

BY JORDAN MECHNER

THE
SHADOW & FLAME™



PRINCE OF PERSIA®


Broderbund

PRINCE PERSIA® THE SHADOW & THE FLAME™

A Cinematic Action Game by Jordan Mechner

User's Guide

For Macintosh®, IBM®/Tandy® and
100% Compatible Computers

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Dedicated to the memory of Perry Stiling Babb.

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WHEN YOU STOWED AWAY ON A SHIP BOUND FOR PERSIA, little did you dream that you would fall in love with the Sultan's beautiful young daughter. Still less could you have imagined that you, an unknown adventurer with neither wealth nor title, would win her hand and be hailed by an adoring population as the new **Prince of Persia**.

In fact, the Sultan had counted on marrying his daughter, if not to a king, then at least to a prince whose wealth and stature would favorably complement his own. The thought of giving her up to someone such as yourself upset the Sultan so much that he nearly ordered your head cut off on the spot.

Only the Princess's quick intervention saved your life. And only by means of the most eloquent pleading (backed by copious tears) was she able to persuade her father to grant your request. So it was that Persia gained a new Prince.

This, at least, is how you remember it.

Until, one morning, you enter the throne room and find your place at the Princess's side already taken by someone who bears a disturbing resemblance to *you*. Worse, even the Princess doesn't recognize you.

At a word from the "Prince," the Sultan's guards lay hold of you. This is no time to argue. You break free and leap through the stained-glass window on the rooftop of the palace. With every guard in Persia after you, you barely escape with your life by jumping onto a merchant ship.

As the wind carries you away from Persia, ever further away from the Princess and the happiness that was all too briefly yours, you vow that from this moment on you will live only to find your way back. You don't know who your enemy is, nor how you will defeat him . . . but between you and the solution to this mystery lies your greatest adventure yet.



Getting Started

Before using or installing Prince of Persia 2, be sure to make a set of backup disks. If you are uncertain how to make backup copies of the enclosed disks, refer to your Macintosh manual or your IBM DOS manual for complete information. After you have successfully made your backup copies, store the originals in a safe place in the event they are needed in the future.

Prince of Persia 2 can be played from the keyboard or with a joystick. If you have a joystick, be sure it is properly installed.

Macintosh

To Play Prince of Persia 2: The Shadow and the Flame you must have:

- 256 Color Macintosh
- 4MB RAM (with 2.5MB available)
- System 6.0.7 or higher
- Hard disk with 15MB free space

Prince of Persia 2 requires that your Macintosh must be set to display 256 colors. To do this, open your Monitors Control Panel and select 256 colors. (If you do not see 256 colors as an option, you may need to install additional VRAM in your Macintosh.)

Prince of Persia 2 requires 2,500K of available memory. To check your available memory, go to the Apple menu and select About This Macintosh (if you are using System 7), About the Finder (if you are using System 6.0.7 or 6.0.8), or About This Computer (if you are using a Performa).

If you are using System 7, you can free up additional memory by turning off System Extensions. To turn off extensions, hold down the Shift key and Restart your Macintosh. When you see the message "Welcome to Macintosh, Extensions Off," release the Shift key. To turn extensions back on, Restart your Macintosh normally.

Hard Disk Installation

Installation of Prince of Persia 2 to a hard disk is required. You will need 15MB of hard disk space free to install the program. After installation, you can reduce the size to 13MB by using the Compress Data option. See the section below titled Compressing Data for instructions.



To install Prince of Persia 2 on your hard disk, insert Disk 1 into your disk drive and double-click on the Prince 2 Installer icon. Select the drive you wish to install to by clicking on the Drive button, and then click on Install. When your installation is complete you will have a new folder in your hard drive window named Prince of Persia 2. This folder can be moved to any location on your hard drive.

To play, double-click on the Prince of Persia 2 folder, then double-click on the Prince of Persia 2 icon. The opening title sequence will begin followed by a self-running demo. When you are ready to begin play, click the mouse button or press the space bar to start a new game.

Compressing Data

When you first launch Prince of Persia 2 you will be given the option to Compress Data. This will reduce the amount of hard disk space the program will occupy from 15MB to 13MB.

