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Notice: Ubisoft reserves the right to make improvements in its products at any time and without notice.

Refunds: Ubisoft cannot provide refunds or otherwise process returns for credit of any kind other than an identical product replacement. Any product refund request must occur at the place of purchase, as the individual retail outlets set their own refund policy. This policy covers identical product replacements only.

Product/Documentation Replacements: Please contact a Ubisoft Technical Support Representative directly before sending your product to us. In many cases, a replacement is not the best solution. Our Support Representatives will help you determine if a replacement is necessary or available. You will need to first acquire an RMA (Return Materials Authorization) number to process your return or replacement. Without an RMA number from a Support Representative, your replacement request will not be processed.

If we determine a return or replacement is necessary:

Within the 90-Day Warranty Period: Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address (no PO boxes), RMA number and phone number to the address below. If the product was damaged through misuse or accident (cracks, scratches), or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

After the 90-Day Warranty Period: Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubisoft, a brief description of the difficulty you are experiencing, including your name, address (no PO boxes), RMA number, and phone number to the address below.

Replacement Fees: Our most recent replacement fee schedule is available online. Please visit http://support.ubi.com for an updated price list.

Warranty Address and Contact Information

Phone: 919-460-9778
Hours: 9am–9pm (EST), M–F
Address: Ubisoft Support • 3200 Gateway Centre Blvd. • Suite 100 • Morrisville, NC 27560
Please use a traceable delivery method when sending products to Ubisoft.

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GETTING STARTED

System Requirements

Supported OS: Mac OS X 10.5.6 Leopard or higher
Processor: Intel Core Duo Processor
RAM: 1024 MB
Video Card: ATI X1600 or better, NVidia 8600 or better
Hard Drive Space: 8.01 GB
Peripherals Supported: Keyboard, mouse, optional controller
This game will not run on PowerPC (G3/G4/G5) based Mac systems (PowerMac).

## Installation

Installing Prince of Persia

To install the Prince of Persia game on the Mac:
1. Ensure you are logged in using an account that has administrative privileges.
2. Drag the icon for "Prince of Persia" into your Applications folder.

Uninstalling Prince of Persia

1. Ensure you are logged in using an account that has Administrative privileges.
2. Delete the icon for "Prince of Persia" from your Applications folder.

3. To fully remove the application from your system, additional files can be found in / Users/<YourUsername>/Library/Preferences/Prince of Persia Preferences. Please note that this folder also contains your saved games.

GAME CONTROLS
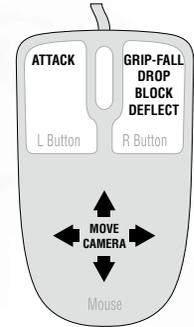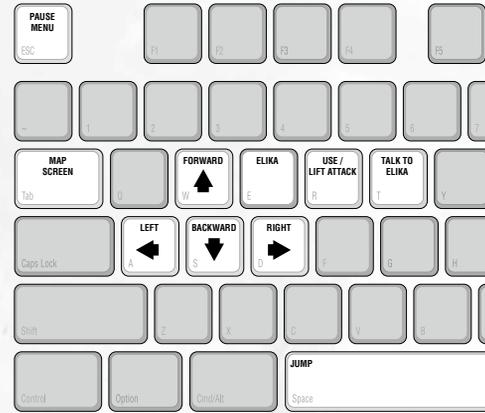
Mouse Prev: Use/Lift attack
Mouse Next: Elika

Forward	W
Backward	S
Left	A
Right	D
Gripfall / Drop /// Block / Deflect	Right-click
Attack	Left-click
Move camera	Mouse
Talk to Elika	T
Elika	E/Mouse Next
Use / Lift attack	R/Mouse Prev
Jump	Space Bar
Map screen	Tab
Pause menu	Esc

Note: The default controls can be re-mapped in the Options menu.

PLAYING THE GAME

Main Menu Screen

New Game: Start your adventure.

