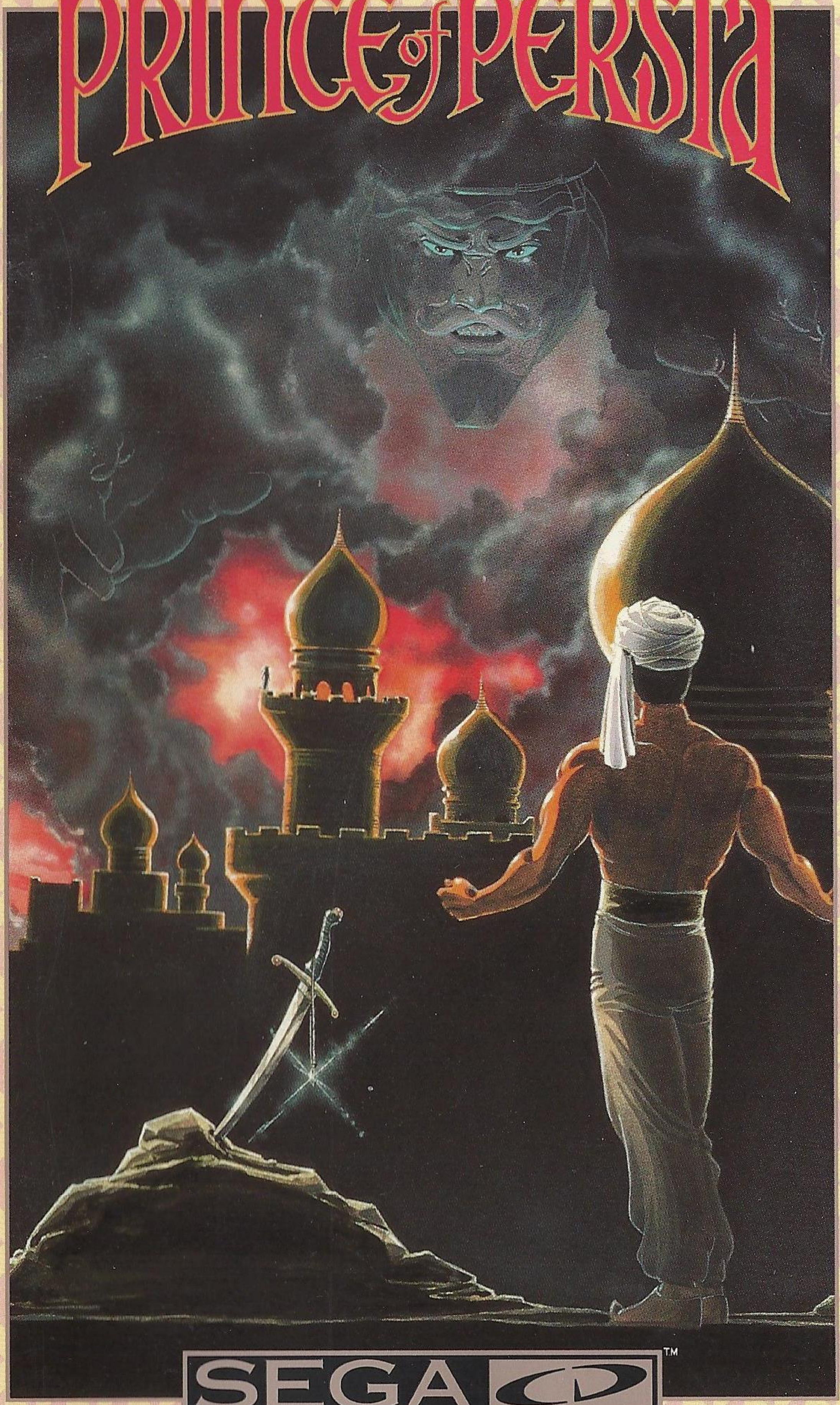
PRINCE of PERSIA®



SEGA CD™

WELCOME TO THE NEXT LEVEL™

INSTRUCTION MANUAL

Epilepsy Warning

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.**

Starting Up

1. Set up your Genesis and Sega CD systems and plug in Control Pad 1.

2. Turn on your TV or monitor, and then turn on the Genesis.

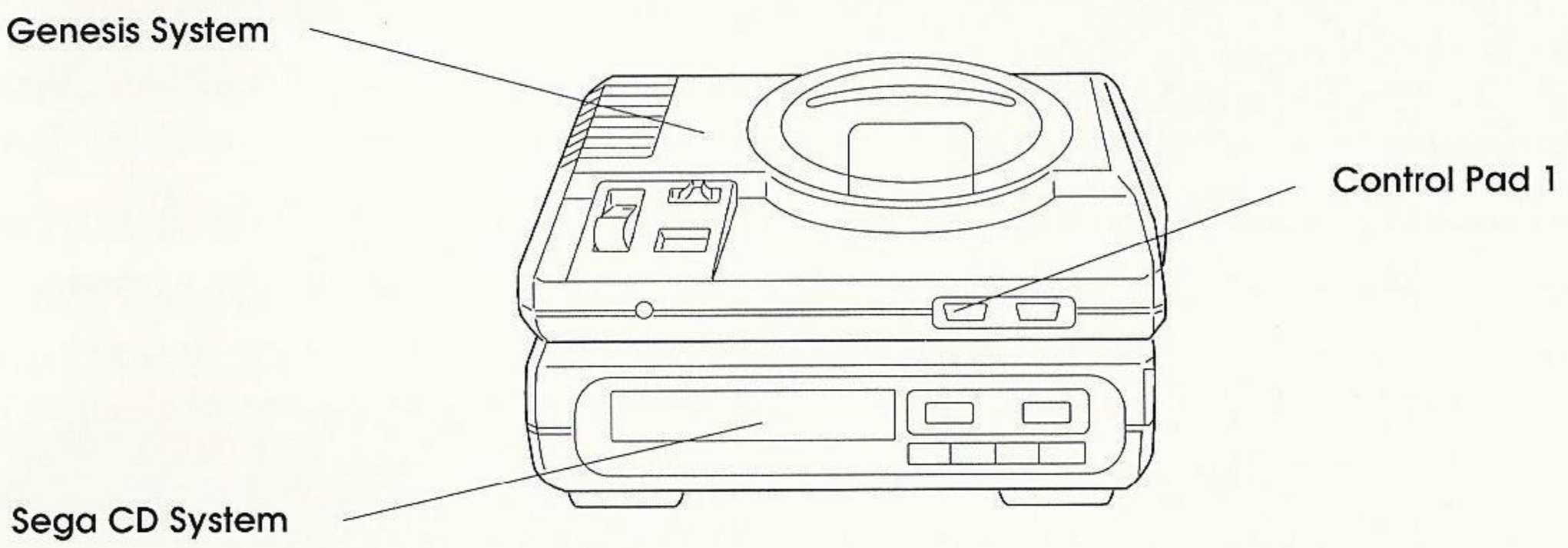
3. Press **Start** or **Button A**, **B** or **C** when you see the Sega CD logo. The Sega CD Control Panel will appear.

4. Press **Start** or **Button A**, **B** or **C** to open the disc tray. Place the *Prince of Persia* disc into the tray. Then press **Button A**, **B** or **C** again to close the tray.

5. Press **Start** or use the **D-Button** to move the cursor to the CD-ROM button.

6. Press **Button A**, **B** or **C** to begin. The opening screens of the game will appear. (If the disc is already in the tray when you turn on the system, the game will begin automatically after a few moments.)

