

PRINCE^{of} PERSIA

SAM COUPE

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INSTRUCTIONS

It is a time of darkness.... While the sultan is off fighting a foreign war his Grand Vizier Jaffar has seized the reins of power. Throughout the land, the people groan under the yoke of tyranny, and dream of better days.

You are the only obstacle between Jaffar and the throne. An adventurer from a foreign land, innocent of palace intrigues, you have won the heart of the Sultan's lovely young daughter. And in so doing, you have unwittingly made a powerful enemy.

On Jaffar's orders you are arrested, stripped of your sword and possessions, and thrown into the Sultan's dungeons. As for the Princess - Jaffar gives her a choice, and an hour to decide: MARRY HIM - OR DIE....

Locked in her room, high in the palace tower, the princess rests all her hopes on you. When the last sands drain from the hourglass her choice can bring only the throne for the Grand Vizier and a new reign of terror for his long suffering subjects - and death for the brave youth who might have been **PRINCE OF PERSIA.**

CONTROLS & PLAYING THE GAME

Use Joystick or Cursor keys and Shift key.

MOVEMENT:

To turn around: Tap the joystick to the left or right.

To run: Push the joystick in the direction you want to go. Release the joystick to stop.

To take careful steps: Hold down a joystick button and push the joystick in the direction you want to go. You can use careful steps to move right to the edge of a pit or a suspicious-looking floor section.

To jump up: Push joystick straight up.

To jump forward: When you are standing still, push the joystick up diagonally in the direction you want to jump.

You can jump farther with a running jump. For a running jump over a chasm, back up at least two full strides from the edge, push the joystick forward to start running then up to jump. Don't be afraid of pushing the joystick up too early; your character will wait until the last possible moment to jump.

To climb up onto a ledge: Stand facing the ledge and push the joystick straight up.

To hang from ledge: Press joystick button and hold it down. To let yourself drop, release the button. To pull yourself up onto the ledge, push the joystick up.

Any time you jump or fall within reach of a ledge you can grab onto it by pressing a button. Remember, if you take your finger off the button you will let go of the edge. (see hanging from ledge)

To climb down from a ledge: Step up to the edge, turn around, then push the joystick down.

To duck: Push the joystick straight down. Release it to stand up.

To pick something up: Stand in front of it and press the button.

SWORD FIGHTING:

When you come face to face with an armed opponent, release the joystick. You will automatically draw your sword - if you have one - and go *en garde*. In this stance the controls are different.

To strike: Press a joystick button.

To advance: Push the joystick in the direction you're facing (towards your opponent).

To retreat: Push the joystick away from your opponent.

To block you opponent's strike: Push the joystick up just as your opponent is striking. It may take some practice to get the timing right. Watch your opponent carefully and wait for him to strike.

To stop fighting: Push the joystick down. Once you have put away the sword, you are free to run, jump and climb as usual. Be careful though - when you are off guard, a single sword blow can kill you. To draw your sword again, press a joystick button.

HINTS:

To get the maximum distance from a standing jump across a chasm use careful steps to move right up to the edge before you jump.

If you jump a chasm but fall short you may still be able to grab the opposite edge by pushing a button.

Every time you block an opponent's sword strike the force of the blow pushes you back slightly. To avoid steadily losing ground try to follow a successful block with a strike.

Test for loose floor sections by jumping up and down.

learn to recognize different potions by sight.

There are two kinds of pressure plates on the floor, one opens gates the other closes them.

You can knock out a loose floor section by standing under it and jumping up. Try not to be under it when it falls

You can cross a bed of spikes if you take careful steps.

Don't be afraid to explore or experiment - you never know what you'll find.

LIFE AND DEATH:

The row of bullets in the lower left corner of the screen indicates your current strength. Every time you get hurt you lose one unit of strength. When the last unit disappears - you DIE....

You start the game with three units but later on you may be able to take your strength beyond this limit.

Things that cost you one unit of energy include a blow by a guard's sword, two-story falls, having a section of floor collapse on your head. Other, more serious accidents can kill you outright.

Your opponent's strength is indicated by a row of bullets in the lower right corner. To kill him you need to take away all his units.

ADVENTURING:

Although this is your first time inside the Sultan's palace you do have some general information that may help you.

The Princess is imprisoned in the highest tower of the palace. To reach her you must find your way out of the dungeons, through the main building and up to the top of the tower.

Generally speaking, the guards on dungeon duty tend to be the dregs of the Sultan's corps. The more capable ones are usually assigned to the palace's main building. The very best - the deadliest swordsmen in the Sultan's employ - are kept for the elite honor guard in the tower.

Since your arrival in the city you have heard some strange rumours. It is whispered that the Grand Vizier Jaffar is a magician, a master of the black arts. Knowing as you do that much that passes for magic is mere trickery you don't take these stories too seriously. Nevertheless, they don't do much for your peace of mind.