Load Game: Load a game from the last save point.

Options: The Options menu allows you to adjust game settings – Display, Sound, Combo List, and Controls.

Extras: Access special content unlocked during the game.

Game Files Menu

Save Game: Open this menu to save your game. This can be done at any time in the game.

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

THE CELESTIAL WAR

A thousand years ago the world was in balance. For light there was darkness, for darkness, light – but Ahriman the God of Darkness was hungry and he stretched out his shadow sending forth his corrupted followers to conquer all he did not possess.

Unwilling to be a party to the destruction, Ormazd the God of Light retreated from Ahriman hoping for peace, but as the Corruption spread, overcoming even the City of Light, Ormazd was forced to act. The world was plunged into war.

Outnumbered, Ormazd and his Ahura, the Warriors of the Light, faced destruction until Ormazd tricked Ahriman into the Tree of Life, supposedly sealing him there for eternity. With the war finished, Ormazd surveyed the destruction that resulted from his reluctance to act. Unable to face the consequences of his actions, Ormazd turned his back upon the world and left for the stars.

For a thousand years the Ahura have tended the Tree, keeping Ahriman imprisoned. As time has passed, their faith and powers have waned. Their city has fallen to ruins and the Ahura have dwindled to but a mere handful of the faithful. Now, Ahriman's voice can be heard whispering from his prison and the balance of the world is set to change once more.

The wind is free, but the sand goes where it is blown.

Unaware of the world around it, whirling on the breath of the Gods,

at the mercy of the storm that engulfs it.

What is one grain of sand in the desert?

One grain amongst the storm?

CHARACTERS

The Prince

Born to an ordinary family, the Prince is a drifter. He is a man without title, a man without a calling. A Prince in nickname only, he wanders from adventure to adventure in search of fortune.

When he was only a boy, his immediate family was killed in a war. Since then he has made no lasting ties or close connections. To him the past is gone and the future will take care of itself. All that matters is now – the thrill of the moment, the next heartbeat, the next death-defying leap.

While the Prince's adventures have taken him across the ancient world and into encounters with robbers, mad kings, and fantastical creatures, fate always seems to strip him of his treasures, leaving him with only stories to tell. As he returns from another adventure – this time loaded with gold – he feels his fortunes may have changed, life might finally have given him some luck…that is, until he is swept up by a sandstorm and falls into a canyon, the course of his life once again altered. This time fate has more in store for him – this time he may find more than gold.

Elika

Born a princess of a small state, Elika has lived in a land cut off from outside contact. For generation upon generation the Ahura have guarded the Tree of Life to prevent Ahriman from being released to plague the universe once more. Brought up amongst the stuff of legend and tied to an eternal duty, Elika's life has been far from one of luxury. When her mother died and Elika's father the King retreated into mourning, Elika was left to care for her people.

A practical and intelligent woman in a patriarchal society, Elika's life has been given to duty. That has not stopped her from dreaming of more, but there has never been anyone to show her what lies beyond her land, what exists beyond duty.

The Mourning King

King to the Ahura and leader of a dying faith, the King retreated from his duties and fell into grief when his wife died. Shutting himself off from the world, his sable raiment frayed to shreds, the Mourning King has neglected his people, letting what remained of the City of Light to slide into ruins as the few remaining Ahura left the kingdom and abandoned their task.

The heavens are a desert without their stars

The sands eternal

All compass lost to the void

Speak then your grief to the heavens

Pray your heart's blood can rekindle the spark

And the star that was lost

Can burn once more against the dark

THE CORRUPTED

Ahriman – God of Darkness

Ahriman, who spawned the darkness of space and was the first to feel envy and hatred, was not content with possessing and controlling his half of the universe. Craving more, Ahriman set out to take all that remained from the God of Light, his brother Ormazd. As his darkness and Corruption spread, Ahriman could taste victory. That is, until Ormazd tricked him into the Tree of Life, leaving him imprisoned for a thousand years. A thousand years of pain. A thousand years of planning. A thousand years of patience. Ahriman has not weakened, he has merely waited.