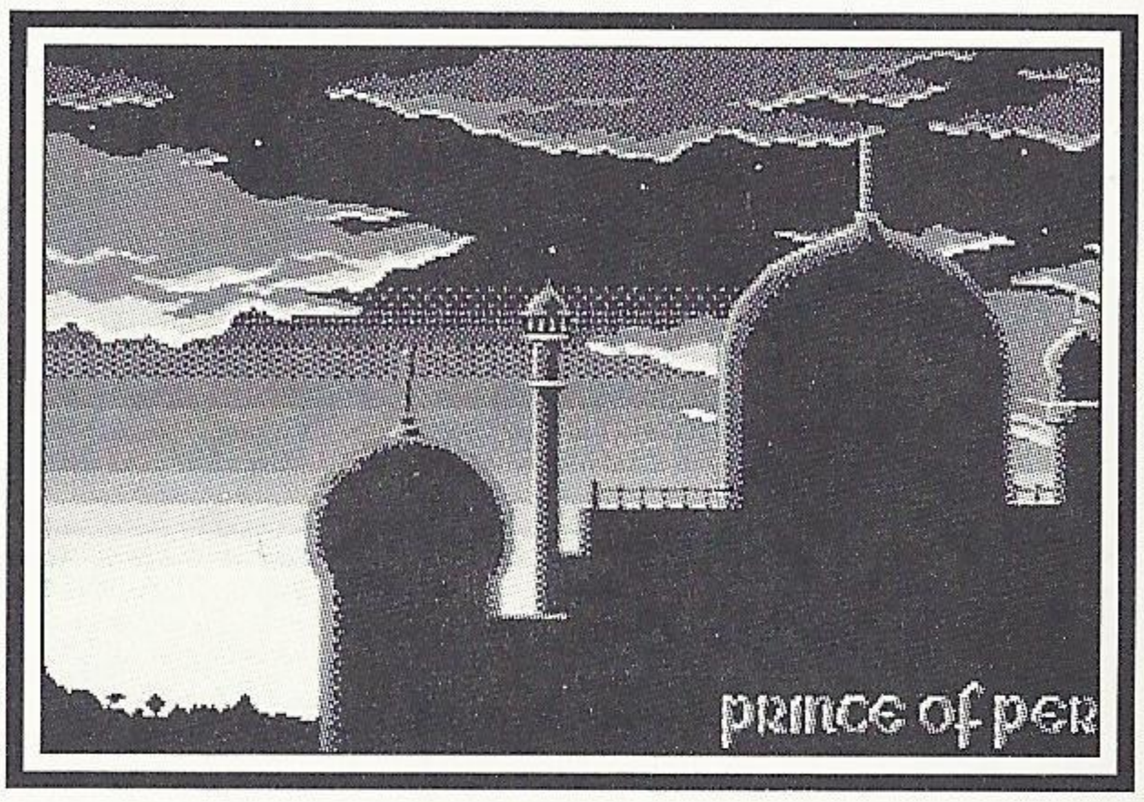
7. To stop a game in progress, or when the game ends, press the **Reset Button** on the Genesis console to return to the Sega CD Control Panel.



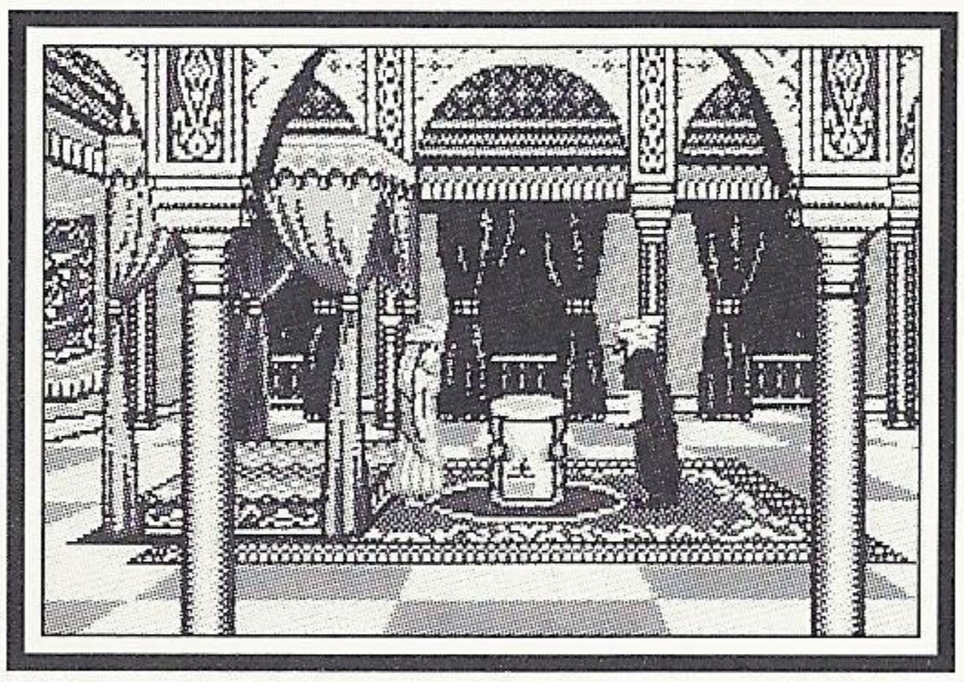
For Game Play Assistance, call
1-415-591-PLAY

The Sultan's Betrayal!

Persia: The empire of legends. The Sultan of Astrabad has been picked by Osman the First, founder of the Ottoman Empire, to lead an army against barbarian invaders to the north. In his absence, the Sultan has given rulership of Astrabad to Jaffar, the Grand Vizier, and entrusted him with the protection of his only daughter, the Princess.

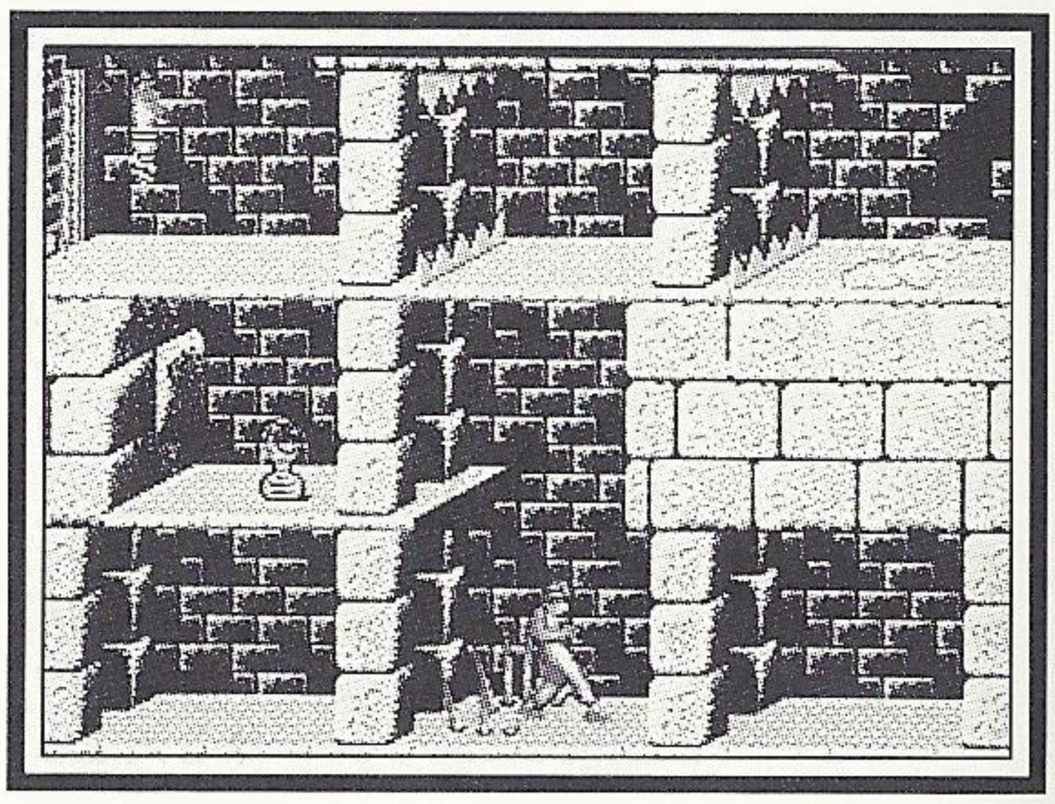


A young Prince, an adventurer from a neighboring city, has met the Sultan's daughter — and promptly fallen in love with her. Meanwhile, Jaffar has received news that the Persian army has been defeated. Believing the Sultan to be dead, Jaffar decides to become the new ruler of Astrabad by marrying the Princess.

