

Prince of Persia: The Sands of Time FAQ/Walkthrough

by Zenithwillrule

Updated to v1.10 on Dec 25, 2009

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

```
*****
***** Prince Of Persia: The Sands Of Time *****
*****
***** FAQ/Walkthrough *****
*****
***** Version 1.10 *****
*****
***** Author: Zenithwillrule *****
***** AKA: David DeGregorio *****
***** Email: Invertedd@gmail.com *****
*****
```

```
~~~~~
Table Of Contents:
~~~~~
```

- 1) About Me: Description of the author of this guide.
- 2) Spoilers: My view on spoilers and why I never use them in my guides.
- 3) Getting Started: Some details about the game.
- 4) Controls: Detailed list of the game controls.
- 5) Combat: combat basics and techniques to use.
- 6) Walkthrough: The walkthrough.
 - a) The Tale Begins
 - b) The Maharajah's Treasure Vaults
 - c) "You Have Unleashed the Sands of Time"
 - d) "Had I Really Seen Her?"
 - e) A Secret Passage
 - f) The Palace's Defense System
 - g) A Booby-Trapped Courtyard
 - h) Death of a Sand King
 - i) "I'll Try To Find a Way In"
 - j) Climbing the Tower
 - k) The Warehouse
 - l) The Sultan's Zoo
 - m) Atop a Bird Cage
 - n) Cliffs and Waterfall
 - o) The Baths
 - p) "There's Something Glowing Up There"
 - q) Above the Baths
 - r) A Long Buried Secret
 - s) Daybreak
 - t) A Soldier's Mess Hall
 - u) The Drawbridge
 - v) A Broken Bridge
 - w) "I'll Meet You at the Baths"
 - x) Waterfall
 - y) A Cavern of Ladders

- z) An Underground Reservoir
 - aa) Out of the Well
 - ab) The Sultan's Harem
 - ac) "What Did You Call Me?"
 - ad) The Hall of Learning
 - ae) Observatory
 - af) Hall of Learning Courtyards
 - ag) On the Ramparts
 - ah) A Prisoner Seeking an Escape
 - ai) "At Last We're Here!"
 - aj). The Hourglass
 - ak) "Farah! Come Back!"
 - al) Climbing the Tower of Dawn
 - am) The Setting Sun
 - an) Honor and Glory
- 6) Version History: History of this FAQ.
- 7) Legal Information: Copyright Info.

~~~~~  
About Me:  
~~~~~

Hello, everyone. My name is David DeGregorio and I am a sophomore in college. I have recently decided to start writing FAQs for my favorite games. This is my fifth FAQ to date and, for me, that is a big accomplishment. If you would like to read any of my other FAQs, just click on my username on the previous page and you will see all of my FAQs. Although Prince Of Persia: The Sands Of Time came out a while ago, it is still a great game and the graphics stand the test of time. I have played through about four times and know much about the game's secrets. Therefore, I decided to write a FAQ on it.

I have done my best to make sure there are no errors in the FAQ. If you find any, let me know and I will update as soon as I possibly can (and I'm not busy usually so it won't take long). Also, if you have any questions, comments, concerns, etc. just email me and I will email back. I check my email every day. It doesn't even have to be about the game. I will take any emails you send me. Anyway, I usually start to ramble around this time so I will get back on track.

~~~~~  
Spoilers:  
~~~~~

As usual, I will refrain from using spoilers in this guide. I don't believe in spoilers. They ruin the story for you, the gamer, and take away from the experience. So, yeah, no spoilers will be included in any of my guides. If you see something that looks like a spoiler, please let me know and I will edit that part or take it out completely. Thank you.

~~~~~  
Getting Started:  
~~~~~

First of all, you will need a copy of Prince Of Persia: The Sands Of Time. Buy it, rent it, or borrow it from a friend if you have to, however you will need the game to use this guide. This guide is for the GameCube version of the game. The only real differences between this and the other versions are the controls and one of the secrets. (I will

get to that later in the walkthrough)

Pop the disc into your system and you're ready to go. You are in control of the prince of Persia. He doesn't have an official name so I will refer to him as The Prince. He may not be a bulked up juggernaut but he is very agile and quite adept at combat. Don't underestimate this guy.

~~~~~  
Controls:  
~~~~~

Button ~ Function

General Controls (non-combat)

Analog Stick	~	Move the prince
A button (stationary)	~	Jump straight up
A button (while moving)	~	Roll
A button (near edge)	~	Running jump
A button (hanging)	~	Pull yourself up
A button (swinging)	~	Jump to next pole, ledge, etc.
B button	~	Draw weapons
X button (on ledge)	~	Drop into hanging position
X button (hanging)	~	Let go of current ledge
Y button	~	Draw weapons
L button (hold)	~	Rewind time using dagger
L button (tap)	~	Slow time
R button (towards wall)	~	Run up or along wall
R button	~	Grab moveable object
R button (on pole)	~	Start swinging
Z button	~	First person view
Any button	~	Exit first person view while in it
C-stick	~	Move camera around while in normal view
D-pad (right)	~	Landscape view
C-stick (landscape view)	~	Zoom in and out
Start button	~	Bring up pause menu.

Combat Controls

Analog stick	~	Move the prince
A button (towards enemy)	~	Vault over enemy
A button	~	Roll while moving forwards
A button	~	Backflip while moving backwards
A button (towards wall)	~	Push off wall and flip over enemies
B button	~	Swing your sword
X Button	~	Sheathe weapons
Y button	~	Use dagger of time
Y button (active enemy)	~	Freeze enemy
Y button (downed enemy)	~	Finish enemy and take their sand
Y button (by sand cloud)	~	Draw sand out of sand clouds
L button (hold)	~	Rewind time
L button (tap)	~	Slow Time
R button	~	Block with your sword
START Button	~	Bring up pause menu

~~~~~  
Combat:  
~~~~~

Basic combat:

Combat in Prince of Persia is simple but requires strategy and accurate button presses. The two most important buttons are the B and Y buttons. The B button swings your sword and the Y button swings your dagger. For basic enemies, a few sword swings is enough to take them out. Later enemies will block your sword strikes, so you will need more strategy. I will touch on this in a bit.

When you gain the dagger of time, you will have to use it to finish off your enemies. Once they are lying on the ground, stab them with the dagger to absorb their sands. You can stab enemies with the dagger while they're active to freeze them.

Use the R button to block enemy attacks. Some enemies can break through your block though, so don't rely on this too much. Some enemies will attack you outside your blocking range as well. If they try to attack your legs, jump over the attack.

The A button is great for evasion. You can either backflip away from enemies or roll behind enemies and slash their vulnerable backsides.

When all enemies are dead, the prince will automatically sheathe his sword and dagger. If this doesn't happen, there are more enemies to defeat. It is funny to note that, before you get the dagger, the prince will still try to sheathe it.

Vaulting:

A very useful technique is vaulting. Simply move towards your enemies and press A. While in the air, you can press B twice to perform a double slash attack. This will take out easy enemies. When you have the dagger, vault over your enemy, slash with B, and press Y to take their sands and kill the enemy instantly.

Later in the game, enemies will grow wise to your vault and knock you down before you can use it. Make sure you know which enemies you can vault over and which will prevent you from doing this.

Rebounding:

This is also very useful. To do a rebound attack, run to a wall, jump, and press A to rebound off of it. If there are enemies close by, you can press B twice to slash or press B, then Y to steal sand and down the enemy.

Counterattacking:

This is a tricky little maneuver but is also very useful. Hold R to block and, just as the enemy is about to hit you, press B or Y. If you do this right, you will block the enemy attack and perform a counterattack. If you press B, you will slash the enemy. If you press Y you will immediately finish the enemy with a dagger thrust.

Fighting on poles and beams:

At times, while you are balancing across a beam or hanging from a pole, birds will attack. Press B to slash at them and remain balancing or hanging.

Weapon upgrades:

Throughout the course of the game, you will gain weapon upgrades. Your first sword isn't that powerful; however your next swords are increasingly more powerful and can break through certain walls. The last sword you get can kill enemies in one hit.

~~~~~  
Walkthrough:  
~~~~~

~~~~~  
The Tale Begins:  
~~~~~

After the short cut scene, walk through the curtains to your right. A scene will play and the game will begin. You are in control of the Prince. Walk forward and watch as the soldiers holding the battering ram are taken out by a ball of fire.

Turn around and move towards the ledge on the left. Walk forward and the Prince will automatically pull himself up. This happens with all ledges unless they are too high to reach.

Climb the ledges until you reach the gap. Run forward and jump to the next platform. Climb the ledges to your right. When you reach the wall, run up it and go right.

A fireball will destroy part of the wall you're on, so jump the gap and continue forward. When you reach the door, turn right and jump the next gap.

There is nothing to the right, so head left and go through the door. The next room has some destroyable objects. You can destroy any wooden objects with your sword, so break as many as you want. The door is blocked by some furniture, so break it and go forward.

Here is your first battle. The enemy is pretty weak. It takes around 2 to 3 strikes to kill him. I recommend using the vault technique so you can practice for later. These enemies are much more forgiving than later ones. Note that your health meter is displayed in the upper left corner. You don't really have to worry about it for now.

Kill the enemy and climb the ladder to the right. Kill the other two enemies and go left into the next room. There is a pool of water in this room. You can replenish your health by drinking water (press R). It is an Arabian palace after all.

Turn left, break some more furniture, and go forward. Descend the ledges and kill the four soldiers here. Go left and follow the hallway to the next area.

Another fireball will destroy the path before you. Run horizontally along the wall to reach the other side. Climb the ladder to the right and head left into the next room.

