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1. CONTACT INFORMATION
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Hi, I'm Lestor Wong. I post on GameFAQ.com/ GameSpot.com by the username "neeker". Feedback for this document can be directed to lestor underscore wong at yahoo dot com. You may check out my other works here:

<http://www.gamefaqs.com/features/recognition/52881.html>

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2. INTRODUCTION
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The Prince of Persia series has always been a favorite franchise of mine. I've played the console versions of the trilogy countless times, and still hold fond memories of them. Prince of Persia: Rival Swords is a PSP port of the concluding chapter of the series. Like Ubisoft's previous PSP Prince of Persia offering, this game comes with additional levels that are not found on the console versions of the game. This document is written with the purpose of providing a walkthrough for these fun, challenging, and sometimes deviously painful-to-navigate levels.

To use this document, you must be reasonable familiar with the basics of the game. I won't go through stuff like controls, combat skills and speed kills techniques. If you're stuck on other areas not related to the additional levels, you may refer to any Prince of Persia: The Two Thrones walkthrough on GameFAQs.com for assistance.

You may wonder where these new levels are found? Well, they'll be activated when you attempt to snag a sand gate. The Prince will be "sucked" into a new platforming environment whenever he tries to enter those beam of lights shooting out from the ground. Quite a neat way to include the new puzzles, I must say.

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3. THE FORTRESS

[RVSD01]

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The first sand gate is found just after "The Fortress" save point. After you quick kill the two sand guardians, activate the sand gate to enter the first bonus level.

THE WATER WHEELS

In front of you are some large water wheels. Notice the horizontal bars on these wheels? You need to use them to get to the other side, but their locations are somewhat awkward to get to. Your immediate task is therefore to align them properly.

To begin, look behind to find a statue of a mermaid. It's standing right in front of a block of wall. To the left and right of this wall, you can find walls that you can use to do the multiple wall-jumps up to the top.

At the top, there are two dials on the left and right. Turn one first, and then jump to the next dial via the middle platform to turn the other. Once done, the wheels will be turned in such a way that the horizontal bars are now aligned.

Jump back to the middle platform, and drop down to one of the hands of the statue. Hang on the hand, and drop back down to where you begin.

You can now swing/ jump from bar to bar until you reach the other end of the temple. Be careful when you jump though, as it's entirely possible to misjudge the gap and fall to your death.

THE DEADLY TRAPS

In front of you now should be a large, empty room. Don't enter first. Instead, go to your left to find a dagger plate. Activate it, and a scene will show as some traps are activated in the supposedly empty room. Beyond the traps are some flights of stairs.

Wait for the first row to move to one side, and then walk in its opposite direction, and then sneak past the rest of the traps in similar fashion - you've got to do this quickly, since this is a timed event.

Beyond the traps, quickly wall run up the stairs, step by step, until you reach the top.

Your path is blocked by a large, brown wall. On the ground are three buttons. If you step on the wrong one, you'll be hurt, badly. Step on the left plate to remove the wall.

Next wall, plus three more buttons. This time, step on the right button.

One more wall, and three more buttons, again. Step on the middle button to finally see the ray of hope - the sand beam is right in front! Proceed on the linear path towards the beam, and you'll automatically

activate the sand gate for your reward - a new sand tank.

THE WAY BACK

The walls begin to crumble now. You need to get out of here, fast. Ignore the two fountains-like thing nearby, since you can't drink from there nor save your game with them. Instead, go left to find a gap in the wall. Jump through this gap.

Hang on this gap and jump towards the opposite platform. You can now do a wall run on the right wall, before jumping to the left platform ahead. Time your jump right, or you'll end up missing the boat.

Jump past the trunk blocking your path on this platform, and you can wall run on the left wall this time. At the end of the run, jump to the right platform.

Now, wall run on the right wall before jumping to the left ledge. From here, you can jump to the opposite, higher ledge, and then walk to the front of this ledge.

From here, jump to the tree branch in front. You should now be able to swing/ jump to the ledge ahead. See the two narrows walls thing? Jump towards it, and slide all the way downwards.

A dagger plate is screaming for you here. Jump towards it and hang on to it. Now, wall run on the right wall to reach a ledge.

Drop down the ledge, and you'd have return to where you begin. Run towards the circular platform to get out of this place.

----- THE FORTRESS: END

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4. THE LOWER CITY [RVSD02]

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This is one of the easier bonus levels available in the game. The sand gate near you won't work unless you kill all the creatures guarding it. Problem is, they're all found on the other side of a locked door. Your job is to find a way to them, eliminate them, and return to activate the portal.

