

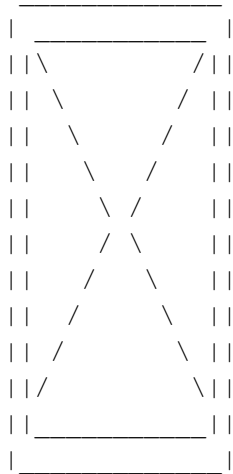
Prince of Persia: The Sands of Time GCN/GBA Connectivity Guide

by The Lost Gamer

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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.

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Prince of Persia: Sands of Time
GBA/GCN Connectivity Guide
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001-General Information

This is a guide about how the connectivity between the Gamecube (GCN) and GameBoy Advance (GBA) versions of the game called Prince of Persia: Sands of Time. Using a GBA/GCN Link Cable, you can link the two games and get some extra stuff, depending on what you've done in both games. That's what this guide is all about.

You can contact me at ilovecartoonssomuch@yahoo.com, but

make the subject blank if you do.

002-What You Get From Connecting

First off, while connecting the two games, you need to have the GBA paused for it to work, for some reason. Here is what you get from connecting the two games.

1 - You get a life refill on the GCN game. The life refills very slowly, so that players won't be able to abuse it during tough fights. . This is useful during tough fights, to have your life refilling while you're fighting, no matter how slowly it is.

2 - Prince of Persia, the original 1989 version, becomes unlocked and you can then play it as often as you want to on the GCN version. This occurs if you activate all three switches in the GBA version. You can unlock the original Prince of Persia game on the GCN another way, which has nothing to do with connectivity, which is lame.

3 - In the GBA version, there are three doors you cannot go through. If you break three specific boxes in the GCN version (while connected to the GBA as you do so), you can go through these three doors.

003-Switches in the GBA Game

There are three GCN switches that you must step on in order to play the original Prince of Persia on the GCN. You do not need to be connected to the GCN while stepping on these switches; stepping on all of them and then later connecting to a GCN will do.

Switch One

This one is in the third area of the game, which you'll have to come back to if you want to activate the switch, because you need the olivine medal to get to it, which I don't think you can get the first time around.

Right, so go left through the olivine gate to reach the room with the switch. If you look on the map, there is a 2 by 1 (2 high room), connected to two 1 by 1 rooms at its bottom corners. You reach the gate by going through the top/left exit of that room.

In this room, jump to the ledge and climb up on the ledge above that one. Move left to the end of this ledge, then drop so you're hanging off the ledge below. Move left along this ledge until another ledge shows up above; climb up so you're above that ledge.

At the left end of this ledge are two spinning blades. Before reaching the end of this ledge, drop to the ledge below and then the ground below.

Kill the sand beetle on this platform and jump left off it to a rod. Swing to a slippery column. Go up this column and flip to the left side when you're out of range of the spinning blade.

At the top, jump right to another column and then jump right to another column. Jump off this column to a platform. Go right across the platform and kill the enemy on it.

Run up the right wall and jump left off it to a rod (or jump to a rod and swing right off it to reach this rod). Swing left off this rod to a platform with sand beetles on it.

Double-jump right off this platform to reach a platform with a spear-wielding enemy. Kill it and jump to the rod in the air. Swing to the platform on the upper left to reach the switch.

Switch Two

This one is in the fourth area of the game (these places need names), which you go to after you've beaten the Griffin boss three times (the third time you fight him, he breathes fire).

The switch is accessed through the eleventh room you come to in this section (counting from left to right on the map), directly above a room that is the same shape as it. It connects to a small 1 by 1 room in the up/left.

After you beat the boss in this section, you get the scroll of rebound. Once you do so, you can enter the room where the switch is. In the top/right part of the room I indicated are two walls that are close together. Jump from wall to wall until you reach a platform on the right. The platform has a circular axe throwing enemy on it.

Go across this platform and enter the doorway. This leads to the room of Spinel, so you need to have the entire medal of Spinel assembled to go through. You should have it by now, based on the fact that I did.

In the next room, on the first platform is a guy with a spear. To defeat him, you need to jump over him and attack him from behind, then repeating the process.

On the next platform is one of the things that rises from the ground. Hit it with your sword to kill it.

On the next platform is nothing, and on the next platform are three of the ground-rising creatures, along with a rotating blade that you must roll past.