This operation can take anywhere from 10 to 100 minutes, depending on the speed of your Macintosh. If you wish to abort the Compress Data process, press the Esc key.

If you wish to Compress Data at a later time, simply select Compress Data from the Game menu.

IBM/Tandy & 100% Compatibles

To play Prince of Persia 2: The Shadow and the Flame you must have:

- 10MHz 286 or faster machine
- 640K RAM
- 2MB of RAM for digital sounds (voices, sound effects)
- Hard disk with 7MB of free space
- VGA card, VGA monitor
- 1.44MB 3.5" disk drive

Hard Disk Installation

Installation of Prince of Persia 2 to a hard disk is required. You will need 7MB of hard disk space free to install the program. After installation the program will occupy approximately 6.5MB of hard disk space.

To install Prince of Persia 2 to your hard disk, start your computer with DOS 3.1 or higher. Insert Disk 1 in the desired drive, then select the drive from the DOS prompt and press ENTER.



At the DOS prompt, type INSTALL, press ENTER, then follow the on-screen prompts. The install program will automatically create a directory called PRINCE2 in the root directory. If you wish to put Prince of Persia 2 in another directory, enter the desired path name during the install procedure.

After installation is complete you will see a menu that allows you to specify the hardware configuration of your computer. Using the Up and Down arrow keys, highlight the feature you want to configure and press ENTER. You will be presented with a list of choices. Select the appropriate option and press ENTER. Additional information about each option is provided at the bottom of the screen.

When you are finished, and if you wish to run the program from DOS, select Save the Configuration and Exit. You will be returned to DOS within the PRINCE2 directory, or the directory you specified during the install procedure. If you want to run the program from Windows, follow the additional instructions in the section below titled "Running under Windows."

At the DOS prompt, and from within the PRINCE2 directory, or the directory you specified, type PRINCE and press ENTER to begin. The opening title sequence will begin followed by a self-running demo of the program. When you are ready to begin play, press the ESC key, the space bar or a joystick button to start.

If you want to change any of the SETUP information at a later time, type SETUP from within the directory where Prince of Persia 2 is located, make the necessary changes, then exit.

Note: If you are using a sound card such as Sound Blaster and experience screen freezes or erratic sound, it may be an IRQ (interrupt request) conflict. Please check your sound card manual or contact your sound card manufacturer for instructions on how to resolve IRQ conflicts.

Running under Windows

To run Prince of Persia 2: The Shadow and the Flame under Windows as a non-Windows application you will need to have Windows installed on your computer (consult your Windows manual for instructions).

Note: If you experience a noticeable decrease in game performance after launching Prince of Persia 2 from Windows, please launch the program from DOS.

After installing Prince of Persia 2 from DOS (see "Hard Disk Installation" above) you will see a SETUP menu that includes the selection "Make Program Accessible under Windows." Using the Up and Down arrow keys, highlight this option and press ENTER. The SETUP program will then search your hard disk for Windows.



Because the WIN.INI and SYSTEM.INI files in your Windows directory will need to be modified, you will be given the choice of modifying them yourself or having the program do it for you. Unless you have previous experience editing either of these files, it is recommended that you allow the SETUP program to perform the modifications for you.

When the modifications are complete, choose "Save Configuration and Exit" and you will be returned to the DOS prompt. At this point you must start Windows so that a Brøderbund Software Program Group containing the program item Prince of Persia 2 can be created.

After starting Windows you will be asked if you would like to create the Program Group for "Prince of Persia 2: The Shadow and the Flame." Select "Yes" and the Prince of Persia 2 icon will be installed in a program group labeled "Brøderbund Software."

Options and Special Keys

Macintosh

The **Menu Bar** can be accessed at any time during game play by pressing the mouse button.

To **start** a new game, select New Game from the File menu.

To **load** and play a saved game, select Open Game. . . from the File menu, then double-click on the name of the saved game you wish to resume.

To **save** the current game, select Save Game. . . from the File menu.

To **end** the current game and return to the title screen, select End Game from the File menu.

