

PRINCE OF PERSIA

THE TWO THRONES



MATURE 17+
M
CONTENT RATED BY
ESRB

PC
CD-ROM
SOFTWARE



UBISOFT

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Also please make sure that your computer meets the minimum system requirements, as our support representatives will be unable to assist customers whose computers do not meet these criteria.

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

- Complete product title (including version number).
- Exact error message reported (if applicable) and a brief description of the problem you’re encountering.
- Processor speed and manufacturer.
- Amount of RAM.
- Operating system.
- 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.

Support Over the Internet: This is the best way to find answers to common issues seen with our games. Our Frequently Asked Questions list is available 24 hours a day, 7 days a week and contains the most up-to-date Technical Support information available, including patches that can be downloaded free of charge. We update the Support pages on a daily basis, so please check here first for solutions to your problems:

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Contact Us by Webmail: Due to high volumes of spam, viruses, and other non-support-related contacts, we no longer offer support via standard email. However, we do provide something better, webmail. By taking your questions directly through our website, we have completely eliminated all spam contacts. As a result, we are able to respond to your questions much more quickly than we could through standard email. To send us a webmail simply log into our site at <http://support.ubi.com>.

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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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X	Reset camera
W	Move forward
A	Move left
D	Move right
S	Move backward
Mouse	Move camera
Esc	Pause/In-game menu

THE STORY

Our story begins just after the conclusion of Prince of Persia Warrior Within™.

The Prince of Persia makes his way home to Babylon with Kaileena, the enigmatic Empress of Time. But instead of the peace he longs for, he finds his kingdom ravaged by war. Cast to the streets, hunted as a fugitive, the Prince soon discovers that the Sands have tainted him. They have given rise to a deadly Dark Prince, whose spirit gradually possesses him...

THE CHARACTERS

The Prince

The Prince of Persia is back from the Island of Time, where he prevented the creation of the Sands of Time and rescued Kaileena, the Empress of Time. He eventually changed his fate and escaped death. He is now sailing to his homeland of Babylon, only to discover it ravaged by war and invaded by a powerful enemy.

The Dark Prince

The unexpected spreading of the Sands of Time as the Prince returns to Babylon has tainted the Prince and given rise to a deadly Dark Prince, whose spirit gradually possesses him. The Dark Prince is a corrupted version of the Prince: ruthless, reckless, and sadistic.

Kaileena

The enigmatic Empress of Time has been rescued from the Island of Time by the Prince. Together, the two of them left the Island and the past behind them, or so it seems until they arrive in Babylon...

PLAYING THE GAME

Create a Profile

When the game is launched for the first time, you will be asked to create a new profile. Simply type your nickname and press Enter to proceed to the Main Menu.



Main Menu

Use the movement keys (W, A, S, D, by default) to highlight the following options, then press the Enter key to select. Press the Esc key 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 to another profile or create a new one.
- **Extra Features:** Access the bonuses and the credits.
- **Quit:** Exit the game.



Options Menu

On this screen, you can adjust various settings for the game:

- **Sounds:**
 - **Volume:** Adjust the balance of music, voices, and sound effects.
 - **Audio Virtualization:** Select Full, Light, or No audio virtualization.
- **3D Audio Acceleration:** Toggle the 3D audio acceleration on and off.
- **Creative EAX:** Toggle EAX mode on or off (on supported hardware).
- **Game:**
 - **Slow Motion Camera:** Select from the various slow-motion camera modes.
 - **Tutorials:** Toggle tutorial messages on or off.
 - **Blood:** Use this option to toggle blood on and off.