Drink some water if you need health. Turn left and head out the door. Defeat the four enemies here. Go to the far wall on the left (the one with the statue-heads). Jump up and grab the ledge.

Shimmy to the left and pull yourself up. Jump and grab the ledge above it and continue left. Go around the corner and continue left. Shimmy underneath the statue-head and go left as far as you can. Press X to drop to the ledge below and again to hang from it.

Shimmy left until you are above the hole in the wall. Drop down to it and pull yourself up. Go through the hole into the room.

There are four more enemies here. Kill them and climb onto the lower left column (the only column that is attached a walkway above. Climb up it as far as you can and rotate the prince so his back faces the column on the right. Jump to it.

Rotate the prince again and jump to the column in the upper right corner. Climb this to the top and jump to the balcony on the left.

Go through the door and save your game.

~~~~~  
The Maharajah's Treasure Vaults:  
~~~~~

Run along the left wall to the next pathway. Turn right. Run along the right wall and jump at the end. You will grab the ledge on the other side. Pull yourself up and walk forward.

Run along the right wall to the next platform. Run up the wall on the right and jump to the ledge on the left. Walk through the door for a quick scene.

Run along the right wall to the next platform. Run along the right wall again and jump to the platform over the hourglass. On this platform, go forward, towards the light of the dagger. Run up the wall on the left and you will be on a higher platform.

Go to the edge of the platform and run along the right wall to the next platform. Run along the right wall again and turn right into the next room.

Spiked poles will pop out of the floor below. Drop down the ledges and walk forward. The poles aren't hard to avoid, just wait for middle pole to go forward, follow it, and dash left before it comes back. Go forward and run along the left wall until you reach the ledge. Shimmy to the right as far as you can go. Jump across to the ledge on the other side. Shimmy to the left as far as you can and jump across to the ledge on the other side.

Shimmy to the right. Watch out for the spiked pole as you walk onto the next platform.

Wait for the second pole to go right and run along the left wall. At the end of your wall run, jump to the ledge on the right. Shimmy to the left and walk forward for a scene.

Go to the edge and drop down to the small ledge below you. Try to move left and part of the ledge crumbles away. Drop into a hanging position and the ledge below you will crumble away as well.

Drop down to the ledge two levels below you. Pull yourself up and move left. That part of the ledge will crumble, so jump and grab the ledge

above you.

Move left some more and that ledge will crumble as well. Jump up again and grab the next ledge. Continue left and another part will crumble. Drop down to the ledge below you and go left some more.

Another ledge crumbles away, so drop down and go left some more. When the next ledge crumbles, jump up and grab the next ledge. Move left, drop down to the ledge below and move left some more.

Phew. Now that that's over with, jump over to the pole behind you. Jump from pole to pole until you reach the center of the area. Jump down to the ground.

If you need health, drink from the fountain. Jump onto the base of the statue. Run up the wall in the center of the statue (the part underneath the statue's hand). Run up the wall on the right and jump onto the hand.

Run to the left and run up the wall. Run up to the side of statue's head and jump from wall to wall until you reach the top. Here, you will receive the dagger of time and gain the ability to rewind time.

Jump across the gap to the right and enter the next hall. The floor will crumble along certain parts of the hallway. Run along the left wall and then jump to the right.

Now, run along the right wall and jump to the left. There are a ton of spiked poles here. The first three are easy to dodge. The rest are all grouped together. Wait until the move away from you and dart into the alcove to the left.

Wait until the pass you and continue forward. Jump down to the previous hallway with spiked poles. The way to the left is blocked, so go right, avoiding the poles.

Jump up the ledges and go through the door. Watch the scene that occurs.

After the scene, you will have to face off against a bunch of sand creatures. They aren't too hard. Vaulting works well here. Finish them with the dagger and another scene will play. Save your game.

~~~~~  
"You Have Unleashed The Sands Of Time":  
~~~~~

Go forward and go through the hole to the right of the gate. The right path is blocked off, so head left and follow the girl until the rocks block the passage.

Go into the room to the right. Run along the right wall to reach the other end of the staircase. Under the staircase, you will find the first sand cloud. Press Y near it to suck up the sands. Every time you suck up 8 sand clouds, your sand tanks (the meter in the upper left under your health) will increase by one.

Head right and you will see a pole you can jump to. Jump up to it and press R to start swinging. Jump from pillar to pillar until you reach the ledge. Pull yourself up and shimmy right until you are on a

platform.

Run across the wall on the left and land on the next platform. Run along the left wall again and jump to the pole on the right. Swing to the balcony and go through the door on the left.

To the right is a mound of rubble. Climb it and you will find the second sand cloud. Absorb it with the dagger and go left.

The passage in front of you will be blocked by some more rocks. You are still wondering about the girl but there's nothing we can do for now.

Head left and jump to the first pole. The poles aren't even in this swinging section, so follow these instructions or you will fall to your death.

Move to the right side of the pole and swing to the second pole. Go to the far left side of this pole and swing to the third pole. Move left again and swing to the fourth pole. Swing to the passage in front of you.

Drink some water if you need health. The left passage is blocked, so go right. There is a mound of rubble in front of you, so look to your right and you will see another door.

Go through it and you will reach another room you must traverse. Run along the right wall and swing from pole to pole until you reach the next balcony.

The archway in front of you is blocked, so look to the left and you will see more poles. Run along the right wall to the first pole. Drop from pole to pole until you reach the ground.

Now, you will have to fight another bunch of sand creatures. Vaulting still works really well. Try out the rebounding technique. There should be enough wall space for this.

Once they are all dead, go to the left side of the room. There are more poles over here. Run up the wall to your right and jump to the pole. Press R to start swinging and tilt the analog stick forward to change direction mid-swing.

Jump to the wall and rebound to reach the next pole. Turn around again and jump to the small ledge. Shimmy to the left and go through the hole. Step into the pillar of sand for another vision. Save your game.

~~~~~  
"Had I Really Seen Her?":  
~~~~~

Go forward and destroy the furniture blocking the door. Turn right and you will find the third sand cloud. Return to the door and head left. Run up the wall and jump to the pole. Turn around and move to the right side of the pole. Swing to gain momentum and jump to the small opening.

Go through and you will see a hole in the wall to the right. Make sure you go through. This is important! Follow the hallway until you are teleported to another location. You are now outdoors and there are a bunch of bridges. Follow the path to the fountain.

A cut scene will take over. The prince will drink from the fountain and pass out. You will be transported back to where the hole in the wall was. The hole is gone now and your health meter will increase!

That's right; this magic fountain increases your health. Throughout the game, there are secret hallways that lead you back to this fountain. There are ten in total and I will detail the exact locations of every secret passage.

Anyway, now we have to return to the story. Run along the left wall and drop down to the rocks below. Descend the ledges and go forward. You will come to a gap in the floor.

Jump across and suck up the fourth sand cloud. The path forward is blocked, so return to the gap and jump down to the floor below. Descend the ledges and go forward for a scene.

A bunch of scarab beetles will attack you now. Kill them with standard B attacks and the fight will end quickly. After killing the beetles, follow the passage and turn left at the end.

Follow the next hallway to the end and you will reach the fifth sand cloud. Return to where you fought the beetles and go right. A quick scene will play.

This next room is quite large. In the distance, you can see a few sand clouds. We will get to them as we traverse this large area. Jump the gap in front of you to reach the next platform.

Go right and head through the door. Watch the scene. Go forward and the floor will crumble. Run along the left wall and go through the door to your left.

Climb the column in front of you. Jump to the column on your right. Jump from column to column until you see a platform to your right.

You cannot reach the column on the left, so jump towards the small platform. You will grab a small groove in the wall. Drop to the platform. Run along the right wall until you reach the shadow of the column, then jump to it.

Slide down the column and defeat two scarab beetles. On this platform is the sixth sand cloud. Make sure you suck it up. Run along the right wall and jump when you reach the shadow of the column. Jump from column to column until you reach the next platform.

Slide down the column and climb the rubble on the right side of the platform. Run up the wall and jump to the pole. Swing from pole to pole and you will reach a new platform.

Turn around and jump to the platform in front of you. The seventh sand cloud is on this platform so suck it up into your dagger. Run along the right wall and you will reach the next platform.

Go to the edge of the platform and drop into a hanging position. Shimmy left until you can't go left any more. Drop down to the next groove. Drop from groove to groove until you reach the next platform.

There are two more beetles to kill here. Run along the right wall and swing from pole to pole to reach another platform. Kill the beetles.

Head to the railing on the left side and jump to the column directly across from it. Slide down the column and get ready for a fight. Vaulting and rebound works well if you are being cornered or surrounded.

Practice counterattacking because you will need it much later in the game (when vaulting doesn't work and you don't have a wall to rebound off of). Note that you can't use the (A, B, Y) combo to instantly kill the women enemies. They will just block your dagger.

Kill all of the enemies and drink from the fountain to replenish your health. The eighth sand cloud is on the ground in one corner of the room. Suck it up and walk into the sand vortex. Save your game.

~~~~~  
A Secret Passage:  
~~~~~

To the right of the sand vortex is a bookcase. Push it aside to reveal a secret passage. Go down the first staircase. There is a large pit here, so run along the left wall and jump to the open doorway.

Right in front of you is the ninth sand cloud. Suck it up and go forward. Step on the pressure switch and go through the door to the left.

The bridge in front of you will be crushed by falling debris, so go to the right side of the room. Run along the right wall and jump to reach the only part of the bridge that is still intact.

Push the box onto the pressure switch and go through the door. Pull out the handle on the left wall to make a bridge extend. The bridge will retract into the wall as soon as you let go of the handle, so run across the bridge and jump to the platform in the middle.

A really annoying guard will ask you to activate the palace's defense system and give you a rough explanation of how to do that. This puzzle looks hard but there's a simple solution.

