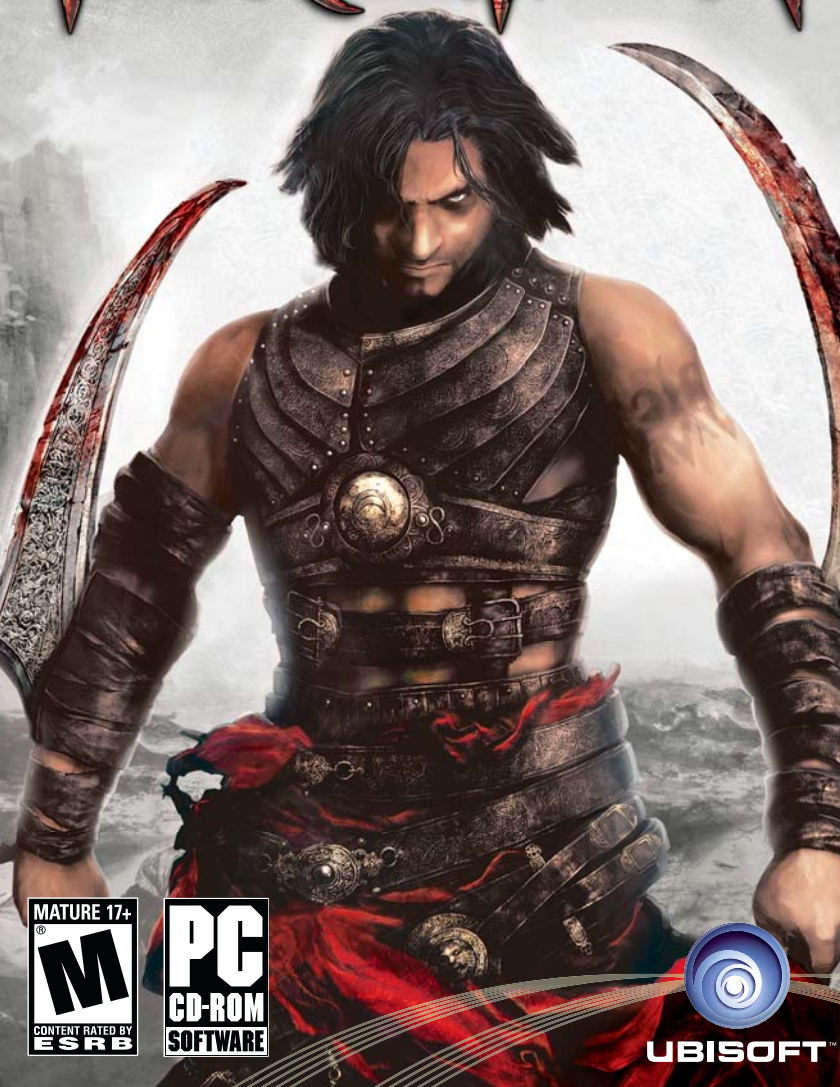


PRINCE OF PERSIA WARRIOR WITHIN



MATURE 17+



PC
CD-ROM
SOFTWARE



UBISOFT™

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Hours: 9am–9pm (EST), M–F

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- Amount of RAM.
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- Video card that you are using and amount of RAM it has.
- Maker and speed of your CD-ROM or DVD-ROM drive.
- Type of sound card you are using.

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Be advised that our Technical Support representatives are available to help you **Monday through Friday from 9 am–9 pm Eastern Time** (French language support available from 7 am–4 pm EST).

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Date of birth (Month/Day/Year)

Date de naissance (Jours/Mois/Année)

Fecha de nacimiento (Día/Mes/Año)

Gender/Sexe/Sexo

M

F

Game title purchased/Titre du jeu acheté/Título del videojuego comprado

Game systems you own/Quelle console possédez-vous ?/¿Cuál es su consola?