- **Subtitles:** Toggle subtitle text on or off.
- **Graphics – Basic:**
 - **Resolution:** Switch between supported screen resolutions.
 - **Gamma:** Adjust the gamma level of your monitor.
 - **Brightness:** Adjust the brightness level of your monitor.
 - **Contrast:** Adjust the contrast level of your monitor.
- **Graphics – Advanced:**
 - **Filtering:** Switch between filtering/smoothing levels.
 - **V-Sync:** Enable or disable Vertical Sync for your monitor.
 - **Shadow Effects:** Choose the level of shadow effects to display.
 - **Water Effects:** Enable or disable water effects in the game.
 - **Fog:** Enable or disable fog effects in the game.
- **Controls – Keyboard:** Choose the desired keyboard mappings to control the game using mouse and keyboard.
- **Controls – Gamepad:** Choose the desired gamepad button mappings to play the game using your gamepad.
- **Credits:** Display the game credits.

Change Profile Menu

The Choose Your Profile screen displays a list of your existing profiles. This screen allows you to manage these, as well as create new profiles:

- **New Profile:** Displays the Create A New Profile screen, allowing you to create a new profile.
- **Delete:** Deletes the highlighted profile.
- **Select:** Selects the highlighted profile and displays the Main Menu.



In-Game Menu

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

- **Continue:** Resume gameplay.
- **Options:** Access the Options menu to adjust various settings.
- **Combo List:** Access the combo lists for the character you are playing as (Prince or Dark Prince).
- **Quit To Main Menu:** Quit your current game and return to the Main Menu.

Saving

At specific points (water fountains) in the game, you will be prompted to save your game. First, press and hold the right mouse button to drink from the fountain.



Game Over

If the Prince or the Dark Prince dies in the course of gameplay, the following screen will appear:

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

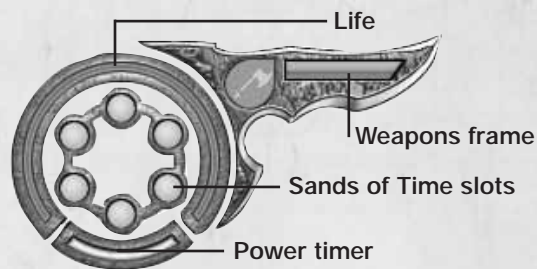


Loading

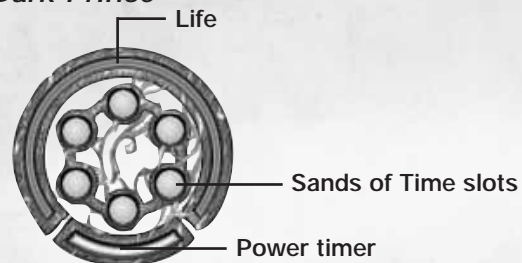
To continue a previously saved game, choose Load Saved Game from the Main Menu.

IN-GAME INTERFACE

Prince



Dark Prince



Life Bar

Prince: 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.

Dark Prince: Shows the Dark Prince's current state of health. The Dark Prince gradually but constantly loses health and must kill sand creatures and absorb their sand to replenish his health.

Sands of Time Slots

Shows how much sand the Prince or the Dark Prince has collected. Each use of a Time Power empties one or several sand slots. The sand slots can be refilled by passing close to sand clouds (dead enemies, breakables, etc.).

Sand can also be collected at certain sand gates (see page 17).

Power Timer

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

Weapon Frame (Prince Only)

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.

THE POWERS OF TIME

Thanks to the Dagger of Time, the Prince has the ability to control time. He will gain more Time Powers throughout the game. The Dark Prince shares the same Time Powers as the Prince.

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. 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 is able to 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. This will empty one sand slot.

Sand Winds

This power lets the Prince perform a strong ground attack that hurts all the enemies surrounding him simultaneously. Press the R key while blocking with the right mouse button. Each Sand Wind empties two sand slots.

Sand Storm

This power lets the Prince perform an even stronger ground attack that kills all the enemies surrounding him simultaneously. This power requires more lead-time. Press and hold the R key for a few seconds while blocking with the right mouse button. Each Sand Storm empties four sand slots.