To **quit** the application and return to the desktop, select Quit from the File menu. If, while playing the game, you find yourself trapped with no way out, select Restart Level from the Game menu.

By pulling down the Game menu, you can also Pause the game, turn the Sound or Music off or on, select Full Screen, Compress Data, or Restart Level.



You can also use the following special keys:

Esc/Clear	Pause the game. Press any other key to resume play.
⌘-T	Turn all sound off/on.
⌘-M	Turn ambient music off/on.
⌘-F	View program in desktop window/full screen.
⌘-N	Start a new game.
⌘-O	Open a saved game.
⌘-R	Restarts play from the beginning of the current level or the last rebirth point.
⌘-S	Saves the current game to disk.
⌘-E	Ends the game and returns you to the opening title sequence.
⌘-Q	Quit the game and return to the desktop.
⌘-H	View Hall of Fame.

IBM/Tandy & 100% Compatibles

Press the Alt and O keys (Alt-O) to access the Options screen during game play. From the Options screen you can use the TAB key or the cursor keys to highlight a selection, press ENTER to change it, and press ESC to return to the game.

In addition to the Options screen, the following Special Keys are available during game play:

ESC	Pause the game. Press any other key to resume play.
Alt-S	Turn all sound off/on.
Alt-M	Turn ambient music off/on.
Alt-K	Select keyboard control.
Alt-J	Select joystick control. Also recalibrates the program to match your joystick. Make sure that when you press this key the joystick is in the center (released) position.
Alt-R	Ends the game and returns you to the opening title sequence.
Alt-A	Restarts play from the beginning of the current level or the last rebirth point.
Alt-G	Saves the current game to disk.
Alt-L	Load a saved game.
Alt-O	Access the Options screen.
Alt-Q	Quit game and return to DOS/Windows.
Control-Q	Quit game and return to DOS/Windows.
Alt-H	View Hall of Fame.



Storytelling Sequences

At certain points in the course of the game, you will be presented with short, non-interactive sequences that advance the story without requiring your active participation. If you wish to skip past one of these sequences, press the ESC key or the space bar.



Controlling Your Movements

Keyboard Play

The following instructions assume that you are using the numeric keypad. If you wish to use one of the alternative sets of keys, refer to the keyboard diagrams below. If you wish to use the joystick, read the "Joystick Play" section instead.

Running, Jumping, Climbing and Crawling

Use the following keys to control your movements. Note that certain keys perform different functions when used in conjunction with the SHIFT key. For example, the



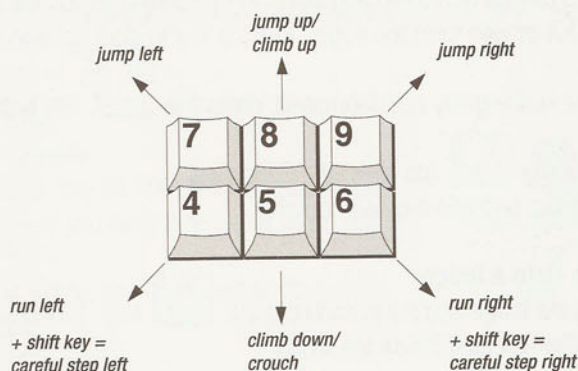
key changes from "run left" to "careful step left" when the SHIFT key is depressed.

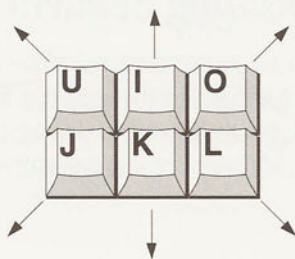
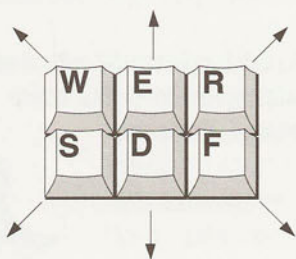
SHIFT = pick up items or hang from a ledge



in combination with = take careful steps.

CONTROL/(O) = draw your sword







To turn around:

Quickly press and release the  or  key depending on which direction you want to turn.


To run:

Press and hold down the  or  key. Release the key to stop running.