THE CRATES

There are two pile of crates around this area. You need to climb on top of the pile that is nearer to the L-shaped structure - if your camera angle changes when you walk near the crates, you're on the right pile.

When on top, jump to the ledge on the wall. Shimmy to the left to get onto some sort of a roof/ platform.

Wall run on the right wall until you can jump towards the top of the L-shaped structure. Shimmy left and you should now see a window to

the left of the screen. Jump towards the window and climb through.

THE TREASURE VAULT

Once in, a scene will show you a room full of treasures, plus three sand guardians roaming around. Drop down to the lower platform, and wall run on the right wall. At the end of the run, jump left to the horizontal beam.

Go right/ forward and walk to the end, where you'll be on some platforms. Go left, and then wall run on the right wall. At the end, jump left to the horizontal bar.

Swing/ jump from bar to bar until the next platform. Ignore the window ahead, as it'll bring you back to the previous section. Instead, look left of where you stand, and you should find a wall with a ledge. This wall is situated somewhere in the middle of the room.

Jump towards the ledge, and shimmy left until you see two horizontal beams, one on top of the other. You'll be on the top beam, so drop down to the lower beam. Wait patiently until the head guardian (red) looks away, and drop down to double speed kill the other two morons. With the two out of the way, sneak behind the red moron and speed kill him as well.

THE WAY BACK

There's a box with some sand credits near the locked door if you want. Opposite the door is a wall with a button on it. Wall run up to touch it, and the door will open. Run through the door back to where you begin. You'll automatically activate the sand gate for the reward of 100 sand credits.

----- THE LOWER CITY: END

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5. THE BALCONIES

[RVSD03]

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Some time after "The Balconies" save point, you'll find a sand gate leading to this area. I don't really consider this a level though, since there's no puzzle to solve whatsoever.

EYE OF THE STORM

To proceed, simply walk forward, get past the bridge, and go up the stairs to reach a fountain. Drink from it to get one of the most important sand powers in the game - The Eye of the Storm. This helps you to slow time.

From here, walk back to the starting point to get out of here.

That's it!

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6. THE TEMPLE ROOFTOPS

[RVSD04]

I like this level. It's pretty challenging, but not to the extent of frustrating.

THE SHIP

You'll begin opposite the king's flagship. Three morons are patrolling on it. Wait until all of them are not looking at your direction, and then jump to the T-shaped horizontal beam that is at the "two o'clock" angle.

Move along the beam to its front, and then hop onto the beam above. Jump to the rounded platform in the middle of the ship, and navigate to the beam beyond it. You should now be facing the upper deck of the ship, where a guard is. When his back is turned against you, drop to the deck and speed kill him.

Wait till both guards at the lower deck are not looking, and then drop down to speed kill them if you want.

To save time, however, I'd recommend to simply drop down from the T-shaped beam and dispose them with combat. But seriously, it's your call.

Once the guards are disposed, head towards the front end of the ship. You should be standing beside a wall on the left. Wall run on this, and jump on the deflecting shuttle. It'll send you into a window that leads to an abandoned tower.

NOTE: Make sure your sand tanks are full before you proceed.

THE RISING SAND

In the tower, you'll find yourself atop a flight of stairs. Don't bother going down. Instead, go left, and you'll hit a scene. It seems that some sand are rising quickly, thus submerging the tower in the process. If you don't get out of this soon, you'll be swallowed!

NOTE: You must do the following sequence **very** quickly, and you must continuously slow time whenever you can.

Wall run on the right wall to the next platform. Slow time now, and quickly go left again to do another wall run to the next platform. Do another wall run now, and at the end of it, jump to the horizontal beam.

Climb up the beam, and jump to the platform ahead. Slow time if needed, and go left again until you see another horizontal beam. Wall run up the right wall, and rebound off the wall to this beam.

Shimmy to the right of the beam, and jump to the beam ahead. From here,

you can jump to the platform ahead. You can now go left, and exit via the window there.

If you do this fast enough, you should see a cliff with some ledges in front of you. Jump to one of the ledges, and continue to jump up ledge by ledge until you reach to the top. If you don't see any ledges, it means that you're too late.

At the top, go towards the sand portal to activate it. You'll gain a new sand tank for your efforts.

THE WAY BACK

After the cut-scene, you'll transform into the Dark Prince. Your sand tanks should more or less be depleted, but you can fully replenish it by heading to the left of this area to find a sand box. Snag some sand credits from the box, and refill all your tanks in the process.

Now, head right, and right again. A scene will show you the way out of this place. Once you resume control, run forward quickly - a wall is moving out from the left wall, and you don't want it to block your path. It's not necessary to slow time for this, since you should have enough time to get past the wall.