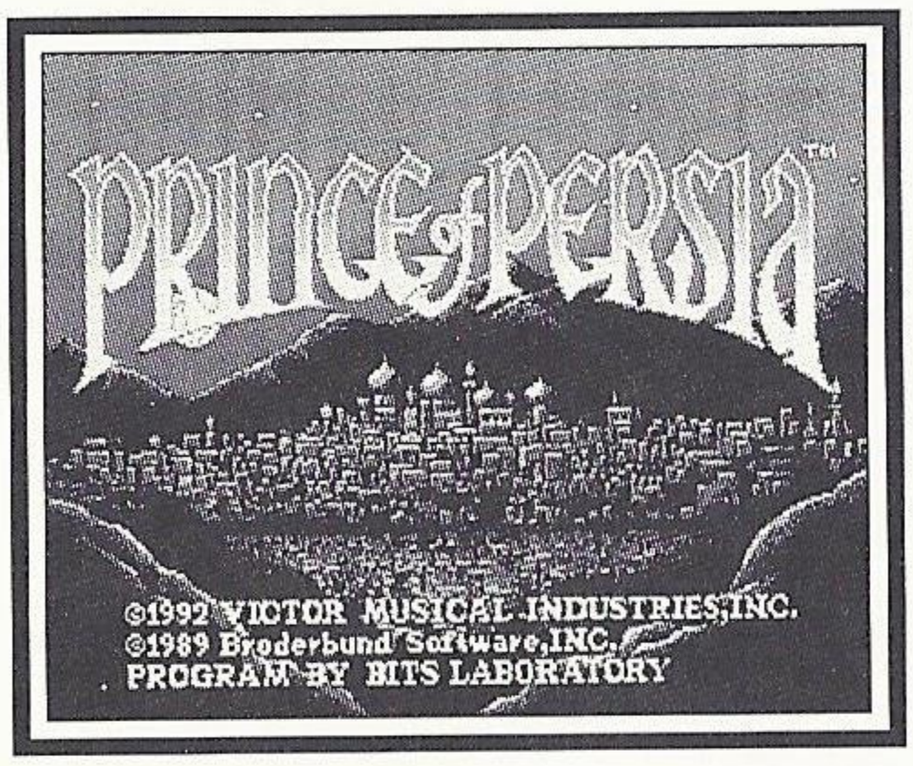


Jaffar has given the Princess one hour to prepare for her wedding, and has thrown the Prince in the palace dungeon where he is sure the young man will meet his doom. But the Vizier doesn't know how resourceful the Prince is. The Prince is determined to save the Princess from the fate Jaffar has in store for her by escaping from the dungeon.

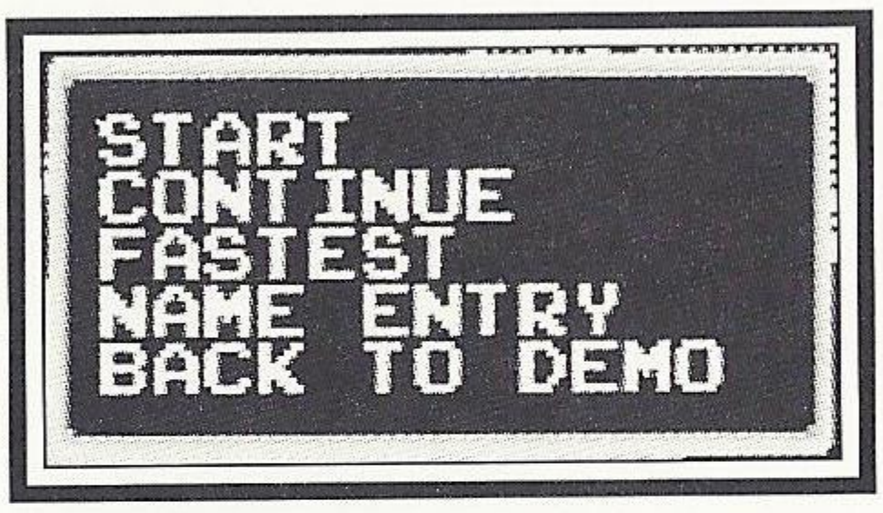
As the Prince of Persia, you must make your way through the many dangers of the dungeons below the palace to save the Princess from the evil Vizier. Traps of all kinds, spikes, bottomless pits, palace guards, are all there to stop you. And remember, you only have one hour to make it out . . .



Getting Started



The game begins with the *Prince of Persia* Title screen. From here, you can press **Start** togoto the Set Up Screen, or wait to see the story. After the introduction, there is a short demo, and finally, a picture of the palace at sundown. Press **Start** or **Button A** or **C** to see the Set Up screen. Your choices here are as follows:



Start: Select **Start** to begin playing the game.

Continue: Select a previous game where you left off.

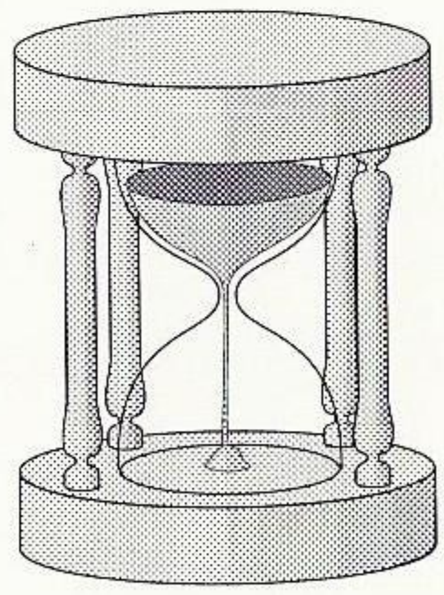
Fastest: This shows the fastest times each floor has been successfully traveled through.



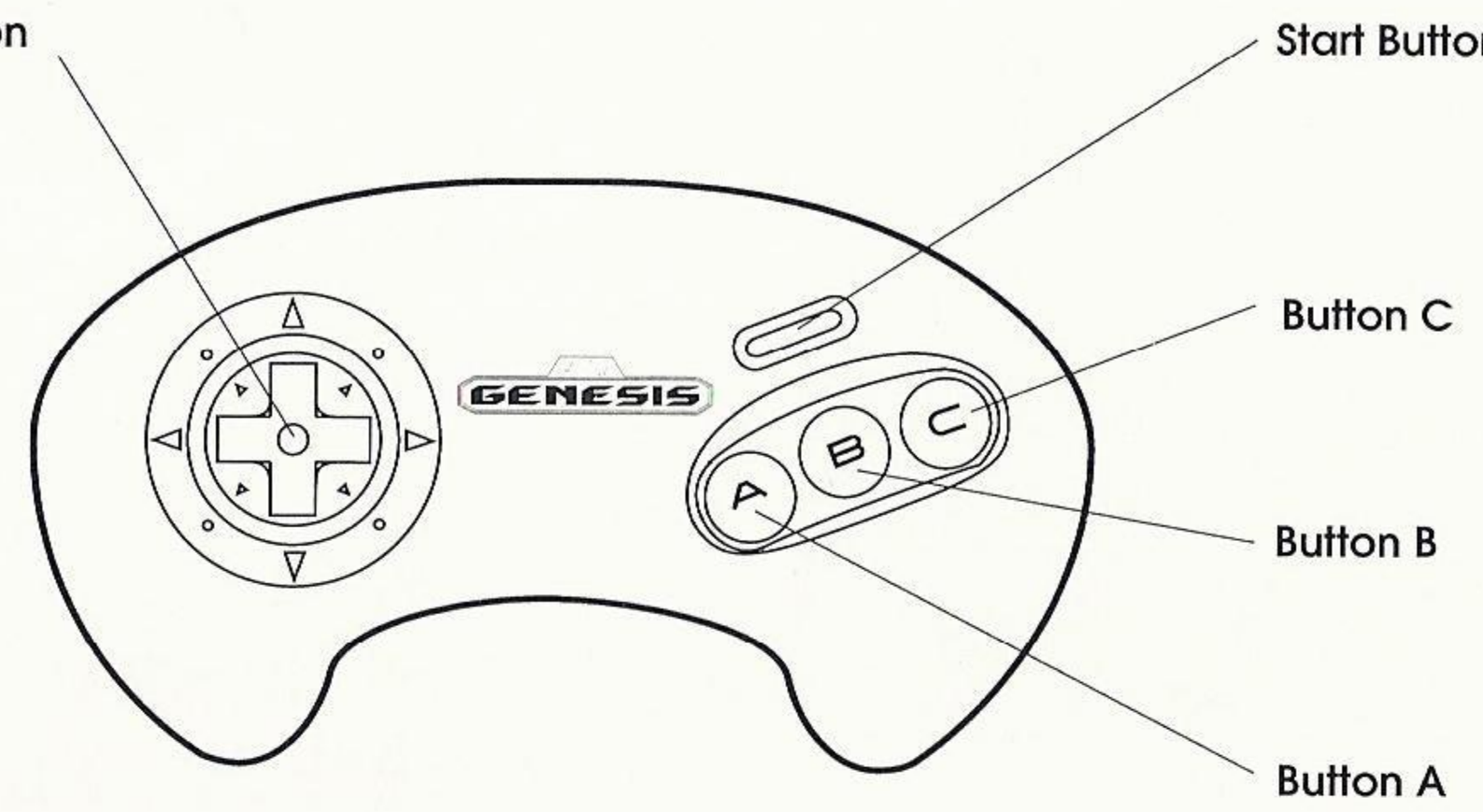
Name Entry: Here is where you input your name to save your games. First, press **Start** or **Button A** or **C** to see the character board. Place the Selection Arrow next to the character you want to input, and select it with **Button A**. Move forward through the characters you've selected with **Button C**, and move back with **Button B**. When you've finished inputting your name, press **Start**. Check the name, and if it's OK, press **Button A** or **C**.