The Hunter

The Hunter was a prince who grew up surrounded by riches and indulgence. Everything he wanted was his and more. Of all his fancies, his favorite pastime was the hunt and he learned his skills from the best advisers he could find. Soon he had tracked and killed every variety of creature that lived in the kingdom. What challenge, then, remained for him, and who could give it to him?

The Alchemist

A dedicated and brilliant man, the Alchemist worked and studied in the City of Light. Having achieved many successes, the Alchemist felt that he was close to unlocking the secrets of the universe. As his studies progressed, however, his health began to fail. Desperate to continue his studies, he turned to Ormazd and asked for help… with just a few more years he was sure he could decode life itself and find a way to live for eternity. Ormazd was deaf to him, and so the Alchemist looked for another way to extend his life and another master to serve.
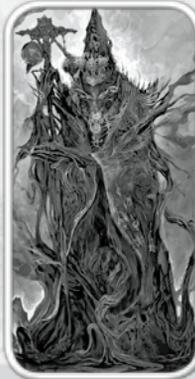
The Concubine

A beautiful woman adept at navigating the politics of the court, the Concubine knew that despite her intellect the real power in her land rested with men. Her only route to influence and riches was to use her beauty to manipulate those who held the power she craved. With beauty, though, comes jealousy, and when the Concubine became involved with a man of great power, another woman had her beaten and scarred. Left without a way to acquire the influence she worshipped, the Concubine turned to the one who could give her power.
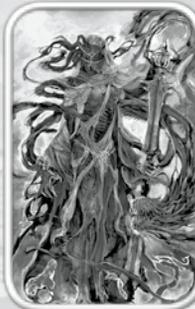
The Warrior

The Warrior was the king of a peaceful people besieged by violence on all sides. As his kingdom faced destruction, he heard Ahriman's voice offering his people salvation in return for his soul. The Warrior accepted Ahriman's offer and became a creature capable of killing those who sought the end of his people. Having defeated the attacking forces, however, he realized that he could not return to his people for he had become everything they rejected. So, the Warrior left his people to fulfill his vow to serve Ahriman.

Soldiers of Ahriman

These enemies are men and women who have been turned into corrupt monsters by Ahriman. Soulless, merciless, they exist to do one thing…serve Ahriman.

Corruption

A creeping, engulfing manifestation of Ahriman's power, Corruption changes all it touches to darkness. Deadly to all who are not protected by Ormazd's power, only Elika can resist it.

Corruption Traps

Moving, oozing Corruption can sense Ahriman's enemies and strike at them. Unleashed by the Corrupted, these traps await the unwary and make the Corrupted lands a very dangerous place to be.

MOVEMENT

Basic Movement

- **Run:** The W, S, A, and D keys move the Prince.
- **Jump:** Press the Space Bar to jump.
- **Wall-Run:** Move the Prince and press the Space Bar to jump onto a wall and run along it, or up it, depending on which way the Prince is facing. To jump off the wall press the Space Bar while wall-running.

- **Roof-Run:** When the Prince reaches the top of a column he can roof-run, press the Space Bar to run along the ceiling.
- **Grip-Fall:** While hanging from a ledge, from vines, or when on a vertical section of wall, press Right-click to slide down the wall. Use the A and D keys to move left or right, while grip-falling.

- **Drop:** Press Right-click to drop off beams and poles.

