

BY JORDAN MECHNER



PRINCE OF PERSIA[®]

Broderbund[®]

PRINCE OF PERSIA®

by Jordan Mechner

User's Guide

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



Original Apple game design, programming and graphics
by Jordan Mechner

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Special thanks to Glenn Axworthy, Jeff Charvat and

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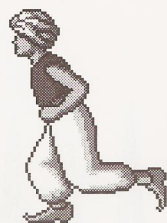
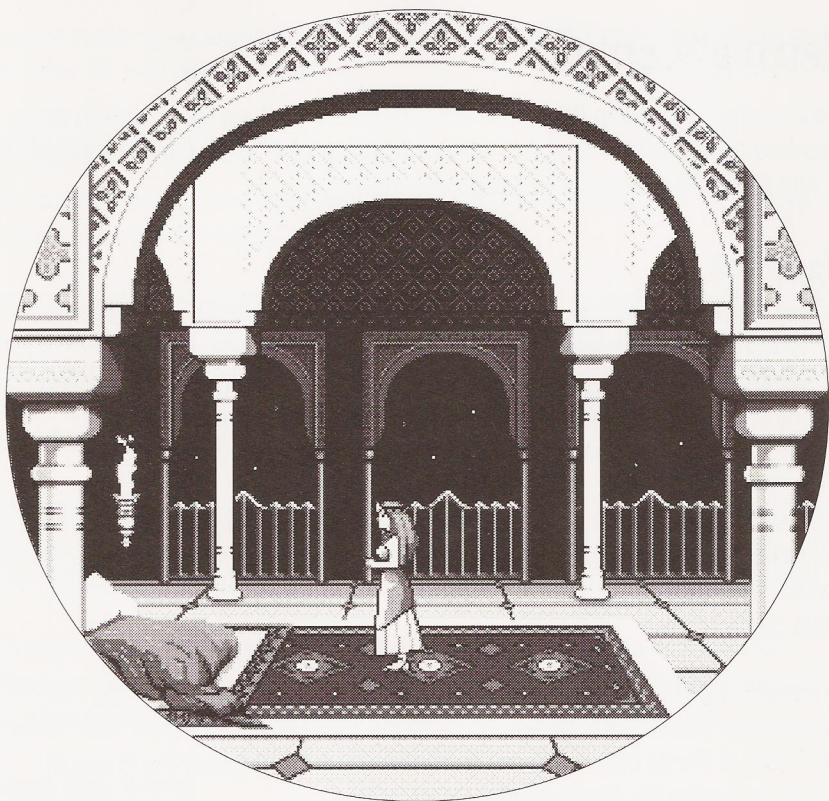


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IT IS A TIME OF DARKNESS. WHILE THE SULTAN IS OFF FIGHTING A foreign war, his Grand Vizier Jaffar has seized the reins of power. Throughout the land, the people groan under the yoke of tyranny, and dream of better days.

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. 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.**



Getting Started

Before using or installing Prince of Persia, be sure to make a set of backup disks. If you are uncertain how to make backup copies, refer to your Macintosh manual or your IBM DOS manual for complete information.

Macintosh

To play Prince of Persia, you will need an Apple Macintosh Plus, SE, Classic or SE/30 with at least 2 megabytes of memory for black and white graphics (2.5 MB for System 7.0) or a Macintosh SE/30 with a color graphics card, Macintosh LC or Macintosh II series computer with at least 2 megabytes of memory for color graphics (4 MB for System 7.0). Installation to a hard disk is required.

Initis use up memory that may be needed to run the Prince of Persia program. If you have any initis which may interrupt game play or use needed memory — automatic screen savers for example — you may want to turn them off before you begin play.

To install Prince of Persia onto your hard disk, select New Folder from the File menu on the Macintosh desktop and name the folder Prince of Persia. Next, insert the Prince of Persia Disk 1 into any available disk drive and copy the Prince of Persia application file into the folder you created.

There are three graphics files: Persia(COLOR), Persia(LC), and Persia(BW). If you wish, you can copy all three of these files into the Prince of Persia folder on your hard disk. The application will automatically select the best configuration for your particular computer and monitor. You may wish to copy only the relevant file as follows:

If you have a color or gray-scale monitor that is 640 x 480 or larger, copy the Persia(COLOR) file from the Prince of Persia Disk 2 into the Prince of Persia folder. This will enable you to play Prince of Persia in widescreen color.