To take careful steps:

Press the  or  key while holding the SHIFT key. You can use careful steps to move right up to the edge of a chasm or a suspicious-looking floor section.

To jump up:


Press the  key.

To jump forward:

When you are standing still, press the or  or  key.


To run and jump forward:

You can jump farther with a running start. For a running jump over a chasm, back up at least two full strides from the edge. Press a key to start running left or right,

then, with the running key still depressed, press the  key to jump. Don't be

afraid of pressing  too early; the Prince will wait until the last possible moment to jump.

To climb up onto a ledge:


Stand facing the ledge and press and hold the  key. If necessary, use careful steps to position yourself below the ledge.



To climb down from a ledge:

Step up to the edge, turn around, then press the  key.

To hang from a ledge:

Press and hold the SHIFT key while climbing down. To let yourself drop, release the SHIFT key. To pull yourself up onto the ledge, press the  key. Remember, if you hang and swing from a ledge too long your arms will tire and you'll lose your grip and fall.




Any time you jump or fall within reach of a ledge, you can grab onto it by pressing SHIFT. Remember, though, when you release the SHIFT key, you let go of the ledge.

To crouch:

Press the  key. Release the key to stand up.

To crawl:

In certain situations, pressing the  key followed by the  or  key will cause you to throw yourself flat on the floor. When this happens, press

the  or  key to crawl in the direction you want to go (left or right). To crawl backwards, press a key to move in the opposite direction. To stand up while crawling, press the  key.

Note: You cannot draw your sword while crawling.

To pick something up:

Stand in front of the object you want to pick up and press the SHIFT key.

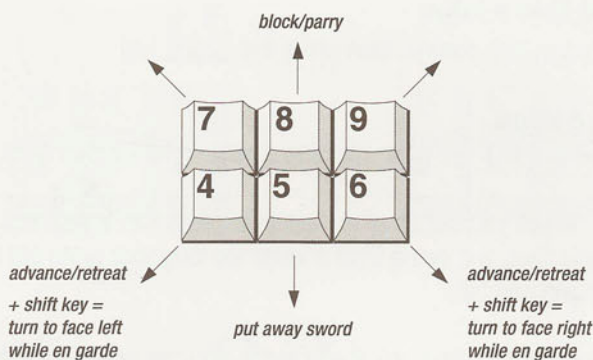
Sword Fighting

To draw your sword:

Press the CONTROL key (or O on the numeric keypad) to draw your sword—if you have one—and go en garde.

When you are en garde, the keys perform somewhat different functions:





SHIFT or DEL (in combination with  or ) = turn around
CONTROL/(0) = strike with your sword


To strike:

Press the **CONTROL** key (or 0 on the numeric keypad). Each press of a key represents one sword strike.

To advance or retreat:

Press the  or  key.

To block your opponent's strike:


While facing your opponent, press the  key just as he is striking. It may take some practice to get the timing right so watch your opponent carefully, and wait for him to strike.

To turn around:

Usually if an opponent attacks you from behind, you will automatically turn to face him. However, there are situations in which you may wish to deliberately turn your back on an opponent -- for instance, when you find yourself sandwiched between two opponents, or when you simply wish to run away. To turn around while en garde, press

 or  while holding down the **SHIFT** key.

To put away your sword:

Press the  key. Once you have put away your sword, you are free to run, jump and climb as usual. To draw your sword again, press the **CONTROL** key (or 0 on the numeric keypad).





Magic

In the course of the game, the Prince may gain certain magical abilities.

Becoming Shadow Man

As a result of an experience with a magic mirror in Jaffar's dungeons, the Prince has gained the ability (though he has not yet realized it) to separate himself from his body, and move through the world in his shadow form.

To do this, you must alternate between pressing the  or  keys in rapid succession, turning again and again until your shadow starts to shake loose from your body. To survive this transition, you must have at least nine units of strength.