Acrobatics

- **Ledges and fissures:** Use the W, S, A, and D keys to move the Prince along ledges, or up and down fissures. When he can go no further, the Prince will lean out showing he's ready to wall-run.
- **Pole:** When hanging from a pole use the W, S, A, and D keys to move and press the Space Bar to swing off the pole.
- **Slide:** The Prince will automatically perform a slide when he lands on slide slopes. Use the A and D keys to steer him during these slides and press the Space Bar to jump off.
- **Vines:** Many of the walls and cliffs have areas of vines that can be climbed. Jump onto them, then use the W, S, A, and D keys to move around. Once the Prince reaches the edge, he can wall-run to safety. Simply use the W, S, A, and D keys to move in the direction you want to go (the Prince will lean in that direction) and press the Space Bar to wall-run.
- **Rings and ring switches:** The Prince can use rings to climb, swing across gaps, or activate switches. To swing, or to activate the switch, press the R key while holding the ring.
- **Beam:** Simply use the W, S, A, and D keys to move the Prince while on a beam. Press the Space Bar to jump off.

Elika's Magic

- **Compass:** If a destination has been selected on the map, then Elika can show the way to that destination. Press the E key during the game to trigger the compass power.
- **Healing:** When she reaches a Fertile Ground, Elika has the power to concentrate the energy of the land to heal the land, freeing it from Ahriman's Corruption. Repeatedly tap the E key to heal a Corrupted land.

- **Jump:** During a jump, the Prince can call upon Elika's magic to extend his jump distance. Press the E key to call Elika.
- **Teleport:** It is possible to teleport the Prince and Elika to any healed Fertile Ground, or to the Temple. Open the Map screen, select your destination using the mouse, then press the E key to teleport. Please note, however, that Elika's teleport powers only work when she and the Prince are in a healed land. Ahriman's Corruption prevents her from teleporting out of or into corrupt lands.
- **Save me:** If the Prince is about to die, then Elika will save him. This is automatic and works in both acrobatic and fight situations.

THE POWERS OF ORMAZD

The Land of the Ahura is protected by power plates that can only be activated once Elika has gained the powers of Ormazd. These plates can't be used right away, as Elika's powers need to grow. To gain powers, the Prince and Elika must collect Light Seeds. Once she has enough of these, Elika will direct the Prince to return to the Temple and gain their new power.

Active power plates will light up to show that they can be used. Each power can only be used on the power plates that match it.

The Step of Ormazd (Rebound)

This power gives Elika and the Prince the power to do huge jumps, rebounding between power plates. Once Elika has this power press the E key when on this power plate.

The Breath of Ormazd (Dash)

This power allows the Prince and Elika to do a gravity-defying wall-run. When on an active dash plate simply press the E key to trigger the power, then use the W, S, A, and D keys to move left or right while running.

The Wings of Ormazd (Fly)

This power allows the Prince and Elika to fly between power plates. Press the E key to trigger this power, then use the W, S, A, and D keys to steer.

The Hand of Ormazd (Grapple)

This power acts like a grappling hook, allowing the Prince and Elika to swing over and around obstacles and between power plates. When on the correct power plate press the E key to activate the power.
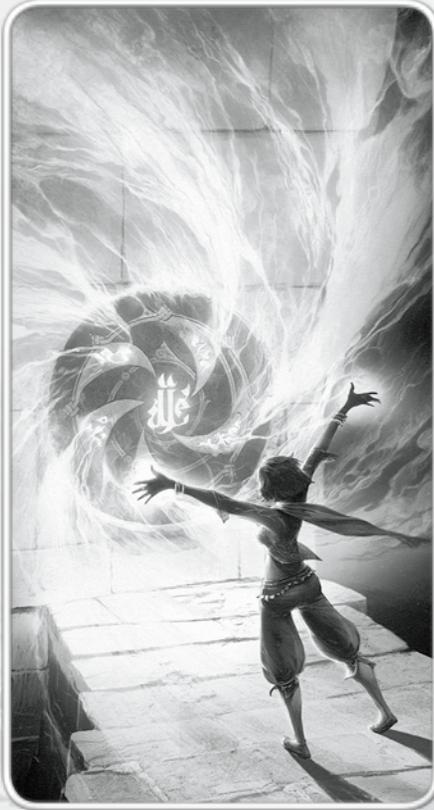
MAP SCREEN