If you have a color or gray-scale monitor that is smaller than 640 x 480, copy the Persia(LC) file from the Prince of Persia Disk 3 into the Prince of Persia folder. This will enable you to play Prince of Persia in color.

If you do not have a color or gray-scale monitor, copy the Persia(BW) file from the Prince of Persia Disk 1 into the Prince of Persia folder. This will enable you to play Prince of Persia in black and white.

To play Prince of Persia, double-click on the Prince of Persia folder, then double-click on the Prince of Persia icon. The opening title sequence will begin, followed by a prologue and a self-running demo. When you are ready to play, press the

mouse button to access the Menu Bar. Then, select New Game from the File menu or press **⌘-N** to start a new game.

IBM/Tandy & 100% Compatibles

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

Note to Tandy owners: Prince of Persia features special digitized sound for Tandy computers. In order to hear these sound effects on 1000SL and TL machines the game must be played using the keyboard. If you want to play with the joystick, load the program with the following command: PRINCE STDSND (loads standard sound effects and allows use of the joystick).

The program may not work properly on the Tandy 1000RL's sound system, therefore we recommend that 1000RL owners not select the Tandy Sound option during the SETUP procedure (see below). Instead, select Standard PC Internal Speaker.

To play Prince of Persia you will need at least 512K of memory for EGA, CGA, Tandy or Hercules monochrome graphics, and at least 640K for VGA. Installation to a hard disk is recommended.

Hard disk users:

Start your computer with DOS 2.11 or higher. Insert the 3.5" Prince of Persia disk or the 5.25" Prince of Persia 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 and follow the on-screen prompts. The install program will automatically create a directory called PRINCE in the root directory. If you wish to put Prince of Persia in another directory, enter the desired pathname during the install procedure.

After the install is complete you will be returned to DOS within the PRINCE directory. From here, type SETUP. 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 see a list of choices. Select the correct option and press Enter. Additional information about each option is provided at the bottom of the screen. When you are finished, select Exit to DOS.

Floppy disk users:

Start your computer with DOS 2.11 or higher. Insert the 3.5" Prince of Persia disk, or the 5.25" Prince of Persia Disk 1 in the desired drive, then select the drive from the DOS prompt and press Enter.



At the DOS prompt, type SETUP. 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 see a list of choices. Select the correct option and press Enter. Additional information about each option is provided at the bottom of the screen. When you are finished, select Exit to DOS.

At the DOS prompt, type PRINCE and press Enter to Begin. If you are using the 5.25" disks you will be prompted to insert the Prince of Persia Disk 2 in the current drive. Insert the disk and press Enter. The opening title sequence will begin, followed by a prologue and a self-running demo. When you are ready to play, press any key or a joystick button to start.

Menu Bar 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, 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 **save** the current game under a different file name, select Save Game as . . . from the File menu.

To **quit** 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 turn the Sound or Music off or on, Pause the game, or check the Time Remaining.

You can also use the following special keys:

Esc/Clear Pause game/resume game.

⌘ -N Start a new game.

⌘ -O Open a saved game.

⌘ -S Save the current game to disk.

⌘ -Q Quit the game and return to the desktop.

Space bar Press to see how much time is left.

IBM/Tandy and 100% Compatibles

Esc Freeze frame. Press any other key to resume play.

Ctrl-J Selects 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.

Ctrl-K Selects keyboard control.

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

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

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

Ctrl-G Saves the current game to disk.

Ctrl-L Press during the title sequence to resume the last saved game.

Ctrl-Q Quit the game and return to DOS.

Space bar Press to see how much time is left.

Saving Your Game

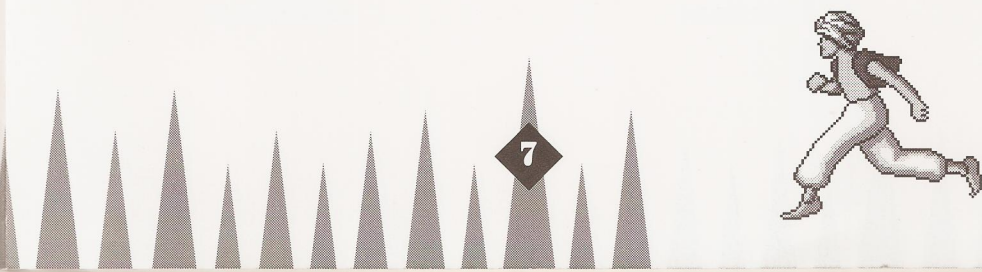
Macintosh

To save your game in progress, select Save from the File Menu. The game will be saved under the name Future Prince. More than one game can be saved by entering a unique name for each game to be saved.