MOVES

Basic Moves

The Prince and Dark Prince will automatically climb obstacles. When near a wall, they can also perform a vertical or horizontal wall run and rebound from the wall in the opposite direction. They can chain together rebounds to climb between walls or make diagonal rebounds to reach seemingly unreachable walls.

Diagonal rebound sign



Environment

The Prince and Dark Prince can interact with elements in their environment and perform attacks using these elements:

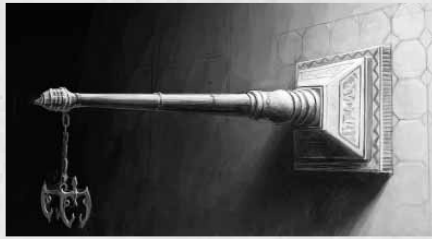
- **Ledges:** Climb, drop, lean, and rebound.
- **Ladders:** Climb and rebound.
- **Columns:** Climb, rotate, and rebound.

- **Poles:** Lean, drop, swing, and rebound. Climb on poles to jump up.
- **Beams:** Move, drop, and jump.
- **Close walls:** Climb up and down between them.
- **Chain:** Slide down and climb up.
- **Curtains:** Slide down and rebound.
- **Plant dagger base:** Stab the dagger in these to rebound, jump up, wall run, or drop.



Dark Prince only: The Dark Prince can interact with specific poles by using his Daggertail. This allows him to go to places the Prince can't reach:

- Swing on poles with his Daggertail.
- Chain his Daggertail to poles and wall run from there.



Mechanisms

The Prince and The Dark Prince can also interact with mechanical elements around them:

- **Boxes:** Push and pull boxes to activate mechanisms.
- **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 or Dark Prince hangs on them and rise again after they drop.
- **Rotating levers:** Use these in different ways, depending on the direction in which they point.
- **Dagger switch:** Use to activate machines.



Dark Prince only: The Dark Prince can use his Daggertail to interact with specific rings on walls to pull out blocks.

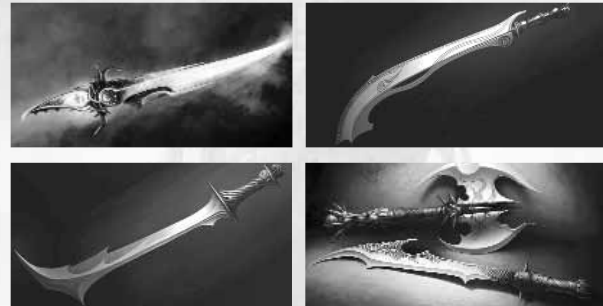
WEAPONS

Prince

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 range 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 weapon:** The Dagger of Time – for use with Time Powers.
- **Secondary weapons:** Swords – well balanced.
- **Secondary weapons:** Axes – heavier damage, low speed.
- **Secondary weapons:** Maces – grounding on strong attacks.
- **Secondary weapons:** Daggers – powerful for throwing.



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

Dark Prince

The Dark Prince uses his Daggertail, a powerful mid-range, chain-like weapon, and the Dagger of Time. Unlike the Prince, he cannot collect any other weapon.



FREE-FORM FIGHTING

The Prince and Dark Prince can master a great variety of deadly advanced fighting techniques. They can take advantage of the environment (ladders, pillars, walls...) and use their superior agility to gain the upper hand on enemies.

For each action, you can create custom combo chains throughout the fight and develop a signature fighting style.