The next platform is a wooden thing going left and right. Ride it right, do a double-jump over the swinging blade and land on another wooden thing. Jump to the next platform.

On this platform are a bunch of ground-rising creatures. Kill them all and go right. The next platform is a wooden thing that goes left and right. Jump on it, duck under the spinning blade it goes past and jump to the next platform.

This platform has a bunch of ground-rising creatures. Kill them all, then go past two empty platforms. The next platform has one of the enemies with a chain that she whips at you (swing at the chain to destroy it until it's small enough for you to hit the enemy with your sword and then have enough room to dodge out of the way, then repeat that process).

Double-jump to the next platform. On it is a Sands of Time potion (hidden in a jar) and a switch.

Switch Three

This is fifth area of the game, the place you go to after you finally killed the Griffin boss. You need the Onyx medal to go through this room.

On the floor in a low room in this section (mapwise, it's the first room you come to whose bottom is even with the bottom of the leftmost room) is a broken bridge. Use the sands of time to repair the bridge, which leads to a wooden door. You can break through the door after beating the Vizier and getting the last scroll, so you'll have to come back to this section.

When you come back to it, break through the door. Jump to the next platform, which has the things that pop out of the ground and mess up your controls. Kill them and climb down the hanging cloth at the right end.

Go left and jump to the next platform. Kill the enemy here (a spear dude) and climb down the hanging cloth at the end. Fall off it to the ground and go right, double-jumping over the spiky pole.

Go right (a dingo dog attacks) to the hanging cloth and climb down it. Go left past spiky poles and the ground poppers. Climb down a hanging cloth and go right, avoiding an attacking dingo dog. Fall down to the platform below.

Jump to the platform to the left, and jump to the platform left of that (it has a ground popper on it) to reach the doorway. Enter it to reach the Onyx medal room. Go left through it when you have the medal.

In the room you come to, go left and double-jump left to another platform. Run up the wall here and jump off to a platform.

Jump right to a wooden platform that's going left/right. Jump off it to a platform by the wall. Run up the wall and jump left off it to yet another platform.

On this platform is a floating genie enemy. Kill it and

jump left over a caged jet to reach another platform. Go left across this platform, going under the caged jets. At the end of this platform, fall down.

Go left off this platform and jump to a slippery column. A column is left of this one. Get to the bottom of the left column (avoid the caged jets along the way). Jump off to a wooden platform going left/right.

Jump left off this platform to a wooden platform going up/down. Jump right off this platform to a sturdy yellow one. At the right end of this platform, go up by jumping from wall to wall.

You reach a platform with a spear enemy on it. Also on this platform is the switch. Exit this area by the way you entered it.

004-Switches in the GCN Game

In the GCN version, there are three black boxes that have light coming out of them. You must have you GBA connected to the GCN and have your GBA on the pause screen during normal play for some reason.

Box One

This is found in the "Climbing the Tower" section. It's when Prince teams up with Farah (after Prince kills his father) and the two of them reunite after Prince goes off and does stuff. They go up some stairs and Farah slips through a crack and Prince says, "You're a skinny little thing." The next room is the room with the box in it.

This room is a big warehouse. To get through it, Prince and Farah take turns pulling levers. The box is on one of the sides of the room (the longer sides). It's above a big locked door that is on ground level.

After you've pulled your third lever, go past the fourth one (this is the lever which is below you, so you go down the stair thingy and R-run along the wall past the lever to avoid pulling it. This is the first lever Prince pulls that you can reach without having to deal with other platforms while reaching the next lever).

While by the fourth lever, but not on it, simply go down the stair leading from this platform to reach the platform with the box on it. Remember to have the GBA attached and on pause while you break the box with B.

Box Two

This one is in the "Cavern of Ladders". It comes right after you have to do a lot of jumping across icicles (or they might be stalactites, I don't know). Past them you cross a bridge to an area with a lot of ladders and

platforms.

R-run to the first platform, then R-run to a ladder hanging off of the next platform. Flip over to the other side of the ladder and start to go down. The platform with the box on it is directly behind you. Jump to it and break open the box. This one opens door three, because the doors are listed in the order they appear in the game.

Box Three

This is the easiest one to get. It's in the "Hall of Learned Courtyards" section. This is the first place where you are outside after you deal with the Hall of Learning (place where you had to shine light through mirrors) and the observatory (place where you had to swing across bars coming from big colored balls on the ceiling).