Back to Demo: Press **Start** or **Button A** or **C** to see the Introduction and Demo screens again.

When you're ready, press **Start** or **Button A** or **C** to start the game.



Take Control!



Directional Button (D-Button)

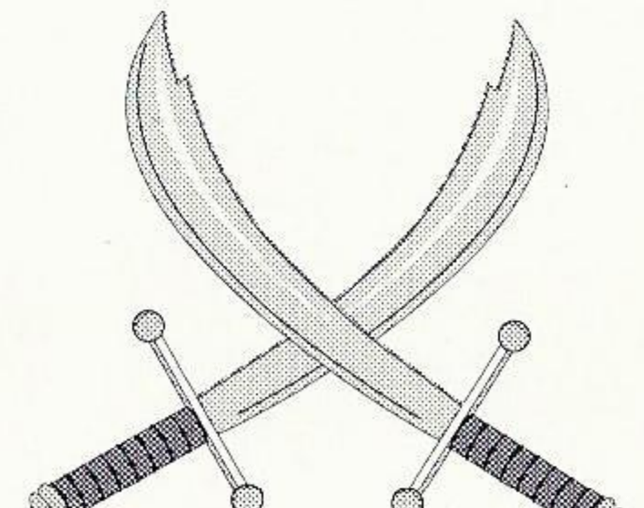
- Press up to make the Prince jump up, block a sword attack, or climb up.
- Press down to make the Prince crouch. Press down when standing next to ledges to climb down.
- Press to the left or right to make the Prince run in those directions.
- Press up and diagonal to do a standing long jump.

Start Button

- Starts the game from the introduction.
- Pauses the game and opens the Options window when playing the game. Closes the Options window and returns to the game when the game is paused.

Button A

- Press to attack when sword fighting/ pick up Items.



Button B

- Press to make the Prince climb up or down/parry attacks.

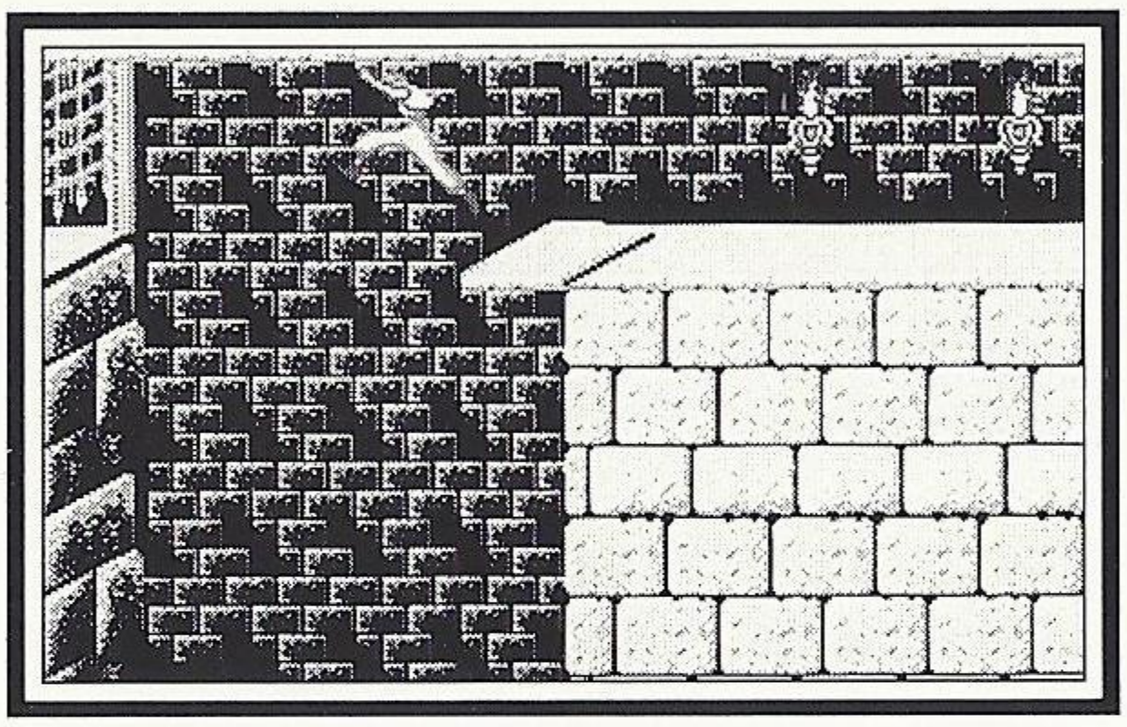
Button C

- Press to attack /pick up Items.

Movement and Fighting

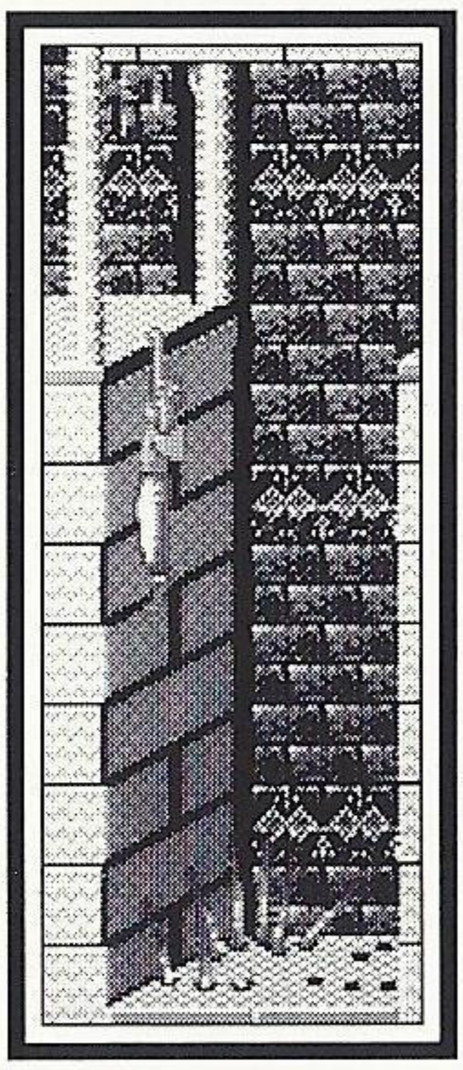
In the dungeons of the Grand Vizier, making your way through the traps and hazards is the only way you can save the Princess! Here are a variety of techniques you'll have to perfect in order to make your way to freedom.

Special Running and Jumping Techniques



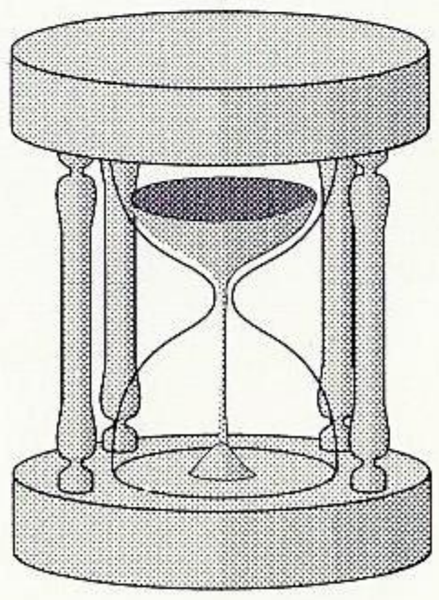
"No Turning Back."

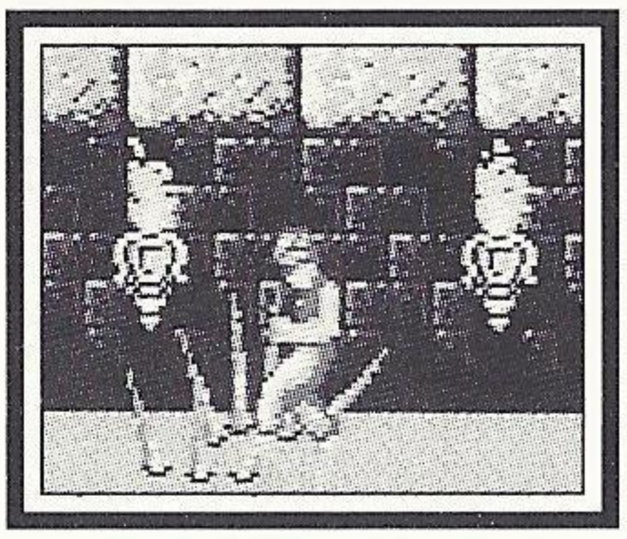
The Long Jump: When you want to jump across wide areas, get a running start by pressing and holding the **D-Button**. Then press **Button B** when you get about two steps away from the edge to make the leap.