Beyond the moving wall, you'll reach the end of this pathway. The camera angle will change. Wall run on the left wall, and then jump to the pole on the ship. You won't reach it by merely jumping though, so quickly use the Dark Prince's daggertail (press triangle after jumping) to swing towards the pole. If done correctly, you'll end up hugging the pole. Slow time now.

You should see the sand portal behind you here. Align towards that direction, and jump towards it, while using your daggertail to swing to the opposite walkway.

Go left and you should see a closing door. Quickly roll under it (slow time if needed). Run towards the wall at the far end, and wall run along it to reach the sand portal. As you land, you'll hit water, and will transform back into the Prince.

Head towards the sand portal to leave.

----- THE TEMPLE ROOFTOPS: END

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7. THE MARKET DISTRICT [RVSD05]
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Another treasure vault level, and like the previous one, it's pretty straightforward.

ON A PLATER

Head to the bottom left corner of where you begin to find two facing walls. Use them to perform multiple wall-jumps up to the top. At the top, jump to the dagger plate. From here, climb up to the platform

above.

Do a wall run along the left wall to reach the ledge just above the window ahead of you. Shimmy right on the ledge until you're above the window, and drop down. Climb through the window.

A scene will now show you the locations of the three guardians. Drop down to the lower platform, and wall run on the right wall to reach the dagger plate.

Jump to the opposite dagger plate, and perform a wall run on the left wall to the next available plate. From here, you can wall run to a ledge/ gap on a large pole.

Shimmy right, and climb up to the platform. Wall run up to the dagger plate here, and wall run along the left wall to the next plate. Here, jump up the dagger plate above.

You can now run along the left wall to the very faraway dagger plate. Note that if you attempt to perform this run on the lower dagger plate, you'll never make it. Anyway, from here, jump to the platform behind you.

Do yet another wall run along the left to yet another dagger plate. Drop down to the plate below, and jump to the ledge/ gap in the wall behind you. Here, drop down to the ledge/ gap below.

Shimmy right first, and tweak the camera angle to check the head guard at the far side. Once he turns to look to the right, quickly shimmy left. You can now double speed kill the two morons below. There's every chance that, while you're doing these kills, the head guard will turn back to look at your direction. If that happens, you've no choice but to fight.

Anyway, if you successfully pull off the kills, use the wall here as cover to check the head guard. Once he looks to the right again, sneak towards his back quickly, and speed kill him. It's not necessary to slow time here, unless you really have problems reaching him before he turns to look in your direction again.

There's a sand box in the small alcove beyond/ to the left of this last guard. Snag it for some sand credits, and to replenish your sand tanks if you're low on sand.

You can now return to the sand portal to get your reward of 150 sand credits.

Alternatively, from where you begin, simply run in to kill all the three morons head on. Once you enter, the door will be locked, so the head guard won't be able to call for reinforcement. Once you kill them, wall run up to hit the button near the locked door to unlock it, and go back to the sand portal. I won't recommend this method though, since the platforming approach is so much more satisfying to do.

----- THE MARKET DISTRICT: END

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Like The Balconies, this is merely a resting level. Walk across the bridge and up the stairs to reach the fountain. Drink from it to get a new sand power - the Winds of Sands.

----- THE UPPER CITY: END

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This is by far the most difficult map among the new levels. It's also extremely frustrating to do, due to camera and controls issues. Don't be surprised if you've to redo it a few times.

RACE AGAINST TIME

You'll transform into the Dark Prince from the onset. From where you begin, go left, and jump across the gap to the platform ahead. There's a pot here if you need to replenish sands. Here, run along the left wall, and at its end, jump towards the chainswing. As usual, use the daggertail to swing across to the opposite platform.

NOTE: Precision is needed for this jump. Sometimes, you may even miss the platform even if you managed to connect to the chainswing, which makes it very frustrating.

The platform that you're hanging on is unstable, so quickly slow time. Shimmy to the right, and around the platform until you can see another platform to the left. Jump towards that.

This platform is equally shaky, but its area is smaller, so you should be able to shimmy right and around it without having to slow time. At the end of the shimmy, you should find an angled wall with a ledge behind you. Leap towards it.

Climb up, and shimmy left. Jump to the large, red column behind. You may consider slowing time here. You'll be hanging onto a ledge. All you need to do is to shimmy right, and then drop down to the ledge below. Problem is, the column is sinking, which is why slowing time may help your plight. A little.

Once you drop down to a ledge with a pot, you've reach the bottom. A pole is behind, across the lava. Quickly jump towards it, and climb up. Again, the ground holding the pole is submerging as well, so you may want to slow time. It's entirely possible to climb up to the top without slowing time though, so the choice is up to you.