When you become Shadow Man, your body will crumple to the floor and lie there motionless while you roam around in shadow form. To everyone else, it will appear that you are dead. To return to your body, stand next to it and press



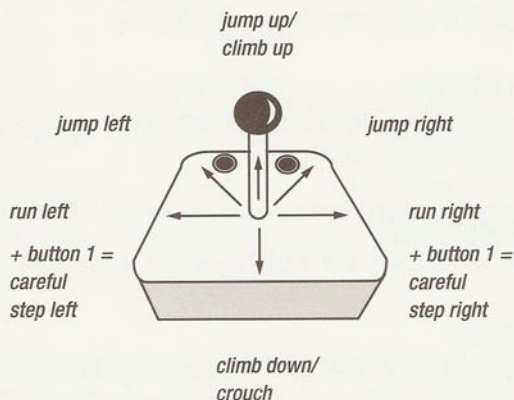
to crouch. This will cause you to rejoin your body.

Throwing the Fireball

At a certain point, you may come into possession of a magic fire. You know you have the fire when you see a bluish glow surrounding you as you move. You must have at least three units of strength to throw a fireball. To throw a fireball at an enemy, turn to face him and press the CONTROL key (or O on the numeric keypad). You will lose one unit of strength each time you throw a fireball.

Joystick Play

For installation and configuration instructions for your joystick, Gravis GamePad™, or MouseStick® II, please refer to the manual that came with the device.



Running, Jumping, Climbing and Crawling

button 1 = pick up items or hang from a ledge
in combination with joystick movement left or right = take careful steps

button 2 = draw your sword or hang from a ledge



To turn around:

Tap the joystick handle to the left or right.

To run:

Push the joystick handle in the direction you want to go (left or right). Release the joystick to stop running.

To take careful steps:

Hold down button 1 and push the joystick handle in the direction you want to go (left or right). You can use careful steps to move right up to the edge of a chasm or a suspicious-looking floor section.

To jump up:

Push the joystick straight up.

To jump forward:

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

To run and jump forward:

You can jump farther with a running start. For a running jump over a chasm, back up at least two full strides from the edge. Push the joystick handle left or right to start running, then up to jump. Don't be afraid of pushing the joystick up too early; the Prince 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 climb down from a ledge:

Step up to the edge, turn around, then pull the joystick down.

To hang from a ledge:

Press and hold a joystick button while climbing down. To let yourself drop, release the button. To pull yourself up onto the ledge, push the joystick up. Remember, if



you hang and swing from a ledge too long your arms will tire and you'll lose your grip and fall.

Any time you jump or fall within reach of a ledge, you can grab onto it by pressing a button. Remember, though, when you release the button, you let go of the ledge.

To crouch:

Pull the joystick handle straight down. Release it to stand up.

To crawl:

In certain situations, pulling the joystick handle down, then in the direction you are facing will cause you to throw yourself flat on the floor. When this happens, push the joystick to crawl in the direction you want to go (left or right). To crawl backwards, push the joystick in the opposite direction. To stand up while crawling, push the joystick up.

Note: You cannot draw your sword while crawling.

To pick something up:

Stand in front of the object you want to pick up and press button 1.

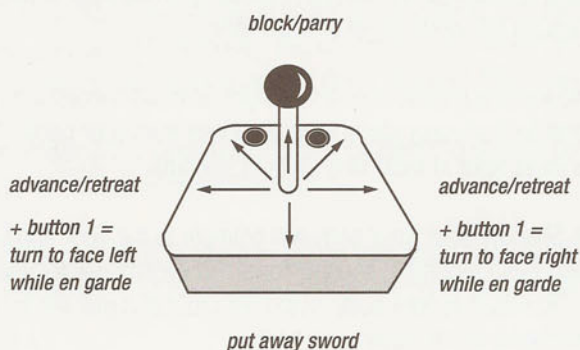
Sword Fighting

To draw your sword:

Press button 2 to draw your sword—if you have one—and go en garde.



When you are en garde (sword drawn), the controls are somewhat different:



button 1 (in combination with the joystick) = turn around

button 2 = strike with your sword



To strike:

Press button 2. Each press of the button represents one sword strike.

To advance or retreat:

Push the joystick handle left or right.