Ledge Hanging: Press the **D-Button** and **Button A** or **C** when you're climbing up or down to hang onto whatever you're climbing on. If a ledge is too far away to reach even with the long jump, there is still a way to get across. Make a long jump, and as you reach the other side, press **Buttons A** and **C** at the same time to grab onto the opposite edge. Then pull yourself up by pressing the **D-Button** up or **Button B**. This is very useful when you find yourself about to fall on pointed spikes!

"Look Out Below!"





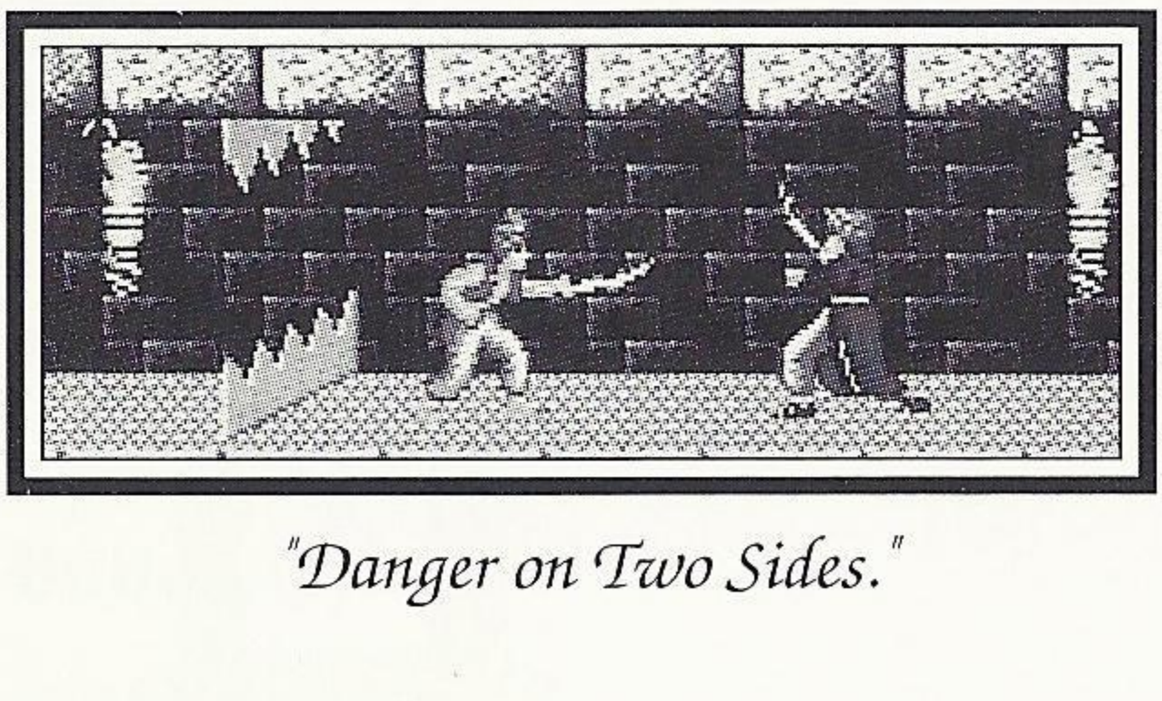
"Tricky Footing."

Tiptoeing: Press the **D-Button** while pressing **Button A** or **C** to take short, careful steps. This method is used in a number of situations:

- Use this method to step right to the edge of a drop. You'll have a better chance of making it to the other side when you jump.
- Running between spikes is an easy way to impale yourself. Tiptoe lightly to make your way through these traps.
- Loose ceiling plates can't be dislodged unless you're standing directly below them. Tiptoe forward to position yourself, then jump up.
- Sometimes you're in a bad position to reach a ledge above you. Tiptoe until you're standing in the right position, then pull yourself up!
- Also useful for the Jaws of Death.

Swordfighting

You will come across guards throughout the palace, and to reach the Princess, you're going to have to deal with them first. The basics of the swordfight are simple: when you come across a palace guard, you automatically draw your sword. Use the **D-Button** to edge yourself forward, and when you're in striking distance, press **Button C** or **Button A** to thrust. Parry your opponent's strike by pressing **Button B**. Pressing the **D-Button** down puts your scimitar away, but don't do that unless you have a really good reason. Once you've put your scimitar away, one blow from your opponent will end your adventure for good!

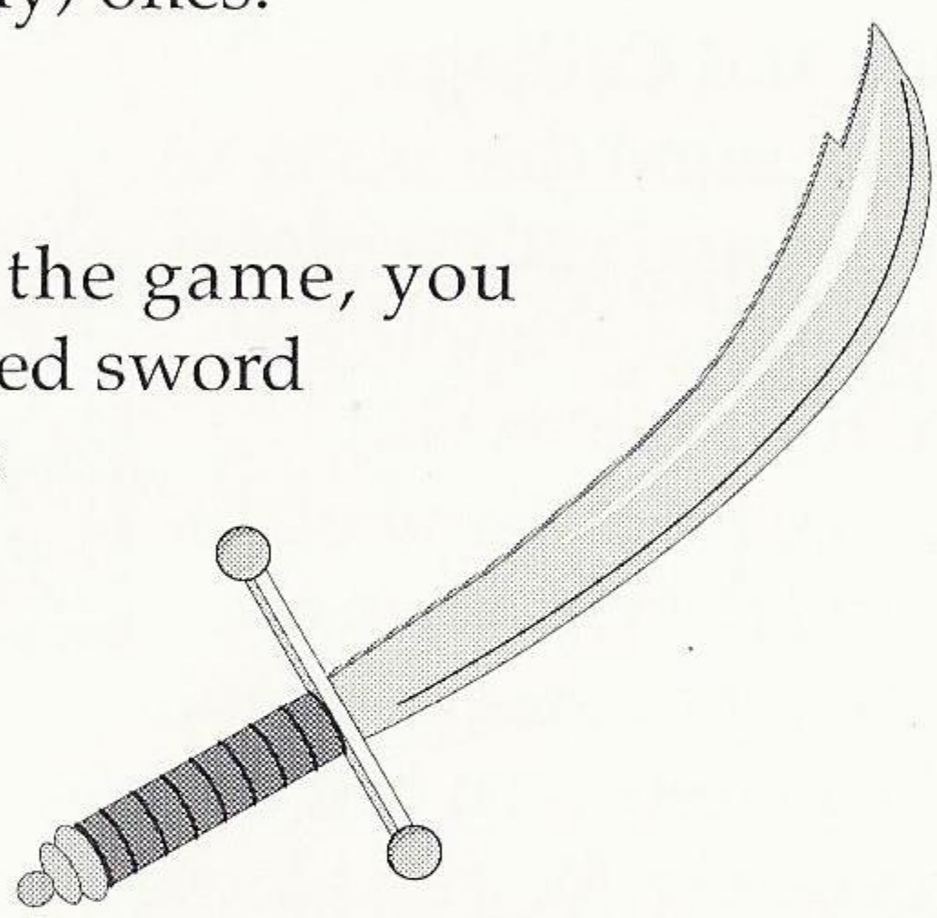


"Danger on Two Sides."

Into the Dungeon!

You've been thrown into the dungeon of the Palace Astrabad. As you already know, you only have one hour to find your way through this maze and save the Princess from the evil designs of Jaffar, the Grand Vizier.

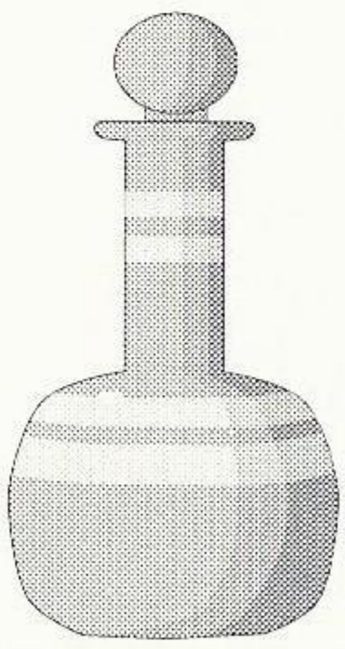
What you don't know is that Jaffar is not only an evil man, but a sorcerer as well. You must be careful of the many booby traps in the dungeon, and also beware of the evil magic and its effect on the dungeon. You will see supernatural creatures as well as more down-to-earth (though just as deadly) ones.