First, step on the glowing symbol to pick up the first axle. The handle on the left turns the platform. The handle on the right raises and lowers it.

Rotate the left handle 90 degrees clockwise and the platform will turn to the right. Raise the platform one level (turn the other handle to the left).

Rotate the left handle 270 degrees counterclockwise. Lower the platform one level. Step on the glowing symbol to grab axle number two.

Raise the platform one level and turn the platform 180 degrees clockwise. Raise the platform two levels and step on the symbol to grab axle number three.

Turn the platform 90 degrees clockwise and lower it to grab the final axle.

Raise the platform one level and turn it 90 degrees counterclockwise. Raise it one more level and the axles will lock in place. Go across the bridge and climb the ladder to your left.

Follow the short path. Jump up and grab the handle. The system will finally activate. The door near the ladder will open and sand creatures will enter the room. It doesn't sound like Mr. annoying is doing to well over there.

Slide down the ladder, kill the enemies and go through the open door. Walk into the sand vortex and save your game.

~~~~~  
The Palace's Defense System:  
~~~~~

Turn right and you will come across some traps. Unfortunately, now that it's activated, you have to navigate around the palace's defense system. Walk past the first spiked pole and turn right.

Slowly walk across the tiles with small holes (if you don't you will be impaled with spikes and lose health). Turn left and walk over more tiles. Go forward to the next hall.

Pull the handle out as far as you can and a door will open at the end of the hallway. Follow the hallway, avoiding the spiked poles, until you reach the end. The floor has crumbled away here, so jump across to the ledge.

Pull yourself up so that the saws don't hit you. Shimmy left as far as you can. Wait until the saw across from you starts to move right and jump across to the ledge on the left. Immediately drop into a hanging position so the saw won't hit you on the way back.

Shimmy to the right and jump across to reach solid ground. Continue forward. When you reach the next gap, run along the left wall to reach the next ledge. Wait for the saws to go right and shimmy to the right.

When the saws start coming back towards you, jump to the ledge on the right and move left a bit. Wait for the saws to move left and jump back to the ledge. Shimmy to the right and drop down to the ground. Go through the door to your left (it is slowly closing). If it is too low to walk through, roll through it.

You are now in a big room. Sand creatures will attack, so kill them off. Vaulting and rebounding still works well here. Also, if you back up to the wall and press A + B, you will push off of the wall and knock over the enemy. After you do this, you can just use the dagger to finish them off.

In each corner of this room there is a point of interest. In the lower right corner is the door you just came through (it's closed). In the upper right corner, in between the wall and some rocks, is the tenth sand cloud.

In the lower left corner is a fountain. Use it to replenish your health. In the upper left corner is the next sand vortex. Walk into it and save your game.

~~~~~  
A Booby Trapped Courtyard:  
~~~~~

Go to the right side of the room and you will see a symbol on the wall. Run up the wall, over the symbol, and you will activate a pressure switch. This will raise a platform in the middle of the area.

Run up the side of the platform and pull yourself up. Jump and grab the pole above you. Swing to gain momentum and jump to the platform in front of you.

Turn right and jump across to the next platform. A rotating blade will pop out of the ground. Roll past the blade as it rotates. Run along the left wall and jump to the next platform.

Wait for the pole to move left and go to the right of it. Roll past the rotating blade and past the next pole. Avoid the last spiked pole and take a breath.

Go to the symbol on the ground and jump right. You will grab a hanging lever. This will open the door in front of you. Swing to gain momentum and jump to the next area.

Climb on the pile of rocks in front of you. Run along the left wall and jump to the ladder. Move left or right to flip over to the other side of the ladder. Climb it to reach the next level.

Jump the gap to the next platform. Jump diagonally left to reach the next platform. Turn left and grab the eleventh sand cloud.

Climb onto the small pile of rocks and run along the right wall to reach the ledge. Shimmy to the right and pull yourself up. Go through the hole and follow the hallway to reach the second magic fountain! Your health meter will increase again.

Run along the right wall and swing from pole to pole to reach the groove in the wall. Shimmy to the right (you will turn the corner and be on the right wall now). Jump to the platform behind you.

Wait for the saw to rise and run along the right wall. Jump at the end to reach the next platform. Run up the wall to the ledge. Shimmy right as far as you can. Jump to the pole behind you.

Turn around and jump to the platform in front of you. Wait for the saw to move up the wall and run along the left wall to the next platform. Wait for the second saw to rise and run along the left wall again. Jump at the end to reach the next platform.

Drink some water if you're low on health. The door to your left is locked, so go forward. Wait for the next saw to rise and run along the left wall. Step on the pressure switch to open the door.

Run back along the wall, avoiding the buzz saw, and go through the door.

Pull the handle out as far as you can to open another door and activate some more traps. Go right a bit. Wait for the saw to lower and run along the left or right wall. Roll past the spinning blade.

Run up the left wall to activate a pressure switch. This extends a platform just opposite you. Run up the wall again and jump to the platform.

Jump to the ledge above you. Pull yourself up and jump to the next ledge. Move to the right and jump to the ledge on the left. Climb the ledges to the top and shimmy to the left, turning the corner.

Jump to the next part of the hallway. Move to the left side of the pit and wait for the saw to move right. Shimmy right, drop into a hanging position, and shimmy to the other side of the pit. Pull yourself up and roll through the closing door. A scene will play.

Now you will have to face a bunch of sand creatures and the sand king (your father). Half of the creatures wear red. Vaulting still works on these creatures. The blue half will not allow this, so you can rebound, counterattack, or push off the wall. Farah will shoot enemies from the sidelines, so use this to your advantage. Lure the enemies away from Farah or they will attack her and you don't want that.

When the sand creatures are dead, focus on the king. You can't vault over him or counterattack him. Use normal B attacks, roll to attack him from behind, use rebound, and attack when he's stunned with Farah's attacks.

He can withstand multiple hits but eventually he will go down. Watch the scene and save your game.

~~~~~  
Death Of A Sand King:  
~~~~~

Heal at the nearby fountain and head left. Run along the wall twice to reach Farah. Run along the wall again and take out the enemies. Farah will provide support from the platform. Once you defeat the first wave, a second will appear shortly afterwards. Kill them, heal yourself at the pool, and walk into the sand vortex. Save your game.

~~~~~  
"I'll Try To Find A Way In":  
~~~~~

Walk up the stairs and go right. The twelfth sand cloud is here. Suck it up and go left. The path will crumble in front of you. Run along the right wall. You are not trying to land on the walkway here (it will crumble) but the green platform below it.

Run along the right wall to the next green platform. Run along the next wall section and swing from pole to pole until you land on the other green platform. Run along the left wall to the wooden platform and run along the wall again to reach solid ground.

Turn the handle here to open the door below. Break the barrels and jump down to the platform below. Turn right and grab the thirteenth sand cloud at the end of the walkway.

Enemies will attack you, so take them out. If you vault, avoid falling off the edge because I've done it before. Once the enemies are dead, go through the door. Walk into the sand vortex and save your game.

~~~~~  
Climbing The Tower:  
~~~~~

Climb the rubble to the left of the save point and run up the wall to reach the ledge. Pull yourself up and shimmy to the right as far as you can.

Jump to the pole behind you and swing from pole to pole until you reach the wall. Jump to the wall and rebound to reach the higher pole. Continue to swing from pole to pole until you reach the platform.

There is a fountain to the right if you need health. Ignore the ladder for now. Go left and wait for the saw to rise. Run along the wall and go through the door to your right.

Follow the hall to find the third magic fountain. Your health will increase again. Run back along the wall and climb the ladder. The door is closed, so go left and wait for the saws to rise.

Run along the right wall. Continue left to the next pair of saws. There is a pressure switch in between them. Wait for them to rise and run along the wall. As you run, you will run over the pressure switch, and the door will open. Continue left and run along the next wall to return to the door.

Go through it. The door to the left is locked, so turn right and run along either wall to get past the pit. The path forward is blocked by another door, so turn right and descend the stairs to find Farah.

Step on the pressure switch to open the door and let Farah inside. Return to the door at the top of the stairs. Farah will go through a crack in the wall and open it for you. Skinny, isn't she?

Go around to the opening and you will see the warehouse. This is a big room and you have to navigate a series of levers to reach the bottom safely.

Start off by going down the ramp. Run along the left wall and jump when you reach the symbol. You will pull a hanging lever and rotate some ramps. Farah will run down a ramp and pull another lever.

A ramp will rotate to your right. Wait until the spiked logs retract into the wall, then jump down and quickly roll to the right. Go up the ramp and through the door.

Now, you need to return to the warehouse. Pull the handle out of the wall and the door will open at the end of the hall. Spiked poles will move about.

Navigate your way through the hall. It's not too hard, just wait for the poles to pass and walk around the tiles to avoid getting a face full of spikes.

Roll under the closing door. Run along the wall to get past the pit and you are back at the door that Farah opened. Go through the door, return to the warehouse, and run down the ramp to the right.

Run along the wall to reach the platform that Farah is on. Turn left and go down the ramp. Run along the right wall to the next platform. Watch out: there are more spiked logs here.

Wait for the logs to retract and run along the wall to reach another ramp. Run up it and pull the next hanging lever. Farah will run down

and pull her lever.

Run down the ramp and run along the wall. Pull the next lever. Farah will pull hers. Run down another ramp and run along the left wall. Pull the next lever and Farah will pull hers.

Run down the ramp and pull the last lever. Run down the last ramp. You are finally at the bottom of the warehouse.

Jump down to the floor and kill some more sand creatures. The red soldiers are still vulnerable to vaulting. You can vault over the guys with the hammers but they will block your dagger. Use vaulting B attacks and regular B attacks to take them down.

