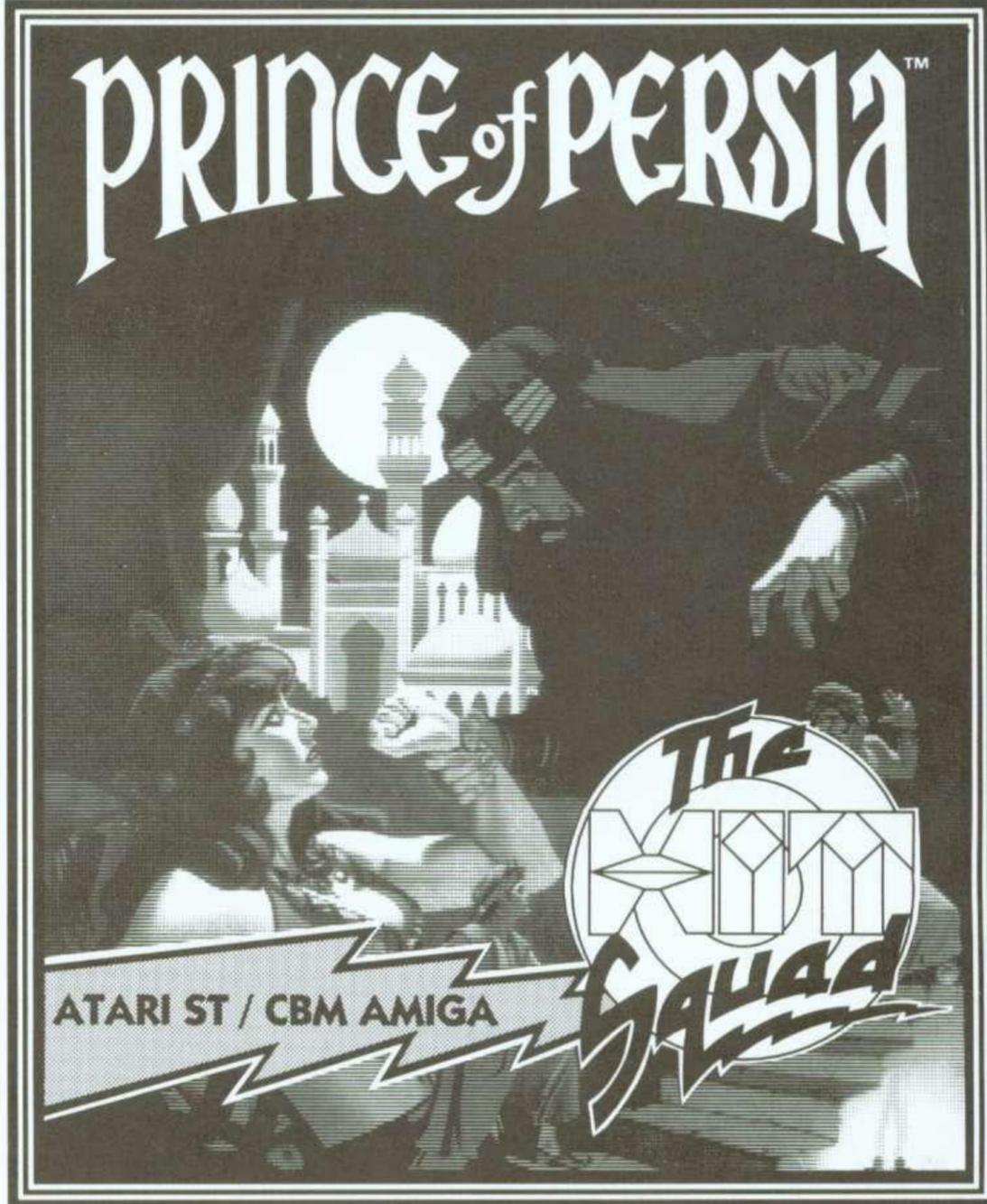


**JACK NICKLAUS'
GREATEST 18 HOLES OF MAJOR
CHAMPIONSHIP GOLF™
LOMBARD RAC RALLY
THE DUEL - TEST DRIVE II™
TRIVIAL PURSUIT™
PICTIONARY**

LOOK OUT FOR THESE
FANTASTIC GAMES FROM



PRINCE OF PERSIA™

IT IS A TIME OF DARKNESS.

While the Sultan is off fighting a foreign war, his Grand Vizier Jaffar has seized the reigns 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. For when the last sands drain from the hourglass, her choice can bring only a throne for the Grand Vizier... a new reign of terror for his long suffering subjects... and death for the brave youth who might have been...

Prince of Persia.

Running, Jumping and Climbing

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

To run: Push the joystick in the direction you want to go (left or right). 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 up to the edge of a pit or a suspicious-looking floor section.

To jump forward: When you are standing still, push the joystick up

diagonally in the direction you want to jump. You can jump further with a running start. 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. If necessary, use careful steps to position yourself below the ledge.