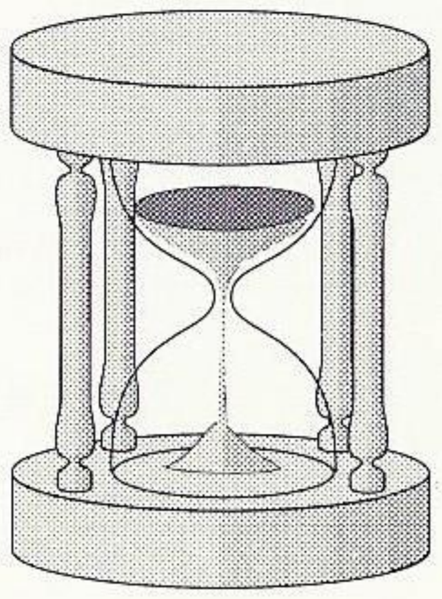
Scimitar: Near the beginning of the game, you will come across a scimitar, a curved sword used in ancient Persia. Look for this sword before doing anything else in the game. You will need this in order to get out of the dungeon.



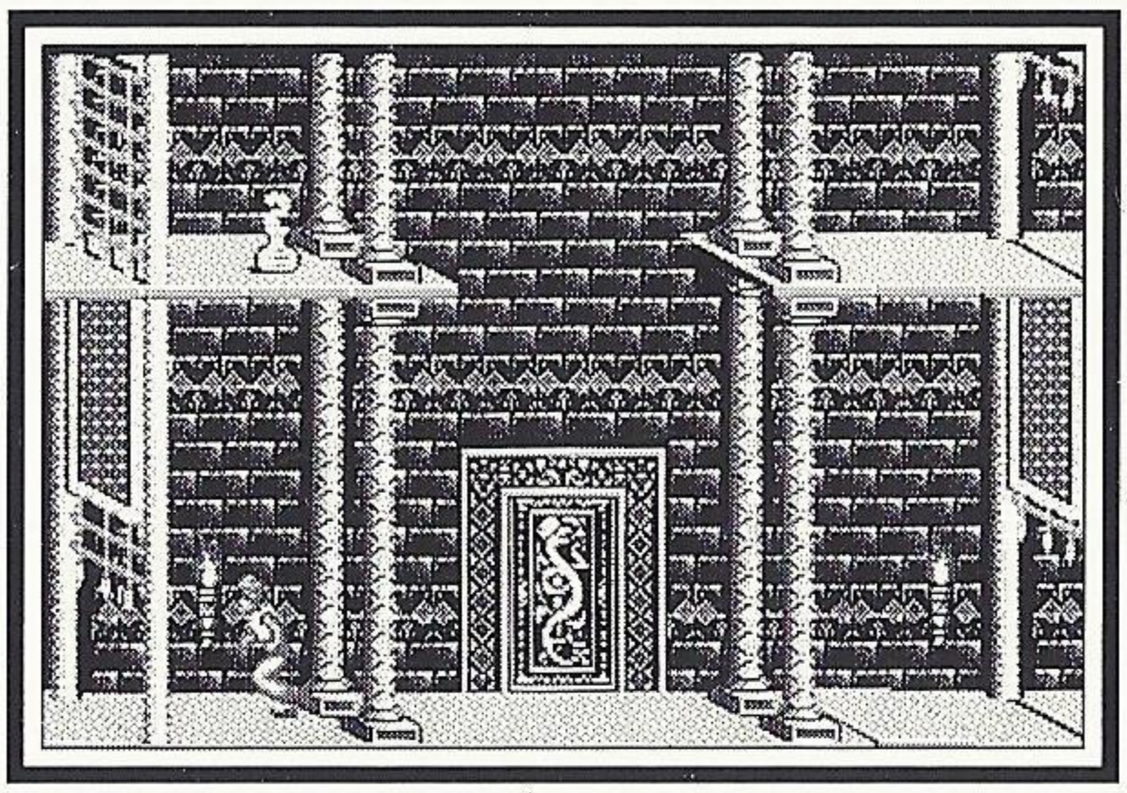
Potions: In Jaffar's dungeon, you will find three types of potions. The first kind is a healing potion. It will restore one of your Life markers (shown at the bottom left of the screen). The second potion will take one Life marker away. Unfortunately, these two types are very similar in appearance, so be careful!



The last type of potion (which is harder to find) has a longer neck than the other two types. This special potion adds an extra Marker to your total supply!



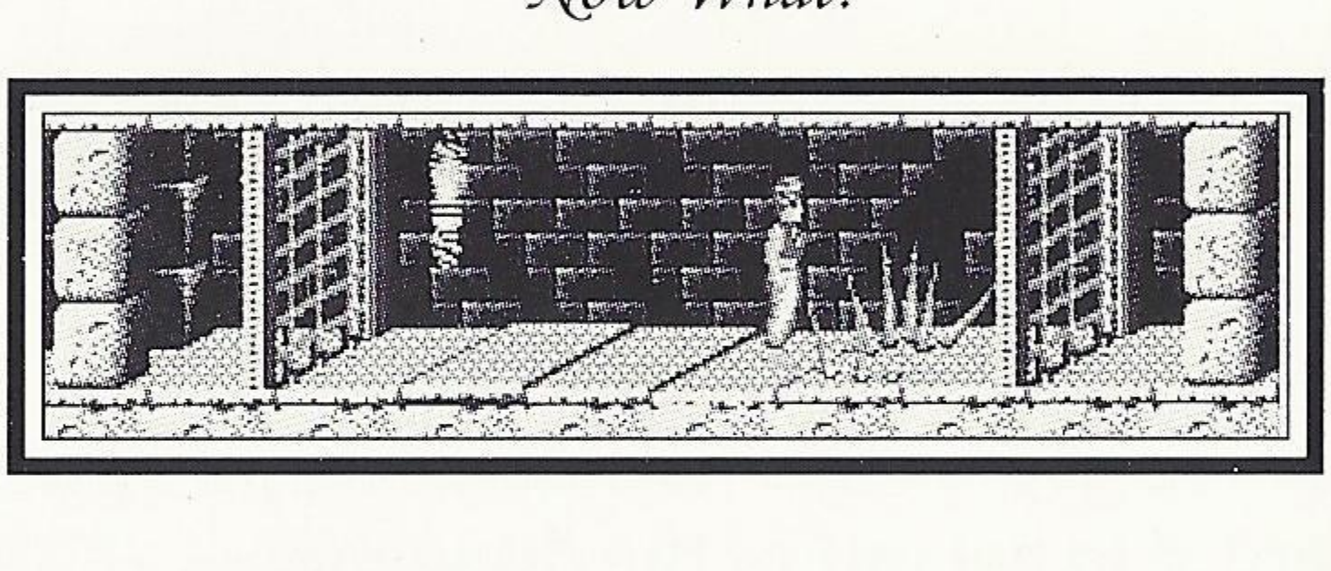
Doors and Gates: Each floor of the dungeon has one entrance and one exit. However, there are many gates which bar your way. Gates and exits are opened (and often closed with a bang) by stepping on spring-loaded floor plates. Remembering where each kind of plate is located is essential to getting to the exit. Naturally, you can only use an entrance once.