Prince and Dark Prince Common Moves

Prince and Dark Prince Dagger Attacks:

- Single Slashleft mouse button
- Double Slashleft mouse button (2X)
- Triple Slashleft mouse button (3X)
- Furious Slashleft mouse button (4X)
- Asha's Fury
(enemy on ground)left mouse button
- Dagger Charge Attackleft mouse button (hold)

Prince and Dark Prince Movement Techniques:

- Rebound from Enemy . . . (toward enemy) Space Bar
- Aerial Slash(toward enemy) Space Bar +
left mouse button
- Landing Slice(toward enemy) Space Bar +
left mouse button (2X)
- Aerial Kick Attack(toward enemy) Space Bar + E
- Landing Kick Sweep (toward enemy) Space Bar + E + E
- Jump SlashSpace Bar + left mouse button
- Roll(direction) Space Bar
- Roll Dagger Attack(direction) Space Bar + left mouse button
- Escape Roll(lying on the ground) Space Bar

- Stand Up Attack(lying on the ground) left mouse button
- Wall Dive Attack(run toward wall) left mouse button
- Wall Jump to Acrobatics . . (run toward wall) Space Bar
- Angel Drop(vertical wall run) left mouse button
- Angel Drop Finish(vertical wall run) left mouse button (2X)
- Column Shredder(toward column) left mouse button
- Blockright mouse button (hold)
- Counter Attackright mouse button (hold) +
left mouse button

Prince Only

Prince Movement Techniques:

- Jump KickSpace Bar + E
- Aerial Backslash(toward enemy) Space Bar + C
- Landing Steal Weapon . . . (toward enemy) Space Bar + C + C
- Stand Up Spinwheel (lying on the ground) E
- Wall Spinkick(run toward wall) E
- Bladewhirl Attack(vertical wall run) E
- Column Spinkick(toward column) E
- Counter Double Sliceright mouse button (hold) + E

Prince Left Hand (Without Weapon):

- GrabE
- Grab to BoostingE + Space Bar
- Grab SliceE + left mouse button
- Grab ThrowE + E
- Steal Weapon KillE + C (weak enemy)
- Steal Weapon Dagger Kill . . E (hold) + left mouse button
(weak enemy)

Prince Double-Weapon Techniques:

- Rage of Dariusleft mouse button (2X) + E + E + E
- Azad's Furious Retaliation left mouse button (2X) + E + E + left
mouse button (2X)
- Mithra's Vengeanceleft mouse button (3X) + E + E
- Misery GaleE + E + E
- Furious Oblivion Twister . . E + left mouse button (3X)
- Harassing CycloneE + left mouse button (2X) + E + E
- Furious Tempest of Agony . E + E + left mouse button (3X)

Tormenting TyphoonE + E + left mouse button (2X) + E + E
 Left Weapon Charge Attack . . .E (hold)
 Aerial Weapon Throw(in air) C
 Weapon ThrowC
 Charge Weapon ThrowC (hold)

Dark Prince Only

Dark Prince Movement Techniques:

Daggertail Counter Attack . .right mouse button (hold) + E
 Daggertail Counter
 Double Slashright mouse button (hold) + E + E
 Hurricane Counterright mouse button (hold) + C
 Daggertail Jump Slash . . .Space Bar + E
 Daggertail Roll SlashSpace Bar + E (direction)
 Wall Whiplash(toward wall) E
 Wallrun Slash(wall run) E
 Tailspin Angel Drop(vertical wall run) E
 Tailspin Angel Kill(vertical wall run) E + E
 Column Daggertail Spin . . .(toward column) E hold
 Stand up Burl Sweep(Dark Prince on floor) E
 Stand up Hurricane Sweep .(Dark Prince on floor) C

Dark Prince Daggertail Attacks:

Grab and PullE (hold)
 Grab and Pull Slash(hold) E + press left mouse button
 Chain Grab and Pull Throw (hold) E + press E
 Hurricane(repeatedly) tap C (slow)
 Hurricane of Agony(repeatedly) tap C (fast)
 Hurricane of Torment(repeatedly) tap C + E
 Hurricane of Anger(repeatedly) tap C + left mouse button
 Asha's Torment(enemy on floor) E
 Aerial WhiplashE (in air)
 Aerial FinishE + E (in air)
 Aerial Hurricane Sweep . . .(in air) continually tap C

Dark Prince Daggertail Combos:

