



Explore over 250 rooms.



Battle over more skilled swordsmen.



Evoke increasingly diabolical deathtraps.

*Screenshots from the Commodore 64

Broderbund

Prince of Persia
Copyright 1989
Jordan Mechner
Commodore 64 version
developed in 2011 by:
Andreas Varga, Steve Day
Mikael Backlund
& Owen Crowley

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EVENTEEN YEARS have I, JAFFAR, served as Grand Vizier to the Sultan of Persia. Now the hour of my triumph is at hand! Already I sit on his throne, and soon I shall have his daughter as well... the Princess, whose beauty is like the stars and the moon.

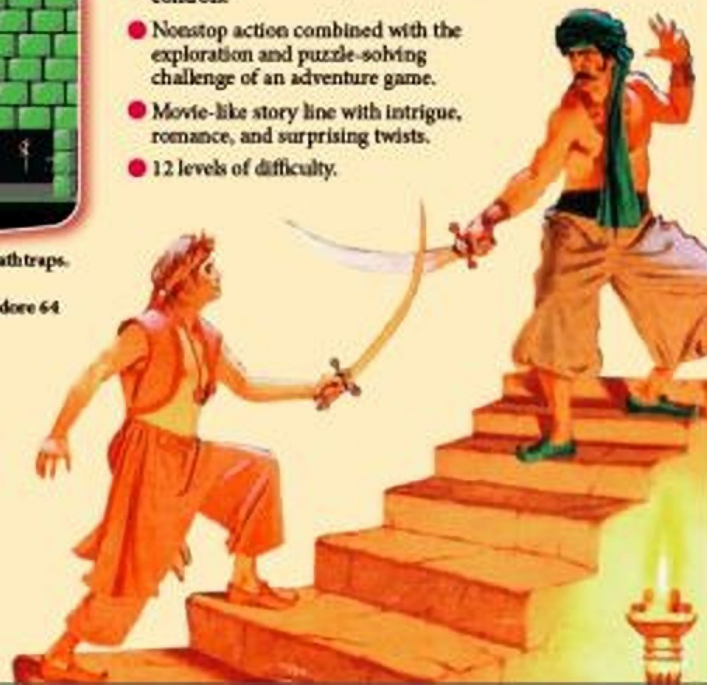
Of course, I would never force myself upon this lovely creature. I shall give her a full hour to reach her own decision. She shall choose me of her own free will... or forfeit her life.

And yet she clings to her fantasy of rescue. The object of her childish infatuation? A young adventurer... a nobody... who is now, on my orders, a prisoner in my dungeons.

There will be no rescue. He shall never leave his prison alive. Even should he escape his cell, he could never survive the cunning traps and palace guards barring him from the Princess.

Yet suppose... by some succession of miracles... he prevails over all these? Ah, then I would be obliged to use certain forces of my own. Enchantment? Black magic? These are but words. I speak of mysteries. Mysteries that no man... or woman... can withstand.

- Fluid animation and quick, responsive controls.
- Nonstop action combined with the exploration and puzzle-solving challenge of an adventure game.
- Movie-like story line with intrigue, romance, and surprising twists.
- 12 levels of difficulty.

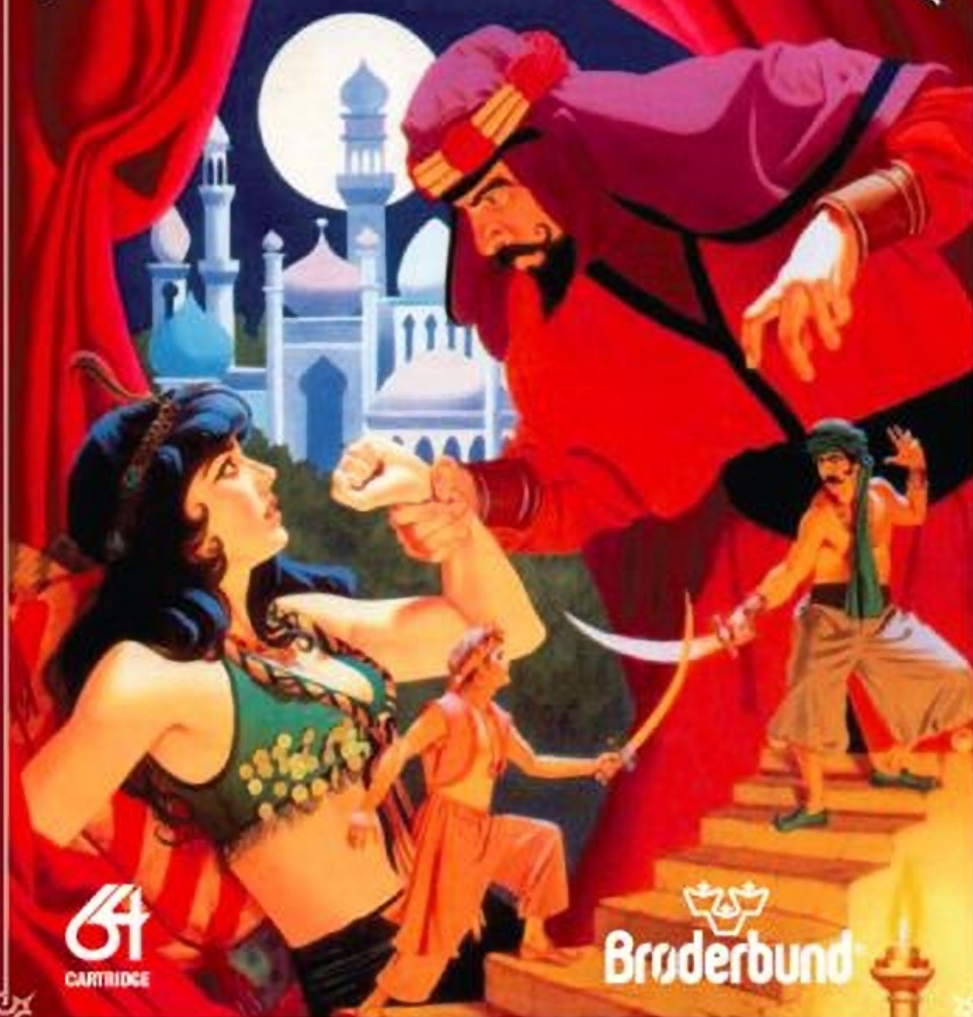


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CARTRIDGE

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