When they're all dead, replenish your health at the fountain to the right. There is a stack of crates to the right of the fountain. Climb it and you will find sand cloud number fourteen. Suck it up and jump back down.

To the left of the platform that Farah is on, there is a pile of boxes. On top of this is a smaller box with symbols on all sides. Push this of the pile and place it on one of the pressure switches in front of the door.

Go to the right side of the room and go behind the large pile of boxes. On the far right side is another one of those small boxes. Push this onto the other switch.

Climb back up to the platform that Farah is on and step into the sand vortex. Save your game.

~~~~~  
The Warehouse:  
~~~~~

Jump onto the raised platform against the wall (in between the ramps). Run up the wall to trigger another pressure switch. The door will open. Jump down and go through it.

Go left and run along either wall to cross the pit. Follow the hall and run along the wall again to cross another pit. Go outside. You are now in the sultan's zoo. To the right of the stairs is sand cloud number fifteen. Suck it up and go forward.

You will have to face off against a pack of those hammer wielders along with some more red soldiers. Use the same tactics you used back in the warehouse and they will fall quickly.

Walk forward into the sand vortex and save your game.

~~~~~  
The Sultan's Zoo:  
~~~~~

Turn around and run up the wall to the left. You should be on a ledge with a pole. Climb the pole and jump to the higher ledge to your left.

Go forward a bit and drop down to the platform below (with the blue tinted ground). Turn left and you should see a tree branch in front of you. This functions as a pole, so jump to it. Sing for momentum and

jump to the top of the wall.

Drop down to the ground and let Farah in by stepping on the pressure switch. Birds will attack. Block their first strike and counterattack or strike soon after you block. Kill them all and go through the door on the right.

Pull the box backwards to reveal a crack. Farah will crawl through and pull a switch. This will open the door to the menagerie. Enter for a quick scene.

In front of you is a low hanging pole. Jump and grab it. Swing for momentum and jump to the wall. Rebound to the pole above it. Swing from pole to pole until you reach the wooden walkway. Turn right and run along the left wall to reach the next walkway.

Continue going right until you reach another low-hanging pole. Swing from pole to pole again until you reach a wooden walkway on a higher level.

Go right until you reach a ladder. Climb onto it and flip around to the other side. Climb to the top and you'll be on a higher platform. Run along the right wall to reach the next platform.

Run along the right wall to the pole. Shimmy to the left and swing to the platform in front of you. Go through the hole in the cage and jump the gap to the next platform.

Run up the wall and jump behind you. You will grab another tree branch that functions as a pole. Use it to get on top of the menagerie. Go to the center of the roof and turn the handle to open a door.

Look around the roof until you see a sand vortex on a platform. Jump to the platform and walk into the sand vortex. Save your game.

~~~~~  
Atop A Bird Cage:  
~~~~~

Head right and descend the ledges. When you can see poles below you, walk to the edge of the platform and drop down to the pole. Swing from pole to pole until you reach solid ground.

Don't go through the door just yet. Go right and run up the wall to reach the hanging lever. A ladder will rise and Farah will be able to follow.

Go through the door and follow the passage. Beetles will attack you, so take them out. The door forward is locked, so go left into the enclosed area. The door here is locked too.

Jump onto the ledge on the left and break the barrels. Run along the right wall and jump when you reach the symbol. You will reach a hanging lever. This opens the door in this area.

Drop down and go through the door. On top of the rocks on the right is sand cloud number sixteen. Suck it up and go to the left side of the room.

Pull the box away from the wall to reveal a crack. Farah will go

through and step on a switch. This opens the other door, so exit this area and go through the open door.

Pull the handle out as far as you can to open the next door and activate more traps. Go forward and roll past the first blade. Make sure you roll on the left side of it so you don't hit the spiked tile.

Roll past the second blade (on the right side this time) and the third one. Jump over the gap and turn right. Wait for the saws to rise and run along the wall. Walk slowly over the tiles and roll under the closing door.

Go forward, jump across the broken bridge, and walk into the sand vortex. Save your game.

~~~~~

Cliffs And Waterfalls:

~~~~~

Jump back across the broken bridge. Run along the right wall to a platform with a tree. Climb the tree to the top. Jump to the tree behind it and climb some more. Jump to the ledge on the right.

Kill two evil birds here, then run along the left wall to a groove. Shimmy to the right and jump to a tree. Slide down and go left to find sand cloud number seventeen.

Return to the tree and climb up again. Jump to the tree on the right. Climb the tree and hop to the next one. Climb this one to the top and jump to the ledge on your right.

Take out your weapons because a bunch of birds will attack. Just block their first assault and slice them and they will all fall. When they are dead, drink from the waterfall to your left to replenish health.

Head right and shimmy along the ledge. Drop down to the bridge. Jump across the gaps in the bridge and turn the lever. This will open a door down below.

Turn left and jump to the tree. I found this slightly difficult to aim but you can always rewind time if you miss. Slide down and jump left to the other tree. Jump to the platform on the right and walk forward.

Run along the left wall and turn left. Go through the door and take out some scarab beetles. Follow the hallway further and you will have to take out more beetles.

Continue until you reach a hole in the wall on the right. Go through and you will have to face a bunch of enemies. Vaulting works really well here. You can take out the chain wielders with an A, B, Y combo. Take out the women with A, B, B and a quick dagger stab. Farah will provide support from the hall.

When the room is clear, Farah will enter the room. More enemies will attack, though. Protect Farah and take out the rest of the enemies. When they're dead, go up the stairs and enter the next room. Replenish your health at the pool and walk into the sand vortex. Save your game.

~~~~~

The Baths:

~~~~~

Go up the stairs on the right. At the top of the stairs, there is a pressure switch. Don't press it just yet. Look to the left and you should see an urn on a pedestal.

Move this to the right to reveal a crack. Farah will go through. Push the pedestal onto the pressure switch to open a door. Run forward and hang off the ledge to avoid being hit by the swinging log.

Drop down the ledges to reach the bottom. Jump the gap to the other side. Run up the left wall and bound from wall to wall to reach the first ledge. Jump from wall to wall again and you will reach the top.

Wait for the log to swing away from you and pull yourself up. Go through the open door for a scene.

This next room is huge and there are plenty of switches and levers to confuse you. We'll get to that in a moment. For now, you have to take out some more sand creatures. There is water nearby if you need it.

After the first wave of enemies, a second wave will attack. Take out the rest of the enemies and drink some water to replenish lost health.

Walk into the sand vortex and save your game.

~~~~~  
There's Something Glowing Up There:  
~~~~~

Now we have to figure out this puzzle. Start out by stepping on the switch in the water behind the sand vortex. This will open a gate. Farah will step on the switch and keep it pressed.

Go to the other side of the sand vortex and push the statue against the next switch. This opens another gate. Look to the right and you will see a third pressure switch. Run up the wall to press it and the final gate will open.

All three gates were blocking a passage on the left side of the room. Run through the first gate before it closes (it was the last one you opened) and walk forward.

Sand Cloud number eighteen is right in front of you, so suck it up and go to the end of the passage. Turn the handle to drain the water in this room.

Return to Farah. Now we have to pull some hanging levers. On the right side of the room, near the entrance, is a ledge. Run up the wall and grab it. Move to the right as far as you can.

Jump to the pole behind you and swing to the column on the left. From here, jump to the column to the north. Jump to the right and you grab a pole.

Shimmy to the left and turn the corner. You are now facing a series of poles. Swing from pole to pole to reach the first hanging lever.

Go the left side of the room and run up the wall to reach another

ledge. Jump to the pole behind you. Shimmy to the left and turn the corner. Swing to the second pole.

Shimmy to the right and turn the corner. Swing to the column on the right. Jump to the column to the north and jump to the pole on your left. Shimmy to the right and swing from pole to pole to reach the second hanging lever.

A small gate will open on the right side of the room. Return to the right side of the room and you will see a stone block. Push it through the small opening and it will emerge back in the previous room.

Return to the first bath room: dodging the swinging logs, descending the ledges, and climbing the other wall.

Go to the left side of the room to find the block. Push it to the right until you reach the small waterfall on your left. Push it over the edge.

Jump down and push the block under the ladder on the left. Climb up the ladder and suck up the nineteenth sand cloud. Run up the wall in front of you to reach the window.

Move forward and hang from the ledge on the other side. Drop down to the ledge below. Pull yourself up and move right. You will see an opening in the wall. Go through and shimmy along the ledge to your left.

Jump to the column behind you and jump to the ledge on the wall to your right. Follow the ledge to the right until you can't go any further. Jump and hang from the ledge above and shimmy through the hole in the wall.

Continue right until you reach the groove in the wall. Follow the groove around the corner. Jump to the pole and swing to the platform.

Run along the left wall to reach a platform in the corner. Run along the left wall again and go through the door.

Go a little bit right of the door. Run up the wall and jump to the rafter. This also functions as a pole. Swing from pole to pole until you reach the ledge. Shimmy to the left to reach a wooden walkway.

Follow it until your path is blocked by barrels. Destroy them and step on the pressure switch. Roll past the two rotating blades and roll under the door. Kill some more sand creatures and walk into the sand vortex. Save your game.

~~~~~  
Above The Baths:  
~~~~~

Head up the stairs and turn left. At the end of the hall there is a dresser against the wall. Push it to the right, so that it is underneath a pole. Jump onto the dresser and jump to the pole.

Shimmy to the right and swing to the column in front of you. Jump from column to column until you reach another pole. Jump to it and swing to solid ground.

Sand cloud number twenty is to your left. Suck it up and go right. Turn right and run along the left wall. You will reach another platform and get your Second Sword! This sword is more powerful than the first and can break through walls.