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 turn around:

Usually, if an opponent attacks you from behind, you will automatically turn to face him. However, there are situations in which you may wish to deliberately turn your back on an opponent — for instance, when you find yourself sandwiched between two opponents, or when you simply wish to run away. To turn around while en garde, push the joystick in the direction you wish to face (left or right) while holding button 1.

To put away your sword:

Pull the joystick down. Once you have put away your sword, you are free to run, jump and climb as usual. To draw your sword again, press button 2.

Magic

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To do this, push the joystick handle from left to right, in rapid succession, turning again and again until your shadow starts to shake loose from your body. To survive this transition, you must have at least nine units of strength.

When you become Shadow Man, your body will crumple to the floor and lie there motionless while you roam around in shadow form. To everyone else, it will appear that you are dead. To return to your body, stand next to it and pull the joystick down to crouch. This will cause you to rejoin your body.

Throwing the fireball

At a certain point, you may come into possession of a magic fire. You know you have the fire when you see a bluish glow surrounding you as you move. You must



have at least three units of strength to throw a fireball. To throw a fireball at an enemy, turn to face him and press button 2. You will lose one unit of strength each time you throw a fireball.

Hints

PLEASE DO NOT CALL THE BRØDERBUND TECHNICAL SUPPORT LINE FOR GAME HINTS. To purchase Prince of Persia: The Official Strategy Guide (covers Prince of Persia 2: The Shadow and the Flame and Prince of Persia) visit your favorite software dealer or bookstore. Or call Software-Direct® at (800) 521-6263 and refer to code 260.

- In the course of your adventures you will find various potions. Some are healing potions that will restore your strength. Other potions have different effects. With experience, you can learn to recognize which potions are which. Make every effort to find as many life enhancing potions as possible. This will not only increase your strength, but also allow you to come into possession of magic "powers" that you will need later on.
- To get the maximum distance from a standing jump across a chasm, use careful steps to move right up to the edge of it before you jump.
- If you jump a chasm but fall short, you may still be able to grab onto the opposite edge by pressing the SHIFT key (in keyboard mode) or a joystick button (in joystick mode). Remember, when you let go of the key or 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. If a section of the floor wobbles, you can bet it's loose. You can also cause loose floor sections to fall by standing nearby and jumping up and down to shake them repeatedly.
- You can knock out a loose floor section by standing directly beneath it and jumping up. Try not to be there when it lands.
- If a loose floor section is about to fall on your head, you can protect yourself by crouching down. The floor will break harmlessly over your back, which hurts much less.
- Look for the pressure-activated floorplates that open and close gates. There are three kinds of pressure plates. One kind opens gates, another closes them, and a third both opens and closes them. With experience, you can learn to identify the



different kinds of pressure plates, and often to guess what they will do before you step on them.

- Look out for pressure plates that trigger hidden dart shooters.
- Watch out for spikes that spring out of the wall. If you want to climb a wall that is booby-trapped with spikes, first take a careful step to trigger the spikes. Once the spikes have been triggered, you can climb the wall without getting hurt.
- A two-story drop will hurt you. A three-story drop will kill you. Instead of stepping straight off a high ledge, it is often wiser to reduce the distance you must fall by turning your back to the ledge, climbing down to hang from it, and letting yourself drop.
- When you let yourself drop from a ledge, you can often influence the direction of your fall by choosing the right moment to let go. If you let go while you are swinging forward, you will fall forward. If you let go while you are swinging backward, you will fall backward.
- Not all swords are created equal. Some are more equal than others.
- If you encounter an opponent whom it seems impossible to beat, perhaps you're not using the right weapon. Or perhaps there is a way to avoid the fight entirely.

Life and Death

The row of red potion bottles 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 will be able to increase your strength beyond this limit by finding life enhancing potions. The more you can find, the better off you will be.

Things that cost you one unit of strength include a blow by a guard's sword, two-story 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 blue potion bottles in the lower right corner of the screen. To kill an opponent, you need to take away all of his strength or find some other way to dispose of him.



Death and Continuation

When you die, the message "PRESS KEY TO CONTINUE" will appear on the screen. Press any key or a joystick button to return to the beginning of the current level or the last rebirth point.