When you enter here, you fight six sand creatures. Farah is trapped behind some bars. When you go through this area and find a crank and push it to free her, go to where Farah was trapped to find the box. Getting all three boxes unlocks three doors in the GBA version.

Here are the doors that get unlocked in the GBA version and what is behind those doors.

Door One

This one is in the third area of the game, which is where you end up after beating the Griffin boss twice. On the map, it's directly left of the boss room (which is the 2 by 2 room in the top/right), and it's the 2 by 1 that is level with the boss room. It has exits in all four corners, and to get to the boss, you don't go through either of the top exits.

The door is in the top/left corner of this room. This one is unlocked by breaking box one.

In this room, jump to the wooden ledge and climb up it. Go left across the top of the ledge, carefully avoiding the buzzsaws that are going up and down. At the end, drop down from the ledge to the ground below.

Jump left to a wooden platform that is going left and right. Once on this platform, duck down (this way you avoid another tricky buzzsaw). Jump left to another wooden platform (the tricky part is that you must make this a double-jump over a rotating blade).

On this second platform, duck down again (there's the same buzzsaw thing above this platform), and when the platform is as left as it will be, double-jump left off it to a chain.

Climb up the chain and jump left to a wooden platform going up and down. Duck while on this one (a buzzsaw is above) and jump right to another such platform (keeping in mind the buzzsaw above as you do so).

Double-jump right off this platform, over a rotating blade and onto a wooden platform moving right and left. As you might expect, duck while on this platform.

Double-jump right off this platform to a normal platform, which contains your reward: a sands of time potion hidden in a vase. Go right past the buzzsaws and climb down the chain to reach the exit.

Door Two

This one is in the fourth area of the game, which you go to after you've beaten the Griffin boss three times (the third time you fight him, he breathes fire). Unlike the switch, you can access this before beating the boss of this area.

The door is in the sixteenth room you come to in this section (counting from left to right on the map). On the map, it is the rightmost of the lowest rooms.

In this room, the area of interest is the top/left corner. You must push a box left so it lands on the right of two inflatable switch things. You know, the two switches where if you stand on one, the other one shoots up. Jump on the left one to shoot the box up and when it lands, you'll get shot up.

Grab the chain there and climb up. Jump off it to the left, where there is a green flame. Go past the flame to reach the doorway.

In this room, go to the left end of the platform and double-jump up to reach a rod hanging from the wall. There are a LOT of hard jumps and such in this room, so...let's avoid them and swing right off this rod to a column that is conveniently placed so you wouldn't go to it unless you knew it was there.

Climb up this column and jump left when you've gone up past the swinging blade. On this platform is some elixir. Grab it and exit the room.

Door Three

This is fifth area of the game, the place you go to after you finally killed the Griffin boss. It's in the room after the second save room you come to in this area (there's a life fountain in the room left of the save room, which is kinda weird because they both refill your health, so you don't need both of them in a row).

The door is in the top/right corner of the room just right

of the save room I indicated. In this room, jump to the wooden platform that is going left/right. Do a double-jump over the caged jet, then duck under the spinning blade, and jump to a normal platform.

Jump to another wooden platform going left/right. Duck under the spinning blade above this platform, then do a double-jump over a caged jet to reach another left/right wooden platform.

Jump from wall to wall up the right wall to reach an above platform. Go left across this platform, double-jumping over the non-moving spiky poles (look out for the moving wooden platforms above; they have spikes on the bottom of them, so don't jump into them).

Past the spiky poles you reach a wall. Run up the wall and jump right off it to a wooden platform going left/right. When you reach a caged jet, do a double-jump over the flame and not the entire jet. Jump to the next platform, where you have to do another double-jump over a caged jet flame and then duck to get under a wall.

Once right of the wall, jump left at it and jump from wall to wall here. At the top, you want to go across the top level. Jump over the spiky pole, to the rope, to another platform, over the pole, double-jump to a rope, to a platform, and over two poles here to reach the top/left corner of this room.

Drop down to the level below. Go right, past three spiky poles and drop down to the level below. Jump over a spiky pole and walk left past the caged jets (they can't reach you if you're on the ground), and jump past a final spiky pole to reach your reward, some elixir.

005-Credits

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