Run back across the wall and break through the wooden door. Walk down two flights of stairs and pay close attention to the right wall. When you reach a cracked section, break through the wall and follow the secret passage. You will find the fourth magic fountain. Your health will increase again.

Continue down the stairs and break through the wooden door. Head to the other side of the room and you'll see another cracked wall. Bust through it and descend the stairs. You'll emerge in some really old ruins.

Go right and pull the block away from the wall. Farah will go through another crack. Push the block towards the outline in the wall. Run up the wall and jump to the pole behind you. Swing across the two poles and you will reach a new platform.

Jump over to the platform on the left. Move right and shimmy along the ledge. Drop into a hanging position and move right some more. Drop down to the ledge below. Drop down to the next ledge.

Move as far right as you can and jump from wall to wall to reach the ledge on the right. Shimmy to the right and jump up to the ledge above. Shimmy right some more and jump to the next ledge. Jump to the platform on the right.

Sand cloud number twenty one is on this platform. Suck it up and move forward. Hang from the edge of the platform and drop to the ledge below. Shimmy to the right and jump to the platform on the right.

Go right and shimmy to the right. Jump to the next ledge and move right. Jump up and grab the ledge under the door. Pull yourself up and enter the next room.

Rotate the lever 180 degrees clockwise and break through the wall that the lever handle is pointing to (even though it doesn't look weak). You will unlock Prince Of Persia 1! Once you unlock this, you have two options.

First, you can walk through the secret passage and play it right now (although you will have to start from a previous save when returning to this game). The other option is to continue with this game (you can access POP1 from the main menu after loading the disc).

For the sake of the walkthrough we will continue with this game. Turn the lever 90 degrees counterclockwise and go through the open gate.

Kill the scarabs and walk down the hallway. Move the block aside and Farah will crawl through the crack. She will step on a switch the will extend platforms along the hallway.

Run along the right wall and jump to the first platform. Run along the left wall and jump to the second platform. Run along the right wall and jump to the final platform. Run along the wall to reach Farah.

Climb up the ladder and walk forward. You will have to face off against

three waves of enemies. The guys with the hooks can be taken out by vaulting but the blue soldiers will knock you down. Use rebound or push off the wall to them.

Don't let them attack Farah (protect her and lure them away from her) and this battle should be easy enough. Walk into the sand vortex and save your game.

~~~~~  
Daybreak:  
~~~~~

Go forward and break through the cracked wall on the right. Follow the hall and replenish your health at the fountain. The door at the end of the hall is locked, so turn left and step on the switch. Follow Farah into the next room.

You will face a large fight here. From the very beginning, run down the stairs so that you have more room to fight and so they don't target Farah. There are two big waves of enemies.

Half of the enemies are blue soldiers and the other half are a new type with armor and swords. Vaulting does not work at all here. Use B attacks and push off the walls to thin enemy ranks. Farah will provide support from atop the stairs. If anyone attacks her, run up and kill them.

When they're all dead, replenish your health at the fountain and walk into the sand vortex. Save your game.

~~~~~  
A Soldier's Mess Hall:  
~~~~~

Go down the stairs and climb onto the rubble. Climb to the higher part on the right side near the wall. Run along the left wall to the pole. Swing across both poles to reach a ledge.

Go around the corner and jump to the pole. Swing to another ledge and climb as far as you can. Shimmy to the right and you will find sand cloud number twenty two.

Shimmy back to the left and jump to the pole. Swing to the other side and follow the path to the left. Run along the right wall to reach a door.

Step on the switch to open it. Go through for a quick scene. In front of you is a draw-bridge you need to lower. To your right (after going through the door) is a dead end. Head left and jump to the first pole. Swing from pole to pole until you reach the wall. Rebound to reach the higher pole. Turn around and jump to the platform on the right.

Run up the wall to reach the hallway with the spiked poles. Wait for the poles to move right and run past them to the left. The next two sets of poles are easy. Just wait for them to move away from you.

In the next section, wait for the right pole to move away from you and follow it for a bit, then dart left and continue forward. For the last set, wait for the poles to move away from the wall and run along the wall.

Follow the path to reach a locked door. At the end of the path is a wall with a symbol. Run up the wall and jump when you reach the symbol. You will grab a hanging lever and open the door.

Go through the door and turn left. Walk down the stairs and pull another hanging lever. A ladder will emerge from the wall and Farah will climb it.

Return to the open door and go left to find another door. Farah will crawl underneath it and open it for you. In the left corner is sand cloud number twenty three.

Run up the north wall and jump to grab the hanging lever. This lowers the drawbridge. Go back outside and go right until you can see the path below you. Drop into hanging position and drop down onto the wooden scaffolding.

Jump down to the ground and walk onto the drawbridge. There's a fountain here if you need health. You will have to fight a bunch of enemies on the drawbridge. Don't even think of vaulting. Not only does it not work, you might fall off the drawbridge.

Try to move around the drawbridge to spread out your enemies and keep attacking. It's best to kill the blue soldiers because they fall easier. Don't worry too much about Farah. She has more health than you do. You can even replenish your health at the fountain if you have time.

Farah will support you a lot here. When she makes an enemy slump over, immediately attack them and absorb their sands. To make the battle easier, freeze the armored enemies with a dagger stab. This way the only enemies you focus on are the easier ones.

Eventually, the enemies will fall, so walk into the sand vortex and save your game.

~~~~~  
The Drawbridge:  
~~~~~

Walk forward and enter the door. Turn the handle to close the door you came in and open another one. Enter the next room for a quick scene. Run up the stairs but ignore the hanging lever. You should see a pole halfway up the stairs. Wall-run to it and swing from pole to pole to reach the platform. Pull the lever and the wooden walkway will turn. Try to pull it again and nothing happens. Farah will then pull the other lever you ignored. The platform will turn and Farah will get on.

Pull your lever again and the platform will turn again. Farah will climb up and pull another lever. This raises the platform and turns it again.

Climb the small ledge to the right of the lever and run up the wall to another ledge. Wait for the saw to move left and pull yourself up. Quickly jump to the next ledge and pull yourself up. Jump to the wooden platform behind you and then jump to the hole in the wall.

A scene will play. Jump down to the walkway and go right. Destroy the barrels and run along the left wall to reach the pole. Swing to the

other side and go through the door.

Look to the left and you will see a symbol on the wall. Run up the wall to the symbol and jump to the hanging lever. Walk onto the wooden platform and Farah will pull her lever again. The platform will rotate.

Walk to the end of the platform. Jump to the ledge and jump up to the ledge above it. Jump to the ladder behind you. Flip around to the other side and climb to the top.

The door is closed, so turn left and jump to the hanging lever. A ladder will rise and Farah will climb it. Jump back to the walkway and return to the door.

Farah will crawl through a crack and open the door. Go through and watch a quick scene. Birds will now attack, so kill them off one by one. Walk into the sand vortex for a quick scene. Save your game.

~~~~~  
A Broken Bridge:  
~~~~~

Go to the right and heal up at the fountain. Go back to the sand vortex and go past it to the left. Sand cloud number twenty four is here. Suck it up and you will get your third new sand tank.

Return to the sand cloud and move to the part where the bridge used to be. Hang down and drop to the ledge underneath. Shimmy to the right and jump to the column behind you.

Slide down it and jump to the column on the left. Jump to the ledge on the right. Shimmy to the left until you are in between two walls. Jump from wall to wall to descend to the floor.

Immediately after you touch the ground, run to the left because the floor will collapse underneath you. Run left until you reach a wall. Run up it and jump to the pole.

Turn around and jump to the platform on the left. Move to the edge of the platform and descend the ledges on the left side. Continue left until you reach a round pillar. There is a groove in it.

Jump and grab the groove. Shimmy to the left and jump to the column. Slide down and you will see sand cloud number twenty five. Suck it up and climb onto the column on the right.

Jump across to the groove on another pillar. Shimmy to the left and drop to the ledge below. Shimmy to the left some more and you will reach a platform.

Turn left and balance across the beam. Shimmy to the right and head through the door. Turn right and run along the right wall. Jump at the end and swing from pole to pole until you reach the sand vortex. Save your game.

~~~~~  
"I'll Meet You At The Baths":  
~~~~~

Go to the edge of the platform and jump down to the platform just

below. Ignore the door for now. In front of you is another balance beam (the top of some walls). Balance across and then jump to the other side.

Continue forward until you reach the door. Jump to the top of the other door and follow the path as it slopes downward to the right. You will reach a wooden beam.

Look right and you will see another wall across from you. Jump to it and prepare to face off against some birds. They aren't too hard but be prepared to press A to get back on the beam if you get hit by an attack.

When the birds are dead, stay on the straight part of the balance beam (the left side of the wall) and jump forward to another wall. Follow it to the end and jump to another beam on the right. Follow this to a platform with a hanging lever.

Pull the lever and a ladder will rise and a door will open. Turn left and slide down the ladder. There are a few things you need to do down here.

First go forward and to the right of the wall in front of you. Sand cloud number twenty six is here, in between the wall and the door. Suck it up.

Go all the way around the room. There are a bunch of locked doors that we will get to later. The only open door is the one with the hanging lever. Pull it and a bunch of things will happen. Some parts of the room will rise, the giant doors will close, and a gate will lower.

You aren't really affected by much of this. The important thing is the gate. It will lower and a bunch of scarabs will enter the room. Kill the scarabs. Make sure you are familiar with the layout of the area because in a moment you will traverse every inch of it.

Go through the open gate and pull the handle as far as you can. A wooden board will rise and this is what you need to progress. Do you remember the layout of the area?

Right now you need to run back to the ladder and climb up it (the board won't stay up forever). Ignore the hanging lever and walk onto the beam. Jump to the beam on the right.