IBM/Tandy and 100% Compatibles

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 Ctrl-G at any time during play. If you are playing from floppy disks, be sure the 5.25" Prince of Persia Disk 1 or the 3.5" Prince of Persia disk is inserted in the drive.

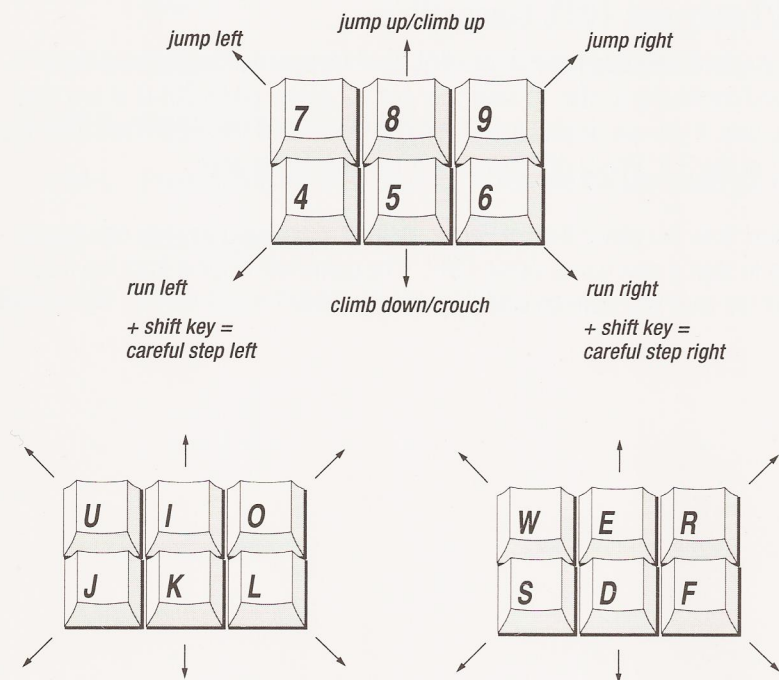
The next time you play Prince of Persia, instead of pressing any key or a joystick button to start a new game, press Ctrl-L. The game will resume from the beginning of the level you were on when you last saved it.



Controlling Your Movements

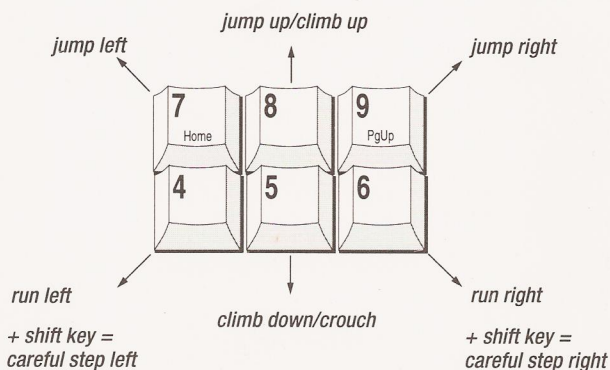
Use the following keys to control your movements. Note that the "left" and "right" keys perform different functions when they are used in conjunction with the SHIFT key (or CTRL, OPTION or the 0 on the numeric keypad).

Macintosh:

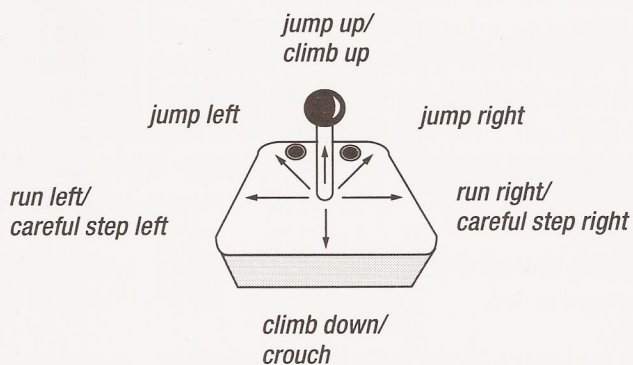


IBM/Tandy and 100% Compatibles:

Keyboard



Joystick



Running, Jumping and Climbing

Note to Macintosh users:

The following instructions assume that you are using the numeric keypad in combination with the SHIFT key. If you wish to use one of the alternative sets of keys, refer to the preceding keyboard diagrams. Joystick instructions refer to IBM only.

