatekeeper999 for telling me where the "missing" Life Potion was.
- o "AGD" for information about a way of dealing a large amount of damage to the last boss.
- o Marianne Mergenhagen for highlighting an area where greater clarity was needed on my part.
- o Tim Waterhouse for the "slide through wall" glitch (I tried emailing you, but couldn't get past your ISP's defences).
- o Sander for the tip about turning off the Freeze Ring, and for the ability to roll underneath Spear Swingers.
- o Zhi jia ng for the Continuous Attack tip ("A" + "B" + DOWN).
- o Reece Hatton for the tip on instant shield-removal during the Final Encounter (aim an Energy Ball at his feet).
- o "Neonsighs" (+ Reece Hatton and "dyoxes") for suggesting using "Fury" during the Final Encounter for 80+ damage.
- o Frej Bjon for making explicit the mechanics of the Super Jump (reversing direction as soon as you jump left or right). Also for the warning about not saving in S3R11.
- o Daniel Hong for a tip for dealing with Hammer Swingers (back double-jump over them when they are swinging the hammer behind themselves).
- o Dugan McShain for a method for dealing with the Lion Statue in S5R5 without having to hang from the ledge.
- o "Vague Rant" for an alternative method of getting the Medal Piece from S5R7 (walling and jumping from the Sands of Time Flare).
- o All who have contributed alternate Boss Strategies: Nick Lawrence, "AGD", "dboy" and "Future ER Doc".
- o Everyone who has taken the time to email me, either with compliments, questions or suggestions.

Appreciation to THayes on GameFAQs for awarding me the "FAQ of the Day: Best Half/Empty Circle" accolade on 8th December for the first version of this Walkthrough, and for his generous comments about the style.

Thanks also to CJayC and all behind GameFAQs for making it the place it is.

Finally, thanks to Nintendo for the GBA-SP, and Ubi Soft for making "Prince of Persia: The Sands of Time" such a great game.

A collection of any weird and wonderful things I've encountered while writing the Walkthrough -- some might be bugs or glitches in the game; others could just be something I think others might find interesting.

- o In the first room of the Introductory Sequence, if you make the Prince squat down (DOWN button), he appears to already be holding a dagger -- they presumably didn't bother with a dagger-less sprite!
- o Also during the Introductory Sequence, the Prince drains the corpse of a Persian (after the rock fall), but he starts with zero enemies killed. Since any loss of health incurred in the first room carries over to the beginning of the game, this probably ought to count as an enemy killed.
- o In S1R1, if you go up to the top-right (where the door-opening Pressure Pad is), if you run up the wall (once you can do this), you will disappear inside the background red drapes... you cannot move left or right; up and down shift the viewpoint, and trying to jump repeatedly in conjunction with up or down can shift you down and up the screen. Truly bizarre!
- o In S1R12 it is JUST possible to leave (and move on to Section 2) WITHOUT fighting the Boss Battle and collecting the Air Jump Scroll! (See "Nearly Sequence Breaking" below).
- o In S2R14, you can leave Section Two without winning the second Boss Battle (also see "Nearly Sequence Breaking" below).
- o In S3R10, if you end up clinging to the edge of the ledge with the remade Stone Column and pull yourself up, you'll pass through the column and end up on the inside of the ledge.
- o In S3R11, it's possible to put the game in an unwinnable position.
- o In S4R2, I once had the upper Circular Saw missing!
- o In S4R5, the room's shape/exits doesn't match the in-game map!
- o In S4R13, the "fireball absorption" animation sometimes doesn't trigger.
- o In S5R8, you can freeze time to escape from the room with it no longer appearing on the Map Screen.
- o In S5R9, you can manoeuvre behind the Whip Mistress; she won't turn around to attack, and your attacks have no effect.
- o Normally, whenever the Prince goes up a level, it alternates between raising his Maximum Health, or both his Attack and Defence strengths. At level 18, both Maximum Health and Attack are raised, and it now alternates between those and raising Defence on its own. At level 23, both Attack and Defence are raised, and the original pattern resumes.
- o In S5R12, the Wooden Door back to Room 16 needs to be broken, even though you went through it in the other direction earlier.
- o If you're hanging from a ledge that has a wall that goes all the way to the ledge/floor below and drop, you will land facing the wall and be partly inside it. If you crouch down, you'll slide through the wall and pop-out the other side! [Thanks to Tim Waterhouse for pointing this out.]

If anybody else has spotted anything that they think should be added, please

email me.

Nearly Sequence Breaking

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Skipping The First Boss -----

Using the "Super Jump" so well described by Frej Bjon, it IS possible to get out of the southeast exit of S1R12 WITHOUT having beaten the first Boss and WITHOUT the Scroll of Air Jump! If you do this:

- o Progress through the first few rooms of Section 2 is normal.
- o In S2R6, I can't seem to be able to catch the bottom of the Hanging Cloth that leads to the Pressure Pads, however, you don't need to (because the Gates start open, and descend as soon as a character nears).