PlayStation®2
computer
entertainment system

PSP™
portable game
console

Game Boy®
Advance

PC

Nintendo
GameCube™

Nintendo
DS™

Xbox®
video game
system

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System Requirements

Supported OS: Windows® 98 SE/2000/XP (only)

Processor: Pentium® III 1 GHz or AMD Athlon™ 1 GHz

RAM: 256 MB of RAM

Video Card: DirectX® 9-compliant graphics card (see supported list*)

Sound Card: DirectX 9-compliant sound card

DirectX Version: DirectX 9.0c or higher (included on CD)

CD-ROM: 16x CD-ROM or 4x DVD-ROM

Hard Drive Space: 2 GB minimum

Peripherals Supported: Joypad

* Supported Video Cards at Time of Release

NVIDIA® GeForce™ 3/4/5/FX/6 series

ATI® Radeon™ 7500/8500/9000/X families or newer

Matrox Parhelia™

Laptop models of these cards not supported. These chipsets are the only ones that will run this game. Additional chipsets may be supported after release. For an up-to-date list of supported chipsets, please visit the FAQ for this game on our support website at: <http://support.ubi.com>. PC audio solution containing Dolby® Digital Live required for Dolby Digital audio.

NOTICE: This game contains technology intended to prevent copying that may conflict with some CD-RW, DVD-RW, and virtual drives.

Installation

Installing *Prince of Persia®: Warrior Within™*

To install *Prince of Persia: Warrior Within*, follow these simple steps:

1. Start your computer.
2. Insert the *Prince of Persia: Warrior Within* installation CD into your CD-ROM drive. The autorun menu should appear.

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

3. Click on the Install button. The installation wizard will walk you through the setup and installation process for the game.
4. After installing the game, select Ubisoft/*Prince of Persia: Warrior Within*/Play *Prince of Persia: Warrior Within* from your computer's Start menu or double-click the Play *Prince of Persia: Warrior Within* shortcut on your desktop. Doing either starts the game.

Note: The *Prince of Persia: Warrior Within* Play CD must be in your CD-ROM drive to start the game.

Uninstalling *Prince of Persia: Warrior Within*

To uninstall *Prince of Persia: Warrior Within*, follow these steps:

1. Start your computer.
2. Insert the *Prince of Persia: Warrior Within* Installation CD into your CD-ROM drive. The autorun menu should appear.
3. When the autorun menu appears, click on the Uninstall button. It will automatically uninstall all components of *Prince of Persia: Warrior Within*.



Our story begins a few years after the conclusion of *Prince of Persia: The Sands of Time™*. The Prince has returned home to Babylon, to find himself hunted by a supernatural creature bent on his destruction. Forced to live a life on the run, he seeks counsel from the Old Man, who explains that his actions have spawned a creature known as the Dahaka. In saving the Sultan's palace from destruction, the Prince created a rift in the Timeline. The Dahaka intends to repair this problem – by ending the Prince's life.

The Prince quickly comes to realize that there's only one possible way to end his troubles: journey to the birthplace island of the Sands of Time, find a way to travel back into the past, and stop the Sands from being created. He sets sail for the island immediately...



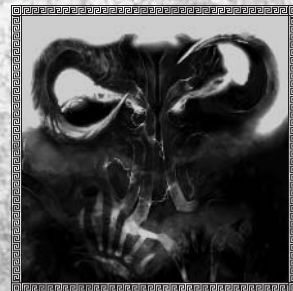
The Prince

The Prince is a vastly different character from the one we met in *Prince of Persia: The Sands of Time*. His actions during the events of that game inadvertently unleashed the Dahaka: an invincible creature that has been stalking him ever since. Pursued relentlessly by this beast, unable to eat or sleep, the Prince has become a dark and callous shell of his former self. His fate has been written. He will die.



The Dahaka

Created by the Prince's disruption of the Timeline, this massive, mythical creature was created with a single purpose – ending the Prince's life as quickly as possible. The Dahaka is a monster too hideous even to imagine. As it approaches, the ground trembles and walls, earth, and unsuspecting bystanders are forever pulled into a gaping emptiness, never to return. It couldn't be clearer that this beast is not of this world.



The Empress of Time

While the Empress of Time is, by all outward appearances, a beautiful woman, she is certainly not human. She was made eons ago by the Gods, an unwitting byproduct of the creation of the Timeline. She carries part of the Timeline within her, and as a result is incredibly powerful. She built the Castle of Time and the great army that defends it.



Shahdee

A trusted subordinate of the Empress of Time, Shahdee must ensure that the Prince doesn't reach the Island of Time. When she fails to prevent his arrival, she does everything in her power to destroy him, knowing that if the vengeful Empress sees that the Prince has survived, she will kill Shahdee.



Kaileena

Kaileena is in the Empress of Time's service. The Prince saves her from Shahdee, and to repay the debt, she assists the Prince, telling him how to access the Castle of Time's central chamber and prevent the creation of the Sands of Time.