If you don't press a key, the message will start to flash in warning, accompanied by a chime. After ten chimes, the game will end and you will be returned to the opening title sequence.

If you get yourself into a situation where you can find no way out, press **⌘-R** (Macintosh) or **Alt-A** (IBM/Tandy) to restart the level from the beginning of the current level or at the last rebirth point.

Time Limit

During the first few levels, there is no time limit, and you can die and continue the game as many times as you want without penalty.

Sometime after you have completed the third level, a certain event will occur back in Persia that will start the clock ticking. You will know when it happens. From this moment on, although you can still die and continue the game as many times as you want, the clock will be ticking. When time runs out, the game will be over.

To find out how much time you have left at any point after the timer starts, press the space bar.

Saving Your Game

Macintosh

To save your game in progress, select Save Game. . . from the File menu. More than one game can be saved by entering a unique name for each game to be saved. If you would like to resume a saved game, you can either double-click on the saved game icon, or select Open Game from the File menu and double-click on the saved game you wish to resume.



IBM/Tandy and 100% Compatibles

To save a game in progress, press Alt-G at any time during play to access the Saved Games screen. Use the TAB key to select a vacant Saved Game slot, then type in a unique name for the game you want to save. When you have finished, press ENTER to return to the action.

Ten games can be saved at any one time. If you wish to save a game when all of the saved game slots are filled, you will have to replace a previously saved game. To save over an existing saved game, select the occupied saved game slot, delete the saved game name, and then enter the new name.

If you would like to resume a saved game, instead of pressing any key or a joystick button to start a new game, press Alt-L to access the Resume Saved Game screen. Use the TAB key to select the game you wish to resume, then press ENTER. The game will resume from the beginning of the level or from the rebirth point you were at when you saved it.

About the Author

Jordan Mechner was born in New York City and graduated from Yale University in 1985. His other computer games to date include **Karateka** and **Prince of Persia**. **Prince of Persia** has won numerous awards, including the 1992 Tilt D'Or and MacUser Eddy awards. It has been translated into six languages and is available in over 20 formats worldwide. A screenwriter and independent filmmaker, Jordan also produced, wrote and directed the documentary film **Waiting for Dark**. In 1993 Jordan formed Smoking Car Productions, an entertainment software development group based in San Francisco.



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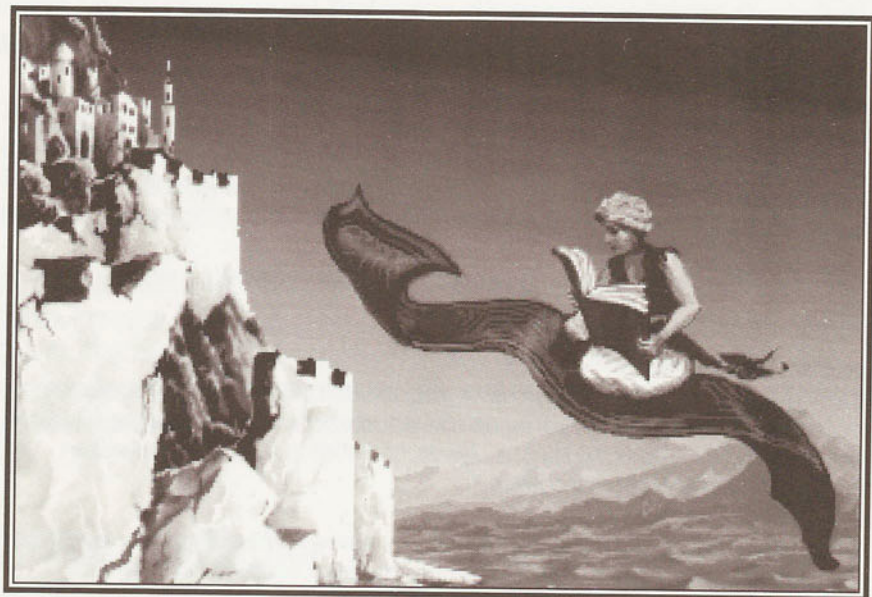
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