To hang from a ledge: Press a 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 - when you release the button, you let go of the ledge.

To climb down from a ledge: Step up to the edge, turn around, then push the joystick down. To hang from the ledge, press a joystick button and hold it 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 somewhat 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 your 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 your

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 of the pit before you jump.

• If you jump a chasm but fall short, you may still be able to grab on to the opposite ledge by pushing a button. Remember, when you let go of the button, you let go of the ledge.

• Every time you block an opponent's sword strike, the force of the blow pushes you back slightly. If you adopt a defensive strategy, you will find yourself steadily losing ground. Try following up a successful block with a strike.

• Test for loose floor sections by jumping up and down.

• You can knock out a loose floor section by standing directly beneath it and jumping up. Try not to be there when it lands.

• There are two kinds of pressure-activated floor plates. One kind raises gates, the other lowers them. With experience, you can learn to distinguish them from ordinary floor sections and from each other.

• Learn to recognise different kinds of potions by sight.

• You can cross a bed of spikes safely by taking careful steps.

• A two-storey drop will hurt you. A three-storey drop will kill you.

• You never know what you'll find in a dungeon. Don't be afraid to explore, and to experiment. After all, you've got nothing to lose except your life, the Princess, and the entire kingdom.

LIFE & 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 of your strength disappears, you die.

You start the game with three units of strength.

(Later on, you may be able to increase your strength beyond this limit).

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

An opponent's strength is indicated by a row of bullets in the lower right corner of the screen. To kill an opponent, you need to take away all his strength 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 high tower of the palace. To reach her, you must find your way out of the dungeons, through the palace's 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 of them - the deadliest swordsmen in the Sultan's employ - are kept for the elite honor guard in the tower, where they are responsible for the personal safety of the Princess and of the Grand Vizier.

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 of enchantment; that his powers are more than mortal. Knowing, as you do, that much of what passes for magic is mere trickery and superstition, you are reluctant to take these stories too seriously. Nevertheless, they don't do much for your peace of mind.

GETTING STARTED

Amiga/Atari ST

Prince of Persia can be played with a joystick or from the keyboard.

Loading

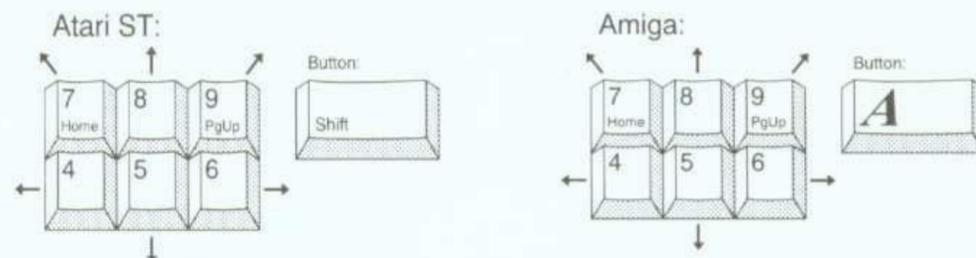
Switch on machine and insert Prince of Persia disk.

Prince of Persia can be played with a joystick or from the keyboard.

N.B. After completing level one for the **first time**, you will enter a room with various potions. Drinking **ANY** potion will open the door that allows you to enter the second level.

Keyboard Control

In keyboard mode, use the following keys in place of the joystick:



SPECIAL KEYS

ESC Freeze frame. Press again for single frame advance.

Press any other key to resume play.

Control-R Ends the game and returns you to the title sequence.

Control-A Restarts play from the beginning of the current level.

Control-S Turns off all sound. Press again to turn the sound back on.

Control-G Saves the current game to disk.

Control-L Resumes last saved game. (Press during title sequence).

Control-Q Quit the game.

Space bar Press to see how much time is left.

Death and Continuation

When you die, the message "PRESS BUTTON TO CONTINUE" will appear on the screen. Press a button to return to the beginning of the current level. If you don't press a button, the message will remain on the screen for about 20 seconds, then start to flash in warning, accompanied by a chime. After ten chimes, the game will end and you will be returned to the title sequence.

If you get yourself into a situation where you can find no way out, press Control-A to restart the level. You can continue a game as many times as you want without penalty. Remember, though, the sands in the hourglass are draining away... To see how much time is left, press the space bar.

Disk Access

Because the Prince of Persia program needs to access the disk occasionally during play the disk should be kept in the drive at all times with the drive door closed.

Saving Your Game

Once you have reached Level 3, you will have the option of saving your game to disk and continuing it later. To save your current game, press Control-G at any time during play. The program will briefly access the drive, then continue with the game.

The next time you boot the Prince of Persia disk, instead of press a joystick button or any key to start a new game, press Control-L. The game will resume from the beginning of the level you were on when you last saved it. Original game design, programming and graphics by Jordan Mechner.

© 1989, 1990 Jordan Mechner.

The Hit Squad,
P.O. Box 350,
Manchester
M60 2LX.