Nintendo

GAME BOY®

DMG-NP-USA

PRINCE of PERSIA®

BY JORDAN MECHNER

Virgin® GAMES

INSTRUCTION BOOKLET



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PRINCE OF PERSIA

User's Guide

For Nintendo Game Boy

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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 a cruel tyrant, and dream of better days.

Only one obstacle stands 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 your 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.

Whichever her choice, it 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

Insert the Prince of Persia Game Pak and turn on your Game boy machine.

Press **START** to begin play.

The Controller

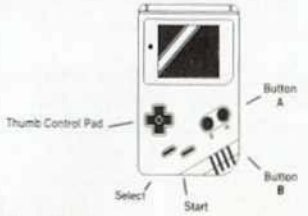
CONTROLS

Control Pad - Controls movement.

Select Button - Pauses game.

Start Button - Starts game and accesses Option Menu.

A Button - Uses right hand action. Jumps during duel. Picks up objects.



Running, Jumping and Climbing

To run: Press the **left or right arrow** on the thumb control pad. Release the arrow to stop.

To change directions: Press the **left or right arrow** on the thumb control pad in the direction you want to go.

To take careful steps: Press the **B button** and you will take a single step in the direction you are facing. You can use careful steps to move right up to the edge of a pit or a suspicious-looking floor section.

To jump up: Press the **up arrow** on the thumb control pad.

To jump forward: Pressing the **A button** will make you jump in the direction you are facing.

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 the **left or right arrow** to start running, then press the **A button** to jump. Be careful not to press it too early!

To climb up onto a ledge: Stand facing the ledge and press the **up arrow** on the thumb control pad. If necessary, use careful steps to position yourself below the ledge.

To climb down from a ledge: Carefully walk to the edge and turn around. Press the **down arrow** on the thumb control pad. If you press the **down arrow** while holding either the **A or B button**, you will hang from the ledge. When you let go of the button, you let go of the ledge. To pull yourself back onto the ledge, press the **up arrow**.

To hang from a ledge: Any time you jump or fall within reach of a ledge, you can grab onto it by pressing the **A or B button**.

To crouch: Press the **down arrow** on the thumb control pad. Release it to stand up.

To pick something up: Stand in front of the object you wish to pick up and crouch down.

Sword Fighting

Sword fighting is only necessary when confronted with the palace guards. Your sword will be drawn automatically when you are standing in close proximity to and facing a guard.

When sword fighting, a row of triangles will appear on the lower right hand part of the screen. These are the guard's hit points. In order to eliminate the guard, you must take all of his hit points while protecting your own by good blocking. You will only lose hit points by not blocking properly.

To advance and retreat while sword fighting use the **left and right arrows** on the thumb control pad.



To attack use the **A button**.

To block use the **B button or up arrow** on the thumb control pad.

Use the **down arrow** on the thumb control pad to put your sword away. Be careful not to use it until you are ready as it will make you vulnerable to attack.

Survival

The row of triangles in the lower left corner of the screen indicate your current strength. Every time you get hurt, you lose one unit of strength or hit point. When the last of your strength disappears, the game automatically starts you over at the beginning of the same level.

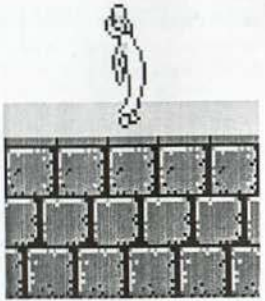
You start each game with three units of strength or hit points.

Things that cost you one unit of strength include two-story falls, getting hit in sword fighting, or drinking a poisonous potion. Other more serious accidents can take all of your strength, causing you to start over at the beginning of the same level. These include three-story falls, tangling with the slicer and falling or running into spikes.

One type of good potion will replenish one hit point if the player is less than full strength. Another will replenish all deficient hit points and give one extra for a possible new total of over three hit points.

A poisonous potion will take one hit point.

Things to Know



Most levels have exit doors. If a level has an exit door, it will also have a hidden trip plate that you must activate in order to open the door.