At the top, the camera angle will show a chainswing to the upper right. Jump towards it, and use the daggertail to swing to a ledge on the opposite wall. Drop down to the ledges below (or, if you're slow, the ledges will break anyway).

FIRE AND DRAGON

At the bottom, head left to find a platform with two pots. Grab them, and jump across the lava to the platform on the right. Here, you can run up the wall to grab a ledge. Climb up to the ledge above, which is connected to a platform.

You need to jump to the right, but a fire dragon statue is moving in and out of the wall, and splurting fire. Wait for it to go into the wall, and then quickly jump to the ledge on the right.

Adjust your camera angle and look down. You should see a small platform with a pot. Drop down and break the pots to refill your health. You need to go right, but another fire dragon statue awaits you. Again, wait for it to go into the wall, and then run along the left wall to the far ledge.

This is one of the most frustrating segments of the level. You'll need to perform multiple wall jumps up the walls here. Some ledges will be available for you to rest, but don't think that it's easy. Somehow, fire is splurting down from above. You'll have to wait for it to go away, before wall-jumping to the next available ledge. The lousy camera angle, however, makes it difficult to gauge whether the fire is still there or not. If you remember, you're playing as the Dark Prince, and your health continuously gets drained for nothing, I've to wish you all the best as you transverse your way up.

RUSH TO THE PORTAL

On top, wait for the fire to disappear (duh!) before jumping to the right beam. Here, quickly jump to the horizontal bar ahead, since your health should be rather low now. Climb up to the top of the bar, and turn around. You should see another bar, so jump towards it.

From here, jump to the small platform in front that has two pots. Saviour!

On this platform, go left, and balance yourself onto the beam. Walk towards its end, and jump left to the horizontal beam. Slow time here if you want, since the bar will start to shake. Walk on this beam to the right, and then left, until the end. You can now jump to a long, thin horizontal pole.

Hang on this pole, and shimmy left, down and left again. You should find a balcony at the top right corner of the screen (automatic camera angle)... or at least the ledge on it. Jump to the ledge, and shimmy left until you can climb into the balcony.

Break the pot here, and then jump over and hang onto the railing. A scene will show two chainswings, and the camera will pan to a left-to-right view. Jump to the right, and chainswing twice. You'll hopefully reach a chain. Descend it to finally reach the sand portal, phew!

You'll get a new sand tank for your efforts - the sixth, and final one, by the way.

THE WAY BACK

You'll still have to get back to the starting area. From where you begin, head right to find a pot. Break it for sands, and then head

towards the far wall. Hug the wall, and drop down to a hidden ledge.

NOTE: A glitch here will prevent you from dropping down to the ledge easily. If you head towards the ledge area directly, you may find the Dark Prince suddenly "swimming" in mid-air. If you're lucky, a few stabs at the buttons will free him. If not, he'll somehow plunge to his death.

Walk forward a little on on this hidden ledge, and a scene will show the lamps along the left wall. Run along the wall, and use the dagger-tail to chainswing further (twice) to land onto a ladder. Notice that as you run along the wall, it begins to break. If you're worried, you can slow time, but it's not essential.

Climb the ladder up to the top. There's another pot here. Break it, and then slow time. Jump across the lava from platform to platform (on the right of the pot) until you're on safe ground again. The platforms will start to tilt once you step onto them, which is why slowing time is helpful.

Break the pot here, and then wall run up the grey structure to hang on to the ledge. Shimmy right all the way, and then climb up. Shimmy right until you see a ledge opposite you.

DON'T, I repeat, DON'T even attempt to jump across to the opposite ledge. Two bouts of fire are guarding the walls, and you'll never make it. Instead, hang onto the ledge on that small, squarish platform. Make sure that your back is facing you.

You won't be able to see what's behind, but take the leap of faith to land onto a narrow ledge. Be careful not to over-jump, or you'll fall to your death. This ledge leads to the opposite platform that you couldn't jump to earlier, so simply walk up to the next area.

Ahead, you'll find one of those narrow walls thing. Drop into these walls, and slide all the way down. Drop down into the water below to transform back into the Prince.

There's a chain to your left. Jump towards it, and slide down to the sand portal. I'm sure you're glad that you're finally leaving this hell of a place.

----- THE CITY GARDENS: END

+ + + MORE TO COME! + + +

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APPENDIX 1. VERSION HISTORY
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Version 0.70: Guide done up to the 4th sand gate. (4/25)

Version 0.80: Guide done up to the 7th sand gate. (4/27)

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APPENDIX 2. CREDITS
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Ubisoft

ASCII Generator (@ <http://www.network-science.de/ascii/>)

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