To turn around:

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

Joystick: Tap the joystick handle to the left or right.

To run:

Keyboard: Press and hold down the  or  key. Release the key to stop.

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

To take careful steps:

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

Joystick: Hold down a joystick button and push the joystick handle 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 up:

Keyboard: Press the  key.

Joystick: Push the joystick straight up.

To jump forward:

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

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

To run and jump forward:

Keyboard: 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 press the  key to jump. Don't be afraid of pressing the  key too early; the Prince will wait until the last possible moment to jump.

Joystick: 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:

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

Joystick: 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:

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

Joystick: Step up to the edge, turn around, then push the joystick down.

To hang from a ledge:

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

Joystick: Press a joystick button and hold it. 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 crouch:

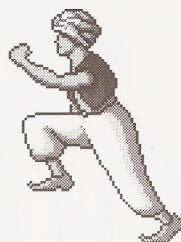
Keyboard: Press the  key. Release the key to stand up.

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

To pick something up:

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

Joystick: Stand in front of the object you want to pick up and press a button.



Sword Fighting

When you come face to face with an armed opponent, release all keys, or 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:

Keyboard: Press the SHIFT key (or CTRL, OPTION or the 0 on the numeric keypad).

Joystick: Press a joystick button.

To advance:

Keyboard: Press the  or  key depending on where the opponent is relative to the Prince.

Joystick: Push the joystick handle towards your opponent.

To retreat:

Keyboard: Press the  or  key depending on where the opponent is.

Joystick: Push the joystick handle away from your opponent.

To block your opponent's strike:

Keyboard: Press the  key 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.

Joystick: 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:

Keyboard: Press the  key. 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 the SHIFT key.

Joystick: 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 pressing the SHIFT key (or a joystick button). Remember, when you let go of the SHIFT key, 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.
- In the dungeons and palace 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.
- You can cross a bed of spikes safely by taking careful steps.
- A two-story drop will hurt you. A three-story drop will kill you.
- If you encounter an opponent whom it seems impossible to beat, perhaps there is a way to avoid the fight entirely.
- You never know what you'll find in a dungeon. Don't be afraid to explore, to experiment, and even to take an occasional leap of faith. After all, you've got nothing to lose except your life, the Princess, and the entire kingdom.

Life and Death

The row of potions or 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-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 bullets in the lower right corner of the screen. To kill an opponent, you need to take away all of his strength or dispose of him in some other way.

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.
- Since your arrival in the city, you have heard some strange rumors. 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.

Death and Continuation

When you die, the message "PRESS ANY KEY TO CONTINUE" will appear on the screen. Press a key to return to the beginning of the current level.

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 title sequence.

You can continue a game as many times as you want without penalty. Remember, though, the sands in the hourglass are draining away

If you get yourself into a situation where you can find no way out, select **Restart Level** from under the **Game** menu on the **Macintosh**, or press **Ctrl-A** on the **IBM**.

To see how much time is left, press the **Space Bar**.



About the Author

Jordan Mechner, 27, is the author of the award-winning computer game **Karateka**. Hailed by **Games** magazine as "a software landmark," **Karateka** broke new ground in the use of cinematic techniques to tell a story within a computer game, and has sold over 400,000 copies worldwide.

To achieve the extraordinary realism of the animation in **Prince of Persia**, Jordan studied hours of live-action footage, including swordfighting sequences from classic Hollywood swashbuckling films of the Thirties. Two years in the making, **Prince of Persia** is the culmination of a lifelong fascination with animation, and of ten years of hacking on the Apple II.

Jordan is a native New Yorker and a 1985 graduate of Yale University.

About the Music

The music for **Prince of Persia** uses a "leitmotiv" approach in which each theme is associated with a specific character or idea. The basic themes are: Prince, Princess, Jaffar, Danger, Sword, Shadow, Death, Time, and Magic.

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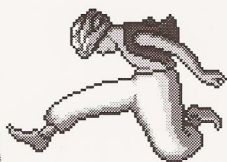
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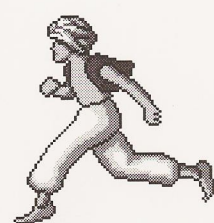
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