You will be required to make a leap of faith.

There are both good and bad potions. Learn to distinguish them by their locations.

One type of good potion will replenish one hit point if the player is less than full strength. Another will replenish all deficient hit points and give one extra for a possible new total of over three hit points.

A poisonous potion will take one hit point.

There is a weightless potion that is necessary for survival in at least one instance in the game.

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. You can jump even farther by using a running jump — remember, timing is critical!

- If you jump a chasm but fall short, you may still be able to grab onto the opposite ledge by pushing the **A or B button**. (Remember, when you let go of the **A or B button**, you let go of the ledge.)

- 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.

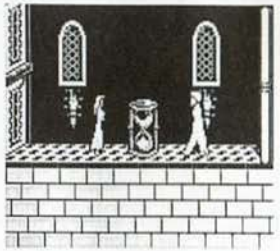
- Learn to remember the different kinds of potions by their locations.

- You can cross a bed of spikes safely by taking careful steps or by jumping over them.

- A two-story drop will take one unit of strength. A three-story drop will take all of your strength. A two-story drop from a hanging position won't cause you to lose any strength. A three-story drop from a hanging position will take one unit of strength.

- You never know what you'll find in a dungeon or palace. 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.

Adventuring

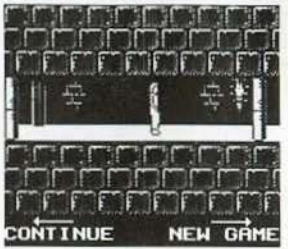


- Although this is your first time inside the Sultan's palace, you do know that the Princess is imprisoned in a high tower, and that the dungeons run directly underneath the main building of the palace. To reach the Princess, you will need to find your way out of the dungeon, through the palace, and up to the top of the tower.

- Generally speaking, the guards that get assigned to dungeon duty are the dregs of the Sultan's corps. The more capable ones are assigned to the palace's main building. The very best of them—the deadliest swordsmen in the Sultan's employ—are reserved 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 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. You have your doubts. Much of what passes for magic is mere trickery and superstition. Still, it doesn't do much for your peace of mind.

Continuation



There are twelve levels to the game. You must average less than five minutes per level in order to finish the game within the one hour time limit. Each level gets progressively more difficult as you proceed. After you have successfully completed each level you will be given a password to allow you to resume playing at the beginning of the next level with the same amount of time remaining on the clock and the same number of hit points. You may wish to replay earlier levels to improve your speed, leaving as much time as possible for the remaining levels.

Each time you finish a level, write down the 8-digit password that appears at the bottom of the screen. Then press the **START** button to continue on where you previously left off in the game.

Each time you begin a game you will have a choice of selecting **New Game** or **Continue**. If you wish to start from scratch, use the **right arrow** key to select **New Game**. If you have played before and have written down a password, you can pick up where you left off by using the **left arrow** key to select **Continue**. This will bring you to the password entry screen. To enter your password, use the **up** and **down arrows** to change the digit inside the box and the **left** and **right arrows** to move to the next digit. Be sure to write down your passwords in the space provided in the back of this manual so you won't forget them.

The game is never really over until you run out of time. The only way to restart the timer is to reset the game. This is done by pressing all four buttons simultaneously (**A, B, START and SELECT**) taking you to the title screen. You can continue a game as many times as you want without penalty. Remember, though, the sands in the hourglass are draining away....

Password	Level	Time	Password	Level	Time

Password	Level	Time	Password	Level	Time

Credits

Programmed by: Ed Magnin

Graphics by: Ron Millar and Darren Bartlett

Music Adapted by: Tom Tallaricco

Game Boy Music Driver by: Ed Magnin

Product Manager: Seth Mendelsohn

Produced by: Stephen Clarke-Wilson

Manual by: Angela Sagaser

Manual Edited by: Lisa Marcinko

A GAME BY: JORDAN MECHNER

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18061 FITCH AVE., IRVINE, CALIFORNIA 92714. TELEPHONE (714) 833-8710

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