Press the Tab key to open the map so you can find your way, set destinations, and teleport.
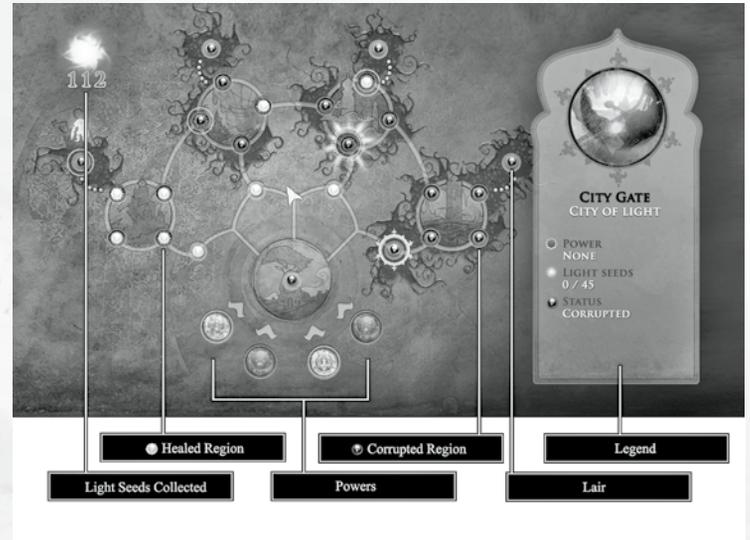
Set next destination: Use the mouse to select a destination; then press the Space Bar to set it.

Corrupted land: The Prince and Elika must reach the Fertile Ground in each of these lands in order to heal them.

Healed land: This is a land the Prince and Elika have healed. Healed lands contain Light Seeds that are released after a Healing.

Powers: Once they have enough Light Seeds, the Prince and Elika can go to the Temple to activate one of the Powers of Ormazd that will give them access to new lands.

Teleport: Elika can teleport from one healed land to another. Highlight a destination, then press the E key to teleport there.

COMBAT

Defense

- **Blocking:** Use Right-click and hold to adopt a defensive stance. The Prince can block all standard attacks.
- **Deflecting:** Press Right-click just before the Prince is hit to deflect an attack. The Prince can only deflect standard attacks.
- **Weakened state:** If the Prince fails to block an attack, he will be weakened. If the enemy hits the Prince again they will have a chance to kill him!

Attack

- **Attack:** Press Left-click.
- **Elika's attacks:** Press the E key to call Elika to use her magic during combat.
- **Gauntlet attack:** Press the R key to perform a gauntlet attack that will lift the enemy into the air. Press the R key twice to perform a throw and cause damage to your opponent.
- **Acrobatic action:** Pressing the Space Bar within attack range will make the Prince leap over an enemy or perform an aerial attack. When out of range, use the W, S, A, and D keys and press the Space Bar to perform a Quickstep to dodge long-range attacks.
- **Combos:** Chain Left-click, R, the Space Bar, and E to perform combos. See the Combo List in the Options screen for a list of the different combo varieties.

Enemy Attacks

- **Standard attacks:** Enemies perform both slow and fast attacks to build up combos. The Prince can block these attacks. Press Right-click and hold to block the enemy's combo.
- **Heavy attacks**
  – Blockbreaker: Enemies will use this to break the Prince's defensive stance.
  – Pushback: Enemies will use this to push the Prince back.
  – Knockdown: Enemies will use this to force the Prince to the ground.
- **Dodge and counterattacks:** If the Prince attacks while out of attack range, the opponent will automatically seize the opportunity to dodge and then counterattack. The Prince can block, or deflect these counterattacks.

Enemy's Special Attacks

These can be linked to any normal attack and need the Prince to react quickly during slow-motion sections.