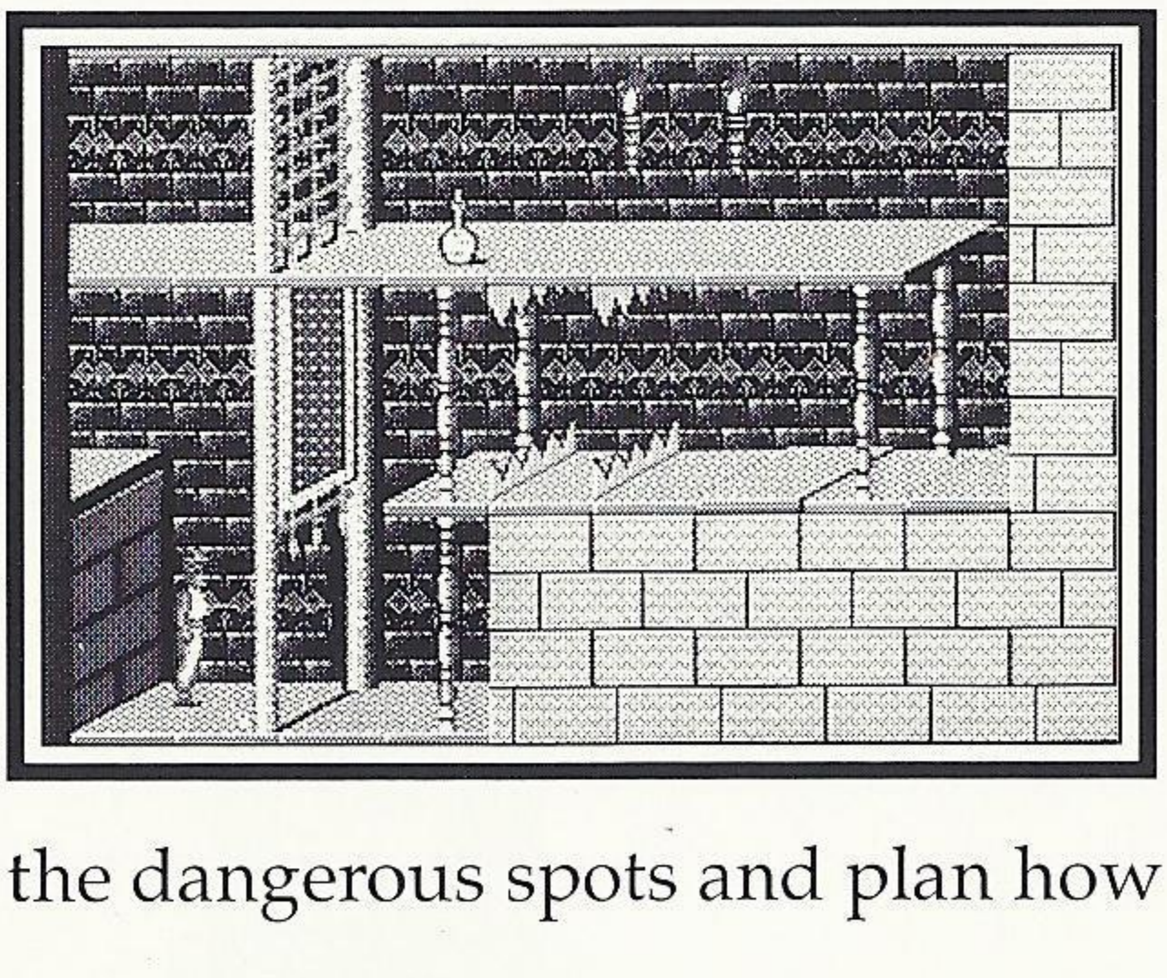
"Before It Closes!"

Floors and Ceilings: Keep in mind that many of the floor and ceiling plates are not solid. Standing on loose floor plates will dislodge them. Sometimes you will just fall down one level. Other times you will land squarely on a bed of spikes. Watch your footing. Ceiling plates can be knocked loose by jumping up when standing directly under them. Ceiling plates often lead to passageways or Life potions, but watch out when you knock one loose. Your turban isn't much protection against a granite slab falling on your head!

"Now What?"



"Is It Worth the Risk?"



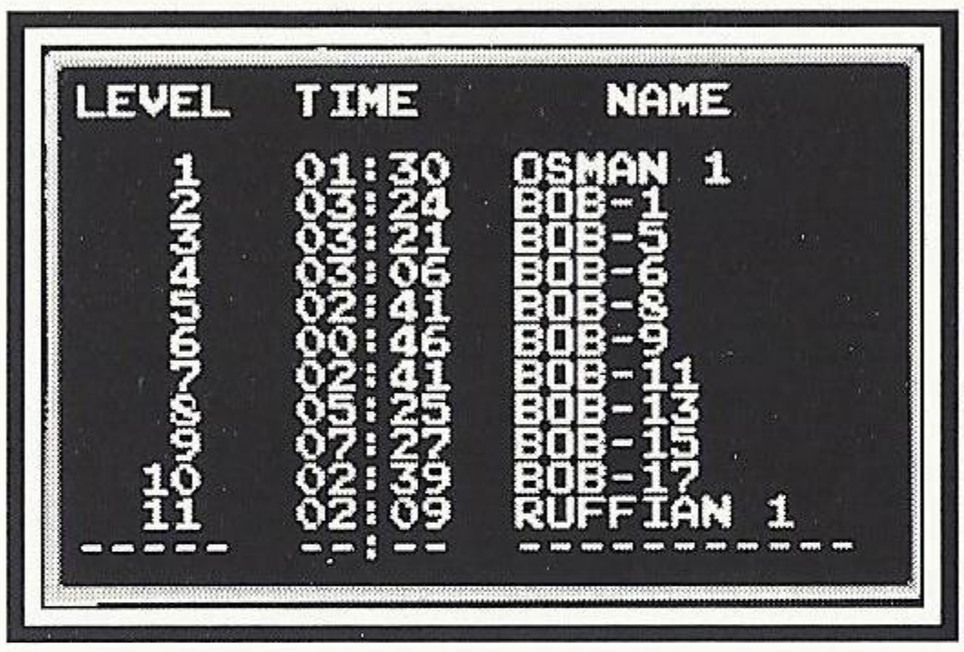
Obstacles: Hidden in the floors and ceilings of the dungeon are numerous booby traps set to go off as soon as you get too close. There are also perilous chasms to jump across and armed guards to fight. Although you have a time limit, it's wiser in the long run to take a little extra time at the dangerous spots and plan how best to handle the situation.

The Options Window



If you press **Start** during play, the game is paused and the Options Window appears. Your options are as follows:

Save: This saves the game at the floor you are currently on. If you're past a locked gate, the game will start from that point. Make sure to save the game at those points, so that you don't have to start from the entrance to that floor. Games are automatically saved under the name you're currently using.

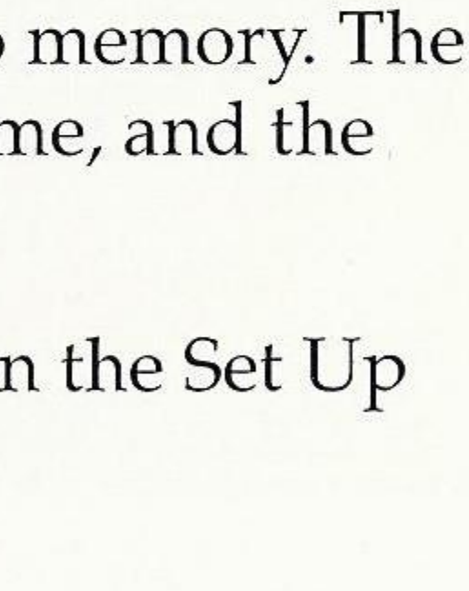


Fastest: You can take a look at how fast you or other players have made it through the floors.

Name Entry: Use this option when you want to change the name of the game you're saving. To save a game separately, enter a new name. Then press the **D-Button** down to a blank line on the Save screen, and press **Start** or **Button A** or **C** to put it into memory. The line will then show the floor you're on, the current time, and the name of your saved game.

Note: Entering your name is done the same way as on the Set Up screen. See *Name Entry* on page 3.

Speed Move: Change the speed at which the Prince moves. The default setting is 3. The fastest speed is 1, the slowest is 5.



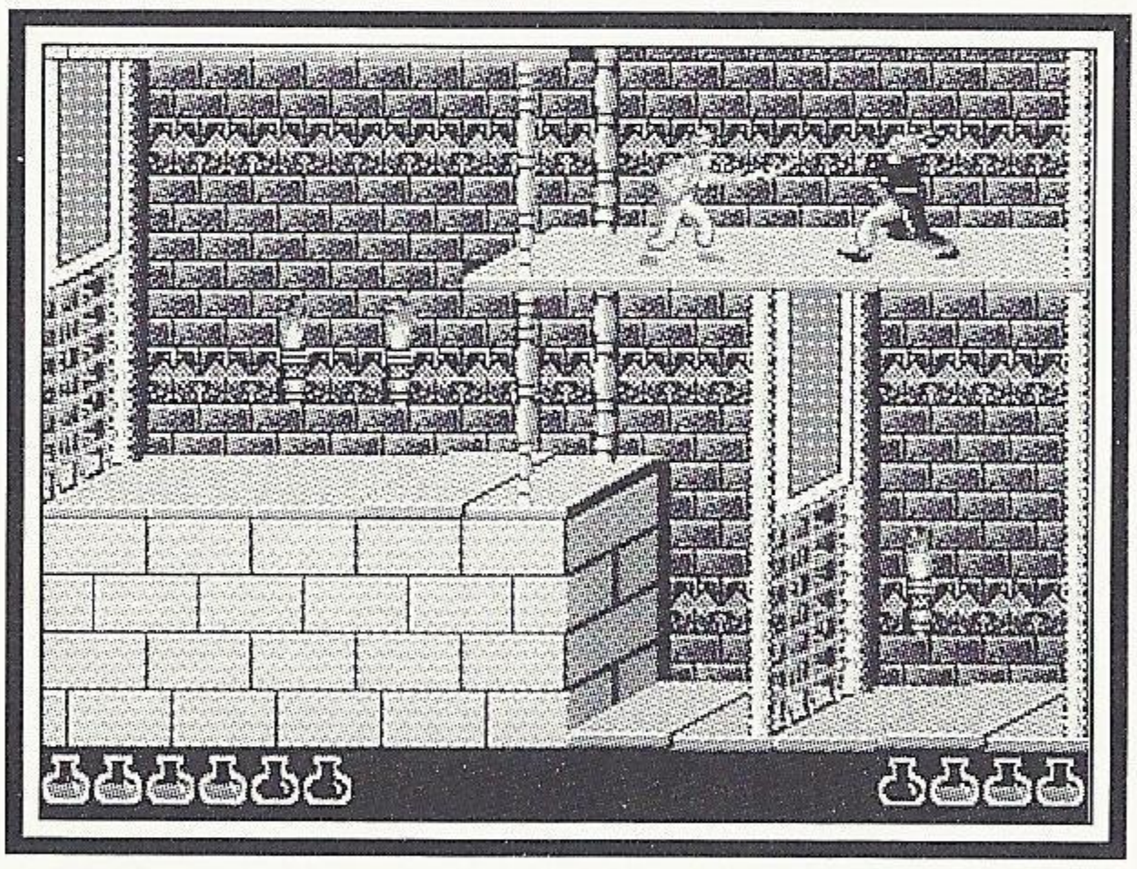
Speed Fight: Change the speed of the Prince's attack. The default setting is 4. The fastest speed is 1, the slowest is 5.