Walk to the end and jump to the other side (the part of the beam that was previously there was lowered when you pulled the lever). Jump to the wall on the right and move left so you are on the diagonal section.

Jump over to the doors (they are now closed) and head left. Jump the last gap and you are back where you started. Run along the right wall (across the board you raised) and you will reach a new section. (Phew)

Right after you run along the wall, you will find sand cloud number twenty seven. Suck it up and walk through the open gate to the right. Jump up and pull the hanging lever.

A ladder will rise near the exit door. Turn right and run along the left wall to the next platform. There is a pressure switch here but ignore it for now. Destroy the barrels on the right and break through the wall behind them.

Here you will find a secret passage that leads you to the fifth magic fountain. Your health will increase once more. Now, step on the pressure switch, slide down the ladder, and walk through the door before it closes.

Walk forward and enter the tunnel. Break through the next wall and balance across the beam to the other side. Go to the right side of the platform and drop into a hanging position.

Drop down to the ledge and shimmy to the right. Follow the series of ledges until you reach the river at the bottom. Kill all the scarabs.

You will find sand cloud number twenty eight on the island in the middle of the river. Suck it up and drink some water if you need health.

Go left and run up the wall to reach another platform. Balance across the beam and move to the right edge of the platform. Hand down and drop to the ledge below. Move to the right until the ledge crumbles.

Drop down to the ledge below and move left. Drop down to the platform next to the waterfall. Jump across to the platform to the left (the one that's in the waterfall).

Balance across the beam. Bats will attempt to attack you as you cross. Kill them and continue forward. Run along the right wall to reach another platform.

Hang off the left side of the platform and drop down to the ledge. Move to the left and fend off more bats. Jump to the platform on the left. Jump to platform with the beam.

Balance across the beam and run along the left wall to reach the sand vortex. Walk into it and save your game.

~~~~~  
Waterfall:  
~~~~~

Balance across the beam and follow the passage. Break through the wall and walk forward onto the wooden pathway. Run along the right wall to the next wooden walkway.

The platform will crumble beneath you, so run across it and run along the wall again to the next wooden walkway. This will crumble as well, so run across it and run along the wall to solid ground. Turn right and break down the wall.

Run along the left wall this time and you will reach more wooden walkways. These will also crumble beneath you, so run across them and run along the wall to reach a ledge. Shimmy to the right.

Jump to the next ledge and go right some more. Jump to the stalactite and jump to the wooden walkway behind you (the stalactite will crumble as well). The walkway will start to crumble so run across it and run along the wall to the next one.

Run across it and run along the wall until you reach the shadow of the stalactite. Jump from stalactite to stalactite until you reach another

ledge.

Move right as far as you can and jump to another stalactite. Jump from stalactite to stalactite until you reach a sand vortex. Walk into it and save your game.

~~~~~  
A Cavern Of Ladders:  
~~~~~

Jump and grab the ledge right behind the sand vortex. Move to the right and start stalactite jumping again. At the end of the long section of stalactites is a solid platform.

On this platform is sand cloud number twenty nine. Suck it up and walk across the bridge. These wooden platforms are solid, so you can take your time.

Kill the birds and wall-run to the first platform. Run along the wall to the ladder. Climb to the top and run along the wall to the next platform. Descend the ladder here.

Go left and descend the next ladder. Kill some more birds and run along the wall to reach the next platform. Descend the ladder to reach the floor.

Drink some water if you need health and walk through the tunnel. Break the wall and walk into the next area.

Turn left and you will see a pile of rubble against a wall. Climb it and run up the wall to reach the ledge. Jump to the rope behind you and use it to swing to the sand vortex. Save your game.

~~~~~  
An Underground Reservoir:  
~~~~~

Go right and jump up to the ledge. Shimmy to the right and drop down to the ledge below. Walk out onto the short beam and jump to the beam on the other side. Walk to the pillar and shimmy to the left.

Walk across the long beam until you reach the next pillar. Go right and walk across the next beam. At the next pillar, shimmy around to the other side and climb up to the upper level.

Walk to the middle of the beam and look left. There is a rope here. Jump to it and swing to the ledge on the other side.

Go left and walk around the pillar. Walk to the middle of the beam and there will be another rope to your left. Jump to it.

Look left again. There is a second rope there, so turn so that you are swinging in that direction. Jump to the next rope. Turn right and swing into the opening to the right.

This room is full of hazards but you can avoid most of it really easily. All you have to do is turn left and run along the left wall. To your left is sand cloud number thirty.

Wait for the spiked logs to retract into the wall and run up the wall

to your right. You will grab a ledge. Wait for the saw to move right and pull yourself up. Shimmy to the left and go through the doorway.

Jump and grab the hanging lever. Kill the bats and Descend into the open hole. Wait for the blades to turn away from you, drop down, and make sure you are hanging or you will get hit. Make your way to the bottom.

Push the box off the ledge. Kill some more bats and push the box against the ledge to the left. Jump up and you will find sand cloud number thirty one.

Climb the ledges on the right and shimmy right until you are over the green cage where you found the box. Jump to the ledge on the other side. Shimmy to the right and walk to the middle of the beam.

Jump to the rope behind you. Look left and you will see more ropes. Jump from rope to rope until you reach a corner. Turn left and jump from rope to rope until you see an opening on your right. Jump to the opening.

Turn left and jump across the gap. You will see sand cloud number thirty two. Jump back across the gap and wait for the spiked logs to retract into the wall. Run up the wall and jump at the top to reach a pole.

Shimmy to the left and turn the corner and you will face a series of poles. Swing from pole to pole until you reach a platform. Break through the crack in the wall and run down the secret hallway to find the sixth magic fountain.

Your health meter will increase yet again. Jump back down, jump the gap, and turn right. You are back at the entrance to this passage. Jump back to the rope and climb to the top. Climb out of the well.

You will face two waves of enemies here. You can vault over the guys with clubs. For everyone else, use B attacks and rebound and they will eventually fall. If you need health, go into the next room and drink some water.

Return to the previous area and go to the right corner by the tree to find sand cloud number thirty three. Walk into the sand vortex and save your game.

~~~~~  
Out Of The Well:  
~~~~~

Walk through the door and go through the rooms until you reach a pit. In front of you is a rope. Jump to it and swing forward. Jump to hit the pressure switch and rebound back to the rope.

Turn to the left and you will see another switch. This is temporary, so you have to do it quickly. Jump to the temporary switch and rebound back to the rope. Jump to the door and walk through.

In this next area, go to the right and you will find sand cloud number thirty four. Walk forward and step on the pressure switch. This will extend a platform in the corridor to the left.

Pull the handle out of the wall as far as you can. A door will open and more traps will activate. Wait for the log to swing towards you and jump to the platform.

Wait for the saw to rise and run along the right wall. Jump at the end to avoid the spiked tiles. Ascend the stairs and roll past the spinning blades. Roll under the door.

In this room you will have to face more waves of enemies. There are women, chain swingers, and blue soldiers. Use vault for the first two and then take out the soldiers.

If you need health during the battle, there is a pool at the far end. You should have time to replenish health in between waves. When they're all dead, walk into the sand vortex and save your game.

~~~~~  
The Sultan's Harem:  
~~~~~

To the left of the vortex are some curtains. Behind this is a door. Go through the door and follow the hall to the end. Turn left and break down the wall. Go forward and bust through the next wall.

Look to the left and you will find sand cloud number thirty five. Run up the wall and pull the hanging lever.

This will open a door back near the vortex, so return to that room. Right after you go back through the curtains, turn left and go through the curtains to the left of the vortex.

You should now be in a hallway where the floor has crumbled away. Run along the left wall and jump to reach the other side of the hall. Go forward a bit.

To your right is sand cloud number thirty six. Turn left and follow the corridor to the end. Break through the wall to your right and go forward. Break down the wall on the left and you will find Farah.

You will have to fight a few more waves of enemies here. They are still quite easy and vaulting works well, except on the blue soldiers. I was even able to get two women to line up so that, as I vaulted over one and did my double B combo, both women were struck down. Try it! It's quite fun.

Anyway, after you kill all the sand creatures, you will automatically walk into the sand vortex. Save your game and watch the scene afterwards.

~~~~~  
"What Did You Call Me?":  
~~~~~

Go to the right of the vortex and you will see a statue in front of you. Pull it away from the wall and Farah will go through open the door to the right.

Go through and turn the handle to open another door. You will meet up with Farah again. Continue forward, ignore the mirror for now and you will find yourself in the hall of learning.

You must fight four waves of enemies here. There are blue and red soldiers. Take out the red soldiers quickly and then finish off the blue ones. There's a lot of room here, so spread out the enemies and kill them.

When they're dead, walk into the sand vortex and save your game.

~~~~~  
The Hall Of Learning:  
~~~~~

Now, we have to navigate this huge room. We will start by playing with lights and mirrors for a bit. Return to the entrance of this room and you will see the mirror you ignored earlier. There is a handle on the mirror.

Turn the handle so that the light reflects into the hall of learning. Follow the light and you will see another mirror. Move the mirror onto the blacker part of the floor and move it left or right until it reflects the light to the right.

Follow the light to a third mirror. Move it so that it reflects the light to the right. Follow the light to a fourth mirror. Move this so it reflects the light onto a wall to the right.

Break down the wall and move the last mirror so that the light reflects onto a symbol in the middle of the room. A quick scene will play. Follow the light to the symbol and run up the wall to reach the ledge.

Run up the wall to reach a higher ledge and shimmy to the left. Jump to the top of the gate on the left and balance across the beam. Jump to the platform and run along the right wall to reach another platform. Shimmy left along the ledge and jump to the pole.