The Sandwraith

The Sandwraith is not so much an individual as it is an expression of an individual. An ancient artifact known as the "Mask of the Wraith" will turn anyone who wears it into a Sandwraith: a doppelganger that allows the same person to occupy two spaces in the same Timeline. Legend says that when the Maharaja of India sought to gain the Sands of Time, he was forced to use this artifact to ensure his success, though what happened to the Mask since then has been lost to time..

The Old Man

Living in a tent somewhere deep in Babylon, this old mystic seems to be in touch with knowledge and understanding far deeper than any human should possess. While the Prince will only speak to the Old Man once (at the beginning of the game), his words and his wisdom will carry us through the Prince's entire adventure.



Game Controls

- Left Mouse Button:Attack
Spacebar:Action (jump, roll, eject)
E:Secondary weapon (attack)
C:Pick up weapon, throw weapon, climb down
R:Rewind (hold); slow motion (tap)
Right Mouse Button: ...Special action (run on wall, push/pull, swing on bar, drink water); block (in combat mode)
Q:Alternate view (landscape camera)
F:Look (first-person camera)
X:Reset camera

- W:Move forward
A:Move left
D:Move right
S:Move backward

Create a New Profile

Profiles are used to store your system settings and saved games. Enter a profile name using the keyboard, and then click on Create to save your new profile name.

Main Menu

Press the Enter key to reach the Main Menu. Use the movement keys (W, A, S, and D, by default) to move among the following options; then press Enter to select. Press Esc to go back to the previous menu screen.

- **Start New Game:** Start a new game.
- **Load Saved Game:** Resume a previously saved game.
- **Options:** Access the Options menu to adjust various settings.
- **Change Profile:** Switch from one profile to another.
- **Extra Features:** Access the bonuses.
- **Quit:** Quit the game.



Options Menu

At this screen, you can adjust various settings for the game.

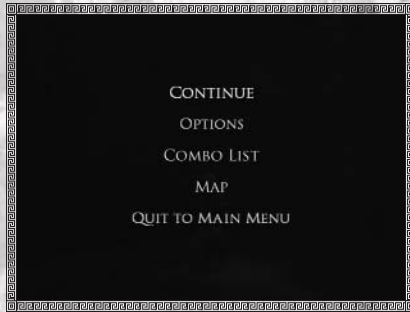
- **Controls:** Customize the keyboard/joypad and mouse controls.
- **Game:**
 - **Tutorials:** Turn tutorial messages On/Off.
 - **Blood:** Turn blood to sand On/Off.
 - **Slow-motion cam:** Determine how often slow motion occurs during fighting sequences. Choose from Never, Seldom, Normal, and Often.



- **Graphics:** Customize your graphics settings. Lowering the settings may result in higher game performance.
- **Sounds:** Adjust the balance of music, voices, and sound effects.

In-Game Menu

You can pause gameplay at any time by pressing the Esc key. This will bring up the following screen:



- **Continue:** Resume gameplay.
- **Options:** Access the Options menu to adjust various settings.
- **Combo list:** Access the combo list and description.
- **Map:** Access parts of the map you've already visited, as well as the Prince's location and objectives.
- **Quit to Main Menu:** Quit the game and return to the Main Menu.

In-Game Map

When playing, press the Tab key to see parts of the map you have already visited, as well as the Prince's location and objectives.

Saving

At specific points (water fountains) in the game you will be prompted to save your game.

Game Over

If the Prince dies in the course of gameplay, a screen with the following options will appear:

- **Retry:** Resume the game from the most recent checkpoint.
- **Quit:** Quit your current game and return to the Main Menu.

Loading

To continue a previously saved game, choose Load Saved Game from the Main Menu.



Life Bar

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



Sand Slots

Shows how much sand the Prince has collected. Each rewind empties one sand slot. Each time you retrieve sand from enemies, it fills one slot.

Power Timer

Shows how much time is available to rewind. A full timer represents eight seconds.

Weapon Frame

The weapon frame appears only when the Prince picks up a secondary weapon. This frame shows the current state of the weapon. These weapons only sustain a certain number of hits before they break.



Thanks to the talisman Farah gave him at the end of *Prince of Persia: The Sands of Time*, the Prince can still control time. To use the powers of time, the Prince needs to have sand in the medallion.