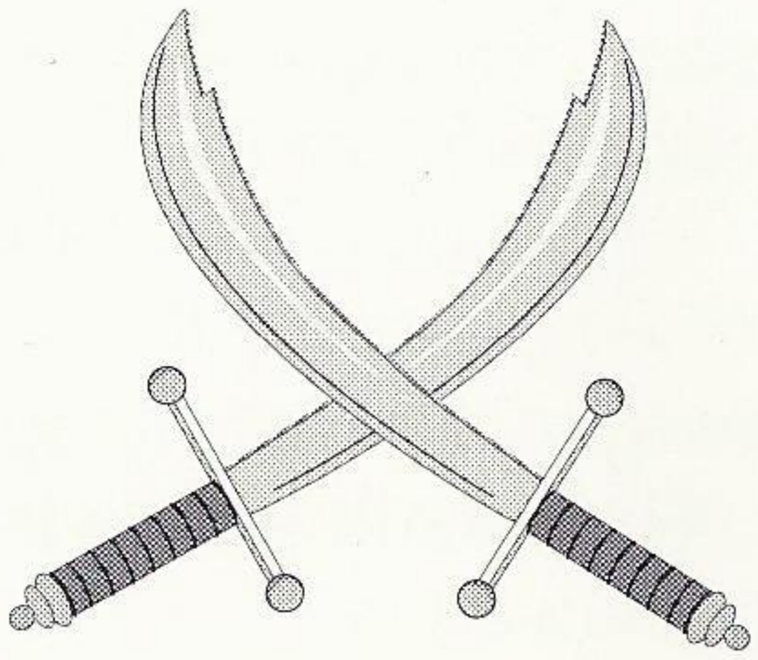
Game End: If you decide to quit the game without saving it, select Game End and press **Button A** or **C**. The game will stop. Remember, when you choose this option, you will lose all the information.

Restart: This option lets you start again from the entrance to the floor you're currently on. You restart the level with only the time remaining on the clock.

The Fate of the Prince . . .

If the Prince is able to make his way through the floors and defeat his opponents, he will finally achieve his ultimate goal. But in the dark passage-ways of the palace, things aren't always so rosy. If he happens to fall victim to one of the hundreds of dangers awaiting him, wait a few moments and a message screen will appear, telling you to push any button, but **Button B**, to continue the game. After you press a button, the Prince will start his adventures again at the entrance of the same level he died on. Keep in mind, however, that the sands of the hourglass are still falling. In other words, you restart the game with only the amount of time that's left on the clock.





A Secret Message from the Princess

At the beginning, just after the Prince had been thrown into the Palace dungeon, he sat down, wondering what to do next. He knew he had to find his way out of the prison to save the Princess from Jaffar's evil plans! He looked to his right and noticed a loose floor plate nearby. A way out?

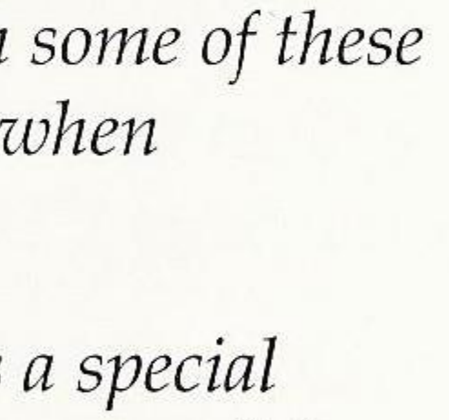
As he was walking over to try and pry the plate open, a white mouse carrying a piece of paper in its mouth came through a hole in the wall. The mouse dropped the paper at his feet and scrambled away. Intrigued, the Prince picked up the note and opened it . . .

"Now is the time for courage, my Prince. I have been through the dungeon only once, but I can tell you some of the things to be careful of. First, beware of the swordsmen. They will try to force you backwards with their sword blows, onto spikes or through weak spots in the floors. Get as close to them as you can and use their strategy against them as you fight.

"You must also remember that the floors and ceilings are not always sturdy. If you jump up and down, you will see the loose plates shake. There are secret passageways through some of these plates, while others are bottomless pits. Be careful when exploring!

"Finally, I must tell you that Jaffar has said he has a special opponent waiting for you — one that he says you cannot fight against and win. If this is true, then all is lost. But I feel there is some trick in Jaffar's words . . .

"I have faith that you will overcome these obstacles. Oh! Jaffar is coming! Please hurry, my Prince!"



Out • of • the • Dungeon!

Player	Level	Time	Date

Handling Your Sega CD Compact Disc

- The Sega CD Compact Disc is intended for use exclusively on the Sega CD.
- Avoid bending the Compact Disc or touching, smudging or scratching its surface.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega CD.

Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega CD Compact Disc shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective compact disc at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship. To receive warranty service, call the Sega Consumer Service Department at this number:

1-800-USA-SEGA.

DO NOT RETURN YOUR SEGA CD COMPACT DISC TO YOUR RETAIL SELLER. Return the Compact Disc to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he will provide you with instructions on returning your defective Compact Disc to us. The cost of returning the Compact Disc to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega CD Compact Disc requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your Compact Disc cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

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- ***HOT-WIRED™*! EXCLUSIVELY FOR SEGA CD OWNERS:** *Hot-Wired* puts you on our priority mailing list for fast-breaking news on SEGA CD technology, radical new games, cool new sounds and exclusive offers.
- **CHARTER MEMBERSHIP ELIGIBILITY** in our soon-to-be announced Sega CD owners club.

REGISTER TODAY AND WATCH FOR MORE INFORMATION!

1. HOW TO ENTER: Completely fill out the registration card and mail it. Mechanically reproduced entries not eligible. Not responsible for printing errors, or for mutilated, late, lost, postage due or misdirected mail.

2. JUDGING: There will be 4 drawings. Each of the drawings will take place on a quarterly basis, on or about March 31, June 30, September 30, and December 31, 1993. Winners will be selected at random from all entries received five (5) days before the drawing dates by Marden-Kane, Inc., an independent judging organization whose decisions are final. Only one prize per person, family, organization or household. If your registration card is received after any one of the drawings it will be automatically entered into the next drawing, except for the last drawing.

3. NOTIFICATION: Winners will be notified by mail and will be required to sign an Affidavit of Eligibility and a Publicity/Liability Release which must be returned within 14 days from date of notification.

4. PRIZES: There will be 1 prize awarded in each of the four drawings. Each prize consists of approximately 60 music CDs. Approximate retail value $1,000.00 each. All taxes are responsibility of the winner. No prize substitutions, or transfers permitted.

5. ELIGIBILITY: Sweepstakes open to all persons who are residents of the United States and its possessions, except employees and their immediate family members of Sega of America Inc., its divisions, subsidiaries, affiliates, advertising and promotion agencies. Void where prohibited by law.

6. WINNERS LIST: For names of winners, send a self-addressed, stamped envelope to Sega CD Sweepstakes Winners, Inc., P.O. Box 712, Sayreville, NJ. 08871.

7. OFFICIAL SWEEPSTAKES RULES: Sweepstakes subject to complete Official Rules. To obtain a copy of official rules send a stamped self-addressed envelope to Marden-Kane, Inc., Sega CD Rules, 1255 Post St. Ste. 625, San Francisco, CA 94109.

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