Swing from pole to pole to reach a platform with bookshelves. Farah will pull a lever that reveals another symbol. Ignore the mirror here for now and look to the left. You should see a pressure switch on a column.

Run up the column and press the switch. This will make a bookcase extend close to you. At the top of your wall run, right after you hit the switch, jump to the bookcase and wall-jump to the top.

Run along the left wall to reach a platform. Run along the wall again and jump to the ladder. Flip around to the other side and climb up. To your right is sand cloud number thirty seven. Suck it up.

Wait for the spiked logs to retreat into the wall. Run up it and jump to the beam. Balance across to the other side and kill some bats. Jump to the beam in front of you. Descend to the platform.

Wait until the saws separate and run along the wall to another platform. Ignore the crystal and bust through the wall in front of you. You will find a secret passage that leads to magic fountain number seven.

Your health will increase again. Run back along the wall to the previous platform. Balance across the beam to the right and jump the gap. Rotate the mirror 90 degrees clockwise so that it faces away from

you.

You can't cross the beam in front of you because it will crumble. Turn right and walk down the beam until you reach the intersection. Turn left and walk to the end.

Jump to the platform on the right. Run up the wall and grab the pole. Turn around and jump to the wall. Rebound and grab the next pole. Move right and swing to the beam.

Go left and jump to the next beam. Kill some more bats. Follow the beam to the end and drop down to the platform. Go to the left and move the mirror so that it reflects the light to the right.

Go to the right and move the mirror so that it reflects the light on the crystal that you ignored earlier. A quick scene will play. Run along the left wall to the ledge.

Drop down two ledges and shimmy around to the right. Jump to the platform on the left and run along the wall to reach the mirror. Turn it 90 degrees clockwise so that it hits the symbol.

Platforms will extend, so jump across them to reach the symbol and Farah. Go left and hang off the ledge. On the top of the bookshelf you will find sand cloud number thirty eight. Only ten more sand clouds left. Jump back up to the platform with Farah.

Return to the lever and jump back to the platform on the right. This third platform is longer than the others for a reason. Look to the right and you will see a rope. Jump to it and swing to a second rope.

Swing forward and jump to the ledge. Climb to the top ledge and move right until the ledge crumbles. Drop down, shimmy to the right, and jump back up to the top ledge. Jump to the ladder behind you.

Flip around to the other side of the ladder. Climb to the top. Break through the cracked part of the wall and ignore the mirror for right now. Break the next wall and ignore the hanging lever. Break through a third wall and you will see a crystal.

Now that all the walls are down, jump and grab the lever. Grab the mirror and pull it through the opening on the right. Let go and walk across the platform you just created (when you pulled the lever).

Push the mirror out of the light and move it out of the way. GO forward and grab the other mirror. Move it into the light so that it reflects the light towards the platform to the left.

Follow the light and move the mirror so that it reflects the light through the broken walls and onto the crystal. The door forward will finally open.

Go back to the right and run along the left wall to reach the ledges again. Drop down two ledges, shimmy to the right, and jump to the platform. Run along the wall to reach the platform with the bookshelves.

Go right and jump to the pole. Swing to the ledge and shimmy to the right. Run along the left wall to reach a platform above the open door. Move to the very left of the platform and drop into a hanging position.

Drop down onto the column on the left (it may take two tries to drop onto it right) and jump to the ground. Go through the door and you will get your Third Sword!

This sword is considerably more powerful. Enemies will go down a lot faster. Pull out the handle as far as you can and a door opens directly across from this door. Let go and run to the door. Roll under and follow the hallway to the end.

You will now have to face off against red and blue soldiers. The platform is small, so it's best to use normal attacks instead of vaulting. Your sword is powerful enough to take them down easily anyway.

When they're dead, walk up the stairs and go down the stairs to the left. Walk into the sand vortex sand save your game.

~~~~~  
Observatory:  
~~~~~

While you were in the sand vortex, Farah found another switch. Walk up the stairs on the right, turn left, and go up the next staircase. Farah will pull the switch and the platform will rise.

To your left is sand cloud number thirty nine. Suck it up and go right. Run along the wall to reach the pole. Jump from the first pole to the second. Turn around and jump to the next pole. Turn around again and jump to the last pole. Jump to the platform.

Turn the handle 90 degrees counterclockwise so that the handle is pointing towards the planets. Jump and grab the pole on the right. Swing from pole to pole until you reach the column. Turn around so that you are facing the red handle. Swing from pole to pole to reach the red switch.

Turn this handle so that it points away from the planets. Swing back to the column and turn so that you face the white symbol on the left. Swing over to the hanging lever and pull it to realign the planets.

Jump forward and you will hit a button. This will extend the platform temporarily. Run along the right wall twice to return to the blue handle. Don't touch it: the planets are already aligned.

Swing back to the column and turn towards the only direction you haven't gone. Swing to the last lever and you will open the door. Slide down the ropes and return to Farah. Go through the door.

She will go through a crack and pull a lever for you. Go to the left and replenish your health at the fountain. Roll under the wall blades and wait for the log to pass before you jump to the door.

Turn left to find more traps. Run along the left wall to get past the spiked tiles. Wait for the blades to slide down the wall and quickly step on the button. Run through the door before it closes.

Pull the handle and roll under the wall blades until you reach the door. Go through and you will have to face off against five armored sand creatures. They aren't too hard now you have a new sword. Take

them out and walk into the sand vortex. Save your game.

~~~~~  
Hall Of Learning Courtyards:  
~~~~~

Go to the lower right corner and climb the ladder. Jump to the beam behind you. Jump the gap to the other beam and defeat the birds. Walk to the end of the beam and jump to the rope on the left.

Swing forward and jump to the higher beam. Move right and jump to the pole. Swing to solid ground. The gate is closed to your left so we need to do more platforming.

Run along the right wall to reach the beam. Jump to the pole and swing to the platform. Kill the birds before they see you. Run along the left wall to reach another beam.

Jump to the rope on the right and swing to the next rope. Swing in the same direction to reach another platform. Run along the left wall to reach a lower platform.

Jump down to the ground and enter the door behind you. Turn the lever to open all the gates. Go back outside and walk forward. There is a pit with spikes here.

To get past it, push against the right wall so that you hang on the side of it. Shimmy to the right until you pass the pit. Pull yourself up and go through the gate. The door to the right is unimportant, so go left and run along the left wall.

If you jump at the end, you can avoid the first rotating blade. Roll past the next two and kill the scarabs. In the corner, at the bottom of the stairs, is sand cloud number forty.

Go down the hall to find Farah. Continue down the hall, killing scarabs, and jumping a couple spike pits. Go forward and take out a mix of armored enemies and hook wielders. When they're dead, walk into the sand vortex. Save your game.

~~~~~  
On The Ramparts:  
~~~~~

Before moving forward, jump down into the gap in the wall and jump down to the left. There is a walkway around the outside of the wall. Turn right and you will find sand cloud number forty one. Go left and you will find a pool of water. Use it to heal, and continue down the path. At the other end is sand cloud number forty two.

Return to the top of the wall and jump the gap.

Go forward and Farah will crawl under the gate. You can't do that, so look left and you will see a pole. Jump to it and swing to a ledge. Go around the corner and jump to the top of the wall. Walk left for a scene.

You are now in the prison and half to reach the bottom to find a new way up. Descend the nearby ladder. Run along the wall. As you do, you will run across a button that will extend a platform. Run along the

wall four times. The last button will raise a lift for you to climb on.

On the next level, do the same as you did above. Run along the walls and descend the lift. This time, you have to jump off the wall after you hit the button to reach the platform. Run around the room and jump to the pole at the end. Swing to the ladder and slide down.

On this last level, run along the wall, hit the button, jump to the pole and swing to the platform. Do this until you reach the last pole. Jump to the ladder and slide down to the floor.

You will have to face off against a bunch of enemies here. Vaulting works really well if you are getting cornered. Defeat three waves of sand creatures and walk into the sand vortex.

~~~~~  
A Prisoner Seeking An Escape:  
~~~~~

Go around the room and on the right side you will see a broken prison cell. Inside is sand cloud number forty three. To the left of the cell, there are bunch of random objects. Destroy them to reveal a switch.

In one of the corners is a small cage. Push this onto the switch and go through the door. As you enter the hallway, break the wall to your right and you will find another secret passage.

Follow the hall to find magic fountain number eight. You're health will increase. Back in the hallway, wait until the sliding blades pass and run up the left wall to hit a pressure switch. Go through the open door.

To the left, in the open, is sand cloud number forty four. Pull both handles out to temporarily move the walls closer together. Jump from wall to wall to reach the top. Run up either wall and jump to reach the beam.

Kill some bats and walk to the end of the beam. Jump forward to reach the next beam. Jump to the switch on the right and rebound back to the beam. Jump to the switch on the left and rebound again. Walk forward and jump from wall to wall to reach the top.

Run up either wall and jump to reach the pole. Jump to the wall and rebound to reach the next pole. Jump to the wall and rebound to reach the beam.

Walk to the end of the beam and jump to the pole in the middle of the room. Swing to the platform on the other side. To the right is sand cloud number forty five.

For this portion, you need to continually run up the wall to switches and then jump back to the platform that will extend. At the end of the platforms, run up the wall and jump to reach the beam.

Jump to the ladder and climb to the top. Jump to the pole and swing to the other ladder. Continue climbing and jumping to poles and you will soon exit the prison.

When emerge out of the prison, you will find Farah facing off against hammer wielders and armored enemies. You will have to take out twenty

five of these creatures before you can rest. Vault over the hammer wielders. Fight smart and they will all be turned to dust.