After a given number of hits, the enemies will enter a weakened state in which they start leaking the sand contained in their bodies. The Prince can use any finishing attack at his disposal to kill them at this point. He can also continue to hit them with standard attacks, but it will take several hits to kill the enemies.

When an enemy is finished, the Sands of Time are released from his body. The Prince can move into the sand cloud to absorb it and gain additional sands for his time powers. Each sand cloud will fill one sand slot.

Time Travel

In special places called "warp rooms," the Prince can use his time powers to travel in the Timeline to a distant past or come back to the present. Laws of cause and effect can help him to progress in the present by altering the past.

Recall

By using this power, the Prince can rewind time to cancel any mistake or to avoid any attack. Once he has rewound, he can redo the actions he missed. The power timer displays how much time the Prince can rewind.

Press and hold the R key to turn back time. When you reach safety, release the R key to resume play. Each rewind uses one sand slot.

Eye of the Storm

The Prince can slow down time as he continues to move at the same speed. This allows him to defy speed-limited traps and to fight his enemies while they are slow and helpless. Tap the R key to use the Eye of the Storm attack during a fight.

Breath of Fate

This power lets the Prince perform a strong ground attack that hurts several enemies simultaneously. Each time he uses this power, one sand slot is consumed. Press and hold the R key while blocking with the right mouse button.

Wind of Fate

This power lets the Prince perform an even stronger ground attack that hurts several enemies simultaneously. Each time he uses this power, two sand slots are consumed. This power requires more lead time than the Breath of Fate. Press and hold the R key slightly longer than you did for the Breath of Fate while blocking with the right mouse button.

Cyclone of Fate

This power lets the Prince perform the strongest ground attack, hurting several enemies simultaneously. Each Cyclone consumes three sand slots. The Cyclone of Fate requires more lead time than the Breath or Wind of Fate. Press and hold the R key slightly longer than you did for the Wind of Fate while blocking with the right mouse button.

Ravages of Time

The Prince can do a light-speed attack that instantly kills most enemies. Each use of this power consumes two sand slots. Tap the R key while blocking with the right mouse button.



Basic Moves

The Prince can auto-climb obstacles, perform rolls on the ground, and jump over deadly pits. When near a wall, he can also perform a vertical or horizontal wall run and rebound from the wall to the opposite direction. He can chain together rebounds to climb up between two walls.

Environment

The Prince can interact with all the elements around him:

- **Ledges:** Climb, drop, lean, and rebound.
- **Ladders:** Climb and rebound.
- **Columns:** Climb, rotate, and rebound.
- **Poles:** Lean, drop, swing, and rebound.
- **Beams:** Move, drop, and jump.
- **Curtains:** Slide down and rebound.
- **Ropes:** Climb, swing, rebound, and wall run.

The Prince can also perform attacks using these elements.

Mechanisms

The Prince can interact with mechanical elements around him:

- **Boxes:** Push and pull boxes to block enemy attacks.
- **Hanging levers:** Use the hanging levers to activate machines.
- **Pressure plates:** Step on pressure plates to activate certain mechanisms for a short amount of time.
- **Pressure levers:** These levers descend as the Prince hangs on them and rise again after he drops.
- **Rotating levers:** Use these in different ways, depending on the direction in which they point.



As a master warrior, the Prince can perform a great variety of advanced and deadly fighting techniques. He can take advantage of the environment around him (ladder, pillars, walls...), grab enemies, take their weapons, and throw them or use them as secondary weapons.

The Prince can use his superior agility to gain the upper hand on his enemies. For each action, a choice of several new actions is offered. In this way, you can create custom combo chains throughout the fight and develop a signature fighting style.

Boosting

The Prince is able to step on his enemies and jump over them. From there he can grab them, attack them, or rebound into the air.

Grabbing

When his left hand is free, the Prince can grab and hold his enemies. From there he can project them, attack them, or rebound into the air. He can also use his enemies as human shields.

Aerials

While in the air, the Prince can attack and grab his enemies. He can also rebound from walls to attack with even more force.

Combos

You can trigger several combos by entering the right button configuration.