- **Leaping attacks:** When an enemy leaps into the air, press the Space Bar to dodge the attack.
- **Grab attacks:** When an enemy grabs the Prince, press the R key to break free.
- **Weapon attack:** Tap the left mouse button repeatedly to parry an enemy's attack.
- **Corruption attack:** Press the E key so Elika can free the Prince from the Corruption.
- **Fatal attack:** If the enemy attempts to kill the Prince while he is on the ground, press Right-click to deflect the attack.

Enemy's States

The Corrupted can call upon Ahriman to enter various states during combat. Each state gives the Corrupted powers that make them even more dangerous. The Prince can end these states by starting combos with the correct attack.

- **Fury:** Only the Prince's SWORD Attack will be able to stop this. Start combos with Left-click.
- **Guard:** Only the Prince's GAUNTLET Attack will be effective here. Start combos with the R key.
- **Corruption:** Only Elika's MAGIC Attack will work here. Start combos with the E key.
- **Weak:** The opponent is temporarily weakened. Any attack will work in this state.

Struggle Mini-Game

Whenever the Prince or an enemy is forced against a Wall or a Ledge then a Struggle Mini-Game will start. Tap the left mouse button repeatedly to struggle against the enemy.

TIPS

- If you get lost, Elika is there to help you. Press the E key to use Elika's compass power.
- Press the T key to talk to Elika throughout the game. She will help the Prince with puzzles and will tell him more about herself, the area, and the enemies he faces.
- When wall-running, always wait until the end of the wall-run section before jumping off the wall.
- When blocking an opponent the Prince can also strafe faster than normal. Use this to help the Prince in combat.
- Not all enemies are vulnerable to sword or magical attacks – be ready to use the environment to win fights.
- Failing in combat can lead to Elika being weakened. Look after Elika by looking after yourself.
- Beware: if Elika needs to save the Prince during combat, this also gives the enemy a chance to regain some of their health.
- Don't forget to visit www.princeofpersiagame.com for hints, tips, and special behind-the-scenes videos.
- Have fun!

Stuck in the game?
GET SOME HELP!

VISIT: www.princeofpersiagame.com/help

• Video walkthrough for the single-player campaign

TECHNICAL SUPPORT

Before contacting Ubisoft's Technical Support Department, please first read through this manual and the README file (on the game CD). Also browse through our FAQ listings or search our support database at our website, **http://support.ubi.com.** Here you will find the most recently updated information since the game's release.

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: **http://support.ubi.com.**

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.**

From this site, you will be able to enter the Ubisoft Solution Center, where you can browse through our lists of Frequently Asked Questions (FAQ), search our database of known problems and solutions, and send in a request for personal assistance from a Technical Support representative by using the **Ask a Question** feature on the Frequently Asked Questions page. Most webmail contacts are responded to within two business days.

Contact Us by Phone: You can also contact us by phone by calling **(919) 460-9778.** Please note that this number is for technical assistance only. No gameplay hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your computer and have all of the necessary information listed above at hand.

Be advised that our Technical Support representatives are available to help you **Monday through Friday from 9 am–9 pm Eastern Time.**

While we do not charge for technical support, normal long distance charges apply. To avoid long distance charges, or to contact a support representative directly after these hours, please feel free to browse our Frequently Asked Questions lists or to send us a webmail. Webmail questions usually receive a response within two business days.

Pour du service en français, veuillez contacter / Para la ayuda en español llame: (866) 824-6515.

Contact Us by Standard Mail: If all else fails you can write to us at:
Ubisoft Technical Support • 3200 Gateway Centre Blvd. • Suite 100 • Morrisville, NC 27560

Return Policy: Please do not send any game returns directly to Ubisoft before contacting Technical Support. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged or scratched CD, please visit the FAQ listing for your game and get the latest replacement policy and pricing. We will not accept unsolicited returns/exchanges without prior approval and an RMA (Return Materials Authorization) number from a support representative.