Have the Prince make his way to the exit in the upper-right and shuffle back fractionally from it, until the Character Select icon appears. Switch to Farah and take her up to the same spot. Switch to the Prince and then back to Farah; you should be able to walk her straight through the gate! In the next room, switch back to the Prince and immediately rush right -- you should make it through before the gate closes!

- o In S2R8, not having Air Jump makes it harder, but you CAN still use the hop-over-the-spikes trick to avoid S2R9 and S2R10. I faced right on the platform with the Green Switch, inched off the left-hand side so only a foot was on the platform, and back-jumped over the first.
- o The Linked tubes of S2R11 are decidedly more difficult without Air Jump but CAN be passed. Get Farah up to the red Pressure Pad in the normal way; for the Prince, the best method I found was to repeatedly jump between the two tubes: after a few jumps, you catch things "just right" and should shoot much higher, allowing you to make the ledge above.
- o S2R12 should be no problem.
- o Unfortunately, SR13 seems to be as far as one can go. The first two Pressure Pads are no problem, but the one in the upper-left corner cannot be reached except by a double-jump from a Hanging Cloth. Starting from the Cloth prevents use of the Super Jump technique.

For some reason, unlike S2R6 earlier, the Gates here remain down all the time (we could get out of S2R6 because the Gates started up and closed as the Prince approaches).

Unfortunately, this means we cannot proceed any further without the Scroll of Air Jump (and hence beating the First Boss).

Skipping the Second Boss -----

By standing right on the edge in S2R14, and leaving your swipe as late as possible, it is JUST possible to return the Energy Balls from the Lion Statue WITHOUT using Absorption. This means you CAN enter Section Three without beating the Second Boss.

- o It's relatively easy to go most of the way through Section Three without Absorption; it HELPS for the Lion Statues and Floating Genies, but is by no means essential.
- o However, the arrangement of Lion Statues in S3R11 implies a "no pass point". The upper-left Lion can ONLY be killed by Absorbed fireballs from the upper-right Lion Statue. (You CAN, with careful timing, allow a fireball fired by the upper-right Lion to cross over to the upper-left one, but it passes through harmlessly).

As before, this room means we cannot proceed any further without the Scroll of Absorption (and hence beating the Second Boss).

Revision History

REVHIS

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Version 1.2 (Complete), 28th June 2006

- o Added several tips that I'd accumulated since the previous release, including:
- o "A" + "B" + DOWN produces a continuous attack effect.
- o Frej Bjon's "Super Jump" that (a) clarifies how I achieved a couple of difficult jumps (S1R10 and elsewhere), and (b) almost allows the first Boss to be skipped!
- o "Nearly Sequence Breaking" Section added, to detail what can't quite be done with the above!
- o Updated my Legal section after deciding to allow more places to host the guide.

Version 1.1 (Complete), 31st March 2004

- o Fixed a couple of typos (the notes for S2R9 in the "Minimum Item/Enemy Game" incorrectly referred to S1R8 instead of S2R8).

Version 1.0 (Complete), 31st March 2004

- o Apologies for the delay in this update; work, a compulsion to finish my "Minimum Item/Enemy Game" and procrastination all played a part. Getting (and therefore having to finish) "Metroid: Zero Mission" didn't help either.
- o Began replay to test various suggestions received and to collect additional info.
- o Added "Exit conditions" for all rooms (what you need to do/kill to open exit gates).
- o Added Maximum Health, Attack and Defence statistics for each level the Prince goes up.
- o Changed advice about restoring Sand at the end of Section One (now uses

the inanimate Boss).

- o Added the "missing" Life Potion in S2R1 to the Walkthrough (thanks to Gatekeeper999 for telling me where this was).
- o After the practice gained from completing the game, I've now managed to beat all Boss Battles without using any potions. Strategies and Potion counts have been updated to reflect this.
- o Completed all the "how to play" type sections under "Prince of Persia: About the Game".
- o Compiled the "How Did I Miss That? or Item List" section, listing all items and tips for finding missing ones.
- o Completed "Baddies, Bosses and Beasties" section.
- o Added an "Advanced Controls" section to describe extra Scroll-granted moves in a spoiler-free way.
- o Added complete notes on a "Minimum Item/Enemy Game" -- getting/killing as little as possible.
- o This helped clarify some aspects of the two Vizier Battles, in particular AGD's tip for dealing extra damage in the Final Encounter.
- o Performed a complete re-read to tidy up the text.

Version 0.99 (up to in-game credits), 14th January 2004

-
- o Completed Walkthrough.
 - o Added some details to the "About the Game" section.
 - o Corrected description of the Prince's main weapon being the Dagger.

Version 0.61 (up to S4BOSS), 22nd December 2003

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- o Minor typo-removal update.

Version 0.6 (up to S4BOSS), 19th December 2003

-
- o Completed Section Four (past fourth Boss Battle).
 - o Revised descriptions of the different types of flares.
 - o Started to add "About the game" sections.
 - o Started a "Baddies, Beasties and Bosses" section.
 - o Began tidying up enemy naming and obstacle references.
 - o Started an "Interesting Things" section.
 - o Slight correction to description of Walling.