Single-Weapon Techniques

Right hand

| | |
|-------------------------------|------------------------|
| Single Slash | Left Mouse Button |
| Double Slash | Left Mouse Button (2X) |
| Triple Slash | Left Mouse Button (3X) |
| Furious Slash | Left Mouse Button (4X) |
| Asha's Fury (enemy on ground) | Left Mouse Button |
| Right Sword Charge Attack | Left Mouse Button |

Left hand

| | |
|---------------------|-----------------------|
| Grab | E |
| Human Shield (hold) | E |
| Grab to Boosting | E + C |
| Grab Slice | E + Left Mouse Button |
| Grab Throw | E + E |
| Strangulation | E + C (repeatedly) |
| Steal Weapon Kill | E + C (enemy is weak) |

Acrobatics

| | |
|----------------------|--|
| Rebound from Enemy | (toward enemy) Spacebar + Spacebar |
| Aerial Slash | (toward enemy) Spacebar + Left Mouse Button |
| Landing Slice | (toward enemy) Spacebar + Left Mouse Button (2X) |
| Aerial Kick Attack | (toward enemy) Spacebar + E |
| Landing Kick Sweep | (toward enemy) Spacebar + E + E |
| Aerial Backslash | (toward enemy) Spacebar + C |
| Landing Steal Weapon | (toward enemy) Spacebar + C + C |

Others

| | |
|----------------|------------------------------|
| Block | (hold) R |
| Counter Attack | (hold) R + Left Mouse Button |
| Counter Kick | (hold) R + E |
| Pick Up Weapon | (hold) R + C |

Double-Weapon Techniques

Right hand

| | |
|-------------------|------------------------------------|
| Orontes' Grudge | Left Mouse Button + E |
| Zaraster's Ire | Left Mouse Button + E + E |
| Ptolemaio's Anger | Left Mouse Button (2X) + E |
| Wrath of Cyrus | Left Mouse Button (2X) + E + E |
| Rage of Darius | Left Mouse Button (2X) + E + E + E |

| | |
|----------------------------|--|
| Azad's Retaliation | Left Mouse Button (2X) + E + Left Mouse Button (2X) |
| Azad's Furious Retaliation | Left Mouse Button (2X) + E + E Left Mouse Button (2X) |
| Ahriman's Revenge | Left Mouse Button (3X) + E |
| Mithra's Vengeance | Left Mouse Button (3X) + E + E |

Left hand

| | |
|--------------------------|--|
| Breeze of Anguish | E |
| Blast of Sorrow | E + E |
| Misery Gale | E + E + E |
| Whirlwind of Pain | E + Left Mouse Button |
| Oblivion Twister | E + Left Mouse Button (2X) |
| Furious Oblivion Twister | E + Left Mouse Button (3X) |
| Plague Tornado | E + Left Mouse Button (2X) + E |
| Harassing Cyclone | E + Left Mouse Button (2X) + E + E |
| Storm of Remorse | E + E + Left Mouse Button |
| Tempest of Agony | E + E + Left Mouse Button (2X) |
| Furious Tempest of Agony | E + E + Left Mouse Button (3X) |
| Hurricane of Penitence | E + E + Left Mouse Button (2X) + E |
| Tormenting Typhoon | E + E + Left Mouse Button (2X) + E + E |

Acrobatics

| | |
|---------------------|----------------------|
| Aerial Weapon Throw | (toward enemy) E + C |
|---------------------|----------------------|

Other

| | |
|---------------------|----------|
| Weapon Throw | C |
| Charge Weapon Throw | (hold) C |

Movement Techniques

| | |
|--------------------|--|
| Jump | Spacebar |
| Jump Slash | Spacebar + Left Mouse Button |
| Jump Kick | Spacebar + Y |
| Roll | (direction) Spacebar |
| Roll Pierce Attack | (direction) Spacebar + Left Mouse Button |
| Escape Roll | (lying on the ground) Spacebar |
| Stand Up Attack | (lying on the ground) + Left Mouse Button |
| Stand Up Spinwheel | (lying on the ground) + E |
| Wall Dive Attack | (toward wall run) + Left Mouse Button |
| Wall Spinkick | (toward wall run) E |
| Angel Drop | (vertical wall run) + Left Mouse Button |
| Angel Drop Finish | (vertical wall run) + Left Mouse Button (2X) |
| Bladewhirl Attack | (vertical wall run) E |
| Column Shredder | (toward column) + Left Mouse Button |
| Column Spinkick | (toward column) E |

Time Powers

| | |
|------------------|-------------------------|
| Recall | (hold) R |
| Eye of the Storm | (tap) R |
| Breath of Fate | (hold) R while blocking |
| Wind of Fate | (hold) R while blocking |
| Cyclone of Fate | (hold) R while blocking |
| Ravages of Time | (tap) R while blocking |



The Prince can use a vast array of deadly weapons, split into four main classes. Each class generates a different experience, as it forces the Prince to use a different fighting strategy. Each weapon can sustain a certain number of hits before it breaks, has a specific rate of attack, and deals different amounts of damage. Additionally, each class has a unique special attack.