When they're dead, go up the stairs and ignore the sand vortex for now. Heal at the fountain at the top of the stairs and go up another flight. Sand cloud number forty six is up here. Walk into the vortex and save your game.

~~~~~  
"At Last We're Here!":  
~~~~~

After the foreboding scene, you are back in control of the prince. We need to open to the gate but the switch is impossible to reach at the moment. Climb the stairs to the left of the sand vortex and look for a pressure switch in the middle of the platform.

Step on it and a platform will rise. This temporary, so quickly run down the stairs on the left (the one opposite the vortex) and you will see the platform you raised.

Run along the wall to reach it and run along the wall again to reach another platform. Run up the wall and press the next switch. This raises a platform on the exact opposite side of the area (directly across from the first platform you raised).

Run to it, run up the side, and climb on top. Run along the left wall to the platform. There is a box here. Push it off the platform. This is what we needed.

Push the box underneath a switch in between the two staircases (right across from the well. Run up and press the switch and the gate will open. Go through the open gate.

As you walk through, you will find sand cloud number forty seven. It's right in your path so you can't miss it.

Cross the bridge and deal with the birds that attack. Go through the door and you will find sand cloud number forty eight to your right. There you go, you got all of the sand clouds.

Walk down the hallway. At the last corner, before you turn left, bust down the obvious cracked wall to find another secret passage. You will find the ninth magic fountain and your health will increase.

Walk into the elevator and walk towards Farah. The elevator will rise. Now, walk to the other side of the elevator and get ready for some crazy combat. You will face off against a continuous wave of enemies. I counted around thirty before I died the first time.

This is a hard battle but you can make it easier. Block as much as you can. Vault over the hammer wielders and take out the blue soldiers first. As soon as you gain a new power tank (the little crescent moons to the right of your sand tanks), down an enemy to fill it. It's time to use the best move ever.

If all of your sand and power tanks are full, hold R and press L to use haste. Haste is an incredible power. Simply press the analog stick in the direction of an enemy and press B and you have an instant kill. This will end the battle for you quickly if you're having trouble.

Once all the enemies are dead, the lift will stop. Run up the wall with the symbol and jump to grab a hanging lever. A lift will descend. Get on and the two of you will rise to the hourglass chamber.

Walk into the sand vortex and save your game.

~~~~~  
The Hourglass:  
~~~~~

Follow the path to the top and climb onto the ledge on your right. Run along the right wall from ledge to ledge until you can see a pole on the left. Run along the wall and jump to it. Swing and jump to the top of the hourglass. Watch the cool scene.

Walk down the loooooong staircase and you'll be in an underground room. There is a puzzle of sorts here. You need to go around the room and find the correct door to Farah. The problem is that none of them go anywhere. They just lead back to this room.

The trick is to go past doors until you here the sound of water. Go in the door right after you here this. After you do this three times, you will be taken to the second floor. Continue listening for water and, three doors later, you will be treated to another cool scene.

The problem now is that you have no dagger or weapon. Exit the room and run past the enemies. In the next room you will see something on a pedestal but you can't reach it yet.

This is another light puzzle. Grab the mirror on the left (it is facing north) and position it to the right of the first mirror so that the light hits one of the pillars on the north wall.

Follow the light to the pillar. The pillar acts as a mirror and reflects the light to the pillar on the left. Back here are two mirrors. Grab the mirror that reflects light to the left. Place this in the light coming from the second pillar.

Grab the other mirror and use it to reflect the light onto the symbol. Go to the pedestal and you will get your Fourth Sword!

This sword can kill enemies in one hit and can break down doors and walls. Break down the wooden door on the left and follow the path. Remember that you have no dagger so you will have to be very careful when platforming.

Jump to the first pole. Swing to the second pole and jump to the wall. Rebound to the higher pole and swing to the next pole. Turn around and swing to the platform. Trounce the enemies with your new sword. You may not have a dagger but this sword kicks major ass.

Walk into the sand vortex afterwards. Save your game.

~~~~~  
"Farah! Come Back!":  
~~~~~

Go to the right side of the platform and hang down, holding the edge. Drop down to the ledge and make your way left, moving along the ledges.

When you can't go left anymore, drop down to the beam below and walk forward. Go directly underneath the pole and jump up to it. Swing to the open trapdoor and you will grab a ledge here. Enter the room and bust through the wooden door.

This will reveal a hidden passage to the tenth and final magic fountain. Your health meter will increase for the last time.

Run up the right wall and jump to the hanging lever. Swing to the pole. Jump to the trapdoor and rebound to reach an edge. Pull yourself up and you are back at the sand vortex.

Run up the wall to the ledge. Jump up to the next ledge and shimmy to the left. Jump up and grab the next ledge. Shimmy left and climb up to the platform.

Run up the wall on the left side of the fountain and jump back to reach a beam. Walk to the very end and jump to the pole. Move as left as you can and swing to the beam. Kill the bats.

Walk forward as far as you can. Jump to either column and slide down it. Walk through the opening. Run along the right wall and jump from wall to wall to reach the ledge.

Run up the left wall and jump to reach another ledge. Walk forward, watch the scene, and kill the enemies. Heal at the fountain and walk into the sand vortex. Save your game.

~~~~~  
Climbing The Tower Of Dawn:  
~~~~~

Run up the wall on the right and jump to grab the pole. Turn around, jump to the wall, and rebound to the beam. Jump to the left to reach another beam. Jump to the left again to reach a third beam.

Walk forward to reach a ledge and shimmy to the left. Jump back and grab the column. Climb as far as you can and jump to the column on the right. Climb to the top of this column.

Jump to the wall and rebound to reach a platform above. Head left and shimmy to the left. As you move around the pillar, bats will attack. Kill them and follow the ledge to the end.

Drop down and walk into the groove between two walls. Jump from wall to wall to reach the next ledge. Shimmy to the right until you reach the beam. Kill more bats and jump to the beam on the right.

Walk to the left and hug the ledge. Shim to the right and walk across the brown beam. Drop down to the pole directly below and shimmy to the right. When the next brown beam is above you, jump to the wall and rebound to the beam. Move right to the next ledge and kill more bats.

Move right some more and walk across the next beam. Jump to the beam on the right. Walk forward to the ledge and shimmy to the right. Jump from wall to wall until you grab the ledge. Shimmy to the right until you reach an opening.

Climb up the series of ledges and shimmy to the left. Jump to the next

ledge and jump across to the ledge on the left. Shimmy to the left and jump up to the next ledge. Drop down to the lower ledge and move left some more.

Climb the next series of ledges, moving left all the time, and jump to the pole. Swing from pole to pole until you reach another ledge. Shimmy as far left as you can and jump from wall to wall to descend to the bottom.

Enter the room and step on the switch. A door will open and the bridge will be destroyed. Run along the left wall and enter the next room.

Climb the ladder to the top and jump across to the other ladder. Kill the bats and climb to the top of the tower by jumping from ladder to ladder.

Kill the enemies at the top here and replenish some health at the fountain. Go left, climb over the rocks, and jump down. Walk into the sand vortex and save your game.

~~~~~  
The Setting Sun:  
~~~~~

Climb back up the rocks and climb the pole sticking out. At the top, jump to the pole. Swing to the second pole and a third pole. Shimmy to the left, turn the corner, and move right. Jump to the hole in the wall to grab a ledge.

Move right and jump up to the next ledge. Jump to the beam behind you. Go left and turn right to reach the platform. Run along the right wall to the next platform.

Balance to the middle of the beam, turn right, and jump across to the net beam. Turn left and follow the beam until you reach the broken tower. Shimmy left as far as you can and pull yourself up. Jump from wall to wall (inside the tower) until you reach the top.

At the top, walk forward and go left. Run along the right wall and take out some bats. Turn left and go to the end of the walkway. Balance across the beam to the other walkway.

Go right and run along the right wall to another platform. Run along the wall and jump to the column. It's a little tricky but not too difficult.

Climb to the top and jump behind you to the green-roofed building. Climb the column to the top and jump to the pole behind you.

Jump up to the platform. Run along the left wall and jump to the ladder. Climb to the top and jump to the column. Jump into the room for a scene.

Now you have the dagger but the sands are empty. You have to face off against a ton of armored enemies. The best thing to do is to push off the wall to kill them in one hit. Rebound works but not as well. Finally, after a lot of fighting, they will all die.

You will automatically walk into the sand vortex. Save your game.

~~~~~  
Honor And Glory:  
~~~~~

Watch the scene and get ready for a fight. It's not a tough one, like most final bosses, but it is worth it. The vizier will summon shades of himself to fight. You have to defeat three of them before you can attack him.

Simply vault over him and attack. This works well because he doesn't block himself while you vault. After a few combos, he'll go down. Defeat three shades and walk over to him. Attack him for a cut scene. Attack him some more and the game will end. Congratulations!

Thank you for playing and thank you for using this guide. There will be more in the future. Happy gaming.

^_^

~~~~~  
Version History:  
~~~~~

Version 0.10: 12/4/08 Started FAQ. Wrote about me section, spoiler section, getting started section, control section, and combat section. Wrote walkthrough up to the palace's defense system.

Version 0.35: 12/5/08 Wrote walkthrough up to the baths.

Version 0.65: 12/6/08 Wrote walkthrough up to the hall of learning.

Version 1.00: 12/7/08 Finished walkthrough. Wrote version history and legal info.

Version 1.10: 12/23/09 Updated email address. Fixed a few minor errors.

~~~~~  
Legal Information:  
~~~~~

This guide is copyright (c) 2008 by David DeGregorio AKA Zenithwillrule.

This game guide is only allowed to air on GameFAQs.com. If you wish to use this guide on your sight, email me and I will tell you my terms of use. Thank you and again thanks for reading.