Breeze of AnguishE + E + E

Winds of TormentE + left mouse button (2X)
 Blast of Sorrowleft mouse button + E + E + E
 Whirlwind of Painleft mouse button + E + E + left mouse
 button (2X)
 Storm of Angerleft mouse button (2X) + E + E + E
 Storm of RemorseE + E + left mouse button (3X)
 Twister of Penitenceleft mouse button (2X) + E + E + left
 mouse button (2X)
 Plague TornadoE + E + E + left mouse button (2X)
 Oblivion TornadoE + E + left mouse button (2X) + E + E
 Typhoon of TormentE + left mouse button + E + left mouse
 button + E + left mouse button

SPEED KILL SYSTEM

The Speed Kill system allows the Prince and the Dark Prince to perform very dramatic attacks that take down one or several enemies in a single shot.

Detection System

Enemies can detect the Prince or the Dark Prince by seeing or hearing them. If enemies detect you, the opportunity for a Speed Kill will be lost.

Sand Gate Detection System: If the Prince or Dark Prince is detected by the sand gate guard, this guard will activate the sand gate, which will bring in new reinforcements.

When all enemies around the sand gate are killed, you can collect Sands of Time rewards by pressing the left mouse button while standing on the sand gate. You will collect sand or one sand slot or one new Time Power, depending on the gate.



How to Trigger Speed Kill

When the Speed Kill is possible, you will see the corners of the screen become slightly white and you will hear a heartbeat. Press the

E key when this happens to start the Speed Kill.

Prince: When the Speed Kill is activated, you must press the left mouse button at the right moment, indicated by visual (black and white screen filter, shining dagger) and audio cues, to hit your enemy. Depending on the enemy, the sequence of actions will be different.

Dark Prince: When the Speed Kill is activated, you must press the E key repeatedly. Depending on the enemy, the rhythm of actions will be different.

If the action is done correctly, the Prince or the Dark Prince kills the enemy. Otherwise, the Speed Kill fails and you will engage in Free-Form Fighting combat.

CHARIOT RACE

On occasion during the game, the Prince will drive a chariot in order to chase his enemies or reach faraway places:

- Use the movement keys to move the Prince's chariot left and right.
- Use your chariot to push aside other chariots and crash them.
- Press the left mouse button to get rid of enemies who jump on your chariot.

SPECIAL ITEMS

Sand Clouds

Sand clouds allow the Prince and Dark Prince to collect Sands that will be used to launch Sand Powers. You can find the sand clouds on dead enemies and in some in breakable objects. Sands of Time will also restore the Dark Prince's life.

Water of Life

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

Sand Collected

Allows you to "buy" special artwork and videos from the Extra Features menu. You can see how much sand you've collected by pressing the Esc key at any time during the game.

Breakable Objects

The Prince or the Dark Prince will discover hidden rewards in objects that they can destroy.

Weapon Racks

The Prince can find new weapons.

HINTS AND TIPS

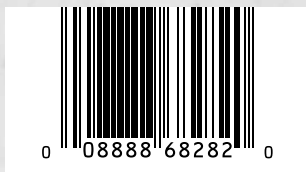
- Use the Speed Kill System whenever you can, even in Boss fights.
- Double Speed Kill is possible!
- Look for the sand gate guard; he's the only guard who can activate the sand gate and call for reinforcements.
- While playing as the Dark Prince, always be on the move and kill as many enemies as you can to stay alive.
- Don't forget to block! You can even block arrows.
- During combat, use the Prince's athletic abilities to stay on the move and take advantage of his surroundings: walls, pillars, ladders, etc.
- Don't forget to use your Time Powers to help you fight and to avoid traps, even during chariot races.
- Use the first-person camera to look around, and the landscape camera to get a better idea of where you are.
- While playing as the Prince, always remember to pick up dead enemies' weapons.
- Don't forget to break destructible objects – you may discover hidden rewards.

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Thanks,
The Ubisoft Team

Prince of Persia The Two Thrones™



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