Here are the most common weapons the Prince will find during his journey:

- **Primary weapons:** Swords.
- **Secondary weapons:** Swords – well balanced.
- **Secondary weapons:** Axes – heavier damage, low speed.
- **Secondary weapons:** Maces – grounding on strong attacks.
- **Secondary weapons:** Daggers – short reach, high speed.

The Prince can find and use a huge number of secondary weapons during the game. They are all consumable, and they all have different attributes (strength, speed, and combo). You will have to find all of them to finish the game.



Sands of Time

The sand clouds allow the Prince to use his time powers: rewind, slow motion, and special time attacks. He can find the sand clouds mainly by killing enemies, but it is also possible to find some in breakable objects.

Water Is Life

Drinking water from a fountain or other sources will restore a wounded Prince to health. Press and hold the right mouse button to drink as much as you need until your life bar is fully replenished.

Warp Rooms

These rooms not only allow the Prince to travel from the present to the past (and vice versa) but also allow him to gain new time powers and sand slots.

Upgrade Pedestal

The Prince also gains some life when he completes a special corridor full of traps.

Breakable Objects

Throughout the game the Prince will come across objects that he can destroy. Doing so, he might discover hidden rewards:

- **Sand clouds:** Each sand cloud will fill one of the Prince's empty sand slots.
- **Weapon racks:** The Prince can find new weapons.
- **Artwork chests:** These unlock sections of the artwork gallery.



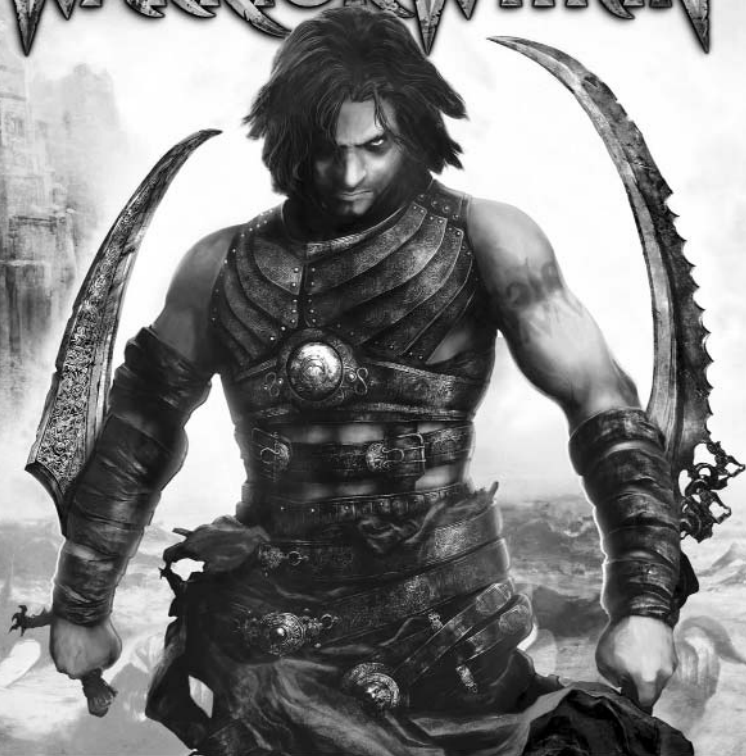
- Don't forget to block! When fighting, use the right mouse button to protect the Prince from most enemy blows.
- During combat, don't just stand in one place! Use the Prince's acrobatic abilities to stay on the move and take advantage of his surroundings: walls, pillars, ladders, etc.
- Sword upgrades are available as you progress.
- Don't forget to rewind!
- Take advantage of slow motion to help you fight and to avoid traps.
- Use the first-person camera to look around and the landscape camera to get the big picture of where you are.
- Don't fight your enemies one by one. If you're surrounded, a more effective tactic is to divide your attacks among them in quick succession, using the Prince's superior agility to your advantage.
- Always remember to pick up dead enemies' weapons.
- Don't forget to break destructible objects – you may discover hidden rewards.

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